

Medal of Honor: Underground FAQ/Walkthrough

by thebigdoubleu

Updated to v2.0 on Jan 13, 2003

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|  
| M E D A L O F H O N O R |  
| -----UNDERGROUND----- |  
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Full FAQ and Walkthrough v. 2.0

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This is a finished guided to complete all the levels of Medal of Honor:  
Underground, including the secret levels.  
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| The First World War, victory had been ours, but we will soon |  
| fail at the peace that followed. Our leaders appeased the |  
| growing evil instead of fighting it, sacrificing our future. |  
| We vainly reinforced our borders with concrete while we evac- |  
| uated our children from the cities. There was something terr- |  
| ible growing with our old enemy, and no seemed able to stop |  
| it. The world was about to find out what happens when an en- |  
| tire nation is swept by madness. What would you do? Surrend- |  
| er? Collaborate? Or RESIST? |  
|  
| Manon Baptiste |  
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--1. I N T R O D U C T I O N--

Medal of Honor: Underground (MOHU) is the second installment of the popular Medal of Honor series. After playing all the MOH games, MOHU has always been, and still is, my favorite game. It set the standard for the MOH franchise.

This is my guide for MOHU, which I wrote to help fellow MOHU gamers. Sometimes the game can be difficult and you will feel like throwing your controller at the TV screen. DON'T!!! This will destroy your TV!!! :)

Seriously, if you find yourself stuck in a level, this guide will help. It contains a detailed walkthroughs for the standard levels (Missions 1 to 7) and for the secret levels (Mission 8). You can also find useful hints on using weapons, health kits, and defeating your enemies. There are also sections of interest for other aspects of MOHU.

If you ever need help on this game, or if you have comments and questions about this guide, please do not hesitate to email me (see Contact Info). Likewise, emails of gratitude are definitely accepted.

Thank you for reading this guide, and I hope it will help you enjoy the great game Medal of Honor: Underground.

--2. S T O R Y--

Manon's voice over when the game loads pretty much explains it all. France has been invaded and conquered by the Nazis. Unlike the cowardly leaders that surrendered, Manon joins the French Resistance (the Maquis) and fights the oppressors. She starts out as a no-name, young French girl in the Resistance but will be later recruited by the Office of Strategic Services (the OSS, which is America's CIA of World War II).

If you have already played the original Medal of Honor, you have already met Manon Baptiste (BTW, it is pronounced Man-known). In MOH, she was Lt. Jimmy Patterson's old buddy who provided you with vital intelligence on defeating the Nazis. In fact, both Patterson and Colonel Stanley Hargrove from the original game will make an appearance in MOHU. MOHU starts out before the original game, but will eventually mingle with its storyline, that is, if you can make sure Manon survives.

Got a general question you want answered? Maybe this section will help.

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Q: I went through the entire map and killed everyone in sight, but I still can't get an Excellent rating, are my kills not being counted?

A: To ensure that you receive an Excellent rating, do not exit a map when your objectives are completed. Instead, go through the entire map once more because this will cause Nazis to spawn. The only problem with this game is that Nazis simply spawn out of nowhere and sometimes you may walk by them, they spawn, and you don't know they were there. Also, certain actions cause more Nazis to spawn. If there is a machine gun emplacement, use the Action button to use the gun, as this will guarantee a HORDE of Nazis to spawn and charge you. Hehehe...more kills. Also, there are lots of side paths that lead to areas full of Nazis, but not to the end of the level; so if you want to eliminate at least 95% of your enemies to get an Excellent rating, check out such areas.

~~~~~  
Q: Can I get 100% completion in this game?

A: In Medal of Honor Underground, you can receive 100% completion once you've beaten the game and the secret missions. I'm assuming you're asking this because in the original Medal of Honor, you can unlock everything and beat the game and only get 99% Don't worry, you're ego will be well satisfied with the 100% in this game.

~~~~~  
Q: Can you see the female German photographer shower?

A: No. Despite what you may hear, there are no secret air ducts that allow you to crawl into the bathroom and be a peeping tom. Stand there and listen to her sing in the shower if you want, but the answer is NO. Also, you can ignore the crazy rumors that she will come out if you wait there for an hour; although I have never waited for an hour for her to come out, I can guarantee that whoever started that rumor just wants you to waste an hour of your life. Think about it: MOHU is rated Teen.

~~~~~  
Q: Can Germans catch and throw petrol bombs back at you?

A: As unlikely as it may seem, it is possible for a German soldier to catch a flaming petrol bomb and chuck it back at you. However, this happens RARELY, so don't worry too much about it. I've only seen it happen once. If a German throws a petrol bomb back at you, just back away (don't worry, you will see that flaming bomb come at you) and throw another one or waste him with your gun. The only way you can guarantee that a German will catch a petrol bomb is if you are throwing it within close range (as in four or five steps away). He'll chuck it back and kill himself and you.

~~~~~  
Q: Are there any secret rooms/areas in Medal of Honor Underground?

A: Not really. There's a lot of obvious side paths that you can take to find hidden weapons/health caches. The only real secret room is in the level Valhalla, which I will go into detail later. There's also a few places that are HARD TO REACH, but far from being secret, and I'll show you where they are too.

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Q: I've noticed that there are some health kits and ammo packs that you didn't list, can I email their locations to you?

A: Thanks for the offer, but I know where everything is in the game. I have written down the locations for all health kits and ammo packs that are in out-of-the-way places, hard to reach places, concealed locations, concealed crates, and the secret room in the guide. I didn't listing the location of powerups that are in obvious places, because IMO, I consider that as an insult to a reader's intelligence.

~~~~~  
Q: What is the best controller configuration for me to use?

A: This depends on the individual player. Most people like Configuration 4 and I would highly recommend using it (use it myself too) if you are having troubles with the default controls.

~~~~~  
Q: Mission 8 (Secret Bonus) "Panzerknacker Unleashed" is impossible!
Impossible!!!

A: It's hard, but not impossible, just ALMOST impossible. Read the walkthrough I wrote.

~~~~~  
Q: Is there a PC version?

A: No.

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Q: I need cheats!

A: I'll give you the entire list of cheats and secrets and all their effects later on.

~~~~~  
Q: Why is Lt. Patterson in the bonus mission when this game is based on Manon?

A: This question has been debated over and over by gamers and there's no right answer to it. Most agree that it's suppose to be the final mission in the original Medal of Honor but got taken out for some unknown reason (FYI, in the original Medal of Honor, you can only get 99% completion but no more.)

~~~~~  
Q: Are the missions based on real history?

A: To an extent, yes. Once you finish a mission, you will unlock a Historical Footage video (using black and white historical archives) that will give some background info on what happened in real life.

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Q: Manon's French, why is this a Medal of Honor game?

A: Because she is a character from the original Medal of Honor game (note the word "game"). She cannot win the Medal of Honor in the game. The highest honor Manon can receive is France's Legion of Honor.

~~~~~  
Q: What kind of bonus awards do I unlock if I receive medals and mementos?

A: Complete satisfaction that you have beaten the game utterly, but otherwise the medals and mementos really serve no purpose except as bragging rights. The last two medals, however, the Legion of Honor and the Dreamworks' Medal of Valor will unlock two secret movies.

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Q: Can I replay a level to get a better rating?

A: Yes, just go to Save, Load, and Records section in the Safe House, access your Mission Log, and select the level you want to play.

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Q: Is there a mode that lets me play soccer?

A: No, apparently the development team made some screenshots of Nazis playing soccer in the level Casablanca for fun. They've even included it in the MOHU Development Gallery, but you can't play soccer in the game.

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Q: Is there a mission where you get to assassinate Hitler?

A: No.

~~~~~  
Q: Did I beat the game at Mission 7?

A: Yes, Mission 8 is just a bonus mission, but you must beat it if you want the DreamWorks' Medal of Valor and 100% completion marks.

~~~~~  
Q: What's the difference between the Platinum edition and the regular MOHU?

A: I've searched the web for this and as far as I can tell, there is no difference except Platinum is only available in Europe (where the game is POPULAR, top 3 seller at EA UK store as of now) and comes in fancier packaging.

~~~~~  
Q: The music in this game is great! Where can I buy the soundtrack?

A: I agree with you completely that the soundtrack for MOHU is the best for any video game. Unfortunately, the soundtrack is out-of-print and it seems unlikely that DreamWorks is going to issue a re-print to make money off us (which, BTW, we are more than willing to pay). You would have to get into a bidding war on ebay. I've seen prices go up to \$70 US for a soundtrack that costs ten bucks when it came out.

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Q: If I shot a barrel, and the explosion kills a bunch of Nazis, will the shot count as a miss?

A: Unfortunately, it does.

~~~~~  
Q: Do I have to maintain 75% health during the ENTIRE level to get an Excellent rating?

A: Nope. You can have 1% for all I care, but as long as you have 75% health when you EXIT the level, you will be credited with an Excellent rating.

~~~~~  
--4. S E T T I N G U P A G A M E--

Before you begin, you should go to the Options menu to select your level of difficulty and controller configuration.

There are a number of controller configurations you can choose from. Be warned that people new to the MOH series, or first-person shooters on a console for that matter, will need some time to adjust to the controls. It will probably take a level or two of playing, but don't worry: the first few missions are easy.

I highly recommend using Configuration 4. This allows you to move, strafe, and aim with ease using both the analog sticks. And if you are really that old school, you can use the MOH Classic configuration, which isn't bad, but

Configuration 4, IMO, works best.

Your next step is to choose a level of difficulty: Easy, Medium, or Hard. No matter what level you choose, the Nazis will still be present in the same numbers, do the same amount of damage, and act just as smart. But there are some significant differences:

**EASY:** The default level that allows for easier aiming. Also, you start off each level with 100% health, regardless of how much health you have left from the previous mission.

**MEDIUM:** No more easy aiming, but if you're health dips below 50%, then you will start the next level with at least 50%. If you have more than that, it carries over to the next level.

**HARD:** This is for experienced players, as the health you have is carried on to the next level. If you have 99% health, then you'll have 99% health in the next level. If you have 5% health, then you better find some Field Surgeon Packs soon or you'll be respawning with 5% health!

#### --5. M I S S I O N P E R F O R M A N C E--

After each mission, you will be rated on how well you've performed in battle. The ratings are Excellent, Good, and Average.

If you achieved Excellent ratings for all but one level in a mission set, you will receive a medal or a memento. If you received Excellent ratings on all levels in a mission set, you will be awarded a secret code or even a secret movie.

You will also receive a marksmanship rating, based on the number of shots fired, hits, head shots...etc. But don't worry about it, where you hit an enemy doesn't affect you're mission rating.

To qualify for these ratings, you must:

**AVERAGE:** Complete all objectives in the level and exit it.

**GOOD:** Complete all objectives in the level, exit it, and kill 95% of your enemies.

**EXCELLENT:** Complete all objectives in the level, exit it, and kill 95% of your enemies AND maintain at least 75% health. You may have to try several times in a level before you achieve this rating. Trust me, it's not a walk in the park in some levels.

#### --6. M E D A L S A N D M E M E N T O S--

Based on your performance, you will be awarded a medal or a memento (remember, Manon is not exactly a professional soldier, so souvenirs will have to do).

When you finish a game, you will also receive an end-of-the-game medal and a bonus movie based on your performance throughout the ENTIRE game. If you finish the secret levels with the requirements, than you will receive a special bonus medal, bonus memento, and a bonus movie.

Remember that you MUST receive EXCELLENT ratings for all BUT one level. (The one you messed up on will only affect your eligibility to get cheats; it doesn't matter what you rating you receive for it, because as long as the other levels are all rated as EXCELLENT, you will receive a medal/memento.)

And the awards are:

JACQUES' LOCKET: Complete THREE out of FOUR levels with Excellent ratings in Mission 1 "Occupied!" and Manon will receive this memento from her brother, Jacques.

FOREIGN LEGION'S BADGE: Complete THREE out of FOUR levels with Excellent ratings in Mission 2 "Hunting the Desert Fox" to receive this medal.

PHOTOGRAPH OF KNOSSOS RUIN BEING DEFACED: Complete TWO out of THREE levels with Excellent ratings in Mission 3 "Undercover in Crete" to receive this memento.

CAPTURED SS RING: Complete TWO out of THREE levels with Excellent ratings in Mission 4 "Wewelsburg: Dark Camelot" to receive this memento.

LA MEDAILLE DE LA CAMPAGNE D'ITALIE (THE ITALIAN CAMPAING MEDAL): Complete TWO out of THREE levels with Excellent ratings in Mission 5 "Last Rites at Monte Cassino" to receive this medal.

PIECE OF DESTROYED V1: Complete TWO out of THREE levels with Excellent ratings in Mission 6 "A Mittlewerk Saboteur" to receive this memento.

LA CROIX DE GUERRE (THE WAR CROSS): Complete THREE out of FOUR levels with Excellent ratings in Mission 7 "Liberation!" to receive this medal.

LA MEDAILLE DE LA FRANCE LIBEREE (MEDAL OF LIBERATED FRANCE): Beat the game and you get this medal.

LA CROIX DE LA LIBERATION (THE LIBERATION CROSS): Beat the game, and receive medals for all but one mission set to win this award. You will also be decorated La Medaille de la France Liberee along with this medal.

LEGION D'HONNEUR (LEGION OF HONOR): Good job! This is France's highest honor for bravery that you will receive if you beat the game with Excellent ratings for ALL missions. You will also receive the last two medals if you receive this medal as well as a secret movie.

PANZERKNACKER: Complete TWO out of THREE levels with Excellent ratings in the Mission 8 (Bonus) "Panzerknacker Unleashed!" to receive this memento.

DREAMWORDS MEDAL OF VALOR WITH CLUSTERS: Beat the Bonus Mission (Panzerkancker Unleashed!) with and the entire game with Excellent ratings to receive this secret medal (which comes along with a secret movie).

## --7. H E A L T H K I T S--

Throughout the game, you will encounter three types of health kits that will restore any damaged health. You can find them simply lying on the ground, stored in rooms, and dropped by killed Nazis.

Here are some general hints when using health kits:

-Don't use a Field Surgeon Pack to repair 10% damage. Save First Aid Kits and



Field Surgeon Packs when you actually NEED it. In some levels, you may only find one or two of them.

-Remember the locations of Field Surgeon Packs and First Aid Kits so you can go back to them when you need it (i.e. when you are low on health or you want an Excellent rating to complete a mission)

-Health kits that are dropped by killed Nazis will disappear, so that should be the only situation when you should grab a Field Surgeon Pack to repair small damage.

Here are the three types of health kits Manon will encounter:

MEDICINAL CANTEEN: These are small canteens that will let you regain 10% of your health; they could be found on dead German soldiers too.

FIRST AID KIT: It's a gray box with a red cross that will boost your health by 25%; they are rarely found on dead Germans.

FIELD SURGEON PACK: It's a backpack with a red cross on it that gives you a 50% health boost; I would recommend not using one until you health is at 50% or you know you will be heading into a serious firefight; they are almost never found on dead Germans.

#### --8. W E A P O N S--

Well, what better way to kill Nazis than filling them with 9 mm rounds from an MP40? See a Nazi, kill a Nazi, well at least most of the time in MOHU. Manon will use WW2-era weapons, but as a Resistance fighter, she won't have huge access to a stockpile of Allied weaponry, so sometimes, she'll have to make do with the weapons of wasted Nazis.

Most weapons in MOHU are different from the ones in MOH. FYI, you will get to use some weapons from the original game in the secret mission and in multiplayer games.

Before I go into details about the weapons in this game, I'm gonna provide you with some useful hints and reminders on killing the bad guys in the game:

-AIM FOR THE HEAD!!!!!! If every single FAQ site would allow it, I would bold and italicize it. I cannot emphasize how important head shots are. Damage in this game is based on where you hit, and head shots usually result in a one shot kill (two at the most if you hit a guy with a helmet). It saves ammo and prevents you from getting shot at by the enemy.

-Shooting someone in the arms and legs will stunt them for a second, but it will take six or seven shots at such locations to kill a Nazi. Also, it's possible that a Nazi can take up to five shots in the body torso, and he can shoot back at the same time. So AIM FOR THE HEAD!!!

-CONSERVE AMMO! In some levels, you're gonna run out of bullets fast and it's sometimes hard to find lots of bullets in certain levels. Don't go charging in blindly with guns blazing. Aim and shoot, preferably in the head.

-To quickly switch between weapons, QUICKLY tap your Switch weapon button. For example, if you have to press the button twice to switch to a gun you need to use, quickly tap the button twice.

-Take out lone enemies with pistols and other semi-auto guns. This saves ammo for your automatic weapons that you'll need in a firefight with three or four Nazis.

-After a shootout, and WHEN the coast is clear, RELOAD. It doesn't matter if you still have 20 rounds in your clip, reloading before heading into another fight will ensure you have a clip that lasts longer. Reloading in the midst of a shootout is not good.

-Always pick up ammo from dead Nazis so you can have enough lead.

-Grenades work both ways. Throw one at a Nazi and he'll chuck it back at you if he can. Throw one too close to yourself and you'll respawn.

Time to get into the specs. BTW, you will notice my Clip and Total stats. Clip means how much bullets can be in your weapon before you need to reload. Total is simply my term for the amount of bullets you can carry on you.

~~PISTOLS~

WALTHER P38: Clip: 8 rounds | Total: 50 rounds

IMO, this is the best pistol in the game. Its greatest strength lies in its accuracy, even at long distances. It packs serious punch for a pistol.

COLT .45 1911A1: Clip: 8 rounds | Total: 50 rounds

The world's most famous pistol is available for you to use against the Germans. Helmets don't seem to be a factor as the gun can kill with one headshot, helmet or no helmet. But otherwise, this gun is poor for other shots, is slow, and is inaccurate.

HISTANDARD SILENCED PISTOL: Clip: 8 rounds | Total: 50 rounds

You're best friend in missions that require stealth. This gun is only effective with headshots; it only stings with other body parts. When using it, be sure there's not a large group of Germans around watching. Use it to kill lone enemies or else the Nazis will set off an alarm and will be attacking you in droves.

~~SUB-MACHINE GUNS~

STEN GUN MARK II: Clip: 32 rounds | Total: 300 rounds

It is a British-made sub-machine gun that is, in the game, accurate and has decent speed. All in all, a well-rounded SMG.

MP40: Clip: 32 rounds | Total: 300 rounds

This is the German SMG you'll see in every Hollywood movie. It will be your primary weapon throughout most missions. It is very fast but its kickback results in horrible accuracy.

~~RIFLES~

GEWEHR 43 SNIPER RIFLE: Clip: 5 rounds | Total: 100 rounds

This rifle is slow, but it's very powerful. It stunts the enemy wherever you hit him, giving you enough time to fire again for a kill if you miss the head in the first shot. It never takes more than 2 shots with this gun for a kill. My advise is not to use this weapon for close-quarters battle and against multiple targets in a firefight. And remember to make the first shot count! BTW, to activate the scope, press the Aim button.

STURMGEGWEHR 44 ASSAULT RIFLE: Clip: 32 rounds | Total: 300 rounds

This is THE weapon of Medal of Honor Underground. It's the first assault rifle in the world. This German gun is accurate, fast, and is powerful. Just remember to reload and save your ammo with this gun...you're gonna need it. BTW, Nazis using this gun will also make short work of you unless you kill them first, consider yourself warned.

~~GRENADES~

PETROL BOMB: Clip: 1 bomb | Total: 10 bombs

In Manon's words from the official MOHU website: "The people's grenade." This is a molotov cocktail (FYI, a glass bottle full of gas that you light on fire and throw at people). Its range is not that long, but it explodes on impact with anything, ensuring instant death to any Nazi that stands in its blast radius. It's possible for a Nazi to catch it in midair and throw it back, but that almost never happens. Remember not to fry yourself when using it. You can carry 10 of them.

If you want to see a Nazi catch a petrol bomb, just go up close to him and throw it. He'll be able to catch it at close range and he'll use it to kill himself and you.

STIELHANDRANATE (STICK GRENADES): Clip: 1 grenade | Total: 10 grenades

This is the "potato masher" grenade that the Wehrmacht was famous for. This grenade has the greatest range but only explodes on impact if it hits a tank or some vehicle. If it lands on the ground (where it probably will since it takes some skill to throw this grenade accurately), German soldiers will try to kick it away, but more likely, throw it back at you! If that happens, stay cool, back away, and try to kill the Nazi with a gun.

This grenade also has an important use of drawing out the enemy. If you know that a Nazis is around the corner, then throw a grenade at that area. A member of the Wehrmacht will then rush out to pick it up and try to throw it back. Have a gun ready and cap the sucker.

If you throw a grenade at a group of Germans and they can't pick it up or run for cover in time, the one closest will jump on TOP of the grenade to save his buddies.

Another thing about Germans and grenades, if you shot a Nazi who's about to throw a grenade, do NOT run up to grab his ammo yet. He dropped the grenade when he got wasted and it will take a few seconds before going BOOM!

BTW, remember to not blow yourself up.

~~HEAVY WEAPONS~

PANZERFAUST: Clip: 1 round | Total: 5 rounds

This is an extremely powerful weapon that you should save only for battling tanks and half-tracks. Try not to use it in close-quarters battle. A good tactic I've use is to fire the rocket at a tank when there's a bunch of German infantrymen marching close by. The resulting explosion should nail them. It takes three to five shots to blow up a tank with the panzerfaust, depending on your distance and where you hit. You must reload every other shot and you can carry five rockets for it.

W12 RIOT SHOTGUN: Clip: 8 shells | Total: 40 shells

My favorite gun in the game. This shotgun can kill with one shot at close range and it doesn't matter where you hit. Unlike most shotguns, this one also has decent power at long range (in the game, the pellets don't scatter in a huge wide pattern, but in a pattern that will cover the entire body of a Nazi; hard to explain but you'll know what I'm talking about when you use it). The major drawback is the massive recoil and slow reload.

HEAVY MACHINE GUNS: Clip: infinite | Total: infinite ;)

You can't carry one and they are only found on special machine gun emplacements on certain levels. Activate one will probably cause a HORDE of Nazis to attack you, so get ready. Also, Nazis using this gun will fill you up with lead in no time.

~~Other~~~~~

BIG JOE CROSSBOW: Clip: 1 arrow | Total: 20 arrows

This is one of the deadliest weapons (yes, it's a crossbow) in the game. It can kill with one hit even if you hit a German soldier in the leg. Unfortunately, it takes a LONG time for a reload and should not be use when confronted by multiple Nazis. On the other hand, it is absolutely silent.

(Reader contribution, reminder to self: find his name in email stack) The Big Joe is also the only weapon which can take down an SS Knight with one head shot.

#### CAMERA

It's not exactly a weapon, but it's gonna be a very useful tool in certain missions. You'll use it as a disguise (Manon will pretend she's a German propaganda reporter) to enter German bases. Guards will sometimes let you pass by without proper credentials if you take a picture of them. The "macho" poses they make are hilarious! You can also use the flash from the camera to temporary blind unprepared German soldiers and then pop their heads with a silenced pistol. Press your Aim button to aim the camera and Shoot button to snap a picture. If you are not aiming and you press the shoot button, you will display your identification papers.

~Known glitch about the camera~  
(contributed by Eddy555)

This is an extremely rare glitch that happens, well, rarely. Sometimes, the camera can actually kill a Nazi. Just aim and take a shot as usual, but instead of some German dude saying "I can do more poses!" the Nazi will

freeze, then disappear. However, don't expect this to happen whenever you play it as this is a very, very rare glitch.

That's all for the weapons for Medal of Honor Underground. In Mission 8, the bonus one, you'll get to use most of the weapons from the original Medal of Honor. Here's the list of the weapons available in the Bonus Mission:

Colt 45 1911A1  
Shotgun  
Browning Automatic Rifle (BAR)  
Potato masher grenades

#### --9. M O D E S--

In addition to being by yourself and shooting it out, there are several different modes in the game: disguise, buddy, and vehicle.

**DISGUISE MODE:** This is the most dangerous mode. You are basically going undercover in some place full of Nazis. In such missions, you will have a HiStandard Silenced Pistol, credentials, and a camera. Manon's cover is that of a German propaganda reporter.

While in disguise mode, it is in your best interest to avoid an all-out confrontation. Sometimes when you walk by a Nazi, he might wave at you and say hello or something stupid that a guy will say trying to impress an attractive girl. But usually, a Nazi will ask for your credentials. To show a Nazi your credentials (your papers), make sure you have your papers selected and press Shoot to show your credentials. Also, if you have a gun drawn, the Nazis will immediately open fire.

A Nazi may sometimes not let you through because your credentials do not authorize you to enter a certain area. If so, you can take a picture of the Nazi, and because you are going to "publicize" his picture to the Third Reich, he will let you through.

To aim your camera, press the Aim button and aim it at the Nazi. He will go into a macho pose and say more funny things. Press the Shoot button to snap a picture.

The camera also has the advantage of blinding your enemy for a few seconds. Aim it at an unprepared Nazi and snap a picture. He will rub his eyes, so kill him before he is ready. It is also possible to do this in the middle of a firefight, but you will take some damage.

If you want to kill Nazis in disguise mode (and I know you do because you want to get an Excellent rating), make sure that you are using your silenced pistol. Blind the enemy or shoot him when he turns his back towards you. Always shoot for the HEAD. Otherwise, any return fire will alert the German base. If two Nazis are together (more than that, you might as well use an MP40), snap a picture to blind them (usually, only the closer one will be blinded). QUICKLY shoot their heads. That's about it for disguise mode. I've noticed that during undercover missions, there's not too many health kits lying around, so keeping things quiet is in your best interest.

**BUDDY MODE:** You just get an AI buddy to fight with you. Sometimes, the mission requires you to keep him alive; other times, it doesn't matter. It's a good idea to keep them alive, since they're pretty good at detecting snipers. Some

buddies will drive you to safety, provide you with information and explosives, or will require your protection while they help you complete an objective.

VEHICLE MODE: This is only available in the level Sidecar Shootout. Instead of getting shot at by a vehicle, you get to use it to hurt Nazis. Press Action to enter a vehicle, and use its weapon like any other heavy machine gun.

#### --10. T H E G O O D G U Y S--

Most of the time, you will be fighting against hordes of Nazis by yourself. But every now and then, you will have allies by your side. Here's a list of the good guys, including our heroine:

MANON BAPTISTE: In case you haven't read the Story section, she is your persona in the game.

JACQUES BAPTISTE: Manon's big brother who will help you out in the first mission until he gets wasted because of a trap set up by a collaborator. He got Manon involved in the Resistance.

RESISTANCE FIGHTERS: These guys of the Resistance will help fight with you to liberate France. Most of them wear blue and the French tri-color arm ban. Others may sometimes be wearing different uniforms...even German Army uniforms because they are going undercover. They not only fight with you, but also provide you with intelligence, firepower, and transportation that are required to succeed in certain missions. However, be warned that some of them are not overly smart.

#### --11. T H E B A D G U Y S--

The Nazis in this game are here to kill to your heart's content, right? Yes, if you are good enough, that is. The game's AI is the best of a PSX game and the Nazis are not simply there to act as the body count. Although there are glitches in the AI that you can exploit, most of the time, the Nazis are out to stop you.

Most of the Nazis in this game are your standard soldiers you've known from the original MOH, usually armed with a Gewehr rifle or an MP40. But in MOHU, you will also encounter some pretty tough foes such as the SS Knights, the motorcycles, half-tracks, and the formidable German panzers (tanks). Here's a list of the toughest enemies in the game and hints on fragging them:

Here are some general hints to keep in mind when fighting the Nazi war machine:

-Remember that the Germans will try to throw back grenades.

-If you see a German attempting to throw a grenade, shoot his head to cause him to drop the grenade on his own buddies as he falls down.

-The German soldiers are usually armed with rifle rounds and MP40/Stg 44 rounds. Whatever they use, you can probably use it on your own weapons (yep, MP40 rounds will fit in your Sten).

-Nazis armed with the MP40 and Stg 44 will waste you in no time.

-A few Nazis actually use the panzerfaust, but don't worry. You can see the rocket come at you and you should be able to sidestep away pretty fast.

-Nazis that are on a heavy machine gun emplacement will kill you in no time. Attack with grenades, snipe them, and if you have to charge them: AIM FOR THE HEAD.

-Aim under a helmet for an instant kill.

-The Nazis are pretty smart in MOHU; they will try to outflank you. They also take cover, strafe, drop on the ground to take cover, and so forth. I've even seen them cover each other and lay suppressive fire. Once, I threw a potato masher at two Nazis, they pick it and chuck it back at me. I retreated and one of them rushed up, picked it up again and threw it at me again!

-Germans that are throwing grenades don't have their rifles ready, shoot 'em.

-WATCH OUT for this one: Germans simply SPAWN OUT OF NOWHERE! Be sure to watch your back!

Alright, now that you know how to fight off the Wehrmacht's meanest, here's two AI glitches that you can exploit, not a lot, but here they are:

-For some reason, some Nazis that are behind walls seem to know you are coming without actually seeing you. They'll start shooting at your direction, even though a wall is in the way. This gives you plenty of warning on the whereabouts of the enemy.

-Once in a while, Nazis that managed to outflank you will try to move in FRONT of you, giving themselves away instead of killing you easily. Shoot them when they are moving to get in front of you.

If you know more glitches that I don't, I would greatly appreciate it if you emailed me about it. You will be credited with whatever you've found.

~~VEHICLES~

TANKS: Although they take a LOT of damage, you have one significant advantage over the German panzers: maneuverability. A tank's cannon, needless to say, can waste you with one shot and it's in your best interest to avoid it, unless you like getting blown up. The front of the tank has a machine gun that can kill you with a couple of shots.

To deal with a tank, stay away from its front (it's okay to run in front of it, just don't stick around to eat lead). Also stay away from the cannon. Strafe and move around and attack a tank with the panzerfaust or grenades. If you see the turret turning to aim its cannon at you, move the other way. The turret doesn't turn fast, so you should be able to get away and attack. Repeat this as often as necessary.

In later levels, tanks come with turrets that are armed with both a cannon and a machine gun in addition to the standard frontal machine gun. Also watch out for German infantry covering the tank (this shows that the production team has done their homework, because IRL, infantrymen do provide cover for tanks against other hostile infantry). If they are close to the tank, fire a rocket at the tank so the explosion will kill them, otherwise, just use your gun and waste them.

IMPORTANT NOTE about tanks! You can blow up certain parts of a tank and it will

still be functional. For example, you can blow up the turret but the tracks and machine gun could still be functional. You have to make sure the whole thing goes BOOM! That's the only way you'll be sure it's out of the war.

HALF-TRACKS: This is a vehicle that has both wheels and tracks to move (hence the name half-track). It's a bit faster than the tank and has machine guns on its top, and on both sides. Although it doesn't take as much damage as the tank, in the game, I consider it deadlier than the tank since any head on attack is suicidal.

The only safe way to take it out is take cover, wait for it to move into view, and attack with the panzerfaust or grenades. Repeat as needed and be patient. The only safe way to move near one is from the rear, where there are no machine guns.

MOTORCYCLES: They are fast and they have a sidecar with a machine gunner in it. Nothing to really worry about as long as you stay away from the front (the gunner can't shoot at anything to the side or rear).

What most Nazi motorcycles try to do is to run you down. A safe way to attack a cycle is to stay out of sight and shoot the driver with a sniper rifle. This will cause the motorcycle to crash and go boom. But more often, you will have to attack a motorcycle without any cover.

Petrol bombs are extremely effective in such situations. Also, using an automatic weapon could blow up the motorcycle (just strafe and move around to avoid getting hit) and a lucky shot may even hit the driver. If you kill the machine gunner, the driver will bail and try to fight you on foot.

Also, stay out of the way of out-of-control motorcycles (i.e. ones with dead drivers); they can still run you down. Also, some drivers will actually throw grenades at you, so watch out.

FIGHTER PLANE: Boy, the Nazis are out to stop you. Fortunately, the fighter plane only shows up once in the entire game (in the level Operation Marketplace). It goes on a strafing run and will shoot everything below...fellow Nazis and you. I don't know if it's possible to shoot it down and I'm trying really hard. I've used the panzerfaust, but the plane flies away really fast. The only advice I can give: get out of its strafing run path!

~~SOLDIERS~

SS KNIGHTS: It's been a long time since any video game managed to, shall we say, unsettle my nerves. These crazy dudes appear in the level Valhalla and they are dressed up like medieval knights in full body armor, shields, and swords.

When you walk into a room, you may see one just standing there like one of those Wolfenstien statues. When I first saw one, that was what I thought-- until he charge me like a madman and started hacking away with the sword (you will get chop to pieces very quickly if you don't leg it). I lost my nerves so badly I just started shooting at his body as I retreated, completely forgetting what a head shot is. I emptied THREE clips from my Stg 44 Assault Rifle before I wasted him.

SS Knights tend to attack in droves and they take insane amounts of damage with their shields and armor. The way they attack would really intimidate you, but just stay CALM and aim for the HEAD. Three shots max in the head (pretty hard



helmets!) and Sir Himmler would drop like a fly.

There are two types of SS Knights: guys with swords in the Valhalla level and guys with axes that will only show up in the bonus mission. Just aim for the head and you'll be fine. The crossbow, however, is virtually useless against them.

(A little side note from your author: The first time I encountered the SS Knights, I just thought it was a typical Nazi-bashing joke that is totally false. But when I finish the mission and unlocked the historical footage and they showed an actual video of the SS Knights, man, that FREAKED me out just finding out that these guys actually existed in real life. Well, at least Medal of Honor Underground taught me something I never learned in high school history.)

(reader contribution, remember to find his name!) The best weapon to use is the crossbow. It takes one head shot, but if you miss, you're in a mess cuz it takes sometime for the crossbow to reload.

DOGS: Huh? How tough can they get? I'll say pretty tough when one can take eight .45 rounds. These super-dogs are found in the Bonus Mission. Not really a major thing to worry about since the Bonus Mission is a fun mission by its nature.

Take out lone dogs with a pistol (three shots to the head are needed) and engage packs of dogs with your shotgun (one-shot kills for all of them).

Be warned that some dogs will use bazookas, grenades, sub-machine guns and drive vehicles...

DESERT SPY: These guys are only found in Mission 2 Hunting the Desert Fox. They're easy to kill, but because they are totally distinct from other soldiers, I'm giving them their own section.

They wear a red hat and a white suit and are armed with pistols. Their job is to find you and alert a pack of Nazis.

PANZERKNACKERS: Panzerknackers are Nazi robots that you'll only see in the secret bonus mission (Colonel Hargrove calls them "Automatons"). They are very hard to kill unless you fire two or three rounds to the head. They are fast, smart, and will even attack you on vehicles. They use standard German Army weapons.

When you kill one, don't rush up to grab their ammo, because once they fall to the ground, it will blow up in a few seconds.

There are two types of panzerknackers, the first type are green and have a gray-colored head. The second type is the tougher one. They look like the tin soldier from the play, the Nutcracker (you know what a tin soldier looks like, right?). They wear dark blue uniforms. Don't shoot the one wearing a red uniform, it's a friendly robot and will help you out in the last mission.

GRUNTS: These guys are the ones that will get in your way the most. They come in different forms: paratrooper, mountaineer, SS stormtrooper, regular grunts, officers, Gestapo thugs...etc.

They are armed with pistols, the Gewehr 43 rifle, MP40's, the formidable Stg 44, grenades, and even the powerful panzerfaust. Most guys wear helmets and some don't, and they'll do whatever it takes to make you respawn. Just remember one thing when you go to war: headshots.

MILICE: This is a group of French collaborators hired by the Nazis to act as enforcers in France. These cowardly traitors are easy to kill in the first few levels, but in the final mission, they are heavily armed. They wore blue uniforms and wear no helmets.

## -12. GENERAL GAMEPLAY HINTS--

Alright, before we get started with the missions' walkthrough, here are some tips to keep in mind while fighting the evil forces of the Nazis.

-HEAD SHOTS! I've said it before and I'll say it again. You can beat this game without using headshots, but you'll need some luck and you'll respawn a lot.

-Aim and strafe! I notice a tendency that when people play console shooters, they aim but they don't strafe. Or they strafe and don't aim and shoot like a blind man. Remember, you can aim and strafe at the same time and it's very important you do so or else the beautiful Manon will be filled with lead in no time flat.

-If you come across an arms cache and weapons from dead Nazis, just grab it. Weapons from dead Nazis will disappear so don't waste it.

-Remember to save your ammo, in some missions, you're gonna run out of ammo fast if you don't conserve bullets. I remember having to go hand-to-hand against the Wehrmacht and it ain't smart, but fun a strange way.

-For missions requiring stealth, only kill when a Nazi is by himself or when his buddy is not looking your way. Use the HiStandard Silenced Pistol for a headshot; this will prevent return fire and tell the whole German Army where you are.

-When asked by German officers to show your credentials in undercover operations, just do as you're told and kill them when they are unprepared.

-To get an Excellent rating, go back to spots where they are health kits to restore your health.

-It seems that some people have never read the manual that came with the game. Look at your compass! It's a VERY useful tool. If you get shot, the compass will flash in a specific quadrant showing the direction of the shooter. This is particularly useful if you are taking hits from a sniper or if someone has outflanked you.

-If you crawl, you are moving along silently, although a bit slowly. This is useful for sneaking up on the bad guys.

## --13. MISSIONS WALKTHROUGH-

This is the part that might interest most of you. For those that skip everything except this part, I hope you'll find this helpful. For those that

read everything up to here, thanks!

Here's the setup: I'm gonna provide you with the objective(s) required to complete a level and the kills needed to achieve a Good rating. Remember, it's up to you to keep the 75% health needed to receive an Excellent rating. The number I provided is 100% guaranteed to give you at least a Good rating, but you may actually need one or two less since there's no way I can actually kill a specific number of Nazis. Chances are what I'm giving you is 100% kills (that's because I'm that good!).

Also, it's impossible for me to tell you the location of every Nazi, every health kit, and every ammo pack unless I write a 500k FAQ. So all I'm gonna to do is tell you are the Nazis that are hiding in some place or preparing an ambush or whatever, but don't expect maps with the location of every Nazi.

As the author, I just want to let you know I had to spend countless hours replaying the game to get this part done. I could have used cheats, but doing so will prevent extra ammo and health kits from spawning and I would like to show you where they are. So, wasn't that nice of me?

Well, here goes, and as Manon would say: "Bonne chance comrade!"

~~MISSION 1:  
OCCUPIED!~~~~~

Level 1: Midnight Rendez-Vous  
Objectives: -Find your brother  
              -Open garage door  
Kills Needed: 20

This is a straightforward mission that lets you get use to the game's control. You start with 3 petrol bombs and a P38 pistol. Head straight towards the water fountain and you'll see a French collaborator (the Milice) patrolling the area. Aim for the head and kill him quickly so he can't alert his buddies by returning fire. Head over there and grab his pistol; there are also two medical canteens there too.

Now, follow the street and you'll see a guard patrolling with his back towards you. Get rid of him and move forward, but watch out for the Milice guard that's hiding behind a purple arch under a building. After dispatching the fool, head towards the overpass, but don't go charging in. To the right is another Milice guard. Kill him before he can aim at you. There's also a First Aid Kit.

Now go through the overpass and you should see another guard with his back towards you (man, I love first levels!). Get rid of him and keep moving forward until you see another guard. After killing that guard, there's another guard between two sets of bushes that needs to die.

Now, move forward and look towards the left side of your screen and you should see a guy wearing a light brown shirt waving at you. (He should be standing at the corner of the Eiffel Tower.) That's Manon's brother-- don't shoot! You've completed Objective 1. He should be able to take care of himself since he has a sub-machine gun while his little sister gets a little pistol...but make sure he doesn't die or you'll fail the mission.

Now head forward and you'll see three guards, one in front at the middle, one to the far right and another to the far left behind the low fences. Move up and kill the guard in the middle and then move in to kill the one patrolling on the right. Manon's brother can easily handle the one to the left.

Now, just follow the streets and you'll see a guard. After killing him, TURN AROUND and you'll see another guard sneaking up on you from the back. Kill him and continue to follow Jacques. As you approach the music academy, there's a guard to the right standing behind the corner. Waste him.

Cover Jacques as he picks the lock, but don't worry, no one's gonna show. Once the door is unlocked, follow Jacques to the next set of locked doors. Cover him while he picks the lock, because this time, two guards will show up.

Once the door is open, Jacques will get into the truck and you'll have to open the garage door for him. The switch is to the right side of the garage door (use the Action button to open it). There are three guards outside, one armed with a sub-machine gun in the driveway and two outside the gates with rifles. The truck is rigged with explosives by a collaborator that gave Jacques the info on stealing the truck...it's gonna explode so keep your distance. When the truck explodes, it should take care of the guard with the SMG.

Finish off the two guards outside the gates (you can't open them, BTW). Turn to the left and you'll see a pathway leading underground, follow it and you'll finish the level.

I've tried to save Manon's brother but he's simply programmed to die. There's nothing you can do as this was made to add to the game's story...now the war against the Nazis is personal!

Level 2: Amongst the Dead

Objectives: -Seal the catacomb entrances (there are three)  
-Find the forged papers

Kills Needed: 47

Pick up the Sten ammo and head down the stairs and waste the guard. BTW, I recommend you to keep using the pistol for now. It won't be too hard yet so save your heavy firepower. Move forward into the room with two guards and kill 'em. Now move forward but watch out for the guard camping behind a pillar. Move to the next hallway where there are two guys patrolling it. Kill the German Gestapo thug first (he's the guy in black with the Sten) and then take care of the Milice dude. Now go forward a bit and keep your eye to the right where you'll see a path leading to an arms cache and a Milice officer taking a nap...make sure he doesn't wake up.

Now head back out to the corridor and keep moving until you've reached the next room. There's a Gestapo guy on a raised platform above you, so watch out. There's a set of "stairs" that you'll need to take to get up there; then turn right and follow the corridor and that's the first catacomb entrance that needs to be blown up. There's also a guard there that needs to die. Anyway, place the explosives in the flashing red box with the Action button and get out!

Head back to where you came from and continue on. Kill the guard and the next two guys that charge in. Move on and if you want some goodies, go left. Otherwise, turn right and waste the two guards in that corridor. Now at the spot where you see the two guards, turn right and go to the room where there's a ladder and two Gestapo Germans. Get up the ladder and crawl through the openings to find the forged papers and some free bullets.

After that, go back to your original path and go to the next room. There's one Gestapo guy on a platform. Kill him and climb up the ladder and go left. That's the second entrance. Blow it up, kill the guard, you know the drill.

Once you've taken care of it, head back and go forward to the room with the well. Head on through the corridor and watch for the guard waiting to ambush you. Move up the stairs to the room with two guards and kill the guy that's standing. The other dude is taking a nap and will need a few seconds to get ready. Grab the petrol bombs and move on until you run into a Gestapo thug. There's also two Milice guys there (each hiding behind two pillars with crosses). Go on to the next room and waste the guard but watch out for the top floor-- there's no ladder leading up and a Gestapo guy will be there. Cap him.

Keep moving forward and kill the two guards that were playing chess by the barrels and head towards the right if you want free powerups. Otherwise, turn left and left again. Kill any Nazi fool that gets in your way and blow up the third entrance.

Now turn around and move on and you'll see two guards heading behind the two sets of sarcophaguses. Use petrol bombs on them. Now is a good time to use your Sten SMG, because the moment you walk into the room, Nazis will literally drop from a hole in the ceiling. Waste them and climb up the first ladder where another Nazi will drop from the hole, kill him. Climb up the stairs to the right and it's pretty straightforward from now on. Kill the guards on the stairs and in the graveyard and get to the coffin car and you'll finish the level.

### Level 3: Without a Trace

Objectives: -Destroy distribution evidence (3 sets)  
-Check distribution trucks  
-Hide the printing press  
-Find the hidden machine guns (3 guns)  
-Destroy the distribution trucks

Kills Needed: 60

Go forward and waste the two chatting guards to the right. Now leave the Church (there's a set of petrol bombs to the left) and watch for the German soldier behind the sandbags. Head there and open the door to the right and kill the two guards in the room. The first set of evidence is there behind the counter. Use the petrol bombs to blow 'em up. Also, blow up the crates if you want powerups.

Head out until you see a barricaded bridge. Kill the Nazi there but watch out for three guys to your right taking cover behind the low fence. Now go through the grassy area and back on the streets. There you'll see the first truck. A message will inform you that the trucks' cover is blown and you need to destroy them. Use petrol bombs on the engine. Towards the left hand side of the truck is a building that you can enter. The first machine gun is in there. Go in, kill the guard, and use the Action button to activate the gun. Eight guards will spawn on the streets and on the stairs, so watch yourself. They're not gonna all spawn at the same time and you might have to leave the machine gun to cause them to spawn or draw them out.

Head back to the street and follow the path and kill the guard that you'll see. At the far end at the right is a Nazi and some petrol bombs, but to move on, head to the left and crawl through the small opening to a grassy area. That's the location of the second set of evidence, blow it up.

Leave this area and kill the two guys to the right (one behind sandbags). But the left is the direction you need to go. Go there and you'll see a small opening on the ground. Don't jump in yet! Turn to the right and kill the

three guards that are setting up the ambush. Now go to that hole but watch out to the left of it, where a panzergrenadier is.

Climb down the hole and move on to the next ladder (FYI, the crates contain free ammo). After climbing up from the hole, kill the German to the left behind the sandbags. Turn around and see that set of windows? That's where the second machine gun is. Most gamers miss this location the first try. Follow my directions: go forward to the corner and turn left and that's the door to it. Go in and use the machine gun (it'll shoot through windows) and waste the four or five Nazis that will show up. They'll spawn in front of the window and in the door's direction.

Now leave the place and move to the stairs. Kill anyone that gets in your way. When you reached the bottom, keep moving FORWARD to another set of stairs. Go up, waste the guard, and grab the third machine gun. Nazis will spawn on the streets, on the hills in front, and on the hills to the right. There were so many that I lost count. Once you've finished off the Nazis, go back to the streets where the last truck is. Chances are it's already blown up during the shootout.

Now just follow the path, waste the Nazis (watch for the one camping on the hills), and go up the next set of stairs. Grab the petrol bombs on the right if you want but otherwise, go left and kill the Nazi. Also shoot the oil drum near you to blow up and hiding Milice man. Be on the watch for the guard on the balcony too. Now move into the first open building (on your left) and blow up the last set of evidence. Watch for a German that will spawn on the balcony behind you. Now go to the next open building and use the Action button to hide the printing press and exit the map. Good job! You've finished this level.

#### Level 4: Tread Carefully

Objectives: -Find a panzerfaust  
              -Stop the tanks (4 in total)

Kills Needed: 29

Before you read on my friend, I suggest you read my section on enemies and how to deal with tanks. This will prevent some rather unpleasant surprises and prolong your life expectancy.

Just follow the street and waste the panzergrenadier who's standing in that cool pose. Go up the stairs, turn right, and use the machine gun to waste the whole bunch of Nazis that'll show up. The panzerfaust and some petrol bombs are also right by you. Wait for the tank to show up and shoot it using your panzerfaust. Remember, the closer you are, the more damage the panzerfaust will do, but the Nazis will do more damage to you too. Try to aim your shots at the tank near infantrymen providing it cover. Just do what I suggested in the Enemies section and you'll do fine.

Head on and there should be four German soldiers, two of which are taking cover behind the pillars. I recommend you do that too. Now go up the stairs, waste any Nazi you see, and crawl through the opening that leads you to more high explosives ;) Also the crate on the left you'll see contains more panzerfaust shells. Now crawl out, and go man the machine gun and shoot it out with the horde of Nazis that will attack. There's also a panzerfaust here.

After taking care of them, move forward and go into the fenced off area to the left for a kill and more shells. Now head back out and there'll be a tank and a bunch of Nazis. It'll take some skill now to beat this part...just

remember to aim and strafe.

Now move forward, go up the stairs, and kill the guard and use the panzerfaust...a tank is CLOSE by. The machine gun is also powerful against a tank at close range. After finishing this one off, move forward and destroy the last tank and the Nazi infantry. Before you exit the map, I recommend going through it once more to make sure you have at least 29 kills.

Tres bien! You've done well on your first mission...but the war's not over!

~~MISSION 2: HUNTING THE DESERT

FOX~~~~~

Level 1: Casablanca

Objectives: -Escape from the hotel  
                  -Find logistic officer's dossier  
                  -Find location of supply depot  
                  -Leave the city by truck

Kills Needed: 72

This is where the game starts to get hard. By now, you should be able to aim and strafe and understand the basics of Medal of Honor Underground. This is also Manon's first assignment with the Office of Strategic Services.

Now, before you leave the room, grab the two boxes of MP40 ammo. The moment you leave your room, two Nazis will start shooting. Fight them off and another horde of Nazis will show up. Get rid of them and head towards the door on right to leave the lobby. Watch out for Nazis that hid behind corners and luggage...a lot of Germans are just waiting to shoot you. Just follow the "set path" and grab any health/weapons and leave the hotel.

Once you're outside, kill the Nazi standing by the wall. This is where things start going crazy. A Nazi will jump over the wall to attack you. Throughout this level, the Nazis will be waiting to ambush you from behind walls and through windows. Anyway, waste the German and move forward and kill the Desert Spy to the right. There's a room with a Nazi and an ammo crate nearby. I suggest you go for it since ammo is not too plentiful in this level.

Now leave that room and kill that Nazi fool that rushes out from a house to the left. Then kill the Nazi hiding behind a corner to the right who's setting up an ambush. Now go into the room where the first German rushed out and steal the dossier.

Head out and move forward and waste anyone that crosses your path. Turn left and you'll see a Desert Spy, but what you need to be careful about is the German sniper on the window above him. Kill them both and a THIRD Nazi will jump out of the same window. If you want to rack up an extra kill, keep going forward and waste the Nazi at the dead end. Otherwise, go into the building to your right and grab the ammo and follow the path. Kill the two Germans you encounter. Once you left that building, a Nazi will rush out of a small house to your left. Kill him and go in. The crate on the floor can be shot open for ammo. There's nothing in the box on the table.

Leave that place and if you want, go to the building on the right and follow the path for two extra kills. Also, the hanging pots there can be shot open for ammo.

Anyway, move on and kill the two Nazis that try to attack you. Keep going up the stairs and kill the Nazi on the left. Next, open the gates and get ready

to fight. A Nazi will jump out of a tall building and get hurt; boy, that was pretty funny when I saw it. But he's still kicking so make sure you put a hole in his head. Go to the right and follow the path, killing Nazis along the way. Watch for the German that jumps from the building with the blue door on the right. Keep moving forward and another German will jump out from the left. Also watch for a Nazi hiding behind a corner in front.

There's free ammo and health to the building on the right, and to continue on, move ahead and go down the stairs, and head towards your left. Two Nazis will then jump out over walls so kill them. Now head up the stairs and waste the Desert Spy. Watch for a Nazi (he's gonna strafe a lot) on the balcony to the left. Also, another German will rush out so be careful. Go on and through the hallway and watch for another Nazi on another balcony also located to your left.

Keeping going until you see another Desert Spy. Kill him and then waste the German in the window on top. Two more Germans will charge you while another one will jump from that window. Keeping going and shoot to kill. You should reach a small flight of stairs. Go up and use the Action button to steal the map with the location of the supply depot.

All you have to do is to reach the truck and escape. So move on and kill the next two Germans. Move through the next room and bear in mind of a German hiding in the corner. Leave the building and kill the Nazi standing outside. Go to your right and a Nazi will jump from an overpass to attack you while his buddy provides cover from the top. Make them die and follow the path. Kill the Nazi that jumps from another window and keep going. You'll run into another member of the Wehrmacht and to the right is another German and a Desert Spy who will jump over a wall. This is getting harder, huh? Well, to your left is a German sniper on a window while ANOTHER Nazi will jump over the wall. Kill them and waste the two guards guarding the circular area with lots of pillars. Their buddies will rush out from an opening to you left while another will try to attack you from behind. Make these members' of Rommel's Afrika Korps stay in Africa permanent. Now go on to that opening and simply mop up whatever Nazi that shows up and board the truck. Level completed. Man, that was long, wasn't it?

#### Level 2: Lighting the Torch

Objectives: -Find shipping records  
-Find disguise  
-Radio American fleet  
-Trap photographer

Kills Needed: 37

Manon's is going to play a crucial role in making sure that the upcoming Operation Torch goes smoothly. You start off near the truck you were on. Go to the left quickly and waste the guard with the MP40 and grab the nearby health and ammo. Now go back out and go right and waste the two German guards. Follow the path and kill the Nazi on patrol. This will cause two Nazis in a nearby truck to jump out and attack. Keeping moving through the path and you'll see a similar situation, one German marching and two hiding in the truck. Kill them all.

Keeping moving and turn left to kill a German with an MP40 and grab some health. Go back out and head forward and waste the next three Nazis you see.

You should have reached an open area by now. To your left is a small building where you want to go to now. But first, kill the two Germans marching above on the wall and the one hiding behind that building. Go in and kill the Nazi



in there and go up to the filing cabinet, press Action, and steal the shipping records.

Head out and the gates to the big building will open. Two guys will come out so waste them. Enter the building and waste the two Germans in sight, but don't rush out! Go forward a bit but don't run to the place with the two dead Nazis. Instead, turn around and you'll see a Nazi to the left waiting to ambush you. Kill him and shoot the two crates for ammo. Grab the stuff and move back to your original path, where a Nazi will rush out. Kill him and move forward but don't charge into the area with the low walls. There's one Nazi hiding behind the first wall to the right, one Nazi behind the last wall on the left, and one Nazi behind the last wall to the right.

After dispatching them, climb up the ladder and leave that building. There are two Germans in the courtyard while another one is behind the window on the second floor of the next building. Get rid of them and climb up the ladder and enter the room. Steal the disguise and go up to the chair and press Action to use it to lock the photographer in.

Now that you have the camera and stuff, you are in disguise mode. I'm not going to explain how going undercover works again. If you want to know more, read the Disguise Mode section under Modes and the Camera section under Weapons for detailed explanations on what to do.

Anyway, leave the room and you can go right or left. For goodies, go to the left. There'll be one guard there, show him your credentials and cap him when he's not watching. Keep moving until you see a door. Open it for some treats. Otherwise go left and there are two Nazis there. Remember that you are relying on stealth now! Don't go in with guns drawn...waste them when no one's looking or blind them with the camera. Just keep moving and show your papers to the guard at the door so he'll open it (BTW, if you shoot any Nazi guarding a door, the door will open, but chances are, tons of Nazis will be coming your way.) Head out to the courtyard where there are two guards. The one guarding the door won't let you in unless you take a picture of him. Man, all the "macho" poses these Nazis make trying to impress Manon is hilarious...even funnier when Manon shoots them with the silenced pistol.

Once you're in, go up the stairs and radio the American fleet. Now switch to your MP40. Head to your left and kill the German. Turn around and you'll see a bunch of Germans heading up the stairs, so kill them. Once everything is done, head into the room and towards the window to exit the map.

### Level 3: Burning Sands

Objectives: -Get access to armory  
              -Find explosives  
              -Destroy fuel trucks (4 in total)  
              -Photograph the cypher key book

Kills Needed: 17

Remember to keep to your cover as a German photographer and kill when no one's around. You can literally go through this mission and kill three or four Nazis, but I know you want an Excellent rating; just follow my advice in the Disguise Mode section under Modes and the Camera section under Weapons, okay?

Go up the ladder and you'll see one Nazi. Go forward and down the stairs and there's another German. Move through the open area and you'll see another one, and note the alarm near him. Just show your credentials when asked.

Enter the next building and you can go to the left or to the right. You'll need access to the armory, which you can find to the left. We'll head to the right once we get it. So go left and keep moving until you see a red door. There's a German officer in there and you need to kill him to steal his armory pass. Also in this room is the cypher key book which you need to take a picture of.

Now that we have the pass, go back towards the right and keep moving until you see an alarm. Turn right from there and there's a door; shoot the lock off to enter a room full of goodies. Otherwise, head back out and continue along the corridor and down the stairs. There are two guards there that you have to kill, since the armory is actually locked up. Kill them and shoot the lock open to enter the armory. Go in and grab everything, and once you grabbed the explosives, a Nazi will charge in, so cap him.

Now switch back to your camera (I love this tool!) and climb up the ladder. There's a fuel truck there as well as one Nazi. Kill the Nazi and climb up the fuel truck and press the Action button when prompted to do so and leg it.

Next, go through the only opening to find the second fuel truck, but don't blow up it yet. Go up the stairs and waste the two Germans so they can't trigger the alarm. After killing them, DON'T blow the fuel truck up yet. You need it as a platform to jump to an out-of-reach arms cache. Climb up the fuel truck and jump to the right for health kits and bullets. NOW you can blow the Nazi truck up to your heart's content :)

Now go back up the wall with the two dead Nazis, head through the door and down the stairs, kill the Nazi, and crawl through the small opening to leave this building. There, in plain sight, are the two last fuel trucks. The door that is straight ahead is your exit off this map, but let's take care of business first. Kill the lone guard and have your MP40 ready. Blow up the two trucks and two Nazis will spawn behind a wall next to the exit. Kill them and get out.

#### Level 4: Ally in the Desert

Objectives: -Disable anti-aircraft guns (3 in total)

-Turn on landing lights

-Escape Morocco by plane

Kills Needed: 39

This is an excellent mission with lots of intense shooting against an intelligent AI. This is also technically the first time we meet Manon (our persona from the original Medal of Honor is sent to extract her.)

First off, forget about your disguise as this is gonna be a battle. Head up to the room full of ammo and health kits. Remember this place and come back to it if needed. Now head out and stay on the wall and lob grenades at the tank below. Just keep in mind that the cannon can still hit you, so switch positions often to confuse the gunner. Once the tank is blown up, go back to grab more potato mashers and head back out and down the stairs. There should be two Nazis out there. Head out the gate and watch for the two Nazis hiding behind the palm trees. There's also a Nazi to the left. Once you kill them, rush to the palm tree on the left to take cover and kill the sniper in front.

Now go through the opening and kill the two Nazis. Turn right and follow that path and you'll run into two Germans, one of them on a raised platform, so make them die. Go through the next opening and you'll see one Nazi to the right, one sniper, and another German below the sniper. Kill them all and you should see the AA gun and an officer with binoculars. Don't shoot him or jump

over the wall, as this will alert a nearby machine gun nest. Instead turn left and move forward. You can now go left or right. Head towards the left and up the stairs to grab some powerups, but watch for the guard. Stand near the window to watch bombers blow up the two Germans below. Now head back down and rush up to kill the AA gun guy. And be quick so you can waste the Nazi who will try to man the machine gun. Grab the machine gun as a tank moves into the area. Keep shooting at it to save grenades, and watch for the rest of the AA gun crew to crawl out of the emplacement. If the tank aims its turret at you, then leg it and throw a grenade. The AA gun crew will be crawling out to find out what happened to their spotter; kill them all. In the briefing, you've been advised to throw a grenade into the AA emplacement, but it's really hard aim a grenade at that area. So wait for the crew to come out (two or three guys at the most) and kill them. Eliminating the crew counts as knocking out the gun (a message will appear telling you so).

Now head towards the bridge but don't cross it-- a bomber will drop bombs on the two Nazis (total overkill but very fun to watch). Move across the bridge and rush forward to waste the AA gun guy and the machine gunner. Man the machine gun yourself and start shooting at the tank that moves into the area, keeping in mind the tactics I've shown. The AA gun crew should also be coming out, frag 'em.

Now go through the only opening but DON'T rush out. A bomber will attack a tank, but chances are that it only destroyed the turret, so watch yourself. Waste any German in the area and run towards the machine gun. Grab it and waste the AA gun guy and his crew. There's a Field Surgeon Pack behind the AA gun, FYI.

Now enter the fenced off area but before going in the control tower, make sure you kill the two Nazis around the corner. Now enter the building and kill anyone that gets in your way. Go up to the second level and activate the landing lights. Now head back down and go out through the open door on the left and waste the couple of Nazis. Head towards the plane and you've completed Mission 2!

~~MISSION 3: UNDERCOVER IN  
CRETE~~~~~

Level 1: Getting the Story

- Objectives:
- Get photo pass
  - Get restricted pass
  - Get archaeology pass
  - Photograph map
  - Find supply schedule
  - Board truck to Knossos

Kills Needed: 50

(Before we go on, this level and the next one are the major UNDERCOVER operations in the game. Please, if you still have no idea on using the camera and that walking around with guns drawn is no good, read the Disguise Mode section under Modes and the Camera section under Weapons for my detailed explanations.)

You start near a building with a Nazi in it who will say: "Hello beautiful!" It's funny listening to Nazis saying nice things to Manon, like: "Do I look good?" or "Anything for a lady." Of course, Manon doesn't care what Nazis think, but don't kill that German yet. Head forward to the open storage building and kill the Nazi in it so he can't alert his buddies. NOW go back and waste Mr. "Hello beautiful!"

After capping him, head back towards the storage building and to the left is a bunch of boxes and the photo pass. Grab it and crawl through the small opening to enter the next room. The Nazi there won't accept Manon's credentials, so show him your HiStandard Silenced Pistol instead. There's a box of MP40 ammo on the top, but you'll need to jump from a nearby set of crates to reach it.

Leave the building and turn right. You should see a pirate fighting two Nazis. It's gonna be a three-way war in this level and keep these tips in mind: 1. Let the Nazis and pirates duke it out before you mop them up. 2. If a Nazi is by himself, he will ask for you papers...etc. But if he sees a pirate, he will attack everyone who's not a Nazi, and that means you. 3. Pirates attack everyone.

Anyway, finish these guys off and to the right are some nice goodies (BTW, save and grab whatever bullets you can in this level...you'll need it in the next one, especially your MP40 rounds). Otherwise, go to the left and up the stairs. You could go forward and there's a Nazi and pirate shooting at each other. But where you need to go is to the right. Go through that opening where there is two pirates and a German. Follow that path and kill the next pirate that shows up.

There's a lone German guard that will wave you through and tell you that "It's very nice meeting you." Kill him now or later, just remember to kill him so it'll count towards your performance rating. A pirate will spawn from behind once you've passed this guard, so watch it.

Now head forward and you'll see an open house. Let the Nazi and pirate kill each other, but watch out for the pirate that will jump over the wall on your right. Enter that building and steal the restricted pass. Head on and more Germans and pirates will fight each other near the small building (health inside). Keep going and a pirate will jump over the wall and hurt himself because he can't land properly while another Nazi is fighting a pirate near the next open building. There's also a small house to your right that you can find bullets and a health kit, but otherwise, turn left and up the stairs.

Kill the pirate with his back turned at you and then kill the German that shows up to investigate. Follow the street and kill anyone and grab anything in the next building you'll go into. Crawl through the opening there. Kill the Nazi guarding the building to the left and go in and grab the supply schedule.

Head out and waste the next two guards that shows up and to the right is the exit; don't go there yet since you still have a few things to take care of. To the left are two barracks with goodies and Nazis. Pirates and Germans will also show up. Head forward and enter that building and kill the German. Take a picture of the map and steal the archaeology pass. Now head to the exit, but you may want to go back to the opening where you crawled through to cause more people to spawn. Also watch the German guarding the entrance to the truck.

Level 2: What Lies at Knossos

Objectives: -Eliminate the archaeologists  
-Locate propaganda report  
-Recover relics (3 sets)  
-Destroy bunker supplies (3 sets)  
-Locate bunker entrance

Kills Needed: 31

Remember that you are still pretending to be a German propaganda reporter. Some Germans will wave you through, but most, especially officers (guys with caps) will ask for your credentials, just show it to them.

I know that sometimes that even if you show your credentials to a Nazi, he will still keep asking for it. If you keep showing it, you'll be fine, as he will leave you alone (after showing it like seven or eight times). It could be a glitch in the game, but nothing too serious. This only happens if there are more than one Nazi around. I think that if you show your papers right after they ask it (not when they are asking), the Nazi will just let you go. Of course, you can always kill them.

Go through the opening and there are two German guards there. Keep going until you see the alarm. Here, you can keep moving forward or turn right. For now, just go forward and there's the first "archaeologist." A funny guy doing a pathetic job of impressing Manon, but bear in mind he's armed with a pistol. Also remember this tip: When you aim a camera at a soldier, he goes into his usual macho poses, but if you don't take a picture, he'll just wave at you and tell you to stop fooling around with him. But with the archaeologists, they will STAY in their "manly" poses for a few seconds even if you pull out your gun (his reflexes are not that of a soldier).

Anyway, aim your camera at that archaeologist and listen to him say stuff like: "I thought they would send someone a lot older." Or "I can do more poses!" It's funny, but kill the dude. Yep, life's rough.

Keep going and enter the area with two German guards. The first set of bunker supplies is also here, but don't blow it up yet. For this and other sets, leave them alone until you're almost finish the level, because if you blow it up, a HORDE of Nazis will show up. Anyway, go through the door (it's pink with a diamond-shape symbol in the middle; you won't miss it) and there's an archaeologist and a relic there. Kill the guy and press Action to recover the relic.

Now head back towards your original path and go into the area with two German guards and the other set of bunker supplies. The Germans will ask for your credentials and tell you to "Make us look good." Now go through the nearby door and kill the Nazi officer and the archaeologist. The propaganda report is near the archaeologist and watch for the Field Surgeon Pack. There's not a lot of health kits in this level, so grab it only when you need it. Now move on and go by the two German guards. You now have the choice of going forward or turning right. Go forward, open the door, kill the archaeologist and recover the second relic and leave the room. Now go to the right and keep going. Turn right again to the area with lots of vases. There are three Nazis here.

Keep going and turn right and kill the archaeologist. A message will appear informing you have killed them all, but there is actually one more in the level that you don't have to kill (but we all know we will kill). Now go up the stairs, go by the guard, and enter the room to the left. There's a Nazi inside so kill him. This will trigger an alarm, there's a Nazi that just showed up outside...but this is a good thing. This room is well fortified for you and there is only one way in. When the Nazis charge in, kill them all with your MP40. This will make life a lot easier near the exit of the level.

Once the coast is clear, head out, switch back to your camera, turn off the alarm, and move down the stairs and you'll see an area with two Nazis and the final set of bunker supplies. Quickly kill them with the silent pistol. The exit is dead ahead, but there is one more relic you need to recover. Go

through the side corridor to your right and kill the German. Open the door and kill the last archaeologist and recover the third set of relics.

Now exit the map, but watch for the three guards that will appear when you open the door and the German that is hiding to the right corner in the last corridor.

### Level 3: Labyrinth

Objectives: -Locate artillery bunker  
-Destroy all cannons  
-Locate communications room  
-Destroy communications devices

Kills Needed: 42

No more Germans will be praising Manon's beauty in this level, so shoot them all. (I.E. Manon's undercover job is done; it's time to shoot it out!) This is not a big level, but there are Nazis everywhere and they have places to take good cover, so the fighting is going to be intense.

Go down the stairs and waste the three Nazis (two are hiding behind corners). Follow that corridor and you can move forward or head to your right.

The communications room is ahead, so go there and kill the two Nazis inside. Grab the potato masher grenades and blow up the communications devices.

Now head back out and go to the right and follow that path. Six Nazis will be attacking you, most are smart enough to take cover, so be careful. Once they're dead, keeping going and kill the three guards near that triangular fountain. Watch for the guy with the grenade!

Keep going and kill the next two Nazis and two more Germans will rush out to help their buddies. Don't let them take cover! Kill 'em before they can take cover or else it's gonna be a long shootout.

Move on and you can go left or right. It doesn't matter since they lead to the same door, but I would suggest turning left since it will prevent you from getting outflank. Kill all the Nazis and go through the entrance and follow the corridor. Turn right or left you ask? Go right for some treats and two Nazis-for-kill. Otherwise, go left and enter the door, kill the German, then kill the two guards taking cover behind the pillars. Move on ahead but four Nazis will jump over walls to ambush to you, so be on your guard.

Now open the door, turn left and kill the two Nazis and blow up the cannon. Waste any Nazi that spawns. Now go towards the right and there's the last artillery piece. Blow it up, kill the two Germans, and waste anymore Nazi spawns that show up. Exit the map there through the door to the left. Mission 3 completed.

### ~~MISSION 4: WEWELSBURG: DARK

CAMELOT~~~~~

### Level 1: Ascent to the Castle

Objectives: -Find crowbar  
-Find wire cutters  
-Destroy radio  
-Steal a cable car  
-Disable emergency brake  
-Disable control override

Kills Needed: 53

This entire mission and all its levels are the darkest and gloomiest of the game. For good reason too: you'll be infiltrating the castle of SS commander Himmler. The gloomy music, the dark environment, and the scary enemies really makes this game that much better.

Now, the only weapon you have right now is a Big Joe Crossbow (there's more info on it in the weapons section), but you'll get more soon. Now CRAWL (you want to use some stealth until you get an actual firearm) and waste the sleeping Nazi to the right. Grab his Stg 44 assault rifle, but keep in mind that there's not a full clip in it.

Move on the tracks and kill the two Nazis to your left behind the crates. Three of their buddies will rush in to help out, so kill them. Cross the bridge and kill two more Nazis to your left. Two Nazis will rush out so make sure they eat some lead.

Now continue forward and you should see a German in front of a building. Frag the guy and another Nazi will rush out of the building. Go in, climb the ladder, and pick up the crowbar. Now leave the building, kill the Nazi hiding behind it. The area is fenced off, but if you look, you'll see a small opening. Crawl through it and kill the two Germans outside of the house. Rush in and waste the German taking a pee in the washroom. A Nazi will show up just outside the door, kill him too. There are a few medical canteens in the kitchen, grab it if you need it. Now leave the house and kill the German to the left, but the path on your right is where you need to go.

Follow that path and kill the sleeping Nazi to the right before turning left. Continue on until you run into two Germans. Also watch for the Nazi on the guard tower. Kill him and quickly climb up the tower and switch to your sniper rifle. TWELVE Nazis will rush out to attack you, but they will come in groups of two or three, so just aim for their heads.

Now move on and kill the German on the guard tower to the left, but otherwise, continue down the path on the right. There will be two guards to your right behind some crates, kill them.

Where do we want to go now? Forward or turn left to the cable car station? We need to destroy the radio before doing anything else, so head forward and kill the two Germans outside the house and the one inside. Blow the radio up and two Germans will show up outside. Head back out and kill the two Germans that are taking cover near the crates.

Now go to the cable car station and waste the two Nazis outside. Do want to go rushing in through the main door and get shot? No, so crawl through the small opening to the left of the door and use your crossbow to quietly kill the guard in there. Grab the wire cutters and climb up the ladder; thanks to me, you have just outflank a bunch of Nazis, as long as you didn't make any noise killing the guard in the room.

Now clear the entire building of the Nazis and go disable the emergency break and the control override to its right. This will cause a Nazi to spawn in the room with wire cutters...you know what needs to be done. Now go into the cable car and you'll finish the first level.

Level 2: Valhalla

Objectives: -Enter the castle  
-Get Knife of Abraham

- Find demolition charges
- Get contents of safe
- Find Valhalla

Kills Needed: 48

The castle and the mood created by the music is just plain scary. This place is crawling with SS stormtroopers and the SS Knights. Use your sniper rifle or crossbow to take out lone enemies; you'll need your Stg 44 for some serious shooting.

Get out of the cable car and shoot the Nazi with the crossbow. Move along the path and kill the Nazi standing near the light post in the same way. Switch to your sniper rifle and move forward until you see the castle. Kill the guard at the window. You can go in through the main entrance, but I don't think it's a good idea, since it's easy to lose your orientation there and you'll just be charging into a castle full of Nazis.

You should have notice that there's a path near the front right of the bridge. Go down there and keep moving to the walls with the green vines. You can crawl up to the castle from there. Kill the Nazi on top and go down the stairs. Follow the hall and waste the two Nazis you see. Turn left near where the two Germans were and you should reach a room with a Nazi and the demolition charges. Grab it with the Action button and head out.

Crawl through the opening and you'll reach another hallway. You have three choices: forward, right, and left.

Go to the left first and enter the room. There's a box of crossbow arrows near the miniature cannon. Make a left turn from there and you'll see another room with the Knife of Abraham. Use the Action button to recover it.

Now head back to the hallway and go through the door to the right. But there are two guards behind it, so watch out. Go out and waste the bunch of Nazis that will show up. There are two corridors here: left and right. The right one is a dead end (it leads to the castle entrance, and for some reason, you can't open it from the inside), so take the one to the left and follow it if you want some health.

Otherwise, go back into the castle and go forward until you've reached the wall. There's a small area you can crawl through in the left. Go through it and you'll reach a dining room. A Nazi will rush you so kill him and there's a Nazi hiding behind the dinner table. Go down the stairs and follow the corridor to the circular area and eliminate the two guards there.

More choice for you to make: climb down that hole or continue on to the only corridor. Go down that hole and you should see a "knight." Is he a statue? Read my section on SS Knights to find out. Shoot him in the head, but watch for another SS Knight that will come around the corner. Only headshots are effective, especially with an automatic weapon; these guys can take clips to kill with body shots. After reminding the two Nazis on the existence of firearms, go in and blow up Himmler's safe and steal the stuff inside.

Now climb up back to the circular area and go through that other corridor. Kill any Nazi that crosses you and enter the only open room. Move down the corridor and kill the two German guards. Another SS Knight will rush out from the right, so be ready.

Now go up the stairs and kill the German and head to the hallway on the left. A HORDE, and I mean a HORDE, of Nazis will spawn out of nowhere. Remember to take cover or else you'll just end doing this level again. Once you've taken



care of business, move into the hallway. The room on the right contains an SS Knight. Kill and enter the room to cause more Nazis to spawn in the hallway. Kill them all and move out and enter the other room on the left. There's a Field Surgeon Pack there. Another guard will attack you, so waste him.

Time to move on. Go through the only opening and waste the two guards. Move to the entrance on the left and watch for Germans hiding around corners.

Again, you are presented with more choices: should you head down the stairs to your right or go forward? If you want to know where the only secret room in the game is, then go forward!

SECRET ROOM: You should see three lamps on the wall and it ain't there to light up the area. Press Action to turn the lamps, but that must be done in a specific order: turn the middle lamp first, then the one on the left, and finally, the lamp on the right. This will open a secret room to your right. Inside is ammo for ALL your guns and the crossbow. More importantly are the two Field Surgeon Packs lying there.

Now you can go down that set of stairs. Kill the two guards there and head to the next set of stairs. Kill the Nazi there and move down. Two SS Knights will rush out so kill them. Enter the circular area and you've found the Valhalla. An SS Knight will rush out through the door in front of you. Waste the fool and enter the door to leave this messed-up place.

Level 3: A Vicious Cycle

Objectives: -Destroy bridge to barracks  
-Destroy siren controls  
-Go to safe house

Kills Needed: 54

Finally! We can get out of this crazy place! This layout of this level is really straightforward; just follow most of the laid out path and you'll do fine (but keep an eye out for some side paths; there's not a lot, but most lead to important objectives). What makes this level hard is that Nazis are well armed and there are barely any health kits on this map, so take care of yourself out there.

Follow the path and go to the first area with trees. There are two Nazis they're taking cover behind the trees, so kill them and move on. Keep going along the path to the next area where there are three Nazis. Turn left from there and continue on the path.

Head to the next area but don't go charging in. A motorcycle will leap out of the bushes. Take care of it (read the motorcycle part under the Enemies section if you are having trouble) and move in. Two light German infantrymen will jump out of the bushes, so waste them too.

Turn to the left to find the path and go along it until you reach the main road. There's a Nazi to the left and another to the right. Kill them both and two more will run up the road. Follow the main road and a motorcycle will come along with a Nazi foot soldier. Kill the grunt with a gun and then chuck a potato masher at the motorcycle. Continue along the road and kill the two Germans you encounter at the dead end. Turn left from there to head onto a new path and kill the two Germans in the area with tall trees. Continue forward.

Go on to the road and watch for the Nazi around the bushes. Go and blow up the bridge by deploying explosives and kill the German on the guard tower.

Follow the road and kill the three Germans. Turn to the right where the Nazis were and follow the side path to grab a Field Surgeon Pack if you need it.

Otherwise, move on and turn left to the first side path you see. Kill the Nazis that are in the area. Also keep an eye on the guard tower where a sniper will take shots at you. Go into the building and destroy the siren controls. Two Nazis will appear outside the building. Kill them and go up the guard tower and use your sniper rifle to take out any Nazi in sight.

Now head back to the main road and continue forward. Kill the German and the motorcycle guys. Turn to the path on the right and shoot the two Nazis near the campfire. Then crawl through the opening in the vegetation. Waste the three Nazis that will pop out from the left but where you need to go is at another small opening dead ahead.

Crawl through it and kill the two Germans. Move on and go on the main road. Destroy the motorcycle and shoot your way into town.

Go inside the house to the left (one Nazi inside) and take cover there. Just wait for the Nazis to come to you; you won't last long out in the open streets.

Once the area is clear, go into the other building and follow the hall. Don't rush outside, just sneak out a bit and draw the Germans out. Let them come to you. Shoot it out and kill them all. Then move on to the safe house which is the last building that is open. Boy, I was glad when I finished this mission.

#### ~~MISSION 5: LAST RITES AT MONTE

CASSINO~~~~~

Level 1: Roundabout

- Objectives:
- Disable guard tower
  - Destroy supply trucks (6 in total)
  - Destroy supply depot
  - Locate crypt entrance

Kills Needed: 40

Colonel Hargrove gives you a pretty good history lesson in the briefing. Basically, the 1st German Parachute Division was trapped by the Allies in this place but the Allies simply can't get in. The 8th Air Force will launch a bombing raid next day, but intelligence just came in that prisoners of war are trapped there. Manon volunteered to rescue them, despite the questionable reliability of the intelligence. Brave girl, don't you think?

Follow the path and waste the Germans in the area. Use the panzerfaust to kill the Nazi in the guard tower, but note that this is NOT the one you need to disable. Chances are, especially if this is one of your first few tries, your health will drop pretty fast, but don't worry; you'll manage to get by sooner or later. If you are having trouble, maybe reading my General Gameplay Hints section will help.

Now from that area, turn left and head onto that path and kill the two Nazis there.

Do you want to go left or right? To the left is a dead end with two Nazis. Right is where you need to go, kill the German there, keeping following the path that contains four Nazis until you've reached the trench. Kill the Nazi to your right, and grab the ammo to your left if needed. Three trucks (one at

a time) and their escorting foot soldiers will come from the right, so blow 'em up.

Once that's done, go to the next area (on your left and follow the only path). Kill the four Nazis there and go onto the road. Make a left turn and kill the Germans and the three Nazi trucks (again, they show up one by one).

Continue on to the supply depot, but don't rush in. There's lots of Germans taking cover behind buildings. Shoot it out until the coast is clear. Move in and destroy the guard tower with explosives (press Action). Now blow up the oil drums and the boxes in front of the building with the large door. Don't worry about the big brown crates, they contain nothing of use. Go through the alley to the left of that building and blow up the boxes to your right. A message will inform you that the supply depot has been destroyed.

Now head on through the only path, kill the lone Nazi, and crawl into the crypt entrance. Then climb up the ladder and you've completed this level.

Level 2: Prisoners of War

Objectives: -Free captain  
-Rescue pilots from cells  
-Protect captain  
-Destroy war room  
-Eliminate command staff

Kills Needed: 43

This is the reason why Manon was sent here the first place: rescue captured American pilots. It turns out that the intelligence was true after all.

So go up the stairs to the right and kill the Nazi. Left or right? The right is where the captain is being interrogated so go there. Kill the German outside the door; try the door if you want, but it's lock. So head on and shoot the window open and kill the Nazi in there. Go up to the captain to free him.

This part is great, since all you have to do is follow the captain and free the prisoners; this saves me a lot of writing! The captain has a pistol, but make sure he stays alive or you'll fail the mission. Cover him while he picks the lock to the cells, as a bunch of Nazis will show up. Listen to the pilots thank you and watch them run away in joy (literally, they do this little dance thing). Each cell contains a First Aid Kit, so remember that.

Once the last cell is open, you've completed the job of protecting the captain. He'll stand around and do nothing, so forget about him. Go up the stairs and kill the four Nazis. Try to take cover during the firefight. If you've keep going left, you'll reach the exit, but you still got to do more damage to the German command.

So turn right. See that "painting?" It's a door, so up to it and press the Action button to open it. Go down the stairs and kill the three German commanders and blow up the stuff in the war room.

You've completed the objectives, so head back to the exit, but TEN, yes TEN, Nazis will be there to stop you and they are all behind cover, so watch out.

Level 3: Mayhem in the Monastery

Objectives: -Locate quartermaster ledger  
-Destroy munitions

-Destroy supplies

-Destroy all half-tracks (3 in total)

Kills Needed: 68

As the name of the level suggests, this is going to be crazy. There's going to be INTENSE firefights throughout the monastery. You'll hear German commanders yelling orders over speakers, bombers flying overhead, half-tracks moving around...this game is great!

Go forward and fight the four Nazis that are taking cover behind the set of pillars. There's a First Aid Kit behind the statue. Turn to the right of it and follow that corridor and kill the two Nazis. But don't move forward yet, because there's a room to the right with a Nazi and a Field Surgeon Pack.

Now move on and destroy the half-track with your panzerfaust; once you blow it up, don't rush out. There's Nazis out there waiting to ambush you. Quickly take cover on the first pillar to your left and move from pillar to pillar. I recommend clearing the area to the right first. There should be five Germans in this entire area.

Go up the stairs and kill the two Nazis hiding behind the two pillars. Follow the corridor and you see a left and a right corridor. The one to the right will lead to a Nazi and some ammo. But otherwise, go left and kill the German soldier there. Two more Nazis will show up, so waste them.

Continue forward and kill the three Germans. Turn to the corridor to your right and kill the seven Nazis there.

There's a small opening there. Crawl through that instead of going through the door so you can surprise your enemies. Kill the Nazis, grab the heavy machine gun, and waste the half-track, the munitions, and any German you see.

Turn to the right of the machine gun and head into that area, keeping in mind that there are two Germans behind the corners.

Then follow the narrow hallway and kill the two Nazis there. Keep going and killing until you've reached the ladder.

Climb up quickly and QUICKLY grab the heavy machine gun, and QUICKLY waste the German manning a heavy machine up in front and down below. Kill the Germans there. A few Nazis are actually smart enough to try to grab the machine gun, so kill them before they reach it. It's the only weapon that can really damage you, since you have a good height advantage over them. Also use the machine gun and blow up the supplies in this area.

Climb back down and head to that area. Crawl through the opening and kill the three Nazis in the room. Go and "liberate" the quartermaster ledger on the crate.

Move on and kill the four Germans there. Go up the stairs, waste the two Nazis and keep moving. Destroy the last half track and go forward to exit through the open door. There are two Nazis around the corner, so kill them on the way out. You have completed mission five.

BTW, I really think you should watch the historic video for this mission. It's sad and touching and really focuses your attention to the bravery of the members of the American 8th Air Force.

~~MISSION 6: A MITTLEWERK

SABOTEUR~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~

Level 1: Plans for Destruction

- Objectives: -Find the explosives backpack  
-Get the plans for the factory  
-Activate the generator  
-Activate the tram

Kills Needed: 69

Manon's job now is to disrupt the German's ability to produce the infamous V1 rockets.

First, follow the path and waste the three Nazis. Move up the path and kill the next two Nazis. Don't rush out towards the building. There's a heavy machine gun on top manned by a Nazi. So kill him, go up, and grab the machine gun. Kill the bunch of Nazis that show up and blow the boxes and oil drums on the ground. Enter the cave and grab the explosives backpack. There's a Field Surgeon Pack there also for you to use if you want.

Head back out and continue on the path. From here on, watch for German snipers on high ground. So kill the first one you see and the next German that rushes out. Keep walking at the road sign that points to two headings: left and right.

We'll go left first to go meet the spy that has the factory plans, but remember this place as we will come back here later (it's not necessary, but if you want an Excellent rating and an easy way to attack a fortification, then just remember this place).

Follow the left path and kill all the Nazis. Waste the one guarding the wall and climb up to find another Field Surgeon Pack. Otherwise, move on and keep an eye out for snipers above the stairs.

There's a signal fire that you should see. Three Nazis will show up from that direction. Kill them and go forward UP the path. You'll find your contact there and he'll hand you the plans to the V1 factory. You don't have to keep him alive now, but just follow where he goes since you want go there for now. He'll get killed pretty easily and if you run too far ahead of him, he'll disappear. Don't ask me why. Just go through the path in front of the signal fire.

Use your W12 Riot Shotgun to wastethe bunch of Nazis on the rather narrow bridge (a shotgun and a narrow bridge: hint, hint). Move along the path and watch for the German on top of the building. Crawl through the opening and grab the Field Surgeon Pack if needed, but I won't recommend going out there. There's a machine gun tower outside and if you crawl out, you won't have any cover.

Remember that road sign that I told you to remember the location of? Go back there and take the path to the right. You still have to take on the machine gun on the tower, but it's easier there. Anyway, follow that path and kill the three Germans. Turn left of right? Ignore the left turn and go right and kill the Nazi there.

Another road sign points only to the left, but before going there, make a right turn and kill two Nazis and blow the crate up for some treats. Now go back to where the sign told you to go. Follow that path and turn right. Kill the Germans there. Take cover behind the trees while you shoot it out with the machine gunner on the tower.

Keep going but watch for the Nazi behind the sandbags in front of the tower.

Move on and kill the Germans along the way (remember some of them are on high ground). Head to the ladder but kill the two Nazis on the left first where there is a Field Surgeon Pack if you blow up the oil drums. Climb up the two ladders and kill all the Nazis.

Follow the path and there is one Nazi on the left and three to the right. Follow the path to the right and keep moving. Go across the bridge and fight the three Germans. Move into the village and kill the two Germans you see.

Move through the narrow path to the right of the house in front of you, but don't go charging out, since there is a machine gun nest to the right. Chuck some grenades and go grab the machine gun. Two Nazis will spawn; kill 'em and move on to the right.

See the stairs? Don't head up yet. There's another machine gun nest to the right corner. Do the grenade thing again and grab the machine gun. A bunch of Nazis will spawn. There's a Nazi inside the crate to the left.

Don't go up the stairs yet. Go forward, do a left turn, go into the building and activate the generator. Now go back to the stairs, go in that building, and activate the tram. Enter the cable car and you've completed the level.

Level 2: Sabotage!

Objectives: -Find control room key  
-Activate door controls  
-Destroy V1 machinery (9 machines)  
-Destroy V1 stockpile

Kills Needed: 51

Just so you know before you head out, virtually all crates and boxes in this level contain some sort of treat, since they are virtually no health kits except for a few Medical Canteens here and there.

Go through the only corridor (the one to the right of the Nazi flag you start out in front of). Waste the two fools in front and enter the side room on the left for an extra kill and Medical Canteens.

Go back to the hallway. So W, should I go forward or make a right turn? You need the control room key first, so go straight ahead. Waste the guards there. The Nazi in the sleeping quarters has the key, and he's not gonna hand them over to you, not even for a lady (The guys at Crete were a lot nice? lol!) Punish him for not being a gentleman with your shotgun!

Grab the key, head back to the other corridor and kill the three Germans. Medical Canteens are there too, but otherwise, crawl through the opening.

Get out and follow the only way available (all doors are locked until you activate the controls). Kill all the Nazis you see in the hallway, which is very narrow, so your riot shotgun is going to be extremely effective.

Go up the stairs and you'll see a left and a right turn. Go right and open the big door that has two red lights next to it. Go in and activate the control panel to open the doors in the factory. A bunch of Nazis will spawn and attack you, so stay in the control room and let them come to you. Head back out. Forward or right? Head forward for now.

Go into and follow the corridor and crawl through the opening. Kill the

Germans in the room and blow up the three V1 machines (use the explosives you've found in level 1 by pressing Action). Watch for the bunch of Nazis that will rush in.

Head out and follow the hallway and kill the German with his back towards you. Remember the other turn near the door control room? Go back to it later, but we need to backtrack to the area we first enter in the first air duct.

Go there, enter the now-opened room, and kill the three Nazis. Blow up the three machines and kill the Nazis that come in. There's also a stash of health behind the crates.

Now go back to the other right turn near the control room and head down. Just follow the corridor, ignore the "slides," and make any Nazi you see bleed.

Once you've reached the area with the big crates, turn left to kill the Nazi in the washroom. Otherwise, turn to your right and kill the three Germans there and set up the explosives on the last three V1 machines.

Now move forward and you should see an elevator platform; go on it and once you've reached the top level, you'll see two corridors: left and right. They lead to the same place, but take the right one to protect your flank.

Kill the Germans and open the door. Left or right? Turn left for now and kill the German there. The three crates all contain treats...one contains the only Field Surgeon Pack in the level. A bunch of Germans will show up so watch yourself.

Now head back to the right turn and follow that corridor. Do you want to go forward or turn right? The corridor to the right is the exit, but you need to blow up the V1 stockpile. So go forward.

Kill any Nazi you see and remember the path you were walking on. Go back for a few practice runs if needed. Go into the room and set the explosives and RUN AND DON'T STOP FOR ANYTHING to the exit!!! If you slow down, you will get blown up and that would really be bad since you almost beat the level!

### Level 3: Sidecar Shootout

Objectives: -Destroy first launch site  
              -Destroy second launch site  
              -Exit town

Kills Needed: 83

I never had so much fun playing a video game! This level is simply fun and exciting! This is definitely one of the reasons why Medal of Honor Underground is my favorite game.

Enough of my comments; you start off right in front of a German soldier with an MP40. Use your shotgun to waste him before he notices you. BTW, there are two Field Surgeon Packs to the left and an arms cache at the starting point. Anyway, once you've wasted the German, another one should be charging in. See that crate next to the building? Shoot it with your shotgun and the explosion will kill the Nazi. It will also reveal a hidden Field Surgeon Pack. There will be German troops shooting at you from all over the place and it's gonna be hard to shoot back without eating lead. Use the grenade trick I've mentioned earlier to draw out some Nazis. Once you've thrown a grenade, one of them will rush out to pick it up and throw it back...kill him. Then shoot your way out. There should be one Nazi taking cover by the oil drums (smart dude) and one by the trees. The riot shotgun is very useful for this mission,

because the pellets will guarantee to hit some part of the Nazis body. Now head towards the small guard post...but don't run out yet. There should be a Nazi hiding outside for an ambush. Do the grenade trick again. (Sometimes, this Nazi will actually rush in to help his buddies behind the trees and oil drums.) The area is clear, so GO AND GRAB the health kits! Always use the health kits in this level because once you hop on to the motorcycle, you can't get out until the driver stops at certain points. So if you want an Excellent rating, make sure you have full health before you jump into the bike.

Anyway, turn left from the guard post and you'll see the motorcycle and the driver. Both are invincible I think...I've tested several grenades on them, but you're not. The only way to avoid getting hurt is to kill all Nazis that get in your way. Press the Action button to enter the bike and shoot anyone that crosses your path. You can't aim backwards so you have to kill the German soldiers before you pass them or else they will hit you. The machine gun is pretty powerful and could usually kill someone with a few shots. I suggest shooting the body mass to ensure quick kills. Just watch out for Nazis that strafe or duck to take cover. The motorcycle can also run down the Nazis and boy, it's funny seeing their bodies go flying! There are 87 enemies in this level, and you must kill 83 of them to get a Good rating.

That's the stuff I can think of for the motorcycle part; it really depends on your shooting. My accuracy is 11% but I still got an Excellent rating. Hold on to the fire button and waste 'em all!

Now, you also have to blow up two evil V1 missiles along the way. It's not too hard. At the first site, you'll come under almost immediate fire. Just stay out of the Germans sight and wait for them (three guys) to come to you and waste them with the shotgun. Use grenades to draw out Germans taking cover. Once you've deal with them, you can blow a crate near the front of the V1 to grab a Field Surgeon Pack. Next, go back to the end of the V1 and use the Action key to place the explosives on the glowing red box.

The second site is really easy. Just charge right in and waste the three Germans (the third one is near a tree at the front of the missile) before they can react. Once you blow up the V1, a German will spawn out near the entrance to the site, so watch out. This mission is really easy to pass but hard to get an Excellent rating, but I didn't mind trying over 20 times since this level is so fun. Have fun!!! Once this level is done, you've completed the mission of destroying the German's V1s.

~~MISSION 7:

LIBERATION!~~~~~

Level 1: Final Uprising

Objectives: -Find petrol bomb cache  
              -Destroy all half-tracks (2 of them)  
              -Neutralize all prefecture guards  
              -Enter the Paris prefecture

Kills Needed: 69

"Manon, it's time for you to go home." -Colonel Hargrove

After battling the Third Reich all over Europe and North Africa, Manon must now go back to help her fellow countrymen rise against the Nazi occupation. But boy, I hope you like to respawn, because this final mission is HARD!!! All the enemies are armed with the Stg 44, the panzerfaust, or the sniper rifle!



Move forward and waste the Milice guard by the oil drum with your sniper rifle. Before turning left, go up to the destroyed tank to find the petrol bomb cache.

Continue along the street, and crawl from the oil drum to avoid alerting the two Milice guards ahead of your presence. Quickly waste them and keep going, but watch for the guard to the right near the sandbags.

Keep going forward and a guard will jump in front of the crate to the right. Another Milice guard will be behind the oil drum to the left. Kill them and go forward where you will encounter three more guards. Another one will jump out of a window to the left.

Turn left, but go forward first to grab some Stg 44 ammo and a Field Surgeon pack. Just so you know, health kits are virtually non-existence on this level.

Follow the street and fight the four guards. Keep going and you'll see one Milice guard to your left near a tree and another to the right in a path that leads through a set of buildings. Kill them and go through that path to kill three more Milice guards. But don't go through the other end or you will get shot at from both sides!

Head back to where you came from and go to the end of the street and make a right turn. Go forward and shoot the oil drum. Watch for a Milice man that jumps of the window and a sniper on a balcony.

Go up the stairs, turn right, and fight the guards on the street. Watch for the Milice sniper on the balcony dead ahead.

Left or right? Go right and watch your back for guards. Go by the outdoor cafe and go to the enclosed area (the one with sandbags behind it) to kill a Milice guard and to find more petrol bombs. Another guard will show up, make him bleed.

Head out and follow the street (watch for the Milice guard that jumps from the building on your left). Turn right and kill the two guards. Move forward, make a right turn, and waste the two German soldiers.

The first half-track is here. I recommend backing off a bit to take cover and attack with petrol bombs. Move on and fight any Germans you see.

Go through the covered walkway and watch for the Germans behind the pillars. See that block of concrete ahead with mural paintings on it? There's a Nazi behind with a panzerfaust. Also watch for the two Milice snipers on the balcony above.

Continue forward and you'll see the last half-track as well as a guard behind the sandbags. Attack with petrol bombs, but watch for the German with the panzerfaust that shows up (I told you this is a tough one). Also there is a sniper on the building to the right of the sandbags that will show up once you've destroyed the half-track.

Move on to the only available path. Fight all the Germans and French collaborators that you see. Some have panzerfausts and quite a few will simply spawn of nowhere behind and in front of you.

Move out and follow the street. Fight that large group of Germans and keep going and watch the building with the oil drum in front of it-- two Germans

will jump behind it! BOOM! ;)

Go forward and fight the Nazis/Milice until a message informing you that you have eliminated all the prefecture guards. Enter the prefecture on the left to exit the level. Boy, that was HARD, just wait for the next level...

Level 2: Street by Street

Objectives: -Neutralize the barricade guards (3 barricades)

-Find subway map

-Enter marketplace

Kills Needed: 74

Head up the stairs (I recommend using your sniper rifle and save your Stg 44 for some SERIOUS shooting). Follow your fellow Resistance fighter (they all were blue and have the French tricolor on their elbow) and kill the first Nazi. Then head out kill the Nazi on the balcony. Quickly turn right and kill the Nazi there and then head back left. Let your buddy take the right turn, he should be able to handle the lone Nazi. You go straight ahead and kill the Nazi on the left near the tunnel entrance and another one on your right. Be quick about it and you should be fine. Now go back to where your buddy went and grab the Stg 44 ammo in there (First Aid Kit is also there). Remember the location of all health kits; your health is going to drop in this level.

Now head out and go down the stairs where you've wasted the German on the left (the one who dropped the Medical Canteen). Quietly crawl through the tunnel and ambush the Nazi there.

Go up the stairs and watch for the German on the balcony. Head out to the street and turn left. Switch to your Stg 44 now. QUICKLY go behind the table for cover and QUICKLY kill the Nazi manning the heavy machine gun (head shots!) Kill any Nazi behind the sandbags and don't let any of them grab the machine gun. The table you're using for cover won't last too long. Stick around and kill any Nazi until a message tells you that there are two more barricades left. A sniper will appear on the balcony about, but so will another French Resistance fighter.

Move on and turn left to the alley, Waste the two Germans and grab the Stg 44 ammo. There's also a Field Surgeon Pack there. Anyway, head back out to the streets and fight the bunch of Nazis that spawned there. Kill the sniper on the balcony. Head back to the first barricade and for some reason, a bunch of Nazis spawned there; get rid of them.

Continue on the street. Do you turn left or crawl through the hole (behind the low fence) to the right?

Go left first. Kill the Nazi there and run to the table for cover and duke it out with the barricade guards. Another buddy will show up to help you as he yells "Vive la Resistance!" Once the message "One barricade left" appears, quickly rush up to the sandbags and wait for the garage door to open (I know it doesn't look like one, but it's the green building right behind the machine gun). A motorcycle will come out. Blow it up before it can jump over the sandbags and do damage.

Now go to that hole and crawl through it. But don't rush out. Watch another motorcycle flew by. Wait for it to come around and shoot the driver with the sniper rifle. Move out and fight any Nazi you see.

You can either go up the building to the left or to the alley on the left. Both will lead you to a machine gun nest. So go up the building, jump out the

window, and land behind the table for cover. Use petrol bombs as a buddy provides high ground cover.

Follow the streets and enter the rectangular area. There's a bike coming and you can blow it up right away and watch your buddy get run down by the uncontrollable, burning bike. Instead, let it go by you and it will drive around your buddy (he's standing up against a wall, so running him is suicide for the Germans). Now destroy the bike and a horde of Nazi snipers will show up on the roof and on the balcony. That's why it's a good idea keeping your fellow fighter alive. Watch out for Germans that will try to throw grenades.

Move on, follow the alley, and crawl under the rubble. Go on, turn left, and fight the Germans with another buddy. One German is on the balcony, so watch out. Go into the building and move through the balcony. You can cross the rubble to grab some ammo, otherwise, just stick to the balcony. Watch for the Nazi on the building across the street. Once you're at the end of the balcony, throw a petrol bomb as far as you can to draw out two hiding Germans. Kill them and leave the building.

Follow the path and crawl through the hole. Kill the German that rushes you. Arm a petrol bomb and charge the three Nazis in the bar. Grab the subway map that the dead German will drop. Next, fight off the bunch of Nazis that show up and beware of the sniper on the balcony above the bar. Take cover around corners and such if you want to live.

Go forward and there are two sets of stairs-- one on the left and other to the right. Go down the left one to get a Field Surgeon Pack and some petrol bombs. Head back out but watch for the snipers that appear on the buildings in the area.

Now go down the other set of stairs and kill the Nazi that rushes out. Move up the stairs and waste the German that comes from the left.

Turn right and kill the German behind the first set of sandbags. The last barricade is dead ahead. See another set of sandbags to the left? Go behind there (there's an opening to the right of it) and kill the Nazis there. This will prevent you from getting outflanked. This alley also leads to the marketplace (i.e. the exit).

Head back out and take cover behind the sandbags and take out the last barricade. When a message informing you that you have destroyed all barricades, a motorcycle will come out from the tunnel behind the sandbags.

Before exiting the map, go through the entire level once more, because Germans have spawned all over the place. Just watch yourself.

### Level 3: Operation Marketplace

Objectives: -Find panzerfaust  
              -Meet contact  
              -Escape into subway tunnels  
              -Stop the tanks (3 in total)

Kills Needed: 45

This level is TANK CRAZY!!! Anyway, go forward and waste the two guards to the right. Go to the left into the small area with two Germans and a panzerfaust. Remember this alleyway, because when the tanks (with an "s") shows up, this is the best place to take cover.

Head out to the marketsquare and you should see your "contact" on the far

left. Before going to meet him take note of all the panzerfaust shells in this area. The open building also contains a panzerfaust and a Field Surgeon Pack.

Now go up to your "contact" but watch out! He is a traitor to the French people! Wait until he says "Long live Germany!" before killing the collaborator. A tank will then run down the wall to your left and a horde of Nazis will charge in. Some have the panzerfaust. Anyway, find a good place to take cover and fight them off. There will be three tanks in total that will come in, one by one fortunately.

Once you've taken care of business, move on and fight the two Germans near the sandbags. Crawl through the hole in the wall and continue on. Quickly waste the Nazi to the right, but DON'T stick around. Run as fast as you can back to the street you came from because a Luftwaffe fighter is moving in for a strafing run! Once the plane flies away, move in and fight your way through the streets. It's intense, I know. Move on and there are three Nazis to your right. But keep going forward since that area is blocked off. Move to the next two sets of sandbags and turn left. Fight the three Germans there and watch for the guy that jumps out of the building to your left. Go through the tunnel and fight any Nazi you see.

Now head on to the grassy area, since the other tunnel is blocked by sandbags (just don't forget to kill the Nazi there). There is a tank to the right and a panzerfaust guy to the left. Fight them and kill any Nazi that comes through the entrance near the panzer.

Go through that entrance and enter the next area. Fight the five Germans there and go into the subway station to exit this level.

#### Level 4: The End of the Line

Objectives: -Get train schedule  
              -Unlock train doors  
              -Divert first train track  
              -Divert second train track

Kills Needed: 42

This is the final level in the game, mon ami. You've done good coming this far; this game isn't easy (even on easy setting). This level is tough since the spawning engine is just insane and there are barely any health kits. But Paris must be save, and the same group of Nazis wasted Jacques (Manon's brother) are in charge of this operation.

First off, stay where you are and only head out a bit to draw enemy fire. The spawning is just plain CRAZY. Stay close to that gate and let the Germans come to you.

Don't head out until there are NINE kills (I'm 100% certain). Now head down you'll see a set of stairs to the left and another in front. Go to the one to the left to unlock the train doors. Now go to the other set of stairs and then go back to your starting point. This will cause three more Nazis to spawn.

Now open the train door and there are two Germans inside (one to the right and one HIDING to the left). You better let them come to you (throwing a petrol bomb inside can draw them out). Get rid of them and move to the next section.

BTW, once the doors to one section are locked, there is no way of unlocking

it, so grab everything! Move through the door and kill the two Germans nearest you and take cover behind the seats (use the crawl command to duck). If a German is hiding behind a seat and you can't hit him, use the panzerfaust. Once you've finished them off move to the next car and use the panzerfaust to quickly kill the next two Germans.

Leave the train and turn right. See the window? Once you hear gunfire, shoot the panzerfaust or use petrol against it and it MIGHT kill the two guards in there. Now go there using the stairs and grab the train schedule. This will cause a Nazi to spawn behind you, so watch it. Next, divert the first train track and unlock the gates by activating the control panel.

Head back down the stairs and a bunch of Germans will spawn and attack you. Take cover behind the wall, only moving out to draw fire if necessary. There will be TEN Nazis coming out (by themselves, but usually in pairs). Grab the petrol bombs on that set of stairs but otherwise, turn right to the gate. Open it and note the First Aid Kit.

Fight the Germans to the corner on the right and take cover there.

Go out and shoot the German behind the windows and this will cause six Nazis to spawn from the stairs ahead (not all at once). Fight them but remember to take cover!

Now go inside the control room (entrance is to the left of that window) and go divert the second train track! Stay where you are (you can't move now anyway, except for aiming and shooting). A bunch of Nazis will run out yelling in anguish that you have defeated them. Kill them if you want, but the kills won't count.

Watch the two trains collide and the awesome explosions! This is the best ending to any game I've played...I feel like I was actually right there with Manon!

Felicitations! Mon ami, you have beaten the best game on this planet! And remember to watch the joyous historical video: Liberation!

--14. S E C R E T M I S S I O N--  
--(P A N Z E R K N A C K E R U N L E A S H E D !)--  
--W A L K T H R O U G H--

This is the hardest part of the game, and it's probably the hardest level ever made for any FPS. Your enemies are all bizarre. It clearly was made by DreamWorks to be a "fun" level, as you can tell from the enemies you will encounter: super dogs, robots, guys with axes, and tin soldiers (another type of robot).

You will get frustrated at some point, probably because you are dying way too many times. Don't give up! If you finish the secret mission, you'll get the DreamWorks' Medal of Valor with Clusters, the panzerknacker memento, and a secret movie. You'll have to try many times (MANY TIMES) before you can pass one level, but don't give up if you want the 100% completion marks!

Here are some hints to keep in mind:

-Although your foes are not your typical Nazi soldiers, they will still drop "easily" with headshots. Green robots will go down with two headshots, while dogs, tin soldiers, and SS Knights (ax-version) will take three.

-For the panzerknackers, I noticed they don't take a lot of hits in the body, as long as you are using the Browning Automatic Rifle.

-This brings up another point: conserve ammo, especially for your Browning Automatic Rifle (BAR). The BAR is one of the most powerful guns in the entire MOH series, but it uses its ammo really fast (20 rounds per clip and you can carry up to 300 rounds).

-If you are confronted by a group of panzerknackers, the best way is to strafe and drench the area where they are standing with your BAR.

-When a panzerknacker is killed, it will fall down and blow up in a few seconds. So don't rush up to grab their ammo. Also use this to your advantage: the explosion will also destroy nearby enemies.

-It's a good idea to throw grenades into rooms. This will force any hiding panzerknackers to expose themselves.

-Grenades will explode on impact if it hits a panzerknacker or an SS Knight. But as usual, your enemies (even the DOGS) will try to throw it back or kick it away if it doesn't hit them.

Well, that's all I can think of, so BONNE CHANCE, you will need it!

~~MISSION 8 (BONUS): PANZERKNACKER  
UNLEASHED!~~~~~

Level 1: Where the Beagles Dare

Objectives: -Locate journal  
              -Find panzerknacker legs  
              -Find panzerknacker arms

Kills Needed: 62

If you like respawning in the final mission (Liberation!), boy, you are in for a treat. This is the secret bonus level where you get to use your original Medal of Honor weapons. It is hard and unfair. There are barely any health kits and ammo is going to be low. The Nazis take insane amounts of damage before they go down. On the GOOD side, it is FUNNY and HILARIOUS!

You start out and you'll see a dog. Use your Colt 45 on it. If you shot Fido's head, it took three-.45 caliber rounds to waste it. If you take body shots, you need to empty your entire magazine!

The strategy in this level is to conserve ammo for your shotgun and use your pistol to take one a single dog.

So follow the snowy path and see the two dogs DANCING on the bridge, kill them with your shotgun (a single load of buckshot at close range should do the trick). Move through the passageway and watch the two little alcoves to your left, because each one contains a dog.

Now head to the courtyard and you'll see a half-track DRIVEN by the dogs and another dog to the right hand corner. Use your grenades against the half-track. What is this? Planet of the Dogs?

Go and blow up the three dancing dogs (or watch them dance for a few seconds for they bite you) behind the tall post with the eagle statue on top.

Turn around and move to the open window, but don't jump in...there are two dogs inside. Use your pistol to kill 'em. Now go back to your shotgun, jump in, and grab the journal on the desk. Move to the next room and watch for the dog behind the left corner. A dog will then rush in and he is carrying a BAZOOKA!!! And yes, he can use it!!! And no, you can't pick it up.

Leave this room, go to the hallway, and enter the next open room to waste the dog and pick up some much-needed supplies. Once you grabbed the stuff, another dog will jump you from behind.

Head out and enter the next room with two dancing dogs and the first panzerknacker leg.

Move on until you see the painting. Do you want to turn left or right? Go to the left for medical canteens and some ammo guarded by two dogs (one armed with an MP40 and grenades).

Otherwise move on and kill the dog that shows up. Go down the next open room with two dogs and a First Aid Kit. Kill them and two dogs, one armed with a sub-machine gun, will spawn on top of the stairs.

Head back up and follow the hall and enter the room to the left. Kill the three Nazi dogs and grab the panzerknacker arm. Move on. Left or right? To the right is a LARGE (as in four dogs) wolfpack and some ammo. Otherwise, continue on and kill any dogs you see; most of them will be armed.

Grab the last panzerknacker leg, but don't jump out the window yet. The barking noises are the reason why. Throw some grenades to the right of the window to take out a few dogs. Jump into the courtyard and fight all the dogs, bearing in mind one has a SMG and another carries a bazooka.

The doors in this area are locked, but go to the window by follow north on your compass. Shoot it open and enter.

Go in and grab the panzerknacker arm. Move on and kill the two dogs on the stairs. Head back to where you found the arm and kill the two dogs that spawned there. Two more dogs will show up from behind so waste them. Now head back up the stairs to exit this, well, crazy level.

Level 2: Rotten to the Corps

Objectives: -Find panzerknacker torso

-Find panzerknacker head

Kills Needed: 78

Ugh! I gave up counting the number of times I respawned on this level! Chances are, you won't even make it half way through this level on your first ten tries. This is the first time you'll meet the panzerknackers and the SS Knights that use axes. Remember that the robots will explode a few seconds after their destruction, so don't rush up to grab their ammo!

Go up the stairs and grab the Browning Automatic Rifle (BAR) ammo to your left, and remember that there are two First Aid Kits here, as well as shotgun and Colt ammo. There are also some potato mashers here too. Now quickly switch to the grenades and throw it outside and QUICKLY switch back to your BAR (it will be your best buddy in the secret levels). There are three panzerknackers and an SS Knight outside. Now go out, head up the stairs, and fight the robo-Nazi and the SS Knight. When you are almost up the stairs, throw a grenade up, because two robots are there. It probably won't kill them, but it will hurt them a bit and draw them out, so make sure you have

your BAR ready.

Throw a grenade outside to flush out the SS Knight and panzerknacker. Move out and turn right and destroy the robot there. A motorcycle driven by the panzerknackers will also be coming, and I recommend retreating back into the building and then attack it when it turns its back on you.

Move on but don't charge into the next building. Use the grenade there, as it will force an SS Knight and a robot to come out. Go in and grab the First Aid Kit and pistol rounds (you're not actually using the pistol are you?) if you want to. Otherwise, continue on the OUTSIDE for now, unless you want to get outflanked by a horde of automatons and guys with axes.

Follow the path and kill the SS Knight and the panzerknacker. Go forward a bit and turn right into the opening. Waste the two Nazi robots. Switch to a grenade BEFORE you move anywhere. Turn right and when you see a Medical Canteen spawn, throw the grenade there. Switch back to your BAR and waste the robot and SS Knight if they are still moving.

Go back outside and one more motorcycle will come, along with a robot and another "knight." Go into the room where the SS Knight and panzerknacker appeared and grab the panzerknacker torso.

Move out and there are two SS Knights behind the next right turn. Grenades should work with good effect :) Move on and kill the two robots and SS Knight. Continue forward and kill the next two robo-Nazis.

Move on and the building to your left contains two SS Knights and a First Aid Kit. Move out and the room to your right contains two robots, and if you managed to kill them, they will drop a lot of ammo.

Move on and two robots and an SS Knight will rush out of a room to charge you. Go into that room. Left or right? Go left and blow up the robot and SS Knight. Then grab the panzerknacker head on the table but don't rush out...two panzerknackers had spawned in the other room.

Kill them, go out, and move into the next building. There are two robots that need to be turned off. Head up the stairs, but get ready for a fight. Two robots are there and a small room to the left of the stairs on the top floor contains two SS Knights and a First Aid Kit. Go up and watch for the robot to the left and the SS Knight behind the right corner.

Go into the next room, but there are two robots and one SS Knight behind the right corner.

Go down the stairs and there are one SS Knight and one robot in the hall; a similar couple are outside on the left. Destroy them and enter the only open room for goods and a chance to kill two SS Knights and a robot.

Otherwise follow the hallway and fight the two robots and SS Knight. Go outside; just watch for the two robots and lone SS Knight to the left and the robot to the right. I told you this was going to be hard. A grenade, if you have any, should help you out a bit.

Go to the far left where the bunch of guys were if you want a First Aid Kit, otherwise move to the right. Quickly kill the three SS Knights, and I mean QUICKLY (grenades).

Enter the building and get attack by three robots and two SS Knights. SO watch it (they are hiding behind corners but will all charge out if you rush



in).

If you survive the onslaught, move down the stairs and through the door to exit the level. Wow, you made it! How many times did you die? The first time I went through it, it took me over TWENTY times!

Level 3: I, Panzerknacker

Objectives: -Assemble panzerknacker  
-Escape castle

Kills Needed: 39

If this level did not contain any of the panzerknackers, it would be really straightforward. The map is really small. All you have to do most of the time is follow the hallways. There are not a lot of enemies either; all you have to do is eliminate 39 guys to receive an Excellent rating. Unfortunately, this is the HARDEST level I have ever played for any FPS. The new type of panzerknackers all attack in droves, take insane amounts of damage, move really fast, and employ some really impressive AI. This level is inhumanely hard. What really matters here is how well you fight, so read my General Hints section at the start of this section if you need help on that.

As Colonel Hargrove told you, your best chance of escaping the castle is to assemble a friendly panzerknacker. This would really HELP you out. Just be warned though, your friendly robot-pal will drop very fast if you let it duke it out on its own. Do what Colonel Hargrove told you: WORK AS A TEAM.

So your first order of business is to assemble the panzerknacker. Go down the stairs and go near the table. Press Action to assemble the panzerknacker; it will take a few seconds before it is done. Remember that it is wearing a red uniform, the bad panzerknackers wear the dark blue uniform.

Once it is assembled, move forward but watch for a robot hiding behind the wall in front of the table. Also, there is one evil panzerknacker behind a corner to your right. While you are fighting them, two more robots will rush out. That's why having your robotic buddy is a good idea, and keeping it alive for as long as possible is a smart idea. Your panzerknacker will always follow your lead, unless it is in the middle of a fight (help it out). Don't rush too far ahead though, the panzerknacker isn't a fast runner.

Now continue forward and into the next room where two robots (one with a bazooka) will attack you. Two more robots will open fire at you from the corners on the entrance to the next room.

Kill them and move on where there will be three robots attacking you, so don't charge out. Follow that hallway and into the next room where two panzerknackers need to be deactivated.

Go into the next room but don't charge in yet. Go to the side room to your right for some health and other goods (they are almost non-existing in this level). But watch for the two robots there and also kill two more panzerknackers hiding in an alcove to the right of the room.

Move out and head on to the room with meat hanging there. There are also two robots armed with bazookas. Kill them, turn right, and go forward up the stairs. Fight the horde of robo-Nazis there.

Now do you want to go forward or to the room on your right? Go forward to kill two more panzerknackers and grab some ammo. Otherwise, go into that room and crawl through the opening on the left. If your panzerknacker is still

alive (wow!), it won't be able to crawl through it, but don't worry, it will appear on the other side no matter what.

Crawl out and kill the first robot. Move on and two more robots will show up. Which way? Forward or up the small set of stairs and into the room to the left? Go the room on the left for health and kill the four robots that are there. Otherwise, continue into the next room and waste the robot taking cover behind the table. A bunch of panzerknackers will rush out from the other room.

Move outside and watch for the two robots behind the corners. This is also the same area where you found the dogs. If you still have grenades: good; a tank is up ahead. Remember that your greatest advantage over a tank is maneuverability. It is possible that you can use what ever bullets you have to destroy it.

If you simply want to get out of this castle, make a run for it! Go over the bridge and follow the path to exit. Congratulations! You have totally beaten the game!

#### --15. MULTIPLAYER--

Okay, maybe it's not Quake III or Unreal Tournament. And it's not America's Army, but the multiplayer option for Medal of Honor Underground is uniquely fun in its own right.

As you progress through the game, you receive more maps and more characters to use as your "skin." Also, if you cheated or actually receive the Swell Multiplayer secret through your own hard efforts, you will also get some pretty funny powerups/disadvantages that make MOHU multiplayer fun.

When you start the game, you only have these maps:

Aztec Turtle House  
The Shoot Hole IV  
Metro Plex  
The Missionary

As you progress through the game, you will unlock these two maps:

Squaresville  
Shostakovich Nightmare

Before you start a multiplayer game, you also need to choice the weapons you can carry into the head-to-head bloodfest (or not, since there's no blood in the game). Also, you will get to use two weapons that are unavailable in singleplayer: the bazooka and the M1 Garand (yeah me, M1 fan!)

SET 1: MP40, potato mashers, P38, Stg 44  
SET 2: Sten SMG, Colt 45, petrol bombs, riot shotgun  
SET 3: Sniper rifle, crossbow, silenced pistol, potato mashers  
SET 4: Stg 44, potato mashers, panzerfaust, M1 Garand  
SET 5: Panzerfaust, Stg 44, potato mashers, riot shotgun  
SET 6: Sniper rifle, crossbow, petrol bombs, Sten SMG  
SET 7: Sniper rifle, petrol bombs, Colt 45, Sten SMG  
SET 8: Panzerfaust, petrol bombs, potato mashers, bazooka (nothing but high explosives...hehehe. BTW, although it's not listed in the game, you also get the M1 Garand)

You also get to pick your skin, which they call "uniform" in the game. When you start the game, only the following characters are available:

Manon (the game's main character)  
Jacques (Manon's big brother)  
Jean Paul (Milice guard)  
Ludwig (German soldier)  
Erwin (Afrika Korps soldier)  
Josef (another Nazi)

As you progress through the game, you will unlock additional skins, but I'll let you find out what they are.

Swell Multiplayer is the real treat when playing multiplayer for Medal of Honor Underground. You receive this if you meet the usual requirements for unlocking a secret after you've completed Mission 1: Occupied!

Normally, when your buddy gets fragged, he will drop his ammo and respawn. If you turn this option on (go to Options, Secret Codes), your friend will drop a "powerup" crate instead. Here's the deal: it works both ways and it is totally random. The powerup may help you or it may help your friend when you pick it up. The effects all wear off after a minute or so.

Here they are:

ACHILLES MODE: invincibility; I've tried shooting the heel, to no effect

AIR WALK: lets you fly, press Jump to go up and press Crawl to go down

BLINK: press Action and teleport to a totally random location (and make an extremely annoying sound every time you do it)

DOUBLE DAMAGE: just what it says

BOUNCING BULLETS: all bullets, including shells, bounce off walls

4X FIRING RATE: all your weapons fire four-times faster

FROZEN: you can't move except for aiming and turning around in the same spot

HALF-DAMAGE: instead of doing double-damage, you'll only do half the damage

RANDOM CONTROLS: all your controls are random every time you press it (e.g. If you figured that the Square button shoots, that next time you press it, it'll do something else); IMO, the worst thing that can happen to you and the best thing when your pal gets it

REVERSE CONTROLS: at least the controls are not random; all movement controls are reversed

SLOW: makes you move EXTREMELY slowly

SWAP AMMO: you and your buddy switch ammo

--16. C H E A T S A N D S E C R E T S--

I hope you're just gonna use these for FUN, but not to advance your game.

Well, whatever the reasons are for cheating, this FAQ cannot be complete without a list of cheats. I've unlocked all the codes by actually beating the game, so I have to find the cheats on [www.gamefaqs.com](http://www.gamefaqs.com) and [www.gamewinners.com](http://www.gamewinners.com)

Although I have added, clarified, and revised some definitions, I take no credit for the CHEATS whatsoever.

To enter a cheat, go to the Options menu in the Safe House and go to the Passwords screen. To activate a cheat, go to the Secret Codes screen in the same menu and select the ones you want. Just enter the following cheats:

ENTREZVOUS: master code to unlock all cheats, you must use another cheat for it to be in effect

PORTECLEFS: after entering ENTREZVOUS, you must enter this cheat in order to activate all the secrets

PUISSANCE: invincibility; only available for missions you've already completed

BALLESVITE: firing rate for all weapons increased by four times, including the panzerfaust; only available for completed missions

RICOCHET: bouncing bullets (bullets and panzerfaust shells will bounce off walls, pretty funny watching a panzerfaust fly around a corner or come back at you); only available for completed missions

LATIREUSE: allows Podoski Mode option; only available for completed missions

LEMONSTRE: access to the Bonus Mission (Panzerknacker Unleashed!); you MUST enter ENTREZVOUS again before entering this cheat

AUTODINGUO: allows Wacky Taxi Mode option; available in completed missions only

DWIECRANS: lets you view personal pics/messages from the DreamWorks Interactive team

MOHUEQUIPE: lets you view the pictures of the team that made Medal of Honor Underground

MOHDESSINS: my favorite code, lets you view cartoon comics of Medal of Honor Underground; very funny cartoons that show a cheerful version of Manon, a must-see for any MOH gamer

Here's some stuff I've found out myself for Medal of Honor Underground:

-Wait for around thirty seconds in the Safe House and don't press anything. A FMV, called "France: A Travel Guide for Lovers" will appear. Pretty funny stuff...

-Once you've beaten "Last Rites at Monte Cassino" you will unlock Podoski Mode and a bonus movie. Based on the exploits of OSS Agent Barbara Podoski, all shots that you and the enemy fire are ONE SHOT KILLS. You can even blow up a tank with one bullet.

-Once you've unlocked Wacky Taxi Mode, you have one minute to kill an enemy. If you fail to do that, you fail the mission.

-Complete Mission 5 to unlock the secret movie: "Podoski Mode" based on the

real life exploits of OSS veteran, Barbara Podoski.

-Civil War mode makes Nazis fight each other.

-Complete the mission "Occupied!" and you will activate the Swell Multiplayer option. This gives you access to special powerups (like quad-damage, teleport, and random controls for your friends) in a multiplayer game. Check out the Multiplayer section for more info.

-There is a secret room in the level "Valhalla." Read that part to find out.

I've decided not to write up the effects of the Secret Codes, since all of it are self-explanatory (like no reload mode). You unlock one code per mission that is completed with all levels with Excellent ratings. You can also unlock them with cheats too, so if you want to know what each code does, check the Cheats section, okay?

#### --17. A C K N O W L E D G E M E N T S--

I would like to thank the following people/groups/whomever/whatever in no particular order:

-www.gamefaqs.com for being my favorite site and hosting my first FAQ

-The guys and gals that have posted on the gamefaqs' Medal of Honor Underground board. I've learned a lot about the game from you people too.

-DreamWorks Interactive and EA for making the best first-person shooter.

-An EXTREMELY BIG THANK YOU to DarthFrott for helping me buy the MOHU soundtrack

-thebigdoubleu (that's me) for taking the time out to write this excellent, informative, and thorough FAQ (talk about modesty...)

-the people of the gamefaqs FAQ Contributor board that has given me much appreciated advice on how to write a good FAQ

-all my friends at the Conversation Room (in alpha order: Angelik, CletustheHick, Lem, Lonewolf, Pilotpants, and Pingu) who've gave input and support into this project

-www.gamefaqs.com and www.gamewinners.com for posting the cheats that I listed

-CjayC for taking the time out to make this into a text file; sorry, I know I'm still sending this in as a doc file, but I don't want to mess up the updates.

-Thanks to Johnny Schnitzius for his info regarding the character Cyrano.

-Thanks to Eddy555 for confirming the camera-kill glitch.

If I have missed someone, you now have permission to hate me.

#### --18. C O N T A C T I N F O--

So you want to contact me? My email is theverybigdoubleu@hotmail.com

If you've know something I don't, found a mistake (spelling, grammar, game info...etc.), feel free to tell me about it and on the next FAQ update, you will be given credits in the Acknowledgement section for whatever you've found.

Now, when you email me, be sure to include a SUBJECT. Credit will be given where appropriate.

Emails with no subjects and emails that come with file attachments will not be read and will be deleted as junk mail.

If you have a question about the game, please feel free to ask me in an email. I would like to help you out (that is why I'm writing this FAQ!).

But don't tell me the location of every single ammo crate or health kit in the game, unless it is a total SECRET. I don't want to have a couple extra kilobytes talking about powerups in obvious, in-your-face, locations.

You can also contact me to say "Hey W, thanks for writing this great FAQ!" This really boosts my ego and makes me feel good.

And thanks for contacting me too!

--19. V E R S I O N H I S T O R Y--

v. 1.0: This is my first FAQ I have written. It was incomplete and the only reason it was ever submitted was to check if I could actually upload a file without messing up.

~~~~~  
v. 1.1: The Medal of Honor Underground Full Walkthrough and FAQ is finally complete from Missions 1 to 7.

~~~~~  
v. 1.2: Fixed up some grammar mistakes here and there. Added the Fighter Plane part and the Milice part to the Enemies section. Started work on first level of secret mission. Clarified some points on the FAQ section. Included some info on Civil War mode. Cleared up some points in the walkthrough.

~~~~~  
v. 1.3: Corrected a few grammar mistakes. Can't believe I missed listing the objectives for Mission 6, Level 3, so I added it. Added missing cheat to the Cheats section. And guess what? The BONUS SECRET MISSIONS are COMPLETED!!! I believe it is the FIRST guide for MOHU on the Internet to include everything from Missions 1 to 8. Gave the secret missions its own section as well. Also updated some stuff about the panzerknacker. Updated FAQ section. Also updated the Weapons section and added the Multiplayer section. Added Galleries section. Wow, v. 1.3 is going through some big updates.

~~~~~  
v. 1.4: Added Modes and The Good Folks section. Also added a missing video to the Gallery section. Check the grammar and spelling again and again; it better be flawless. Also clarified a few points in the game setup and medals section. Added a new point in motorcycles' section. Add more lines to Copyright Information. Also added extra hints to the walkthrough for What Lies at Knossos. Added two more hints to the General Hints section. Added an extra site of interest. Corrected the number of kills for Sidecar Shootout in a paragraph. Also added an extra hint on the Weapons section.

~~~~~

v. 1.5: Ugh! Caught one grammar error that was corrected. Also updated section on multiplayer characters. Also added an extra line to the Copyright Information section to make it sound more technical.

~~~~~  
v. 1.6: Finally receive confirmation that the camera can actually kill someone. Added it to the weapons section. Anyway, a major re-formatting is being planned for the next version.

~~~~~  
v. 2.0: Well, major reformatting also ended up with some major rewriting in most sections aside from the walkthrough. This means it gets a full number version boost! Also find a grammar error and added two new questions to the FAQ section. Otherwise, I deleted a bunch of useless info, make the TOC much more simpler, and re-formatted this FAQ so it's easier to use. Oh yeah, it also looks great now too. Also deleted the extra skins, Sites of Interestm and Gallery section, as they seem to be nothing more than filler.

~~~~~  
--20. C O P Y R I G H T I N F O R M A T I O N--

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