

# Medal of Honor: Underground FAQ/Walkthrough

by Ace251188

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MEDAL OF HONOR UNDERGROUND  
FOR PLAYSTATION  
FAQ/WALKTHROUGH

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## 1. INTRO

Hello, this is my FAQ for Medal Of Honor Underground. This FAQ may only be found at [www.gamefaqs.com](http://www.gamefaqs.com) and [www.neoseeker.com](http://www.neoseeker.com). If you see this FAQ on any other site, please e-mail straight away at the above address.

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## 2. CONTROLS

DIRECTIONAL BUTTONS: Move/turn

LEFT ANALOGUE STICK: Move/turn  
(Press for centre view)

RIGHT ANALOGUE STICK: Strafe/look

TRIANGLE: Jump

SQUARE: Reload/action

CIRCLE (O): Change Weapon

CROSS (X): Fire

R1: Strafe right

R2: Aim/look  
L1: Strafe left  
L2: Crawl

START: Pause

These controls can be re-configured and customised in the controls section in the Options screen on the Main Menu.

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### 3. WEAPONS

#### COLT .45

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The best pistol in the game with an impressive rate of fire. The accuracy is spot on and reloading is quick. In fact there is little bad to say for this weapon, so I won't.

#### WALTHER P38 + SILENCER

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This basic pistol is a good weapon to start with as it has very high accuracy. There are faster weapons but this should be adequate for the enemies you'll be dealing with in the early stages of the game. When silenced it makes a great stealth weapon.

#### 'BIG JOE' CROSSBOW

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The crossbow is another new addition to the game, but it's a difficult one to use. Although the crossbow kills with one shot, its accuracy lets it down a little. What makes this weapon a real pain is the time it takes to reload - almost five seconds! Use only for a sure-fire hit or if you have nothing else left.

#### GEWEHR 43

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No shooting game is complete without a sniper rifle. Perfect for those moments when you can see the enemy, but they can't see you. Use the Aim button to activate the sight and focus on the head for best results. If your enemy is giving chase, use a different weapon.

#### STRUMGEWEHR STG 44

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A slightly better weapon than the Sten SMG with an all-round better performance. It has much better accuracy and it dispenses bullets quicker. The reloading time is quite short, making this the most versatile of all the automatics.

#### STEN SMG

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The Sten is a fine weapon to use. It is fairly accurate and fast but it can be used a lot more sparingly with similar accuracy. However, if you need to wipe out an entire enemy wave at once it'll do the job nicely.

#### MP40

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In comparison with weapons of today this a right old dinosaur. It has very poor accuracy at long range, but it can deliver a fair amount of bullets.

## PETROL BOMB

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The petrol bomb is a new addition to the game. When thrown it produces a large explosion, the biggest drawback is the accuracy. They are difficult to aim but it helps to look up before you throw it to cover a greater distance. A weapon you'll only use when you really need to, usually if you run into a large group of enemies. Beware - the enemy can return to the sender.

## STIELHANDGRANATE

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This handy grenade is a versatile weapon, they can be thrown over a great distance the higher you aim them and the longer you hold them. The enemy is one step ahead though, as it is possible to pick it up and throw it back in your direction. They will even just kick it out of the way but if you use it before the enemy has seen you it can be the perfect surprise gift.

## SHOTGUN

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The trusty shotgun is a useful weapon to have for close corridor action. Luckily, this is when you are most likely to have this weapon. Although limited in range, it can be surprisingly effective for medium range enemies, but close up is where it really excels.

## PANZERFAUST

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The old fashioned rocket launcher is a mighty weapon in anyone's book. Best saved for big targets like trucks, tanks and half-tracks, it should only take two or three direct hits to finish one off. Watch out later when the enemy carries this little beauty.

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## 4. WALKTHROUGH

This walkthrough is only a basic guide as of the route you should take to successfully complete the levels. The level guides do not guarantee an Excellent ranking; they only carry you through the level safely. To obtain Excellent, you will have to do a little more exploring by yourself...

### MISSION 1: OCCUPIED!

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#### MIDNIGHT RENDEZ-VOUS

##### Objectives:

1. Find you brother
2. Open garage door

At the start, proceed down the path until you reach the water fountain on the left - kill the guard with your pistol. A couple more guards may appear - if they do, kill them too. Follow the path, killing any Germans you encounter, until you reach the arch. Head under it, and kill the patrolling Nazi in the park. Continue until you reach the base of the Eiffel Tower, and then kill all the surrounding guards. Head towards the concrete support block on the left where you will find your brother. He will ask you to follow him.

Follow him down the path; killing any guards you come across. You will come to a house, and your brother will begin to pick the lock. Stand guard, and then follow him into the building and down the corridor until you reach

another door. Your brother will begin to pick the lock. Watch out, as a couple of Germans have begun to follow you, so run back down the corridor and kill them.

Once he has opened the door, you will enter a garage. Your brother will jump in the truck, and you must open the garage door. The switch is situated on the right hand side of the truck, next to the door. Once you open the door, your brother will drive out and get blown up by a load of German troops, so run out and kill them all. Once they are all dead, enter the doorway on the left to complete the level.

#### AMONGST THE DEAD

Objectives:

1. Seal catacomb entrances
2. Find forged papers

At the start, change weapon and equip yourself with the Sten SMG. Head down the steps and kill the guard. Continue down the corridor until you reach a small room - kill all the Germans in here, and continue down the corridor. Kill the German on the raised platform to the right and continue on your way. Kill the two Germans and then take the passage that leads right. When you reach the circular room, kill the resting Nazi and return to the main corridor. Then you are given a choice - continue or head up the slope. Head up the slope and kill the machine gun equipped German and go right. Kill the German on top of the entrance, and then place some explosives in the red box. BOOM! One entrance is now sealed, but there are still two more to go.

Run back down the slope and continue down the passage. Kill all the guards and you will reach a junction - go right, and follow the corridor. Keep an eye open for a small passage in the right-hand wall, when you find it, follow it. Kill the two Germans and climb the ladder. Crawl through the small passage and you will find the Forged Papers in the corner. Now, return back to the main passage, and continue.

You are then given another option - climb the ladder or follow the passage. Climb the ladder, but before you do this, kill the German waiting at the top. Once you have climbed the ladder, head left and you will come to another entrance. Kill the guard and set some more explosives. One more entrance left. Go back down the ladder and follow the main passage.

Run up the stairs and you will reach a room - kill the two Germans in here and continue on your way. Kill everyone you come across and you will reach an arch. Kill the German on top of it and continue down the corridor. Kill the Germans, run up the ramp and continue. You will now reach a junction - go right and kill the German, and then go back and follow the left hand passage. You will reach ANOTHER junction. On the left is a small alcove where you will find the last entrance - blow it, and continue on your way down the main passage.

You will reach a large room, full of Germans. Use a petrol bomb or two to clear it out. Watch out as a few more Nazis drop in through a hatch in the roof. Once the coast is clear, make your way over to the ladder in the far right-hand corner. Climb it and follow the passage out into the graveyard. Kill the Germans and go right. Kill the last few Germans and approach the back of the car to finish the level.

#### WITHOUT A TRACE

Objectives:

1. Destroy distribution evidence.
2. Check distribution trucks.
3. Hide printing press.
4. Find hidden machine guns.

Switch to your Sten SMG, head right into the yard and kill the two Germans having a chat. Go down the nearby street and kill the patrolling guard. At the end of the street, you will find a sandbag roadblock. Kill the two guards and go through the brown double doors on the right. Kill the two guards in here and make your way round the crates. In the corner is the first piece of evidence - shoot it to destroy it.

Go out into the street and kill the guard. Another troop will come from behind the sandbag roadblock that blocks off the bridge. When they are dead, go around the fencing and into the next area. You will come to a square where a truck is parked. Kill any guards and head through the door on the left. Run up the ramps, kill the guard and open the crate to uncover a machine gun. Use this to destroy the truck below. Be careful, as a couple of Germans have followed you, so make sure you check that nobody comes up the ramp while your shooting the truck.

Now head back down and kill any troops that have arrived. As you continue down the road, you will notice a small hole in the right hand wall - crawl through it. Once through to the other side, you will see another piece of evidence on the right. Destroy it, and kill any Nazis that arrive.

Once out of the fenced off area, you will see another roadblock to the right. Kill the troop, and then follow the path in the opposite direction. When the path splits, go right and kill the troops next to the sandbags. Now take the other route and kill the troop behind the sandbags on the left. Drop down the hatch into the underground tunnel. At the other end, you will find some petrol bombs. Destroy the boxes to find some ammo, and then climb the ladder. On the left you will see some more sandbags, kill the troop and continue. On the left you will see a small ramp, which leads into a small room, where you will find some petrol bombs and some ammo. Open the crate and use the machine gun to kill the swarm of troops that arrive.

Carry on and run down the steps. You come to another square with a truck. In this area, watch out for troops that are in the surrounding grass areas behind the walls. At the foot of the steps, you will see another flight of steps leading up. Go up them, open the crate, and use the machine gun to blow up the truck and kill the flood of troops that arrive.

Continue and go down the steps. Kill all the guards and go up the steps. At the top, go left, and kill everyone, including the two Germans up in the balconies. Enter the room on the left to find and destroy the last piece of evidence. Then enter the room on the right near the sandbags to hide the printing press. Now head towards the exit gate to finish the level.

TREAD CAREFULLY

Objectives:

1. Find a panzerfaust.
2. Stop the tanks.

Switch to your Sten, go round the corner and kill the soldier relieving himself. Run up the ramp, kill the troops and go right behind the machine

gun. Pick up the panzerfaust and use the machine gun to destroy the tank that comes round the corner ahead. Stay on the machine gun and kill any troops that accompany the tank.

Head past the destroyed tank into the square. Kill all the troops, and head up the ramp in the corner. Go through the archway on the right, kill the troop and pick up the panzerfaust shell. Crawl down the small ramp and destroy the boxes to find another shell. Once through, leg it to the right, pick up yet another shell, grab the machine gun and blast all the troops. Now head down the street and pick up the shell from the lay-by on the left if you need it. Carry on and quickly take out the tank with your panzerfaust, then use your Sten to kill all the troops.

Head on down the road. You will see a ramp on the right. Before you go up it, lob a couple of petrol bombs up to kill any troops. Now leg it up the ramp, and use the machine gun in front of you to quickly destroy the tank before its turret gets a lock on you and blows you to pieces. Now use your panzerfaust to destroy the last tank in the square. Now use the Sten to kill any troops, use the Health packs if you need them, and head over to the gat in the corner to complete the mission.

#### REWARDS:

- 1 Excellent = nothing.
- 2 Excellents = nothing.
- 3 Excellents = Medal/Memento - Jacques' Locket.
- 4 Excellents = Medal/Memento - Jacques' Locket, and Secret Code - Swell Multiplayer.

#### MISSION 2: HUNTING THE DESERT FOX

##### ----- CASABLANCA

#### Objectives:

1. Escape hotel.
2. Find logistics officer dossier.
3. Find location of supply depot.
4. Leave city by truck.

At the start, grab the ammo on the chest of drawers and head out of your room. Kill the patrolling guard on the right, and head downstairs. Kill all the guards in the hall, as well as the one behind the wall. Head into the baggage rooms, kill all the guards, and leave the hotel via the side door.

Once outside, kill the guard and go down the path. Ahead of you is a small room containing ammo. Go left, kill any guards that appear, and enter the room on the left. Grab the dossier from the table to complete the second objective.

Continue down the path and kill the guard in the window. Go down the passage on the right-hand side, grab the ammo, and continue down this passage. You will come to another dirt track. Go inside the room on the left, destroy the crates for some ammo, and then return to the track. Now take the passage just opposite, down the steps and into a room with a couple of guards. Kill them both, then return to the main track. Continue down into the grey stone area, and up the steps into a small courtyard. Kill the guard, and open the large gates. Kill the guards and follow the brick road - watch for guards jumping out of windows. On the left you will see a small wall, a guard hops over it,

so kill him, and enter the room on the right to find some ammo. Continue following the road, making sure to kill all the troops. Go down the narrow flight of stairs; kill the guard in the window and the troop that jumps over the wall. Go through the doorway on the right, and out the other one into yet another dirt track. Kill the two troops that hop over the wall, and then enter the doorway to the right. Go up the steps and look through the windows on the left - kill the troop on the balcony, there is some ammo on the shelf behind you also. Continue and look through the next set of windows and kill the troop on this balcony. Continue through the halls and out onto a balcony, kill the troop in the window and continue. Cross the bridge and kill the two troops. Head up the three steps and grab the giant map next to the chest of drawers.

Head down the ramps, killing the troops. Go right and out into another track. Kill the two troops on the bridge, and make your way into the next area. Go left and kill the guards. Keep going and you come to a large circular room with pillars. Kill them, and then head through the passage on the left. Follow the passage to reach the truck and complete the level.

#### LIGHTING THE TORCH

Objectives:

1. Find shipping records.
2. Find disguise.
3. Trap photographer.
4. Radio American fleet.

At the start, jump out of the truck, go left and kill the guard, and then go right and into a new area with another truck. Kill the troops, and then go around the truck and into another area with a new truck. Again, kill the troops and go to the left and go down the path. You come to yet ANOTHER truck. Kill the troops and continue. At the junction, go left and kill the guard, then go down the other path. At this new junction, kill the guard to the right and then go left. Go around the corners and you will come to a large open area. Go around to the left, kill the three troops and enter the small hut. Kill the commander inside the door, and then examine the filing cabinets to find the shipping records.

Back in the main area, the large gates will now be open. Kill the two guards and go inside. Go around the crates and kill the group of troops here. Go round the corner (ignore the door) and kill the rest of the troops. Climb the ladder and enter the courtyard. Kill the four troops here and climb the ladder to the left. Grab the disguise from the table and move the chair to trap the photographer. When you're done, go down the corridor to the right and go through the door.

Go left at the split, photograph and kill the guard, and then enter the door at the end to find some ammo. Take the other split, show your ID to the guard at the door and he'll open it for you. Kill him and his two comrades, then go down the slope and open the next door. In the courtyard, show your ID to the doorman opposite, and when he opens the door, kill him and the other troop, before proceeding through the door and up the stairs. At the top, use the radio to contact the fleet, then kill the guards that charge in. When they're dead, go through the next door and hop out the window to complete the level.

## BURNING SANDS

### Objectives:

1. Get access to armory.
2. Find explosives.
3. Destroy 4 fuel trucks.
4. Photograph cypher key book.

At the start, head right and climb the ladder. Photograph the guard and quickly kill him before he raises the alarm. Climb down the other ladder and enter the doorway, and then go down the stairs. Photograph and kill the guard at the bottom and head outside. Go round to the left. Show the guard your pass, kill him and destroy the nearby alarm. Once through the doorway, go left and up the stairs. At the top QUICKLY destroy the alarm before anyone sees you. Go left at the split, kill the guard and approach the door on the right. Shoot the lock and go inside. Collect the ammo, go back outside, and take the other path that leads round to the right. Kill the guard and enter the door to the left. Kill the commander and photograph the cypher key book on the table. Run back round to the other path and go down the stairs.

At the bottom, kill the two guards before they set off the alarm, shoot the lock on the door and go through it. Once in the armory, grab the ammo and explosives from the shelves and go up the nearby ladder.

Guards will know your true identity by now, so feel free to kill them at will. Once up the ladder, climb down the next one. Climb down the one after that and you will be next to a fuel truck. Kill the guards and climb the ladder on the back of the truck. Use a bomb in the hole and run to a safe distance while the truck explodes. Head through the arch and into the next area.

Run up the stairs, destroy the alarm and kill the guards. Now destroy the fuel truck. Two down, two to go. Now go back up the stairs and through the archway to the right. Run down the stairs and kill the guard at the bottom. Crawl through the nearby hole in the wall and destroy the alarm. Head out into the last area where you will find the last two trucks. Blow them up, kill the guards that appear and enter the archway and go up the steps to finish the level.

## ALLY IN THE DESERT

### Objectives:

1. Disable anti-aircraft guns.
2. Turn on landing lights.
3. Escape Morocco by plane.

Head up the stairs and stock up on ammo and grenades. For the next part, DON'T STOP RUNNING or the tank will kill you. Leg it outside, head over to the right and run down the stairs. Kill the guards and throw grenades at the tank until it explodes. Stay away from the front machine gun and keep moving so that the turret cannot get a lock on you. Head through the arch, kill the load of guards, and cross the bridge into the ruined building. Head round the corner on the right, kill the guards and go up the small flight of steps. Continue and run up the stairs in the corner on the left. Collect the supplies and kill the guards that appear below. Bombers flying overhead may assist you. Head back down and continue through the ruins until you come to the first gun. Use the nearby mounted machine gun and blast away at the tank. If it survives, finish it off with a couple of stick grenades. Kill the troops and lob a grenade or two at the gun to take it out.



Cross the nearby bridge and kill the guards. Go through the archway to find the next AA gun. Again, use the machine gun and grenades to take out the tank that appears, kill the guards and destroy the anti-aircraft gun.

Head through the next arch onto the gravel run way. Be careful, as there is a tank up ahead. If you're lucky, a bomber may take it out, but otherwise use the last of your grenades on it. Kill the troops and take out the last AA gun in the far corner.

Go through the gap in the fence, kill the troops and enter the control tower. Climb the steps to the top, killing any troopers that get in your way. Use the switch to turn on the lights, and then head back down. Go through the newly opened door to the left, kill the last troops, and approach the plane to complete the mission.

#### REWARDS:

- 1 Excellent = nothing.
- 2 Excellents = nothing.
- 3 Excellents = Medal/Memento - Foreign Legion's Badge.
- 4 Excellents = Medal/Memento - Foreign Legion's Badge, and Secret Code - Bouncing Bullets.

#### MISSION 3: UNDERCOVER IN CRETE

##### ----- GETTING THE STORY

##### Objectives:

1. Get photo pass.
2. Get restricted pass.
3. Get archaeology pass.
4. Photograph map.
5. Find supply schedule.
6. Board Knossos truck.

At the start, quickly kill the guard in the cabin to the right, and then enter the nearby warehouse. Quickly kill the guard in here and search in amongst the boxes to the left to find the photo pass.

Now crawl through the vent into the next room. The guard in here will blow your cover, so kill him and go outside. Watch the gunfight and kill the survivors before going up the steps. Go left and kill the two enemies before going right and through the small hall. Kill the enemies and continue until you reach the fruit stands on the left. Go right, kill all the people and go out onto the road. Kill the Nazi and then enter the building to the left that is just ahead.

Search the tables and you will find the restricted pass - now continue down the road, killing all the enemies.

Search the very small building on the left for ammo and continue. At the end, take any of the pathways that go left as they lead to the same place and continue until you reach the next road. When you reach the fruit stands, crawl through the hole in the wall on the left. In the next road, search the first building in the left and grab the supply schedule from the wall and continue down the road. Ignore the opening on the right and search the two dormitories on the left for ammo. In the last room, grab the archaeology pass from the

table and photograph the map on the wall.

Now return to the opening opposite the dormitories that you ignored. Open the gate, kill the guards and approach the truck to finish the level.

#### WHAT LIES AT KNOSSOS

Objectives:

1. Eliminate archaeologists.
2. Locate propaganda report.
3. Recover relics.
4. Destroy bunker supplies.
5. Locate bunker entrance.

At the start, go left down the slope and kill the guard before he raises the alarm. When nobody is around, quickly destroy the alarm. After destroying it, continue and ignore the passage that leads right. Continue and kill the archaeologist. At the end of the passage, kill the two guards before they set off the nearby alarm. Now destroy the bunker supplies. These are the long grey boxes that are on the floor. Open the door and kill the second archaeologist with your pistol. Now open the next door to find the third archaeologist. Once he is dead, search the long crates in here to find the first relic. Now return to the passage that you previously ignored.

At the end, kill the two guards in the room and destroy the alarm before blowing up the bunker supplies on the floor. Now open the door in the wall and go down the slope. Kill the guard and archaeologist and grab the propaganda report from the steps before retuning up the slope into the main room.

Continue down the passage and in the next room, kill the troop and take out the next alarm. You cover will soon be blow, so drop your camera and pull out your MP40. Proceed through the next passage, and kill and guards and destroy any alarms that you come across. Ignore the passage on the right and just continue. Open the door, kill the archaeologist, and search the crate for the next relic.

Now return the previously ignored passage that is full of old, pots/vases etc. At the end, kill the two guards and destroy the nearby alarm. Go down the stairs on the right and kill the archaeologist. No go up the stairs to the very top and go through the passage on the right. Kill the guard and the guards that run up the steps also. A door will open on the left so go in, kill the guard and take the ammo. Now head down the steps. Follow the passage and you come to a room with four large pillars. Kill the two guards and take out the bunker supplies. Open the nearby door and kill the guards. DO NOT GO THROUGH THE DOORWAY AHEAD OR YOU WILL FAIL THE MISSION. Remember this room for later. Go back into the main room and go down the next passage. Kill the guard in the room to the left and destroy the alarm. Now open the door nearby. Kill the archaeologist and take the relic from the crate.

Remember the room that I told you to remember? Well, it is safe to go through the opening now as you have completed all your objectives. Return to the room, go through, kill the guard and approach the slightly ajar steel door to complete the level.

#### LABYRINTH

Objectives:

1. Locate communications room.
2. Destroy comm devices.
3. Locate artillery bunker.
4. Destroy all cannons.

At the start, go down the steps and kill the guards in this room before proceeding down the corridor. Ignore the passage the veers of to the right - just continue and open the door into the communications room. Kill the guards, grab the grenades and destroy the comm devices before returning to the previously ignored passage.

Go down the steps into an open-air room and kill the guards. Continue down the passage and you reach a triangular pool. Where the path splits. Take any split as they meet up and continue down the corridor. When you come to a square pool, grab the grenades and take the passage in the upper left-hand corner. You reach another square-like room - kill the guards and take the corridor on the left. You reach another room with a square pool. Take the corridor on the right and continue. At the junction, go right and open the door in the wall. Go through the hall into the dormitories. Kill the guards, grab the ammo and return to the split. Now go left and open the other door in the wall. Go through the passage into a long, narrow room with pillars. Kill the guards that jump in from the windows, grab the ammo and health, and open the door at the end into the artillery bunker. Go right at the junction, kill the guards and use a grenade or two to destroy the cannon. No take the path that goes left, kill the guards and destroy the second and last cannon.

Now simply head through the gate to finish the mission.

#### REWARDS:

- 1 Excellent = nothing.
- 2 Excellents = Medal/Memento - Photograph of Knossos Ruin Being Defaced.
- 3 Excellents = Medal/Memento - Photograph of Knossos Ruin Being Defaced, and Secret Code - No Reload Mode.

#### MISSION 4: WEWELSBURG: DARK CAMELOT

##### ----- ASCENT TO THE CASTLE

#### Objectives:

1. Find a crowbar.
2. Find wire cutters.
3. Destroy radio.
4. Steal cable car.
5. Disable emergency brake.
6. Disable control override.

You start with only the crossbow to help you. Crap. Ah well, just be a bit careful to you find something more suitable. Anyway, head forward and shoot the guard having a smoke on the right in the corner. Search where he was to find machine gun ammo! Just ahead are two troops - kill them and take their ammo. Continue and take out the three guards at the bridge, then run across it. Kill the two guards by the lamppost on the left, grab their ammo and continue down the tracks. Kill the troops that attack, continue and you will reach a barn on the left. Enter it through the side door, climb the ladder and grab the crowbar from the top. Now head back down.

You will notice that it is a dead end. However, if you search the small

hedges on the left, you will find a small hole, so crawl through it and out the other side. Kill the troops ahead and enter the building. Grab the ammo on the left and then kill the guard relieving himself in the cubicle. Head through into the kitchen area, grab the rifle rounds and head back outside. You will notice that there is a small passage that leads right, just by the fence. Go down it and head right at the junction to see a lone resting troop for you to kill. Now take the other route and follow the tracks. You come to an area with a small hut on the right, and a guard tower on the left. Kill the troops and climb the tower. Now use the sniper rifle to kill the troops that appear from behind the hut. When you're done, head past the hut and you reach another junction.

On the left is sniper in a tower - use your rifle to kill him. Now go right and follow the tracks once again. Kill the troops on the right. Now, you can either go over the bridge or continue. Ignore the bridge, and just follow the path until you reach the communications tower/hut. Kill the troops, head inside and destroy the radio. Now return to the bridge and go across.

You will reach another building. Kill the troops. Don't go through the door; instead search the outer walls for a small hole which you can crawl through. Drop down, kill the troop and grab the wire cutters from the table before climbing the ladder. Once up, head right and kill the troops that rush in. Now go back past the ladder and to the control panel. Kill the troops and use the lever on the right to disable the brake. Then cut the bars on the right to disable the control override. Now simply go round and hop in the cable car.

#### DARK VALHALLA

##### Objectives:

1. Enter the castle.
2. Get knife of Abraham.
3. Find demolition charges.
4. Get contents of safe.
5. Find Valhalla.

At the start, kill the patrolling guard, and go down the path to the left. Use the sniper rifle to kill the troop by the lamppost and continue. When you see the doors of the castle, look up and kill the guard in the window. Now go back and you will see a low wall you can jump over on the left. Jump over it and head under the bridge. On the left, you will see some ivy that goes up the castle wall. Climb up it, kill the guard at the top and go down the steps to enter the castle.

Now head through the narrow halls until you reach a room with two troops guarding it. Kill them and go through the passage on the right to find the demolition charges. Now go back out, into the main room (which isn't very big) and crawl through the duct.

Once in the next room, go left and through the door. In here, go into the back room, grab the knife and return to the large main room. Go through the opposite door and outside. Kill the troops and you will see two large archways. Head through the one on the left. Follow it and go up the spiral stairs. Grab the ammo and return to the courtyard. Head back indoors and go down the passage. Crawl through the opening on the left and into a room with a large circular table. Kill the troops and go through the opposite passage and down the stairs.

Once you reach the circular room, kill the two guards and drop down the hole

in the floor. Kill the knight and enter the next room. Place the charges on the safe to blow it open, and then grab the things inside before climbing back up the ladder and proceeding through the next passage. Kill the troops and enter the room on the right. Go through the next passage and into a room with two troops. Kill them and turn your attention to the knight in the corner. Kill him, and then head up the nearby steps and into another room. Kill the troop and head through the next corridor. Head into the first room on the right and kill the knight. Grab the ammo and head back into the corridor.

Kill the swarm of troops and head to the end of the passage, and then go right. In this room, grab the ammo and open the nearby door. Kill the knights that attack and then go through the next passage. You will be in another courtyard. Kill the troops out here, and then head through the very narrow passageway on the right. In this room, head down the steps on the right, kill the troops and head down the narrow passage. Kill the knights that attack and enter the door to finish the level. Phew!!

#### A VICIOUS CYCLE

##### Objectives:

1. Destroy bridge to barracks.
2. Destroy siren controls.
3. Go to safe house.

Head forward for a bit and you will come to a small area with a few trees. Kill the troops and go down the path to the right. You come to another area full of trees, only this one is slightly larger. Again kill the troops, and head left. Go down the path into a vast clearing. You will hear a sidecar, and it will jump into view, so fire at it until it explodes. You will hear a siren - ignore it and go straight and down the path on the other side, killing any troops that you may come across. When you reach the country lane, kill the troop on the left and go right and down the road. Kill the troops and you will see another sidecar, so destroy it and continue. At the end, go left and down the path, killing the troops. At this new area, kill the troops and head down the path opposite.

You will come to the bridge. Place the first two charges, and then move FORWARDS. Then place the second set of explosives and go across to the other side of the bridge. Now kill the troop in the tower to the left and head right down the next road. Kill the troops and keep going down the path. Just after you pass the wall and lights on the right, there is a small path on the left. Follow this and you will come to a building with the siren controls inside. Destroy them and return to the main road and continue.

Round the bend that goes right and kill the troop in the tower on the left, then dispose of the ground troopers that appear before proceeding down the road. You will eventually hear a third sidecar, so destroy it before it does any serious damage. Just after you blow it up, search the hedges on the right to find a small path - go down it. Kill the troop and head down to the bottom of the bridge. Kill the troops, and just behind the nearby campfire is a hole, so crawl through it. You will come to another clearing. Use the sniper rifle to pick off the troops from under the bridge. Right where you entered this area is a small hole in the hedge, so crawl through it. Kill the soldiers here and head left and down the path.

You will reach another road. Go left and follow it. Destroy the sidecar and head into town. Kill the troop in the hut on the left, and then go through the hallway on the right. Kill the troops and head out into an area with a large fountain. Kill the troops here and enter the building with the

weathervane on the roof to complete the mission.

REWARDS:

- 1 Excellent = nothing.
- 2 Excellents = Medal/Memento - Captured SS Ring.
- 3 Excellents = Medal/Memento - Captured SS Ring, and Secret Code - Civil War Mode.

MISSION 5: LAST RITES AT MONTE CASSINO

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ROUNDAABOUT

Objectives:

1. Destroy supply trucks
2. Disable guard tower
3. Destroy supply depot
4. Locate crypt entrance

Head forward and into the bunker area. Kill all the troops by using a blast of the panzerfaust. Take their ammo and go left down the path. At the split, go right and kill the troops. At the main road, use your panzerfaust to take out the three supply trucks. Use the panzerfaust and then kill the troops. Make sure you stop the trucks before they reach the gates at the other end of the road. Head left down the road and at the end go down the path on the left.

At the end you will come to another set of three trucks, each coming from the left. Once again, take them out with grenades and rockets before taking out any troops that are left. When you're done, head left and into the complex.

Kill the troops and go into the small area on the right. Use the explosives and destroy the guard tower. To destroy the supply depot, just blow up every barrel and grey box. To exit this area, search behind the buildings on the left to find the path - go along it to find the crypt entrance and exit this level.

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5. MEDALS/MEMENTOS

At the end of each level, you will receive a rating based on your performance:

- Average \* = Finish level.  
Good \*\* = Finish level and neutralise 95% of the enemy.  
Excellent \*\*\* = Finish level, neutralise 95% of the enemy and finish level with at least 75% health.

You can also receive medals and mementos for your actions:

- JACQUES' LOCKET - Obtain Excellent on 3 of 4 levels for Mission 1.  
FOREIGN LEGION'S BADGE - Obtain Excellent on 3 of 4 levels for Mission 2.  
PHOTOGRAPH OF KNOSSOS RUIN BEING DEFEATED - Obtain Excellent on 2 of 3 levels for Mission 3.  
CAPTURED SS RING - Obtain Excellent on 2 of 3 levels for Mission 4.

LA MEDAILLE DE LA CAMPAGNE D'ITALIE  
PIECE OF DESTROYED V1  
LA CROIX DE GUERRE  
PANZERKNACKER  
DREAMWORKS MEDAL OF VALOR WITH CLUSTERS  
LA MEDAILLE DE LA FRANCE LIBEREE  
LA CROIX DE LA LIBERATION  
LEGION D'HONNEUR

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## 6. CHEATS

These cheats can be earned by performing well throughout the game, but you can also enter codes in the Passwords screen to obtain them. If you want to use cheats, I suggest you unlock them first. But if you enter codes, you are only cheating yourself.

I take no credit for these codes - credit goes to all those at the GameFaq's Codes and Secrets board for submitting them.

THESE CODES CAN ONLY BE USED ON PREVIOUSLY COMPLETED LEVELS. Use the Secret Codes screen to turn them On and Off.

Enter ENTEZVOUS, and then PORTECLEFS - Unlock Everything.

RICOCHET - Bouncing Bullets.  
PUISSANCE - Invincibility.  
LATIREUSE - Podoski Mode (1 Hit Kills For Everyone).  
BALLESVITE - 4x Firing Rate.  
AUTODINGUO - Wacky Taxi Mode.

Other Cheats:

MOHUEQUIPE - Team Pictures  
MOHDESSINS - Cartoon Sketches  
DWIECRANS - Dreamworks Pictures

Obtain Excellent on 4 of 4 levels for Mission 1, and you will unlock SWELL MULTIPLAYER.

Obtain Excellent on 4 of 4 levels for Mission 2, and you will unlock BOUNCING BULLETS.

Obtain Excellent on 3 of 3 levels for Mission 3, and you will unlock NO RELOAD MODE.

Obtain Excellent on 3 of 3 levels for Mission 4, and you will unlock CIVIL WAR MODE.

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## 7. OUTRO

Well, that's it. If you have any questions, please e-mail me at:

ace251188@aol.com

I will do my best to reply.

Thanks to:

- CJayC, for hosting this FAQ.
- Everyone at GameFaqs that helped with cheat codes.
- Sony, for making the Playstation.
- EA and Dreamworks, for making this game.
- Me, for writing this FAQ.
- Meowthnum1, for helping me with this FAQ.

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