

Medal of Honor: Underground FAQ/Walkthrough

by Hyperactive

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MEDAL OF HONOUR UNDERGROUND

FAQ AND WALKTHROUGH: WRITTEN BY Wayalla (Aaron Baker)

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GAME: Medal Of Honour: Underground
SYSTEM: Playstation
MAKER: Dreamworks Interactive
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INTRODUCTION

Hello, this is my Strategy Guide on "Medal Of Honour: Underground" for the Playstation system. This game is my favourite First Person Shooter for this system. I like this game, so I have decided to make a guide for it. Here it is, enjoy!

2. BASIC GUIDE STUFF

FAQ DETAILS

Game is Medal Of Honour Underground. It is for the Playstation Console and is made by Dreamworks Interactive. This guide is a FAQ/Walkthrough and it was created by Wayalla (Wayalla1@yahoo.com.au) and his real name is Aaron Baker. This is Version 1.0, and it was created using Wordpad.

LEGAL STUFF

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VERSIONS

Version 1.0:

WEBSITES

Due to some "Plagirist" issues, I have decided to not let "that" site have any of my FAQs. That site is: www.cheatccc.com
That Sight Can't have any of my FAQs, ever!

These Websites have permission to use my FAQ without asking:

<http://www.gamefaqs.com>

<https://www.neoseeker.com>

<http://faqs.ign>

<http://www.psxcodez.com>

Everyone else has to ask before using this, you must e-mail me, and I must respond to the e-mail if you are to have it. Using this FAQ without my permission (Unless you are an authorized site) is against the law.

Remember: If you see this on a site not listed above, pls check gamefaqs.com to see If I have updated the list, if not, could you please e-mail me. Also, if you find this on Cheatcc, please email me ASAP. it will be delt with harshly. Thankyou.

CONTACTING

Have a Quetion about Medal OF Honour Underground? Feel free to ask me. Have a submission, please feel free to submit it to the guide via email. All submissions will be credited. Email: Wayallal@yahoo.com.au

Rules:

- Do Put Medal Of Honour Underground in the Topic section, otherwise I will delete it on sight and you will never get a reply back from your e-mail. Something like "MOHU Question", "Medal Of Honour", MOH Submissions" anything like that will be answered.
- Stick to the Topic of the game, don't go off and start asking personal questions, otherwise you wil never get an email back, and if nessecary, your e-mail account will be blocked.
- Try and use correct spelling, afeew mistakes are okay, but I'm sick of getting e-mails from people who can't use the spell check: Like this: "Do now if any code game" I have gotten one very similar from someone on my "Syphon Filter 3" guide.
- Mention the game, I recie e-mail from "Dickheads" who ask me: "I stuck on the level with the guy shooting at me, pls help" Im not a mind reader to know what game you are talking about, let alone what level in any game. It may seem simple, but people can not include it. ---Miesweepers E-mail policy fits in good here, so I thank him for this phrase:
- Please don't send me a question that is already answered in the guide, I will delete it probably unless it is something that I haven't explained really well, if you can waste time playing video games, you can defently waste some time reading through this guide and looking for the answer.
- Don't send me spam, Do not waste my time with any of that crap.

3. CONTROLS

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CONTROLS

These are the default Controls for playing the game, you can change your selection by going to the Options menu and selecting your type from there.

X = Cross
[] = Square
O = Circle
/\ = Triangle

X: Shoot, Fire, Throw grenade
[]: Action Button, Reload, Open Doors
O: Change Weapon, Next Weapon
/\: Jump
L1: Strafe left
R1: Strafe Right
L2: Crawl, Duck
R2: Aim
Start: Pause game

4. GAME SCREEN

GAME SCREEN

Health: This is displayed around the outside of your compus. Health will reduce from your bar if you get shot, injured or anything like that. To reboasst your health, find a Medical Canteen, kit etc. etc. See section [5]

Compus: Doesn't really carry much neccessity, but the only real good thing for using this for is to work out which direction you are being hit from.

Weapon: In the middle of the screen, comes with the crosshair, if you put it on, if not, see options section. Change weapon by pressing O (Default). There is also an ammo meter as well.

Ammo: It shows how much ammo you have in your weapon to shoot before you have to reload, and alos the total amount of ammo that is left in total.

5. CHARACTERS

Manon

=====

This is the character you play for most of the game, her full name is "Manon Batiste", she comes from france and wants to avenge her brothers death, and also is part of the OSS (Office of Strategic Services).

Jacques

=====

Manon's brother, owns like a renissance gang, and is led to find some munitions, and is killed on the way in the truck. You are lead to avenge his death.

Hargrave

=====

Leader of the OSS, he gives you most of the missions that you go on, and I can't really think of anything else to say about this guy, oh yeah, he is a corner.

Patterson

=====

In case you don't have Medal Of Honour the original, this character was the main character in that game, but is also in this one. He picks you up from North Africa and you play him for the last mission in the game.

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6. WALKTHROUGH

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MISSION 1: OCCUPIED

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MIDNIGHT RONDEZVOUS

Because it is the first level of the game, this level is easy. Also you only start with a piss weak gun and not alot of ammo as well as a few petrol bombs which you will probably never need to use.

To start off, make sure you have equipped your pistol, then turn to the left and headshot the guy who is usually walking around near the water fountain. Shoot him in the head using stealth before he can see you. If he does a few other guys might come. Steal his ammo then walk on forward. Kill the first guy that comes out from your left, and then hide behind the wall because there are other guys around here. Make a strafing dash and aim and kill the German hiding with a headshot, walk up and steal both lots of ammo. Run up forward, and turn the corner to your right, there will be a German here, so kill him. He is really close to just use a headshot, so use a few body shots to kill this guy, or stun him then shoot him in the head. Run up forward and you will see the Eifel tower.

Where you just killed the guy will be a health pack, get it if you need to. Walk past the little entrance. Take the left section where the garden section takes into effect. Run up and kill the German on the right side of it. Don't worry about his ammo, you should have plenty all ready. Run up to under the Eifel tower. Aim and shoot the guy walking to the right first, use a shot in the arm to stun him, and then shoot him in the head when you get a good shot. Kill the guy who ducks behind the garden section. Walk up to where he was and take the ammo of them both. Once you are near the square garden section, walk to your North West (North is NOT according to your compass, just the way you are facing, North = Up, West equals = Right.)

Walk to your upper right section to the left of the garden. Run to the corner and you will find your brother, Jaques. He is standing next to one of the legs of the Eifel Tower. Go up to him and have a little conversation. He will know lead your way where you have to go. Follow him north (Once again, according to you, not the compass.)

Whatever you do, you must protect your brother. So before doing this level, it is best to have "Podoski Mode" off, Podoski mode is one shot kill, and that goes for everyone, including you, him, enemies and tanks.

Invincibility mode will not give him unlimited health, no matter what anyone says, he can still easily die. If you don't have Podowski mode, your brother has a lot of health, but be sure of one thing: Do not shoot him in the head. If at any stage your brother dies, you must restart the mission, in failure of the last one. You will be taken back to the start of this level. Anyway, back with the walkthrough. Follow Jaques North to the garden split section, and stay on the left side like him. Run up and you will see one guy walking along, let Jaques shoot him, the guy will die in one shot with Jaques' powerful weapon.

Jaques goes to the left of the Garden area, but you can just take a shortcut through the middle section. Run up then right and terminate the guy walking away from you. Collect his ammunition and wait here for your brother to catch up with you. Once he is there, head around the corner to the left, and then follow Jaques around the next one. Turn your corner to the left and eliminate the guy just walking along. Make sure you don't stand right at the corner and shoot him, because there have been times where I tried to shoot the guy, and Jaques has come round the corner and I accidentally terminated him instead, LOL.

Take the guy's ammunition and turn the corner on the left, and then quickly again on the right, but make sure Jaques is near you. Neutralise the guy standing around here with a simple headshot. Run up forward and eliminate the next German, take ammo, and run around the corner to your right. Eliminate the enemy, and you will now see nowhere to go, it's ok, your brother has to pick the lock to get through the door. Stand back away from the door, and let Jaques do his stuff. You don't really need to protect him here, the only way he can die is by you shooting him. Once he has picked the lock, follow him through the doorway, to the left and then he will run to the right, follow him through the school, well that's what it looks like. Run up and just basically follow where he goes.

Once you get to the next lot of stairs and the door that has to be picked again, run back up to the top of the stairs, facing the way you just came. Two guys will come, eliminate them both, once the door is open, wait for him to go through it and run to the right. You will see a truck on your left now and a garage and a few buttons to your North. Go up to the buttons and press the action button. Stay in the garage and the roller door will go up. The truck will go out, but still do nothing at all. The truck will go out and get shot to pieces and the truck will crash into the wall. Jaques just dies, you will hear the music.

Sad aint it. Run out into the open and then to your left straight away before you can get shot. Go into the tunnel and you will go into the catacombs. Now you have just completed the level.

AMONGST THE DEAD

Another pretty easy level, really straight forward. This time you get a new weapon to play with, it is the STEN Gun. Don't use it straight away though.

Walk forward and obtain the STEN Gun, then run down the tunnel on your right. Follow it as it curls and come out at the other end. Turn to the left and immediately eliminate the guy to your left, usually he is looking the opposite way to you, so here's a good opportunity to save some ammo. Shoot him in the head. Run up and collect his ammo. Face forward, follow the path up and turn to your left. Aim and kill the guy

walking down. Follow the path down, and into the big room. Kill the guy to your right, and collect all ammo around here. Run forward through the diamond entrance.

Run up and go to your right, and follow this section up. On the second high part to your right will be an enemy, headshot him before he sees you. You cannot collect his ammo, so it's good not to waste any on him. Run up, then to your right. You will see two guys, they always seem to know you are there after they have been walking for about 2 seconds once you turn the corner. Headshot one of them, then just use body shots to kill the other guy. Run up and once again collect all lying around ammo that you find. If you run up, you will notice two paths. Read below for where each of them leads to:

Right path: Go here first, it leads to a place where you can find some ammo and some health. Run to the left of the big circle pillar in this room, and you will see a bad guy sitting down with a STEN gun, kill him. Go around collecting all the ammo and health that you need, there's plenty here for you to take. There is 1 box of Pistol rounds, 1 box of Sten gun rounds, 1 lot of petrol bombs, one first aid kit and also a STEN gun weapon dropped by the guy that you just shot. Once you have all you need, head back to where the two paths meet and face forward to get on with the walkthrough. Forward path: Go up here to get on with the mission.

Run around the corner and you will come to 2 ways to go again, the right way to go first is up the ramp. Eliminate the guy up here, then run up and round the corner. Peek around the next corner and you will notice an embankment with a few guys. What you have to do is destroy this. Head up to the demolition throbbing box and press action quickly and get out of there. Don't worry about the guys in there. Once you have placed the charges, RUN! Run forward and then jump off the edge to your right. Face the path you have to go through and then listen for the explosion. Then usually as soon as you turn the corner you will notice two more bad guys, eliminate them both.

Run up, and around the corner. Sometimes there are a few enemies walking here, so if there is, eliminate them with headshots using stealth. Walk up, and you will notice two ways to go, to the left, and to the right. The left leads you to some ammo and some health, so go around there. Come out of this area, and face forward, it would actually be right from where you were standing if you hadn't gone left. Run up and follow the curvy path all the way along and turn the corner to your left. Eliminate the two guards. You will once again find 2 ways to go, forward, and to the right. Go right first. Turn the corner and then go to your right. Neutralise the two guys, and climb the ladder up to the top. You will now notice a little crawling space in front of you. Crawl through the space and you will come into another area.

You will find the forged papers on your left, then work your way around collecting the ammunition and health. Once you've got all you need, go back out, climb the ladder down, run forward and turn the corner to the left, and then go right. You will see a ladder, aim and kill the guy in the upper left section of your screen with your weapon. You will notice 2 ways to go, you can either go up the ladder, or just down the path to the left. Climb the ladder first. Once up top, run to the cover of the wall. Hide here to be safe from a few bullets, then quickly dash out, and press the action button next to the throbbing box to set the demolition charge. Jump down quickly from where the ladder is, and then do a U-Turn to face the path that was the second way to go.

Wait and hear the explosion. Now there will be only one entrance to seal. Walk forward down the path. You will come into a big room, go the right side of the big wall in the middle and aim at the exit path to this section, eliminate the guy. Run up and then turn to your right. Run up from here and turn the ramp on your left. Follow the ramp and stairs up, then you will enter a room with a pillar on the left, and one on the upper right. 2 guys will appear from the left and hide behind a pillar, kill them both. Collect their ammo and there is a stash of ammunition in the upper left corner of this room, collect it if you need to.

Continue down the path on the right, and then turn left. Immediately kill the guy just here and take his ammo. 2 more guys will appear farther down this path, hide behind the walls and strafe out to kill them. Go down and collect the 3 lots of ammo. From hearing the last gunshot, another guy will probably come. Eliminate him. Turn the corner to the left. Don't worry about the bridge section, you can't get up there yet. Keep on walking forward, following the path. Eventually you will come to 2 guys and a few wine barrels and a chess board. Eliminate the 2 guys and collect ammo. Walk up the path and follow it as it curls around the corner. Eventually you will be up top. Turn the corner on the left, and then take the right path if you need some ammo, or the left path to continue on with the mission. At the left path, then turn right and quickly eliminate the guy walking in front of you.

Another guy hears the gunshot and will come, he hides behind the wall, and uses the quick attack method. Wait until he shows his head, then BAM! Kill him. Turn to the left here, and you will find the last Catacombs to be sealed. Kill the guy if you need to, then set the charges, do a 180 and keep on running forward and hear the explosion. Walk up and turn on the left. Run forward and you will see a numerous amount of guys. This is the best time to use your STEN gun. Stay back and eliminate the guys who come down the ladder. Sometimes guys hide behind the cement sections in the middle, either wait until they show themselves to kill them, or just throw a Petrol Bomb and that will get rid of them in no time flat. Avoid letting people get to those positions.

Once you have cleared the area of most enemies, move on. Run up forward collecting health as you go and climb up the little ladder so you are at the point where the guys were coming down from up top. Move to your right and you will find another ladder, first of all eliminate the guy you can see in the corner then move up the ladder. Turn left, then left again and then right. Go to the right and you will find stairs, follow these up to the top whilst killing everyone on the way. Move up out of the building and outside into the cemetery.

You will notice several guys on your left, leave them there and turn into the little alley on your right. Then follow the alley around and kill the guy standing in front of you. Follow it up by turning right and hop into the vehicle to complete the level.

WITHOUT A TRACE

This level is also very easy, and no new weapons can be acquired. You still only have the Pistol, STEN gun and the Petrol bombs.

Move up past the first pillar and look to your right. You will find 2 guys talking to each other. Aim at the head of the open guy and shoot.

The other guy will notice the death and will stay where he is, kill him behind the box. Shoot him when he does that and go up and collect their ammo. Walk up forward and out into the town entrance. Keep running up to the end and turn right, eliminate the soldier walking away from you. Turn left, and immediately shoot the first guy. Follow this up by shooting the guy back at the barricade. That guy has a helmet, so it might take 2 headshots to kill him.

Take the first guys ammo. Walk up to the very end of this section, and then turn right to be in front of doors, press action to open the door. Immediately shoot the first guy right in front of you, and then eliminate the guy behind him. Go to the right of the boxes and turn to the left and you will see the evidence, 1 petrol bomb will destroy that thing. Once you blow it up, a few soldiers will come. Eliminate them too. Walk forward, to the right then to the left. Go into the section on your right and follow the fence around to the right killing off all soldiers as you go along. Turn left out of this area and then left again at the next corner. Now you will notice a truck, you have to destroy this, but the easiest way isn't with petrol bombs, you will just waste your ammo.

Kill the 2 soldiers and run up the stairs to your left. Follow these up and then kill the guy in the left corner next to the machine gun. Open up the machine gun by pressing action, and then press action again to use it. You will notice a flood of guys come to where the truck is, don't worry about them, they will just keep on coming if those ones die. Aim for the truck, and just the truck. Destroy it and the explosion will kill some of those guys as well. Kill the soldier that comes up the stairs, and continue down them. Kill all soldiers down here, and where you have to go to is the path on your upper left. Head up there, killing anyone who poses a threat.

Walk up forward and eliminate the guy in the sheltered area on your left, there are 2 guys here. Walk up, and on the right you will notice a crawl space, press the crawl button and navigate your way through the little space. As soon as you come out, turn and look to the left, you will notice some more evidence, fire your STEN gun at it, and it will eventually just blow up. Head to your right and follow the path forward and then to the left. You will now be at the front of a house. Kill the first guard that comes in, followed by all others. Turn left at the split section, and then turn left at the corner, follow the road up then go to the left.

Continue up, and then on your right will be about 2 enemies, both will STEN guns, drench that area with your same weapon to get these guys quickly. To your left when facing the enemies, you will notice a part where you can get underground, well do that. Drop down into the tunnel and then turn right. Collect all the tunnel has to offer in the way of health and ammunition.

Climb up the ladder and then turn left. Turn right immediately and kill the guy standing at the barricade. Do a U turn then kill the Soldier walking along. Then do another kind-of U turn into the room with a box. Go to the box and press the action button to open the crate, inside will be the machine gun. Uncover it, and just leave it there, if you keep on firing, more and more guys will just keep on coming. Shoot all the guys who spawn the first time.

Walk forward then turn right. You will now be in an area with no buildings close to the paths. Follow it around and eliminate the 2 guys down the steps, then turn back and kill the guy out in the open. Turn

back around and run straight forward. Go up the stairs at the very end. Turn to your left and uncover the machine gun. Shoot and destroy the truck only, if you keep on killing the other guys, more will just come. Once the truck is destroyed, collect the ammo and health to the left and jump down. After killign everyone, turn to your right and follow the path forward. Turn right at the open section and straight in front of you will be a guy out in the open, eliminate him with a headshot and continue down the path. Follow it all the way down.

Turn right and then right again, eliminate all the guys who shoot at you, there is about 3 of them, so it's best to use your STEN gun. Follow the path up the stairs and once again into a town setting. Go to your left as this path ends, then eliminate the guy directly in front of you. Then aim and kill the guy up high on the balcony. Then to the left, kill the guy and destroy the evidence.

Go out of this section and up to the room on the right. Press action to lower the rope and the crate will hide the printing press. Go out of this room and to the gate to finish the level.

TREAD CAREFULLY

Your starting to get the hang of this game, ain't ya, well now in this level you encounter a new foe, Tanks! They can easily be defeated though but can reduce you health to little in no time.

You start off with a pistol, so keep that equipped for now. Turn right at the corner, and immediately stop. You will see a guy looking at something on the wall, neutralize him, and take whatever he leaves behind. Head up from where you killed him and you will hear a tank, don't panic. Turn right and you will come to lie a little bunker. Head straight for it on your right and grab the Petrol Bombs, Health and Panzerfaust inside. Now that you have got that, press the action button next to the machine gun and you will obtain control of it. Immediately eliminate the first guy ahead of you, then aim for the tank. Keep shooting at it. Other guys will come to your right, so eliminate them with the machine gun as well.

The machine gun you are using has an unlimited amount of bullets, so basically never stop firing. Wait until you can see the tank in view and just hold down X and drench the tank with bullets. Don't worry if it starts coming towards you, just keep firing. A guy will hide behind the tank, so eliminate him too. Once the tank is destroyed, you will get a message saying that it has been stopped. Let go of the machine gun and run out and go forward to where you just stopped the tank. Turn the corner to the right, and immediately take out your STEN gun, you will probably need this weapon for the rest of this level. Kill the 2 guys, one in front of you and the other hiding behind the arch up farther. Use strafing runs and go up farther and eliminate the guy on the right and collect whatever stuff he leaves behind.

Go all the way to the end of this section, and then turn left at the corner and go up the stairs. In the arch to your right will be a soldier, eliminate him and go in to where he was. Collect the ammo in the corner then do a 180 degree turn and head into the little crawl space provided. Destroy the two crates in front of you and you will be benefited with a health pack and a panzerfaust shell. Turn to the right and go into another crawl space provided for you. Turn left in the space, and you can usually see a guy running around, kill him!

Come out of the crawl space and immediately turn right into another machine gun nest. Obtain the weaponry and health in the corner and then get hold of the machine gun. Kill the guys that come, usually the first one is on the right, then more come from straight ahead. Drench wherever they are with bullets and let them die. Once you have noticed that you have killed all enemies that will come to you, walk up farther. Kill the guy up on your left with the STEN gun, then keep on walking up farther until you hear the noise of the tank. Once you hear it, run back to the machine gun bunker that you just come from, occupy it, and then more guys will come, shoot and kill, shoot and kill. Soon enough the tank will come into view, keep aiming and keep shooting at the tank until it finally explodes.

A message will confirm destruction. Only 2 tanks have to be gotten rid of now. Un-occupy the machine gun then run up to the destroyed tank. Immediately kill the guy on your left quickly before he drenches your body with bullets. Collect ammo and weapons in this section and then run up and collect the health to the left of the path. Run up until you see like a statue and a few buildings around just up ahead, eliminate the guy on the right, then another one will come and then once both are terminated, walk up and on your right will be some petrol bombs, get them and then continue on forward.

Take out your STEN gun if you haven't already, then eliminate the two soldiers around the corner. Then run up and turn to your right, run up the stairs and now you will be able to hear the sound of yet another tank. First of all stay back a bit, kill the guys hiding behind both walls, and if you see the tank's turret aiming for you, run back a bit and hide and let it roam off a bit. Once it has left, go up a bit to the end of the stairs and eliminate the guy on your left. Now, did you save those Panzerfaust bullets? If you did, that's great, you will need them here. Take out your panzerfaust and run up. Find the first tank on your right and quickly shoot it once with your Panzerfaust, once you have done 1 shot, pull back. The tank won't be destroyed, but you will get cut to pieces if you just stay up there shooting it. When the tank comes past, fire another bullet. 2 or 3 panzerfaust bullets will destroy those things.

Once one is destroyed, you now face a new obstacle, another tank straight away. Keep your Panzerfaust out and keep shooting at it before it gets really up to you. Just keep firing and you should have 3 p/faust bullets left, they will do the job. If you do run out of ammo, use your STEN gun, or petrol bombs to destroy it fast. Go up to the last destroyed tank and turn left next to it and kill the guy at the gate, go up to there and you will complete the mission.

=====
MISSION 2: HUNTING THE DESERT FOX
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CASABLANCA

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

You start off in a hotel room with a pistol equipped, if you want you can switch to your Machinegun, but I think that you should save that for

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

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

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

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

The only way to go is right here, so do that. Head down the curving paths with those planters hanging from the roof, you can shoot them down, but there is really no point. Anyway, look out of here and eliminate the Hotel worker and then the next guy who comes. On your

right you will see a room, nothing is here, just a few enemies in case you need to get more than 95% kills. Kill the enemies in here then head back to the path. Forward from the doorway of the room that you just went into, you will find another room, destroy the crates in here and find ammo and health. Then turn back to the entrance and turn left out.

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

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

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

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

right into another new sections will pillars and two guys. Eliminate the closest one first, and then the other one will hide. Kill him when his head pops out.

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

LIGHTING THE TORCH

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

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

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

Run up and then go to your left where there is a path that has boxes as like walls. You will find 2 ways to go, left and right. Choose left if you need some health. Go around the corner and shoot the guard here who is defently blind. He will leave a First Aid Kit when he is dead. Then turn around the corner back and head foward (The right from where you first came to the split section). Run up farthger and you will notice that there is once again 2 ways to go, go right and eliminate the guy, then turn back to the left and onesoldier will come walking around the corner, eliminate him too. Run up to where you just killed the last guy and turn the corner to your right. Then you will be looking at a wall up ahead, wait here and one guy will peer around the corner, eliminate him and go around to your right.

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

Near where you are you will see a door, go up to it and press the action button to open. Wait back for a second, because there is a guy in here. Sometimes he notices you and comes out, and other times he just stays in the room waiting for you. Whichever way, eliminate him. Go to the filing cabinet in the corner. Press the action button at it and you will find

the shipping records, objective completed. Run out of the room to your right, and then turn to your right as the hut ends once again, you will see a door open to your left, and a soldier walking out of it as well, eliminate the soldier first. Usually his death will spawn some more soldiers out, if so, kill them too. Run up and collect ammo. Turn into where the door opened on your left, and go in here. Mavigate your way through the boxes and look left.

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

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

Run down the path to your right, turn left and open the door. Equip your disguise, run to the path on your right and then turn left at the end. press X with your camera shown to show your papers to anyone who asks you for them. Go to the big door, show the guy your papers and he will open it for you. open the next door in front of you then run up and show them to the guy standing in front of the door. Open the door when he moves away, turn left, then go right up the stairs and equip a weapon, move up the stairs and then go right up the next set. Go to the radio and press the action button then run into the room on your right, go to the windown and eliminate the soldier to complete the mission.

BURNING SANDS

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

You will notice you have a camera and a disguise as you start the level. Use this to your advantage, if you see a german officer, don't kill him, show him your papers and he will just let you go. If you do terminate the guy, other people will hear it and set off the alarm. This can mean that your disguise will ve useless if you let a German officer see one of those guns you are holding. If you want to eliminate a soldier, do it

quietly by going behind him without letting him see that beautiful gun you have. If you do terminate a soldier, then switch back to your disguise. Anyway, on with the walkthrough:

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

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

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

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

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

Turn back to the entrance and go out of this room. Keep heading up to where the Alarm is, (Or where you destroyed the alarm) and then turn

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

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

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

Walk into the next district, sometimes and usually 2 guys are walking down the stairs, pick them both off with whatever weapon. You will see a fuel truck right in front of your eyes. Climb the ladder onto it. Kill anyone who decides to come down now before planting the bomb. Plant the bomb, then quickly do a 180 degree turn then jump off the fuel truck and back into the place where you were when you destroyed the 1st fuel truck (The safety area where you hid from the blast). Wait here, and then listen for the explosion. Once the BOOM has been heard, go back into the area where you destroyed the truck. Soldiers will come down the stairs, eliminate them all. Sometimes it may look like all the guards are dead in this area, but usually 2 are still at the top. Just wait here for about 20 seconds. They will eventually come down if they are up there. Shoot them on the stairs.

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

them before they hack your body up full of bullets.

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

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

ALLY IN THE DESERT

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

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

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

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

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

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

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

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

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

It might sound wimpy, but it is the best way. The tank will come back in your direction, quickly throw another grenade at it.

When the turret points at you, you should go back and hide. The tank will start heading off to your right, throw another grenade at it, and it will explode, but it can still move, throw another one of those potato mashers at it, that should destroy it fully, it wont be able to move, shoot or anything. Look right and aim your machine gun at the one controlled by the soldier, eliminate him. Then head behind the Anti Aircraft gun and grab the field surgeon pack and a refill of Grenades. From the machine gun looking towards the Anti Aircraft gun, run foward. Keep going, and to the left you will see where you just came from, keep moving up.

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

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

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

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

This will put the landing lights on so the plane can land and you can escape Morroco by plane. Run back down the stairs, turn right, and then keep on going foward down the ramp, turn right at the end, and then on

your left you will now see a door that is open, turn through it and then to your left. Follow the outside path up, at the very end on your left, you will see about 3 guards, one will run from the right. Lay down fire on the spot where they peep around the corner and kill all of them. Turn right, and you will see the plane, move to the right section, and where the plane and the wing meet, go there and you will complete the mission, and the level at that. View the history video, and then you get a new mission to do.

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MISSION 3: UNDERCOVER IN CRETE
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GETTING THE STORY

A very easy level to complete, you get to use your disguise once again, so use it to your advantage when not trying to make a big scene and getting shot. You have the basic weapons, the Silenced pistol and Machine-gun. You are in Crete, in Greece, for some reason. The Germans have planted evidence and stuff like that, and the diggers are making some special gunnery stuff. Because of the gunners historic location, they can't put an airstrike on it. Your objective is to get t the gunner, infiltrate the dig site, and destory all Archeologists and destroy the guns that could make Allied sipping come to a halt during this stage of the war.

You start off with a Disguise, keep it in your hand. Walk up foward to the Soldier in the window, and point the camera at him, he will pose for you, while he is doing thsi, press O and get out a pistol, shoot him in the head before he screams out. Putting him in the pose position will make him look away from the camera/gun so you wont know that you have got it, and then put a bullet in his head before he talks. Once he is popped, you can't take his ammo, so switch back to your disguise before moving on. Turn left, and run up through the doorway with your disguise equipped.

A guy on the right will say something to you, then let him pose, and kill him like the other guy. Make sure you pop him before he can speak, if he does, thats OK, sometimes the other guys wont shoot at you. But be on the safe side. Collect his ammo and turn to the boxes. All of these carry stuuf in them, so 1 bullet will destroy one box, a nd go along doing it to them all. Once you destroy them all, work from the way you came in from and scamper around grabbing all the ammo, in the middle of all the stuff, there wuill be a photo pass, obtain it, it is part of your mission to get this. Once you have collected your ammo, you should have about 24 bullets, if you don't, then you have probably used them for something else. Don't bother about equipping your disguise now, as the rest of the mission involves fighting. Equip your pistol and turn to the crawl space, in the rupper right section of the room you are currently in.

Press L2 and crawl up foward into the next room, if you stay where you are in the crawl space, you can see the enemy to the upper right, so pick him off from here. Enter out of the crawl space and your crawling position, If you need some ammunition, come out of the crawl space, run up abit, then turn around and run up the boxes and follow them around, then jump onto the big stacked ones where there is some ammo for you to take. From on top of the boxes, strafe left and run out of the door. Peer right, and you will hear gunshots and see two guys, they are firing

in the opposite direction of you, that's good. they are fighting another group. Let the fight happen and the guys get shot, hey, it's less work for you to do. Once one team has on by the boxes, they will shoot at you. Kill them. Run up and then turn to the left, near where the war was.

To your right will be another path, don't take that yet, turn left at the end and you will once again see a little war. help out whichever team you want to, and kill everyone. once one team wins the little fight, they will come after you. So kill them. Run up here and collect the ammo and stuff stashed here. Then to a big turn around and go back the way you came. Basically forward is a path, so go down that and turn right. Straight away you will find about 3 guys in this path alone, fire your pistol and kill them all before they hack you up. One guy will try and hide behind the wall, so kill him. Collect the packages of ammo, and then turn left at the end. Walk up, and then turn right, kill the members here, and anyone else shooting at you.

Run up, and then go to the right, and then go left. If you look straight on forward from here, you will see a guard, pop him with your pistol using a headshot. You will now be going down a path. Walk up forward, and sometimes there can be a guard to your right when you come out, so be careful. Run down the path, and keep on going. When you reach the first window of the room to your left, stay here. guards will come from up ahead, pop them off when they come, or leave them for the other guys to shoot. Guys will come out from that room, and some people even from over the fence to your right. Shoot them all! Look through the first window to see if there is any guards in there still alive, if so, pop them through this window. If you can't get them well go up to the next window. Turn left into the room, and then head over to the left side of it. You will notice a desk, and something on it. Go up to the desk, and you will get the restricted pass. Hell if I know what this does?

Moving on, head back to the entrance and turn left to continue down the path. Turn right at the end and pop the few soldiers. Walk up, and you will see a room on your left, usually the guard was shot dead in here, but if he's not, help him die and shoot him. Grab the medical Canteen and his weapon, and head 'down the path'. Another foolish guard will pop out in front of you, or come over the wall. I think you know what to do. Move up forward, and you will most likely hear gunshots coming from the room to your upper right. Stay and watch the show, or help out and kill some of them. Turn into the room where the war was going on, and grab some ammo and Medical Canteen if you need it. Turn back to the entrance, and run to the path that is basically straight ahead of you. Run up, then turn back to the path you came from and stay here and pop off a few guards that come past. Leave them for dead, then go back to where you were and turn right at the end. Kill the guard and then end, and then run up. You will notice a path to your right, but that will just lead you to where you were before. Turn to your right.

Run down the path, and guards will spring out of a few places, shoot them all. Run down and collect some ammo and turn into the room on your left, kill the guard and grab some Medical Canteen and the soldier's ammo. Turn left out of the room, (the gate across from you can't be opened) Run up and aim left. You will see a guard just standing there, kill him. Run up, to the left and grab his ammo. You will notice a crawl position, so crawl and follow the crawl path around. Once you come out, get out of that crawl position, and run up to the room on your left, pop the guard in here and grab the board on the wall. it is the Schedule for the supply truck. Turn back, and go to the left when you come out. On your

left you will see another room, don't bother about going in here, there is nothin except beds.

Walk foward, to your right will be a path, don't go down it yet. Walk foward, go into the room on your left, and grab the health in the corner if you do kind-of like a U-Turn from when you are outside into the room. Head back to the entrance and go left out of the room once you have supplies. Go into the room on your right, kill the guard.

If you walk directly foward from the doorway, you will see a desk, go up to it and on it will be the Archioligy pass, grab it by running into it. On your right from here will be a map, you have to take a picture of this. Aim your camera by pressing R2 (Assuming you have the default controller settings) Aim up and take a picture of the map by pressing X as well as holding down the aim button. Turn back out of the room, and run up and on the left will be a path that you encountered before. Turn left into the path, shoot the enemy(s) and then turn right. You will see the truck. Kill the guard straight ahead, and then just go into the back of the truck to complete the level.

WHAT LIES AT KNOSSIS

Meh, a fairly easy level, can be tricky in some parts due to that it is like a maze. Once again, you have a disguise, so use it wisely, but it is better to actually use a pistol if you want to get the excellent rating.

Run up abit, and then turn down the path to your right. Kill the giard here, and then turn left at the end. Aim and shoot the guard that is just standing there doing nothing. Run up to the end, collect the dead guys ammo and then turn left. Don't worry about the alarm, it shouldn't be on yet. Keep heading up. Ignore the path on your right for the moment. Keep heading up the path, and you will come to a section with red and white on the wall near the ground.

Keep heading up, and you will spot a Archeologist, put a bullet in his head before he decides to shoot you. Run up. You will come into a room with afew guards, put your pistol away. Confront one of the guys, and then kill him and quickly eliminate the other quadr. Avoid the alarm to be set off. If it is set off, press the action button next to the alarm and that annoying sound will turn off, or turn on. Go up and confront the door. it will ask you to press the action button to open it, so do that. Go through the door and spot and kill the archeologist to your left.

Go through the door, and you will spot another Archiologist, kill him. He will notice you straight away if you have a pistol, or eliminated the other guy, so kill him quick because they do have weapons, not very powerful ones at that. From the doorway run up, and you will find a relic in one of the crates, press the action button to obtain the Relic. Turn around, and to the left of the doorway will be a Medical Canteen and some ammo. Now your all equipped, head back the way that you came from. Head all the way back, back past the walls with the red and white down the bottom. When you see a path on your left, head down it. At the end, eliminate the soldier to your right, and kill the other soldier heading towards the alarm on your left. Take both their ammo.

Open the door in front of you, and follow the path down the hill ramp. Turn right at the end, and you will see a soldier and a Archiologist.

Eliminate the German Soldier first, as he poses more of a threat. Once he has been taken care of, put a bullet in the Archeologist's head. Run up the little stairs to where the Archeologist first was, and probably where you shot him. Up here will be the Propaganda report, and a health kit and some ammo left from the guys. Walk back down the steps and turn left back into the path you came down before, then turn right at the end. Continue down the path, and then turn down the path to the left. Then turn right, and eliminate the guards all around here. Kill the guys going for the alarm first, or the guard that poses the biggest threat.

Ignore the path to your right, and head up and turn left. Open the door to reveal another Archeologist. Kill him, and to the left will be a relic. All around this area is a few Medical Canteen bottles. Take them if you are hurting. Turn back to the doorway, turn right out of here and then turn to the path on your left.

MORE COMING SOON

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## 7. OPTIONS

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To set up your game, you will need to put some special things on to make the game easier for you:

* = Go into before starting game

Password

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All this is used for is to input secret cheat codes and type your save game file. Other than that, nothing.

Secret Codes

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You get these when you like get excellent on every single level in the mission. They can be turned on/off from here.

Difficulty*

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Go into here before starting a game. This is where you choose how hard the game will be. First time around playing the game (Even if you have played and completed no.1 before) still put it on easy. Here is the effects of each of the Difficulty levels:

EASY: Start each level with full health

E.G: If you have 10% health left when exiting the last level, next level your health will be back up to full.

MEDIUM: Start each level with at least 50% health

E.G: If you walk out of the last level with 20% health, it will be boosted back to 50% at start of next level. If you complete the last level with 70% health, you will go into the next level with 70% health.

HARD: Health Carries over from level to level

E.G: Walk out of last level with 20% health, start next level with 20% health.

Controller*

=====

I will not list all the different config. that there possibly is, it is unnessecary and will watse space.

Config: Chang the Configuration of both of the controllers

Fast Aim: Don't know

Zoom aim: When aiming, you zoom in a bit with the weapon

Y-Axis:

Yes: Up = Down when aiming, Down = Up while aiming

Cross Hairs: This is a crosshair incase you didn't know +

Put it on and it will come on when running normally.

Audio

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I'm tired right now, so I don't really fell like listing much for this, all you can do is change the Sound Effects and Music. That better be all for Options, is it? I think it is! *Goes to sleep*

8. THE SAFEHOUSE

-----SAFEHOUSE-----

This is where everyhting happens when not doing a mission. This section will be long, so skip ahead if you need to:

-----New Game-----

This comes up when you first enter the world of Medal OF Honour or when you start up Medal Of Honour Underground, the first thing highlighted will be this. Click on it to start a new game, this will put you in the first mission and the first level of the game.

-----Save/Load/Records-----

This I'm guessing is the Miscellaneous section for everything in the game, like the records and saving and stuff like that. It holds all the odds and ends, and you need to come here to load your game.

****Mission Log****

Here you can see what missions you have done. Press X to go into it, and you will see the missions, If you go into a mission/level that you have already done, you can replay the level to try and get a better score/rating on the level. All levels here can be re-done for any purpose, even just for fun.

****New game****

if you have already loaded your game, and decide you want to start again fresh, click on this. It will take you to the beginning of the game, and start you off with the movie and then you play in the first level of the game, again!

****Personal records****

Here you can view the records that you have scored in the game. This section has two parts to it; Medals Recieved, and records from the game,

including accuracy, hits taken and all that.

+Memento's+

Here you can view medals that you have acquired from the game. You get medals by completing missions with excellent rating. You can find all different bits of stuff in here, and be sure to look at the stuff once you acquire it.

+personal Records+

This is where you keep all your records from actually playing the game, here is what the judge you on all sort of things, like: Shots Fired, Preferred Weapon, Accuracy, Hits Taken and Enemies killed.

Load game

Really explains itself. What you do here is load your game so you can get on with the next mission/level. Click on which memory card you want to load from, and then click on the Medal of Honour Underground file and wait for it to load.

Save Game

Really you wouldn't need to use this, It just saves you game. The only time I could think you might want to use it is if you forget to save it on the level ending screen.

-----Gallery-----

Here you can see Videos from the missions that you have already passed. You can view the action mission ending, and the making of that mission as well as view the credits for this fabulous game.

Credits

View the great staff and team from Dreamworks Interactive who made Medal Of Honour Underground.

Mission

Select what mission that you want to look at the movie/making of for. You can only view the movies of the missions that you have completed.

+History+

Here you can view the mission history video, this is quite educational because it shows what happened in the war and things like that.

+Making Of+

View pictures of the levels, characters, and enemies from the mission. They have some interesting photos of things in here, so definitely view it.

9. GAME TYPES

Lone Ranger

On most and nearly all missions, it is just you out there with no help at all. You have to kill everyone yourself and there is no-one to help you and you don't have your disguise.

Disguise Mode

this one is no exception.

-----MACHINE GUNS-----

Sten Gun

This IMO (In My Opinion) is my favourite Machine gun, apart from the Bowring Automatic Rifle. This weapon is held on your side, and can fire literally hundreds of bullets really quick, it can also kill the enemy really quick with no hesitation, so you really won't need to use headshots with this weapon. It is first available for use on the 2nd level on the game, and it is really cool. When you get down to the last 10 bullets in the clip, the aiming can become poor, but hey, that happens on every machine gun, well most!

SMG Machinegun

This is the machinegun that you will use for the middle part of the game. It is basically like the German machinegun and is a little less powerful than the Sten gun, and can't fire more rapidly than the STEN gun. It is really basic, aiming is the same, everything is the same. It makes a nice noise when you fire, and can also hold the same ammo as much as the other machine-guns. That's about it for this weapon, on to the next.

German Machine-gun

Sorry, I forgot the real name, but I know it is a German machine-gun from memory. This weapon is very powerful, and will be used by you in many missions. Fire rate is excellent, but you will need to often reload. Accuracy could be better, but it still is good none the less. Aiming can be a pain when sometimes the bullets go off line, but should still hit the enemy. This is an excellent weapon, but watch your ammo.

Bowring Automatic Rifle

Oh yeah baby, this is the best machine gun weapon of the whole game. Do you want to know why? Well get it and find out. This weapon is also called the BAR as an abbreviation, and is the fastest bullet shooter in the whole of Medal Of Honour. It can empty one round in under 1 second. Now are you starting to like it. Unfortunately, you only get this level for 2 levels in the game, and that is the last 2 levels of the game, as you might think, this makes its return from the original Medal Of Honour. The only fault is that you might find that you will have no ammo left due to the power of this weapon, so be careful of that when using it.

-----Grenades/Explosives-----

Bazooka

Oh yeah, the most powerful weapon of the game, this is also called a Panzerfaust and shoots out massive bazooka shells. First available to use on the level called Tread Carefully. Use this weapon and anything around where the bullet that hit will instantly be dead, if it is troops, tanks can take several bullets of this weapon, before finally giving up. If you get this weapon, you will probably need it in the level somewhere to fight tanks or something with it. This is a very powerful weapon, and a fighter's dream, but save those precious bullets.

Petrol Bomb

Explains itself, this is just a bomb with ptrol in it, it explodes when it hits the ground. To use this weapon to destroy something, aim up and throw it. It has good accuracy, the explosion is limited though, and really should only be used for destroying tank or large groups of people, or trucks. If you use it for more than this, you will probably kill yourself as well. Use with caution.

Potato Mashers

This is the American word for: German Stiel Stick Hand Granate, I prefer potato Mashers, and I'm not American. This is a german greande, it can kill people with the explosion, as well as yourself. Throw the grenade, and after around 5 seconds, it will blow up, and take anything around it with it. German's carry this often, and can also catch them and kick them back to you as well. Be careful, once you throw the grenade, run back. Once you have thrown it, you can't grab it back. If you throw one directly and it hits a german officer, the grenade will explode.

-----Other-----

Sniper Rifle

This is a weapon that is used for killing people from long distances away, just like a true sniper, the only problem with this game is that the enemy seems to ALWAYS know you are there with the sniper rifle. Only the odd occasion it doesn't happen. This weapon can take awhile to reload, and the bulet really isn't powerful if you hit them anywhere but the head, so if you are looking for a kill with this weapon, shoot them in the head, it's as easy as that. Zooming is automatic.

Shotgun

Bang! This is a cool weapon, it can kill in one shot. Just aim it at a bunch of enemies, fire, and they will all be dead with the one bullet. The shotgun will kill most enemies in one shot, it has excellent accuracy due to the fact that the one bullet it fires turns into many small powerful bullets that can kill several enemies, but only counts as one shot. The only real problem with this weapon is that it can take awhile to reload than other weapons, still great none the less. Only mainly available to use in a few missions :(

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11. HEALTH PICKUPS

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Introduction

Loosing Helath? How are you going to survive? During the game, you can get little health powerups that will...well, keep you alive. there are 3 different types. Here are a list of them and a little information.

Medical Canteen

Looks like a little bottle, contains water, or something. This boosts yourself up by %10, yes I know, wow thats a real lot! But think , this could save you one day. Just think, maybe you forget the jump button and are mauled by dogs in a trench with no weapons, maybe the Medical Canteen will help you stay alive, untltil you get mauled again.

First Aid kit

Looks like a little, flat pack with a + on it, only bigger. This revives your health by 25%, so if you have 50%, you will now get 75%. Makes sense.

Field Surgeon pack

Just looks like a big pack, hell, if you have been playing this game for so long anyway, or even the first few levels, you will know what this looks like. It gains your health %50, so this pack will be the rarest that you will see in the game.

Tips/Locations

**For tips, see the tips section in the guide.

Locations of all health pickups are very hard to note all of them, they would waste more of my time, and I've already got alot to do, some have been mentioned in the walkthrough, but I don't feel like creating a list.

Ahh yes, this is one of the main parts of the FAQ, along with the Walkthrough. This section will give you basic tips on how to survive, conserve ammo, kill the enemy quickly, and most of all, I will repeat it again, stay alive. If you have a tip, please send it to me via my email.

12.

GAME TIPS

TIP #1: QUICK KILLS

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

TIP #2: STUNNING

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

TIP #3: AIMING

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

TIP #4: HELMETS

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

TIP #4: SAVING AMMO

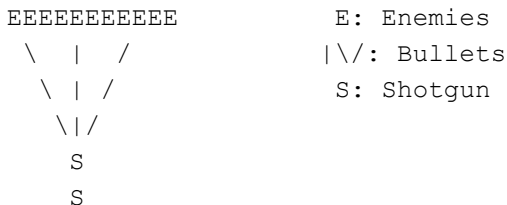
Importent rule that you must know. Save ammo. Save the ammo on stuff like Panzerfaust for later when you will actually need it for destroying something like a tank or a truck. This is especially true for when using machinguns. If there is 3 levels in the mission, try and use the Pistol for the first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

TIP #5: WASTE AMMO

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

TIP #6: GREAT ACCURACY

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



A: Revert to the Walkthrough. It should all be explained there for you to look at, and read, print etc. If you are really stuck, or I haven't got up to the walkthrough section, I might write the level walkthrough for that particular one out of order, just for you. But that is only if I'm not up to it yet.

Q: What are the requirements for the excellent rating?

A: I will give you the list for all three:
-Average: Finish the level
-Good: Finish the level and kill 95% of enemies
-Do all Good and finish with over 75% health

Q: How come I can't complete the game 100%?

A: You actually can do it, you may be missing a level, or try doing the last mision. If you have done every level, go back and get excellent rating on all that you missed.

Q: Are there any cheats for this game?

A: Yes, i will list them after, they will come later on in the FAQ/Walkthrough, so be patient, or just croll down to them.

Q: Where can I find [Insert Weapon here]?

A: Youd be suprized, but in all my other FAQs, I have had e-mails saying "Where can i find.....". All weapons I usually list at the start of the walkthrough level, and I usually say when you pick them up in the level, so go to the walkthrough.

Q: Are there any secret levels in the game?

A: Yes there is, there is a bonus mission called "Panzernacker Unleashed". It is extremly hard to complete. ALso there are secret Multiplayer arenas to play in, but you must get some excellent stars and stuff like that to unlock them.

Q: Can I use this Guide on my gaming site

A: Well, i made this guide to help people, didn't I. Yes, you can have this FAQ. Any site can just e-mailme, except www.cheatcc.com, they can not have any of my work. ANYone else can just e-mail me about it.

Q: When will the walkthrough be complete, when will you update?

A: I write my walkthrough while playing the game through, so I go back and play a level, and then pause the game and write what I just did. Suprisingly, I like to cover alot of the game, so this can take 1 hour to do, and some levels are really big. I usually update when I feel like FAQ writing, otherwise, it just seems to big, but I will get around to it.

Q: Can I send information, Tips and tirkcks to the guide?

A: This guide was made to help people, and If it serves some purpose about the game, then yeah, please send it in. You will be credited for your information next to what you submitted, and at the end of document.

Q: What types of information can I send in?

A: Ok, i will make a list: What to send in:

- general game tips/hints
- corections to do with the game
- glitches/FAQs
- anything relevant to the gamw

What not to sned in:

- grammar and spelling corrections, there just a waste of time and I hope nobody just sits there picking them all out. So please, don't bother about sending them in.

Q: How do I obtain [Insert medal/memento here]

A: refer to the section 'Medals and Memenots'. To get a medal, you must get excellent on 2/3 of the levels.
