

This walkthrough only covers Mission 02: McKenzie Airbase Interior. It only covers this level, and only this level. If you need help with any other mission, check out my other seperate mission walkthroughs (1-4), or the other great FAQs by David Blake, and Magus.

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03. UPDATES/REVISION HISTORY

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Version 1.0 (09/19/00)

- First non-beta version of the FAQ, first released version.
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04. Level 02 Walkthrough

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Mission 02: McKenzie Airbase Interior
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Operative: Ling Xing

Mission Objectives:

- Find Adrenaline Booster
- Get Combat Gear
- Escape Holding Facility

Mission Parameters:

- Get Adrenaline before you black out in two minutes
- Do not kill any airbase personnel
- Do not allow yourself to be detected

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When you begin this mission, you will be by yourself in a room. You are not to be detected by anyone. Now wait until the guard has passed by, then leave the room and go right, then take another right down this hallway. Keep to the right side of this hallway, but stop when you hear Dr. Elsa and Lyle Stevens talking. Stay in the crouched position until they pass by, then run over to the room they just left. In here is the Adrenaline Booster. Take it, then leave the room and go left.

Follow the hallway to the barred window, then go left again. Get into the crouch position again, and walk down this hallway and go to the end and go left. You should see a guard. Wait for him to start walking, then follow him (in the crouch position), but stay far enough away from him to avoid being caught, then go into room A6 to your left. After viewing the short FMV, hit the switch to your right, and enter Phagan's room. Now lean out the door, in the crouch position. You should see a guard to your left at the end of the hallway. Wait for him to leave, then run to your left, down the hall, but stop right before the red light. Get back into the crouched position, then peek around the corner to the left. You should see another guard. He'll start to walk away, and follow him slowly until he stops to talk to a friend. He'll then go through an open window and leave. Now while crouched, slowly walk past the tiny window to your right, and go down the hallway to your right, and go into the room at the end on the right, B1. In the lockers here, you'll find your combat gear.

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