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METAL GEAR SOLID 3

SNAKE EATER

THE COMPLETE GUIDE



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- ◆ SHADOW OF ROME ◆ MERCENARIES
- ◆ SPLINTER CELL: PANDORA TOMORROW

METAL GEAR SOLID 3: SNAKE EATER THE COMPLETE GUIDE

EDITOR'S LETTER



“CHECK THIS! THE *MGS3: SNAKE EATER* PLAYABLE DEMO IS ON THIS MONTH'S DVD, AND RIGHT HERE, THE COMPLETE WALKTHROUGH FOR THE FULL GAME. NOT ONLY THAT, YOU'LL ALSO FIND FULL GUIDES FOR *SHADOW OF ROME*, *MERCENARIES* AND *SPLINTER CELL: PANDORA TOMORROW* WITHIN THESE EXCLUSIVE PAGES. ONLY WITH *OPS2* DO YOU GET THIS KIND OF ABSURD GENEROSITY. AND REMEMBER, IT'S ALWAYS OKAY TO CHEAT IF NO ONE'S WATCHING. BEST BELIEVE.”

Stephen

Stephen Pierce Editor

THIS LOT DID THIS BOOK

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Media with passion

Metal Gear Solid 3: Snake Eater



METAL GEAR SOLID 3: SNAKE EATER

Welcome to our complete guide to *Metal Gear Solid 3: Snake Eater*. Over the following pages we let you in on everything you could possibly need to know about the game and gently lead you through every last mission. With our help you can do more than simply eat the snake – open wide and let us feed you a feast!

VIRTUOUS MISSION DREMUCHU SOUTH

Items/Weapons:

- D med
- LF med
- Mk22 bullets

Food:

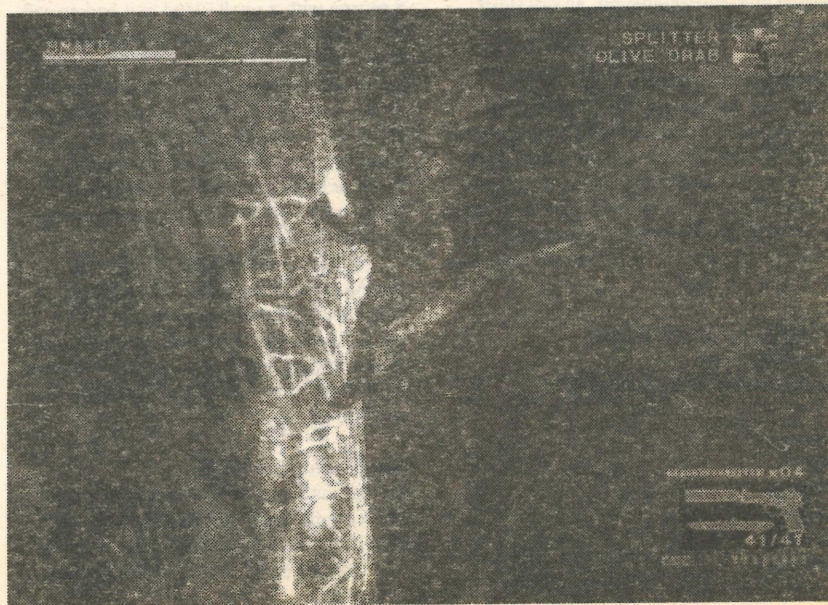
- Mushrooms
- Reticulated python
- King cobra
- Tree frog
- Golova

Route:

There are no enemies here, so feel free to get used to the controls and search around for food and items. There are areas to explore to the east and west. Your backpack is hanging from a tree directly north of your start position

WHAT'S WITH THE FROGS?

Hidden throughout MGS3 are 64 Japanese toy frogs (Kerotan frogs). Shoot every one – they'll spin around and croak – and you'll win the rare, incredibly cool stealth camouflage. There's a Kerotan in most areas. Follow our instructions and you'll get every one!



Metal Gear Solid 3: Snake Eater



(you can see light green vines on its bark). Reach it by crawling under the trunk you see blocking your way. Once you've collected the backpack you'll have access to the survival viewer and your equipment. All set? Head north to leave the area.

Kerotan Frog Location:

From your starting position, take the path leading uphill to the northeast. At the end of the path look left. You'll see the frog between some trees. Alternatively, crawl under the trunk to the north and climb the tree to fetch your backpack. If you walk to the end of the branch and look east, you'll see the frog more or less at eye level.

DREMUCHIJ SWAMPLAND

Items/Weapons:

- MK22 Hush Puppy with silencer

Food:

- Fruits
- Frogs
- Beehive
- Gavial
- Magpie

Route:

There are still no enemies with guns here but watch out because there *are* ways to get hurt. Follow the path north and you'll reach a swamp with a small island in it and an exit to the north. You'll also see some gavial (a kind of crocodile) lazing around. They won't attack unless you get too close, so watch out as you walk through the low ferns skirting the bank to the east of the swamp, as there are a couple hidden in there. Either walk around them, or tranq them with the MK22 Hush Puppy before proceeding (they make excellent food, so stock up).

Don't just wade straight through the swamp at its widest point. If you do that you'll be sucked into the goop and it'll be game over for you. Gourmets should try and snag a magpie and the beehive from the tree on the little island. Once you're done, head north to leave.

Kerotan Frog Location:

On the north bank of the swamp (just before you leave the area) look for a bulge in the map to the east. If you turn to the east now and look at the rise there you'll find a frog. Shoot him!

DREMUCHU NORTH**Items/Weapons:**

- Thermal goggles
- Bug juice
- SVD sniper rifle
- Grenade
- Stun grenade

Food:

- Giant anaconda
- Siberian ink cap
- Golova
- Tree frog
- Yabloko moloko
- Sunda whistling thrush

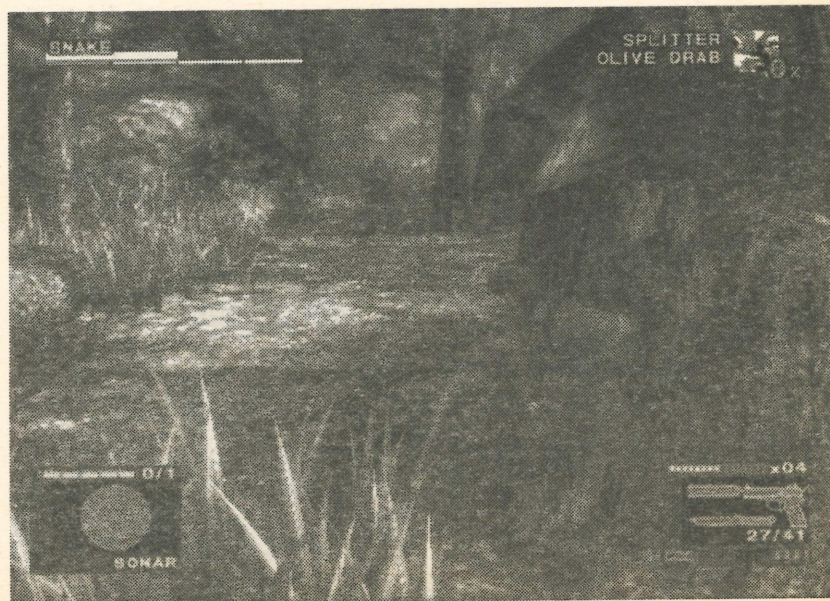
Route:

If you haven't tried out the camouflage index yet, now's the time because your first human opponents are up ahead. Choose a good combination of face paint and camo and head for the cover of the large tree stump directly north of your entry point. Equip your MK22 and look around the corner to see where the soldier is. If you want you can leap out and tranq him as he gets closer, or, if you're feeling sharp, wait until he passes behind the stump before stealth walking up behind him

(using the D-pad) and getting him in a choke hold. At this point you can use Close Quarters Combat (CQC) to interrogate him, throttle him, throw him down or cut his throat.

Once the soldier is neutralised, check the body for items (it's worth getting into the habit) move north to the hollowed-out tree trunk and collect the bug juice. Now, if you head slightly south-east from here you'll find a hidden path. Take it and you'll find the SVD sniper rifle. Cool. Now retrace your steps to the hollowed trunk and head north, hiding in the tall grass until a second soldier approaches. Use the motion detector if you're not sure of his location, but not the SONAR. If he's close, he'll hear the ping. Now tranq him. Good.

Head east from here and hide behind the tree. Peek north of your position and you'll see another soldier. Take him down and continue east until you see a hollow log. Crawl inside to find the thermal goggles, but stay in place because another soldier is heading your way. Take him down with the sniper rifle. (If you're aiming to complete the game without kills be sure to shoot him in the head with the MK22. Tranq him anywhere else and he'll raise the alert before he hits the floor.) Now head north.



Metal Gear Solid 3: Snake Eater

Kerotan Frog Location:

Once the area with the thermal goggles is clear, look south of the hollow log and you'll see the frog sitting on a stump.

DOLINOVODNO

Items/Weapons:

- Pentazemin
- XM16E1
- MK-22 bullets

Food:

- Tree frog
- Siberian ink cap
- Baltic hornet's nest

Route:

There's a bridge to the north and you need to cross it. However, there are three guards in the area. Using the sniper rifle is easy enough, but if you want to be sneaky, try shooting the hornets' nest down from the tree. The chaos that ensues should see all three fleeing. Either way, once the way forward is clear, cross the bridge and head west. You'll find a narrow path sloping down and east, directly under the bridge. Pick up the XM16E1, MK22 bullets and Pentazemin. Be careful as you retrace your

steps. There's a soldier patrolling your exit to the north. Taking him out shouldn't prove too difficult.

Kerotan Frog Location:

Equip the sniper rifle and look at the top of the post to the left of the bridge on the south side. There he is.

RASSVET

Items/Weapons:

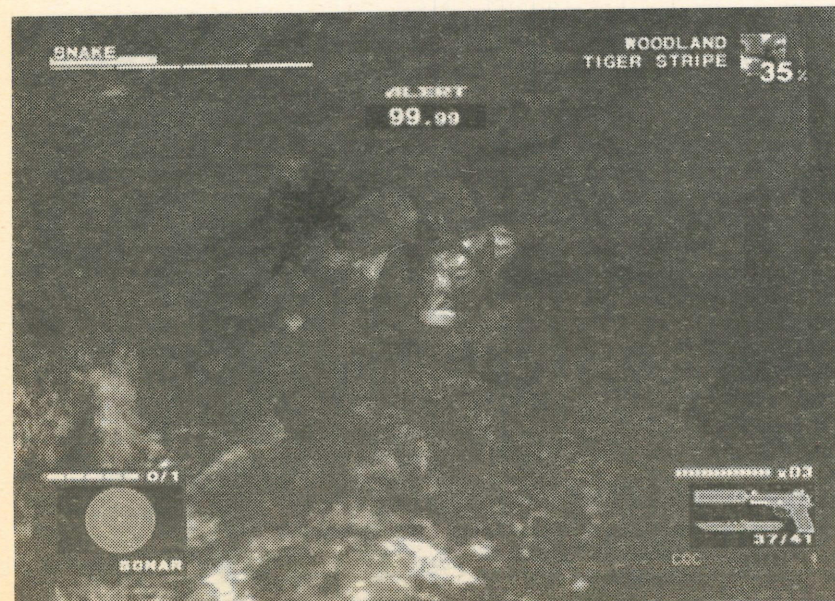
- Bug juice
- M37 shotgun
- Ammo

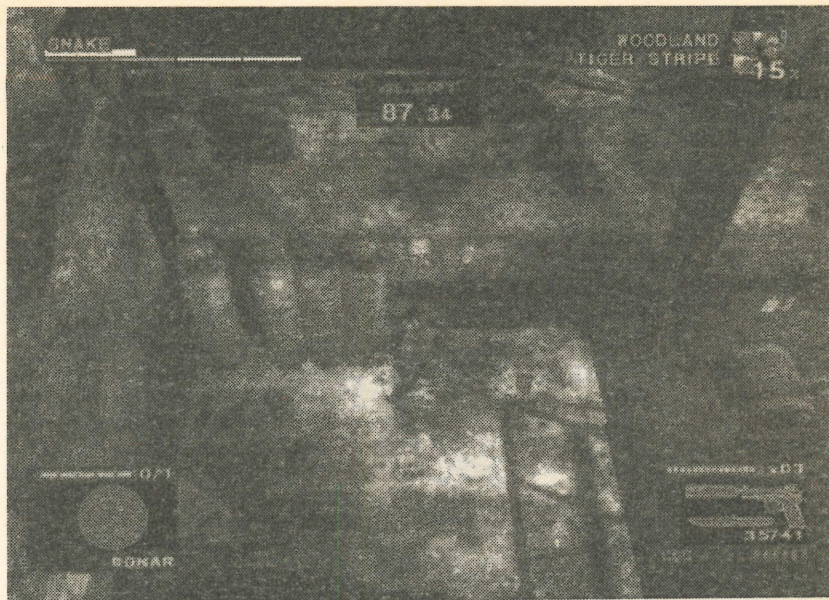
Food:

- Sunda whistling thrush

Route:

The abandoned factory where Sokolov (your rescue target) is being held. As you'd expect, there's quite a bit of patrol activity here. Patience is the key. Use the cover of the brick wall near your entry point to get a good look of the perimeter. Use the motion detector, thermal goggles (great for when you're hiding in tall grass) and directional microphone to infiltrate the area and take





down the perimeter soldiers. For speedy infiltration, climb the ladder on the north-eastern edge of the building, drop down and head east. You'll find Sokolov's holding cell there. Do this though and you'll miss the fantastic M37 shotgun, – it's located in the south-western part of the building. Once you've found Sokolov, it's time to sit back and enjoy the cut-scenes.

Kerotan Frog Location:

To the left of the stairs, there's a hole in the wall in the north. Now look through the hole, and there he is. Shoot him.

DOLINOVODNO RIVERBANK

Items/Weapons:

None

Food:

None

Route:

There's nowhere to go from here. Instead, watch the cut-scene and you'll be instructed on the use of the cure menu. Fix your broken bones and cuts, and you've completed the Virtuous mission. Well done.

Kerotan Frog Location:

N/A

OPERATION SNAKE EATER PART 1

DREMUCHU EAST

Items/Weapons:

- Styptic
- Disinfect
- C med

Food:

- Flying squirrel
- Otton frog
- Reticulated python

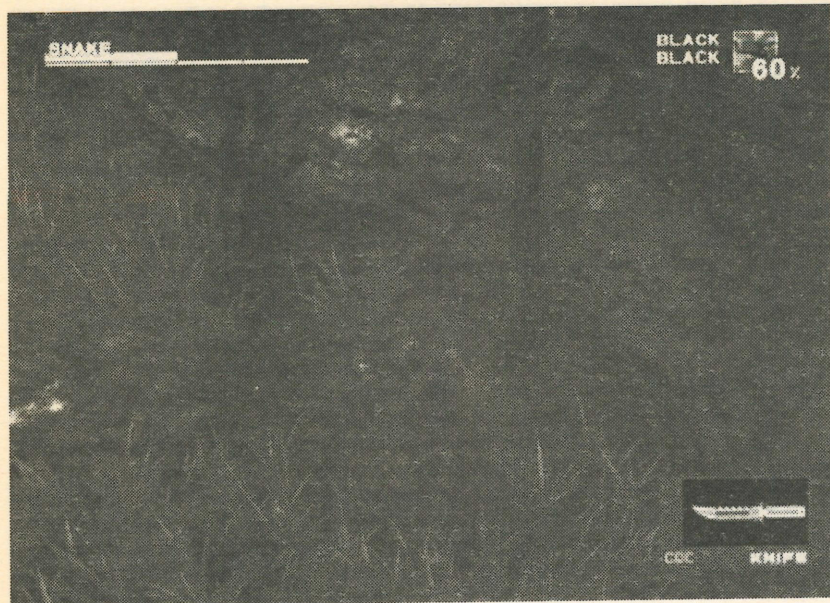
Route:

No soldiers, and by now you know the area. Switch to night camouflage and face paint if you like, hunt some food (it's worth stocking up whenever you're free to) and head north. There are also plants here that can be collected for medical use.

Kerotan Frog Location:

You'll find the frog hidden under a cluster of logs north and then to the east from your starting position.

Metal Gear Solid 3: Snake Eater



DREMUCHIJ NORTH

Items/Weapons:

None

Food:

- Golova
- Green tree python
- Otton frog
- Yabloko moloko
- Siberian ink cap
- Reticulated python
- Flying squirrel

Route:

Slide down the hill and walk north towards the insertion drone you piloted to get to your mission start point. A cut-scene will kick in. It's Snake's mentor, The Boss! Once she's done with you, it's time to get out of there; soldiers are on the way and The Boss has dismantled your gun. You have a choice. If you're a completist and want to get all the Kerotan frogs, it's worth revisiting Dremuchij Swampland and Dremuchij South from the Virtuous mission. If so, head south now. If, however, you want to move on, hide in the grass, wait for the soldiers to pass and then run past them to Dolinovodno.

Kerotan Frog Location:

Look for a tree that you can climb in the middle of this area. Climb it and look left. The frog is on top of a hill.

DREMUCHIJ SWAMPLAND

Items/Weapons:

None

Food:

- Gavial

Route:

If you're back here, you're looking for the Kerotan Frog.

Kerotan Frog Location:

To the west of the little island in the middle of the swamp you'll see a bank with ferns and gavials on it. Dispose of the gavials (they're good eatin') and head over there. Look behind the northernmost tree in this area and there's the frog.

DREMUCHIJ SOUTH

Items/Weapons:

- C med
- Splint

Food:

- Sunda whistling thrush
- Mushrooms
- Reticulated python
- King cobra
- Tree frog
- Golova

Route:

If you're here it can mean only one thing: you're trying to get all the Kerotan frogs.

Kerotan Frog Location:

Remember this? It's where you landed in the Virtuous mission. Head over the logs to the east and if you look north here you'll see the little amphibian on top of the rise. Now, hurry back through Dremuchij Swampland and Dremuchij North, to get to Dolinovodno.

DOLINOVODNO

Items/Weapons:

- Life med
- Smoke grenade
- Raindrop camouflage

Food:

- Yabloko moloko

- Siberian ink cap
- Tree frog
- Baltic hornet's nest

Route:

You've been here before and this time the darkness will make things easier for you. Slide down the bank and CQC the soldier on this side of the bridge. You don't want to risk an alert going up. Once that's done, cross the bridge, and either head west to the path leading under the bridge, or (if you're feeling brave) hang off the east edge of the bridge at the end and drop down to grab the ledge. Either way you'll pick up the raindrop camouflage. On your way towards the exit (north) you'll have another soldier to deal with. CQC him and head out.

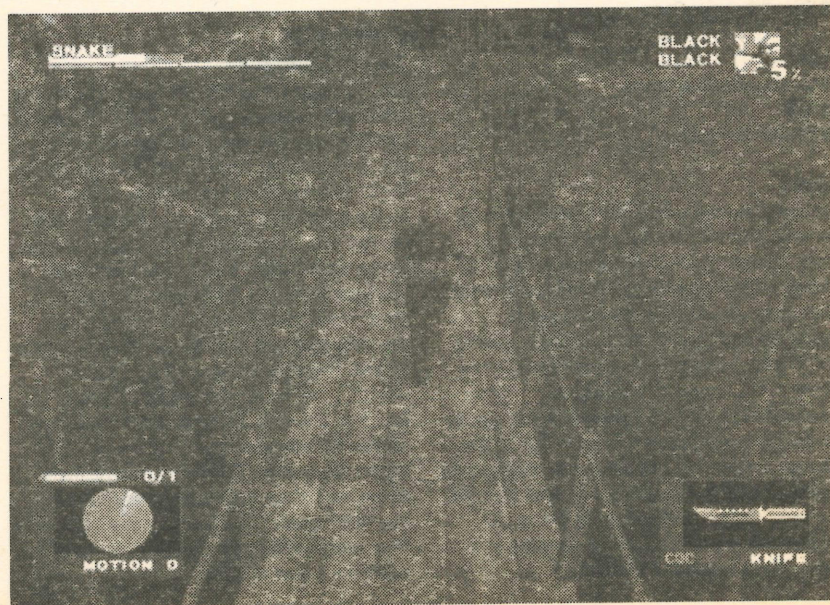
Kerotan Frog Location:

The frog is on top of the post on the far (northern) side of the bridge.

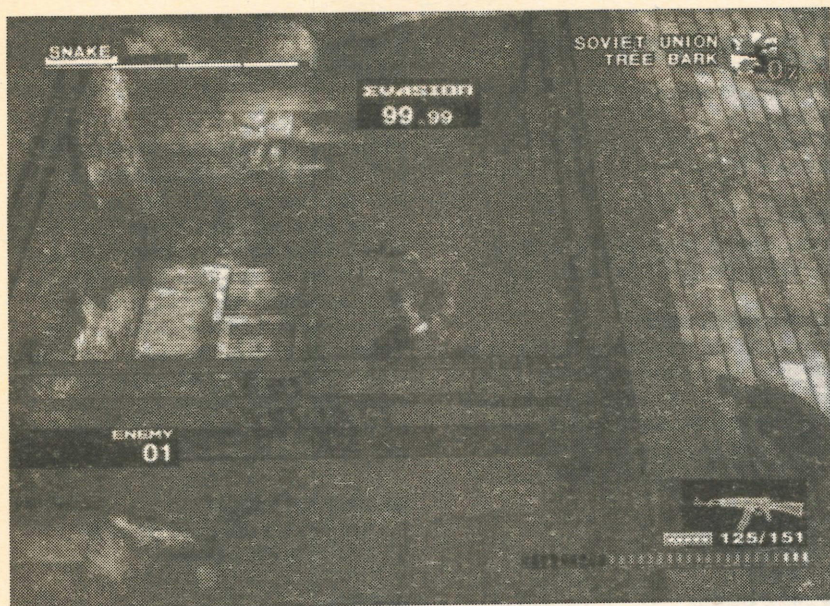
RASSVET

Items/Weapons:

- Cardboard box A
- Thermal goggles
- AK-47



Metal Gear Solid 3: Snake Eater



- Mine detector
- Bug juice
- Smoke grenade
- Zombie face paint
- Scientist camouflage

Food:

- Sunda whistling thrush
- Rat
- Reticulated python

Route:

Last time you were here there were guards all around. This time it's deserted. Feel free to hunt around for food and items. Behind the building (to the north) you'll find the zombie face paint. Head up the staircase in the south-western part of the building to get the AK-47 rifle, and to the north-east you'll find some crates, on top of which you'll find the cardboard box A. Once you're done here, head to the room you found Sokolov in during the Virtuous mission (it's in the north-eastern part of the building). The thermal goggles are here on your left. As you leave, a cut-scene will trigger. When it's done it'll be morning and you'll be in a world of trouble...

Kerotan Frog Location:

The little fella's under the stairwell, in the south-western area of the building, to the right of the big cylinders.

OCELOT UNIT BATTLE STRATEGY:

The area around the disused factory is crawling with highly trained members of the GRU Ocelot unit. You need to neutralise them all before you can move on. First things first: hide under the bed and wait for four soldiers to come in. From here you can tranq or kill them with relative ease. Now open the trap door and get under the building. If you need more food there are some rats down here. Look for a grate. Shoot the soldier whose legs you can see through it and head for the broken section of wall. There's another soldier. Cap him. Careful, now: there's a sniper on the roof. Take him down. To the west you'll see the last soldier. Kill him and head north-east. It will trigger a cut-scene. When that's done, look in the area of the building south of Sokolov's old holding cell. You'll get the mine detector. Okay, you're done here. The gate you need to exit from is now unlocked.

CHYNORYJ PRUD**Items/Weapons:**

- Chaff grenade
- Smoke grenade
- MK-22 ammo
- Croc cap
- GA-KO camouflage

Food:

- Arowana
- Coral snake
- Golova
- Indian gavial
- Milk snake
- Poison dart frog
- Siberian ink cap

Route:

If you're all about speed, then the only thing you need to do here is swim across the swamp to the northern bank and exit. If that's you, then be sure to watch out for the gavials in the water (they'll drag you under) and look out for a thin wire strung between trees on the way to the exit. Trigger this and a spiked man-trap will swing down and *really* hurt you. Either crawl beneath it or shoot it from a safe distance. Mind you, if you do this, you'll

miss the GA-KO camouflage and the croc cap. The GA-KO camo is in the water to the north-east. You'll need to swim underwater to find it. Check it out once you've picked it up. It can be very useful.

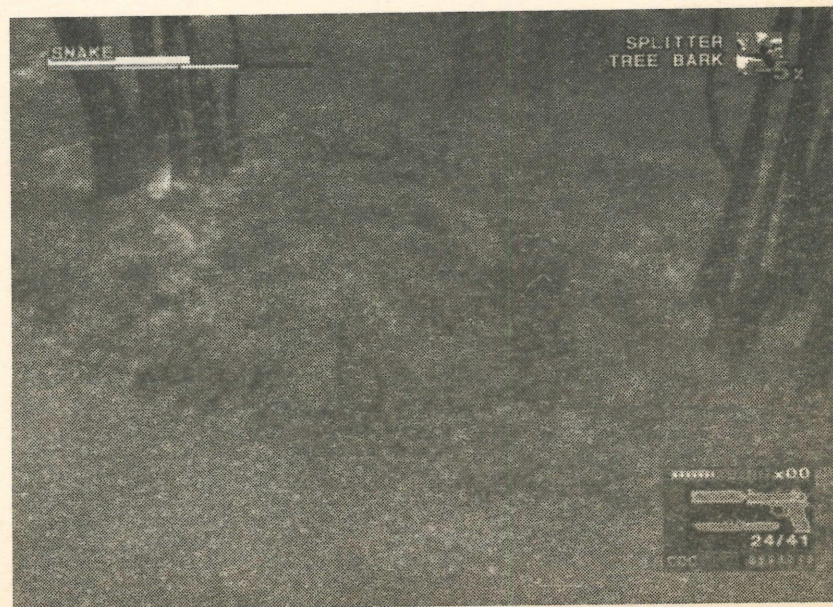
To get the cap, dive into the water and hug the western bank of the swamp until you find your path blocked by logs. There's a way to swim under these, so take it. Surface and climb on shore, where, a little north of your position, there's a tree that you can climb. Do that and hang down from the branch, shimmying along until there's another branch you can drop down to. Shimmy along that until you're hanging over dry land. Drop down and get the croc cap. You've earned it.

Kerotan Frog Location:

If you want the frog, take a deep breath. Head north through the water and locate a grey tree breaking the surface on the northern edge mid-point between the two exits out of the area. The frog is underwater slightly to the left of the base of the tree.

BOLSHAYA PAST SOUTH**Items/Weapons:**

- Claymores (directional fragmentation mines)



Metal Gear Solid 3: Snake Eater

- MK22 suppressor
- Splitter camouflage
- Choco chip camouflage

Food:

None

Route:

Head north. See that fence? It's electrified. To neutralise it, simply shoot the junction box on its western edge. Now it's safe to crawl under (there's a gap to the east of the fence). Okay. The next area is filled with nine very deadly claymore mines. You should have the mine detector by now, but frankly, it's fiddly. Instead, try crawling through the area. If you pass over any claymores now you'll pick them up and can use them later. Free ammo!

Head west and shoot the second junction box to take out the second fence. If you can see soldiers and guard dogs, try to tranq them now. Otherwise climb the tree and drop from the protruding branch to get beyond the fence. Head north-west at first and when you reach another fence, crouch down, equip your MK22 and carefully tranq the soldiers you can see on the other side. Now retrace your steps and head north-east. Near the

two muddy pits you'll find another soldier. Tranq him. Look for a rock wall ahead of you. Climb up onto this and move carefully along it. You'll pick up the splitter camouflage here. By now the soldiers you shot with the tranq gun through the fence earlier will be out cold and you've got a clear route to the last fence. There's one more guard on the other side of this. Shoot him and head to either of the exits to the north, being sure to look out for the choco chip camouflage in the hollow tree stump as you go.

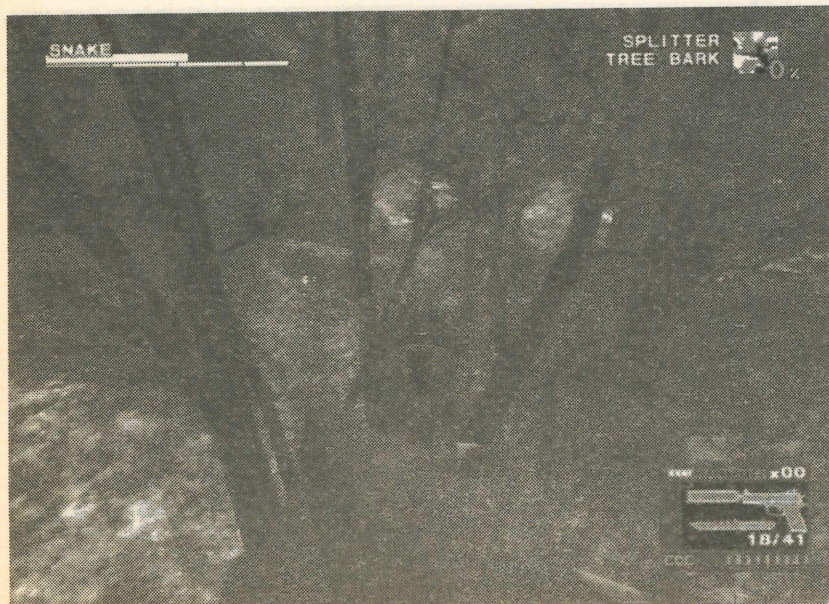
Kerotan Frog Location:

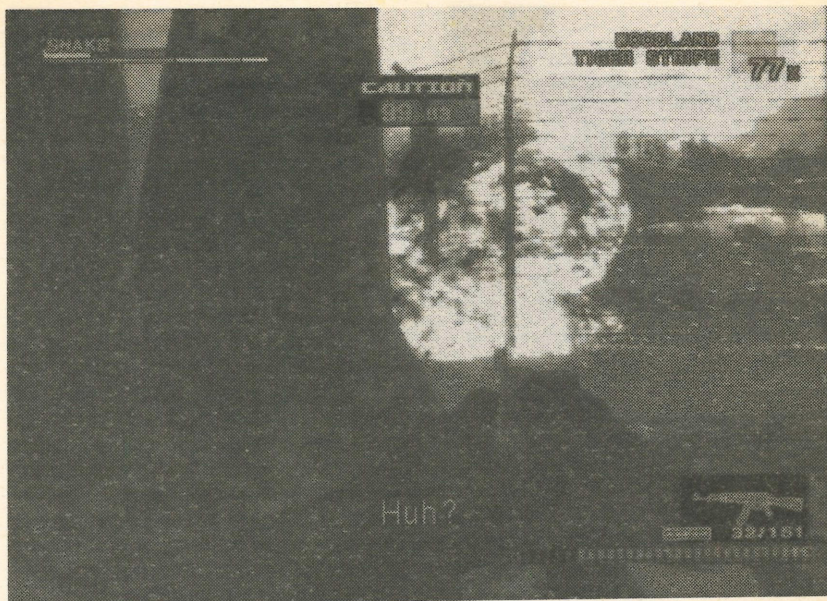
When you're at the north-eastern fence with the large gap in it, stay on the this side of the fence and walk east along it until you reach a tree with a strange looking clustered trunk. The frog is hiding in the trunk.

BOLSHAYA PAST BASE

Items/Weapons:

- Lots of ammo
- Mousetrap
- Grenade
- TNT
- Antidote
- LF med



**Food:**

- Rat
- Russian ration
- Calorie mate

Route:

As you'd expect from a base, there's a lot of military heat here. First off, there's that soldier manning the fixed gun emplacement. Don't worry; you can take him out from a distance without raising the alert. From here, move east and take out the next soldier. South from this point you'll find another soldier. Once he's out cold (or dead, your choice) get into the drainage ditch skirting the base and go under the wooden bridge to pick up the snow face paint. Climb the ladder and pick up the water camo (it'll come in handy when fighting *The Pain* and while you're wearing the croc cap you collected earlier).

Explore the buildings here. There are plenty of items and lots of ammo in the sheds to the northeast of the base. (Use the motion detector to reduce the potential for discovery by any remaining soldiers.) It's not necessary, but if you want to, blow up the helicopter. If you destroy it now, you won't have to face it when you reach the mountains. All done?

Head north. You'll find two, storage sheds. One contains ammo, while the other is filled with medical supplies. Before you make your way to the exit to the north-west of the map, try blowing up the storage sheds with the TNT. By doing this you'll wipe out supplies for the troops in the next area. They'll be weaker and poorly armed, making your life easier.

Kerotan Frog Location:

Locate the dorm in the base with the beds in it. You'll find the frog under a desk here.

**BOLSHAYA PAST CREVICE
BOSS BATTLE – OCELOT****Items/Weapons:**

- MK22 ammo
- WP grenades
- Grenades
- AK-47 bullets
- Animal camouflage

Food:

- Baltic hornet's nest
- Coral snake
- European rabbit
- King cobra
- Markhor

Metal Gear Solid 3: Snake Eater



Strategy:

Ocelot will keep you busy but he's not too hard to defeat if you keep your wits about you. The most dependable cover is found behind the rock/tree grouping to the left of your starting position. While Ocelot's bullet trails remain green you're safe here and can lean out to pop caps in his ass. However, when the bullet trails turn orange, scarper to another part of the map briefly, because this means Ocelot's going to ricochet bullets into your position. If you want to distract Ocelot to get some easy free shots, try shooting his cap off, and blasting the hornets' nests down onto his head. Watch out though; he may return the favour. And be aware too that there are poisonous snakes on your side of the crevice. Either shoot them as you see them or be sure to cure yourself if you see the purple 'poisoned' icon appear above your head. If you want to win Ocelot's special animal camouflage, only use the MK22 to tranq him and wear down his stamina. Use this approach on all subsequent boss battles and you'll always win a special item.

Kerotan Frog Location:

If you want the frog you need to get him

during the boss battle. From your starting position, head east until you reach a wall. Now turn to face south (towards the camera) and enter first-person view. There he is.

OPERATION SNAKE EATER PART 2 CHYORNAYA PESCHERA CAVE BRANCH

Items/Weapons:

- Night-vision goggles
- Torch
- Bug juice
- Phosphorous grenades
- Ration
- Battery
- Serum
- C med
- Ammo

Food:

- Kenyan mangrove crab
- Otton frog
- Rat
- Reticulated python
- Russian glow cap
- Taiwanese cobra
- Vampire bat
- Russian ration

Route:

It's dark in here. Well, duh, it's a cave. You'll find a torch soon, but for now, light up your cigar if you need a little illumination. There's plenty of food in these caves, including delicious Kenyan mangrove crab. If you're running low on supplies, take the time to stock up.

First, take the path heading west. Swim across the pool to get a battery and some ammo. There's also a Russian ration *in* the water if you dive. Retrace your steps and take the path east. You'll come to a three-way split. Take the westernmost one. Located between the waterfalls you'll find the torch and phosphorous grenades. Spark up the torch and ditch the cigar if it's still equipped. Take the path directly opposite the waterfalls and crawl through a trio of cracks until you reach a room with a hole in the floor. The night-vision goggles are here (as is the Kerotan frog). Retrace your steps to the beginning of the path and take the middle path (you'll need to crawl). You will emerge at the top of a waterfall. Collect the serum, watching out for the vampire bats as you do (use the torch to keep them at bay). Now head north to the exit.

Kerotan Frog Location:

Head through the cave system until you reach the waterfalls. Across from the alcove where you picked up the torch you'll find a passageway. Enter it and proceed until it hits a dead end. There's a crack in the wall here. Go through this to reach another area. Opposite your entry point is another crack in the wall. Take it and you'll end up in a room with a hole in the floor. Enter the first-person view and look across the hole. The frog is there.

CHYORNAYA PESCHERA CAVE**Items/Weapons:**

- Ammo
- Grenades
- Snow camouflage
- Hornet stripe camouflage

Food:

- Maroon shark
- Arowana

Route:

Take the east path and pick up the M37 shotgun. This is going to be your best friend very soon, so equip it now. There's a crawl space to the north. In here you'll find the



Metal Gear Solid 3: Snake Eater

snow camouflage. Continue north and you'll end up back at the fork you started at. Head north from here and it's time to face The Pain in battle. You're not allergic to hornet stings are you?

CHYORNAYA PESCHERA CAVE BOSS BATTLE – THE PAIN

Strategy:

The Pain's hornet friends are not only used as offensive weapons, but they also act as an effective shield against most direct attacks. You need to disperse the hornets and then The Pain is very vulnerable. Grenades will do the trick but they are slow. Your best option? The M37 shotgun. One blast for the hornets; a couple for The Pain. Of course, he *will* get some attacks in as well. There are a number of these but the rule for survival is the same throughout. If hornets are heading your way, dive into the water. You won't get stung, can dive for more ammo and can even shoot at The Pain from underwater. After a short swim, climb back up to the mini island and start again. When The Pain's health is down to a half, he'll remove his mask and shoot red bullet bees at you. If they get under your skin they will start to kill you. If this happens,

enter the cure menu and cut it out, quickly. As ever, if you use the MK22 to tranq The Pain (alternate it with the M37 to blast his hornet shield away) you'll get a special item. This time it's The Pain's brilliant hornet stripe camouflage. When you wear this, you'll not only be impervious to stings, but can also control hornets freed from nests to attack enemies. Awesome!

Kerotan Frog Location:

In the south of the area there is a small island. Swim behind it and look up. The frog is in a hole in the ceiling. You must shoot this during the boss battle for it to count.

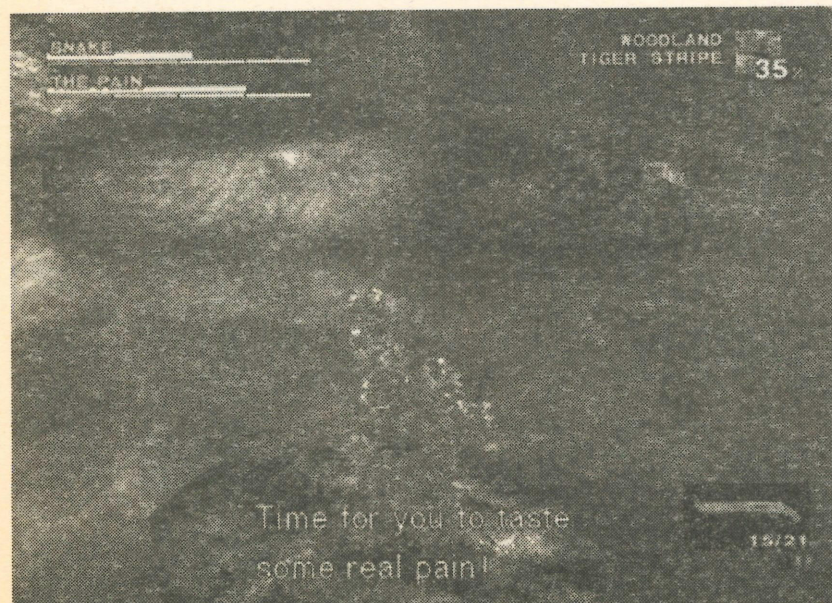
CHYORNAYA PESCHERA CAVE ENTRANCE

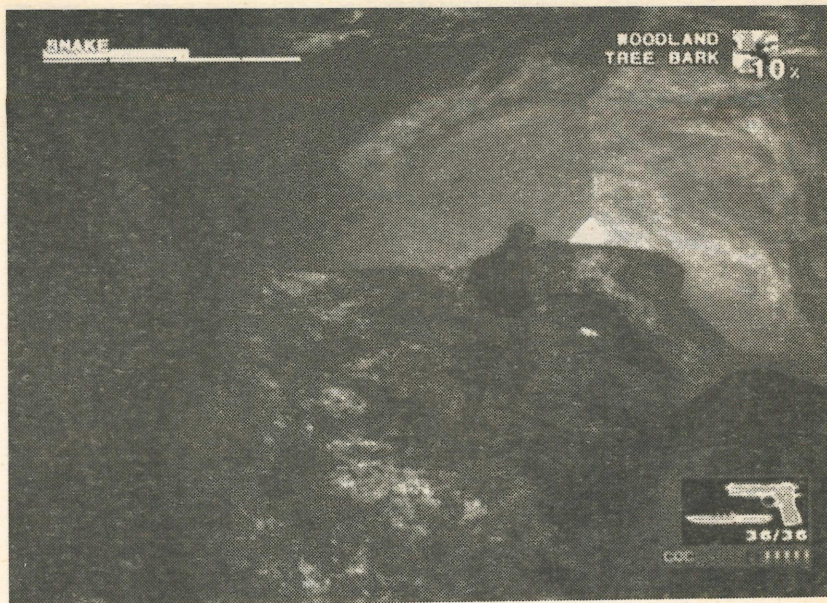
Items/Weapons:

- Mines
- Ammo
- Mine detector

Food:

- Otton frog
- Poison dart frog
- Rat
- Reticulated python
- Russian false mango





- Russian glow cap
- Thai cobra

Route:

Head north for a cut-scene. When that's done, continue north. There's some food to be caught here if you need it and the mine detector is in an alcove to the east as you move forward. There's also a cave to the west. Equip your mine detector and enter carefully to pick up mines, ammo and shoot the Kerotan frog. Now take the path to the east. It will eventually lead north and take you down a spiralling rock formation to the exit.

Kerotan Frog Location:

Halfway through the area you'll find a cave to the west. Enter it carefully (there are mines) and turn to face the exit. Go into first-person view and look up. The frog is above the exit.

PONIZOVJE SOUTH

Items/Weapons:

- Chaff grenades

Food:

- Bigeye Trevally
- Kenyan mangrove crab

- Maroon shark
- Tree frog

Route:

Have you picked up the croc cap and water camouflage? If so, equip them now and you can swim straight past the soldiers on hover platforms. There's a path to the north-west. Take it.

Kerotan Frog Location:

Move forward just a little bit from your starting point and look to your west. The frog is there, on dry land.

PONIZOVJE WEST

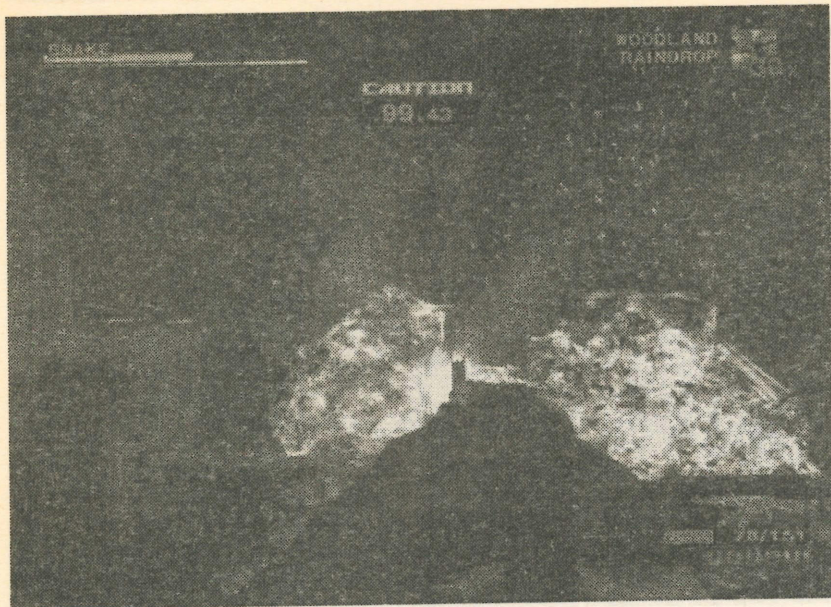
Items/Weapons:

- SVD sniper rifle
- TNT
- Grenades
- Ammo

Food:

- Bigeye Trevally
- Maroon shark
- Arowana
- Cobalt blue tarantula

Metal Gear Solid 3: Snake Eater



Route:

This is a dead end, but there's some good stuff to get here. Make sure there's a suppressor (silencer) on your MK22 Hush Puppy and tranq the soldier that's standing in front of the door you can see. Once he's down, go inside to pick up the SVD sniper rifle, ammo, TNT and grenades. Stocked up? Time to retrace your steps to Ponizovje South, and from here, head north to the Ponizovje Warehouse: Exterior.

Kerotan Frog Location:

Swim to the northwest corner of this pool. If you dive here you'll see the frog behind the grate.

PONIZOVJE WAREHOUSE: EXTERIOR

Items/Weapons:

- Ammo
- Smoke grenades

Food:

- Maroon shark
- Bigeye Trevally
- Cobalt blue tarantula

Route:

Stand by for an interesting cut-scene and a

fantastic opportunity to avoid a punishing boss battle with The End. The instant the cut-scene finishes, equip the SVD sniper rifle and focus in on the cluster of soldiers by the doorway. You should see The End being wheeled away. It's not easy, but if you can quickly shoot the soldier pushing his wheelchair and then take out The End himself, he'll explode. If you succeed, when it comes to his boss battle, you'll be up against the Ocelot Unit instead. A much easier task!

However, if you want The End's special camouflage or his Mosin Nagant tranq sniper rifle, you have to let him live. Your choice. If you do let him live, equip the MK22 and tranq each guard in turn. Simple. Once that's done, get onto the dock and head north to the exit.

Kerotan Frog Location:

Once you're on the dock, head to the end of the boats to the west. Enter the first-person view and look at the red gates to your right. The frog is on one of them.

PONIZOVJE WAREHOUSE

Items/Weapons:

- MK22 suppressor
- Desert face paint

- Thermal goggles

Food:

- Kenyan mangrove crab
- Rat
- Instant noodles

Route:

Get your motion detector equipped. Wait for the soldier to go down the stairs and then stand so you can see him and his buddy. Tranq them both, and the other soldiers you can now see on the staircase.

Only now, head down the stairs yourself and north-west to find the desert face paint and the thermal goggles. As you head up to the third floor don't forget to shake down the soldiers for some useful items. Once on the third floor, go in the room to pick up some food and then proceed up the stairs to exit the area.

Kerotan Frog Location:

Look for some white crates in the south-east of the room. Climb onto these, crouch and look north. There, in the rafters above the stairs – that's where the frog is hiding.

GRANINY GORKI SOUTH**Items/Weapons:**

- Serum
- LF med

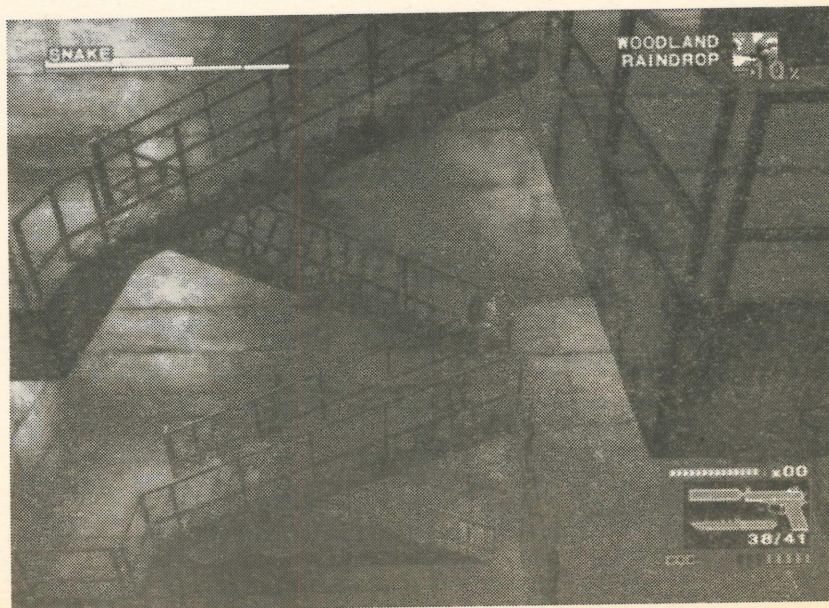
Food:

- European rabbit
- Fly agaric
- Flying squirrel
- Magpie
- Reticulated python
- Siberian ink cap
- Yabloko moloko
- Tsuchinoko
- Instant noodle

Route:

There are no human threats here, but a lot of wildlife (including the rare, mythological Japanese snake, the Tsuchinoko. Capture or kill the other animals here and lay a mousetrap if you want to catch it!).

There are also a lot of deadly traps in this area too – swinging spike traps, spiked pits and noose traps. If you're careful, you can spot the trip wires and patches of leaves covering the pits, but by far the easiest way to stay out



Metal Gear Solid 3: Snake Eater

of trouble is to equip the thermal goggles. You'll see everything, as clear as day.

Kerotan Frog Location:

Head to the exit in the north. Just before you leave, look up and to your left. The frog is in the trees, sitting on a branch.

GRANINY GORKI LAB EXTERIOR: OUTSIDE WALLS

Items/Weapons:

None

Food:

- Red avadavat
- Sunda whistling thrush
- Milk snake
- Taiwanese cobra

Route:

Simple area. Equip black camo and face paint, and use your thermal goggles to tranq the three soldiers and their dog. Once you've got through the electrified fence (the hole to crawl under is to the west) you have two entrances into the base to choose from. If you head east you'll find a door. Better than this though is a small crawl hole in the wall to the west side of

the area. We recommend you use that.

Kerotan Frog Location:

Once you're past the electric fence and have found the hole in the wall to crawl through, put your back to the wall and look ahead in the first-person view. The frog is between two trees, slightly to the left.

GRANINY GORKI LAB EXTERIOR: INSIDE WALLS

Items/Weapons:

- XM16E1
- TNT
- Ammo
- Oyama face paint

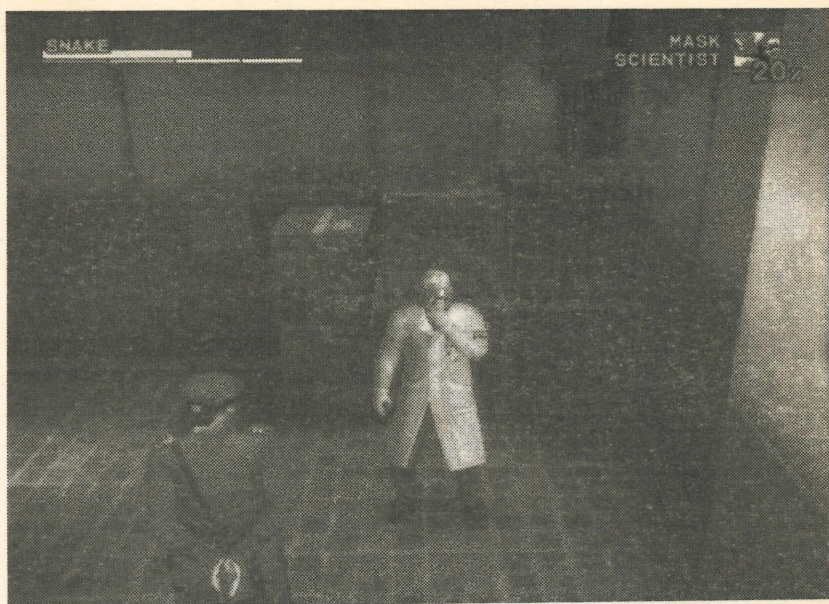
Food:

None

Route:

Assuming you've entered this area from the crawl hole to the west, first tranq the two soldiers to your north, then use the cover of the trucks to take out the remaining soldier to the east of your location. Once he's down the area is clear, so take your time shaking the soldiers down for items before heading to





the north-eastern part of the area. There's a storage room here. You can find the XM16E1 and TNT here along with ammo.

Now it's time to damage your enemies' ability to hunt you down. Lay TNT and blow up the storage shed. Later on in the game, soldiers will have fewer supplies, including food. As a result they'll be weaker. Wherever you see storage sheds, you can play this trick. Very useful. Head to the western edge of the building now and you'll find a duct into the building. Crawl into this and you'll find the Oyama face paint. You can now either continue through the ducts to enter the building or retrace your steps and enter the building via the front door. In any event, it's time to put on the scientist outfit (you will have been given it earlier) and the Raikov mask (you have this from the start).

Kerotan Frog Location:

In the east of the area in front of the building you'll find a small building with a boarded up door. If you look in the window to the left of this door you'll see the frog.

GRANINY GORKI LAB 1F

Items/Weapons:

- Medical Supplies
- Ammo

Food:

None

Route:

Be aware that while the soldiers won't rumble your disguise, the other scientists definitely will so try and avoid contact with them at all costs. Walk through the corridors until you find a library near the stairwell. Get the items in here (try equipping the cardboard box to fool the scientists) and head downstairs to Graniny Gorki Lab B1 East.

Kerotan Frog Location:

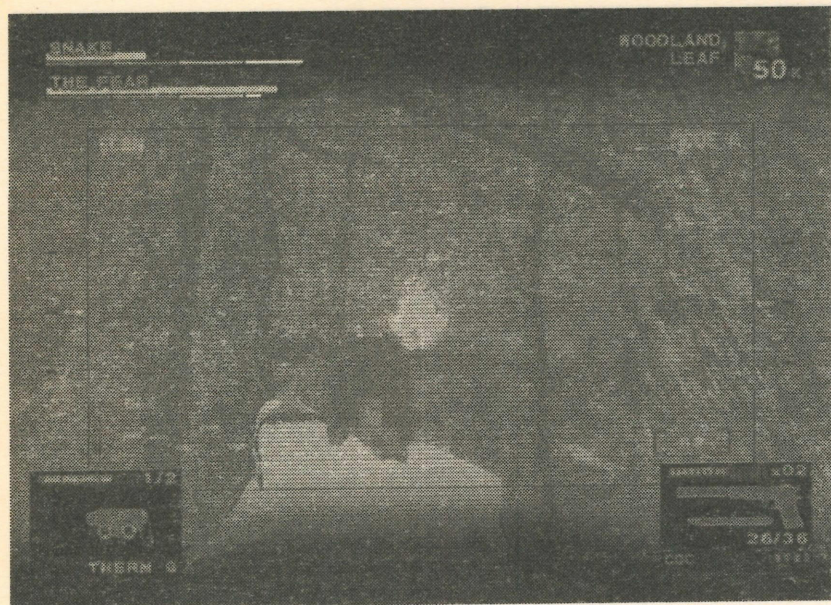
Locate a series of four lockers near the stairwell. Enter the first—person view and look at the top of the locker closest to the camera. The frog is hidden up here.

GRANINY GORKI LAB B1 EAST

Items/Weapons:

- MK22 suppressor
- Medical supplies
- Fly camouflage

Metal Gear Solid 3: Snake Eater



Food:

None

Route:

This area has prison cells in it, but the only item of interest is the Kerotan frog. When you're done, go up to the second floor. You'll find a MK22 suppressor behind one of the doors. Locate the bathroom and kick in the third stall door to snag yourself the stinky fly camouflage. Now head back downstairs to the first floor and look for the second staircase. Head downstairs to Graniny Gorki Lab B1 West.

Kerotan Frog Location:

Locate the cell to the far west of the area. The frog is locked up in here.

GRANINY GORKI LAB B1 WEST

Items/Weapons:

- Cig gas spray
- Knock out handkerchief

Food:

None

Route:

Are you still in your scientist's outfit? Good.

Ignore the soldiers and locate the guard room. You'll find the brilliant cig gas spray and the knockout handkerchief. Perfect for a spot of 007-style espionage. Equip the cig gas spray (you can't carry weapons in the scientist's uniform) and feel free to gas any scientists you come across in subsequent rooms. From here, pass through the scientists' staff room and the control centre. Speed through if you want to be certain not to be rumbled. Eventually you'll get to Director Granin's office and you'll get a heap of information and a valuable key in the following cut-scene. Once you're finished here you need to get out of the Graniny Gorki Lab and retrace your steps back to Graniny Gorki South (the area with all the traps – remember?). We'll catch up with you there.

Kerotan Frog Location:

Look for the scientists' staff room with the TV in it. In the northwest corner there's a desk with two lockers. The frog is here.

GRANINY GORKI SOUTH BOSS BATTLE – THE FEAR

Strategy:

The instant you start the battle you'll have been hit with a crossbow bolt. Immediately

enter the cure menu and dig it out. So what's it to be? Do you want to kill The Fear dead, quickly and efficiently, or wear down his stamina and win yourself his spider camouflage? To kill The Fear, simply equip your thermal goggles (he's virtually invisible otherwise) and enter the first-person view with a favourite firearm. Now you'll be able to see his every move in the treetops and effectively shoot him before he even has a chance to fire another bolt at you.

If you want to wear him down instead, try this: got any stale or poisoned food? At the start of the battle make a pile of this near your position. Now equip the MK22, the thermal goggles and shoot The Fear as above. Eventually, with his stamina reduced by the tranq darts, The Fear will come down to the forest floor to look for food. If you've made a pile of rotten/poisoned food he'll make a direct line for it, eat it, and vomit himself to death. Not pretty, but utterly foolproof. Once you're done here, head south, back through the Ponizovje Warehouse (there are three soldiers to take down on your way through) to get to the previously locked door in the Ponizovje Warehouse Exterior area. If you're keen to get the water face paint you'll want

to go back even further to the mangrove swamp with the soldiers on hover platforms (Ponizovje South). In any event, you'll end up using the key Granin gave you to open the locked door.

SVYATOGORNYJ SOUTH

Items/Weapons:

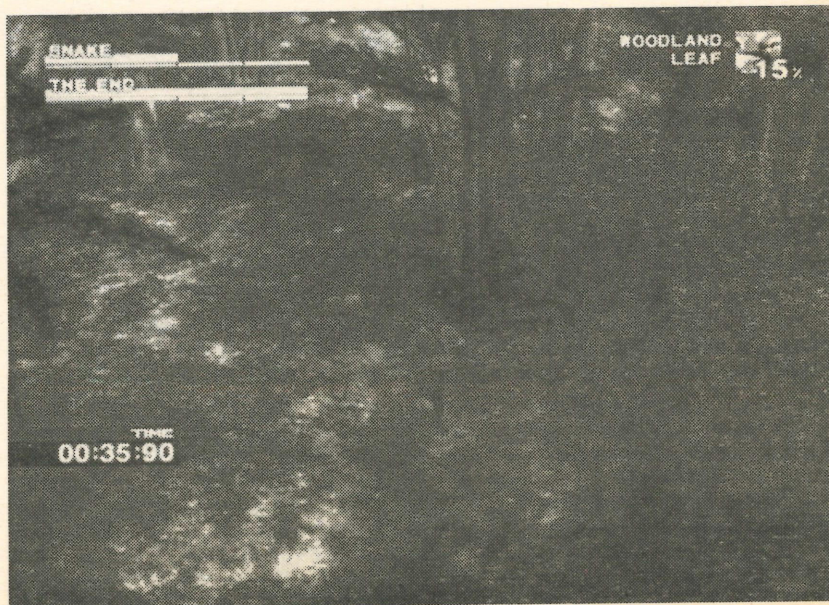
- Book

Food:

- European rabbit
- Fly agaric
- Flying squirrel
- Magpie
- Reticulated python
- Siberian ink cap
- Yabloko moloko
- Tsuchinoko
- Instant noodle

Route:

There's a Codec conversation here. When that's done explore the area and hunt down some food, as there are no soldiers here. If you're looking to tag all of the Kerotan frogs, head to the exit in the west of the area first. Otherwise, head east to Svyatogornyj East.



Metal Gear Solid 3: Snake Eater

Kerotan Frog Location:

On entering the area, move forward to the first patch of tall grass and look back to the entrance. The frog is visible in the corner, at the top where the concrete and earth meet.

SVYATOGORNYJ WEST

Items/Weapons:

None

Food:

None

Route:

You're here for the Kerotan frog, right? Fair enough. But be careful – there are two soldiers patrolling this area. But by now they shouldn't be causing you any grief, right? When you've got what you came for head back to Svyatogornyj South and take the other exit to Svyatogornyj East.

Kerotan Frog Location:

Move forward until you reach a hollow log. The frog is on the hill directly behind the frog.

SVYATOGORNYJ EAST

Items/Weapons:

None

Food:

- Rat
- Calorie Mate
- Russian ration

Route:

Only a couple of soldiers here. Once they're neutralised, exit the area.

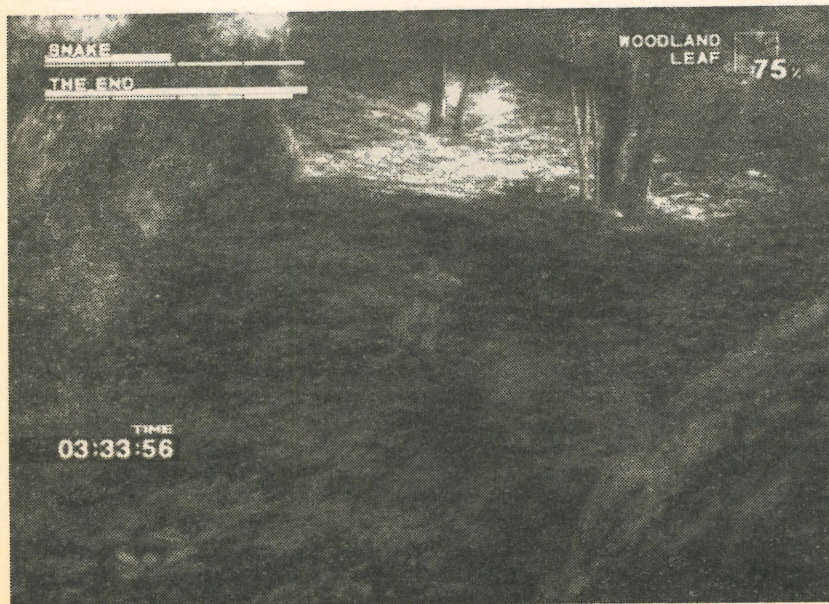
Kerotan Frog Location:

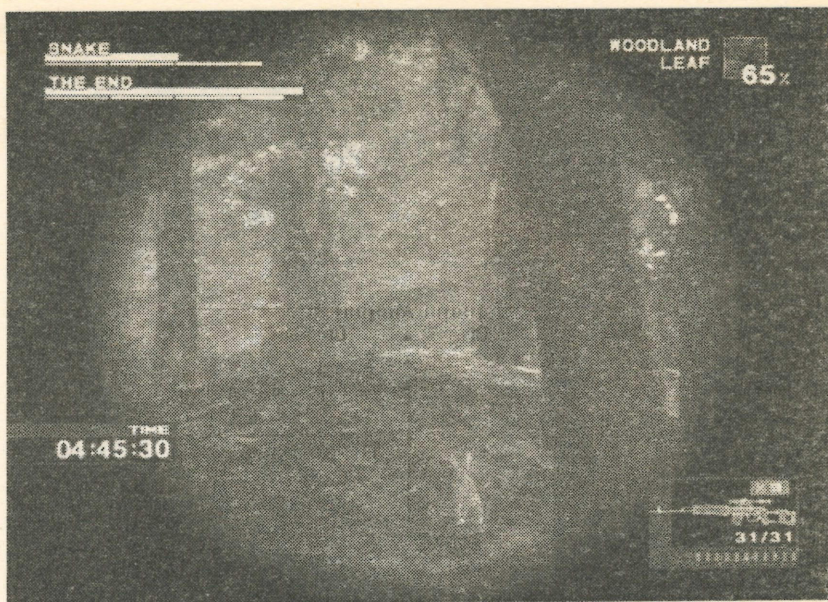
From your starting point move north, keeping to the western edge of the area at all times. You'll eventually come out on top of a shack. Jump down from the roof and head towards the larger building in front of you. Head up the stairs and you'll see a door with a window to the left. The frog is sitting in the window.

SOKROVENNO SOUTH BOSS BATTLE – THE END

Strategy:

Did you kill The End at the Ponizovje Warehouse Exterior with the sniper rifle? If so, you've now only got members of the elite Ocelot unit patrolling the area. Take 'em down and move on. For everyone else, it's time to





face the master of the sniper rifle, The End.

This is an epic game of cat and mouse played over three areas: this one, Sokrovenno West and Sokrovenno North. Each of these areas has a number of sniping points (they're marked on the map) and The End can be in any one of these. You need to kill him (or wear down his stamina if you want his Mosin Nagant rifle) by tracking him down. The End uses powerful tranq darts so if you do get hit, remove it via the cure menu straight away. Because of this, the battle can be stamina intensive, so any opportunity to hunt and gather food is worth taking.

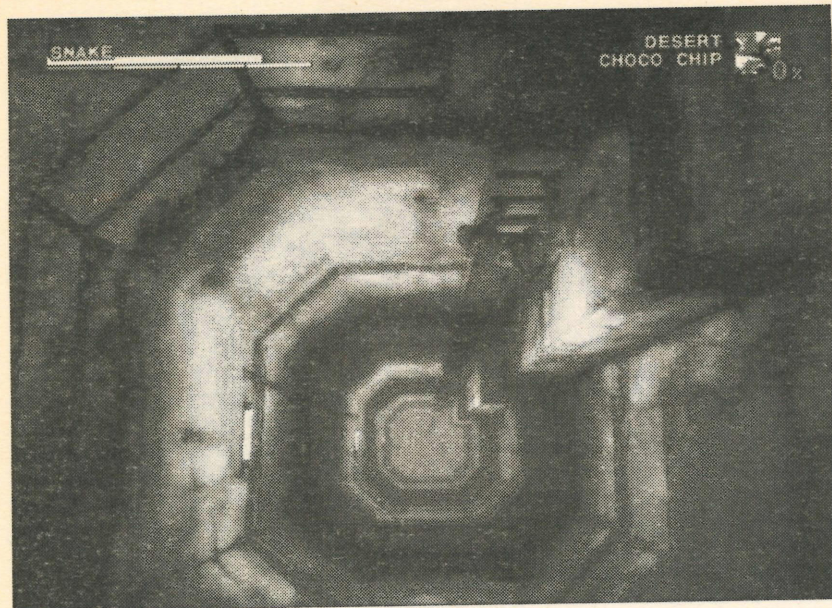
Don't bother slowly sneaking around trying to surprise The End at first. The best way to fix his location is to wander around until he tries to shoot at you. The moment he does, his position will be marked in red on the map. Now you know where he is, use camouflage and stealth to get into a position where you have a view of his location. You may not be able to see him even now. Use a combination of directional microphone (he snores!), thermal goggles with sniper rifle, and binoculars until you get a fix on his exact position. Then shoot him. He'll take a number of shots before his stamina wears down, so

you'll have to repeat the process several times. Depending on the circumstances you may be able to sneak up on his position from the rear. If so, brilliant. By holding The End up at gunpoint three times you'll win his moss camouflage. It also means that when he runs off (which he will) you can then equip your thermal goggles and follow his warm footprints to his new location, saving you time. Eventually you'll wear him down and victory will be yours.

One more thing. There is one more, very sneaky way to defeat The End. The moment the boss battle begins, save the game. Now quit the game. If you were to load up this save immediately, you'd be treated to a cut-scene showing The End defeating you and taking you back to the cells in the basement of the Graniny Gorki Lab. Instead, move the date on your PS2 clock temporarily forward a week or more. Now load the save. Suddenly, a new cut-scene will kick in showing Snake finding The End dead. As the following Codec conversation reveals, The End has died of old age, waiting for you to turn up. You get the mickey taken out of you, but hey, a victory is a victory...

Once The End is defeated, make your way

Metal Gear Solid 3: Snake Eater



to the northernmost exit in the Sokrovenno North area.

Kerotan Frog Location:

Look for a building in the north-western area of the map. There's a SVD sniper rifle in there, but you want the frog, right? Okay. Run up the ramp to the building and walk around the side. You'll see the back of the building and the hill behind it. You'll find the frog here.

SOKROVENNO WEST

Items/Weapons:

None

Food:

- Baikal scaly tooth
- Baltic hornet's nest
- Sunda whistling thrush
- Rat
- Reticulated python
- Tree frog
- Ural luminescent
- Vine melon

Route:

See Sokrovenno South for details on how to defeat The End. If you're looking for the Kerotan frog, see below.

Kerotan Frog Location:

Follow the stream all the way south, to the bottom of the area. Now duck and peer into the opening in the wall where the water flows in. That's where you'll find the frog.

SOKROVENNO NORTH

Items/Weapons:

None

Food:

- Reticulated python
- Tree frog
- Sunda whistling thrush
- Vine melon

Route:

See Sokrovenno South for how to defeat The End. If you're looking for the Kerotan frog, read on. Once you've defeated The End, head to the north-eastern edge of the map to locate the entrance to the Krasnogorje Tunnel.

Kerotan Frog Location:

Begin the hunt from the second exit from the right at the south of the map. Hug the wall to your left and follow it until you reach a hollow log. Keep following the wall and look behind the next tree growing right next to the wall. Your frog is there.

OPERATION SNAKE EATER PART 3

KRASNOGORJE TUNNEL**Items/Weapons:**

None

Food:

- Rat
- Vampire bat
- Cobalt blue tarantula
- Otton frog

Route:

No enemies to worry you here. Just a tunnel and the longest ladder climb in game or movie history. Enjoy it, there's a song to listen to on the way up...

Kerotan Frog Location:

As soon as you enter the tunnel you'll see an

archway up ahead. The frog is immediately behind it on the left, and easy to miss if you're not looking for it.

KRASNOGORJE MOUNTAIN BASE**Items/Weapons:**

None

Food:

- Emperor scorpion
- Thai cobra
- White-rumped vulture
- Russian rations
- Calorie mate

Route:

Equip either the desert or choco chip camo, and desert face paint – and get the MK22 ready. There's quite a lot of military personnel up here and the last thing you need is an alert. This is the perfect time to bust out the motion detector too, since the land dips and rises here, providing natural cover for your opponents. Use it and take down the first soldier. Once he's out cold, move on.

Kerotan Frog Location:

Run to the northwest corner of the map.



Metal Gear Solid 3: Snake Eater

While still in the third-person view and you'll see the frog sitting on a hill in front of you. The angle is steep, so move a little way back, equip the sniper rifle and use that to cap him.

KRASNOGORJE MOUNTAINSIDE

Items/Weapons:

- RPG-7

Food:

- Emperor scorpion
- Thai cobra
- White-rumped vulture
- Calorie Mate
- Russian ration

Route:

Do you have The End's Mosin Nagant tranquilliser sniper rifle? If so, equip it now. Either way, you need to take down the first soldier you can see, *silently*. Run up to the fixed gun emplacement and pick up the M37 ammo as you go. See the hole in the wall? Go into this and crawl past the second soldier. Good. Now walk up and shoot the third soldier with the MK22. Run up the curving walkway and shoot the next two soldiers with tranqs. Enter the first shack and pick up the

RPG 7. Now sneak up behind the last soldier (he's behind the second shack). See the Hind attack helicopter buzzing around? If you fancy having a pot shot at it, feel free to sit at one of the fixed gun emplacements and let rip. Be prepared to get a lot of unwanted attention if you do, mind. If you've satisfied your blood lust, head north to the next area.

Kerotan Frog Location:

The frog is in the shack at the top of the mountain along with three Russian rations and a Calorie Mate.

KRASNOGORJE MOUNTAINTOP

Items/Weapons:

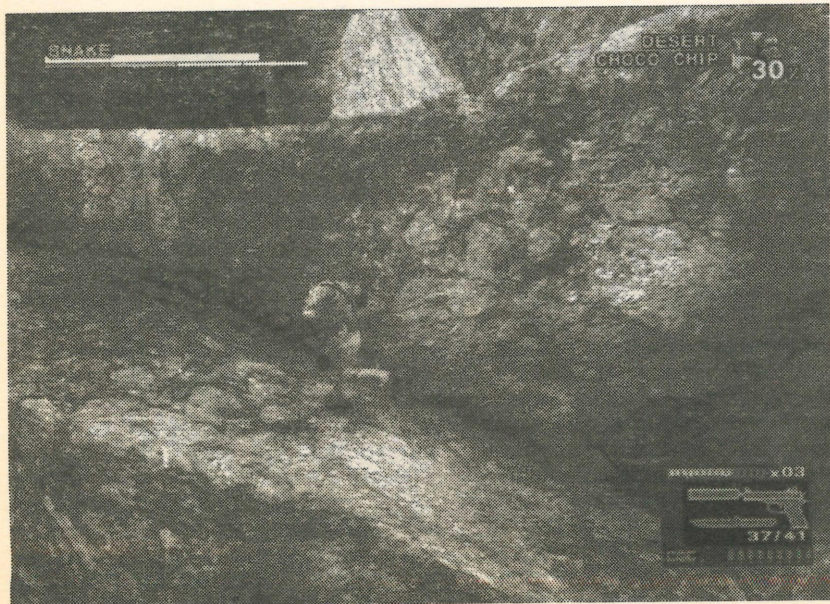
- Ammo

Food:

- Rat
- White-rumped vulture

Route:

Take out the MK22 and cap the two nearest soldiers. There's another soldier to the east. If you have the Mosin Nagant rifle, it will make capping this guy all the easier. Now drop down into the ditch and move north until





you find another guard. Tranq him and keep heading northeast until you reach the door in the mountainside. Head inside and a cut-scene will kick in. Enjoy. You deserve a break.

Kerotan Frog Location:

Head to the lowest of the fixed gun emplacements and look at the cliff opposite in the first-person view. The frog is there.

KRASNOGORJE MOUNTAINTOP: BEHIND RUINS

Items/Weapons:

None

Food:

None

Route:

There's nothing much to do here once the cut-scene is done except admire the view (you're going there!) collect food and cap the Kerotan frog. If you like you can even equip your sniper rifle, destroy barrels on the base and set off an alert in Groznyj Grad. Careful though – if you do this, a helicopter will be sent to search for whoever's taking pot shots at the base. Got any rounds left for that RPG 7?

Kerotan Frog Location:

Look ahead of you and you'll see a radio tower. The frog is camped out halfway up the tower. Use the sniper rifle to get it.

KRASNOGORJE MOUNTAINTOP RUINS

Items/Weapons:

■ Ammo

Food:

- Rat
- Emperor scorpion
- Instant noodles

Route:

As before, there's not much to do here. Cap the Kerotan frog and retrace your steps. You need to unlock the door in the Krasnogorje Mountaintop area. There's some ammo underneath the bed if you want it, and a scorpion to the left of the door leading to Krasnogorje Mountaintop. Tranq it and capture it for use on soldiers later on if you like.

Kerotan Frog Location:

Head down the stairs and enter the room with the bed in it. The frog is sitting on a shelf above the bed.

Metal Gear Solid 3: Snake Eater



KRASNOGORJE MOUNTAINTOP

Items/Weapons:

None

Food:

- Rat
- White-rumped vulture

Route:

Okay. You've been here before but now the trenches are filled with flamethrower troops. If you fancy having a laugh, try shooting them in the base of their fuel tanks. If, however you just want to get to the red door and make your way to Groznyj Grad, here's what you need to do.

Head south through the trenches until you reach a section that makes a u-turn. Wait here, and pretty soon a flamethrower soldier will walk past. Just as he's about to climb up the ledge, hold him up and take him out. Now all you have to do is make your way over the next two drops and enter the red door set in the mountainside.

Kerotan Frog Location:

N/A

GROZNYJ GRAD TUNNEL

Items/Weapons:

- Ointment
- Bandage
- Battery

Food:

- Russian glow cap
- Rat
- Vampire bat

Route:

For now, at least, there are no enemies to worry about. While you've got the time, it's a good idea to change your camo and face paint to full black. You'll be glad you did. Look east when you exit the first section of the tunnel. See those barrels? Destroy them and you'll find a spare battery. You'll also find some medical supplies here too. Hmm, bandages and ointment? Isn't that used to treat burns? Once you've collected everything, keep heading north and prepare for a warm welcome from The Fury.

Kerotan Frog Location:

N/A

GROZNYJ GRAD TUNNEL BOSS BATTLE – THE FURY

Strategy:

The Fury looks harder to beat than he actually is. Sure, his jetpack and flamethrower can ruin your day, but follow these tips and you won't go far wrong. First off, try and avoid approaching him from the front, even from a distance. The flamethrower is stupidly powerful and will toast anything directly in front of it. If you do get burnt, simply roll until you douse the flames. If you've got stones the size of honeydew melons the simplest way to bring The Fury down is to equip a knife (yes, just a knife) and hunt him down for a spot of CQC. While he will probably scorch you, ripping his suit with the knife will damage him hugely. Do this a few times (being sure to treat any burns you get in the process) and you'll defeat him. If you prefer a safer option, however, try the following.

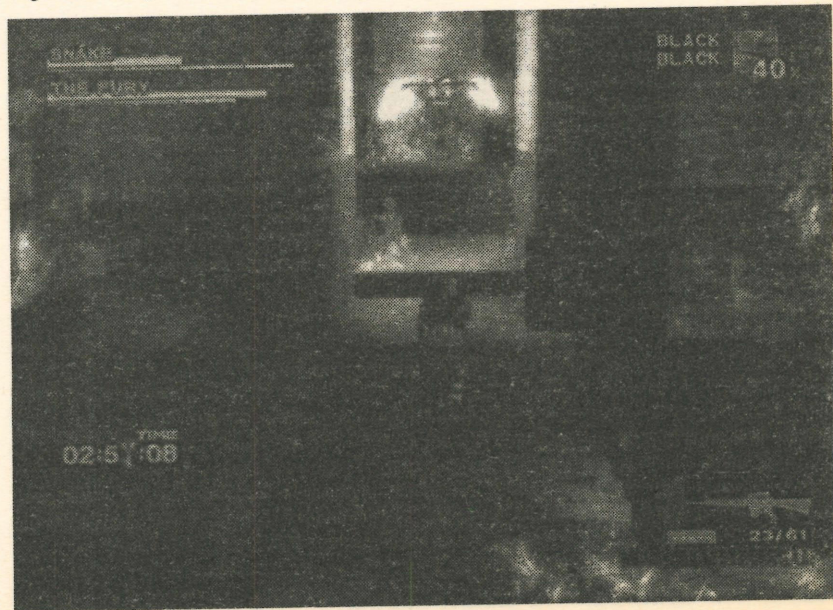
Did you equip the black camo and face paint earlier? If not, do so the moment the battle begins. Cool, now run as fast as you can to the northernmost point of the map. See that raised platform with lots of shadow at its edges? Climb up here, lie down, crawl to the edge overlooking the main area and equip

something powerful. You'll hear The Fury looking for you. Hold tight and keep scanning the 'corridor' exits for him. It shouldn't be hard because you'll see his flamethrower lighting up the darkness. When he emerges and you've got a good shot, drill him full of lead. Don't worry about his flamethrower for now, because the ledge you're on will act as shield, effectively absorbing the full brunt of the flames.

Eventually, The Fury will jetpack up to the ledge. Only now should you hop down and run into the corridors, but only for as long as it takes for him to come looking for you. Then run back to the ledge, get settled and repeat until he dies. As ever, if you want The Fury's special camouflage (it's flame retardant) you'll need to wear down his stamina rather than kill him. The method above will work just fine with tranq rounds. Two more things: use the barrels to catch The Fury in explosive traps and if you find the corridors are getting too toasty, try shooting the red pipes in the ceiling – they'll douse the area with water.

Kerotan Frog Location:

As soon as the battle begins, run into the next corridor to your right. The frog is in front of



Metal Gear Solid 3: Snake Eater

you, sitting on a red pipe. Remember: it is essential that you shoot the frog during the boss battle if you want it to count towards the stealth camouflage.

OPERATION SNAKE EATER PART 4

GROZNYJ GRAD TUNNEL

Items/Weapons:

- Styptic
- Bandages
- Ointment

Food:

- Russian glow cap
- Rat
- Vampire bat

Route:

Gather yourself and head towards the ladder to enter Groznyj Grad. It's a good idea to equip the splitter camouflage and face paint right now. You are about to go fully urban.

Kerotan Frog Location:

N/A

GROZNYJ GRAD SOUTHWEST

Items/Weapons:

None

Food:

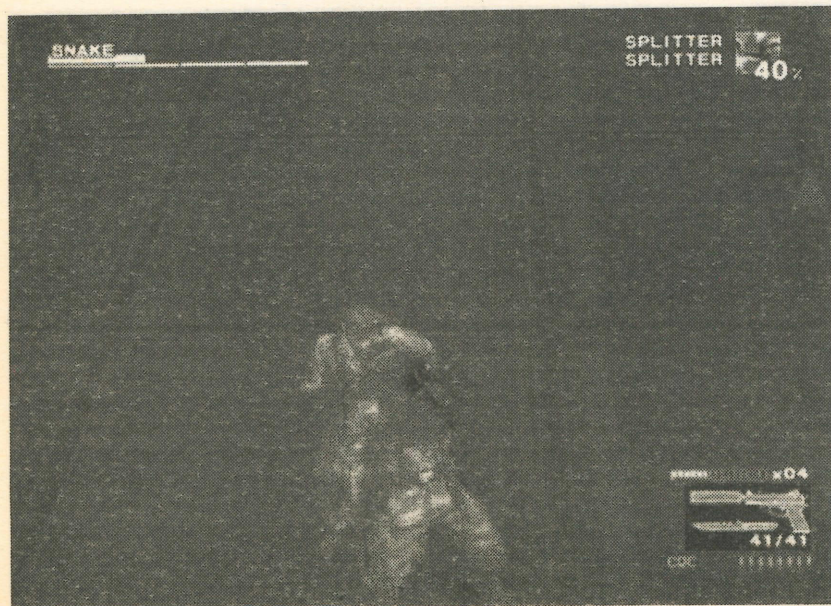
None

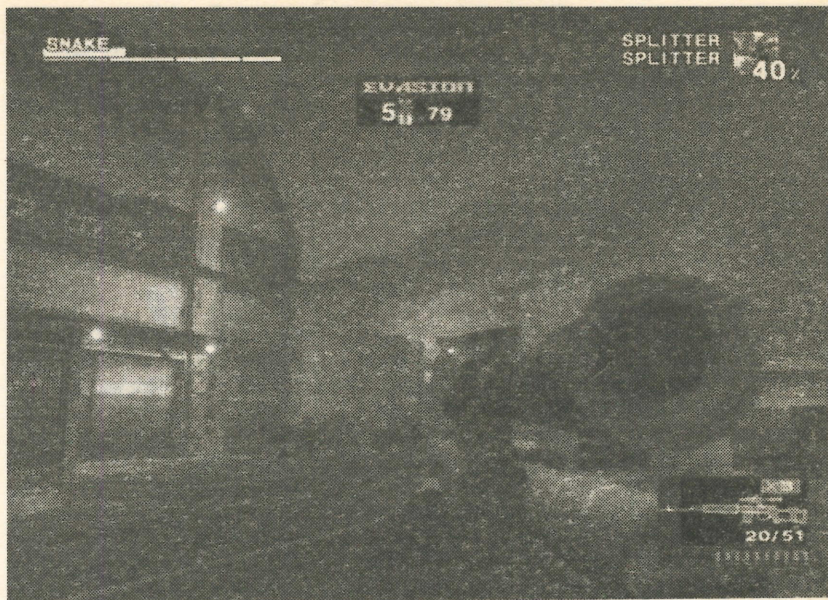
Route:

You enter the base in a relatively sheltered, lower area. Head up the steps and look north. There's a soldier there. He won't have seen you yet, so head around to the northeast and stealth walk up behind him as he walks south to your starting position. CQC and take him out. Now it's time to head west. Equip the thermal goggles and you'll make out a soldier coming around the eastern edge of the storehouses. If he's heading towards you, simply lie down and wait for him to turn around and walk away. Good. Now creep up behind him and CQC him. You're heading to the door in the northeast of the map.

Kerotan Frog Location:

Head to the row of warehouses to the left. Walk up to the middle warehouse and look through the crack you can see. The frog is freezing his ass off in there.





GROZNYJ GRAD NORTHWEST

Items/Weapons:

None

Food:

None

Route:

There are three soldiers and a dog here so keep your wits about you. Your ultimate destination is Groznyj Grad Northeast, but it's worth coming here first to get the Kerotan frog.

Kerotan Frog Location:

Run north and once you've passed the tanks you'll see a jeep with an open back to your left. Just past this is a stack of crates. Climb onto these. Enter the first-person mode and look left over the fence. The frog is sitting at the top of some stairs.

GROZNYJ GRAD NORTHEAST

Items/Weapons:

■ M63 ammo

Food:

■ Rat

■ Russian ration

Route:

Head west a short distance and use the MK22 to tranq the two soldiers you see here. Now look east and shoot the barrels to take out a soldier next to the building. Head southeast and ping the SONAR to locate another soldier. He's north of your position. Take him out. Now head to Groznyj Grad Southeast to find the next Kerotan frog.

Kerotan Frog Location:

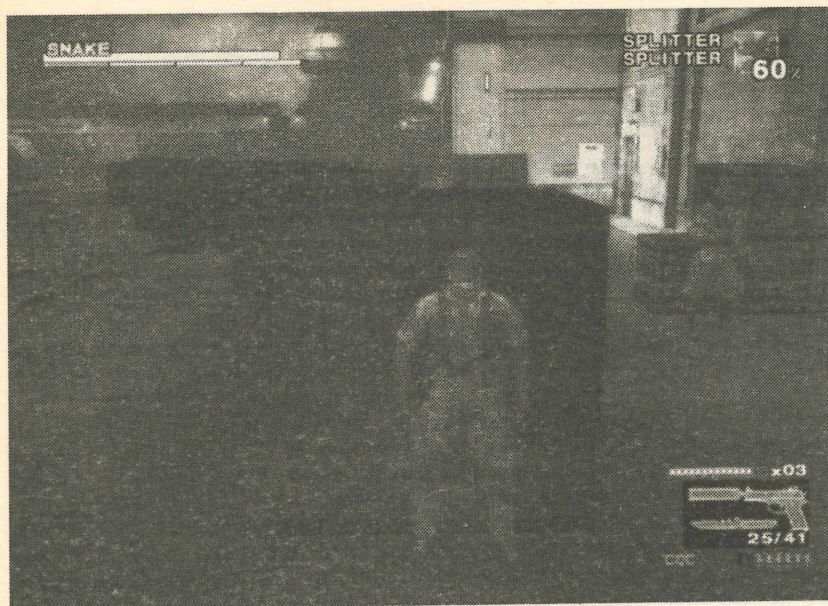
Head northeast towards a building with Russian rations in it. North of this building you'll see a hole in the floor. Jump into it and crawl west and then south. You'll eventually reach a place where you can turn right (it's directly below a grate above). Turn right and the frog is there. If you continue down this tunnel you'll emerge behind the prison block in Groznyj Grad Southeast.

GROZNYJ GRAD SOUTHEAST/ GROZNYJ GRAD TORTURE ROOM

Items/Weapons:

■ Cardboard Box C

Metal Gear Solid 3: Snake Eater



Food:

- Rat

Route:

Equip the Mosin Nagant tranq rifle and snipe the two soldiers to the south. If you're done searching for frogs (there's one on the roof and inside the prison block) head back to Groznyj Grad Northeast to enter the Groznyj Grad Weapons Lab East Wing.

Kerotan Frog Location:

Head up the stairs and search for the frog; look up and he's on the top corner of the prison-building roof. To the east of the building you'll find Cardboard Box C. Enter the Groznyj Grad Torture Room and look for a room with desks in it. There's a frog under one of these.

GROZNYJ GRAD WEAPONS LAB: EAST WING

Items/Weapons:

- Officer camouflage
- Ammo

Food:

- Russian ration

Route:

Run up the first set of stairs to the east and then look west. Tranq the first soldier you see. Now crouch and wait for Raikov (he looks like Raiden from MGS2 in a Russian officer's uniform). When he comes around the corner, tranq him, then drag his body into the room with lockers in it. Stash the body and equip the officer camouflage you took from Raikov, along with the Raikov mask you've had since the start of the game. Perfect disguise. While looking like this, press **A** and you'll salute. A useful little detail to complete the Raikov look. Now head west into Groznyj Grad Weapons Lab Main Wing. If you're up for a spot of exploring, try holding up soldiers in the corridors to get a radio frequency that will open up the locked storeroom filled with goodies.

Kerotan Frog Location:

Head up the stairs to the north of the building and enter the room at the top. The frog is sitting on top of a shelf in here.

GROZNYJ GRAD WEAPONS LAB: MAIN WING

Items/Weapons:

None

Food:
None

Route:
Just keep heading west.

Kerotan Frog Location:
N/A

GROZNYJ GRAD WEAPONS LAB: WEST WING CORRIDOR

Items/Weapons:
None

Food:
None

Route:
Just keep heading west and pass through security. A series of cut-scenes will begin. Watch and learn. Don't forget to press **□** when prompted. You'll get a useful frequency from The Sorrow. Oh, alright. We'll tell you. It's 144.75.

Kerotan Frog Location:
Look through the windows to the south. Can you see the pole with the cluster of speakers

on top in the distance? Equip the sniper rifle. The frog is on top of them.

GROZNYJ GRAD TORTURE ROOM

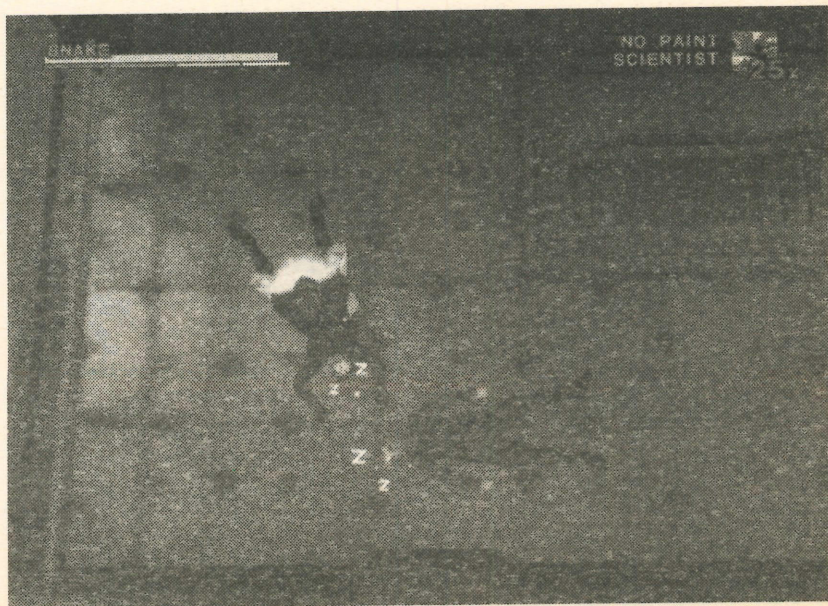
Items/Weapons:

- Fork
- Camera
- Medical supplies

Food:

- Rat
- Rations

Route:
Save the game now, and when you load up later, you'll get to play a bizarre mini-game called Snake's Nightmare involving zombies and a hero with gigantic blades for arms. Brilliant! Okay, done with that? Now to the business of escaping from the prison cell. Pick up the fork you can see. You can use it to kill the rat and get a little nourishment. Now enter the cure menu and remove the transmitter implanted in your back. You've got no other equipment right now so use the fork for that too. There are a few ways to escape from the cell. Remember the code The Sorrow gave you while you were being tortured?



Metal Gear Solid 3: Snake Eater

Use it now to unlock the cell door if you like. Alternatively, use the fake death pill to attract the guard into your cell – it's Johnny Sasaki's (from *MGS* and *MGS2*) grandfather! – and then use the revival pill to come round and get the jump on the guard. Once you're out of the cell, head north to the food storage area to stock up and find the camera. There are medical supplies nearby too. All done? Head west, then south and finally west.

Kerotan Frog Location:

Head *into* the prison building now and look for a room with desks in it. There's another frog under one of these. Done here? Head to Groznyj Grad Weapons Lab East Wing.

GROZNYJ GRAD SOUTHEAST

Route:

Run as far west as you can. See that hole in the wall to the north? Crawl on through.

GROZNYJ GRAD NORTHEAST PART 2

Route:

Run west as far as you can and exit through the door to the north.

GROZNYJ GRAD NORTHWEST PART 2

Route:

Head north and look for a dog. Crawl past him and then crawl north under the pipes. You'll reach a manhole cover that will take you down to the Groznyj Grad Sewers.

GROZNYJ GRAD SEWERS

Items/Weapons:

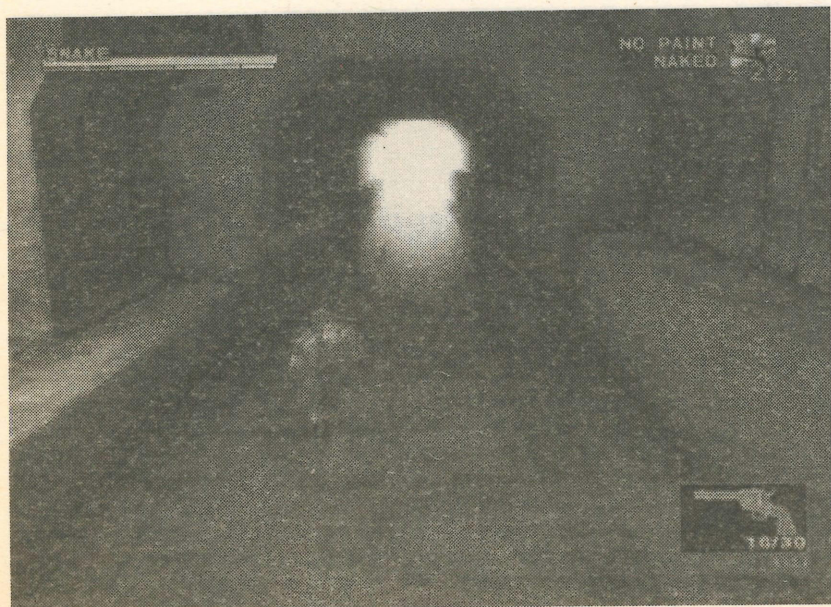
None

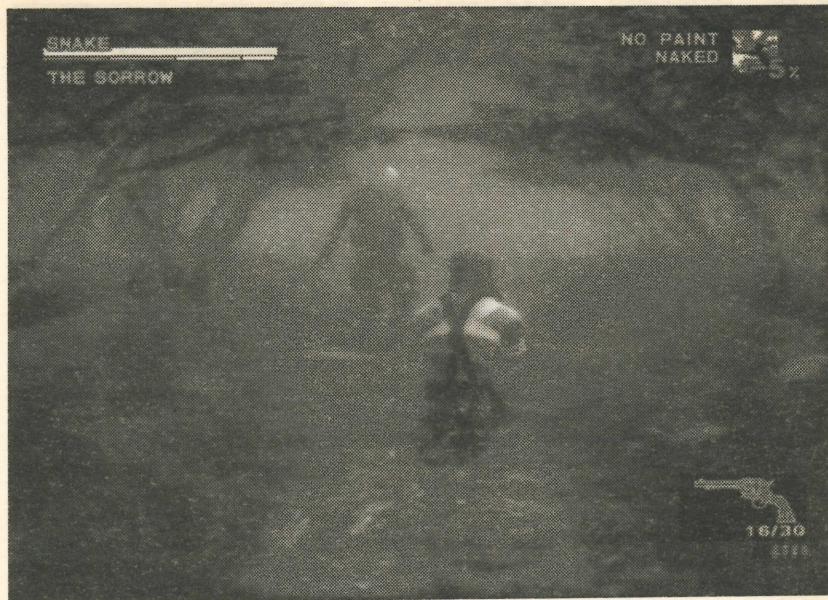
Food:

- Rat
- Russian ration
- Instant noodle

Route:

You need to keep heading north, zigzagging through crawl spaces to the left and the right of the main sewer. Halfway up you'll find an area you can swim in. Dive around for food and meds. There are dogs here. You can deal with them using the fork or you can throw them food if you like, but it's altogether easier just to outrun them. When you reach the end of the sewer head for the light!



**Kerotan Frog Location:**

N/A

BOSS BATTLE – THE SORROW**Strategy:**

This is as spooky as hell. You are in the underworld, in The Sorrow's domain, and lumbering towards you are the tortured souls of *all* the enemies you've killed up to that point. If they touch you they'll sap your life, so avoid them. Occasionally The Sorrow will shoot a tentacle of energy at you. Evade it at all costs. It will sap a chunk of energy from you if you don't. For a bonus extra, try taking photographs of the boss characters that walk up to you. When you look at the pix later you'll see ghostly images of the MGS3 development team including MGS creator Hideo Kojima. There is no fighting as such (although punching spirits will dissipate their energy) so all you have to do is plod towards the end.

Eventually, The Sorrow will stop, hovering above his own dead body. Touch the body and you'll die! Don't panic. Quickly access your backpack and use the revival pill. You're back! Do this and you'll obtain The Sorrow's fantastic spirit camouflage. Alternatively, if you can't

be arsed to walk past all your victims, simply drown yourself straight away and then use the revival pill. Job done.

TIKHOGORNYJ**Items/Weapons:**

- Kabuki face paint
- C3 explosives

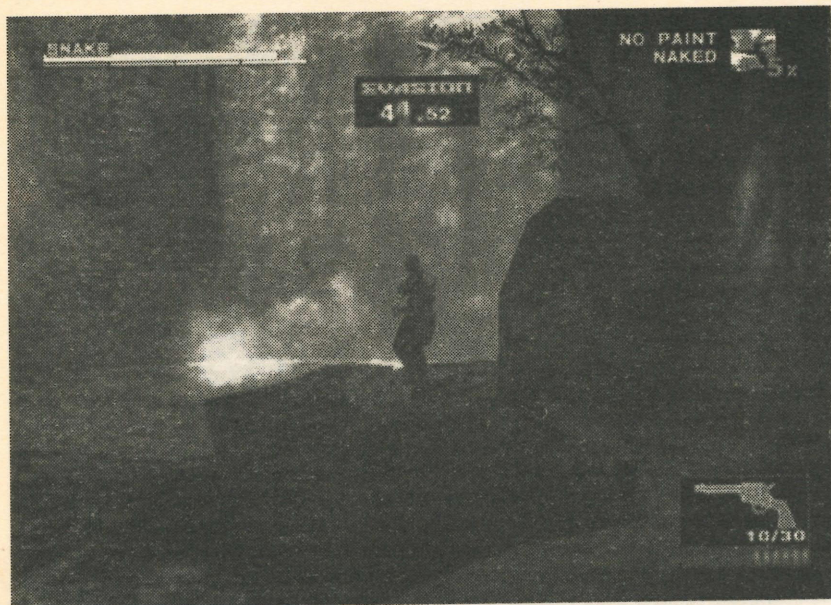
Food:

- Arowana
- Baikal scaly tooth
- Fly Agaric
- Giant anaconda
- Kenyan mangrove crab
- Markhor
- Otton frog
- Sunda whistling thrush
- Tsuchinoko
- Vine melon

Route:

If you forgot to remove the transmitter from your back in the cell you'll now have to go up against the elite Ocelot unit. Assuming you *did* take out the transmitter, just head north as far as you can to reach the safety of the area behind the waterfall where Eva is waiting for

Metal Gear Solid 3: Snake Eater



you. This is a great opportunity to stock up on food. If you want the kabuki face paint, you'll need to get into the water and look around. Once you're all cosy with Eva you'll be treated to a lengthy cut-scene and will receive some C3 explosives for your next task: to destroy the Shagohod!

Kerotan Frog Location:

The frog is directly south from your start position. Look to your left. He's there, under a log.

TIKHOGORNYJ: BEHIND WATERFALL

Items/Weapons:

None

Food:

- Rat
- Russian glow cap
- Tree frog

Route:

Dead easy. Run north and take the door at the end on the left. Head up the ladder to get back to Groznyj Grad.

Kerotan Frog Location:

The frog is easy to get. Before you head up the ladder, look south and up. It's there.

GROZNYJ GRAD NORTHWEST

Items/Weapons:

None

Food:

- Rat

Route:

Back to Groznyj Grad, so equip your splitter camo and face paint. There are soldiers around but ignore them and head east immediately and through the door.

Kerotan Frog Location:

N/A

GROZNYJ GRAD NORTHEAST

Items/Weapons:

None

Food:

- Rat
- Calorie Mate
- Russian ration

Route:

There are some soldiers being trained in this area. Getting past them isn't a problem. Wait until they've moved north and then run east until you reach a building. On the far side of the building there's a soldier. Tranq him at your leisure. Now equip your motion detector, run north and take out the guard behind the crates. Now you're free to enter the Groznyj Grad Weapons Lab East Wing.

Kerotan Frog Location:

N/A

**GROZNYJ GRAD WEAPONS LAB:
EAST WING****Items/Weapons:**

- Maintenance camouflage

Food:

- Russian ration

Route:

Wait patiently until the soldier you can see enters the lab to the east. Now quickly run to the stairs to the north of the map and use them to get to the locker room. Good. Now gain access to the locker you hid Raikov's body

in earlier and you obtain the maintenance camouflage. This is going to be very useful, very soon. In fact, why don't you equip it now. Done? Exit via the door to the southwest.

Kerotan Frog Location:

N/A

**GROZNYJ GRAD WEAPONS LAB:
MAIN WING****Items/Weapons:**

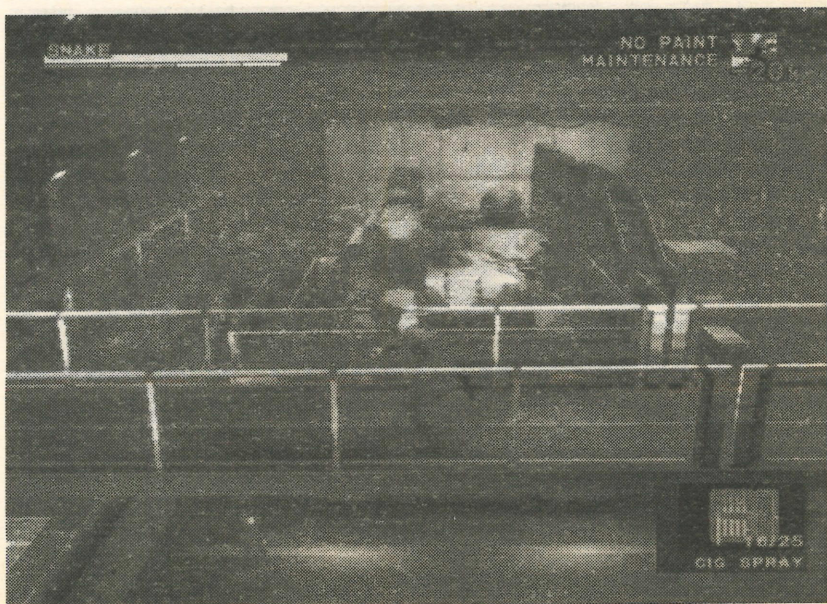
None

Food:

None

Route:

So you're wearing the maintenance camo, right? Equip both the cig gas spray and the C3, and walk into the room housing the Shagohod. Use the cig gas spray on soldiers and workers to clear the area. The four fuel tanks are in the far north and southeast of the area, and flanking the Shagohod. Now all hell will break loose and you'll get a cut-scene, after which you'll be prompted to save. Do. The clock is ticking, so if you want to save time, skip the cut-scene following this.



Metal Gear Solid 3: Snake Eater

Keratan Frog Location:

Ascend the stairs to the far left and stop when you reach the fuel tank that's there. Standing in front of the fuel tank, walk forward and take a look between the control panels. The frog is there.

GROZNYJ GRAD WEAPONS LAB:

MAIN WING B1F

BOSS BATTLE – VOLGIN

Strategy:

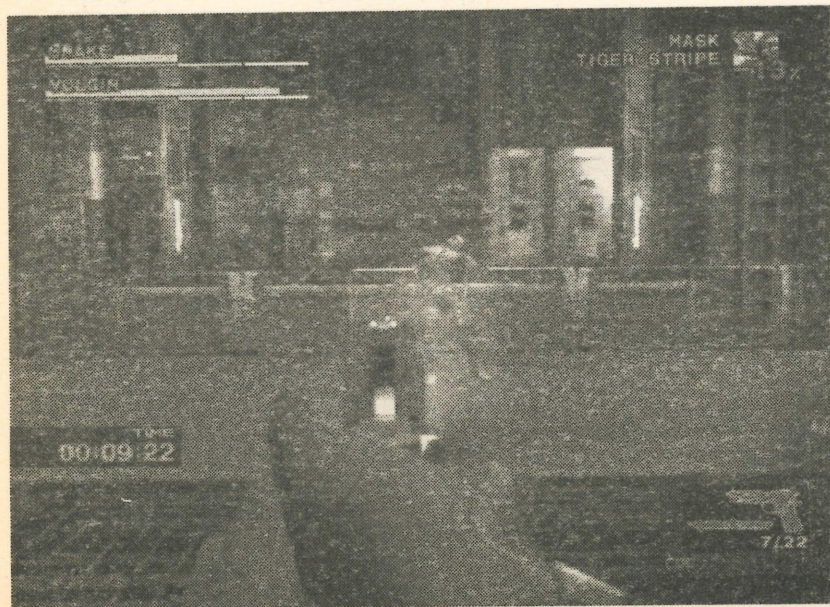
Right. Volgin isn't messing with you, so let's take him down, quickly. As soon as the battle begins, equip the Raikov mask. Since Raikov was Volgin's lover, this confuses the giant electric bully and while he's getting emotional you've got a clear window of opportunity to shoot at him. Take it.

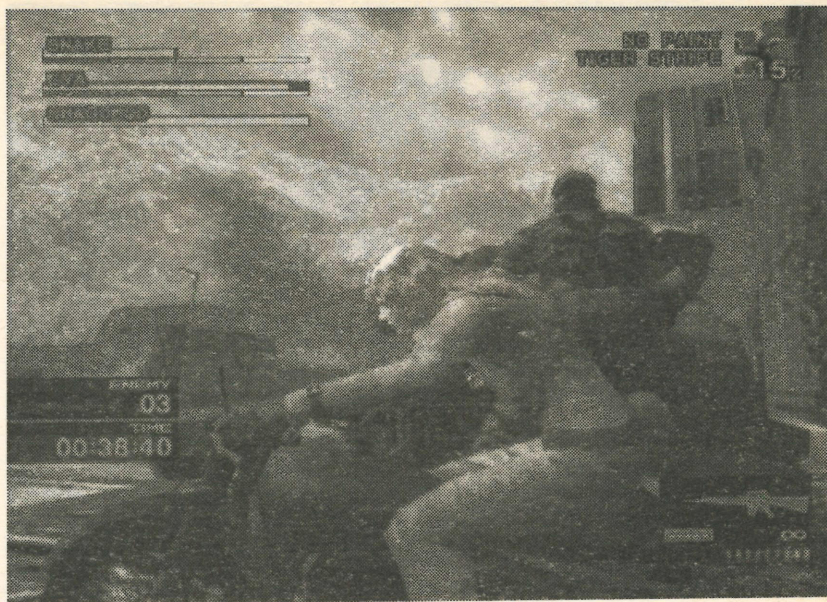
The electricity coursing through Volgin's body means frontal attacks are pointless as he can deflect them. That said, he does need to recharge from the electrical point in the arena every so often. When you see his electrical aura fading, get your shots in and make them count. If you're finding that Volgin's lightning attack is impossible to escape, you'd be right. That's because the electricity seeks out the metal in the weapon you have equipped and

blows up the ammo. The solution? When you see Volgin's about to unleash the lightning, simply tap **R2** to rapid deselect your gun. Do this and you'll never get hit by the lightning again.

When the attack's done, equip the weapon again and get busy. Another helping hand is the Russian glow cap mushroom. Don't eat it; throw into the arena. The little fungus will absorb all of Volgin's attacks for as long as it sits there. Result. Another thing you might want to try is shooting the pipes above the arena. Water will spill from them and you know what happens when electricity and water mix...

Okay. All well and good but if you really want to defeat Volgin quickly, here's the key. He is vulnerable to attacks from the side and rear. Simply equip a pistol (MK22's good if you want to notch up a stamina win and obtain Volgin's cold war camouflage) and sprint around him in a circle, using tactical reload (tapping **R2** twice quickly). Hit him in the back and he'll be powerless to defend himself from the next couple of shots. When you need to reload, circle him, then continue. Do this and it's possible to defeat Volgin without taking any serious damage yourself.





Kerotan Frog Location:

It's the same for all the boss battles. If you want the Kerotan frog to count towards the rare stealth camo you must hit it during the boss battle. As soon as the battle begins, face east and enter the first-person view. The frog is on a ledge up there. Get him.

GROZNYJ GRAD (MOTORCYCLE CHASE)

Items/Weapons:

None

Food:

None

Route:

Eva's in the driving seat, so what's your pleasure? Shooting soldiers to clear the way or hunting for the Kerotan frogs. Either way, the first-person view is a good idea for when Eva stops. While on the move, switch to third-person view. This way you can shift Snake's weight around on the bike to help Eva make tight corners. To make aiming easier, equip the powerful scorpion rifle (you should have this by now). It has a laser sight. Lastly, when the Shagohod is tearing after you, use the RPG-7 to shoot out its tracks.

Kerotan Frog Locations:

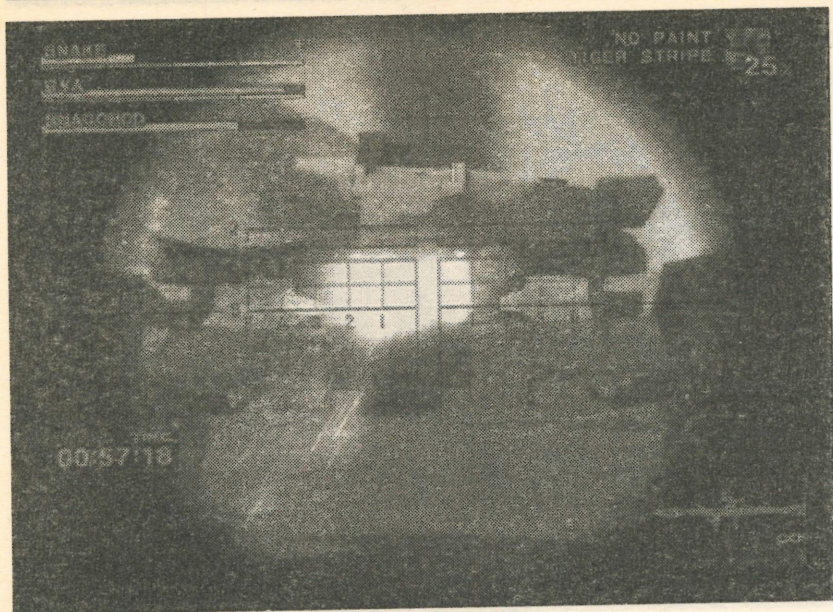
As Eva drives you around the base in search of an exit, you'll stop briefly at four locations. There is a frog hidden in each one. Because this bit is tricky, we recommend saving the game at the start of each motorcycle section.

1. In the area with the tanks parked in it look to the spotlight tower to the right of the covered bridge with all the soldiers on it. Use the sniper rifle and you'll see the frog there.
2. When EVA stops, turn so all the soldiers are facing you and then look to your left. There's a forklift truck here, and the frog is sitting on the driver's seat.
3. This is a difficult one. The frog is sitting on top of a sign to your left, past the second side road where you can see a plane in the distance. EVA slows down to help you out, here. Equip the sniper rifle to make your shot count.
4. This one is on top of the fourth sign to your right, immediately before a side road. Not easy.

GROZNYJ GRAD RAIL BRIDGE

Items/Weapons:

None



Food:
None

Route:
If you're after the Kerotan frog, get it now. Done? Good. Lie down, equip the SVD sniper rifle and shoot the first explosive charge on the bridge. Now get a bead on the second charge and wait for Eva's instructions.

Kerotan Frog Location:
Look down at the two arches supporting the weight of the bridge. The frog is sitting on the arch farthest from you, in-between the second and third pillars from the left.

BOSS BATTLE – THE SHAGOHOD
Strategy:
Equip the RPG-7. It's got unlimited ammo now and it's the only friend you need (other than Eva, who's steering the motorcycle/sidecar combo). At every opportunity, shoot a shell at the Shagohod's tracks. This will briefly disable it. Eva will circle and you'll get a great view of the Shagohod's vulnerable rear end. Hit it with another shell and wallop! There goes another slice of Shagohod's health. Keep plugging away and you'll be done in no time.

BOSS BATTLE – THE SHAGOHOD/VOLGIN

Strategy:
Now Snake is on foot and Eva's causing a distraction. The key to defeating Volgin now is similar to the previous battle. Take out the Shagohod's power briefly, by hitting it in the tracks. Now, while it's still, shoot Volgin in the head. We recommend using the powerful, fixed gun emplacements to do that. It'll hurt him real good.

Should Volgin charge at you suddenly, simply lie down and the Shagohod will drive right over your head, enabling you to pop up behind it and shoot Volgin in the head quickly. Cool. And as for evading the Shagohod's various attacks; they may be powerful but outrunning them is usually relatively easy.

Kerotan Frog Location:
When Volgin is standing on top of the Shagohod, and chasing Eva, equip the sniper rifle and look at the base of the radio tower directly in front of you. The frog is there.

MOTORCYCLE CHASE PART 2

Items/Weapons:
None

Food:

None

Route:

Eva's now driving again, so be sure to hold on tight and shoot your pursuers, not forgetting to blast the logs blocking the road when Eva prompts you. Fail to knock those out and the subsequent crash will wipe out a lot of your energy. Eventually you will both get thrown from the bike. Eva is injured from this and you've now got to take care of her. Check out the cure menu. You can now heal her too...

Kerotan Frog Locations:

There are three to look for during this run:

1. See the three red and white barriers? The frog is between the left one and the one in the middle
2. Now equip the RPG-7, and begin looking to your right of the direction of travel. As soon as you drive past a log, you'll see the frog sitting in front of a rock.
3. Now scan to the left of the bike's direction carefully. The frog is sitting on top of the first boulder you see after this point.

ZAOZYORJE SOUTH**Items/Weapons:**

None

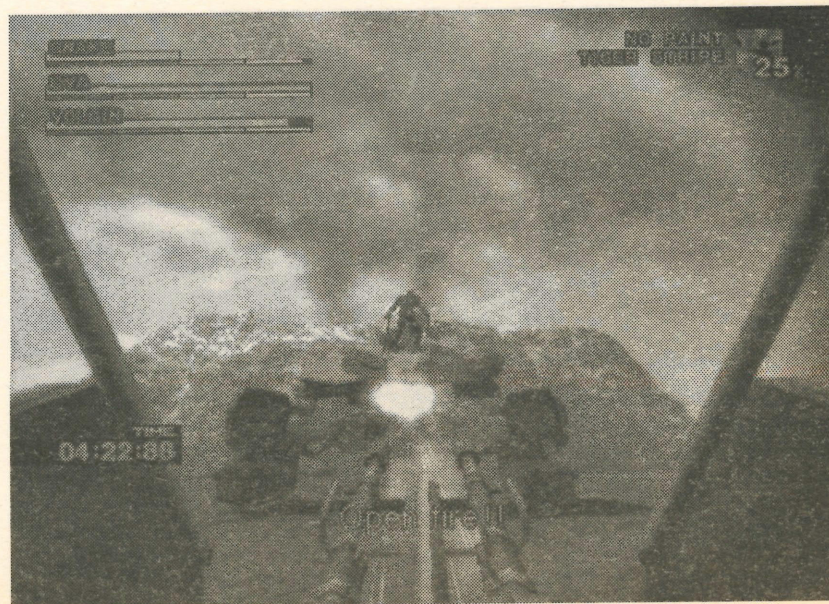
Food:

- Russian ration
- Reticulated python
- Russian false mango
- Siberian ink cap
- Tree frog

Route:

Eva's not feeling at all well. She's going to need taking care of, so use the cure menu to heal her and make sure you give her food when she's getting weak. Despite being wounded, Eva is still more than capable of shooting soldiers. That said, with soldiers coming from both directions it can be hard to keep her safe all of the time.

The solution? Use the MK22 to tranq her. She won't be hurt and you can concentrate on clearing the area of soldiers, and hunting more food. (You'll get through a lot between you during this section.) With Eva safely out cold, move south until the cut-scene kicks in. Equip the thermal goggles, lob a smoke grenade and in the confusion, take down the



Metal Gear Solid 3: Snake Eater

four soldiers. Easy. Now retrace your steps, pick up Eva and drag her to the south-eastern path. Time to wake her up. Now walk together to the X on the map.

Kerotan Frog Location:

Once the cut-scene is done, head down the path to the west. You'll soon come to a log bridge. Make your way halfway across the bridge and turn to face west. Enter the first-person view and you'll see a ledge jutting from the wall, slightly to the right. The frog is there.

ZAOZYORJE EAST

Items/Weapons:

None

Food:

- Golova
- Magpie
- Otton frog
- Reticulated python
- Siberian ink cap
- Sunda whistling thrush
- Tree frog

Route:

Equip your thermal goggles and the Mosin Nagant tranq rifle. Shooting all the soldiers from this vantage point should be pretty straightforward. Once you're done, head north-west with Eva and shoot the soldiers there. Exit the area. You're almost at the final boss battle.

Kerotan Frog Location:

Move forward until you come to a big fork in the path. Here you should be able to see a large, thick tree growing by the side of a hill. Head to the left side of the tree and look in the gap between the tree and the hill. There he is.

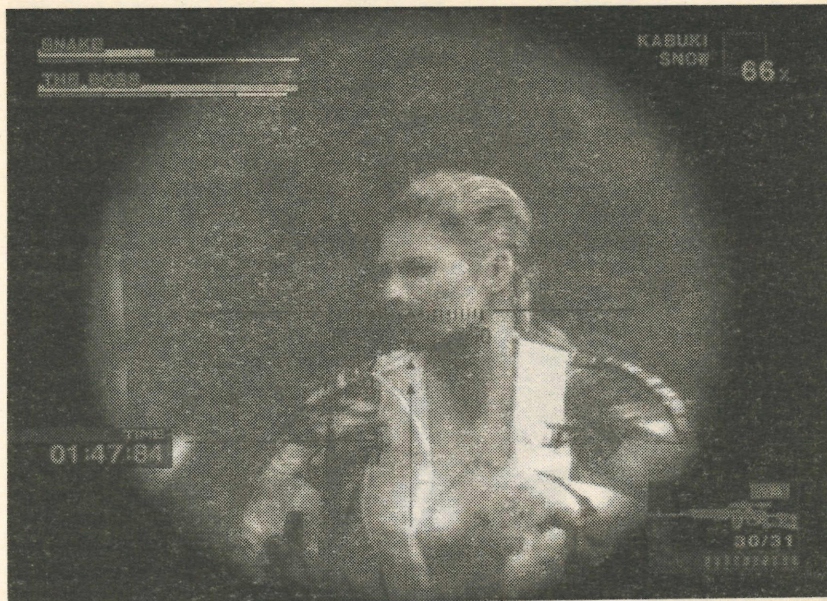
ROKOVJ BEREK BOSS BATTLE – THE BOSS

Strategy:

This is it. It's time for Snake to face his mentor, The Boss. She's already kicked his ass *three* times in the game before now, so it'd be reasonable to assume that Close Quarters Combat would be the last thing you'd want to try to defeat her. Reasonable, but dead wrong as it happens.

The moment The Boss comes up close





and tries to grab you, press **Ⓞ** to counter her attack. She'll be stunned and you can take advantage of this, to throw her to the ground, and chip away at her health. Keep at it (making sure to scarp when she equips her Patriot machine pistol) and this approach will defeat her relatively easily.

Alternatively, equip snow camo and one of the white face paints, run to the far edge of the map and lie down in the flowers. With a bit of luck, The Boss will have lost sight of you. Now, equip your Mosin Nagant rifle (wearing down The Boss's stamina will win you her special snake camo.) and wait until she wanders close to your position. Take a clean shot, get up, run to the *other* side of the map, and repeat the process until The Boss is defeated.

Fancy a little extra? Equip the thermal goggles and have a good look around the map near the logs. If you're good you'll spot, and be able to capture, three very special snakes during the fight, each of which give enormous stamina boosts when eaten. Their names? Snake Solidus, Snake Liquid and Snake Solid. So, The Boss is dead. Where do you go from here?

Kerotan Frog Location:

As ever, you must get the Kerotan frog *during* the boss battle. Equip the sniper rifle, head to the northwest corner of the map and scan the trees. The frog is sitting at the very top of one of these.

WIG CARGO AREA

Items/Weapons:

■ SAA Revolver

Food:

None

Route:

No route. You're standing in the cargo area of a plane. There's a cut-scene now, and at the end of it you'll be given the opportunity to choose one of Ocelot's Single Action Army revolvers. Choose the gun on your right if you want to win the SAA revolver for the next play through of *MGS3* (it's a cool weapon because it lets you ricochet rounds off objects to shoot around corners) and the one on the left if you actually want to win the duel. Either way, congratulations, you've just beaten *Metal Gear Solid 3: Snake Eater*. ■

Shadow Of Rome



SHADOW OF ROME

CHAPTER 1: PROLOGUE

This is mainly an opportunity to become accustomed to the controls, and get used to the timing of your attacks and blocks

Agrippa THE ARENA

Talk to the man in front of you by pressing **Ⓞ**. He asks if you caught all of what he said (you can see the arena setup description again here if you like, otherwise choose 'I understand perfectly'). You can talk to the other gladiators if you like, but they don't have much to say. When you're ready, walk over to the masked man with the huge mace at the entrance. Answer 'Of course' to go to the arena, and the fight begins.

The controls are described to you during

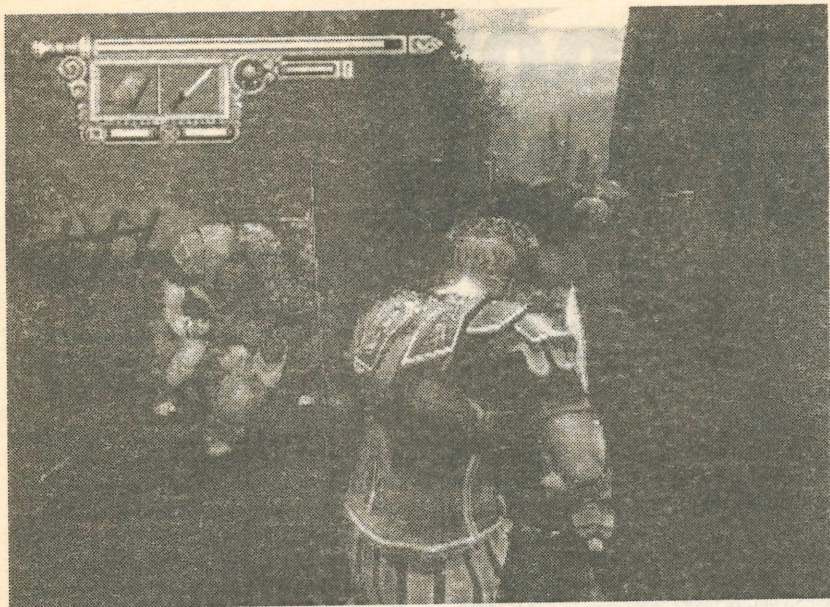
the fight. You will need to pick up a weapon by pressing **Ⓞ** when you're next to it, then use the weapon to kill your opponents. This first fight is fairly easy. Smash your way through the opponents and move on to the next room once they're dead by moving to the door and pressing **Ⓞ**.

The opponent in the next room has a bow. If you have a one-handed weapon, pick up the shield lying here. You can use **Ⓞ** to block with it. If you have a two-handed weapon, try to avoid the arrows by not moving straight at the opponent. Once you're in range he is easy to kill. Destroy the next two opponents, remembering to appeal to the crowd if your salvo bar is high enough. Now move on to room three.

In this room you have to execute some hapless criminals. This is where the game



Shadow Of Rome



explains the charge attack. Lock on to a criminal with **[L]**, and hold down **[X]** to charge up an attack. Once the attack is fully charged it is automatically unleashed. Work your way through the criminals here with charged attacks. Pick up the meat to charge your health bar. Make sure you appeal to the crowd (**[C]** + **[X]**) before killing the last criminal, as this should get you a nice weapon for the last section. Once you have executed the last of them, a really huge guy shows up – you have to kill him.

Try to avoid his blows and take him out with charged attacks. If you knock him down, stand right next to him and press **[C]** to pick him up, then ready him for another charged attack. You should be able to move faster than him, so if you get into trouble, appeal to the crowd for food and eat it while keeping ahead of him. Once you've defeated him the introductory stage of the game is finished and you can save.

CHAPTER 1: THE WICKEDNESS OF MEN

Don't get too used to seeing Agrippa in his centurion armour – he's a lowly gladiator

from here on in. It'd be nice if he did have a hundred soldiers helping him out, though...

Agrippa ROMAN CAMPSITE

Chronologically speaking, this all happens a few days earlier. You can talk to the soldiers here if you like. Use your map: the yellow circle represents you, blue circles are your allies, green dots are items and your objective has a red circle drawn around it. You'll see that you need to follow the path at the top-right of the campground. There are two crates just before the entrance to this path – smash them to get a Roma shield. Now follow the path until you see your sergeant standing by a fence of stakes. Talk to him and say 'Tell the men it is time to mobilise' to trigger an attack by barbarians. Kill the barbarians to trigger a cut-scene set in Rome.

Octavianus ROME

Talk to the man in the brown and yellow toga to discover that you need to go to the senate house. Talk to the other people if you like, then head through the archway past the man in brown and yellow to leave the area

IN FRONT OF THE SENATE

Go forwards along the street to the Senate entrance to trigger a cut-scene. Once this has finished you'll be playing as Agrippa again.

**Agrippa
GERMANIAN FOREST**

Kill the two guards here and your men will join you. Move up the path and kill the next sentry by throwing your weapon (using the **A** button). Pick up your weapon again along with the torch the sentry was carrying. Use any attack to destroy the barricade on the path, then move up the path to the next sentry. Throw your weapon again to kill him, then keep moving down the path. Sneak so that the next sentry doesn't see you until you are in range. Kill this sentry as well, then move on up the path to see another cut-scene.

Now use the first-person view (**FB**) to aim at the Germanian to the left. Throw a weapon to kill him and then move quickly over to where he was standing to get his bow.

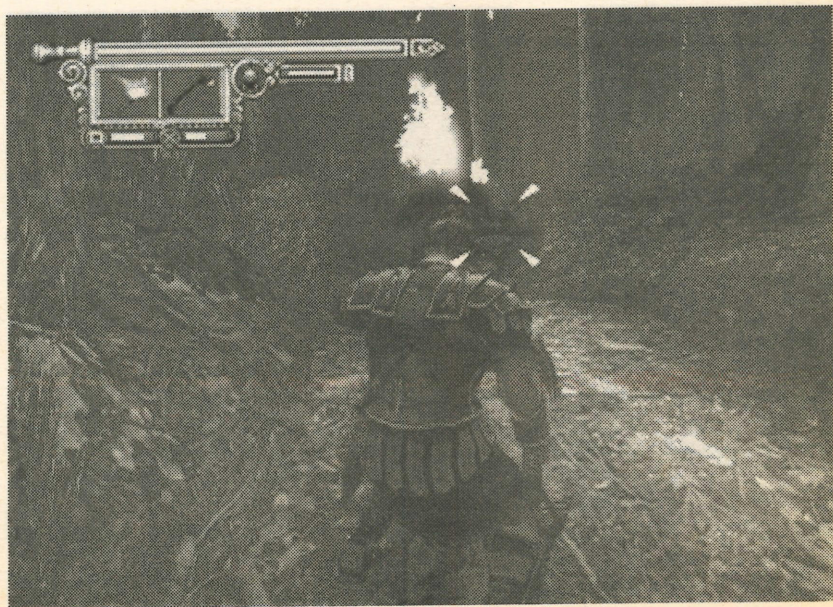
There's another enemy bowman on the ledge back to your right, so kill him with the bow (lock on with **LB** and fire with **CB**). Smash the crate and take the meat. There's also a gladius sword here if you need a new

weapon. Now move up the ladder, along the ledge and through the cave. Move along the path until you come to the stream. You'll see a sentry across the stream by the bridge. Kill him with the bow before he can raise the alarm, then cross the bridge and get his shield and the fort key. Use this to enter the fort.

GERMANIC TRIBE FORT

Use your map here to see your destination and to keep an eye on the patrolling guards. You need to make sure the two guards don't raise the alarm, so use the map to make sure you throw a weapon to kill them when they're looking the other way. Turn left at the first junction and kill the guard here, then turn left again to smash the crate in the small dead end and get some meat. Now kill the second guard and move around the corner for another cut-scene with the Roman reinforcements.

You can leave the tribesmen here to your men. Use your map to find the next gate (shown in blue) and move through it. There are archers on the walls here, so move quickly through this section to the next gate. If you are low on health, grab the meat you find on the way.



Shadow Of Rome

Once through the gate, kill the next enemy and move up the ramp onto the walls. Kill the enemy here and continue along the walls, down the steps and through the small gate to reach your objective. Kill the tribesman here to get the fort prison key. There is also a crate containing meat in the corner – pick this up if you're low on health. Make sure you do this before you use the key to let your messenger out of prison. You'll now see another cut-scene and you have to fight the Germanian Chief, Barca.

Concentrate on avoiding his attacks, especially when he has his huge two-handed axe at the start of the fight. Move in to attack him while he is distracted by fighting your men. Once his axe is broken it's more of an even fight, although he might pick up another weapon. Block his attacks and wait for an opening to hit back. Wear him down like this and you will win. Once he is defeated you can save the game and view the next cut-scene.

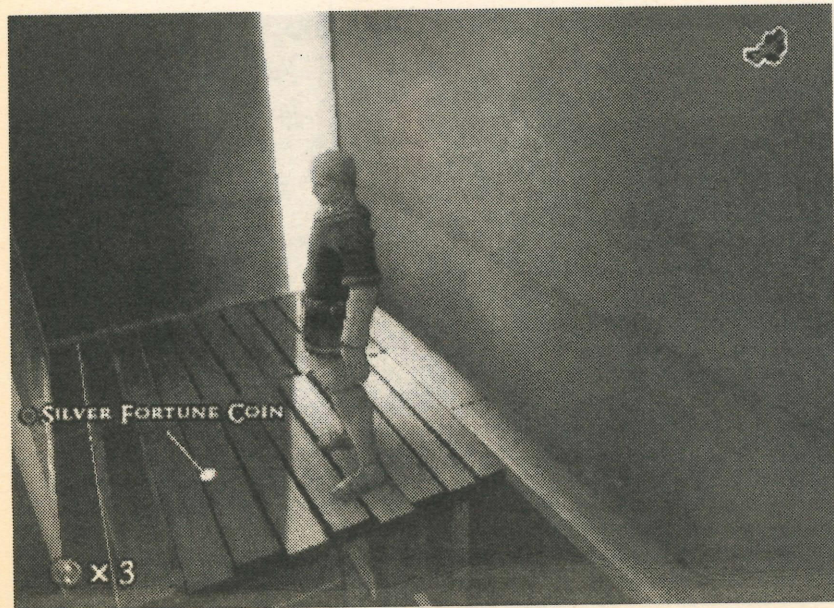
Octavianus ROME – PANSA'S HOUSE

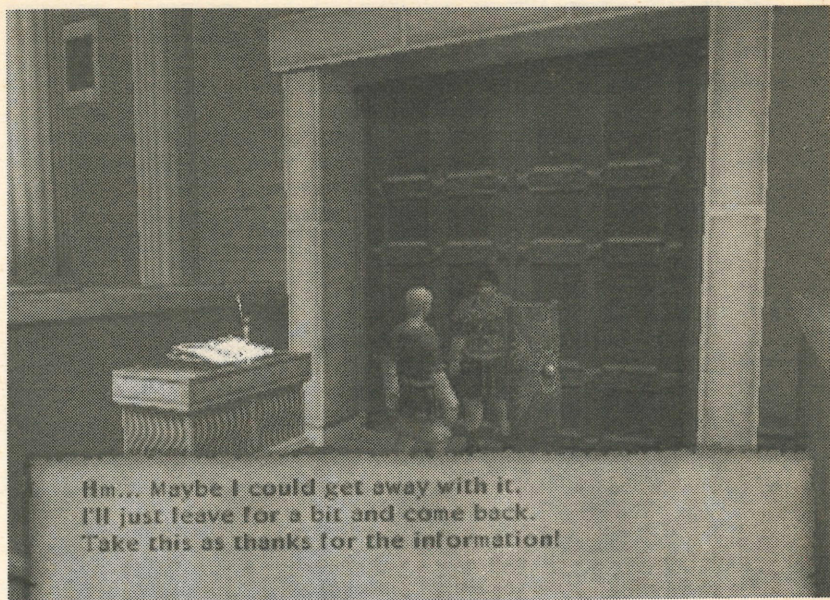
You'll see a book on the table. This can be used to save your game when needed. Pick

up the silver fortune coin and talk to Pansa, then go through to the next room and read the book for some instructions on the art of spying. Now move to the window and press **Ⓢ** to climb out. Move down the pile of crates by pressing **Ⓢ** until you reach the door to your room and go inside. You can change your haircut here if you like, by going to the cupboard with the slatted door. Hey, anything to help your disguise. Once you've looked around the room, leave and run to the opposite end of the alley. You'll see a hole in the wall. Crouch and enter.

This is a simple secret area with a few coins in it. Hop over the first obstacle and crawl through the hole. Climb the ladder and pick up the first silver fortune coin, then flatten yourself against the wall with **ⓐ** and inch around the ledge for a second. Don't leave just yet, because you can slip through the narrow exit to the south to emerge above street level next to a third silver fortune coin.

Climb back up the crates to Pansa's house. Head down the stairs and cross the street. Now climb the steps and follow the path around to leave the area and head to the Senate House.





Hm... Maybe I could get away with it.
I'll just leave for a bit and come back.
Take this as thanks for the information!

OUTSIDE THE SENATE HOUSE

Head along the street, turn right up the steps and talk to the guard. He won't let you into the storehouse because there are senators inside. Now talk to the guard again. Your responses to his questions should be:

1. 'I come bearing important news.'
2. 'There's trouble at the forum.'
3. 'The army's gone on strike.'
4. 'It's about negotiations for unpaid wages.'
5. 'It's just about to hit the climax.'
6. 'They were just about to distribute the money.'

The guard gives you a silver fortune coin and leaves his post. Save the game here.

INSIDE THE SENATE STOREHOUSE

Use the map to locate your destination. Pick up the silver fortune coin by the far wall, slightly to the right. Walk down the corridor to the first corner, where you'll see a short cut-scene with the guard. Crouch behind the crate when you regain control. Wait until the guard is standing in the corner away from the door, sneak past him and go through the door.

There are a lot of guards in the next room,

and you have to sneak through without being spotted. Go forwards, turn right and sneak along the passage behind the crates. Wait for the guards to be facing away from you before your next move. Use the map to see which way they are facing. There is a guard patrolling up and down the corridor you need to take. Wait until he starts moving away from you, then sneak around the corridor and duck into the U-shaped passageway.

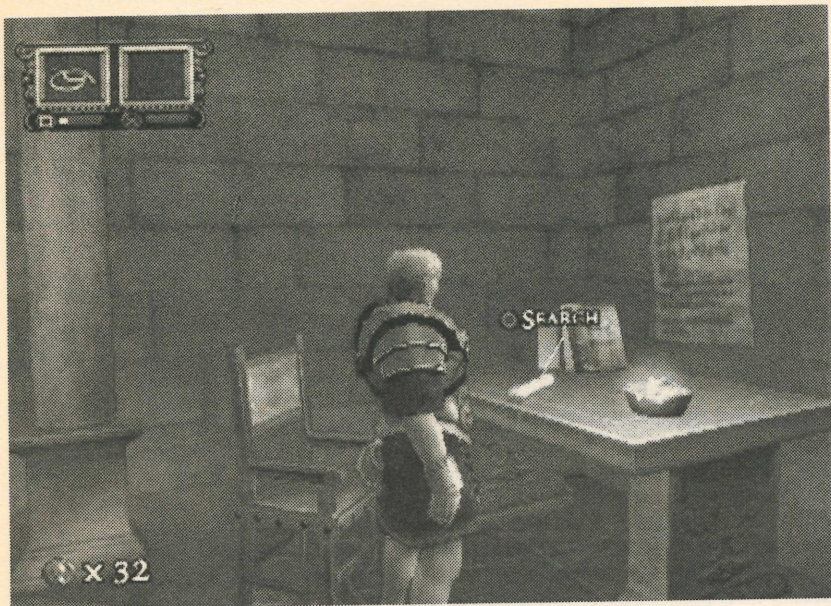
Follow the passageway around until you are near the door. Wait for the guard to be heading away from you before opening the door and sneaking through. In the next room, take the jug, sneak up behind the senator and knock him out. Search him and take his robes. Now walk (use **W**) back out of the building past the guards, picking up the silver fortune coin at the top end of the big room as you go.

OUTSIDE THE SENATE HOUSE

Save the game, then talk to the guard outside the Senate house main gate. He will let you through. Walk past the two guards and through the main door.

INSIDE THE SENATE HOUSE

Pick up the silver fortune coin inside the



statue enclosure, then pick up the jug in the left corner of the room. Stand on the opposite side of the statue to the guard and whistle (Ⓞ and ⊗) to attract the guard's attention. Once he comes over, keep the statue between you and him and sneak around behind him to knock him out with the jug. Take the Hall Of Pompey key and a gold fortune coin (worth ten silver fortune coins) from the guard. Use the key to open the door.

SENATE HOUSE – HALL OF POMPEY

Go past the locked door and enter the first room on your left. Pick up the two silver fortune coins and save your game. Go back into the hall, through the door, then crouch and peep through the keyhole of the first door on the right. Walk along the corridor and go to the right, past the two guards. Continue along the corridor past the third guard. He will say 'Excuse me sir?' – talk to him and answer 'Are you mocking me?' It won't put his mind completely at rest, but will reassure him enough that if he loses sight of you, he'll stop worrying about you.

Walk around the corner until the guard loses interest and walks off. Making sure the guard is facing away, get the rope from the

table, hide it behind your back and back away around the corner. Wait until the guard has walked back up to the corner and is walking away again, then walk up behind him and strangle him (Ⓞ). Take the guard's armour and go back down the corridor towards the evidence room. Hiding the rope behind you (Ⓛ and Ⓜ) walk up behind the guard and strangle him, then go into the evidence room.

EVIDENCE ROOM

Get a fresh rope from the table, then move up behind the guard on the left of the room and strangle him. Climb onto the cupboard and get the silver fortune coin, then climb onto the bookcase. Move along the bookcase and climb onto the ledge. Walk along this and climb down onto the next bookcase. Get the silver fortune coin and then use Ⓜ to put your back against the wall, and move round the ledge.

Get the next silver fortune coin and climb down using the cupboard and strangle the guard. Search the table to find a letter to Caesar from Vipsanius then get the silver fortune coin lying next to the table. Climb back onto the cupboard and over the larger cupboard. Go through the door into the

senate chamber to see a cut-scene and then save your game.

Agrippa

THE FORUM – AGRIPPA'S MOTHER

You have to fight two spearmen. They have a longer reach than you, so try to concentrate on killing one of them then use his spear to take out the other one. The next fight is against Decius, who just killed your mother. You can't beat him at this point. Try and put up a good fight though. Then you will see another cut-scene and you can save the game again.

Octavianus

SYRACUSE PRISO – ENTRANCE

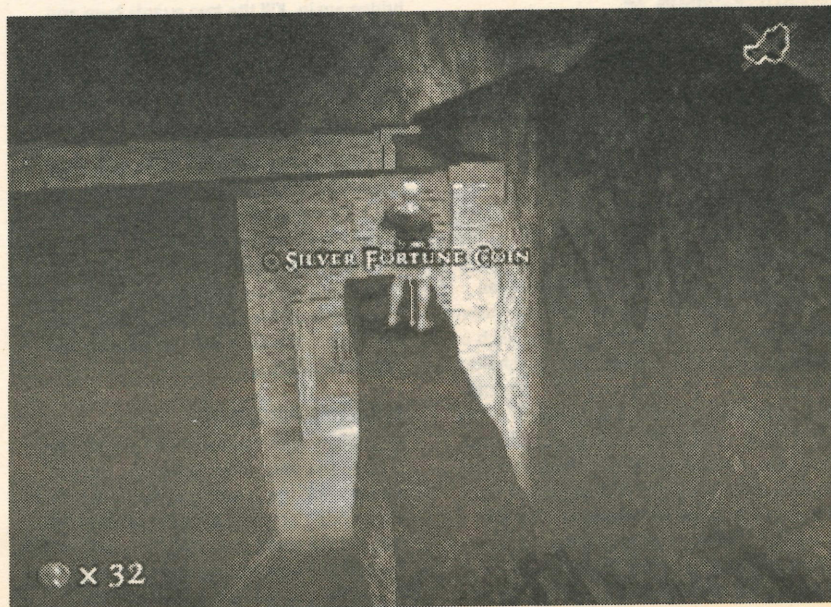
After the cut-scene you need to sneak into the prison. Move forwards to the crate, climb onto it and onto the wall. Move along the ledge, get the silver fortune coin and drop down onto the floor. Get the silver fortune coin in this room and move through the door into the next room. Pick up the rope then go through the doorway and carry on past the semicircular area. Move through the door leading towards your objective. There is a guard in the room to your left. Sneak up on him, strangle him and drag him around the

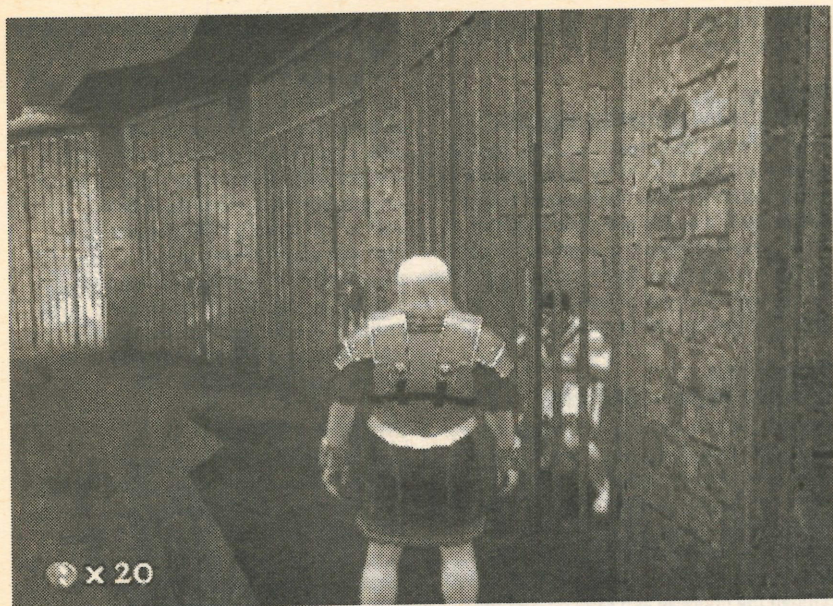
corner and steal his clothes. Get prison key 1F and ponder your options.

There are two more optional coins to pick up. One is easily obtained by circling around to the left until you reach the dead end at the bottom-left corner of the map. The second is slightly trickier, it involves wearing Roman armour and holding a weapon behind your back as you casually stroll around to the right and down. When you get close enough, the patrolling guard there will tell you to go somewhere else. Simply respond 'OK, I'll do just that' to ease his mind, then clobber him when he turns around. The last coin is in a room at the bottom-right.

SYRACUSE PRISON 1F

There is a set of Roman armour in the storeroom to the left – if you didn't steal the guard's armour in the previous level then get this now. Get the nearby silver fortune coin. Climb over the crates, getting a second coin as you do so. Crouch through the hole in the wall then drop down and go through the door. Walk around to the left, past the locked door and open the second door. Go through and head around to the right, then climb onto the ledge at the end and get the silver fortune





coin. Crouch and go through the passageway. At the other end, go up the stairs to the next level.

SYRACUSE PRISON 2F

Move around to the left and enter the last door on the right. Go through the hole in the bars and get the silver fortune coin. Make your way along the ledge, avoiding the prisoners' hands through the bars, until you reach the ladder, which you have to climb up

SYRACUSE PRISON 3F

Save your game at the table here. You will see two archers, a drawbridge and a torch lying on the ground. Pick up the torch and hide behind the drawbridge. Wait until the archers have fired, then run out and use the torch on a support rope and run back into the shelter of the drawbridge. Repeat this process until the bridge falls. There is a spare torch on the right if you need it. Use the map to find the two silver fortune coins here, then cross the bridge, climb the ledge and go around the corner. Pick up the silver fortune coin and continue along the corridor. Enter the last room to let Agrippa into the prison. You'll now see another cut-scene.

Agrippa

You need to fight your way out of the prison, ensuring Octavianus doesn't get killed. Get rid of the guard in the corridor and cross the bridge again. Kill the two guards here and take the Roma shield, which one of them carries. Then move through the door and down the stairs.

SYRACUSE PRISON 2F

Turn right at the door and make your way around the circle. No need for subtlety here, just kill every guard you see. Swap your weapon for a new one every time its bar gets low. When you fight the two guards in the break room, get the helmet, spear and break room key from the spearman. Then use the key to open the door and continue on and down the stairs.

SYRACUSE PRISON 1F

Kill the guy with the spear and use his key to open the door. Move across the circular area and kill the guards quickly, as there's an archer firing at you. Go up the stairs to the left, kill the guard then move around and kill the archer. Move around and go through the doors and you are back at the entrance.

SYRACUSE PRISON ENTRANCE

Fight your way to the door taking any route. Make sure that Octavianus stays alive. You'll now see a cut-scene.

NEAR SYRACUSE PRISON

Kill all the bandits. If you need health there's some meat in both of the crates nearby. You can then save your game.

**CHAPTER 2:
BAPTISM BY FIRE**

There's loads of gladiatorial gubbins to wade through in this chapter, so get into the swing of things now because it's only going to get harder later on...

**Agrippa
GLADIATOR SCHOOL – FIRST FIGHT**

Smash either crate to get a weapon and use this to kill your opponents. Pick up the meat if you're running low on health.



SECOND FIGHT

Fight two opponents with the halberd, then you have to fight two dwarf gladiators. Use the meat if necessary.

THIRD FIGHT

Get your opponent groggy by either using several attacks in a row or by downing him then picking him up. Move behind him and throw him. Finish him off if he's still alive.

FOURTH FIGHT

This is more like a proper arena fight. Try not to let your opponents gang up on you and use power attacks when you can. Hit  and  to appeal to the crowd for better weapons. Again, use the meat if you need it.

FIFTH FIGHT – CLAUDIA

Claudia is quite fast and has some good attacks. The easiest way to beat her is to block her attacks and hit her when she leaves herself open at the end of a chain. She can sometimes knock your sword out of your hand, so keep alert for this and hurry to pick it up. Again, there's meat to be had here if you get into trouble.

TRAINING FACILITY

You can save your game here. Talk to the man behind the desk for practice matches if you like. When you're ready, head upstairs, talk to Damia and your roommate, head along



Shadow Of Rome

the corridor and out of the door. You need to talk to Sextus – his room is through the iron gate then through the first door on the right – you'll find it on your left. Choose 'Of course, I'm ready when you are' to move on to the next stage.

CITY ARENA ROUND 1

Talk to the masked man when you are ready to start the battle.

A BATTLE-ROYALE GLADIATORIAL FIGHT

You start off unarmed, so try to avoid as many enemies as you can until you get a weapon. You can get a weapon by breaking a statue or picking up one dropped by a downed opponent. It's also possible to grab a weapon by pressing \otimes as an enemy attacks you, but this is difficult to achieve and leaves you open to attack. Once you have a weapon, get as many salvos as possible, such as multiple chains of hits, throws and dismemberments to accumulate enough points to proceed. A useful tip is to concentrate on one opponent at a time and use chain attacks and power attacks to up your salvo bar. Once this is near the top, appeal to the crowd to get a two-handed weapon and use power attacks

with this to up your salvo points. Once you have successfully achieved more than 15,000 points in this match you can save the game and proceed.

CITY ARENA ROUND 2

Kill the first opponent quickly, then try to take out the archer. You might have to chase her up and down the ladder a few times to get her to stand and fight, or you can try throwing your sword at her then climbing up the ladder to get it. Use her bow on the other archer until it breaks, then go back down the ladder and up the ladder onto the central platform. Smash the crate here for a bow and use it to kill the second archer. The huge gladiator will probably have climbed up onto the platform by now – back away from him and smash the next crate for meat.

Smash the large crate at the end for a halberd and use a charged attack to chop off the huge gladiator's arm. Pick him up and finish him with another charged attack – your salvo bar will now be high enough to appeal and get a really good weapon. Once you've killed the remaining gladiator, several more will come in and pick up any weapons left lying around. Remember, you can appeal to





the crowd after successful salvos for food and weapons. Get more than 15,000 points to progress to the next level.

CITY ARENA ROUND 3

You have to fight two tigers here. Try to avoid their attacks by staying on the move. Throwing weapons at them to wear them down works quite well, but try to make sure there's another weapon nearby to pick up when you do this. You can appeal to the crowd for food once you've built up your salvo bar a bit, but you probably won't have time to eat all of it before the tigers attack again. Once you've defeated the tigers you can save the game.

Octavianus PANSA'S HOUSE

Leave Pansa's House and leave the area. You can't enter the Senate House at this point, so head to the Forum.

FORUM

Talk to the crowd and you'll find they are angry because the senators are keeping the money promised in Caesar's will. Talk to the man in blue beside the gate and he will ask you to get on the pulpit and rile up the crowd.

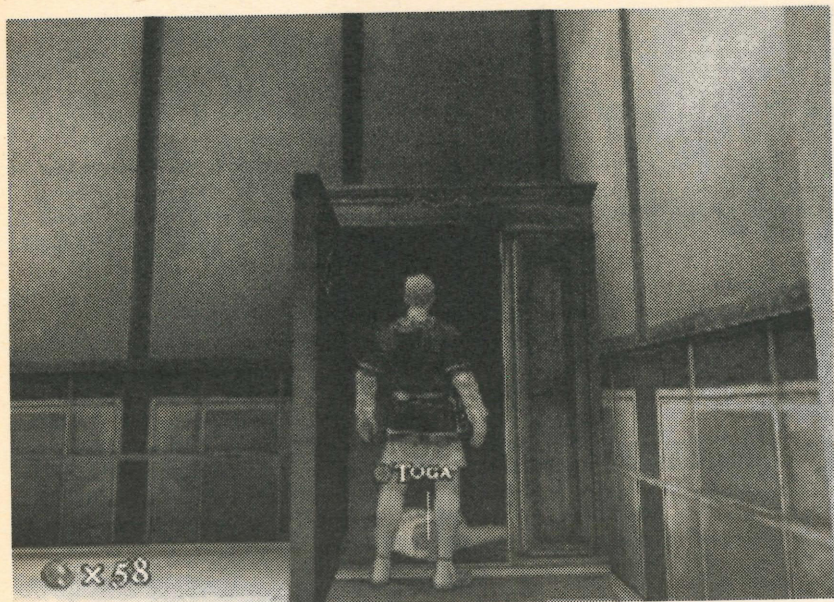
Climb the stairs of the pulpit (the big circular stone block to the left) and address the crowd. Make the following choices:

1. 'Fellow Romans, lend me your ears!'
2. 'Your words have the ring of truth!'
3. 'The Senate is to blame for this calamity!'
4. 'Why? Why do you not storm the Senate House?'

The crowd will now go off to storm the Senate House. Talk to the three senators left behind and one of them will give you a silver fortune coin. Now head to the Senate House.

OUTSIDE THE SENATE HOUSE

The guard is distracted, so go through the door. You need to sneak up close to Cicero, using the hedges. Crouch and head straight ahead. Enter the first gap in the hedge on your left and turn right. Crouch into the tunnel in the hedge and follow it around. When you come out, crouch up to the crate and enter the next tunnel. Head straight ahead to pick up a silver fortune coin then backtrack and enter the side tunnel. When you come out of this, crouch straight ahead to sneak up on Cicero and overhear a cut-scene. Once the two



conspirators have parted, use the map to find another silver fortune coin on a ledge across the path. Now follow Cicero up the steps to the right at the end of the path.

SENATE HALL WEST

Use the map to find two silver fortune coins in this room. Then head out, turn left and take the first side corridor on the right to reach the Senate Hall South.

SENATE HALL SOUTH

Turn right to see a short cut-scene. Then walk around the corner and through the first door on the left. Go through this room, around the corner and crouch into the next room. Then go around the corner and up to the entrance to the room with Cicero in it to see another cut-scene. Head back into the first room, out of the door and back around to the right to the other corridor.

Wait for the patrolling guard to be heading away from you, then go into the first room on the left of this corridor to find a toga in the cupboard. Now follow the guard as he patrols up the corridor and go around to the room at the end of the left-hand corridor to find two more silver fortune coins. You now need to

head back down to the door back to Senate Hall West.

SENATE HALL WEST

Turn right and follow the corridor around. Follow the guard up the corridor, pass him at the corner, then walk through the door to the Hall Of Pompey before he can get too suspicious. Once through the door, turn left and walk ahead to see another cut-scene. You can now save the game.

Agrippa CITY ARENA – ROUND 4

The goal in this fight is to destroy the red team's statues. There's not much point in killing the enemies, as new ones will spawn. The only exception to this is where an enemy is attacking your teammate, stopping him from working the switch. Take a teammate with you to work the switches that open the cages. The huge gladiator is the best choice.

Climb the ladder onto the wall and then climb down into the next section. Smash the statue while your teammate works the switch. Climb up onto the next wall and you will see a statue in a cage. Climb down so your mate follows you, then go back up to smash

it while he keeps it open. You might need to stop to climb down and kill enemies who are attacking your teammate. Climb down the ladder again and run over to the ladder leading to the next platform. Your team mate will work the switch here while you smash the last statue. Once your salvo bar is high enough, appeal to get a weapon, which will work better for smashing the statues.

CITY ARENA ROUND 5

Kill the first opponent, then the huge guy by the gate. Do this as quickly as possible because there is an archer shooting at you. Throw weapons and rocks at the huge gate guard – hitting him with a rock will make him drop his halberd. Now pick up a rock, put it in the catapult and fire it at the gate. The archer will still be firing at you at this point, so be as quick as possible.

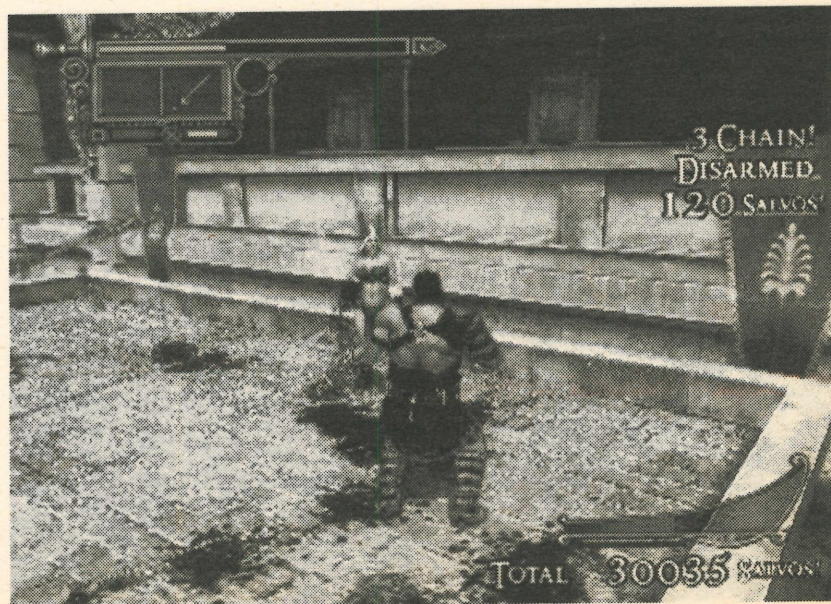
You should be able to get a spear by appealing to the crowd. Throw it to knock the archer off the wall, then go through the gate and kill the archer as well as the enemies who spawn here. One of them will drop a key – use this to open the gate and move through. Eat the meat you find here and appeal to the crowd to get more food if necessary.

Climb the ladder onto the wall and move along it. If you hit the archer with a spear it should still be on the wall here – throw it at the next enemy before picking up your weapon and moving on down the next ladder. Climb the next level to fight the last enemy. She has fast attacks, so block and counter attack. Defeat her to win the battle.

CITY ARENA FINAL ROUND

You now have to fight Barca, the enormous Germanian leader. He is very difficult to beat. Stay away from him as much as possible – he has deadly attacks with his axe and with the huge stone pillars. Throw rocks at him to make him drop his axe, then use it to attack him. Stay out of range or dodge his attacks. Attack him in the short time after each of his attacks where he's vulnerable. Be careful, as he can catch rocks and throw them back at you. Keep your salvo bar up so you can appeal to the crowd for food. Barca moves slowly, so you'll be able to run to a corner to eat it.

When he's about to hit you with the pillar, run diagonally away and slightly to his left to avoid the attack, then run back in and attack him when he is vulnerable. To make him drop his weapon and become



Shadow Of Rome

vulnerable to attack use either a power attack with a large weapon, a chain of attacks with a one-handed weapon or a rock from close range. Don't be tempted to stay at close range. Appeal for food whenever your bar is high enough. Once you've defeated Barca there's a cut-scene and you can save the game.

Octavianus IN FRONT OF THE TAVERN

Use the map to find two silver fortune coins in front of the tavern. Pick up a banana skin from the ground near the fallen man. Go to the side door of the tavern, and drop the banana skin near the bees. The honey delivery man will slip on this and drop his honey, which will attract the bees away from the door. Now enter the tavern. Walk towards your objective to trigger a cut-scene.

You have to sneak up to Marcus without being seen, so stay crouched. Pick up the silver fortune coin then sneak all the way around the circular booth and through the doorway in the wall. Go through this short corridor and grab a rat in the kitchen. Throw the rat into the main room. You will hear the waitress scream. Now the barman is distracted, you can sneak behind the bar, under the counter

and along the side of the room up to where Marcus is sitting.

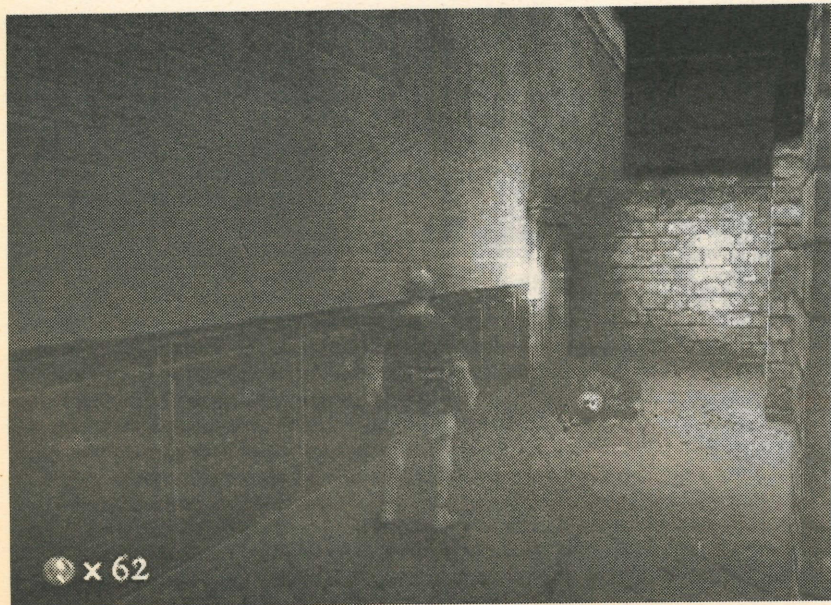
Agrippa GLADIATOR SCHOOL

Talk to your roommate – 'I sure do Dama' is the response which gets his name right – and head up to Sextus' office. Tell him you are ready to leave, and you can move on to the next section.

NORTHERN ARENA ROUND 1

The first fight is a hostage rescue. There are two pieces of meat behind the cage in the second room. Kill all your opponents before releasing the hostage. If you have any spare weapons, throw them at the two slingers on the cage. It can be hard to approach the slingers with them throwing rocks at you, so try throwing your weapon at the first one, then running up and getting it while he's groggy. Finish him off quickly and then attack the second one. Use his key to release the hostage, but do not talk to him.

Head back towards the entrance and the gate will slam in front of you. The hostage will still be up on the platform and the enemies will be drawn towards him. Kill the enemies





as quickly as you can, then move to the next room. The dwarf gladiators from the next room will now come through, heading for the hostage – kill them too. Go and talk to the hostage and head back to the first room. Once the hostage goes up the steps, you have won.

NORTHERN ARENA ROUND 2

This is a hard fight with two rooms containing ten opponents who you must eliminate before you can leave. Kill the three opponents outside the rooms first. Use good salvos and power attacks so you can get a good weapon from the crowd. In the first room, try to kill your opponents one by one and take their weapons, so you are never left unarmed. If you are unarmed you can take an opponent's weapon – but this is difficult. When appealing to the crowd, make sure you are as far as possible from all enemies, as one will attack you while another steals your weapon. When you have only one opponent left in the first room, appeal to the crowd for food to get your health up before the last battle.

NORTHERN ARENA ROUND 3

Never mind what the briefing says. To pick up the barrels you have to put your weapon

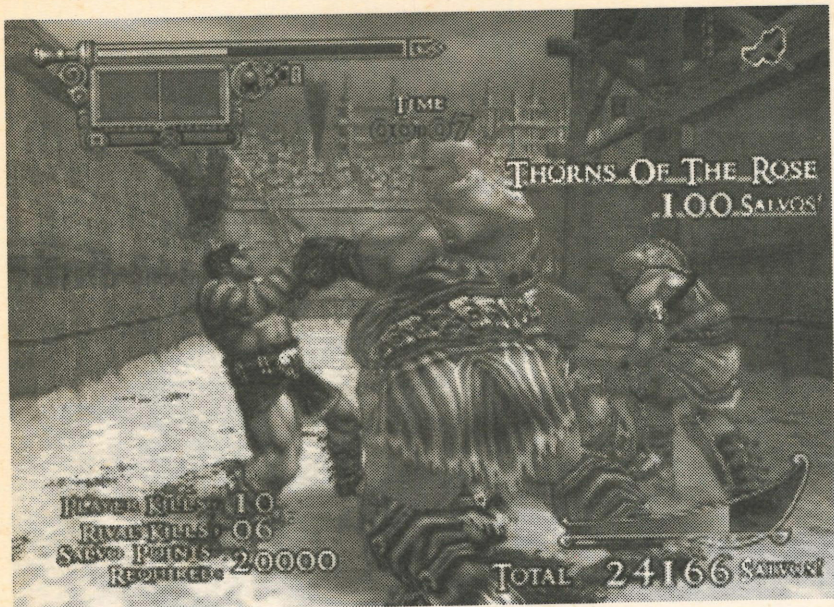
down, so only use them if you don't have a weapon. Kill the archer to your left first, then concentrate on killing your opponents one by one, appealing for food and weapons when you can. You can now save your game.

Octavianus TAVERN REAR ENTRANCE

Follow the passage down to the insulae section. Go around the corner and climb the stairs on the left for a fortune coin on the first floor. Continue to the top floor and get the banana skin. Go to the balcony at the top of the stairs and use **R2** to aim. Aim the banana skin just behind the first bandit and throw it with **X**. He will hear something, turn to investigate, slip and knock himself out.

Now sneak up on the second bandit and place the banana skin (push **→** on the D-pad) behind him. Go back round the corner and whistle, and he will slip on the banana skin too. Be ready to run and hide in the crate just in case he misses the banana skin. Go back to where he was standing and get the banana skin again.

Wait for the third bandit to be heading away from you, sneak around the corner and place the banana skin on his patrol route.



When he slips on it, take his clothes and mask. Use this to walk past the remaining bandits. One will ask you a question – just say ‘none of your business’. Use the map to find a silver fortune coin in a side passage and go down the last alleyway to a cut-scene.

Agrippa NORTHERN ARENA ROUND 4

This is another team battle where you have to destroy statues. Take a team member with you and quickly run to the top platform. You will find the enemy team there. Kill one of them so they can't attack your statue, then smash the red statue here. Your teammate sometimes stops at the red statue on the way to this platform – if he does this, run back and smash that statue first. You'll now be one statue ahead of the enemy and you just have to maintain that lead while you smash the rest of the statues. Try to disable or badly wound enemies without killing them, as this will slow them down, whereas if you kill them, they will just respawn.

NORTHERN ARENA ROUND 5

There are two victory conditions: kill more enemies than your rival and score more than

20,000 salvo points. Choose the scimitar at the beginning and use power attacks with this to get good salvos. Whenever ‘get attention’ flashes at the bottom of the screen press **Ⓢ** and **ⓧ** to get a salvo point bonus. Keep an eye on the weight traps, if you see an opponent go under one, hit the gong to get a kill and a salvo bonus.

The main problem you run into in this round is if you are left without a weapon. Try to ensure this doesn't happen by concentrating your attacks on armed enemies and by getting the salvo bar high enough to appeal and get the Magnus weapon. Once you have this weapon it's easy to get high salvos with power attacks.

NORTHERN ARENA ROUND 6

The first part of this fight is a battle-royale against three opponents. Kill them as quickly as you can without taking too much damage and the second part of the fight will begin. You will have to fight Arcanus and her vultures. Use the rocks in the catapult to destroy the pillars. Try to destroy the one she is standing on at the time to deal damage to her, but the main thing is to destroy the pillars to get her down to ground level. Watch out for

her arrows – dodge them when you see her fire. If you're aiming the catapult at the time, let go of **Q**, dodge the arrow then go back to the catapult.

You'll find food in the crates and you can get more by appealing. Attack the vultures if they get near you, but do not concentrate on them as they will just respawn. Once Arcanus has run out of pillars to stand on, get close to her and combine with Claudia to finish her off. If your salvo bar is high enough, appealing to the crowd for a two-handed weapon is very useful here. Remember to run diagonally towards her rather than straight at her when she has a bow. When the fight is over there's a cut-scene and you can then save.

TRAINING FACILITY – NIGHT

You can take part in some new practice matches here. When you're ready, go up the stairs and head outside to talk to Claudia. After that there are some more cut-scenes.

CHAPTER 3: WRATH OF THE GODS

Agrippa never has to face an actual god, but we imagine their wrath is relatively minor

compared to a pair of starving tigers and an angry elephant...

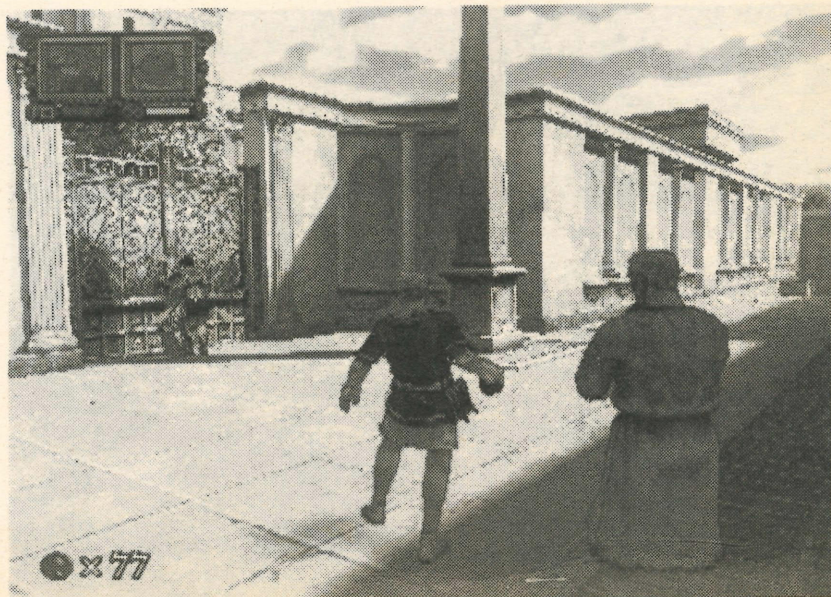
Octavianus

Leave Pansa's house and head to the Forum. Once there, talk to Agrippa's sergeant who is standing by the gate. You can now leave the Forum and head to a new area on the map.

ANTONIUS' ESTATE

Pick up an apple from the stall. Walk around the corner towards your destination and you'll see a guard with his back to you. Throw the apple at his head. He will think an innocent passer-by did it and chase after him, leaving the gate unguarded. Once through the gate, head left to your destination. Use the map to find three silver fortune coins on the way.

Enter the door and be sure to walk immediately, as any noise will attract the guards. Climb onto the wall and then onto the ledge, then crouch along the edge and up onto the next floor. Here you will need to use **△** to edge along the ledge and around to the other floor area. Get the fortune coin from here, then go to the hole and down onto the wall. Get down off the wall and through the door.



Shadow Of Rome

Climb the ladder, go around the corner and up over the crates to get a silver fortune coin. Get back onto the crates and go through the doorway into the house. Now go through the door into the next section. Go down the stairs and enter the first room on the right to get a silver fortune coin, some darts, and to save the game. Leave this room and climb up onto the ledge at the next corner.

Use the map to check which way the guards are facing, wait for a moment when they are both facing away to climb down, go around the corner and climb onto the next ledge. If the guards spot you during this section, you can generally hide behind a pillar long enough for them to lose interest.

Keep following the ledge until you are opposite the doorway about two thirds of the way along the corridor, then wait for the guard to be facing away, drop down and enter the Bath.

BATH

Follow the first serving girl behind the screen at the top of the room, then hide behind the crate here until the second serving girl has looked behind the screen. Now go into the small antechamber, pick up the jug and knock

out the guy. Take the toga and walk out of the Bath. The guard will now let you through the door.

GARDEN

Walk across the garden to your destination. If you run you'll be spotted.

ANTONIUS' HOUSE 2F

Walk up the stairs to get a short cut-scene and the chance to save your game.

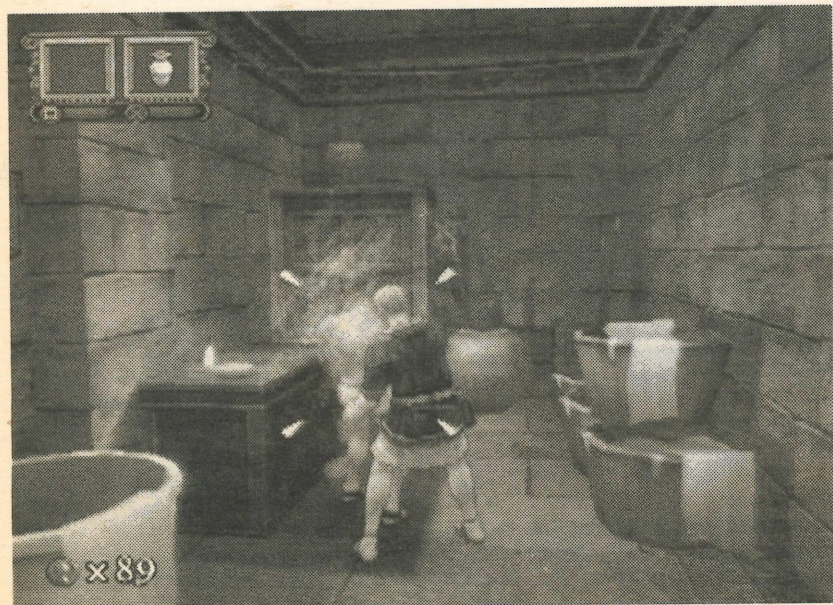
Agrippa

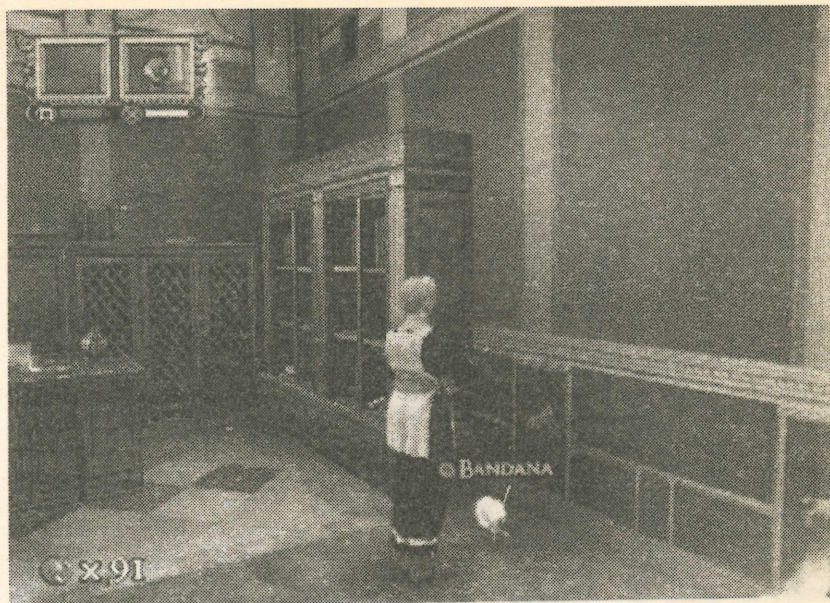
CHARIOT RACE – CIRCUS MAXIMUS

Talk to Sextus to move to the Circus Maximus. Try not to use up the entire stamina bar as this will leave nothing for the final sprint. Don't get too involved in fights, as these will slow you down and damage the wheels on your chariot. Stay up with the leaders to the last corner and then sprint for the line.

CHARIOT RACE ROUND 2

This race is basically the same as the first. Take care in the narrow sections and don't get pulled into fights as your wheels will end up coming off.





Octavianus ANTONIUS' MANSION 2F

Turn right at the top of the steps, then right again. Follow the corridor around and enter the back door of the room. Use the map to make sure the serving girl is a safe distance away, then take a wine flask and the maid's dress. Get the silver fortune coin in this room. Go up the corridor leading to your destination, then go past the two guards and around the corner into the room at the bottom with a guard in it. Turn right as you enter the room and take the bandana. Now head back towards the guards. They will let you in and you will see a cut-scene.

TAILING MAECANAS

Stay back – tail him too closely and he will notice you. On the second corner, you have to wait for the passer by to go into the room before you proceed or you will be seen. If you are seen on your way down the longer corridor to the arch, run for the arch as there is a cut-scene here. This will get rid of the red bar.

Now you need to follow Macaenas into a room in order to trigger another cut-scene.

Pick up the toga from the corner of this room before following him again. Follow him past the guard into the last room to see a final cut-scene.

Agrippa CHARIOT RACE ROUND 3

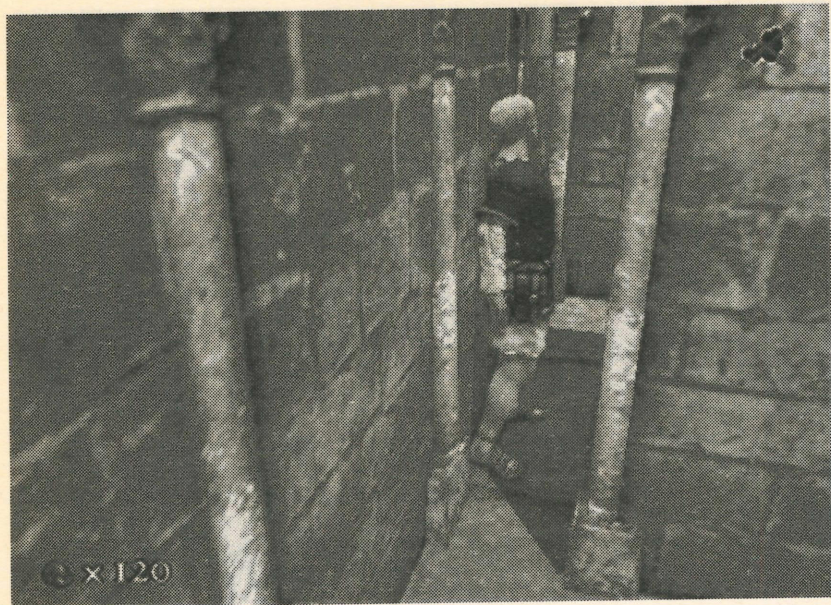
It's harder to stay ahead of the opponents in this race, so you may want to kill them instead. Try not to grind the wheels of your chariot into your opponents', but stay within attack range. If you kill all your opponents or their chariots are too damaged to continue, you win by default.

CIRCUS MAXIMUS – LAST RACE

Keep attacking your opponent and wear him down. Protect the wheels of your chariot. Try not to grind against your opponent's chariot in the fights. A long-range weapon like the spear or whip will help with this. Also, watch out for the firebombs he throws and try to avoid them.

GLADIATORS' DORM

Head to Sextus' office for another cut-scene.



Octavianus PANSA'S HOUSE

Head to the Forum and talk to Agrippa's sergeant. Tell him:

1. 'I should talk to Pansa about this.'
2. 'Perhaps we should ask his pupil.'

The sergeant will give you a gold fortune coin and tell you to mention the name Marius to the guard. Leave the area and head over to the Senate House. Talk to the guard and tell him 'I've been sent by Marius.' He will let you in and give you the key to the next door.

Use the tunnels in the hedges to get to your destination, as you did previously when eavesdropping on Cicero. If you are seen at any point, hide in one of the hedge tunnels until they lose interest. As you approach the guarded door, hide behind the crates and pick up a stone. Throw this across the path and away from the door. As the guard goes to investigate, slip through the door behind him.

INNER GARDEN

Sneak into the central section, then head up past the ducks towards the objective. Wait until the guards are heading away from

your position, then sneak across and through the door.

Agrippa GLADIATORS' DORM

Head up to Sextus' office and then it's off to Africa for the final preliminary round.

DESERT ARENA ROUND 1

The first round is a battle-royale. Keep an eye on your opponents' positions and use the flame traps if the opportunity presents itself. You can also knock your opponents into the flames when a trap has been set off. Use power attacks and chains to get a high salvo score and make sure you are never left unarmed. Remember, you can appeal to the crowd for food if your health is running low.

DESERT ARENA ROUND 2

Kill all the animals within five minutes to win. Try to concentrate on one animal at a time and continually attack it until it goes down. Don't get bogged down and surrounded though – you will lose a lot of health this way. If you get in trouble, run. Use the barriers to make your enemies come at you one or two at a time. Throw the rocks – these do a lot of

damage – but make sure you have the space and time to pick them up. If you are attacked while holding one you will drop it and be defenceless.

DESERT ARENA ROUND 3

This's another team battle where you have to destroy statues. Make your way around the statues and smash them. Since your weapons wear out quickly, try not to get too bogged down in fighting your opponents, although you can gain some time if you can take out the normal-sized opponent before he can smash your first statue. It's also a good idea to use a couple of **Ⓢ** punches for every **ⓧ** weapon hit when destroying statues. This will mean that your weapon will last longer.

Octavianus SENATE HOUSE

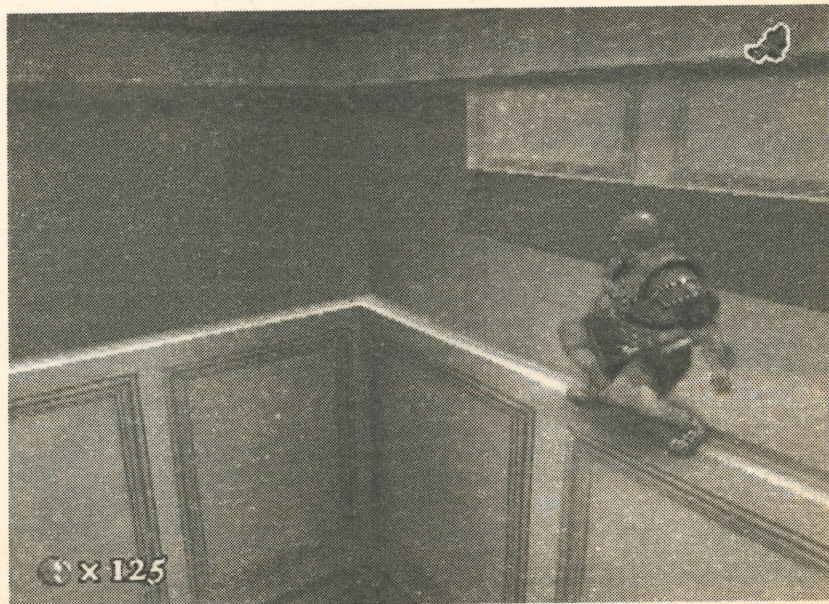
Follow the guard straight ahead and jump through the window opening on your right. Move out of the door, head up to the corner and wait for the patrolling guard to be heading away from you. Follow the guard to the right corner of the courtyard and hide behind the bench before he turns round. Sneak into the room at the bottom right

without the maid seeing you. Follow her around the table and go into the alcove to the bottom left. Get the maid's dress, a jug and a wine flask or olive oil pot from here. Walk carefully around to the window at the top left of the courtyard.

You can now either walk all the way around the corridors, past the guards and get the key, or jump through the window. This will blow your cover, but if you wait until the guard is almost at the door before jumping back through the window and walking around the corner he will lose sight of you and quickly lose interest. Go through the door at the top-left of the courtyard – using the key. Smash the jug on the guard's head. Go up to the far wall and use **Ⓐ** to hug the wall and go through the gap behind the bookcase. Climb up onto the crates and use **Ⓐ** again to follow the ledge around the room. Go through the gap, climb down and you've made it.

Agrippa DESERT ARENA ROUND 4

In this round you need to get a high salvo point score and accumulate more kills than your opponent. Use power attacks and chains. Appeal for a better weapon when your salvo



Shadow Of Rome

bar is high enough. Make sure you are never stuck without a weapon and try to keep fighting people.

DESERT ARENA ROUND 5

This is an elimination fight. It'll be long and arduous whatever you do, but the usual tips apply. Try to use the traps as much as possible, especially when the enemy is wounded and slow. The traps can also be used as barriers to give you a little breathing space. Try not to get stuck without a weapon. Concentrate on one opponent at a time and don't get bogged down fighting three or four at once.

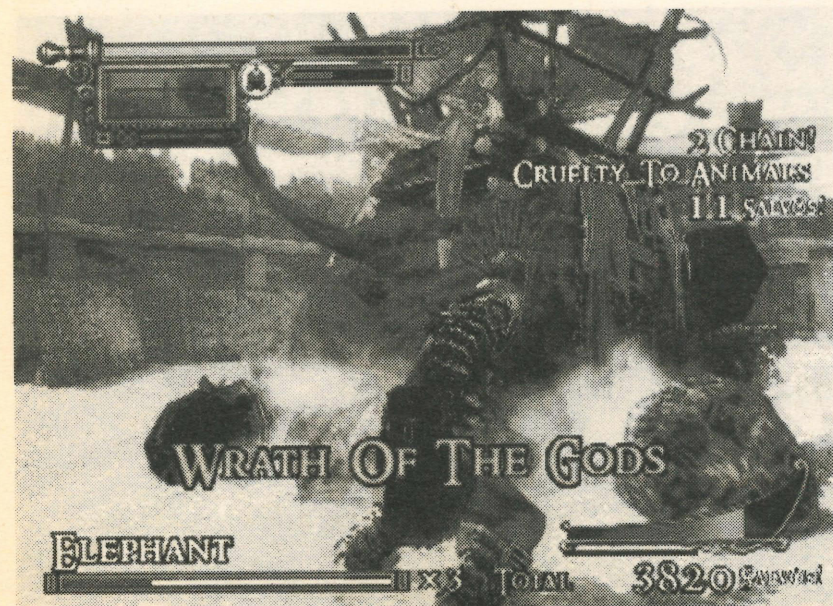
Watch out for the archers and never get mired in a fight when an archer is shooting at you as well. Try to get your opponents to smash the statues for you so you can grab the weapons. When appealing to the crowd, make sure there aren't too many enemies nearby as they will steal your weapon before you can get it.

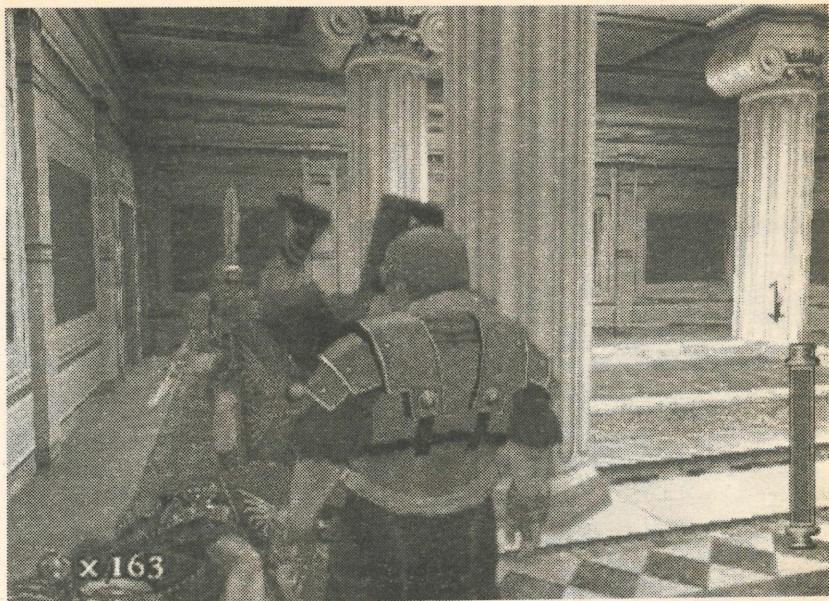
DESERT ARENA FINAL ROUND

You have to fight an elephant in this round. It initially looks impossible but a few simple tips make it quite easy. Never spend time in

front of the elephant. That's where its main weapons are. Never let it charge you, as this takes about a third of your health in one go. Work your way to the side of the elephant and keep attacking the same back leg. This will destroy its armour and start doing damage. Strong enough hits will also bring it down for a couple of seconds and allow some unopposed attacks.

You then have to fight the rider. He is even tougher than the elephant was. You should spend a lot of your time blocking during this fight. The Askari is vulnerable after his spinning attack and after you block one of his hits. You'll learn to recognise when he's vulnerable after you've fought him for a while. When fighting the Askari, keep your eyes open for spiked shields thrown by the crowd. Block the Askari's hits then – when he's vulnerable for a moment – move forwards slightly to get in range and hit him back. Never perform more than two attacks at a time because a third one will leave you open to his attacks. Just let lose on him once then get back behind your shield. Keep doing this and you will eventually beat him.





Octavianus TEMPLE PATH

Use the map to find three silver fortune coins here and then proceed under the aqueduct to see a cut-scene.

TEMPLE

Use the map to find the silver fortune coins here, then proceed through the door to the Temple Altar to find three more. Head towards the temple exit to see another cut-scene.

Agrippa GLADIATORS' DORM

Head upstairs to Sextus' office to talk to Claudia and trigger a cut-scene.

CHAPTER 4: RESTORATION TO GLORY

Octavianus PANSA'S HOUSE

Leave the area and head to Antonius' Estate.

ANTONIUS' ESTATE

Take an apple from the stall and throw it at the horse, which will then run over the guards. Take one of the guards' uniforms

and proceed through the gate. Head along the right-hand wall of the garden and enter the door on the right at the top of the steps. Do not go through the one shown as the objective on your map. You'll now see a short cut-scene. Edge along the ledge, through into the next room and drop to the ground. Take a flower vase from the table and knock out the patrolling guard. Make sure that you do this as far from the other guard as possible so as not to alarm him. Knock out the other guard (do this carefully and from the side) with the other flower vase and head up the stairs.

There are two guards in the room with the pool in it. Take the honey pot from the table and walk up behind the guard who's facing away from you, hiding the pot behind your back. Smash the pot on his head and walk away (don't run or you will fall). The second guard and the two guards from the next room will come running after you and fall in the honey.

Now take the flour from the table and a vase or a wine jug. Walk up to the last remaining guard with the items hidden behind your back and use the flour (⊙). The cloud of flour will make him cough and cover his face, enabling you to move behind him



and knock him out. Now search him for a gold fortune coin and proceed through the door.

Pick up a rat and a rope from the end of the corridor. Go to the second door on the right. Use the map to make sure the guard isn't facing the door. Quickly walk up behind the guard and strangle him before he gets too close to the other guard and the maid. Walk up behind the second guard – hiding the rope and rat behind you. Put the rat down – this will scare the maid into running off – and immediately strangle the guard with the key. Now take his key and head back to the objective.

TIGER ROOM

Use the **A** button to hug the wall and walk to the other set of steps. Walk quietly to the torch and pick it up. Use it to fend off the tiger and make your way to the cage in the top corner of the room. Use the torch to smash the trough here and you will find the key. Get back to the steps as quickly as possible while fending off the tiger with the torch. Slide past the troughs again and get back out the door. Now use the key to get into the vault where you'll find a note in Caesar's writing, triggering a cut-scene.

Agrippa SEXTUS' AREA 2F

There's another cut-scene and then you get to control Agrippa. Go through door, head to Sextus' office to talk to Dama and read the letter. Head to the main gate to go to the Arena when you've done this.

GREAT ARENA – ROUND 1

This is a rescue mission. Opponents will respawn when one is killed, so try to leave your opponents as crippled as possible without actually killing them. This will slow them down. If you can damage their arms, they won't be able to climb the ladders. Fight your way to the cage on the left, then the cage on the right, then the centre cage. Take each hostage back to the gate before opening the next cage. If you stand behind the left-hand cage, the archer will smash it for you with his arrows.

The opponent guarding the last cage is huge and really tough, but he can be beaten if you persevere and keep damaging him. Get in close to him. As he swings his chain, hit him, block his counter-punch and hit him again. When he dies you get the key to the last cage. Another huge opponent will appear, so open

the cage as quickly as possible and get the hostage back to the gate.

GREAT ARENA ROUND 2

You have to fight an elephant and two tigers – which respawn after a while – as well as some vultures with rocks. You can try using the catapult if you like, but the easiest way is to stay on the move, throw the rocks at the tigers, then concentrate on finishing one tiger quickly. Kill the other tiger with a combination of rocks, chucking weapons and normal fighting. This should give you some breathing space to start damaging the elephant.

Wear down the elephant, try to stay to the side rather than directly behind it. Make sure to avoid its charges as these do a lot of damage. Every time more animals spawn, kill them and go back to killing the elephant. Remember to appeal to the crowd for food and weapons. If you judge it right, you can make the elephant smash the statues during its charges, releasing more weapons.

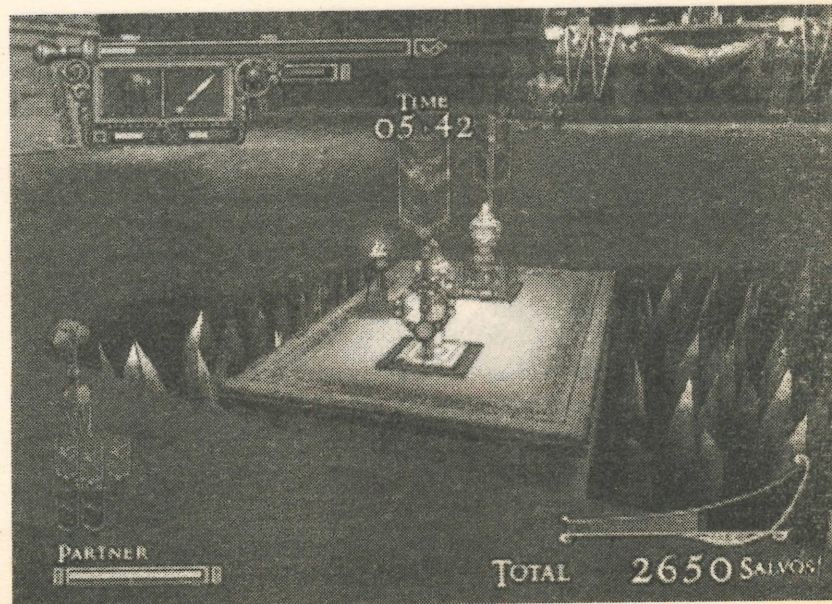
GREAT ARENA ROUND 3

This is another elimination fight. Run through into the second room, then run back into the first and immediately hit the trap release on

the doorway. This should take out some of your opponents straight away. Remember this trick and use it regularly to thin out your enemies. It's also a good way of getting a weapon when you're without one. In the third room you can let the spinning blades do most of the work. Avoid the arrows and let your opponents kill themselves trying to get to you through the blades. In the fourth room, keep moving to avoid the arrows and chase down the archers. Try to concentrate on one at a time. Weapons and food can be hard to see in the bushes here so keep your eyes open for the **Ⓢ** button prompt coming up on screen.

GREAT ARENA ROUND 4

This is another statue-smashing team battle. Get a teammate and run to the arch. Kill the enemies here. The first statue is up on a pedestal in the arch, so you'll need to throw rocks and weapons at it. Try to nearly kill the member of your opponent's team who smashes the statues – this will slow him down. Alternate between hitting the opponent who tries to stop you and throwing weapons and rocks at the statue (**Ⓢ** to aim, **ⓐ** to throw) then smash the remaining two statues as quickly as you can. The final statue



Shadow Of Rome

is on a platform in the centre of the arena, surrounded by a ditch. Throw weapons and rocks at it – two-handed weapons do the most damage.

ROMAN STREET

After defeating Antonius there's another cut-scene and you'll find yourself in a Roman street. Smash the door to your right and kill the archer there. Take his bow and go out the other door. Use this to kill the two archers who are overlooking the street. The street is blocked further up – you need to smash through the door on the right and kill the archer, then go through the other door and up the steps. Once there you'll trigger a cut-scene and will have to fight the twins, Zedo and Gedo.

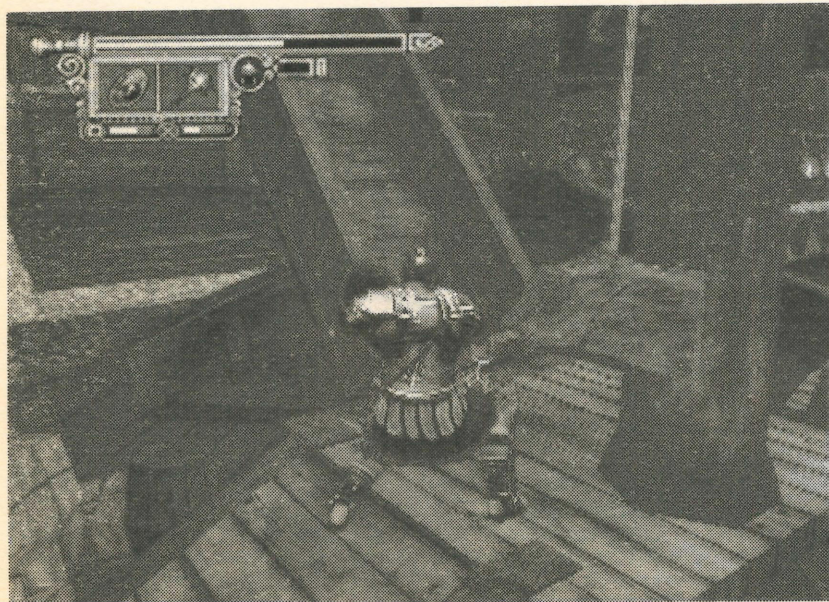
Try to avoid or block their attacks and hit them when they're vulnerable. Concentrate on killing one of them. Claudia will help you here, and will also bring weapons when yours break. Try to catch one twin away from his partner. When one jumps onto a balcony, watch out for the purple stuff he spits down at you. After a short cut-scene you have a chance to save, using the book to the left of the street.

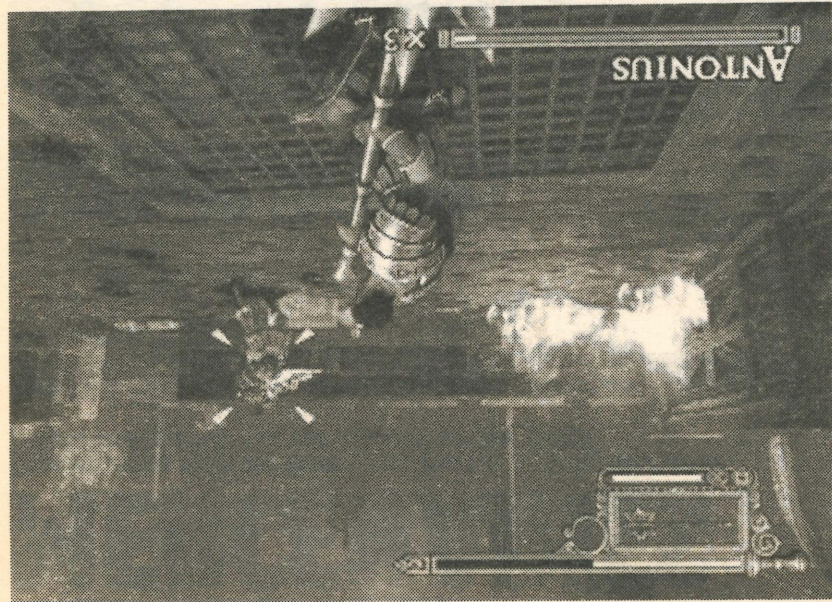
If your weapon is damaged, take the power mace by the side of the road. You then have to fight three enemy soldiers – there's a dagger and a gladius in the breakable crates where the soldiers are. Head left once they are defeated. Before going down the ladder, smash the crates to find some cheese. Down in the water below are two huge enemies. You will also find various useful things in the water – namely a spike shield, a power mace, a gladius and some meat. Kill the two enemies then smash the tree trunk blocking the passage to proceed.

Smash the crates in front of the ladder to find some bread and climb the ladder. There are two more huge enemies here – there's a power scimitar in the crate further up the quay if you need it. Turn right down the pier. There are another two huge enemies in a row here – you may have to throw them to get their weapons. Claudia will be able to stun them with her attacks, so if you don't have a weapon try to stay out of trouble and wait for a throw opportunity. Now head up the ramp to fight Sextus.

SEXTUS

Look in the crates scattered around for





lower the boarding ramp and cross to the next ship. Kill the archer with your bow and climb down the ladder – fight the enemy here. There's no point in fighting him. Instead, lure him into the ship and run past him to lower the boarding ramp. Head into the ship and down the stairs, fighting two enemies. Go along the corridor, fight two more enemies and take the Apollo spear from the last. There is plenty of food in crates in the room at the end of the corridor. Head up the stairs at the end to see a cut-scene.

ANTONIUS

Avoid Antonius' attacks, then counter-attack. Use a one-handed weapon and a shield.

The crates respawn – they contain weapons, shields and food at the beginning. When he leaps onto the ledge, keep moving around because he will throw napalm at you, and they do a jumping attack. Avoid the napalm at all cost – the flames, combined with the jumping attack, will take half your health. Use the huge mace at the end of the fight. Antonius will glow red and become faster. It's attacks are unblockable giving you the final victory. ■

weapons and shields (these respawn). There is also food, but this does not respawn. You can hit Sextus after his attacks if you block them. You can also hit him before some of his attacks if you can manage to time it right. His attacks increase after you've taken half his health, so keep an eye on your weapon's health bar and make sure you never leave yourself unarmed and vulnerable.

BATTLEFIELD AT SEA

Save your game here. First, fight the two enemies in the ship, then smash the crates to find some cheese, a dagger and lots of weapons. Take the dagger and the weapon of your choice, go to the boarding ramp at the prow and hit the winch. Now cross to the next ship. Go down the hatchway and fight the enemy here. When he's defeated, go down the stairs into the room. There are some weapons and a crate with cheese here. Go downstairs and kill the two enemies. They should drop a shield. Kill the enemy in the corridor and smash the crates in the last room to get cheese and meat. Head up the ladder to the deck. There are crates behind you with a bow and a dagger – take the bow. Hit the winch to

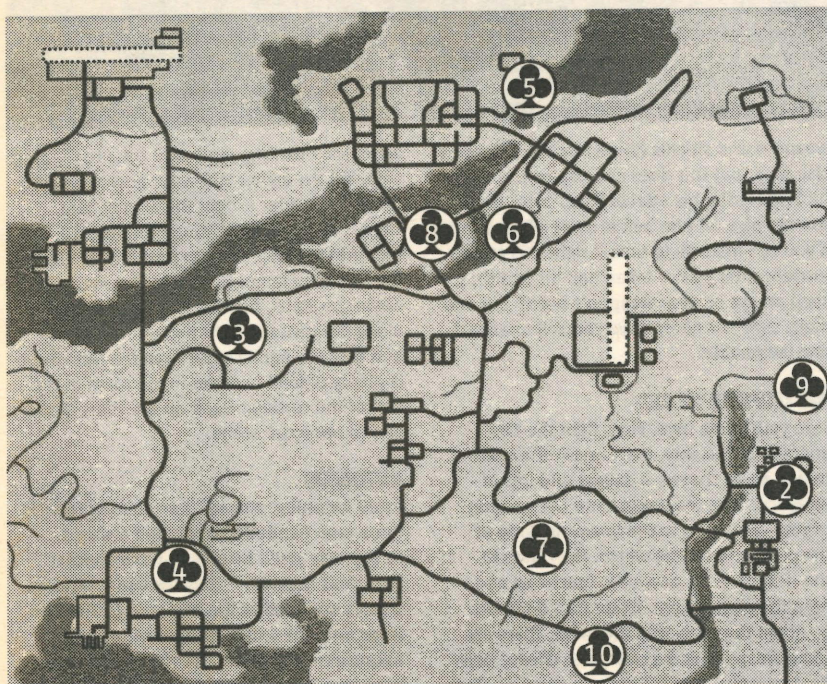
MERCENARIES

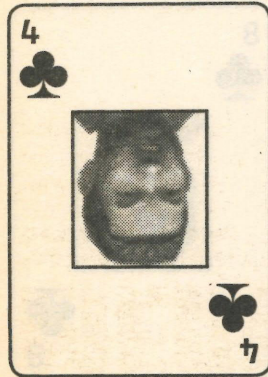
Capture every member from every faction – clubs, diamonds, hearts and spades – in our comprehensive guide

(*Note: cards 2 to 10 for each suit are marked on each map. The face cards – Jack, Queen, King and Ace – are not marked. Mission directives in the game will tell you where to find them once you've captured the rest.)

CLUB CARD LOCATIONS

THE CLUBS ARE GENERAL SONG'S LOWEST RANKING LACKEYS AND TAKING ALL OF THEM ALIVE ISN'T TOO DIFFICULT A TASK. EASY MONEY





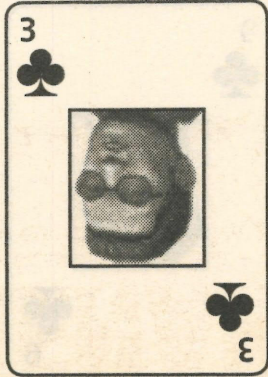
YEOM PARK

Holed up in a burning village with only a few soldiers with him, taking him down is easy. Just try not to kill the GSRN cameraman that's filming there.



KANG-KEUN HA

Take the track from the road north of his position to find him. He's with some civilians, some soldiers with grenades and some crates of cash.



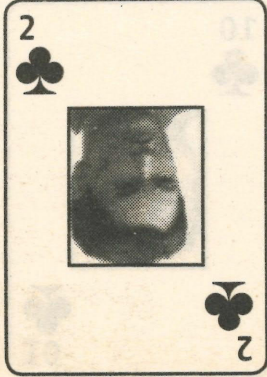
SU-YEONG KIM

Take the track that branches from the road south of his position to find him. The only significant resistance comes from an armoured scout vehicle.



CHONG-CHUN YI

Several soldiers and a huge tank need to be overcome before he can be subdued. However, arm yourself with an RPG and you'll be fine.



JIN-HO YONG

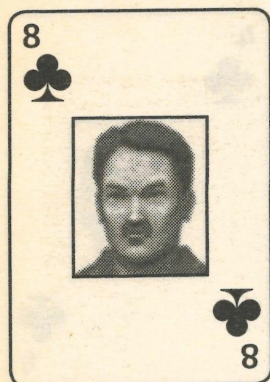
This is the first card of the deck of 52 that you capture. He's caught during the AN contract Ante Up and, as you'd expect, isn't too difficult to take down.



TAL-HUN AN

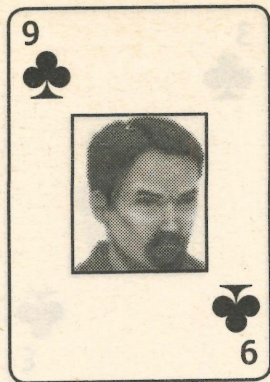
Bagging this guy's a piece of cake. You can sneak up on him and subdue him before he or the three soldiers with him know that you're there.

Mercenaries



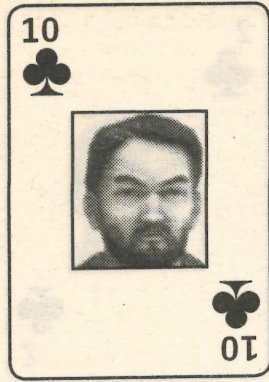
YEONG-SUK PARK

Find him loading lorries with a handful of soldiers under a covered garage area. He's easy to apprehend, just make sure the soldiers on the roof don't surprise you.



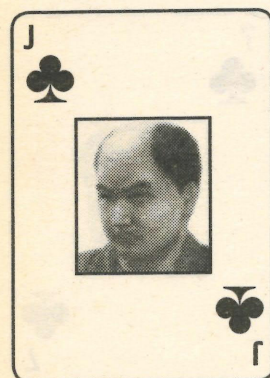
CHEOL-HAN CHO

This area is crawling with NK troops. Thanks to a tunnel, they keep on coming. It's best to subdue him and then take him elsewhere when the time comes for extraction.



YEONG-KIL KIM

The train track beside the road will lead you to him. There are anti-aircraft launchers in the area, so you may have to move him somewhere safer for extraction.



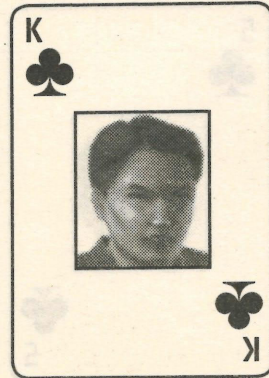
HONG-DO SEON-U

Captured during the last Mafia contract.



SUN HAN

Captured during the last Chinese contract.



LEE CHOI

Captured during the last South Korean contract.

BRINGING DOWN THE HOUSE

YOUR FIRST ACE CONTRACT – LET'S MAKE SURE IT'S NOT YOUR LAST...



Watch out for soldiers armed with grenades around the jammers.

DESTROY NK JAMMERS

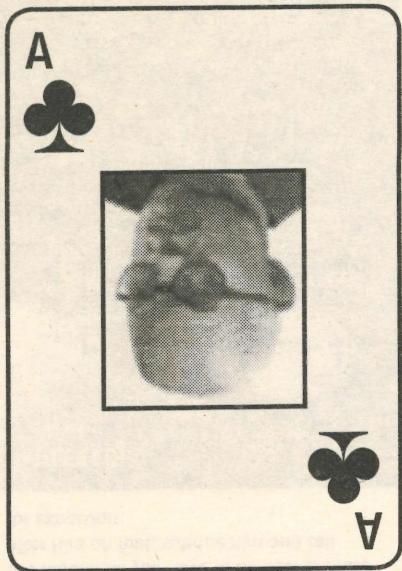
When you're dropped from the chopper, immediately concentrate fire towards the soldiers around the nearby camp. One of them is armed with an RPG (rocket-propelled grenade) and another has an anti-aircraft rocket. Pick up the anti-aircraft rocket as you're likely to come under attack from helicopters during the assault. When you've killed all the soldiers, check the camp area for some pick-ups (there are two health packs and some ammo) and get into the scout vehicle to disguise yourself as a North Korean.



Hijack the tank that's near the first Jammer's position.

YOUNG HWANGBO

...erred during the Allied Nations.
...Bringing Down The House.

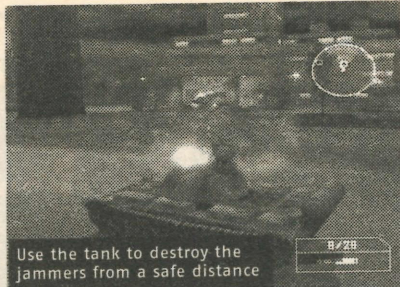




Drive all the way to the jammer that's located in the south-east corner of the island. Circle the building where the jammer's located and you'll find a tank driving around the area. When the tank is on the west side of the building (the opposite side to the jammer), kill the gunner and hijack the vehicle. Use it to kill any troops on the ground then destroy the jammer. Feeling destructive? Send a few shells into the building to bring it to the ground. Next, destroy the jammer in the north of the island before moving to the final one, which can be found on the west side of the island.

DESTROY SONG TOWER

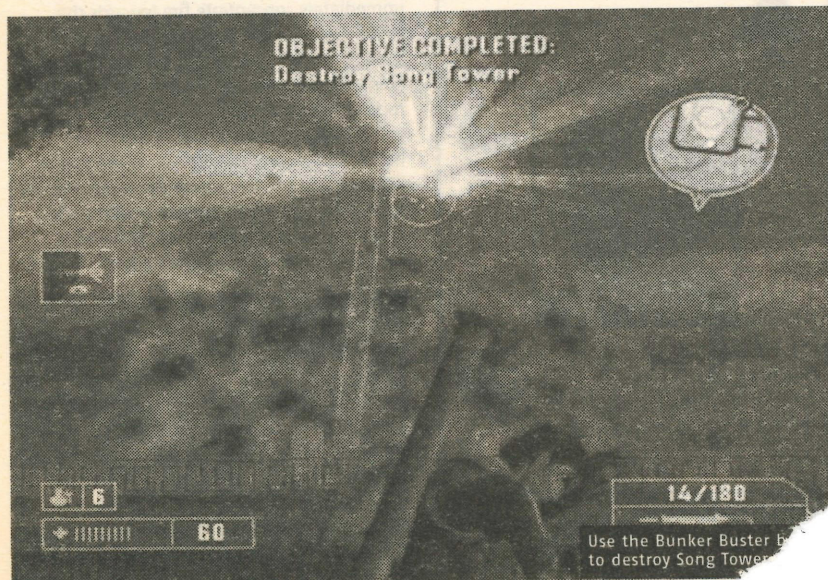
After destroying the final jammer, drive to the road that surrounds Song Tower and head

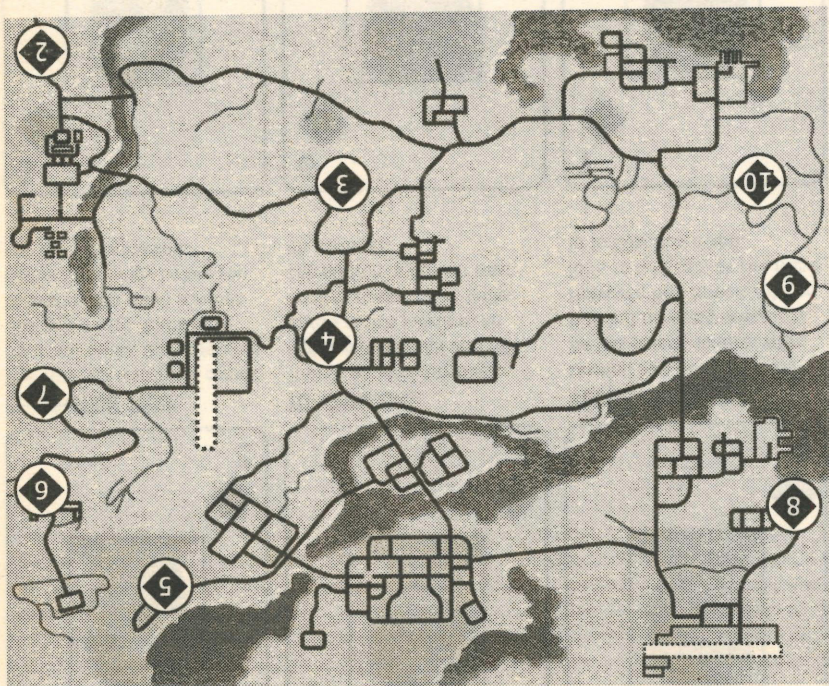


around to the north-facing side of the tower – but keep your distance or risk being blown apart by the grenade launchers that surround the tower. Stop somewhere near the track that led to the second jammer, get out of the tank and select the Bunker Buster bomb from the support menu. Target the tower with the laser until an allied plane drops the bomb on it and the whole building collapses.

VERIFY THE ACE OF CLUBS

Although the building has been utterly annihilated, the Ace somehow manages to survive and makes a dash for it from the rubble. All you have to do now is chase after him on foot, subdue him and call for extraction.





DIAMOND CARD LOCATIONS
THIS MOTLEY RABBLE ARE SONG'S TOP MILITARY MEN. THEY AREN'T SHY OF A FIGHT, SO YOU'D BETTER PREPARE TO GET YOUR HANDS DIRTY

Mercenaries



CHAN-SEOK PARK

The only real resistance comes from two tanks, but otherwise this card's easy. You'll have to destroy the small scanner below the canopy before you can call for extraction.



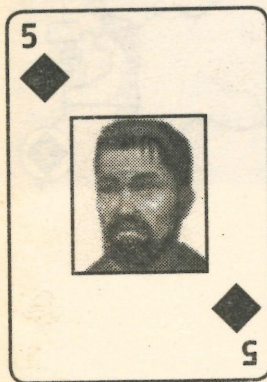
TU-CHIN CHO

There's an almighty battle raging between AN and NK troops at this location. An endless stream of NK tanks appear from a bunker near his position.



YEONG-SEON SEO

Located at a camp on a hill he has several soldiers with him but no heavy weaponry. However, he's armed with an RPG, so take care as you move in to take him down.



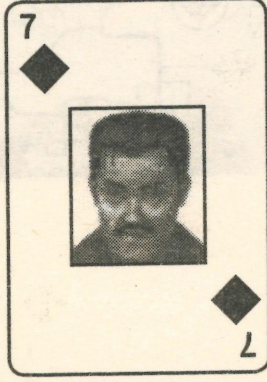
PUNG-CHO YU

This one is a simple, quick in-and-out job. The track that leads to him is only lightly defended - there are only a few soldiers and a small artillery gun to take out.





YEONG-IL CHEON

He's deep in NK territory, so an NK disguise is essential for reaching his position. Once you've got him, beat a hasty retreat out of the area before calling for extraction.






SEON-KEUN YUN

Surrounded by hills - you'll have to go off-road to find him. Reach him by going over the hill west of his position. Once you've found him he's easy to take down.

10    **10**



MYEONG-HAN KIM

The track that leads to his position is crawling with NK troops and tanks – it's best to disguise yourself as an NK or you'll have trouble even reaching him.

9    **9**

CHU-HO KIM

Whichever way you approach this guy you'll encounter considerable resistance. Advancing from the north is your best bet.

8    **8**




KYUBUNG PARK

Follow the train track that's just north of Nampo and it'll lead you straight to him. He's fairly easy to catch, just watch out for the tank and heavy machine gun nearby.

K    **K**




WONG JEGAL

Captured during the last Chinese contract.

Q    **Q**

JONG SEOMUN

Captured during the last Mafia contract.

J    **J**

Ji AN

Captured during the last South Korean contract.

THE GUNS OF KIRIN-DO

THIS ACE HAS A SUPERGUN THAT FIRES RADIOACTIVE SHELLS. NAUGHTY BOY!



Hijack the tank at the crash site east of the drop zone



GENERAL CHUL KANG

Captured during the Allied Nations contract The Guns Of Kirin-Do.

DESTROY TYPE 07 SUPERGUN

Head along the track that leads from the drop-off point, but prepare for an intense firefight as the area is crawling with NK troops. Call for a cluster bomb attack to eliminate some of the enemies. A short way along the track is a scout vehicle – this explodes as you get close, destroying two supply crates in the process, which leaves behind four medipacks. Stay around this area, killing any NK troops before proceeding. Continue along the track to the road and head east. You'll encounter a battle between NK and AN troops – hijack an NK



Discreetly park the tank beside the prototype gun

NK troops can see you. Get out and head up the ramp at the front of the gun. Use the door on the side to man the weapon. Hit the supergun a couple of times to destroy it.

VERIFY THE ACE OF DIAMONDS

Exit the prototype and return to the tank. Providing you haven't been spotted, when you get back into the tank you'll immediately be disguised as an NK again. Drive down the hill in front of the prototype (yes, it's steep, but you'll make it down without sustaining any damage) and follow the road toward the Ace's position.

The Ace is located within a base. Rather than driving into the base, park nearby, where you won't be spotted. Use the support menu and call in tank busters to destroy any hardware (there are a couple of tanks and an anti-aircraft vehicle inside the base). Next, use the surgical strike to take out the barrack buildings on the base perimeter — these barracks are enemy spawn points, so destroying them is absolutely essential. As the dust is settling, wade in, subdue the Ace and call for extraction (lob the beacon on the road if there's nowhere in the base that's clear).



tank from the area and make sure you're disguised as an NK. Continue in the direction of the O7 supergun, passing safely through the radiation zone.

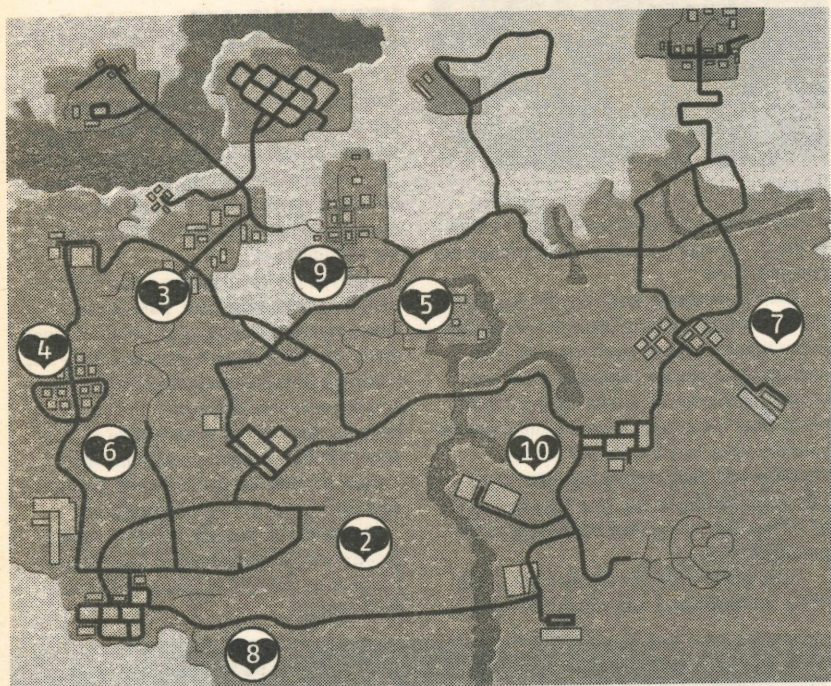
Use the prototype to destroy the supergun. Follow the road that runs along the west side of the island until you reach the track that leads to the prototype supergun. There's a tank and some troops protecting the bottom of the track but as long as you're still disguised you can make it past them without any trouble — just drive around the right-hand side of the factory so you aren't spotted by the NK officer. Follow the track all the way to the prototype weapon.

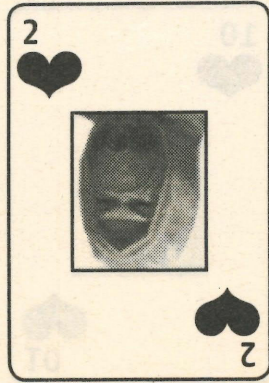
Drive the tank beside the right-hand side of the prototype and stop where none of the



HEART CARD LOCATIONS

THESE BAD BOYS ARE RESPONSIBLE FOR SONG'S CHEMICAL WEAPONS PROGRAMME. TAKE THEM DOWN!

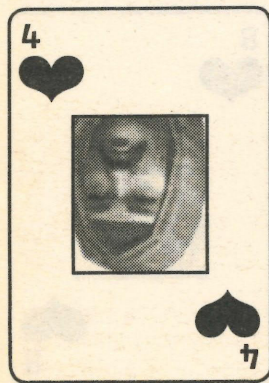


**CHI-SEONG AN**

Two tanks, two armoured vehicles, a gunship and a handful of NK troops defend him. Make sure you destroy the tank on the ridge before calling for extraction.

**HYEON-SAN CHANG**

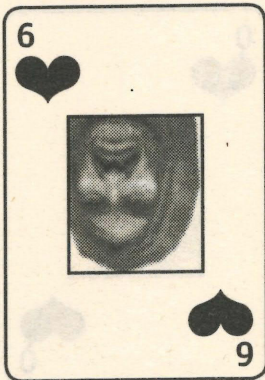
There are several armoured vehicles here, but nothing that an RPG can't handle. Kill the soldier with the anti-aircraft launcher before calling for extraction.

**CHU-HO KO**

There's a radiation zone north of his position, so approach from the south. The area is crawling with NK soldiers and scout vehicles, but capturing him is easy.

**CHO-YEONG CHA**

There are three tanks at this location - one is on the track that leads to the village and there are two in the village itself. Best pack some anti-armour weaponry.

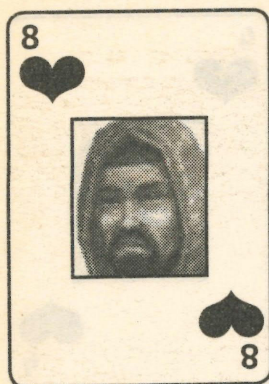
**HYE-MIN PARK**

Go over the ridge that's west of his position to reach him. From the ridge, kill as many NK enemies (soldiers and three armoured vehicles) as you can before going in to subdue him.

**MUN-CHEOL YI**

A track beside the road northwest of his position will lead you straight to him. Watch out for the two soldiers that are positioned on top of the bunker - they may catch you unawares.

Mercenaries



MIN-SU AN

He's located beside a tank bunker – which is a tank spawn point – so expect lots of tanks. Make sure you pack suitable weaponry and get in and out quickly.



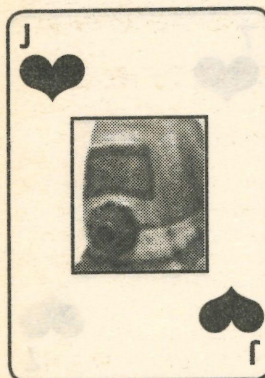
NAM-CHEOL KIM

Approach his position on the ridge from the north to avoid two grenade launcher posts. Subdue him and use the lorry he's hiding behind for a nice quick escape.



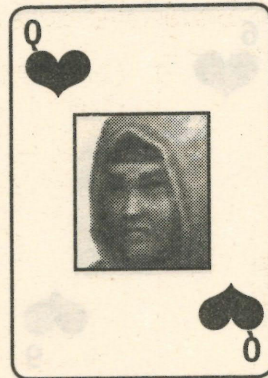
HONG

Drive over the ridge east of his position to reach him. He's easy to catch as he only has three soldiers with him (one has an RPG, another has an anti-aircraft launcher).



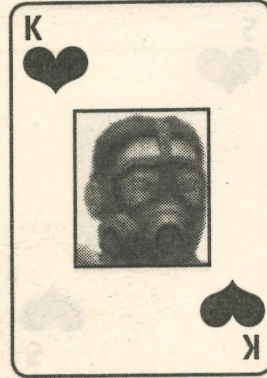
JI-WON HAN

Captured during the last Chinese contract.



JONG NAMGUNG

Captured during the last South Korean contract.



BAE DOKGO

Captured during the last Mafia contract.

GAMBIT

IT'S STEALTH TIME. IF BY 'STEALTH' YOU MEAN RUN AND DESTROY EVERYTHING, THAT IS



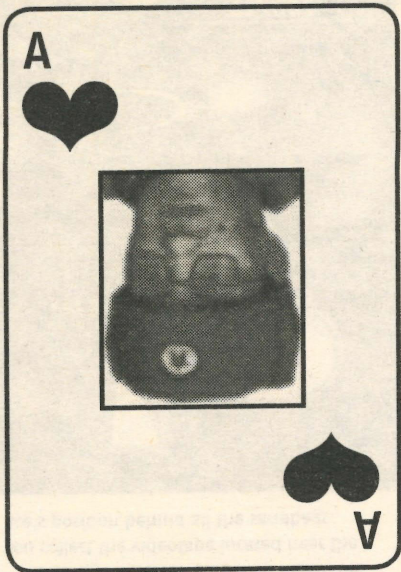
LOCATE THE ACE OF HEARTS

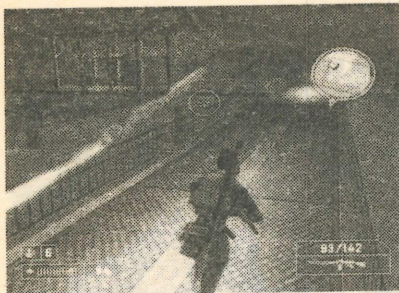
Approach the base and kill the soldier in the watchtower. To the left of the watchtower is a soldier armed with an RPG – kill him and then blast the fence with an RPG (there's one in the nearby supply crate if you don't have one). Enter the base and kill the soldiers in the north – east corner. Bash the crate near the base of the watchtower for a medipack and proceed into the complex. You're advised to take it stealthily, but running and gunning is by far the best approach. In the first area, take out the gun



CHU KANG

Captured during the Allied Nations contract gambit.





post in the north-east corner and kill any soldiers. If any of them trigger the alarm, you can either stand beside it and press **A** to deactivate it, or you can just blow it up to silence it for good. Make sure you arm yourself with a light MG before continuing further. Keep going through the various yards towards the Ace's location (indicated on the radar as a heart icon).

PREVENT THE ACE OF HEARTS FROM ESCAPING

When you reach the Ace's position there will be some soldiers waiting for you – it seems the Ace knew you were coming! Ignore the soldiers and simply run straight up the steps and along the elevated walkway outside.

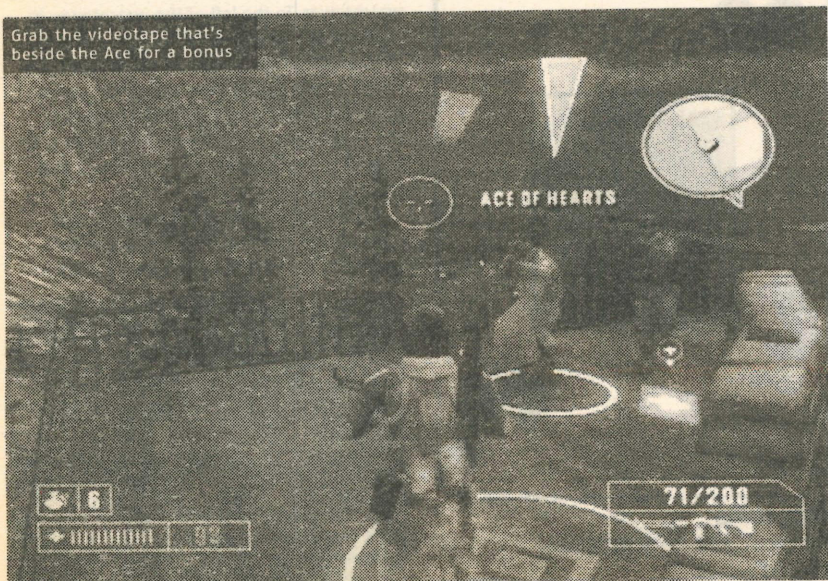


Keep running along the walkway without stopping to engage any troops that appear. Follow the walkway all the way to the end and kill the soldiers that are there (they've got RPGs). Head up the slope and continue to the rooftop.

Ahead of you as you reach the rooftop is a soldier armed with an RPG – make sure you take him out first. Quickly subdue the Ace before he runs to the chopper. Kill any soldiers on the rooftop and then take out the NK chopper that's buzzing around – sustained fire from your light MG will bring it down easily enough.

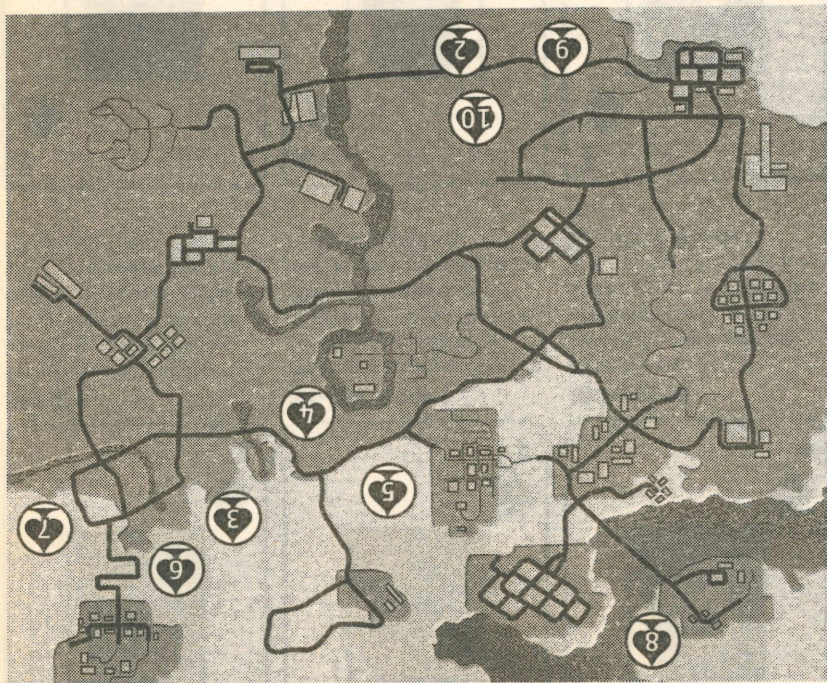
Before you call for extraction make sure you collect the videotape located near the Ace's position behind all the sandbags.

Grab the videotape that's beside the Ace for a bonus



SPADE CARD LOCATIONS

THE SPADE NUMBER CARDS ARE ALL WOMEN, BUT DON'T UNDERESTIMATE THEM - THEY'RE JUST AS HARD AND NASTY AS ANY OF THEIR MALE COUNTERPARTS



Mercenaries



DAE KIM

Her stronghold is hidden behind some trees that are beside the road north of her position. She has two SAMs, a couple of choppers and some soldiers with her.



JIN-WEON SEO

You'll need a chopper to reach her and you'll have to be disguised as an NK. There are SAMs everywhere, so you'll have to move her away before calling for extraction.



JOO-EUN AN

All on her own in the mountains. Her position is only accessible by air, but make sure you're disguised as an NK as she's armed with an anti-aircraft launcher.



KEON PARK

A slope beside the road east of her position leads to a mountain trail, and she's located at the end of it, right beside a tank bunker. The area is also hot with NK troops.



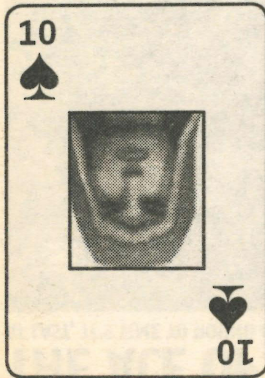
MIN-SEON YUN

Surrounded by NK troops and hardware, use an NK scout vehicle to disguise yourself and approach her position. Subdue her and get away from the base as quickly as you can.



MOON-HAN CHEON

There are two tanks, two anti-aircraft vehicles and some soldiers with this one. Make sure you're packing an anti-armour weapon to take care of the hardware.



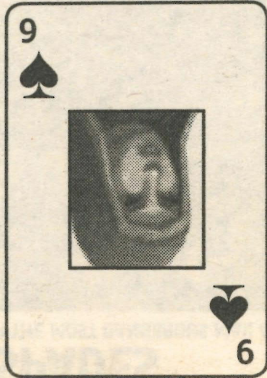
YUN-YEON CHO

A ridge on the southern edge of farm valley leads to the base she's hiding in. Apart from a couple of SAMs and a chopper, the base isn't particularly heavily guarded.



SHIN-SEOK KIM

Get an NK chopper and arm yourself with an anti-armor weapon to deal with nearby anti-aircraft vehicles, which you'll have to destroy before calling for extraction.



SOO-HEON PARK

You'll need a helicopter to reach her. You'd better make it an NK chopper to disguise yourself because there are several anti-aircraft vehicles at her location.



KAI YUN

Captured during the last South Korean contract.



YONG PARK

Captured during the last Chinese contract.



KON LEE

Captured during the last Mafia contract.

THE ACE OF SPADES

AT LAST, IT'S TIME TO ROUND UP THE MOST DANGEROUS MAN ON THE PLANET: GENERAL SONG

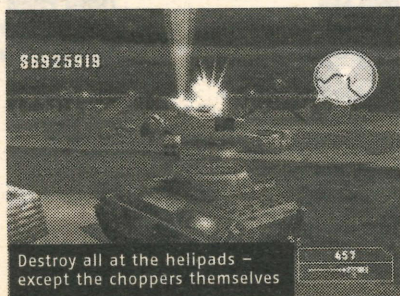


CHOI SONG

Captured during the Allied Nations contract The Ace Of Spades.

INVESTIGATE PRISON

Rather than blasting your way to the prison in the tank, get there the sneaky way by disguising yourself as a North Korean. At the very start of the mission, exit the tank and order yourself an NK BRDM scout vehicle. Once it's dropped off, get in and follow the road. Don't worry if an NK officer spots you – just keep going towards the prison. When you reach it, drive as close as you can to the yellow marker, get out of the vehicle, stand in the marker and press **A**.



ENTER ABORT CODES

Fly towards the next objective point and land behind the hangar. Run inside the hangar and enter the abort codes (you must remain standing inside the marker until the codes have been entered). Bash the nearby crate and collect the anti-aircraft launcher – you may need it.

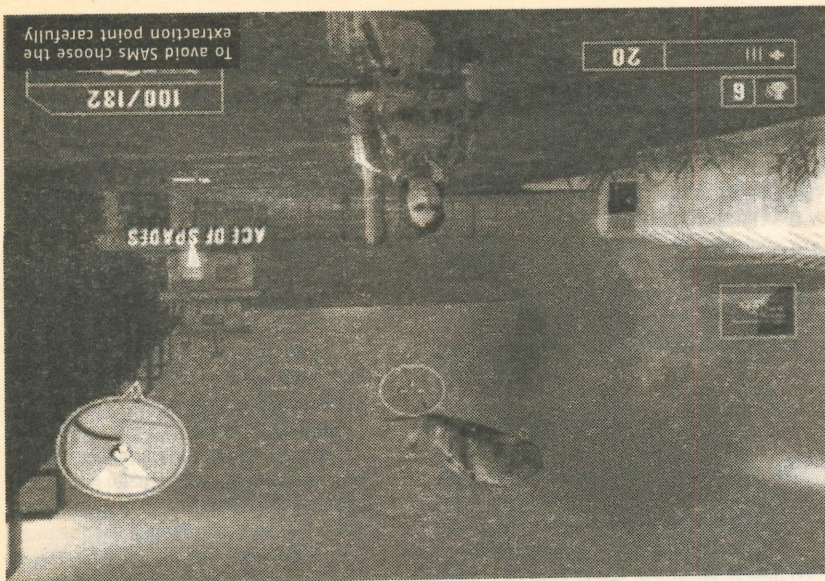
VERIFY THE ACE OF SPADES

Exit the hangar from the back, run around the side and towards the front. Jump from the roof of the bunker in the corner to get into the missile launch area. Now work your way towards the Ace's position, using C-4 to get through the fences.

Before you can reach the Ace, however,

you'll need to destroy the nearby jammer (the red dot on the radar) – throw grenades over the wall until it blows up. Select the bunker buster from the support menu and target the door that the Ace is hiding behind. When the dust has settled, hang back and wait for the Ace to emerge.

Subdue him and take him down. Set the extraction beacon somewhere on the south edge of the missile launch area and wait for the chopper to arrive.

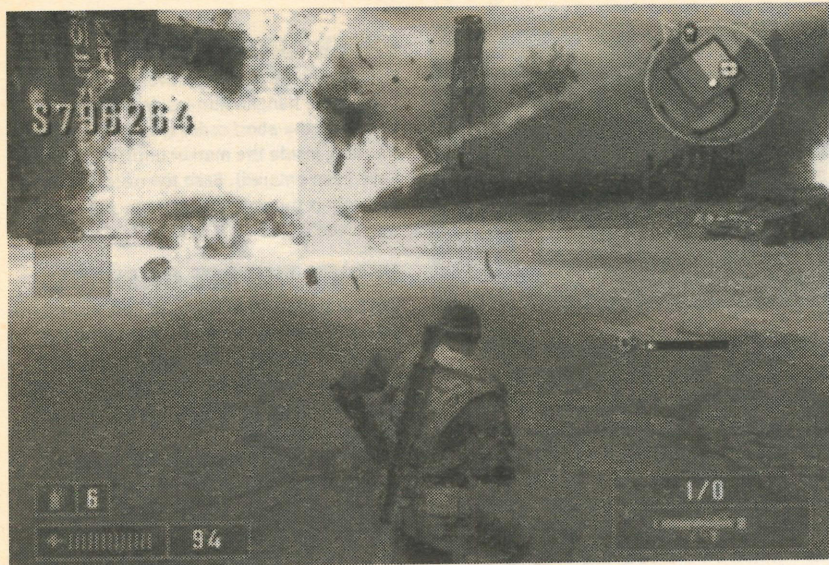


INVESTIGATE LAUNCH SITE

After the cut-scene with the President,

exit the prison and get into the allied M3 APC vehicle that's parked outside. Follow the road through the gates and eliminate any resistance you encounter. Eventually you'll reach an area with helipads – destroy everything in the area (focus on the tank bunker and the barracks first) but ensure that at least one of the helicopters remains intact. When there are no enemies left in the area, get into one of the helicopters. If there's no one around you'll immediately be disguised as an NK, so you can take off without having to worry about the SAMs that are positioned in the area. Now simply fly to the launch site.





MERCENARIES SURVIVAL GUIDE

SPEND, SPEND, SPEND

There are several ways to make money while you're not on a mission

MAKING IT

Selling Vehicles: You can flog most commandeered kit to the Mafia. It's worth doing this with nice vehicles that you can't keep – you might as well drop them off at Russkie HQ and make some quick cash...

Challenges: The first few are really easy – they're checkpoint races designed to get you used to the routes between the various HQs – so you can do them in between missions. Later on, you'll have to do rampages, so get yourself a sniper rifle before you attempt these.

Cards: You don't have to do all of these to complete the game, but the lower-ranked deck members are so easy to take out that you might as well take a few down if you're on your way past.

Finding Secrets: Blueprints for WMD's and military loot tend to be hidden around the main mission areas – check around crates and behind monuments for a chance at an easy \$25,000.

Shooting Stuff: You get a bonus for any significant bit of North Korean kit blown up. While it's not really worth going out of your way, if there's a big stash of ammo and a spare Jeep lying about, you might as well take the opportunity for a bit of pocket money. Also, if you've done a mission and there's still a monument or portrait of General Song left standing, destroying it for propaganda purposes can bag you up to \$50,000. Helicopters are great for this.

LOSING IT

Collateral: That's a nice way of saying dead civilians. You're penalised \$10,000 per dead civvie or Allied trooper, even more if you blow up a bus or something similar.

Upsetting The Russkies: Sometimes the Merchant Of Menace refuses to sell you stuff – usually because you've just shot some Mafia personnel. It'll cost you at least \$25,000 to get them back on side, but sometimes you can just wait it out and they'll forget about it.

Bribes: Upset any faction too much and you'll have to run the gauntlet through their territory before bribing them \$100,000 to get them to speak to you again. Sometimes

cheapest way of taking down bunkers, NK tunnels and so on. Order up a demolitions crate if you're going on a property damage mission and you'll thank yourself later. **Best Used For:** Sadly, you can't plant more than one charge at once, so you'll just have to ditch the explosives and run.

RPGs (ROCKET PROPELLED GRENADES)
Cost: \$8,000 (Demolitions supply drop)
 Anti-aircraft or anti-tank rocket launchers are available -- with lock-on facilities -- but with a bit of practice, these are just as effective. There's usually one North Korean trooper carrying one in every unit. **Best Used For:** Taking out vehicles. Or taking out objectives that you can't be bothered to C-4 for. This usually takes a couple of shots.

ARTILLERY STRIKE
Cost: \$56,000
 This is a semi-surgical bombing raid and is best suited to stationary targets. As with all laser-guided weapons, you need to avoid getting shot as you're lining it up -- otherwise you'll flinch and ruin your aim. **Best Used For:** Taking out awkward watchtowers or tunnel entrances -- anywhere that's too full of troops to easily C-4.

CLUSTER BOMB
Cost: \$55,000
 This is one of the first chances you'll get to use a satellite-guided weapon -- handy, because you don't even need to be in the firing line to call in your shots, just sit back and let someone else do the work. **Best Used For:** In theory it's all about killing troops, but we've launched it at half a dozen NK and seen it kill one. Rubbish, unless it's free, of course.

THE BUNKER BUSTER
Cost: \$392,000
 Like being mates with God -- the nastiest attack you can call down, and sure to flatten any area it hits. It is, however, a bit on the expensive side. **Best Used For:** When you're rich and sick of messing about on a kill everyone mission, why not take the much easier route and ruin their day by bombing their entire camp flat? ■

This is inevitable -- some missions rely on you killing hundreds of the opposing side -- you can usually minimise the bad feelings by using the sniper rifle/C-4 approach and not getting spotted. Unless a faction declares you a threat, you can always make them a bit happier by helping out their troops. Just head for one of the boundaries of their territory and kill all the North Koreans that are hassling them.

STUCK ON A MISSION?
True, you can only carry two guns at once, but there's loads of support on offer

MACHINE GUNS
Cost: Mostly free
 AKs are good, SMGs are great. If you're on a kill-crazy mission, it might be worth packing both. And always remember to do a manual reload in-between waves of bad guys. **Best Used For:** There's not a lot you can't do with a machine gun. Unless you've got something very specific in mind, you shouldn't be without one.

SNIPER RIFLE
Cost: \$8,200
 The covert ops combo -- sniper rifle and suppressed pistol -- is hopeless, even Fiona will be spotted the minute she starts shooting people. The best combo is AK and sniper rifle -- that way you've got a machine gun if anyone surprises you. **Best Used For:** No point sniping the Aces -- you still have to get up close -- so it's best for taking out NK units to allow your backup to land.

GRENADES
Cost: \$7,280 (with the allies supply drop)
 It's tricky to hit anyone with unless you cook them first -- which is when you count to three before throwing so that the grenade explodes without bouncing. **Best Used For:** Though they're too weak to take down buildings efficiently, grenades will ruin fences -- always handy if you don't want to take the long way

C-4
Cost: \$8,000 (Demolitions supply drop)
 A pain in the arse to use, but easily the



SPLINTER CELL: PANDORA TOMORROW

MISSION 1: DILI, TIMOR

This level starts off as a basic training exercise.

Follow the on-screen prompts to tackle the

terrain and you shouldn't have too much

trouble until you come to a dead end and

must press your back up against the wall. Do

this and squeeze down the narrow alley, after

which you'll encounter the first enemy. SWAT

turn past the gap in the fence and then poke

your head out from the other side. Press **Q** to

draw your gun and shoot the light over to the

left. This will alert the enemy and cause them

to investigate. Creep up behind him and take

him out, or just sneak past and move on.

Equip your thermal vision to pinpoint a collection of mines on the ground. Either crouch under the porch or jump on top of it to avoid the first load, and for the second, jump onto the box, grab the ledge of the house and shimmy past. Go through the door you drop down by and then head through the building to reach a checkpoint. The guard outside will see that the lights are out and come to investigate, so grab him and knock him out. If you need to heal yourself, there's a first aid kit in the toilets (second door on the left – you'll need to pick the lock), otherwise, make your way down the long passage.



Splinter Cell: Pandora Tomorrow

Shoot the chandelier at the top of the stairs and then go down. Wait behind the pillar to the left at the bottom of the stairs. When the guard walks past, stops and turns his back on you, grab him, drag him to a darkened corner and put him to sleep. Grab the bottle from the bar and hurl it at the two enemies who are checking the map. They will be alerted to your presence – either grab them and take them out or avoid them and head around the far wall, squeeze through the gap and head down the passage. You'll come to a checkpoint when you go through the door.

Go out into the courtyard and you'll be told to avoid the guard stationed in the top window by getting in the searchlight beam and following it over to the building. A less cumbersome method of getting over there is by standing behind the first pillar, drawing your pistol, equipping the laser sight and shining it directly in the guard's face. You'll see him become alarmed by this, so draw your pistol again and he'll turn away from the balcony and walk in the other direction, as if investigating something. Use this opportunity to run over to the far building.

Go through the main door and head upstairs. At the top of the second flight is a

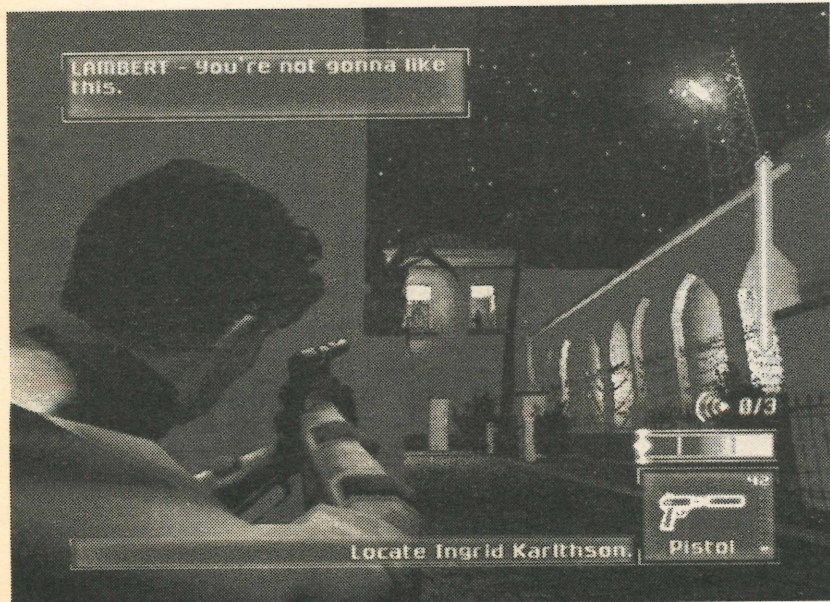
landing with a window at the end with the sniper situated outside. Creep up behind him and take him out, then go through the next door and talk to Ingrid.

Go out through the window in the next room and rappel down to the ground. Take out the patrolling guard. Now simply follow the linear route to the escape dingy, killing the enemies and pressing the switches in the two watchtowers.

MISSION 2: PARIS, FRANCE

Drop down the hatch and then shoot out the light at the bottom. Creep to the end of the passage and then take note of the enemy patrolling around by the train over to the left. Although it's dark down there, don't stray out into the open as passing trains will temporarily illuminate you. Wait until a train has just passed before making your move and creeping out from your hidey hole.

Pick up the object from the ground and toss it near the enemy to alert him, then creep out and use one of the attachments – say, a sticky shocker – of your new toy, the SC-20K assault rifle. Jump up and grab the ladder on the back of the old train, then drop down through the hatch on the roof. Shoot out the



and go into a crouch halfway up. You should see a red light motion sensor on the far wall of the landing, so hug the corner and move slowly to avoid sounding the alarm. Once up the stairs, go through the door and shoot out the light on the roof then, once the machine gun fire has ceased, wait by the corner for the man to stroll up. Grab him from behind as he turns to head back down the passage, knock him out and dump his body in the office down the passage on the left. Get the ammo and sticky shockers from the office then go back out, shoot out the light above the door then head back up the passage and pick the lock of the doors.

Open the door on the left and wait in the doorway. This server room is surveyed by four ceiling-mounted cameras – one in each corner and one in the middle. From the doorway, either use your cam jam device or your pistol to take out the cameras and then use the red computer in the far right-hand corner. Go back to the passage you entered the server room from and activate the keypad on the other door. The code, 2457, can be obtained from your notes.

Switch off the lamp to draw the guard outside into the room before grabbing him from behind when he walks up to the lamp and dumping his body in a darkened corner. Avoid the motion sensor on the far wall outside the door and then approach the other door further down the passage. Go through and head cautiously up the stairs. There's a camera, motion sensor and wall mine on the middle landing – use your pistol or your cam jam to take out the camera, then move slowly past the motion sensor and up to the wall mine. Disable it when the light is green and then proceed.

Use your optic cable on the second door at the top and, when you see the guard walk past, go inside, grab him, drag him to a dark corner and knock him out. Sneak up behind the guard using the computer. If any of the guards are alerted, use sneak and grab techniques or stealth weapons like the sticky shocker attachments for your rifle. When both guards have been taken care of, use the computer and then go through the keypad door down the passage – the code is 7562. Get the sticky shockers from the table and

light and stealthily kill the enemy that comes to investigate. That will leave one final enemy doing the rounds. Use either a sticky shocker or a ring foil to dispose of him. Head through the side passage and then shoot the valve on the ceiling to turn on the sprinklers and clear the fire from your path.

After the checkpoint, use your optic cable to examine under the next door and you'll see a room filled with shelves and a guard over to the left. When the coast is clear, go into the room and climb on top of the shelving unit straight ahead. Observe the guards' movements, drop down the other side, crawl through the gap in the next shelving unit and jump up through the gap down the end of the last one – but be warned: there's a camera on the wall (either shoot it or use your cam jam tool to get past it). Open the door to the next room and shoot both ceiling lights, then avoid the guards by creeping around the outside of the desks when the coast is clear. If you do choose to engage the enemies and knock them out, the stationery one has a satchel containing a data stick. Pick the lock and go through the door in the adjacent passage and then head out to another checkpoint.

Turn out the lights with the switch by the door and then go out into the auditorium. Quickly run up to the back, climb onto the bookshelf, then creep along to the far end and wait. Three enemies will come in and start patrolling. When the one closest to you comes up and starts to walk along past the bookshelf, drop off the end and creep down to the doorway they came through. Go through the door on the left – you'll need to pick the lock and then get ready for action beyond the next door.

Have your rifle equipped and quickly shoot the two enemies tashing the computers in the side office. Before you go into the office to check the red computer, proceed further up the corridor and shoot out the two ceiling lights. Check the computer and then a countdown will appear for the bomb in the boiler room. Now that the corridor is in darkness, the two enemies that come sniffling around won't spot you, so you can go straight up to the boiler room door, pick the lock and go and deactivate the bomb with ease. Start heading up the first flight of stairs

Splinter Cell: Pandora Tomorrow

then cautiously go through the plastic door. There is a guard patrolling on the other side. Use the plastic as cover and take him out. Pick the door on the far side and head out onto the catwalk. Drop off the edge to the left of the door and shimmy around to the far side. Don't worry if you alert the guards on top of the catwalk as they'll never spot you. At the far side, wait until the guards are heading away, then haul yourself back up onto the catwalk and go through the plastic door. Move slowly this room – there's a motion sensor on the wall.

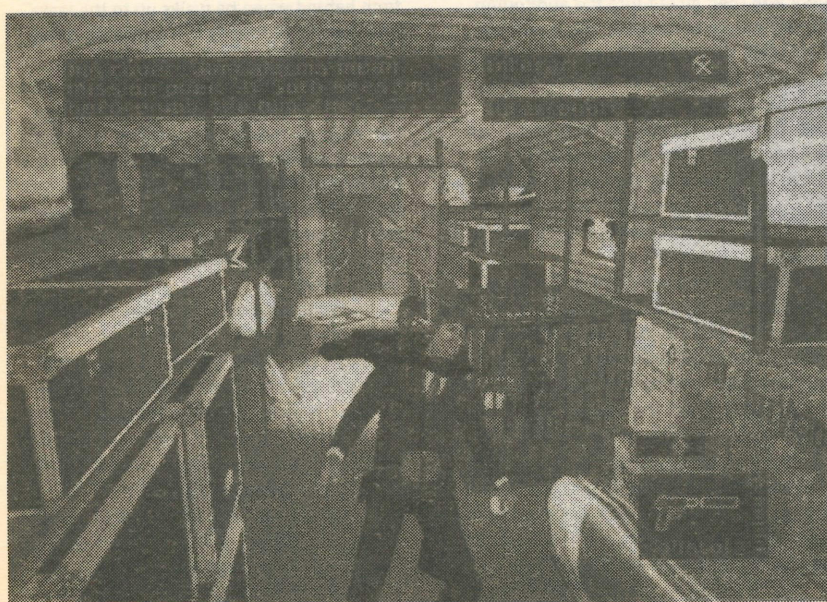
Switch off the light to draw one of the guards back in, grab them as they go to turn the light back on and dump their body in the far corner. Go through the door, then drop into the vent and crawl along to the next one before climbing out. Talk to the hostage, then jump onto the box next to him and haul yourself up through the roof vent. Drop down and approach the truck to finish the mission.

MISSION 3: NICE, FRANCE

Crawl along to the hatch and drop down, waking the dog in the cage as you do so. Wait by the door straight ahead and the guard will soon open it. As he turns to run, grab him

and drag him back down the far end of the first carriage, interrogating all the way. Dump his body down the far end and shoot out the light, then head to the next carriage. Before you go though, in case you were wondering, yes, you can shoot the damn dog!

In the next carriage, go down through the floor vent and shimmy along the pipe on the underside of the train. When you go up into the next carriage, shoot out the light, pull the lever to unlock the slide doors and then head out the door. As you overhear the conversation in the passenger carriage, open the side door and go out. An alternative strategy is to turn out the lights in the passenger carriage via the switch by the sliding doors, knock out the folk who come to investigate and dump their bodies in the small room you emerged from then creep through the carriage, avoiding the rest of the passengers – but the first way is easier and more stylish! Shimmy along the side of the train, observing the movements of the passengers through the windows and evading their gaze. Also, be wary of other trains – you can't actually be ripped off by one, but they will delay you as they pass, which won't be good if it happens to be when you're in front of a window.



down behind the Muslims (or shimmies along the wall) and either avoid them or grab each one in turn from behind as soon as they sit on the bench.

In the next area, climb the drainpipe at the top of the steps then zip-line down to the apartment block. Shimmy around the ledge then, when the policeman has moved on the guy from the square, drop down and hide behind the crates. Shoot out the lamp in the middle of the square to confuse the policeman, then head down to the grocery shop in the corner. Shoot out the light then head down the stairs for another welcome checkpoint.

Sneak down the steps as you overhear a conversation at the bottom, then creep up behind the goon nearest to you and grab him. As you do so, the second goon will grab Saul and put a gun to his head. Still holding the first guy, press **□** to point your gun and then aim it at the head of the second goon, putting a bullet in his skull before he gets a chance to do the same to Saul. Now simply drop the first goon and talk to Saul to get the SC-20K automatic rifle.

Go to the end of the narrow alley, shoot the light and perform a split-jump. Then when the policeman walks under you, press **○** to drop down and land on top of him, knocking him out spako. Roll or SWAT turn past the open doors with the civilian inside, then proceed down the steps, shooting out all the lights to provide cover. There are two civilians to take care of down the street – do so to avoid them alerting any cops later on.

When you get to the steps down the bottom of the street, climb the drainpipe next to the light and walk along the ledge until you see an open window below you. Hang off the ledge and drop down to this window, then slowly go inside to avoid waking civilian sleeping there.

Watch out for the guy up on the balcony – if you stray out into the open he will spot you, so you can either take him out with a sticky shocker or wait for the guards below the other window to disperse and drop down through there. Head down the narrow street and take out the policemen, then go to the end of the narrow alley and perform a split-jump, then either whistle to the nearby

In the next carriage, shoot out the light and crouch next to the door of the passage. You should see the guard come up and start having a conversation with the guy in the compartment nearest to you. When the guard walks back down the carriage, SWAT turn past the open door to the first compartment and tail the guard down to the compartment at the end. Grab and interrogate him before knocking him out. Go to compartment 18 and talk to Soth. When he leaves to talk to an enemy, hang back in the compartment until they've gone. Give it a minute or two because a countdown will start when you leave the compartment in which you have to start eavesdropping the conversation – if the countdown starts before Soth's even at the phone, you'll run out of time and fail the mission. Head through to the next carriage, stand in the doorway and use your laser mic to record the phone conversation.

Creep into the catering booth until the enemy walks back through to the previous carriage, then creep up behind him and grab him, dumping his body in the catering booth. Then creep up behind the guy further down the carriage and dump his body in the same place before heading through to the next carriage, climbing the ladder up to the roof of the train and then running along and catching your flight out of there.

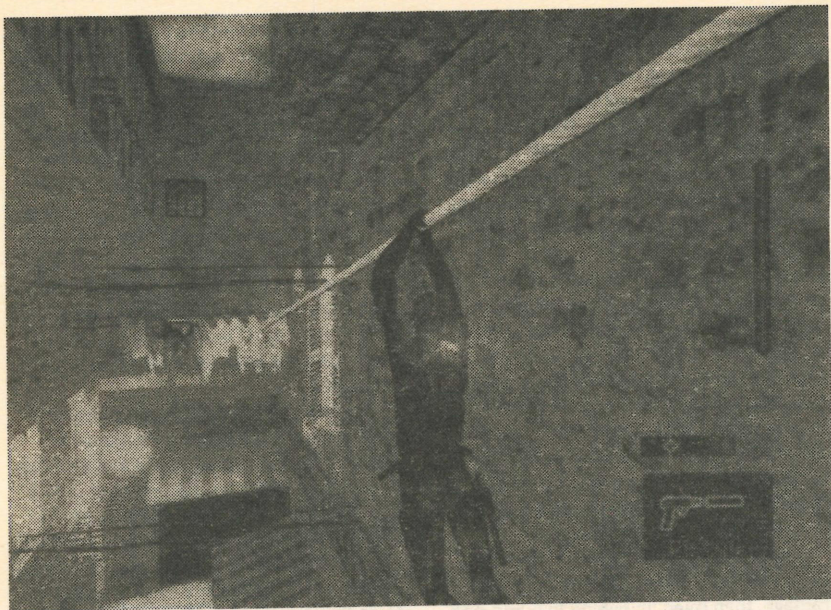
MISSION 4: JERUSALEM, ISRAEL

Walk slowly down the steps and, if the cop is stood by the light, peer out from behind the wall and shoot it out before sneaking down the steps and taking him out. If the cop isn't there, head into the middle of the square and avoid the cop by heading down the passage when he turns up. In the next area, sneak

shoot out the light above the door to the right, then take out the policeman and walk to the steps for a checkpoint.

Walk slowly down the steps and, if the cop is stood by the light, peer out from behind the wall and shoot it out before sneaking down the steps and taking him out. If the cop isn't there, head into the middle of the square and avoid the cop by heading down the passage when he turns up. In the next area, sneak

Splinter Cell: Pandora Tomorrow



enemy to call them over and drop them from above, or jump up to the ledge and run along to the end. Zip-line to the opposite building then work back down to the ground via the awning. Head down the alley, shoot out the two lights down the end, then creep along and jump the guard. Beware of the civilian who wanders around the corner – he'll alert the guards and you fail the mission.

Creep out into the next area and shoot the three lamps in the centre of the square, then climb the drainpipe near the corner and head over to the far ledge. Creep along here (taking care not to get illuminated in the lights) and drop down to the ground when the coast is clear. Now run to the end, jump up to the ledge from the stone bench, then climb over the arch and drop to the ground to reach the checkpoint.

Climb the drainpipe and slide down to meet Dahlia Tai, then creep past the cop (and the two civilians) and follow her through to the next area. Sneak past the cop (or clobber him) when he's talking to Dahlia and in the next area, go down the end of the narrow passage and perform a split jump. Whistle to draw the cop over and then drop him from above. Follow Dahlia and, when she goes

through the market, head down the narrow alley further on and meet her as she goes down the steps at the end. Perform a SWAT turn past the pillars to avoid being detected by the worshippers and meet Dahlia at the end. Shoot the light and then follow Dahlia, sneaking past the cop. Jump up to the ledge at the top of the steps and then sneak down the street atop the wire framework to avoid the second cop. When you drop down at the end, there is a third cop around the corner, but if you hang back and listen to the conversation between him and Dahlia, eventually she'll take him out herself.

In the next area, head up the steps and down the passage on the right-hand side. Take out the first guard, then shoot the light at the end and wait for the second guard to walk past before knocking him out. Climb up the drainpipe, sneak through the apartment and then head up the next drainpipe. Rappel down and knock out the guard talking to Dahlia. Wait for Dahlia and follow her down the alley. Knock out the last guard when he's talking to her. Follow her through the gate and then get into the lift before talking to Dahlia again. You'll be ordered to kill her, so either draw your gun and pop her, or

opening down below and then snipe the dog when he goes back in. Rappelled down into the water and climb the pole to reach the opening, then shoot the light and head in. Just before you reach the water pool, whistle to the nearest guard to draw him over, then knock him out. Follow the wooden walkway over the water and, when the second guard gets near and turns his back, knock him out as well (try carrying a body and walking off the wooden platform to dump the body in the water, just for fun!). Take out the last guard as you leave the caves and climb the pole around the corner to reach another checkpoint. Head up to the clearing (climbing over the fallen tree) and meet up with Shestard.

Rappel down to the camp and go right. Head into the first tent and take out the guard with his back to you, then pick up the smoke grenades from the table and head out the other door. Throw a bottle to distract the guard around the corner, then shoot the light and press yourself up against the crates next to him and walk down the narrow gap. Head up the clearing towards the wall, crouch behind it and listen to the conversation about booby traps. Take out the guard that walks past and approach the first trip wire. When the enemy is out of sight, approach the trip wire until the 'disable' prompt appears, then rotate the left stick until the light goes green. Bypass all the trip wires this way and reach the checkpoint.

After the checkpoint, creep forward and disable the next trip wire, then head straight on (slightly to the left) and go up the slope in the corner. From the high ledge, you'll be able to jump down onto the enemy who'll walk into view. Head up the path walking very slowly – that way, if there are any trip wires you miss, then the prompt to disable them should appear before you set them off.

When you reach the hangar, go inside and climb the ladder to the left. Pull the switch to turn off the lights, then go to the missing plank in the fence and shimmy out over the plane on the pipe. Drop down onto the far wing and place the explosives under the bonnet. Head out through the side door near the front of the plane and into the camp. Take care of the two guards, then go into the booth and open the gates.

Ignore the order and go down in the lift.

Kill the guard who walks past, follow the walkway around, head down the steps, shoot the second guard and use the pipe to get past the locked gate. There's an automated machine gun in the next room, so drop off the walkway to the left and wade through the water until you can climb up onto a walkway next to the turret. Now, with an enemy on the far side of the turret, sneak up to it and disable its lift. Retreat back, whistle to the enemy and watch him get shredded by his own turret.

Sneak down the side passage and you'll come to a munitions room. Snipe the guard using your rifle and stock up. There are more guards to take out round the back way, but the room containing the ND133 is nearby. When you have it, take the elevator up and head slowly out towards the large open area. Hug the wall around to the left and knock out the first cop. Use a sticky shocker on the second cop. There's one over the far side, who'll come running to the aid of his mate – use a coil round to stun him before knocking him out. Now head down the side alley to complete the mission.

MISSION 5: KUNDANG CAMP, INDONESIA

Go straight ahead, drop down into the pool and climb onto the rocks on the far side. At the top of the rocks, climb out and zip-line across to the opposite side of the ravine. Head along the narrow path to the right and follow it around to reach a checkpoint.

There are two enemies in the camp up ahead. When the nearest guy goes to take a pee, drop down into the camp and, when the second guy goes to inspect the fire, creep up behind the first guy and quickly knock him out. Do the same on the second guy while he still has his back to you and then hide both bodies in the shadows. Rappel down out to the pit and, when you reach the ledge, climb out to the pole and shimmy along as far as you can. Now press **Ⓢ** to release your grip and drop down to the next wooden platform, holding down to ensure you grab hold. Drop down to the platform below and then finally onto the stone ledge to reach a checkpoint. Wait until the guard emerges in the



Hide under the ramped piece of fence to avoid the guard and his dog (shoot both to make things easier), then head around the corner to get a good view of the camp. Snipe the guard in the watchtower. Try to draw the two soldiers over before using your diversion cam to gas them both. Climb the watchtower and zip-line into the village, then dodge or kill the first three enemies and search the huts for ammo and a sticky cam. Head through to the next area, blast the lights and follow the path to the main building. Once inside, head upstairs and drop out of the window on the right to reach a save point.

Tail Sadona behind the fence. When he goes through the building, creep down the side alley by pressing yourself up against the wall. In the next area, wait until Sadona has walked through and disappeared over the far side, then snipe the two guards and climb up the drain pipe over to the right. Once you're on the same level as the guards you just sniped, head along to the far end and you'll enter a room. Go to the far corner where the flapping curtain is and you'll see a man standing down below who will be approached by Sadona. Fire a sticky cam at the crates to the side of him and record the conversation

he has with Sadona. If you keep failing the mission at this point, try and be quicker deploying the sticky cam and make sure you fire at the crates as it is harder for the enemy to detect it there. When Sadona walks off, snipe the two enemies in the yard and jump down, then go into the side room and head down the ladder to reach a checkpoint.

Stay where you are and knock out the guard that wanders past with a ring air foil round, then go down the steps, through the door and up the next flight. Turn off the lights at the top, knock out both guards in this room, then go through the door to the next room and flip the switch to the machinery on the left-hand wall. The noise of the machinery will draw a guard out of the other room, so take him out and whistle to draw the second guard out. Go into the next room and talk to the CIA pilot.

Head out the door he opens and then go up the ladder. Shoot the light to the side of you so as not to be discovered by Sadona, who enters the room. Follow him out of the door and approach the corner of the shack, by which time you'll start hearing machine gun fire. Listen to the guards talking and, when they split up, call over the one who remains,

from the watch tower. Go through the cabin over to the left, then snipe the two enemies patrolling the next open area. Go through the cabin in straight ahead and peer around the corner of the passage to see two men sat at a bench. Shoot out the two lights (the one nearby and then one above their table) then take them out quietly. If you choose to go through this section stealthily, hug the fence to the left and wade through the stream, but do it quietly as there's a dog penned up in the hut above the water and it may alert a third guy who's sleeping in the hut next to where the other two guys were sitting.

Follow the stream to the narrow passage and then split-jump up to the window. Snipe the guy watching telly down below, then drop down and go through the hole in the wall down by the corner (not the door as there's an automated gun turret pointed directly at it). Creep past the generator (flip the switch if you want to disarm the guy over) and around to the turret's control box, then disable the IFF and have it turn on the guy shooting at the bottles (very badly, it has to be said). Now climb the pole in the corner near the generator and shimmy over to the roof behind the turret. When you've done this, drop through the hatch to avoid the second turret, then climb down the ladder.

Go down in the lift and shoot out the light when you step out. Go into the closet to the right and shoot out the light, then pick up the ammo and heal yourself if necessary. Shoot the lights down the passage to alert one of the guards, then snipe him from long range and dump his body in the closet. Go up to the door of the control room, whistle to draw out the second guard, then take him out in the darkness and go into the control room.

Creep around to the far side and grab the guy at the desk, then interrogate him and make him raise the sub. Have him respond to the guy on the radio, then knock him out and leave the room. Go through the door at the end of the passage. Switch off the light, grab the guard outside the door, then follow the walkway around and operate the cable car. When that moves off, backtrack and drop down the hatch, then shimmy along to the platform and zip-line over to the sub platform from there.

knock him out and hide the body.

Around the corner is an automated gun turret, so hang back and climb the drainpipe next to where the guards were talking. Cross the planks and drop down through the hatch. As you hang on the pipe in the firing range, press **△** to bring your legs up, then press **□** to draw your weapon. While hanging upside-down, shoot the far guard when the one nearest you is firing down the range, then drop down and grab the one firing. Take out the third enemy in the gym before climbing the ladder out of there.

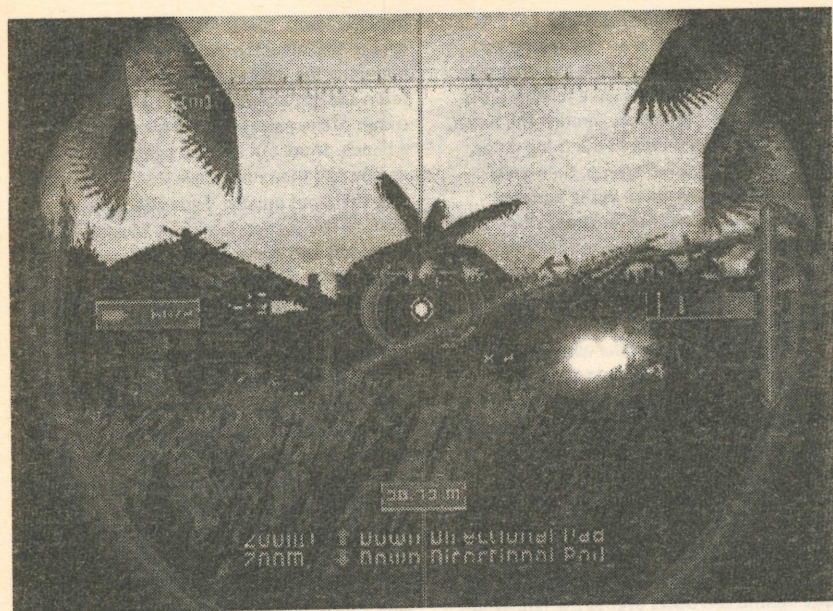
Jump down through the window and peek out into the yard around the corner. There is an automated gun turret over the far side, so don't stray too far out into the middle. When the guard patrolling the perimeter walks past, grab him from behind, then simply snipe the other guy standing smoking a cig. It's possible to turn the turret on then, but you risk losing an alarm by doing so.

In the next area, avoid the searchlight and hide behind the crates over to the left. When the guard comes and stands in-between them, take him out when he turns and stands facing away from you. Sneak up behind the bike guarding the porch, then punch in the keypad number to access the villa. The second door is jammed, so press yourself up against the wall and SWAT-spin past all the windows to the right to overhear Sadona's phone call. When he leaves the room, shoot the cameras and go and use the computer. Once you've finished, go back out of the room because Sadona will momentarily return. When he leaves for good, follow him out into the hallway and go through the door at the end. Now go out through the door on the right and when you come to a small door, go through to be confronted by enemy troops. When Shetland's snipers start making themselves known, pull your pistol and pop the three enemies in the back of the head. Then simply run to your chopper for extraction to complete the mission.

MISSION 6: KOMODO, INDONESIA

As the fatality ban is still lifted, snipe the nearby enemy then creep through the underground, avoiding the laser coming

Splinter Cell: Pandora Tomorrow



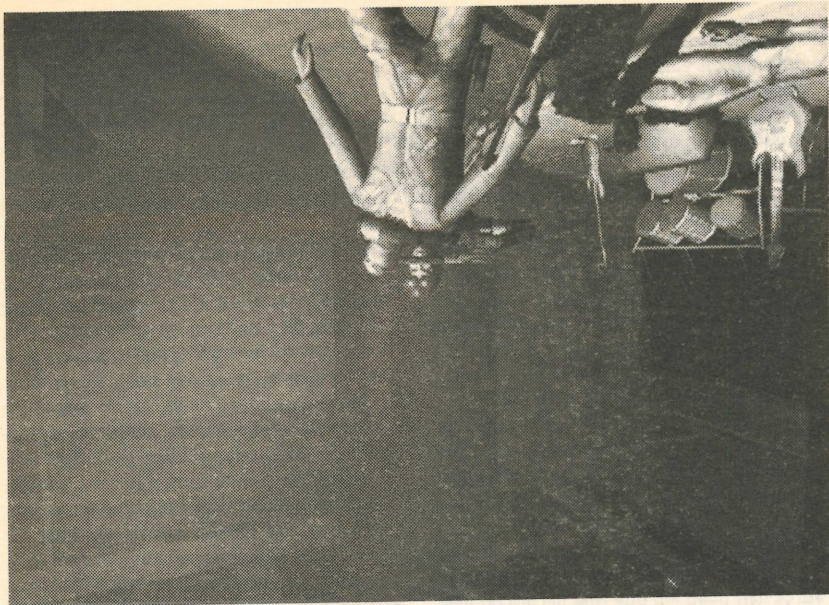
If you need supplies, head up the nearby stairs (taking care of any patrolling enemies), otherwise head into the sub. Once in, go down the second ladder and you should overhear a conversation at the bottom. While this is going on, creep down the passage and hide in the darkened alcove to the right. When the guy walks past up the passage you just came down, follow him, knock him out and conceal his body in the darkened alcove. Sneak past the guy sleeping in the dorm and go down the next ladder. Press yourself up against the wall, SWAT turn past the door and flick the switch to turn out the lights. As the guy in the next room gets up from his chair, quickly creep behind the bar and wait for him to pass before heading out the far door.

Hide in the darkened corner of the next room and, when the enemy comes through the door and stares at the wall, creep up behind him and grab him. Drag him down the passage to the retina scanner and use him to open the door before dumping his body in the darkened area to the left of the door. Go into the control room and wait against the wall to the right of the door until the conversation has finished and one of the men leave will to get some coffee. When he does, creep over to the

computer in the alcove in the opposite side of the room, use it, then creep back out to the control room and wait for the second guy to return before creeping back out of the room.

Lethal attacks are now permitted, but you shouldn't need any to get back off the sub. Creep back the way you came and, when you get to the dining area, creep up behind the guy sat down at the chair (if you didn't knock him out the first time round) and dunk him one, climb back up the ladder and creep through the dorm – don't try shooting the sleeping guy as he'll magically wake up and raise the alarm. Once you get back to the first room of the sub, a new exit will be open for you to drop down into.

Jump onto the new walkway that lowers and either drop off the edge, grab hold and shimmy past the enemy that emerges or snipe him. Head down the stairs, and when the music changes, go back up and hide behind the crates on the walkway. You should be able to pinpoint a guy down at the bottom near a barrel – shoot it to blow him up, then snipe the other barrels to eradicate the threat. Go down to the bottom and crouch beneath the stairs to target the last guy straight ahead. Walk up the lower path and get ready to snipe



Down in the sewers, stand next to the gap in the wall on the right and equip your Cam Jam. Use it to disable the camera straight ahead, then go under it and avoid or kill the

the front of the van. Opposite side and go down the manhole at nearby enemy around, then run around the news van. Stand behind it, whistle to lure the the perimeter of the area until you come to a right-hand wall. Stick close to this wall around Disarm it when the light is green and hug the slowly as there's a wall mine right next to you.

and slide through the tight gap. Move very the area, press yourself up against the wall rounds, then get the smoke grenade from Go into the first cabin to get two air foil

– it'll light you up like a Christmas tree. the lightning has flashed before moving on and creep down to the booth, then wait until behind the news van. Check their positions object close to the enemies and then creep you want to do it stealthily, toss the nearby the two enemies with sticky shockers, but if easiest way through the next bit is to take out

shoot the light above you. Obviously, the Pick your way out through the door and down and you'll reach a checkpoint.

crouch down, hold your position and a guard will come and stand right behind you – too close for comfort. Take him out or wait until he walks off, then pick up the nearby bottle and throw it deep into the yard to distract the two patrolling enemies. Climb the ladder up the scaffolding to the left and then jump onto the adjacent roof at the top. Hang onto the zip-line and slide over the gap building opposite, then climb over the gap at the top of the railings and head through the door. Then jump out to the pole, slide

slide down to the ground. Head down the drainpipe and along the rooftops down to the far end of the street, then climb out onto the drainpipe and climb the drainpipe up to the roof. Head street entrance over to the building opposite bikes. While that's going on, run past the between an enemy and a civilian about fixing to the street. You'll overhear a conversation Head down the ladder and then rappel down

MISSION 7: JAKARTA, INDONESIA

a barrel at the front of the sub to take out a further two gunmen. When the coast is clear, go down the ladder near the stack of crates to your awaiting dinghy.

Splinter Cell: Pandora Tomorrow

two guards lurking beyond. Repeat the trick with the next camera and head up the sewers until you come to a ladder. Before you climb it though, use your cam jam on the third camera in the doorway opposite to avoid sounding any unnecessary alarms.

When you get up to ground level again, watch out for the guard on the central watchtower and monitor the movement of the searchlight over to the left. By equipping thermal vision you'll see a crop of mines on the ground, so when the searchlight is at its furthest point away, go and grab hold of the fence in front of the watchtower over to the left and then shimmy along it to get past the mines. Hide behind the next satellite dish as the searchlight tracks back and, when the coast is clear, climb the fence next to you and SWAT turn your way over to the door.

Take out the enemy with his back to you and pick up the air foil rounds and the flare from the console desk. Go out into the studio forecourt, avoid the guards and go left. Jump up and grab hold of the ledge leading to the small hole in the wall, then split-jump up onto the roof. Go to the large windows and look for a cracked pane on the end. Shoot it and rappel down, avoiding the patrolling guard, then take him out silently. As you head over to the lifts, another enemy will appear – dispose of him and take the elevator up.

Leave the elevator and go left, waiting by the corner until the enemy behind the doors beyond turns and starts to walk away. Start creeping down towards those doors, stopping at the next corner when you see a shadow of another guard. When he turns away, go through the doors and shoot the light on the wall nearest to you to get some cover. Take out the enemy as he walks back up towards the doors and shoot out the other two lights. Go to the tall stacks of crates down the end, split-jump up through the vent and follow it through to the auditorium.

Go to the centre of the stalls, grab hold of the beam, shimmy along towards the stage and drop down onto the gantry above it. When the coast is clear of enemies (there are three down below – a diversion cam works well if you want to get rid of them!), drop down and use an optic to spy under the back door. When the coast is clear, open the door

and shoot the light across the way, then retreat and wait for the commotion to die down before proceeding.

In the darkness, take out the patrolling guard and dump his body in the room at the end, then go into the room closest to the double doors and creep up behind the guy at the mixing desk. Now go and liaise with Ingrid in the other room.

Follow Ingrid down the corridor and wait behind the double doors when she goes through. When she engages the two guards in conversation, go through the doors and deactivate the gun turret to the left. When the conversation finishes, head down that passage and go around to the right to meet Ingrid in front of the lifts.

Follow her through the retina scanner door, but don't heed her advice about going down the left tunnel. Stay back on the right-hand side and let Ingrid go ahead. When the order comes through to protect her, snipe the two enemies (one has a satchel containing a data stick) then go and talk to Ingrid.

Head past the elevators in the next area and stop short of the hallway. You should hear two guards talking and around the corner down the hallway is a camera. Shoot out the light on the left wall and the neon sign at the end of the hall, then creep down past the camera that can no longer hear you. Whistle to the first guard to draw him over, then take him out quietly and kill the second guard who is still patrolling. Climb the pole to the ledge and shimmy over to the vent, then go inside to reach a save point.

You will now have to capture Sadono – there are numerous ways to do this. You can either stay up on the gantry and pick off the cronies in the room before dropping down and stunning Sadono with a ring airfoil round, or you can throw a flashbang grenade to stun everyone before going straight for Sadono. Another tactic is to wait in the wings behind the curtains, and then creep up behind Sadono as he does his TV address, grab him (probably taking a few hits in the process) and then his cronies will be too scared to shoot after that. Either way, when you have Sadono, drag him to the retina scanner before taking him up to the roof and completing the mission.

her when she does so. Shoot the two cameras in the room, ignore the guard in the ticket office and go into the toilets. Climb onto the sink and then climb up into the vent. Go to the first vent entrance on the left and wait by the opening. Shoot the two ceiling lights in the room down below and then drop down and pick up the airfoil rounds from on top of the crate. The guy in the lighter clothing is the terrorist, so wait until he comes patrolling nearby and shoot him in the head, then use an airfoil round to incapacitate the innocent worker.

Jump onto the baggage conveyor belt in the far corner of the room and walk through to the next area, then, staying on the conveyor belt, shoot the nearby ceiling light. When the light-clothed worker walks nearby, pop him in the head (use thermal vision to check he's a bad 'un) then whistle to draw the innocent worker over into the shadows. Knock him out and then walk slowly over to the stairs. Shoot the wall light at the top and, when the security guy at the top walks away to the right, follow him and knock him out. The worker by the machinery over to the left is a terrorist, so snipe him from distance before going through the door.



Climb over the chainlink fence and wait by the cars until the large truck pulls up. Climb inside and you'll be transported into the airport. When you stop, get out and wait by the cars. When the patrolling guard and his dog start walking up the driveway leading back outside, creep over to the booth straight ahead (use your binoculars to see whether the guard in the booth is looking your way through the end window — if he is, hang back until he moves) and then creep around to the door and shoot the guard inside. Intelligence states that the terrorists recently vaccinated will have a higher body temperature than normal — by using thermal vision you'll see that this particular guard gives off a red hue and is therefore evil. You can now exit through the door next to the booth or you can turn out the light in the booth to draw the patrolling guard over, take him out with a sticky shocker and then shoot his dog. Through the door, use your optic cable on the next door and when the cleaning lady goes into the toilet, turn off the lights via the switch next to the door, open it and hang back. When the cleaner emerges, she'll walk over and try to switch the lights back on, club

Splinter Cell: Pandora Tomorrow

In the next area, shoot the two cameras scanning the conveyor belts and wait for a large stack of luggage to appear on the left belt. Hop on the conveyor belt and hide behind it to sneak past the guard watching from behind the window, then hop off down the far end and switch to the other belt. When it curls around the corner, you should see another belt going past another window, except this window will be slightly open. Fire a gas grenade through the open window to take out the guard, then go up the steps before saving your game.

This next section can be tricky. When you reach the door at the top of the stairs, you should see a security guard through the glass panels. He will turn and start walking down the terminal waiting area. When he does, open the door and press yourself up against the wall of the inactive conveyor belt to the left.

Slide cautiously past the gaps as there are civilians in this area that will blow the whistle on you if spotted. The first is reading the departure times on a monitor and will walk over to the seats right next to the conveyor belt and sit with his back to you. When he sits, slide past and continue down. Break away and walk over the middle section, stay close to the line of the wall to shield yourself from the security guards below.

Press up against the next wall and slide down past the second civilian and you should hear a conversation between the two security guards. One says he is going off for a while and will then go to the keypad door to the left and go through – this guy is the terrorist who needs to be eradicated. When the other security guard starts patrolling up and down the terminal, slide down to the end and up to the keypad door. You won't know the code until you use the computer behind the counter to the right, but we can tell you it's 5325 to save you time.

Go through the door and move slowly out into the open at the top of the steps. There's an indestructible security camera down the far end of the passage and the terrorist security guard will be patrolling near it. Shoot all the lights illuminating the passage to draw the terrorist out and when he starts walking up the passage, away from the camera into the

shadows you just created, snipe him in the head. Continue down the passage until you get as far as you go can without venturing out into the light (there's one last light around the corner to the left which you can't shoot from this angle), then throw a chaff grenade to temporarily disable the camera. Take out the final light and then approach the side door to reach a checkpoint.

Open the door to the next room and fire an airfoil round at the security guard (who is a terrorist) to knock him out, then creep up behind the clerk on the phone and grab him from behind. Go back, shoot the unconscious security guard and turn out the lights, then go out through the side door.

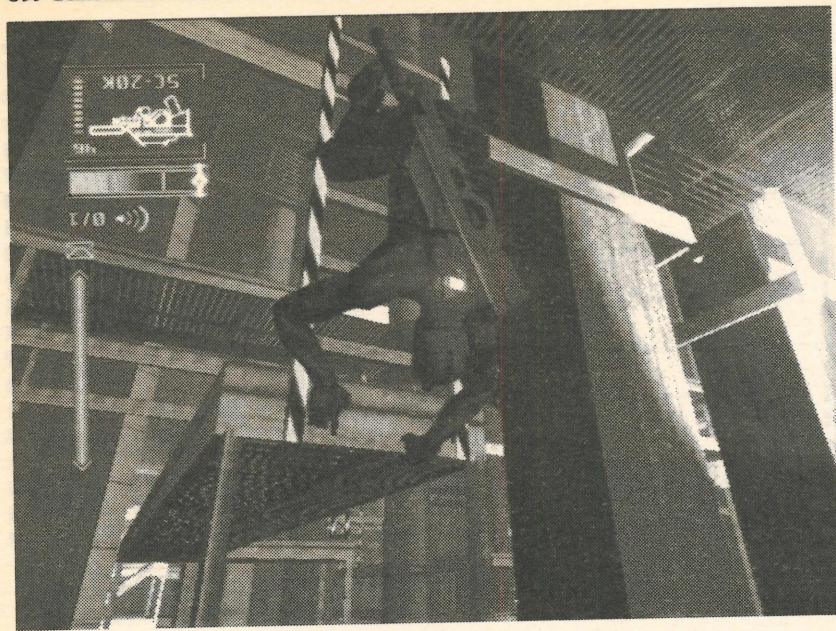
Shoot all the lights above the walkway and head down, taking care of the two guards that emerge from the door at the end on the right. When the coast is clear, take out all the lights leading down the escalator and go down, staying close to the right-hand wall to avoid the gaze of the security camera.

Finish shooting all the nearby lights so that the camera can't see you, then walk to the fence and look down. By equipping your thermal vision, loads of people will suddenly appear walking below. By using your binoculars, look down to identify Sotth (remember, only one leg will be visible on the thermal scan). Once he's been ID'd, go through the doors next to the camera, shoot the lights and take the lift up.

The power to the lift will be cut, so shoot out the vent in the ceiling and pull yourself up. Climb up the yellow cables until you can pull yourself up onto a ledge, then jump the two gaps over to the alcove where the power boxes are.

Walk slowly around to the next edge and climb out, then head upwards. Shimmy along the pipe as far as you can, then drop down to the pipe below before shimmying around to the ledge and pulling yourself up. Press yourself up against the wall and slide past the pipes, then perform a half split-jump to reach the ledge above.

Shimmy around the corner and pull yourself up, then shoot the grate off of the vent opposite and make the big jump across to it. Shoot your way out the other end of the vent, walk out and grab hold of the ledge and



When the guard passes by to the right, go down the ladder and head left, climbing up the big ladder in the corner.

Climb the second big ladder next to the first light you shot out, then quickly move past the light at the top over to the small flight of steps that you can see there.

Move to the end of the platform and stop. Then shoot out the light down to the side of you to avoid detection. It will give you some much needed cover.

Look at the fan down the far end of the area to see Soth crouching beneath it. Also, look out for the machine gun heavy.

When the crouy is over to the far right, snipe Soth in the head to prevent him releasing the virus, thwarting his evil plan. Quickly turn your attentions to the heavy and gun him down while he runs around in confusion – you have the advantage here. With all real threat eradicated, go back down and kill the security guard (he was a terrorist too) and then grab the virus to complete the game. ■

You're now at the final hurdle. The next complex series of ladders and catwalks is populated by technicians and terrorists – not least Soth and a particularly mean, machine gun-toting heavy above you. If you are spotted, the alarm will be raised, the pox virus will be released and you'll get shredded by machine gun fire, so follow this step by step guide to saving the world...

From the vent opening, look over to the left and snipe the distant light, then drop down and quickly shoot the light located up and to the right.

Go up the ladder, then, at the other end of the walkway, wait until the security guard walks up the middle walkway before creeping straight to the end of the long walkway, then go up the ladder on the left and follow the walkway right around to the other side.

THE FINAL CONFLICT

then shimmy across to the adjacent ledge. Pull yourself up and then head up the three ladders. At the top, rappel down the middle shaft and then drop into the alcove.

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