

OPS2 MAGAZINE PRESENTS...

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RESIDENT EVIL 4 THE COMPLETE GUIDE



resident evil™

THE COMPLETE GUIDE

PLUS WALKTHROUGHS FOR

THE
SUFFERING
— TIES THAT BIND —

TOM CLANCY'S
RAINBOW SIX
LOCKDOWN

SPARTAN™
TOTAL WARRIOR



“ When is a game too hard? Is it, for instance, when your legs start shaking involuntarily, foam tumbles from your quivering lip and your pupils narrow to tear-glazed points? Probably. but what to do? Look on the 'net? No, no, no... Even if you can ignore the omnipresent distraction of erotica, nobody wants to read the unedited ramblings of an amateur tipster called Chad. Instead, you turn to us, purveyor's of fine guides to the biggest games. Avanti. ”

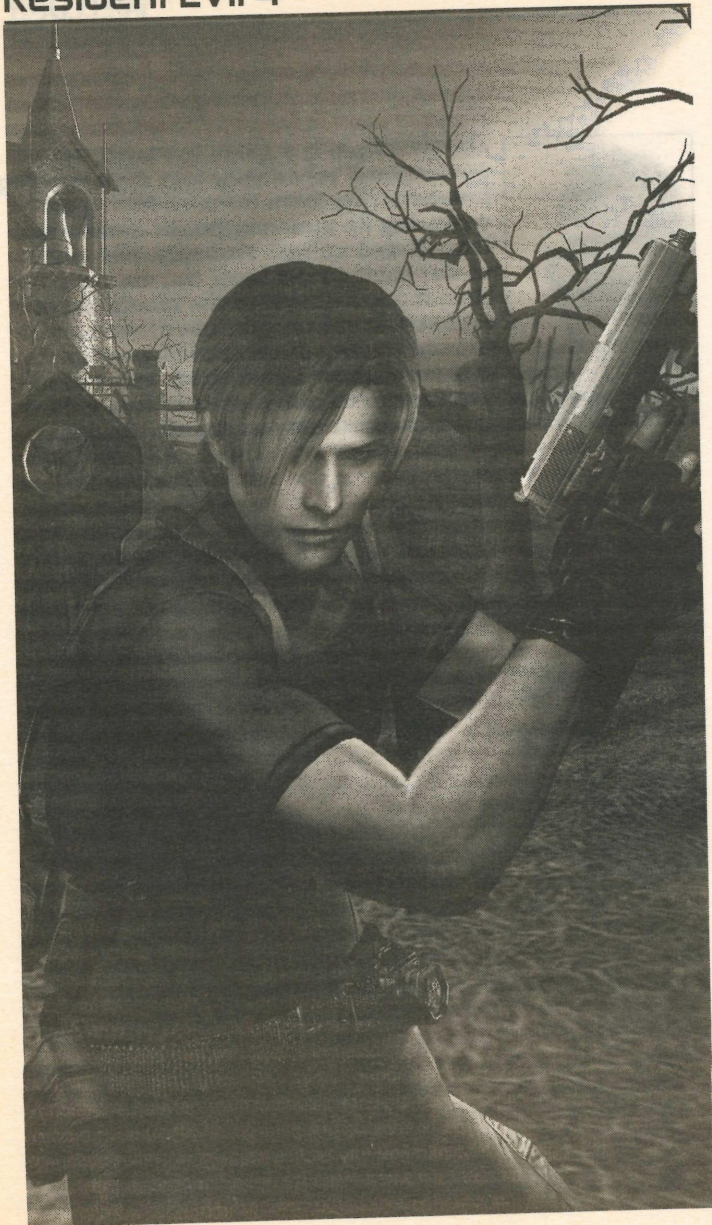
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RESIDENT EVIL 4

GENERAL ADVICE

ACTION MOMENTS

From time to time in *Resident Evil 4*, buttons representing the **X**, **□**, **△** and **R1** buttons on your PS2 joypad will flash up – you have to quickly press them at this time to make it through certain cut-scenes, have Leon perform certain stunts, or to survive an attack. These button presses are either **X** and **□** or **△** and **R2** – both buttons must be pressed when the icons flash up.

WEAPONS AND UPGRADING ITEMS

Throughout your adventure you'll meet the merchant, who sells a variety of weapons and upgrades. This guide assumes you'll be buying your own choice of weaponry as you go on, however we stress that the following three weapons are essential and should be upgraded (or traded in for newer versions) as time goes on: 9mm handgun, shotgun and rifle. It's your

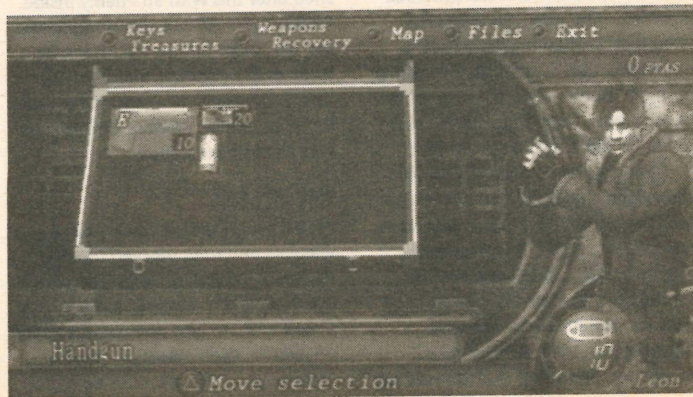
choice on whether or not to buy and use the Mine Launcher, TMP Machine Gun (which is rather weak at first) or the Magnum (ammo for which is sparse, although the item itself is pretty powerful).

Also, it's worth buying a Rocket Launcher and keeping it in reserve – never waste it on the common enemies, but use it if the tougher ones have you backed into a corner with no other ammo. For instance, some bosses and enemies that usually require a lot of damage can be killed with a single rocket launcher hit.

Finally, remember to buy bigger attaché cases when you can – this will increase the size of your inventory and let you hold more items. This is invaluable during the final third of the game.

ON COMPLETING THE GAME

Resident Evil 4 was designed to be completed and replayed at least once. Turn to the end of this guide for a run





down of what you unlock once you've been through it once – and what's available if you play through it a second and third time.

CHAPTER 1-1

After the opening cut-scene, shoot the crows you see for pick-ups, then proceed to the house. There's a cut-scene and the occupant attacks you – shoot him. Try for a headshot to save ammo. Get the pick-up, look around the house then head upstairs and get the ammo on the table. Jump out of the window and kill the three enemies – the pick-ups they drop should more than make up for the ammo you use. Search the hut nearby for more ammo – there is also some in the crates. Smash the crates using the knife (**□** + **⊗**) to save ammo.

Save, and head onwards towards the village. Shoot the two crows you see from as far away as possible so as not to alarm them, then rescue the dog in the trap. Keep your eyes open for further traps like this one from now on. Watch out for tripwires between two trees, as they set off explosives. Shoot the explosives at the

end of the wires to set one of them off and pass safely through.

Once past the tripwires an enemy attacks. Shoot him. Down the hill there is a shed – search it for a herb and more ammo. After this there are two more enemies – they move fast up the path, but you should have more than enough time to hit them before they reach you.

Across the bridge there are three enemies on the level above you. They will react and run away from you before you can hit them. There is a shed after this with an enemy inside. Position yourself outside properly and you can shoot him in the arm or leg through the doorway and then kill him as he reacts. Now search the shed for more ammo. Proceed through the gate to the next section.

THE VILLAGE

Look through the binoculars at the villagers and then proceed into the village. Once you are seen by a villager everyone will chase you, so try to stay ahead of them and do not get trapped anywhere. Keep moving – there is little point in trying to 'fort up'

anywhere, as you will just burn through your ammo. There is a house at the top left of the village with a partial wall around the garden. Enter this to see a cut-scene with the villagers gearing up to storm the place. Search the ground floor quickly for ammo, smash the barrels for pick-ups and run upstairs. Grab the shotgun and the grenade, get the shotgun ammo, push the ladder down and get out via the other window onto the roof. Villagers may try to stop you – don't spend the time trying to kill them, just shoot them to slow them down if you need to. Avoid the villagers on the roof, jump down and continue to evade them through the village. Stay alive for long enough and a cut-scene is triggered and the villagers leave. Climb the tower, but don't stay up there too long as they will petrol bomb you, but make sure you grab the shotgun ammo.

In crates around the village and also on the right side by a hay cart are red and yellow herbs – combine these with the green herbs. The red/green combination fully restores health while the yellow/green heals a bit and increases your health bar.

When the church bell rings the villagers lose interest and leave. You can then search the village. Enter each building and smash any crates and barrels you did not previously check for useful pick-ups, like first aid spray and shotgun ammo. Also check any gaps in wooden walls – sometimes there is ammo or herbs you can reach through and grab.

Once you have searched the entire village, take the path to the left of the church. You will see that the gate here is unlocked (green) on the map.

There is a save point in a shack to






your left after the gate – use this. Three enemies will attack you soon after you enter, so kill these.

Over to the left there is a barrel of dirty water and a pendant. Shoot the piece of wood keeping the lid open, then shoot the chain of the pendant. The pendant will fall onto the lid and you can get it.

As you move through this section, keep your eyes open for the blue hanging disks and shoot them. There is a poster explaining these on the tree as you enter, and the first disk is above it. The second is in the high window of the barn nearby. You will see all of them as blue dots on the map, so keep an eye out for them.

In the second barn there are two enemies, one upstairs. Kill them and climb to the first floor of the barn. Go out of the window, then jump down from the ledge as soon as possible to enter a small secret area. Smash the crate to get the beer stein. You will need to push some furniture aside to get out again. Climb up to the first floor of the barn again and go to the end of the ledge to enter another area where you can smash another two blue pendants and get some useful pick-ups, too.

Search this area thoroughly, shoot seven pendants and then proceed through the gate to the path.

You will see a sign on this path that you'll come to associate with traps. Once you move onto the downhill path, the villagers will roll a rock down at you and you will need to rapidly tap  to run away. At a certain point the action button prompt will change to another prompt, either  and  or  and . Be ready to quickly hit these buttons to leap out of the way.

In the tunnel after this, shoot down the two twinkling spinels from the roof. After the tunnel there are enemies throwing dynamite. Do not get caught in the explosions as they take a large amount of health.

Wait for your chance and run around to the right side of the house – watch out for bear traps here. With luck they will miss-time their dynamite throws and at least some will be killed. If not, shoot one through the front window. Be ready to run if anyone throws dynamite. The explosion as one dies and drops his dynamite will kill the other, but there will still be a third in the next room and a fourth outside and over to the left, so be careful.

Once you have killed all of these enemies, search the area. Be careful of bear traps, trip wires and spiders – shoot all of these before they can get you. Search the area for pick-ups, then enter the house with the save point. There are some trip wires in here, so be careful.

Inside this house, past the save point, you will need to push a bookcase out of the way to reach your objective. Open the cupboard to trigger a cut-scene.

CHAPTER 1-2

Keep your hands on the controller during the following cut-scenes, as you will need to hit certain buttons to escape an attack.

Afterwards, get the handgun ammo, get the rifle ammo next to the save point and save the game. Then head outside and round to the left to talk to the merchant. Sell the pearl pendant and the spinels and you should have enough to buy the attaché case M from him (which will

give you more equipment space) and also to tune up a weapon.

Once you exit the gate you will face a large number of villagers on the walkways. The most important thing in this section is to keep moving. Stay ahead of them and do not get bogged down or trapped anywhere, and don't try to kill them all, as this will waste your ammo. You will need two emblem pieces to escape. Exit the gate, turn right and go down the steps, and run towards the house to the left. Do not enter it, run around to the right and climb the ladder. Slash the enemy at the top with the knife and then kick him, giving you enough time to turn and knock down the ladder. Then kill the enemy you kicked. Knock the ladder down again if they have put it back up, then run to the chest in the centre of the roof and open it to get one emblem piece. Watch out for enemies climbing through the trapdoor in the roof.

Run back to the ladder and jump down, then run up the slope to the left. Turn right at the top and cross the bridge, then run up the sloping path along the cliff. Kill the enemy at the top with the pistol and get the other emblem piece from the chest. Watch out for a dynamite thrower here. Smash the barrels for pick-ups and jump down at the platform on the cliff edge and then jump down again. Run into the house to open the lockers for pick-ups – including a yellow herb – then run out again. Now run to the gate and press ⊗. Now combine the emblem pieces and use the resulting emblem it creates.

Just before the next building, head left to the end of a narrow path in the junk and smash a barrel for some ammo. Enter the building and you

will see a mask in the distance through a hole in the wall. You can't reach it yet. Go through the door into a corridor and fight three enemies. Another may climb through the wall and join in. You should have time to headshot the first one before the others join in.

Continue to what looks like a dead end, and smash the barrel for some money. Now jump through the right-hand window and immediately crouch behind the metal container. The enemies throw dynamite at you, so make sure that you crouch until it goes off then pop up and shoot them. You should be able to make one of them drop his dynamite, killing all of them. If not, keep crouching when the dynamite is about to blow, then popping up and shooting. Be very careful of the many bear traps in this room – there are three sets of three.

Exit this room through the door behind the dynamite thrower's barricade and smash the boarded window on your left to get the mask, then go back into the partially flooded room and smash the barrels for a herb. Exit the door at the far end and

go down the stairs. Go round the corner and kill the enemy, then climb down the ladder into the water. There are pick-ups here and also black bass – fish that can be killed with your knife. They will restore health when eaten, so kill as many as you can carry.

Now climb up the ladder and out of the well. Turn left to see the brass pocket watch hanging over a filthy trough. Shoot the wood holding the lid open, then shoot the watch chain to collect the watch. Now search the shed for pick-ups.

Watch out for the trip wire on the path and the bear traps set around it. Shoot any crows you see here for pick-ups. Walk up the path and up the stairs to a puzzle with a rotating crystal ball. You need to rotate this so that it shows Lord Saddler's emblem, which is shown on the door. Rotating it up, then right should do this. It will show you a message when it unlocks, then the door opens.

Open the wardrobe to the left of the door for some money, then get the insignia key which you will see glinting. Open the door for a cut-scene and a chance to save.



CHAPTER 1-3

Open the small cupboard beneath the painting for a green herb. Go downstairs to the dining room and open the oven to get a brown chicken egg which will restore health. Smash the glass of the dresser for an incendiary grenade and check the small cupboard beside the bookcase for some money.

Be ready for a fight when you leave the house – the chainsaw guy is back. Check your guns are fully loaded and equip the shotgun. Kill the chainsaw guy for a ruby. Go down the path to the hut, killing two enemies. Smash the crate for a red herb.

There is another group of enemies on the path before the gate – you might want to use a grenade on these to clear them.

Open the gate and search the hut to the left for some ammo. The village is full of enemies – run through them to the church and use the insignia key at the door. Inside the church take the handgun ammo and smash the crate. Save the game here.

Go through the door and smash the barrel for some TMP ammo.

Standing well back, shoot the lamp. After the fire has burned out you can get a spinal. Now open the trapdoor and jump down.

Proceed down the tunnel to the first room and shoot the lamp here. You will now be able to see some shining things in the roof – shoot these to get yourself a spinal and an elegant headdress.

Proceed down the tunnel to shop at the merchant again. Selling the pocket watch and the headdress should make enough money to upgrade both the pistol and the shotgun. Once you're finished, go through the door and up the ladder.

GRAVEYARD

Shoot the crows as you enter the graveyard for small money pick-ups. This attracts two enemies, so kill them. Search the hut on the right of the entrance for pick-ups and then use the map to find and shoot the blue medallions here.

While you are in the graveyard, check the insignias on the three twin graves here. You will see they look a bit like Z, M and V.





Watch out for two enemies at the top entrance to the graveyard. Try the main church door for a cut-scene, then shoot the bird's nest in the tree to the right of the door for an incendiary grenade. Now go round to the right side of the church and through the arch. Watch out for two enemies here, one with dynamite. If you can shoot the dynamite thrower, his dynamite should kill both of them. Now use the console here to select the three insignias from the graveyard – Z, M and V. Selecting each insignia will light it up, selecting it again will darken it. You will have to turn at least one other insignia on and then off again to complete this, but it is quite easy to end up with the correct three insignias lit and the rest dark. Take the green catseye. You can combine this with the beer stein to make it worth more – don't sell the stein yet as there are still more spaces in it.

Now go down the slope to the right of the church, and along the plank walkway. There are three enemies here to deal with. Shoot the medallions here as well – two of them are hard to see as they are under the

walkway. In the hut on the left, be careful when smashing the boxes as one contains a snake. Shoot the box from the far side of the hut, then shoot the snake for a chicken egg.

Through the door at the end of the walkway is an open space with a circle of crows. Kill these for money pick-ups, but be aware that the first shot will scare them away. You can use a grenade or the shotgun to get more of them. Search the huts here for some handgun ammo and at the far end of this area head right, through the door and down to talk to the merchant again and save the game. If you shot enough medallions (10/15) you can get the punisher handgun from him for free. There is also some handgun ammo here and a barrel which may well contain some pick-ups.

When you are done here, go back up and turn right through the door. Search the hut to the right for ammo. Those anti-social villagers are going to roll another rock at you down this path, so get ready to hit **X** to sprint and then **L1** and **R1** or **X** and **△** to dodge it. As long as you're quick with the button pressing, you'll be fine.

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There is a running fight on the pier with enemies coming in from ahead and behind. There are also a lot of trip wire boobytraps to watch out for on the pier and in the surrounding water. Keep moving and cross this area quickly. If you stop to loot the hut beware of another snake in a crate, and there's another one in the hut at the end of the pier section, too.

Head through the door after this section and stay on the path to the left and up to the lookout point for a worrying cut-scene.

Then head back down and take the other branch of the path to the save point. Loot the hut on the way for ammo and a yellow herb.

Once you've saved your game, make sure you're at full health, then get on the boat and head for a boss battle with a Loch Ness-style monster. Note that holding **[R]** readies your harpoon. When Nessy attacks, harpoon it. If you are knocked out of the boat then swim as fast as you can back to it. If you run low on health, then use herbs or food to get it back up.

When there is a momentary pause in the action, get ready to throw a harpoon right into the monster's mouth. This will trigger another short cut-scene, then you have to repeatedly press **[X]** to cut the rope.

Once the monster has been driven off you stagger ashore, but Leon doesn't seem very well...

CHAPTER 2-1

Check the room for items, including a note that tells you there is something in the falls. Head through the gate and you encounter a new type of enemy. Shoot these guys in the head, then hit the creature which emerges

to kill it. Using the shotgun is a very good idea here.

Continue on towards the falls and climb down the rope. There is an enemy in the tower – take him out from long range with a head shot then climb the tower for ammo. Climb down again and go to the waterwheel. Shoot the chain holding the crate and then use it to jump across to the walkway. Climb the tower here for a green herb.

Climb back down and shoot the two crates hanging from the rotating posts and use these to cross to the far bank. Climb the tower here and operate the lever – this will shut off the falls for you.

When you cross back to the walkway there will be a large number of enemies attacking from two directions – jump back across to the crate and shoot them from here, or use a grenade. Once you've dealt with them, enter the cave beneath the falls and get the insignia. Continue down the tunnel which is then revealed, and get in the boat to go back to the merchant's cave. Save here, and look in the barrel round the back of the merchant's stall for ammo.

When you are ready, exit the merchant's cave and smash the barrels for a green herb. Be ready for a fight, as when you enter the corral the villagers release El Gigante.

Try to stay away from the giant and be ready to hit **[L]** and **[R]** button combinations to dodge him or crouch. The dog you saved previously will come to your aid and distract him somewhat. (Note: If you've got a Rocket Launcher, El Gigante can be killed with a single hit.)

You will see a red herb at the side of the corral in a wood pile and a



yellow herb on a cart nearby. Combine these with the green herb and use it when your health is nearly gone.

Once you've done enough damage to the giant, he will crouch and a monster will come out of his back. You can either shoot this from a distance or run up to him, press **X** to climb his back and then either **X** or **Y** to cut at the monster – pick the wrong button and he will grab you, so be careful. Do this three times and you should kill the giant. He will drop cash, so head back to the merchant to upgrade your weapons and save.

Now continue through the other side of the corral and back up towards the church. Loot the shack on the way for a green herb and ammo. There are some nasty dog enemies at the entrance to the church – use the shotgun for these.

Use the round insignia on the church door and go inside. There are two corridors to the side of the church – smash the barrel in the right-hand one for a pick-up, check the central area for some money and then climb the ladder to the left.

Jump across to the other side

using the chandelier. Use the machine here to operate the lights and make them match the pattern as follows:

R – 2 turns

G – 3 turns

B – 1 turn

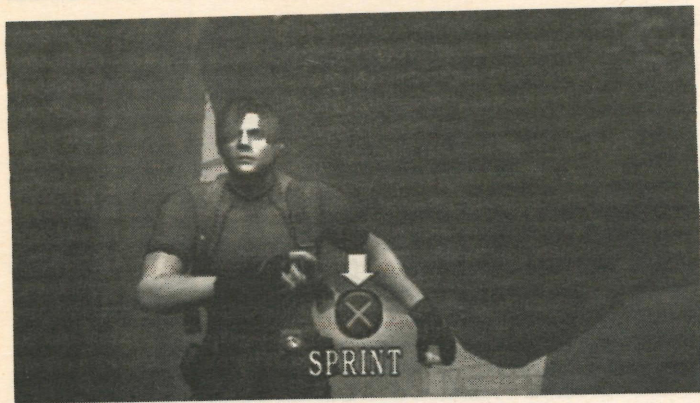
Then combine them to open the door and you'll meet Ashley!

Read the playing file that pops up with regards to Ashley, it's important – especially regarding how you can get her to hide or wait behind while you deal with enemies by pressing **R2**. Now loot the room for several useful pick-ups.

Finally, climb back down to the church for a cut-scene.

CHAPTER 2-2

Smash the barrels for pick-ups and exit the room. You'll see a crowd of villagers with torches. Go towards the cemetery gate and shoot the barrels on the wagon. If any villagers escape shoot them, then gather the pick-ups and continue down the hill. Loot the shack at the bottom and head down the hole and back into the caverns.



Deal with the merchant if you have spare cash. There's no point shooting the lamp in the next cave, but there should be ammo in a crate in an alcove. Head up the ladder, shoot the lamp for a spinel and save in the next room you come to.

Head out of the door, around the tower and back towards the farm. Watch out for enemies in the village and on the path – several of these will have the parasite coming out of their heads when shot. There are also several bear traps on the path to the farm to watch out for.

Use the save point when you reach the farm and read the file next to it. Smash the barrel for ammo.

There are four more enemies at the raised walkway by the barn, and two more that come from inside the barn at you. Shoot them from as far away as possible to give you enough time to get them all before they reach you. One of the enemies here contains a parasite, so you may need to use your shotgun. Beware of bear traps in the barn – smash the barrels and open the cupboards to find money, ammo and a green herb. Find more ammo in

the cupboard upstairs then go out the window and along the walkway. Knock the ladder down and shoot the enemy below. He has a parasite, so shoot him from above and knock the ladder away when he raises it. Once he's dead, head to the gate – watch out for the bear traps. You will boost Ashley over it and she will unlock it. Talk to the merchant again, then cross the bridge. You will then be barricaded into the cabin with Luis and will have to fight off an invasion.

Equip the shotgun and run around the room grabbing red and yellow herbs and shotgun ammo before they smash the windows.

If you have an incendiary grenade, use it on the first window that gets smashed and turn the shotgun on the enemies coming in the other windows. Watch your back, as there are three windows being stormed – keep turning to make sure no one can sneak up on you. Once you have survived for a while, Luis and you will go upstairs.

Push away any ladders that come to the windows and use the incendiary grenade here at the top of

the stairs. If you keep knocking the ladders away, there will only be one direction they can attack from, so guard the top of the stairs, keep knocking down the ladders and eventually the enemies will give up and wander off. This scene will end once you've killed 30 to 40 enemies.

CHAPTER 2-3

Once you leave the house, go to the save point near the merchant. Save, and read the file here. Check the house for any pick-ups you missed and check the surrounding area for some TMP and handgun ammo on two woodpiles.

There are two ways out of here – left or right. In this guide, we'll go down the easier left-hand route (an El Gigante giant lies in wait down the right-hand side). A lot of enemies attack when you pass through the gate, including two with parasites. Run to the metal container and press **[R2]** to get Ashley to hide. Then deal with the enemies – you can shoot the barrels here for an explosion, but you might still need to use the shotgun or TMP and possibly a grenade. Once they are dead, tell Ashley to wait behind. Go round the corner, onto the walkway and kill the enemies – including one with a parasite. Get the pick-up from the barrel on the walkway, and jump down to the right into the next area. Smash the barrels for a red herb and some ammo, and get the shotgun ammo from the mine cart. Climb back up and get ready for a fight – all your guns loaded, health full. Knock down one of the two ladders into the central area and then go round and jump down next to the other one.

Suddenly there are enemies

everywhere, some with chainsaws. Get back up the ladder, find a corner you can defend and shotgun them all. Make absolutely sure every last one is dead, and only then press **[R2]** to get Ashley back. Get all the pick-ups the enemies have dropped, including the camp key, and loot the barrels in the central area for pick-ups. Then use the camp key to exit the door in the central area.

There are a lot of enemies round the corner past the sandbags, so get Ashley to wait at the sandbags (press **[R2]**). You will need to shotgun here, and grenades are also useful.

Head out of the gate and round to the right to save inside the building. There is also a file here, rifle ammo in the locker and handgun ammo behind the building. You can also deal with the merchant here.

Now head up the path past the gate (you can't open it just yet) and smash the barrel here for some more ammo then get on the cable car. There is an enemy to the left who will try and jump on to the car, and enemies on the cars coming up who will throw axes at you. Try to shoot them all before you reach them and shoot any axes out of the air. You might need the TMP for this, but it can be done with the pistol.

Get off the cable car at the bottom and check the lockers in the office for pick-ups. Leave Ashley in the office. Then head down the stairs and into the cave, kill the two enemies here (one has dynamite) and continue up the ladder, kill another enemy and go to the end of the cave to get the yellow catseye. Combine this with the beer stein.

Head back out of the cave and press **[R2]** to get Ashley back, then go

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down the stairs to the merchant and a save point.

Head towards the large building at the end of the track for a boss battle. Once inside, the huge enemy attacks you. Get ready to hit the right buttons to dodge him.

One tactic that works quite well is to empty the TMP into him, then throw a flash grenade before he reaches you, and dodge past, run to the other end of the building, reload and repeat. You can also try climbing the ladder, but his huge arms can reach up there. There is a lot of ammo around the building, as well as red and yellow herbs on the top floor. Grab these when you can.

When you have done a certain amount of damage, his body splits from his legs but continues to attack you. Shoot it as much as you can, avoid its attacks by running away and use any flash grenades you have left when it gets too close. It will eventually die.

Get the false eye from the body, check the building for any pick-ups you missed then jump out of the new hole and head back towards the

merchant and the cable car and up to the gate which you can now open with the false eye.

A truck comes at you after you go through the gate. Shoot the engine area to make it crash. As you go past the crashed truck, a large number of enemies appear – run past them and use a grenade to take them out as you will get a large number of pick-ups.

Smash the barrels in the open area at the top of the slope for ammo and the velvet blue treasure. Now head to the bridge for a cut-scene which leaves you trapped in the castle.

CHAPTER 3-1 THE CASTLE

There is a green herb in the merchant room to the right of the courtyard. Smash the barrels in the courtyard for pick-ups, but watch out for a snake in one of them. Behind the merchant's room there is a chest with 5,000 pesetas – you will need to smash a barrel to get to it. If you don't have the rifle and the scope, buy them. Climb the stairs and enter the castle.





CASTLE BATTLEMENTS

Take the rifle ammo from on top of the crate on the battlements and use the rifle to take out the two monks on the upper level. Leave Ashley here, as there is a fight coming. Go up the stairs and use the rifle to take out the monks working the catapult over the arched gateway. There is a barrel next to it which will explode when shot. Once the catapult stops firing, press **R2** to get Ashley back. Go down to the left to loot some barrels, then come back up and through the archway and climb the stairs. Turn to the right and again use the rifle to explode the barrel next to the catapult.

Leave Ashley against the wall, walk along the bridge and turn around to see another catapult. Again, explode the barrel next to it. Watch out for monks in this area and make sure to protect Ashley. Once you've killed the monks (one has a mask that protects him from headshots, so shoot his body) get Ashley back and cross the bridge. Enter the room to the right and loot it for a yellow herb. Get Ashley to wait here. In the corner behind this room is another chest

with a useful gold bangle. Head over towards the small domed tower, but stop halfway across the bridge and use the rifle to kill the monk working the last catapult. Use the mechanism to raise the cannon then use it to blow open the doors.

Go through the newly opened doors, deal with the merchant and go through the door. Take the handgun ammo and the platinum sword and check the cupboard for money. Then prepare for a fight.

As soon as you climb the stairs there will be monks coming at you from the landing, from the door to the side and up the stairs. You will need to equip the shotgun for this fight. Make sure Ashley isn't taken or killed. When you've dealt with the first wave of monks, head back down the stairs to kill the red robed monk – he has a parasite, so use the shotgun on him. Then loot the upper room – there is a red herb in the cupboard.

Take the golden sword and put the platinum sword where it was. Then put the golden sword downstairs where you got the platinum sword. The upstairs door will open and you

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can go through. Cross the battlements section to see a cut-scene, then enter the small door just ahead of you. There are loads of enemies here. Equip the shotgun and be ready for a serious fight with multiple parasite enemies. Back into the corner and defend Ashley.

Once they are dead, watch out for a monk with a crossbow on the upper level to the left. Loot the room the monks came from then head through the arch to the left. There are monks with shields here, so use one of your incendiary grenades.

Loot the room but be ready for another fight – once you get the key here a lot of monks come running into the room and attack from two directions. Kill them and head back to the castle gate, which you can now open with the key.

INSIDE THE CASTLE

You will see a cut-scene – afterwards save at the save point and smash the vases for pick-ups. Then head through the door at the right. Check the room for ammo and then head through the arch ahead. Read the note here and

smash the barrel for a yellow herb. Now turn right to get the prison key from the painting and head back to the prison door, next to where you entered. Use the key, but get Ashley to wait outside.

As you enter the cell, the prisoner will burst free and attack. He can kill you with one hit, so quickly shoot the bell to distract him. He is only vulnerable on his back – shoot this area while he attacks the bell, then shoot the other bell and shoot his back again. Do *not* stand between the bells while you do this. Now keep running around the pillar while he attacks, until you get a clear shot at his back. Shoot him in the vulnerable spot as much as you can, then run around the central pillar before he reaches you. The rifle is the best weapon here. Keep shooting the parasite on his back and eventually he will die.

Now get the green herb you can see and operate the lever to switch off the flames.

Head back out of the prison and back towards the horses' heads. Kill the monks that attack you. Before you



enter the corridor with the horses' heads, leave Ashley. There are crossbow monks in this corridor, so edge around the corner to kill them one at a time. There is a dynamite monk in the next room – shoot him the second he pops round the corner to make him drop the dynamite and blow himself up. Now get Ashley back, get the ammo from the room and get ready for a fight. Go through the large door and there will be monks coming at you from three sides. Equip the shotgun and fight them off – the red-robe is very difficult to kill and has a parasite on him, too.

Once all the enemies are dead, smash the jugs for pick-ups. Head toward the end of the room – there are two more enemies here, one with a parasite. Go down the steps, smash the jugs for pick-ups and go through the door here.

Get the ammo and herb, then get Ashley to wait on one platform while you stand on the other. When you leave the room there will be a horde of enemies, so get ready.

Use the shotgun and grenades if they bunch up. Once they have been defeated, head up to the winch that has appeared and use it. Climb the new set of steps.

Head up the steps back and to the right and find a first aid spray in the vase on the small balcony.

Now piggyback Ashley up to work the crank. She will get attacked by monks up there, while you get attacked by monks on the lower level. Run to the platform up the steps in the middle, and alternate between protecting Ashley with the rifle and protecting yourself with the shotgun. If Ashley gets grabbed, shoot the monk carrying her in the leg to make

him drop her – otherwise just use the rifle for headshots. Ashley will run to the second crank after she has worked the first one, and once she has done that one she will run to the edge of the platform – you need to go and catch her there.

Once you have Ashley back, jump over the new platforms to the door. In the new room there is a save point and the merchant. To the left of the merchant is a shooting gallery mini-game to play.

When you are ready, head up the central corridor for a cut-scene.

CHAPTER 3-2

Go through the door to the right of the corridor and then down the ladder into the sewers.

CASTLE SEWERS

Follow the sewer round the corner. There is an invisible insect at the end of the next corridor – you can just see the disturbance in the air where it is, and if you aim the gun at it you will see the laser sight is hitting something before the wall. Shoot the insect from long range if you can – if you get close to it, switch to the shotgun. Then get the eye it drops.

There are two insects in the pool of water in the next room – again, you can see the water is disturbed where they are standing. Throw a grenade down at them before they get the chance to attack, then get the eyes and the ammo here.

In the next room there are two more insects. You will need the shotgun, but there is also the chance to kick them when they appear in front of you if you are quick.

Check the cells for pick-ups. One cell has Luis' memo in the sink –

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another insect shows up when you enter, so make sure that you keep your gun aimed at the cell door and shoot it when it tries to get in.

There is a corridor leading behind the cells – take this and go through the cell to get around the cave-in. You will find a butterfly lamp in the room at the end here, as well as some other pick-ups. Combine a red, blue and green eye with the lamp. Use the valve wheel here to drain all of the water out and then head back to the cell room. Two insects attack as you leave the room and another two as you enter the cell room, so be ready with the shotgun.

Jump down the ladder and through the door exposed when the water was pumped away. An insect attacks from behind when you do this.

Go up the stairs and into a room with pendulum blades. Run through them and go up the ladder and through the door.

CASTLE INTERIOR

You will come out above a room with chanting monks. Cross the room using the chandelier and head towards the merchant. The monks will see and run off. Jump down, get the grenade from the chest in the display case and climb the stairs to talk to the merchant, then go through the red door.

Get the red herb and go up the stairs. Get the ammo and read the memo, then head through the door. There are two crossbow monks here – step back through the door til you hear them fire, then open the door again and shoot them with the rifle. Kill any other enemies in the room then smash the vases for pick-ups and then move through the door to the left of the room.

There is a monk at the top of the stairs – shoot him before you go up the stairs. As you go through the next door, you will see a monk at the far end of the room – shoot him with the rifle. There is rifle ammo on a table to the left of the door. Get this, then move round the balcony and jump down at the end. You will see the red-robe escaping round the balcony – go after him, but stop to get the ammo and the money in the alcove beside the stairs. Jump off the balcony and catch the monk coming down the stairs. He will have another monk with him and he will escape and set up a gatling gun in the centre of the room. Which is nice of him.

Go back to the balcony and when he is reloading, run round to the stairs at the far end. Peep round the corner at the bottom and use the rifle to headshot the red-cloak. Then get his gallery key and go back to the gallery and unlock the door.

Shoot the stags head to get a velvet blue and smash the vases to get ammo. Now go to the console.

The puzzle asks you to adjust the paintings so that only six people are showing – to do this press each of the switches once and then hit OK.

There is a fight in the next room with a large number of enemies. Back into the left corner and use the shotgun. Crossbow monks attack after the first wave. Stay in the corner and use the rifle on them.

Two monks with rocket launchers appear next – we suggest running quickly to the far end of the room where they can't hit you.

Once you have killed the monks, go around the room and the balcony collecting the pick-ups, including the green herb. Hit the red button next to

the barred white door. A stone plinth pops up. Head down the stairs – the rocket launcher monks appear again, so hide behind the plinth. Then go through the door leading off the balcony to the left of the door you entered by. There is a switch inside the big vase – smash it and operate the switch. The rocket launcher monks are waiting as you exit – duck back inside the room until they fire, then come out and shoot them. Walk round to the bridge, but check the stairway inside the door next to the bridge first for a yellow herb.

Cross the bridge and get the goat ornament from the chest, then go through the white door that's just been unlocked.

Save here and continue up the corridor. Go through the door to the left and back onto the battlements. Follow these round to the fountain – get the treasure from here. Continue round, smash the barrels and go through the door at the end.

You will see a hedge maze. Go along to the steps at the end of the balcony for a cut-scene, then down the steps and through the gates into

the maze. The maze contains dog monsters, so be quick with the pistol or equip the shotgun. Take the narrow path on the left after the main gate, go through a narrow gate and kill the three dogs from the kennel. Then make two lefts and cross the bridge. Over the bridge, head round to the right to the fountain to get the left half of the moonstone. Three dogs attack as you head back to the bridge.

Before crossing back, take the other path to get TMP ammo from a chest. Cross the bridge, head round to the left and get shotgun ammo from another chest. Two more dogs will attack you now.

Head back to the kennel and straight ahead to the top of the maze to get a yellow herb. Head back towards the kennel, but immediately turn left. And keep left at the turnings until you reach another bridge. Get the right half of the moonstone from the fountain here.

On the way back from the bridge, take the second turn on the right to get the red gem. Then head under the bridge, follow the path around and turn left to get a first aid spray in a



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chest. Head towards the other kennel at the top right of the maze and kill the dog inside it. Head down the side of the maze to the end to get a spinel. Head back under the bridge through the gate – watch out for more dog attacks – and turn left back through the maze entrance.

Go back up the stairs and combine the moonstones to open the door.

CHAPTER 3-3

Search the room for ammo and grenades. Enter the next room with the merchant through the open door. Check the cupboard for the mirror with pearls and rubies. Read the note on the table and deal with the merchant. You can sell the mirror to him if you wish.

Head back to the typewriter and save, then head out of the door next to it. Check the dining room for ammo pick-ups then ring the bell. A picture will appear – shoot the glass and the bars over the door will move. There is a corridor behind you to the right, so go down this to a room with another herb and some ammo – but watch out for a snake in one of the crates.

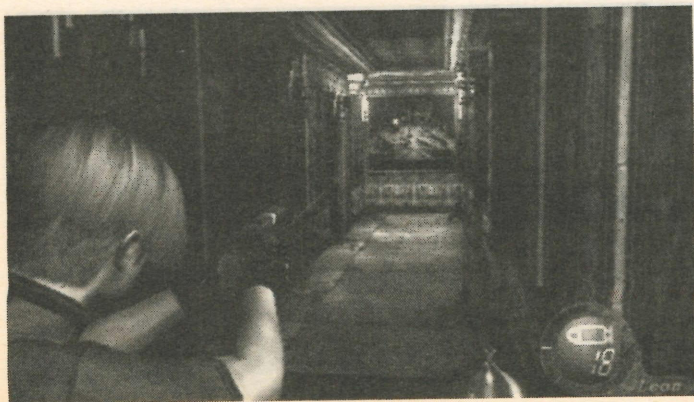
There is also 5,000 pesetas in one of the cupboards.

Go back to the dining room and get ready for a serious fight. A cage comes down and traps you, with crossbow monks inside and with several nasty enemies dropping in from above. The metal claw enemy from the prison is usually one of them. There is also a monk with a new type of parasite that leaves the body when he is killed.

You will need to kick the door repeatedly to open it, while trying to hold off the enemies with the shotgun and flash grenades at the same time. Then kill all of the enemies, get the hourglass from the chest and leave through the far door.

You will see two red cloaks in the room below – take them out with the rifle. Kill all of the enemies you can see from this balcony with the rifle – one of them has the new type of parasite, so try to kill it, too.

Jump down, operate the lever to raise the bridge and climb up. There is an attack by a large number of enemies, two with the new type parasites. Use the shotgun.





Cross the bridge and turn left. Stop in the doorway and shoot the monk in the far window with the rifle. Head down the stairs to the glass case and smash it to get the rocket launcher and a lot of ammo and grenades. Head up the far stairs, smash the door open and cross the bridge again, then go through the door and round the corner for the merchant and save point.

If you didn't have room earlier for the rocket launcher and all the ammo, you can buy a bigger attaché case here and then go back for it.

When you are ready, head through the door to the left of the save point to end this sub-chapter.

CHAPTER 3-4

Check the dresser near Luis's body for ammo. Go around the balcony and check the vases and paintings for treasures. Go down onto the platform to see Ashley – you can't reach her yet, though. Shoot the bars holding her captive – the rifle is best for this. Once she is free she will be attacked by monks – use the rifle to kill them. Ashley can use the key dropped by the red-cloak to escape.

Now you are playing as Ashley. Check the cupboard to the left for a spinel, get the yellow herb nearby and save at the save point.

In the next room there is a monk. Turn right, run past him and throw one of the lamps from the side of the room at him. Now crawl under the table and work the crank to open the gate. Grab the green herb and run through and use the lever on the other side to close the gate again. There is another monk in this room – throw another lamp at him and quickly work the crank, then repeat this with the other crank. Finally, we suggest running through.

Turn right and go through the door at the end of the passage. Get the green herb and push the bookcase to one side to get to the switch. Use the switch and crawl under the table to get to the next switch. Press this and go through the gate to get the stone tablet from beneath the painting. Press the next switch.

Go back to the first switch (behind the bookcase) and press it again. Go through the new gate and get the treasures from the cupboards, then



open the door. Go through the dark corridors to get to a room with a fairly straightforward puzzle.

Move the pieces of the puzzle so that it forms a heraldic crest, with the crown at the top, the circular part in the middle and the scroll along the bottom. There will be a piece missing at the bottom right, so use the stone tablet here.

Go through into the next room and check the chest on the far wall for 5,000 pesetas. Then go to the statue on the right-hand wall to get the Salazar insignia. The door will close and the statue will then revolve to show a chest. Take the serpent ornament from here and the suits of armour will start chasing you. Dodge them (with **△** and **□** presses) and go back the way you came.

When you reach the next suit of armour you will have to hit a button combination to dodge, so be ready. This will happen another two times on your way back to the blue door. When you reach the room with the steel gates controlled by the buttons, hit the button to drop the gate in front of the pursuing knights.

Dodge the knight by the door and head back along the corridor to the blue door. Go through the blue door and get the butler's memo from the room. Quickly check the cupboards for pick-ups, then use the Salazar insignia in the dais, then operate it.

Climb up the ladder, grab the money to the right and head left along the corridor. Open the door at the end for a happy reunion.

CHAPTER 4-1

Head down the corridor leading away from the platform and go through the door into a room with purple torches. There is a save point here. Take the platform across and go through the door into a room full of lava.

Equip the rifle and move towards the stairs – an enemy will appear in the dragon head and start it moving towards you, so shoot him. A chest will appear – go down the steps and get the 5,000 pesetas from the chest, then continue along the path.

Jump across to the rotating cage then shoot the enemy on the path. Jump on to the next section of path and avoid the flames from the

dragon. Kill the next enemy, but do not go past the pedestal here. Run up and down the path back to the cage until the dragon's head flames. It will stay still while it does this, so run to the side, equip the rifle and shoot the occupant. Get the Illuminados Pendant from the chest which appears. Go further along the path, but be ready to dodge to the side from another dragon head which appears. A stream of enemies come from behind you, so stay behind the wall and shoot them all as they come. Then wait til the head flames, run to the other end of the platform and shoot the occupant. The steps will rise up and you can go and get the lion ornament from the chest. Now make your way back to the save point.

Head down to the left and take the railway. Go through the door here to the main hall and use the three ornaments (lion, goat and serpent) on the decoration. Head up the new corridor and through the gold door and get on the railway, then get off and enter the painting room.

In the painting room, turn right and get the yellow herb and the memo. Go through the door and get the ammo on the stone lion. Get ready to dodge the knights using ⊗ and ⊕ or ⊖ and ⊗. Go into the next room but leave Ashley outside.

Get ready for a fight – equip the shotgun and take the King's Grail. The knights will attack. They have parasites inside them, which come out after a shotgun hit. Take them out with the shotgun. There is a green herb and shotgun ammo in this room, and the knights drop more ammo and herbs. Three more knights with nastier parasites attack next. Kill them and you can leave the room.

Head back to the painting room and through the yellow door. There are four yellow tiles in the floor – push the statues onto two of them, leave Ashley on one and stand on the last one. The door will rise up and you can enter the next room. Salazar makes the ceiling descend here – shoot the four red gems in the ceiling to stop it.

Exit the room, follow the corridor and Ashley will get trapped. Shoot the two monks controlling the drilling machine to save her. Check the next room carefully, as the elegant chessboard treasure is in a cupboard. The Queen's Grail item is in a chest here too, so it's well worth searching.

Kick the door open and head back to the painting room. Head away from the railway and you will see a long room with enemies at the far end. Get Ashley to wait safely round the corner then use the rifle to take out as many as you can before they reach you. If you are low on rifle bullets, just shoot them normally then use the shotgun if they get close. Shoot the treasures from round the necks of the statues and then continue.

Use the Queen's Grail and King's Grail in the statues to open the next door. Then check the vases and cupboards in the next corridor, but be careful of a snake in one vase.

Walk across to the cocoon and Ashley will be stolen by a giant insect. Run to the far wall and get your back against it, then shoot the attacking insects with the shotgun. Then pull the lever for the bridge and shoot the chains it's hanging from. Cross the bridge and go through the door to a save point and the merchant, then continue along the corridor to a tower and another cut-scene

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THE CLOCK TOWER

Run across the bridge and take the steps to the right up to the next level. Shoot the enemies, then follow the platform round til you can see the catapults and use the rifle to kill the operators. There is rifle ammo on the side of the tower facing the bridge.

Enter the tower by the door facing the catapult and climb up the ladders and the stairs. Collect the ammo and the herbs on the way, and read the memo. The gears are jammed in three places, so look for the yellow objects jamming the gears and shoot them. The first one is on this level, the second a little lower and the third is down the ladder. Then climb up again and work the lever.

Climb down to the ground floor of the tower and leave by the now unbarred gate. There are a lot of monks in the tower now – fight them if you have enough ammo, otherwise just run past.

There are three shield monks on the bridge – use an incendiary grenade if you have one. Halfway across the bridge monks attack from both directions. Clear a path to one

end with the shotgun then get your back to the wall and fight them off.

Go through the next door. There are two of the blind enemies with the claws in this room. Use the rocket launcher to kill them. If you don't have the rocket launcher, use the bells to distract them and then back shoot them. There is a herb to the left of the door if you look closely. Climb the steps and masked monks will attack. The last one drops a first aid spray.

Exit the door at the top of the steps and climb the stairs. Open the door at the top for a cut-scene where you will have to press a button combination. Search the area at the bottom of the shaft for a yellow herb and a crown with divots.

Talk to the merchant – buy a first aid spray – and save, then climb the ladder and head along the tunnel. Go through the door and continue along the tunnel. Turn right at the arrows and enter a machine room. Examine the liquid nitrogen tank and get the first aid spray and ammo you should find here. Now go back out and continue along the corridor to the power room. Be ready to hit **11** and



Ⓜ or ⊗ and ⊕ several times to dodge attacks.

In the power room, get the ammo and herb and then switch on the power. Go back to open the shutter and Salazar's right hand will attack. Run back and knock over the liquid nitrogen to slow him down a bit, then shoot him until it wears off. Dodge him until the shutter opens.

Run to the next tank and repeat the process. Then run towards the elevator room, but turn right before you get there for a room with another nitrogen tank. Shoot him again until this tank wears off, then get to the elevator room for the last tank.

Keep shooting him and dodging his attacks until he dies. Get the crown jewel from his body and combine it with the crown. Now operate the elevator.

CHAPTER 4-2

Exit the lift and deal with the merchant again. Smash the barrels for pick-ups and get the ammo and Luis' Memo 2 at the save point. There is a green herb up the steps. Try the mini-game through the blue door if you like. Save and proceed through the other door.

Kill the two enemies, check the mine cart for a velvet blue and smash the barrels for pick-ups. Continue down the mine to an open area full of enemies. Shoot them all from the top of the ladder before jumping down. More will leap down as you explore the lower area so be careful. At the end of the tracks there is a lever – pull this to move the trolley.

Take the stairs on the other side of the room to the higher area and switch the circuit breaker back on, then return to the switch. A chainsaw

enemy and several villagers attack, so use the shotgun. Use the switch to lower the trolley, then get the dynamite and use it to clear the boulder out of the path. Now smash all of the barrels for ammo and a herb and go through the metal doors into a lava room.

As you head to the far side, two Gigantes will come out of the door. Run to the ladder and climb to the platform, then slide down the chain and stand by the machine. Operate the machine to make one of the creatures fall into the lava – the other you will have to fight normally, like you did with the first one. Check the room for ammo and a first aid spray.

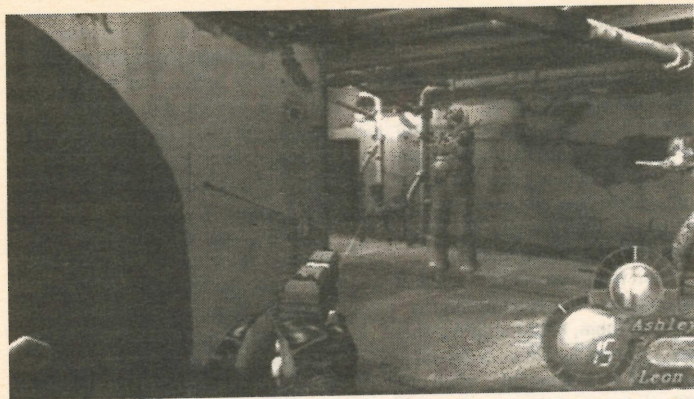
Once the creature is dead, move on to the tunnels. Move up the path to the next level, fighting off the insects. Enter the two rooms off to the sides. Work the switch in each room and get the green herb beside each switch. Waves of insects will attack when you work the switches, so make sure that you're ready with the shotgun.

There is another wave of insects as you approach the door on the upper level that the switches opened. There is a red herb by the door.

Check the surrounding area for ammo and proceed through the door. Run under the weights – be ready to press ⊗ quickly to climb down when you reach the second weight. Pull the lever on the wall and proceed under the remaining weights to a cave. Take the royal insignia and press ⊗ to check the device.

CHAPTER 4-3

Read the note from Ada, smash the barrels for a green herb and talk to the merchant by the save point, then follow the path. After the first two



enemies in the ruins, climb the ladder to the left. You will see a large group of villagers round a fire. Shoot one of them and they will all come after you, but you'll be able to shoot them one by one as they climb the ladder. Then search the ruins thoroughly for any pick-ups and money.

You will not be able to enter the door yet, instead go around behind the wooden building and jump in through the window, then operate the machine to reveal a ladder. Climb down this.

There are ruins in the next area with several villagers in them. If you shoot them from a distance they will come after you one or two at a time and be easy to kill. There is also a chainsaw guy in the room up the ladder – use the rifle to shoot him through the windows. Watch out for bear traps in the ruins. Go down the steps under the door you came in by to get the staff of crown. Then head to the far end of the ruins to get the next red herb.

Do not climb the ladder unless you have killed the chainsaw wielder, as he will cut your head off. Go in the

small door around the corner. You will then have to fight a chainsaw wielder, plus the chainsaw wielder from upstairs, plus villagers attacking from behind you. This is a good time to use the shotgun, as well as any incendiary grenades you may have on you.

Go upstairs to get the mine key and a yellow herb. Then proceed to the mine entrance at the far end of the room and use the key.

Go down the stairs to the first door. Inside there is a descending ceiling and two parasites trying to kill you. Shoot the parasites and the four red lights on the ceiling to stop it descending. Then move on into the next room and through the red door.

Take the green herb from here and smash the barrels for ammo, then climb into the mine carts and shoot the switch to start them off. You will have to fight off villagers jumping into the carts during the journey, and also press buttons to dodge low beams.

There is a point where the cart stops and a lot of enemies – including a chainsaw wielder – pile into the carts. Use the shotgun on them, but shoot the man at the switch as soon

as possible. There should also be ammo here to grab.

It's a long journey with several points where waves of enemies get on board. Fight them off with the shotgun and be ready to hit **L1** and **R1** to dodge beams and also to jump off at the end, after the downhill spiral section. Then press **X** to climb up and go through the door for the stone of sacrifice.

Climb the ladder at the end of the tunnel and use the stone in the lion's head to enter the lift.

CHAPTER 4-4

Exit the lift and get the ammo at the save point. Go down the next set of steps and a monk will make the path sink into the water. Go back up and climb the ladder.

Shoot the switch to make the statue's hand move down next to you, and jump over to the central platform using this.

Now use the switch and jump to the far platform. Climb down the ladder and work the lever. Climb up the ladder again and ride the statue's hand to the top. Go around behind

the statue's head and work the switch, then ride the statue's hand to the other side and work the second lever. The path is now raised.

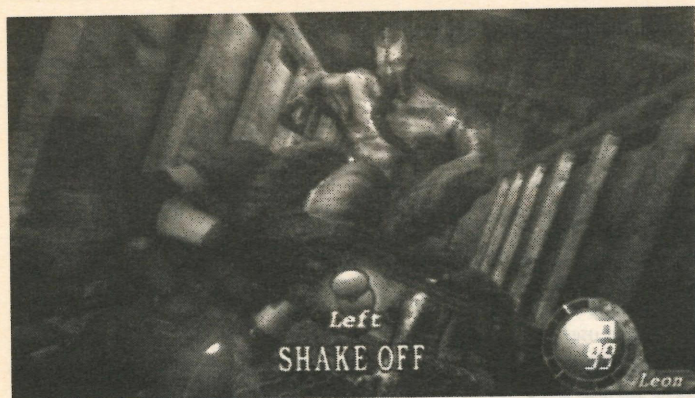
When you step onto the path the statue will start chasing you. Press **X** to sprint and be ready to press **L1** and **R1** to dodge. Kick the door at the end open as fast as you can and go through, then sprint across the bridge and jump with **L1** and **R1**.

Be ready to press **L1** and **R1** after the cut-scene, then search the ground floor for ammo and a yellow herb. The monks will roll barrels at you as you climb the stairs. Wait for a barrel to smash, then run up the stairs and dodge left onto the wooden platform before the next one reaches you. Follow the platform to the ladder and climb up.

Use the lever to roll a barrel down the stairs, then use the rifle to kill the dynamite thrower. Go around to the lift and get on. Push the crates off the lift and use the switch to start it.

The lift will be swarmed by monks, so use the shotgun to clear them out. Get out when it reaches the top, then follow the platform to the next left.





Take this, then climb the stairs to the save point and merchant. Buy a first aid spray here – and also a rocket launcher if you've got enough credit and fancy having an easy way to take out the next boss.

Go through the door when you are ready. You will be attacked by the castellan transformed into a monster with a left and right tentacle, a head and a shell containing the castellan's body. [Note: The following section explains how you can destroy him using traditional means – however, if you've got a Rocket Launcher and want to get rid of him quickly, whip it out and shoot at the exposed body visible when the pod (the central part of the monster) opens up. You'll have to stand to the left or the right of the door you came in to do this.]

Run along the platform to the left and shoot the tentacle near the wall. It will withdraw for a while. Do not go back onto the central platform. Wait for the shell to open, then shoot the castellan while he can be damaged. When the tentacle comes back, be ready to hit **L1** and **R1** or **X** and **C** to dodge, then shoot it again until it

goes away. Keep shooting the castellan every time his shell opens and you will defeat the monster.

There are herbs and ammo on the platforms, and also in the barrels on the lower level. Make sure you have collected these before climbing the ladder and going through the door. Climb down and take the lift to the merchant and a save point, then head to the dock for a cut-scene and the end of chapter four.

CHAPTER 5-1

Head along the path and through the rock arch. Take the left fork now and climb the rocks for some pickups, then go back and take the right fork over the bridge.

Defeat the enemies who attack as you enter the compound, then climb the ladder and equip the shotgun. Rotate the reflector – when you stop, an enemy with a gatling gun will attack. Stay out of his line of fire and try to get him to climb the ladder to the roof. Shoot him when he emerges. Repeat this to beat him – jump off the roof and run round to the ladder again if he gets a chance to shoot at

you. There are several more ordinary enemies here too, but you shouldn't have any troubles killing them.

Check the buildings for ammo and then go to the stone door and check it. A red beam will appear. Climb to the first reflector, and rotate it so that the beam hits the second reflector, then rotate this one to aim the beam at the receiver by the door.

Go through the open door and along the path. Get yourself ready to dodge a falling rock and to shoot a crossbowman waiting around the corner. Now climb the ladder.

Get the emerald at the top, then head around the corner and go into the cave to the right. Explore the cave to get ammo and a red herb. There is a red barrel you can shoot which will open a section of wall and let you get the golden lynx.

Explore the next section for more ammo and herb pick-ups. There is a cart here you can shoot and send down at your attackers. Now open the door using the switch and proceed to the merchant and save point.

After the save point, use the rifle to take out the crossbowman. Several enemies will charge at you, so use the shotgun to get rid of them all quickly. Now go through the door to the left. Go past the locked door and through the door with the round window. Kill the enemy and take the ammo from the case. Go on into the kitchen area – be ready to fight off a burning enemy who jumps out of the cooker. Get the grenade from the dirty sink.

In the next area there is a large, fast armoured enemy. Shoot at his shins. Head downstairs and fight another armoured enemy and several more normal sized ones. Search the

area for a yellow herb and the red stone of faith.

Now go upstairs and through the door to get some ammo and to see a cut-scene. Continue through the other door, then head right for the merchant, the shooting mini-game and some more ammo. Check the drawers on the wall for ammo and also an emerald.

In the next section a vertical door will open to allow enemies to fire at you, then close before you can reach it. Kill the several waves of enemies behind the door in order to pass. Check the red cupboard for ammo and behind the wall for a red herb.

Go through the door and turn left for a green herb, then go into the small room to save and get the brass pocket watch.

Go up the stairs and turn left. Check the red cupboard for a grenade and continue round to the blue double doors. Now go inside the experiment area and operate the security system on the door. Turn the colours so that the arrows flow from the top one to the bottom one. Go inside the room and read Luis' Memo 3. Get the freezer card key.

The regenerator will leave the other lab, so run back to the top of the stairs and take the other turning to get to the freezer. Use the freezer card key to get in (obviously), then use the re-writer to get the waste disposal card key.

Turn off the cryogenic device to open the freezer with the infra-red scope inside it. Combine this with the rifle and use it to kill the leeches in the regenerator which attacks you – you can see them as orange blobs through the scope. Leave the freezer lab and go round the corner to the

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waste disposal. Use the rifle to kill the regenerators on the way – each drops 5,000 pesetas. Check the area for ammo and an emerald, then use the waste disposal key to open the door.

In the next room, use the crane controls. This will attract the attention of the enemies, and they will come up through the door. Shoot them as they enter, then go down and get the green herb. Go through the door round the corner for some ammo, then up the steps. Get the ammo here then go through the door and continue to the end of the corridor to see Ashley's cell. Kill the two armoured enemies guarding her.

Ashley's door is locked, so go through the nearby door and down the steps. Go through the door, kill the enemies and go downstairs and through the door to the right.

Go upstairs and through the door to the left into another lab. When you go through the next door a spiky regenerator attacks. Run back to the door to get some distance and use the rifle to shoot the leeches inside it, then use an incendiary grenade to finish it. But, if you don't have an incendiary grenade, there are exploding red gas tanks you can shoot at instead, which have the same result. Get the storage room card key then search the area for ammo and go back to get Ashley. Turn left on the way out of the lab to get to a save point and get a green herb.

Watch out for new enemies on your way back to Ashley. Use the storage room key to open the door.

CHAPTER 5-2

Get the ammo and read Ada's paper airplane. Head back towards the waste disposal room. You will have to

fight three waves of enemies – one as you leave the cell, one as you enter the next room, and one as you open the security door – use the shotgun and grenades. Once you reach the waste disposal room, Leon and Ashley will jump down the shaft.

Use the lever to open the door. The regenerator will come to life and attack. Run through the door, then use the lever to shut it behind you. Do the same with the next door, then use the rifle to kill the leeches in the regenerator. Finish it off by using the shotgun, flame grenades or shooting the flammable barrel as it passes. Go back into the room and take the 20,000 pesetas it kindly drops for you and the rifle ammo.

Push the metal container into the water and use it to cross. Get Ashley to hide in the container here, as another regenerator is coming. Kill the regenerator and get the ammo and the green herb. Get Ashley to help you push the container away from the door, then go through the exit.

Kill the enemies in the next room and search the area for shotgun ammo and a green herb. Go up the next stairs and jump into the next room. A lot of enemies attack here – run into the control room in the far corner and get Ashley to work the wrecking ball as you hold off the enemies. An incendiary grenade can be used on one doorway, while you use the shotgun on the other.

Use the wrecking ball twice to clear the wall away from the gate, then run straight through it.

A regenerator will come through the vertical door. Take it out with the rifle. Check the cage room to the right for rifle ammo and an incendiary grenade, then head through the



vertical door. There is another regenerator in the corridor – kill it, then go to the room on the left to work the auxiliary power switch. There is a green herb and some shotgun ammo here, too.

Go to the next shutter and send Ashley underneath to open it. Get the yellow herb. Turn right to the save point and merchant – there is a red herb in the locker here.

Head out of the save point to the security door. Get Ashley to wait on the one side of the door while you use the handle on the other. Press ⊗ to operate the lever just before the central red light goes on.

Check the warehouse area for ammo and smash the crates for more. Then climb onto the back of the truck. Ashley will drive it down the tunnel – you will be attacked from behind by enemies, then more will jump onto the truck from above. Shoot them before they reach you and use the shotgun to clear the truck if they get on board. A truck starts chasing you – shoot the engine to make it explode.

Your truck enters a lift, and you need to climb the ladder to work the

switch. There are a lot of enemies on the platform, so use the TMP or shotgun. Enemies will attack Ashley, so be as quick as possible and be ready to shoot them from above.

There is TMP ammo at the top of one ladder, and a green herb at the top of the other. Pull the switch and get back to the truck.

You can shoot some enemies off the overhead walkways before you reach them, but enemies will still attack from behind and jump onto the truck. Shoot them, but be ready for a truck attacking from the front – shoot the engine to blow it up.

After the truck crashes through a wall, get the ammo and head through the door to the merchant and save point. Search this room carefully for ammo and treasure, then go through the door for a cut-scene.

CHAPTER 5-3

Go up the stairs and get the file from the table, then turn left, through the door and down the stairs. Get the ammo from the platform and fight the two enemies. Head through the boiler room and fight the enemies here,

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then go up the steps and search the room for ammo and money.

Head through the door at the bottom of the stairs and out into an open area. Get the shotgun ammo and get on the lift.

Head out of the lift at the top for a cut-scene – be ready to press **L1** and **R1** or **X** and **□** to dodge. There are several different button presses required during this fight.

Once the fight is completed, exit this area through the door at ground level. Walk along the corridor, being careful to avoid the security beams. You have to press left and right to dodge at several points. Unlock the door using the switch and be ready to dodge the beams again. You need good timing for this one.

Go through the door, take the emerald and sit on the throne. Shoot the elegant headdress from the wall above the door, then go through the door behind the throne and take the lift downwards.

Check the area beneath the stairs for a green herb and an emerald, then go along the corridor to the merchant and save point. In the room behind

the merchant there is a red herb and magnum ammo.

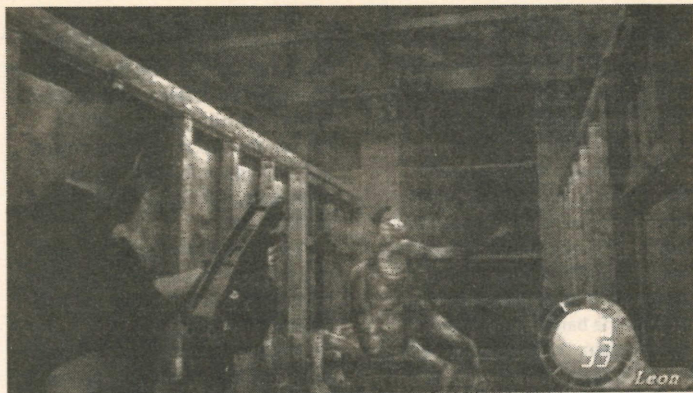
Head through the huge gate and get the yellow herb to the left and the TMP ammo by the brazier. Go into the cavern to find the locator beacon and trigger a cut-scene and a boss fight.

Avoid the monster as long as possible and be ready to dodge with **L1** and **R1** or **X** and **□** when it catches you. Open the doors by shooting the green lights beside them. Look for herb and ammo pick-ups as you go. Whenever the monster is in front of you and there is no way past, shoot it to persuade it to leave you alone for a while.

Head to the closest end of the cage first to operate the emergency switch there. Then go to the other switch and do the same. Get through the door quickly after doing this. Repeat this process with the second section – some of the switches here are above or to the side of the doors.

In the third section, you have to work the first emergency switch, run through the tunnel that has been opened, shoot the switch through the bars, run back through the tunnel to





work the second emergency switch, and then run back through the tunnel to the door. Got all that? Good.

Once you have escaped the cage, the monster will chase you into another area with two gates. Lead the monster down the tunnel and shoot the barrel as it passes it. Then do the same with the barrel behind the rock outcrop by the cliff. Finally, use grenades (incendiary or normal) and the shotgun or magnum to finish off the monster for good.

Check the area for ammo and herb pick-ups, then go back and through the small door and down the corridor. You can use the cable car to go back to the area where the hanging cages were – do this and you will find a green herb. You can go back and save with the merchant, too.

When you're ready, return to where you killed the monster. Look under the stairs for a green herb then climb the ladders. Check the room at the top for shotgun ammo and a grenade and go through the door into an outdoor area.

At the top of the cliff you will see a lot of enemies below and some red barrels. Shoot the barrels to make

them explode and damage most of the enemies. Use the rifle to pick off any that escape, and if any reach the ladder, shoot them just before they reach the top. Once all the enemies have been dealt with, jump down and smash the barrels for some ammo. Search the area for some TMP ammo and a yellow herb, and check inside the tent for more ammo.

Jump down the shaft inside the tent and follow the tunnel. Check the side tunnel to the left for some money, then go to the merchant and save point. Read Krauser's note, then climb the ladder to the surface.

Go through the door and round to the ruins where you will meet Krauser.

FIGHT WITH KRAUSER

Krauser starts by shooting at you with a TMP from the battlements and throwing grenades. He's hard to hit at that distance so use the rifle, but be ready to exit the scope view to press **L1** and **R1** to dodge grenades.

Once you have shot him a few times he will close in. Shoot him as he closes, then dodge his knife attacks with **L1** and **R1** and **X** and **C**. Use

the shotgun as he gets closer, as this gives the best chance of hitting him – although he still dodges most shots. Use the knife when he reaches knife range. He may still land some hits, so you might need a herb here.

After enough damage he will throw a flash grenade and vanish. Head up the steps and through the door to get some ammo and a green herb. Check the roof for a flash grenade and more ammo, then go through the barred door. Krauser attacks again, so fight him off with the knife again.

Get the shotgun ammo and head down and to the left to get the handgun ammo. Then head back up and along the path. Krauser attacks again, so fight him off as before. Check the stone room for shotgun ammo and a first aid spray and check the roof for TMP ammo. Robot drones will appear as you head for the ladder – climb it as quickly as possible then jump off the side and shoot the drones through the window.

Krauser attacks again – so again fight him off with the TMP or shotgun at distance and the humble knife when he gets too close.

Head round the stone house and down the steps for a green herb, then climb the curving steps to get a piece of the holy beast and meet Krauser again. Fight him off and get the red herb and ammo. A new statue appears – push this onto the light-coloured flagstone. Two levers will be unlocked – one here, which allows you to leave, and one you passed earlier which allows you to open an iron gate. Leave this area and go back to the iron gate near the stone house. Be ready to fight off Krauser again as you approach.

Use the lever to open the gate, then jump down into the new area. Get the green herb and the TMP ammo and shoot the drones which appear. Explore the ruins, fighting off the drones. You will meet Krauser again and be trapped in the tower by a metal gate. Get the yellow herb and climb the stairs.

On a platform outside the tower you will find the second piece of the holy beast. This will trigger the final confrontation with Krauser.

Krauser shields himself from your shots, but the shield is not perfect. Aim for his shins and feet – hit them and he will go down to one knee and be vulnerable to two or three shots. Do this several times to defeat him, but be ready to dodge his attacks.

The clock is counting down, so kill him quickly, get the last piece of the beast from his body, grab the pick-ups and go down the ladder to the first floor. Jump off the platform and use the pieces of the beast to open the door you find here.

CHAPTER 5-4

Get the green herb by the save point and head along the path for a cut-scene. At the end of the path are lots of heavily armed enemies, but your helicopter backup deals with those. A gatling gunner attacks you – duck into the tent and get the shotgun ammo while the helicopter deals with him.

Head along the path to the tower, checking the barrels for herb and ammo pick-ups. *Take cover behind* the metal plate while the helicopter deals with more bad guys, but watch out for enemies climbing over the sandbags behind you. Cross the bridge to the tower quickly to stay under the fire of the gatling gun, and stay

outside while the helicopter attacks the top floor. Now search the ground floor for pick-ups and go through the metal door.

A machine gunner will attack you from the left. Duck back into the door until he pauses his attack, then take him out with the rifle. There is also a crossbowman to the right of him – kill him with the rifle, too. Shoot the barrel on the steps to the right as the two enemies pass by it.

Check the area down the steps to the left and down the ladder for green and red herbs and ammo pick-ups. Go back and climb the steps to the right, then slide down to the area where the machine gunner was. Jump down and operate the switch, then go through the opened door.

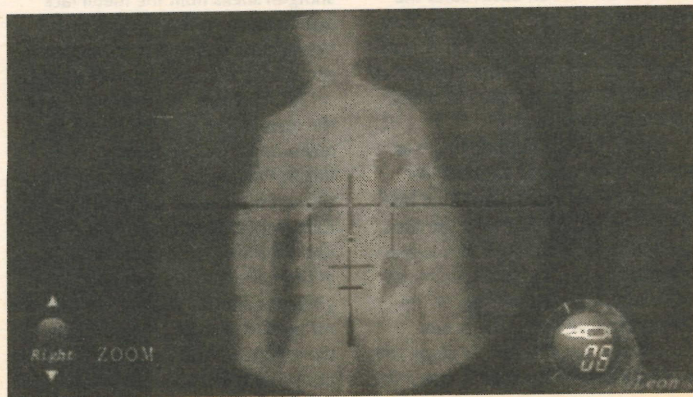
Two gatling gunners start shooting at you, so crouch behind the sandbags. The helicopter will take out the gatling gunners eventually, but you will have to fight off enemies while avoiding the gunfire for a while. Stay crouched while they are shooting, then in the gaps, pop up and shoot any enemies that get too close. There is a dynamite thrower to

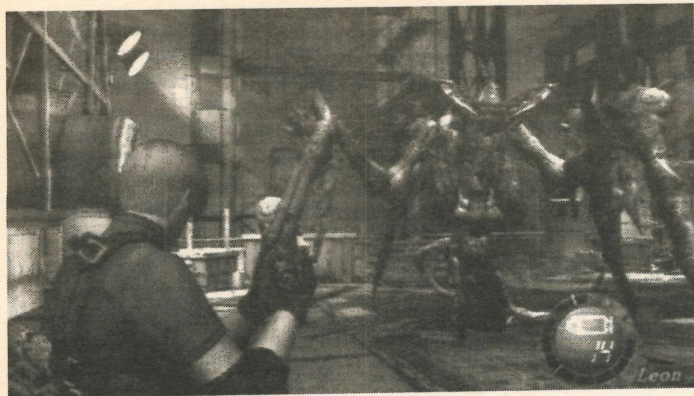
watch out for – use the shotgun to make sure that you can hit the dynamite in mid-air or before he throws it at you.

When the second gatling gun is destroyed, a third one will attack. Run into the tunnel to the right and climb up. Run around the upper platform and collect the shotgun ammo while avoiding the gunfire. The helicopter will destroy the third gun – now kill all the remaining enemies. Use the switches on either side of the door on the upper platforms to open it, then climb the steps for a cut-scene.

Check the plateau for pick-ups. There is a first aid spray in a barrel in the blocked-up arched entrance. Then head round to the right, get the green herb and go through the double doors, along the path and down into the tunnels. Get the pearl pendant from behind you and head through the doorway for a cut-scene. Now get the ammo you find here and follow Ada to the save point.

Check the small room near the save point for a yellow herb. Check the metal container near the barred





door. A regenerator will come down the passage towards you, so attack it with the rifle and then the shotgun.

Head down the passage, check the cell to the right for rifle ammo and get the red herb from the steps. Then go round to the side of the steps, climb up and go through the door.

Get the green herb and go to the foot of the steps. Use the rifle to take out the two crossbowmen here, then climb the steps and kill the other enemies. A machine gunner will appear – either shoot him quickly with the rifle or run back round the corner, wait for him to get close, then jump out and shoot him before he can aim at you. There are also some handy exploding barrels you can use if any enemies get near them.

Check the area for pick-ups – as there is quite a lot of ammo to be found around here – then climb up the tower in the left corner. Use the green button and a wave of enemies will attack you. Defend the room with the shotgun and wipe them all out. One of them will drop the power supply card key, though. Go along the walkway and up the ladder, check the

room on the right for TMP ammo in a locker then go to the room at the end of the walkway.

Use the power supply card key then head back to the walkway. Jump down and operate the lock in the room to the left, then head back to the first lock and operate it. Watch for enemies hiding in the rooms.

Jump down to the ground floor, check the small room to the right for a red herb and then head down the stairs to the left and through the door.

Kill the enemies here then get the shotgun shells from the metal rack and head down the corridor and through the metal door on the left to see a cut-scene and get Ashley back.

After the cut-scene head through the metal doors, get the ammo and green herb and Luis' Memo 5, then talk to the merchant. Go round the corner and through the small door. Leave Ashley at the top of the steps until you have dealt with the enemies at the bottom – you may need grenades and the shotgun for this. Get Ashley back and go left and through the metal doors to remove the plagas from your bodies.

CHAPTER 5-5

Leave the surgery room by the smaller door and head up the stairs. Get the ammo and the yellow herb and read the memo, then go through the metal doors to the merchant and save point – buy as many first aid sprays as you can afford. Smash the crates and get the green herb by the door, then go down the stairs for a cut-scene.

FIGHTING LORD SADDLER

Lord Saddler has turned into a huge monster. Run from him and be ready to hit button combinations to dodge his attacks. Try to shoot the barrels scattered around as he passes them and grab the ammo as you run past it.

Stay ahead of Lord Saddler using the two bridges. The bridges often collapse as you cross them, so you will need button presses to jump and climb as required.

The tactics you used when fighting the Gigantes in earlier levels are useful here, too. Damage the monster enough to make it stop and crouch for a while, then quickly run up to it and press **X** when prompted to jump on. You will automatically stab it in the eye when you do this.

Only certain areas of the monster can be damaged, though – aim for the eyes on the monster's legs. Lord Saddler's body can also be damaged, although this hurts the monster less. Use the shotgun to hit the eyes as this will make them easier to hit.

Grenades are extremely useful when it comes to damaging the monster and make it crouch, but try to keep your health above halfway with herbs and first aid sprays. This is the last time you will need to use them in the game, so don't worry about running out of any of them.

After you have done a certain amount of damage, Ada will throw you a rocket launcher. Fire this at the monster to end the fight – a direct hit obliterates it.

ESCAPE FROM THE ISLAND

Ada starts a countdown and tells you it would be wise not to hang around, then throws you the jet-ski key.

By the time the cut-scene is over you have less than three minutes to get off the island. Run to Lord Saddler's corpse for some money then run to the elevator and take this back down to the ground. You will grab Ashley and run for the tunnel.

Run down the tunnel, jump down the ladder and catch Ashley, then run to the dock and get on the jet-ski – using the key Ada gave you.

Now steer the jet-ski down the tunnels, avoiding the barred arches. The charges start going off, so accelerate down the tunnel avoiding the falling rocks and using the jumps to avoid the rock pillars.

Once you make it out into the open air, you have escaped. Watch the closing movie, and smile as Ashley and Leon literally ride off into the sunset. What a hero.

UNLOCKABLES

While you may have played all the way through *Resident Evil 4* once, it's not over yet. With the game complete, you unlock a variety of things. This includes three excellent mini-games – Assignment Ada, Separate Ways and The Mercenaries – guides to each of which we have documented over the next few pages. Successfully completing them grants you access to more weapons and even more extras.

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However, if you want to go straight back and play through *Resident Evil 4* again, you've already gained a few more extra weapons that can be purchased from the merchant. These are the Matilda gun and a Rocket Launcher with unlimited ammo. When you restart you'll also get the option to give characters different costumes – Leon for instance gets a fetching STARS police uniform – an old *Resident Evil* favourite.

ASSIGNMENT ADA

Assignment Ada is a sidestory which has you playing as Ada on a mission through locations from the final third of the game as she finds certain plaga samples. This mini-game does not let you save, so be prepared to take it on in one sitting, which should last about two hours or so.

WALKTHROUGH

Head along the path under the rock arch and turn left at the bridge. Fight off several enemies here. Climb the rocks and smash the crates for a yellow herb and a grenade. Head back and over the bridge, then round to

the army camp area. Before jumping the gap, use the rifle to take out the two crossbowmen on the right. If you are lucky, two enemies will come towards you out of one of the house windows, lined up so you can kill them with one rifle shot. If not, just kill them as they approach.

Enter the camp and go into the house on the right. Climb the ladder to the roof. Go as close as you can to the edge of the roof nearest to the stone door up the steps. The door will open and a machine gunner will come out. Hide behind the parapet while he shoots at you, then step out and use the rifle to kill him.

Take the first aid spray from the roof and shoot the enemies as they come up the ladder to the roof. Thoroughly search the area for ammo and a green herb and then go through the stone door the machine gunner came out of. There is another green herb to the left of the steps and a yellow herb behind the sandbags at the top. Head along the path, killing the enemies. Right at the end of the path is a red herb. Get this, then climb the nearby ladder.





At the top of the ladder look over the crates to see two enemies. Shoot them until they move out of sight, then go to the cliff edge and shoot the enemies who approach.

Smash the barrels for a green herb, then continue along the path. Search the cave to the right for some more useful ammo and a green herb and blow up the barrel to get a grenade from the secret room.

Continue along the path and kill the dynamite throwers with the rifle. Follow the path to the left and shoot the barrel on the bridge to get past it and get a red herb, then go back down to the path and fight through the enemies to the door. Go down the next path and get the green herb from where the merchant used to be.

Use the rifle to kill the two crossbowmen here, then turn around to kill the two enemies coming up from behind you.

Climb the ladder at the end of the path and enter through the vent. Head left and down the stairs. Enter the store room beneath the stairs to get ammo and another helpful green herb from the crate.

Go back up the stairs and go to the yellow barrels for a green herb, then turn left. Get the handgun ammo from the red cupboard and continue along the corridor and through the double doors into the medical section. Kill the enemies here and get the plaga sample. Watch for enemies from behind as you do this.

Retrace your steps to the yellow barrels. You will be attacked from the side and from behind you by armoured and shield-bearing enemies. The best thing to do is to run away and throw one or two grenades before finishing them with the TMP.

Now go through the wire mesh doors. Get the TMP ammo from the case on the left and the red herb from the red cupboard.

Enter the freezer lab complex and search the area for a green herb and some rifle ammo. In a freezer in a side room get the plaga sample.

Leave the lab area and go round to the right and along to the waste disposal area. Shoot the two enemies in the control room, get the rifle ammo and go to the top of the ladder. Use the rifle to kill the machine

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gunner, but watch for other enemies climbing the ladder while you do this. Once the gunner is dead, shoot the rest as they climb the ladder.

Climb down and kill the two dynamite throwers who appear, then get the red herb which is behind one of the trash containers. Go through the door, get the green herb and climb the stairs. Kill the two enemies in this room, then get ready for a wave of enemies when you unlock the door. A grenade is a good idea.

Get the TMP ammo and exit through the other door. Get the yellow herb and take the grenade from the red cupboard.

Turn right and you will see a door with a barred window in it. There are three enemies in the room – shoot them through the window in the door or let them open the door and use a grenade in the corridor. Get the third plaga sample in this room, and grab the handgun and TMP ammo.

Leave the room and head through the metal door and down the stairs. There are three enemies in the next room, but you can headshot the first before the others notice you, then

take the remaining two one at a time. Get the TMP ammo and the green herb, too.

Go down the stairs, but beware of two enemies hiding beneath them. Get the red herb and also the handgun ammo.

Try the door – it's locked, and when you do this a machine gunner and several enemies will come down the stairs. Run beneath the stairs and throw a grenade to the foot of the stairs to take out the minor enemies and damage the machine gunner. Then wait for him to stop firing before either taking him out with the rifle or shooting him with the TMP or pistol, ducking back under the stairs when he starts firing again.

Go through the door, which is now helpfully unlocked for you. Watch out for enemies, including two dynamite throwers up the stairs. Get ammo and a yellow herb from the small room at the end of the corridor, then go through the door to the side into another lab area. Get the green herb and the handgun and TMP ammo, and check the large brightly lit lab for one of each type of herb.



Get the plaga sample from the centre of this lab. The doors will then lock. Climb through the window and use the security console. There are a large number of enemies in the corridor, so you'll need to use a grenade and the TMP to kill them all.

Exit the lab area onto a metal bridge. Cross it and Krauser will attack you. Be ready to use **X** and **□** or **△** and **■** to dodge his attacks. Use the TMP to shoot his legs, and when he kneels, shoot him as much as possible before he gets up again – there is ammo and a first aid spray in the barrels nearby, should you need it.

Once you've driven him off, take the plaga sample he drops and take the lift. Contact the chopper from the room at the top. Then, when Assignment Ada is successfully completed, you can purchase the awesome 'Chicago Typewriter' (Tommy Gun) from the merchant when playing through the main game.

SEPARATE WAYS

This mini-game (well, we say mini – it's about half the length of the proper *Resi 4* main game!) tells the story from *Resident Evil 4*, but from Ada's perspective. It's five chapters in length, and chronicles exactly why she was sent to find the las plagas sample, and how she helped Leon during the game. So it's the same story, but from an alternate perspective. Ada controls exactly the same as Leon, except she also has a grappling gun to get up to high ledges (this can only be used in certain context-sensitive locations and when a message pops up on the screen) – apart from that though, you can trade with merchants, save the game and collect items as necessary.

CHAPTER 1

Objective: You can hear and see Leon fighting in the background – attacking both the villagers and the chainsaw men. He needs help, so it's Ada's job to run ahead and ring the church bell to get the villagers' attention.

You start in the village. Run down into the house next to the cattle shed opposite the fire to trigger a cut-scene. Search the house (but also check everywhere in this area for ammo and pick-ups) then kill as many villagers as you can. After about 12 are dead, a cut-scene will show you that the crest key is hidden on the roof. So use the grapple gun to get up there and get the key. Now run over to the locked iron door (with the big red insignia on it) and use the key to get inside.

Inside you can save and speak to the merchant. Do this, then go to the next room and go down the hatch and through the catacombs, picking up all the objects you find along the way. Be careful, as villagers follow you and there are fire-breathing women ahead. So kill 'em as you go.

You'll eventually emerge on the path leading to the cemetery. If you run to the church you'll find that the door is locked, so you'll need to find the objects to open it.

Go down the path on the far right, jumping the gaps in the bridge and shooting the villagers. Then you'll eventually find a chainsaw woman stood next to an emerald green catseye jewel. Kill her and grab the jewel, then walk back up to the area behind the church. This is the puzzle with the rotating dais which Leon sees in the main game (later on in this game's chronology). Again, you've got

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to rotate the dial so that the V, M and S shaped symbols glow – the sequence of turns is 3, 3, 3, 4, 4, 4, 3. Once you've got the round ornament, the door shuts – kill the approaching villagers, then turn back and put the green catseye in the dais to open the door. Then go around and open the door to the church.

Kill the bad guys in the church then head upstairs, past the cell where Ashley is kept. You can hear her whimpering, but don't worry about her: Leon will be along to rescue her, remember? Instead, go over to the stained-glass window puzzle and solve it to end the chapter and ring the bell, thus saving Leon from trouble.

CHAPTER 2

Objective: Wesker instructs Ada to find Luis and gain any useful information about the sample.





You start in the house by the merchant – do business if you need, otherwise go downstairs and outside. The chainsaw guy will be waiting – but after all this practice, you know how to take him out, right? Good. Once he's dead, head down the path to the big doors, killing any resistance you meet along the way – pick-ups can be found in a hut, too.

Make your way through the village and head up the path at the top right. Then run through the area with the houses – be careful, as one path is laced with bear traps. After this area you're near the house where you will find Luis – head around the path and down. Keep going until you go through the tunnel.

In the area with the houses, there are a lot of enemies with dynamite

sticks to throw, so be careful. Head over to the white house, but you'll find that the door is locked. To unlock it, you must kill all the enemies you come across until you get a cut-scene seeing the door unlock. The shack nearby is full of the buggers, so go in there (be careful though, as they've got a lot of dynamite to throw at you).

The cut-scene shows the villagers carting Luis' body off, so you must follow. Loot the house first though, as there are pick-ups aplenty and a save point typewriter. Then head back through the housing areas and the village back to the house you started in. Be warned, though – a lot of bad guys at the village will be after you, so make sure you're all healed and armed up. Or you can run straight around to the door. You'll notice that one of the villagers is even wearing Leon's stolen jacket!

When you make it back to the house, Ada will rescue Leon in a cut-scene. However, she will be knocked unconscious, and the screen fades to black. Be ready, though... as when she comes to you'll have to press  and  or  and  to dodge attacks from an axe-wielding nutter about to sacrifice her.

Afterwards, make your way down the tunnels. Go up the metal steps when you reach them, confirm that the lift doesn't work, and then jump in the control room and find the iron key. Then head back out and follow the metal steps to the very bottom and save the game at the typewriter before pressing on.

Continue past the checkpoint to the iron doors, and use the key to open them. Press on through to the large warehouse. There's a chainsaw woman in here carrying an object.

You must kill her, but be aware that you'll have plenty of other attackers coming from the back and the sides, so be prepared to go back outside and make sure they don't gain ground on you. When the fight is over, she'll drop the lift activation key – grab it and head back up top. Don't forget to check the area for pick-ups.

When you're upstairs (having battled enemies along the way), activate the elevator and get on it. At the top, you'll have to travel down to the bottom of the buildings and use your grappling gun to get up the cliff. Press on, and now it's time to battle an El Gigante. Only joking! You don't have to battle him if you don't want – phew! You can just run past and go through the door behind him. Once through, walk on a bit to meet Luis.

CHAPTER 3

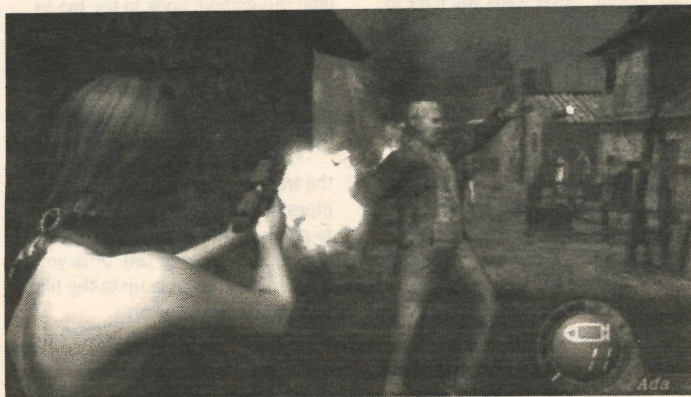
Objective: Meet Luis in the castle and get the sample from him. Wesker also says that you are to kill Leon, but don't worry about that (you've played the game, right?).

You start in the hedge maze in the

castle by a merchant. Deal with him, buying the first aid spray and the bowgun if you can afford it. (It's not a necessity, but it looks cool and can be useful – the arrows explode, plus it's got awesome range.) Explore the maze, making sure you check the main gate, which will be locked until you've killed the enemies in the maze. Once they're dead, other enemies will come and open the doors. So go and murderise them and then head up to the door to the castle, in the room where you just met Leon. There's a typewriter in there – save before you go through.

Now you're essentially following Leon's path, so a lot of the puzzles, doors and traps have been opened for you. That doesn't stop you falling into the same gate trap after you've gone through the dining room though, so you'll have to deal with one of the tough clawed enemies in a confined space. Once he's dead, search the chest (which Leon opened earlier) in the cage to find the indentation you have to fill – we've got to search for the hourglass-shaped ornament.

Go back out towards the maze, but





after the bedroom with the typewriter turn left and head up the steps into the other part of the castle. There are enemies here – kill them as you make your way down to the fountain. Head around to the left, killing the awaiting bowman. Try the door – it doesn't work. So go to the left of the door and use the grapple gun to get up to the treasure room. Kill the guy up here, and loot the chests for items and the hourglass ornament. Grapple hook back down to the bottom. Here you can either backtrack, or follow the path ahead. Either leads you back to the room with the indentation – the latter however is filled with enemies and pick-ups. It's your choice which path to take.

When you're back at the caged room, put the hourglass in the indentation in the chest. This opens the door with the grate on it. Go through and walk forward. You'll trigger a cut-scene where Ada watches Leon – but she can't be seen with him, so once the scene ends just head on over the bridge in the room to avoid Leon. Press on through to the next room, killing the bad guys to

end the chapter.

CHAPTER 4

Objective: Protect Leon. Wesker has sent Krauser to kill him, but Ada doesn't want Leon to die. You have to step in and help out.

You're following the path Leon and Ashley plowed through on the bulldozer. However, you're on foot, so it'll take a little longer. Let's get going – chop chop. There are enemies aplenty, and a side room to search (you can grapple hook to the top to get ammo), but overall just make your way around the curved road to the end, taking the corridor on the left when you reach the burning truck blocking the way.

When you're on the other side of the truck, you can grapple up to the pipes to go through a vent and down to get some items (including a rare and valuable golden cat). Once you're done looting, grapple up to the high walkway to leave the area.

You're now in a dock area near a moored battleship. Looks cool, huh? As you press forward you'll come to a

large gun emplacement. But it needs a key to work it. Press on down the steps for the cut-scene. You'll see the activation key, but the guns on the battleship will start firing and more enemies will come at you. Destroy the enemies and avoid the gunfire, then grab the key (and the pick-ups in the area) and head back to the original gun emplacement. Activate the turret to take out the guns on the boat using the emplacement – simply keep on firing at the three of them until they explode. Knocking out the guns activates the wheel of moving elevators – run around and hop on to get to the boat.

On the boat, be instantly careful, as enemies jump down to 'greet' you (and eat you) and arrow snipers are perched on the ledges opposite the boat. If you've got any of the bowgun arrows, they are useful for taking out these snipers. After that, head up the side of the boat and climb the ladder.

Up deck, you'll find more bad guys, and some ledges to climb and gaps to jump. Carry on, but you'll soon be outnumbered by even more turrets. So press ⊗ when the prompt

pops up to grapple gun to safety. On this ledge is an activation key – grab it and then grapple gun back over to the dock. Turn and run to the nearby missile-firing gun emplacement, and again use it to destroy the turrets. After the first one is destroyed however, a three minute time limit begins – destroy the other turrets quickly. This turret has a bit of kick, so aim the barrel slightly below the targets. Once the five turrets are destroyed, hop down from the ledge and make your way back onto the boat, following the path that was blocked by the turrets. As long as you do this during the time limit, you'll see the boat destroyed, and Ada left standing by a gate. Go through and follow the path around to the typewriter. Save before proceeding through the door next to it.

Now follow the path around until you find the locked gate. You'll have to go back a bit and jump down onto the road, walking back to the overhead path you can grapple up to. All along the way, of course, will be enemies, so keep an eye out for the pick-ups littered to the side of these



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paths. Climb the ladder on the walkway and head left, following the twisting walkways to the next ladder. Climb up it.

Head up the steps to the save point and then go through the doors on the left. Keep going forward and head down the stairs, taking out the two shielded goons along the way. At the bottom of the steps is the furnace room. Head through here and follow the path through to the area with the chainlink fence. At the end of the fence, use the grapple gun to swing up and into the chapter's closing scene, which shows Leon's first encounter with Krauser. Don't let go of the controller, though – you'll have to press **X** and **□** at the end to fire at Krauser's knife and save Leon.

CHAPTER 5

Objective: Leon has left Krauser for dead, so Wesker orders Ada to let Leon take on Saddler, then intercept the Las Plagas sample.

You'll start facing a merchant – buy from him if you need, pick up the ammo, and then press on. Kill the machine gun man, and then grapple to the top of the building for some items. Follow the path around, taking out the enemies along the way. Walk over the bridge to the metal building. An enemy will drop an exploding barrel onto the door, preventing you from escaping. Enemies will keep pouring in – destroy 15 of them to make the door unlock. Once the door opens, head through and go up the pathway (there are two guys waiting at the end – quickly shooting the exploding barrel next to them should take them out rapidly) using the swinging rope to slide over the gap.

Jump down and activate the switch so you can go through the vertical door.

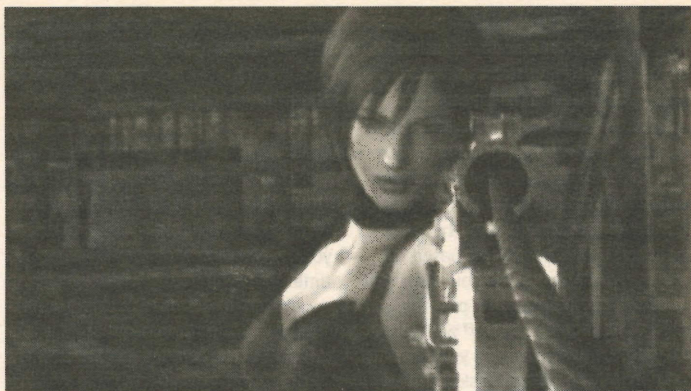
Once through, the door locks down and you have to activate the two red switches to open it up again. This area is exactly the same as the one Leon follows in the main game, so make your way through, scouting for pick-ups and killing enemies until you've opened that far door. To complicate things though, you'll have to battle another machine gun man with each switch – but you should be used to handling these by now. In all, this area is quite tough, so make sure you use cover, and don't rush through, leaving enemies that could creep up on you later in the chapter.

After that area, follow the path through the area where the helicopter crashed, and go through the door at the end. Then go down the hatch and through the cavern to meet Leon.

After the two go their separate ways (y'know, like the name of this mini-game) follow the path through the rooms until you get to the prison. There's a save point here, so use it. There's also an arrow sniper opposite at the end of the corridor, so maybe take him out first. Head to the door at the end, being careful that one of the cells has enemies in it. Don't worry about the regenerator monster, though – it won't wake up (Leon has to deal with it in the main story later on). After that, head down the steps to another cut-scene.

Oh no! Krauser's not dead! Obviously this means you have to finish the job that Leon started. Fight him the same way that Leon did – shotgun or pistol shots to the shins, and knife cut to his body. You only need do that three times to kill him.

Afterwards, follow the path



around to the left for some pick-ups and a typewriter to save the game. Then escape by using the grappling hook at the end of the walkway and view another cut-scene.

Now you have to battle Sadler. It's a hell of a tough battle, so throw everything you have at him. When he hunches forward, his eye-mouth agape, run forward and stab him. After a few times of doing it, this will finish him off...

...or will it? In the following cut-scene, Ada hunches over the sample he drops only for us to see that he's still alive, as his tentacle looms overhead. He knocks her out and captures her (we don't see this, but that's what happens) and we jump to the end of the game. Ada awakes as Leon is confronting Sadler, who promptly turns into the most frightening thing you've ever seen. Ada grapple guns to safety, but Leon needs help as he fights.

This is the final stretch, and part of it is timed, so be ready to go around the complex quickly using the grapple hook. When you land the first time, you'll see that there are

dynamite bombs all over the scaffolding, giving you a two minute time limit to reach the rocket launcher Leon needs to destroy Sadler. So press on. Only take out those enemies that are blocking your way – many others you can simply run past. Be careful though, as you reach the end of this section there are two men equipped with rocket launchers to avoid. Grenades, shotgun fire or bowgun shots are useful against them. Once they are taken care of, grapple over to the other side of the complex, and then check the rocket launcher (by pressing ⊗) to throw it over to Leon. He then uses this to destroy Saddler. Leon and Ada then have their snappy exchange, before she escapes into the sunset with the sample.

Mission accomplished!

[Note: With Separate Ways completed you have unlocked Ada's Chicago Typewriter for the second play through of this mini-game. Plus any items you had when you finished should be carried over.]

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THE MERCENARIES

Unlike Assignment Ada and Separate Ways, The Mercenaries is a high-score-based set of challenges. Set across four areas, your aim is simply to kill as many enemies as you can for a high score. The missions have a timer, but you can extend this by collecting hourglasses dotted all over the level. At the end you get a rating based on your performance – over four stars will unlock a new character to play the missions with. You start off with just Leon, but as time goes on you also unlock Hunk, Krauser, Wesker and – of course – Ada. What weapons you have in the missions is based on what character you pick – profiles for them are below as well.

The real juice in Mercenaries is racking up high scores, which is why Capcom has made it rock hard. It will take practice to get these levels right, so don't worry about experiencing numerous defeats – it's purposely designed for you to hone your skills.

With that in mind though, our hours of play have given us lots of knowledge to share. We could in fact write a whole tips book full of guides

and cunning multipliers for just The Mercenaries, but the following are the most important things to always keep in mind while playing.

Firstly: items. Ammo, health and time extends are everywhere, and enemies drop them, too. Never forget to pick them up, as you'll need everything you can get to extend your life, your time and your weapon supply.

In terms of scoring, the only way to play is to chain up multiple kills. Single kills aren't especially useful in the long term, so always wait until enemies are clustered together before letting rip. Simply: the more you kill in sequence the bigger your score multiplier will be. Obviously, letting the enemies bunch up is a risky strategy, so load up on ammo and time pick-ups, and position yourself somewhere (comparatively) safe before starting. Ideally with your back to a wall and a limited number of approach routes for the enemies.

Of course, you'll also need to be a damn good shot. But that's not a problem for you, is it cowboy? As ever, make sure you go for headshots as





much as possible to minimise ammo expenditure, and never waste grenades on solo enemies – that's what the knife's for. If you've got a pack of nutters on your tail, *that's* when to use a grenade or an exploding barrel.

Another thing to keep your eye out for are the bonus time multipliers. These are always located in chests, and will boost your score for every kill notched within the subsequent 30 seconds. Also aim to mentally map the location of all the time pick-ups in a level, so you can have a route worked out before you start.

As each level progresses, the game will throw tougher and tougher enemies – chainsaw men, machine gunners and the angry sisters with chainsaws. These are worth more points but obviously take considerably more effort to nail. Some tips, though: 1) try not to let them get too close so you've got the opportunity to back off and run if they get too close and you're low on ammo. 2) use flash grenades to stun them – they're the only characters that are really worth wasting flash grenades on. 3)

Krauser's transforming arm can kill even the hardest enemy with a single blow. Use it wisely!

Now, while we say you should also keep your distance from the tougher guys, never underestimate a corner or dead end's usefulness. Remember, with your back to a wall, you can't be attacked from behind.

Also, each character you play as has different abilities that can be used when fighting enemies at close range. All have kicks and such (which we've listed below) and Krauser and Leon are also packing knives, so practice making use of them because it can help you save ammo.

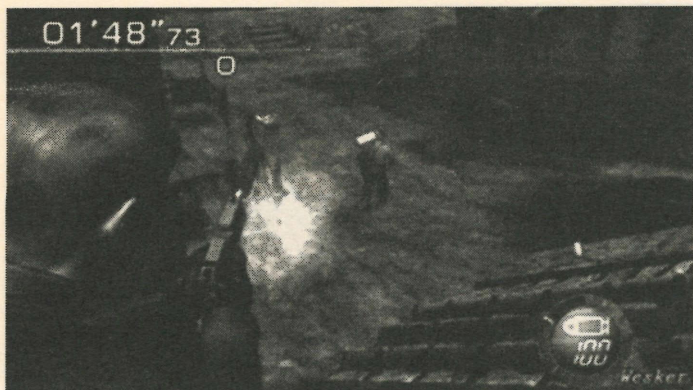
Finally: always, always keep your eye on the health gauge. We cannot stress this enough. Common sense, for sure, but it's not uncommon to lose suddenly because you lost sight of the fact you were weak and an enemy has snuck up on you.

THE CHARACTERS

LEON SCOTT KENNEDY

Inventory: Blacktail, Riot Gun, first aid spray, green herb, 30 handgun bullets, ten shotgun shells.

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Special close-combat fighting: Kick and suplex. He also has a knife (accessed with **Ⓜ**).

ADA WONG

Inventory: Punisher, TMP, rifle with scope, five rounds of rifle ammo, 30 handgun bullets, 100 rounds of TMP ammo, three incendiary grenades and a first aid spray.

Special close-combat fighting: Back kick and fan kick.

JACK KRAUSER

Inventory: Krauser's bow, 20 arrows, three flash grenades and first aid spray. (Be very careful with the bow weapon – although powerful, it's Krauser's only projectile weapon, so keep an eye on ammo and always pick up any items that are dropped by downed enemies.)

Special close-combat fighting: Kick and knee. His arm also transforms and can be used to spear enemies. He also has a knife (accessed with **Ⓜ**), which you should use at every opportunity.

HUNK

Inventory: Custom TMP, 50 TMP

rounds, three grenades, first aid spray.
Special close-combat fighting: Neckbreaker and kick.

ALBERT WESKER

Inventory: Killer 7 gun, four hand grenades, three flash grenades, an incendiary grenade and first aid spray. Also comes with a handgun with silencer that's been powered-up so its effect for headshot attacks are increased five fold.

Special close-combat fighting: Thrust punch and kick.

THE STAGES

Water World

Each area has several start points – in this case if you find yourself on the scaffolding high up in the centre of the area, jump down instantly, because a chainsaw man lurks up here. Also, there's a zipline between two roofs in this area which proves useful because you can lure enemies towards it, then use it to escape to a safe distance and then snipe them. They won't use the zipline, and will slowly walk back down in a pack to find you. Plus you

can always zipline back when they get to you and start all over again.

The Castle

There is much, much more to this multi-levelled area than you may think at first, so check every door you find. Going up one of the towers is the only way to find the enemies that give you a decent reward score for shooting them. You will almost always start in a small area at the bottom of the map, so grab the pick-ups in there first before running up the steps to meet the bad guys. There are lots of shielded guys in the area, so shoot at their legs to hobble them before finishing the job with headshots. There are a hell of a lot of enemies congregating (and respawning) in the open area with the time extend at the start – use this to keep racking up decent kills before moving on to find the more valuable baddies.

Desert Military Base

This is probably the easiest of the four – it's certainly the one we aced first. But although the average enemies are a little weaker here, there are a

number of gattling gunner ganados (which often operate in pairs) dotted around to balance things out, so beware. These guys can slaughter Ada if you're playing with her. Try and lure enemies towards exploding barrels and watch out for ganados armed with rocket launchers or dynamite.

Village

Although you may be used to this area from both the main game and *Separate Ways*, it's one of the toughest Mercenaries areas. After a while in there you'll be attacked by chainsaw ladies – use flash grenades to stun them (note: these also destroy plagas parasites instantly). Once they're stunned, use headshots and grenades aimed at their feet to destroy the crazy witches. There are a lot of high levels here, which are useful to use as a vantage point on enemies – indeed, one of the random starting points is on a house roof top. There are also a couple of areas where you can wait at the top of a ladder and kill the enemies as they climb up. However, be careful not to run out of ammo or time. Happy hunting. ■



Rainbow Six: Lockdown



RAINBOW SIX: LOCKDOWN

MISSION 1: OPERATION DEADLINE

Rainbow Operatives: Raymond, Yacoby, Loisel and Chavez

OBJECTIVE 1: EXIT PARKING GARAGE

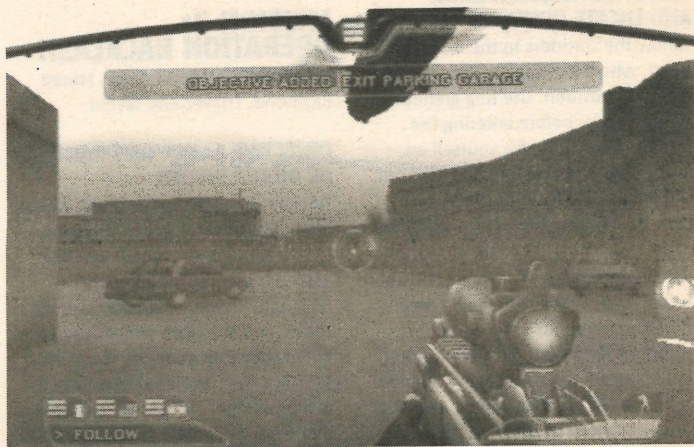
You start in a multi-storey parking garage, each level of which is guarded by GLF soldiers. Move down the levels slowly, fighting your way through to get outside. The good news though, is that all of the terrorists in the area are low-level thugs, mostly armed with pistols and only a few with rifles. Use your night vision in the darkness of the garage as you move between the abandoned cars and rubble, as it makes it easier to pick off the enemy without getting spotted.

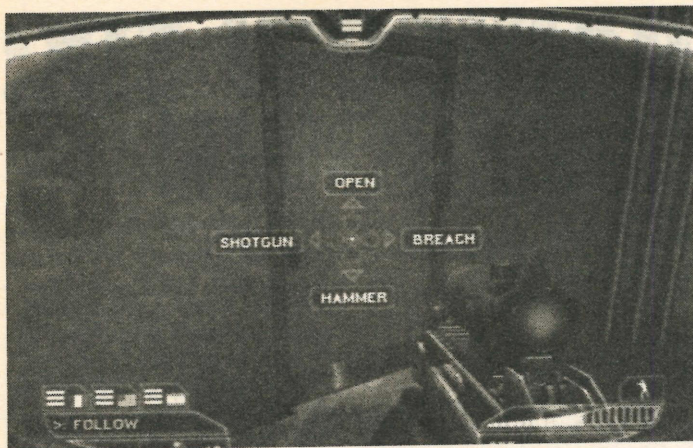
OBJECTIVE 2: CROSS COURTYARD PLAZA

Once out of the garage, you reach a wide open plaza – cross this, looking out for enemies appearing from alleyways and snipers in windows. Use your team to clear out any threats and stick to cover to avoid being caught in the open. Cross the plaza and run down the alleyway opposite to where you entered to move into the next section.

OBJECTIVE 3: GAIN ACCESS TO THE BANK BUILDING

Once you leave the alleyway you'll be heading towards the bank where the hostage is held. Cross the street ahead of you and pass through the bombed-out store. On the other side is an





ambush, with RPG-firing soldiers on the roof tops. Keep moving to avoid getting hit, and watch out for more enemies from the far end of the street. Once you have dealt with the main threat on the street, additional terrorists will come out from the bank. Eliminate these enemies and move into the bank's lobby.

OBJECTIVE 4: RECON BANK AND LOCATE HOSTAGES

Follow the corridors to the reception room, where a group of terrorists have taken up position. Use frag grenades or flashbangs before entering the reception room to give yourself an advantage, then rush in and take out the enemy. Move up to the second floor by entering the teller cage to the right, clear the area and move down on the opposite end. A long stairway leads down to the other teller area that you could not enter earlier. Be prepared for a fight at the bottom of the stairs, as you are charged by more terrorists. But as long as you take your time, then you should be fine.

OBJECTIVE 5: RESCUE THE PRESIDENT IN THE VAULT

When you reach the security room and vault foyer, use flashbangs to stun the large number of enemies that come out to defend the vault door. In the vault are the last terrorists, between you and the President. Kill them and move into the vault to free the hostages inside it.

MISSION 2: OPERATION BACKLASH

Rainbow Operatives: Price, Murad, Raymond, Chavez and Weber

OBJECTIVE 1: PROTECT RAINBOW AS DIETER WEBER

You start this mission as Dieter Weber, providing sniper cover as the team moves through the streets on their way to the police station. The helicopter follows the team as they move, and the team will let you know when they spot enemies. Remember to check high and low, especially the obviously open windows, and keep watching the streets far away from the

team. When you're shooting, get increased accuracy by holding down the **RT** button to hold your breath. As the team reaches the unblocked bridge of the canal, you will be dropped off on the roof. Now protect the team as they close on the entrance to the police station.

OBJECTIVE 2: INVESTIGATE FIRST FLOOR OF THE POLICE STATION

Now you lead the assault team as Ding Chavez. There are two doors leading from the lobby into the station – send your team through one door and take the other one yourself to surprise the terrorists inside. Help the police officers in the reception room and move through the interrogation rooms and into the next hallway – watching out for patrolling enemy. Now move up the stairs and clear the second floor.

OBJECTIVE 3: SECURE THE ARMOURY ON THE SECOND FLOOR OF THE POLICE STATION

A large number of enemies are taking

cover in the armoury, so be careful as you enter. Move on through the corridors, watching out for enemy snipers on opposite rooftops as you pass by the windows. Now continue through the station to find an elevator shaft and make your way into the air duct to get to the next objective.

OBJECTIVE 4: GAIN ACCESS TO THE THIRD FLOOR PRISON

The ducts lead to the prison area and you must open the main door to gain access. This switch is located in the small guard room with a barred door.

OBJECTIVE 5: SECURE THE PRISON

Now secure the prison by neutralising all terrorists and then finding your way to the security room.

OBJECTIVE 6: SECURE THE RESTAURANT AND RESCUE THE HOSTAGE

Leave the prison, moving over the roof to the adjacent building and into the restaurant, where the hostages are



Rainbow Six: Lockdown

being held. Terrorists are using barricades inside, so use frag grenades and flashbangs in order to clear your way to the loading dock. The hostage is located at the end of a small office space above the loading dock. Take out all the terrorists – don't use grenades or you'll hit the hostage – and rescue the hostage to end the mission.

MISSION 3: OPERATION DRAGON HAMMER

Rainbow Operatives: McAllen, Murad, Pak and Chavez

OBJECTIVE 1: SECURE PARLIAMENT ENTRANCE

You start in a small courtyard just outside of the front entrance. Gain access to the parliament building through the main door – taking out the terrorists inside – as there's nothing to beat the direct approach. Go through the entrance hall, past the small meeting room and into the corridors. There are patrolling enemies in these areas, so stick to the walls with your team behind you and watch for terrorists and cameras. Make your way towards the security booth, disabling or shooting any security cameras you see. Once you find the booth, head inside it and then disable the metal detectors.

OBJECTIVE 2: USE SURVEILLANCE SYSTEM TO LOCATE BOMB

Now move through the metal detectors outside the booth, and go right towards the surveillance room – disable the security system from there. When this is done, head down the hallway to the staircase door that will conveniently move you to the next section. Go up the stairs and

make your way down the hallway to the mechanical room where the bomb is located.

OBJECTIVE 3: DISARM BOMB IN THE MAINTENANCE ROOM

Reach the bomb and disarm it, then move into the gallery and eliminate the enemies that are hiding there. Watch the stairs for more terrorists – when you engage the enemies behind the columns in the gallery, backup will come rushing down to aid them. Make your way up the stairs and then through the hallway to the security room. Take down the enemies inside and deactivate the metal detector – if you trip the alarm you'll be ambushed. Once you have deactivated the metal detector, go down the hallway and make your way upstairs.

OBJECTIVE 4: RESCUE HOSTAGES

You are now outside the debating chamber where the hostages are held. Two doors lead into the chamber, and it's a good idea to send your team through one while you go through the other – attacking the terrorists inside from two directions will keep their attention diverted from the hostages and, therefore, will make your job a lot easier. Once all terrorists in the debating chamber are eliminated, move around to the stairs and head down to secure the hostages. Once you have moved into the debating chamber, you will be attacked in force by more terrorists. Use the desks and lowered areas for cover and be sure to watch the balconies overhead as well. Once the assaulting enemies have been killed the mission will be complete.

MISSION 4: OPERATION RICOCHET

Rainbow Operatives: Yacoby, Raymond, Price, Chavez and Weber

OBJECTIVE 1: PROVIDE SNIPER COVER FOR THE TEAM

You start as Weber, positioned on a balcony overlooking the parking lot. Your first task is to clear out any terrorists on the ground, and also on the rooftops, too. When this is accomplished, the assault team will be dropped off by helicopter. Cover them as more terrorists appear to shoot at the team. Once they gain access to the building, you will take on the role of Ding.

OBJECTIVE 2: SEARCH THE EAST WING

Enter the library through the double doors and prepare yourself for lots of enemies. Take out the terrorists in the main hall and move up to the second floor. Watch for enemy shooters on the second floor balconies, then clear that area and go down the stairs to

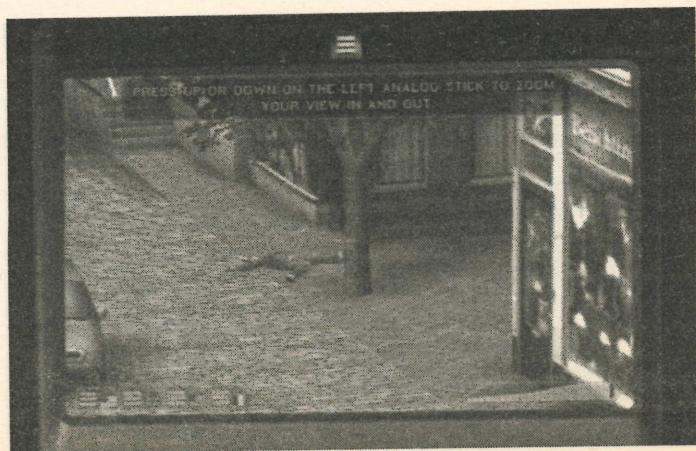
leave the main hall through the double doors. Clear the next section of corridors and the main art gallery, before leaving the gallery and going down into the basement. The door is located close to a set of scaffolding.

OBJECTIVE 3: CUT THE POWER TO THE BUILDING

Fight your way through the basement rooms and hallways and find the power switch, which is located in the last room after the boiler rooms. Flip it to disable the power. Leave the basement via the stairs and take care when you enter the gallery area again, as more terrorists are trying to get past you to restore power in the basement. Take them out, and then move left after the door.

OBJECTIVE 4: SEARCH THE WEST WING

Manoeuvre through the hallway until you get to the theatre. More terrorists are waiting to ambush you here. Engage them and leave the room through the back door. Run through



Rainbow Six: Lockdown

the corridors until you reach the barricaded library. Be careful as there are more terrorists here trying to stop your advance.

OBJECTIVE 5: RESCUE THE HOSTAGES

Only a few corridors and rooms now separate you from the hostages. There are still more terrorists, though. Once you've passed through the cafeteria you don't have much further to go. Find the rear room with the hostages and take out the terrorist guarding them to finish the mission.

MISSION 5: OPERATION CHIMERA

Rainbow Operatives: Lofquist, Pak, Loïselle and Chavez

OBJECTIVE 1: GAIN ACCESS TO THE FACTORY FLOOR

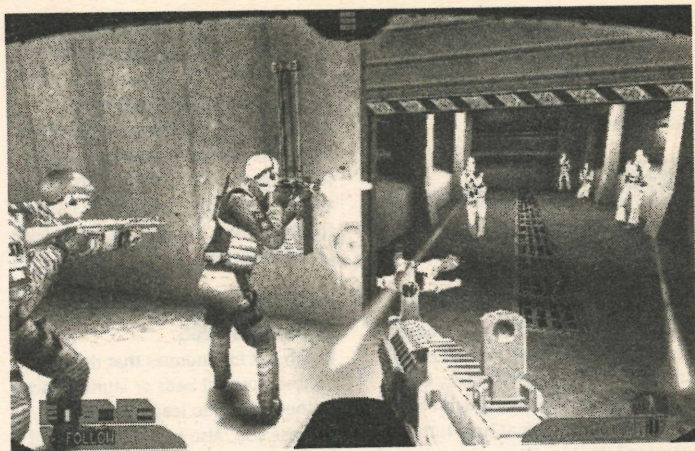
You infiltrate the compound through a ventilation duct which drops you out in a toilet. Leave the room and enter the factory. On your way, you'll run into a group of terrorists guarding the

loading docks – take care of them, then move into the building and through the corridors. Watch out for patrolling and stationary terrorists. When you reach the second loading area, cross the narrow streets and you will come to a smaller loading area. A large group of enemies are in this area, so use the corner of the wall as cover and peek round to shoot the terrorists as they show themselves. When the area is clear, go forward and through the door above the loading area, and into the actual factory.

OBJECTIVE 2: DISABLE THE FACTORY SECURITY SYSTEM

Continue past the machinery and search for the underground entrance point. Terrorists will be waiting in the processing halls that you pass through, using machines and walkways for cover, so watch out. Keep going until you reach the door to the roof. There are enemy snipers on the rooftops ahead of the entrance, and more enemies behind the windows to your left. Take down any





terrorists you can see and move through the door at the opposite end of the walkway. You will now find yourself on a series of catwalks suspended above the ceilings of rooms below. There are a few terrorists here guarding the area. Kill them as quickly and silently as possible to avoid alarming the enemies in the rooms below. Now move through the door diagonally from where you entered the catwalks area.

OBJECTIVE 3: ENTER THE UNDERGROUND COMPOUND

Continue along the corridor and head down a short ladder to the stairwell below. A group of enemies will assault your team while you go down the stairs, and your best defence is to use frag grenades to eliminate them as they come up to meet you. Then, once they're all dead, head through the hallway at the base of the stairwell. You'll encounter several ladders that will first take you up, but then lead down to the base of an elevator shaft. Go down the hallway that leads out of

the elevator shaft to enter an underground storage filled with large barrels. Terrorists alerted to your presence will try to stop you here, so be careful. Clear out the area and move to the double door at the end of the refrigerated chamber.

OBJECTIVE 4: FIND THE CAMP COMMANDER

The tunnels are cramped, so make good use of the motion sensor to avoid being ambushed. It's a good idea to order your team into any rooms first, as you will come across many terrorists in the different chambers. You will eventually come upon a room with a partially collapsed ceiling. A well lit corridor leads towards a shooting gallery full of terrorists. Be quick and you can open the door and surprise them before they can get into cover. Take too long though, and they will turn their assault rifles on you. After the shooting gallery you will reach another training area, also full of terrorists – these enemies are armed

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and ready. Move carefully, check the doorways and use grenades if you can. You will find the commander in a tunnel on the other side of the last training area.

MISSION 6: OPERATION BLOODLINE

Rainbow Operatives: Murad, Price, Yacoby and Chavez

OBJECTIVE 1: MOVE TO THE ICU

The GLP's camp commander is being kept in the Intensive Care Unit of the hospital. As the mission starts, keep an eye on the scene outside on the helipad to get a look at how ruthless your enemies are. Move down through the upper level of the hospital until you arrive at the lobby for the Intensive Care Unit. You shouldn't meet that much resistance, so just try to get there as soon as you can.

OBJECTIVE 2: DEFEND THE ICU

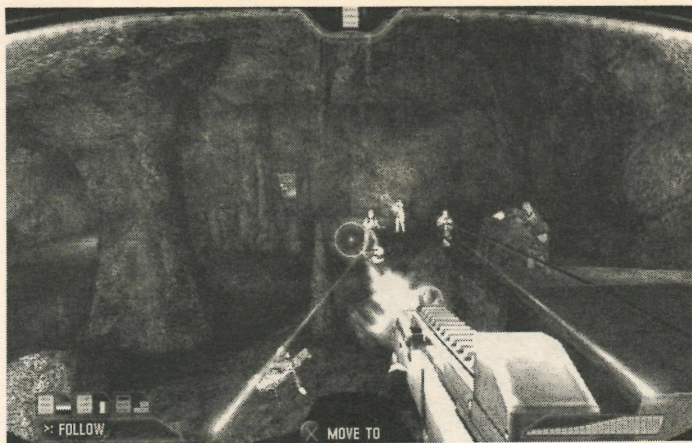
Take up a defensive position here behind the large desk in the lobby – this will enable you to deal with the

waves of terrorists that assault the room. Once you have successfully defended the ICU, you will be ordered to clear the patient wards dotted around the rest of the hospital. Move down the hallway to the right of the ICU lobby and head downstairs. From the bottom of the stairs you'll have to fight your way through the lower level of the hospital.

OBJECTIVE 3: SECURE THE PATIENT WARDS

Watch out for enemies that duck behind hospital beds or laundry carts, as they will try to leap out and surprise you. Also be on the look out for security cameras as you progress – the terrorists are monitoring them and, if you're spotted, reinforcements will appear and make everything much more difficult. At the other end of the patient wards you will enter a lobby with a round office and a lot of bad guys waiting for you. To give yourself the advantage, send in a few flashbangs before entering the room to throw the enemies off guard.





OBJECTIVE 4: ELIMINATE TERRORISTS IN THE CAFETERIA

Once the area is clear you'll be given your next objective: eliminate a group of terrorists that have barricaded themselves in the cafeteria. Move down the flights of stairs to advance to the next section. At the base of the stairs you and your team will come to a small waiting room that exits into an outside area of the hospital. Keep an eye on the windows above you as you cross the open area, as enemy snipers will appear to ambush you. On the other side of the grassy area there are two doors that lead into the cafeteria. Use your team to go in one door, while you go in the other to catch the terrorists in a crossfire.

OBJECTIVE 5: RESCUE HOSTAGES IN THE BASEMENT

Once the cafeteria is clear, make your way to the basement of the hospital where the terrorists have taken hostages. Be careful here – don't use grenades, as if you kill a hostage, you'll fail the mission. Once the

enemy are dead and the rescue is successful, the mission will end.

MISSION 7: OPERATION BONE YARD

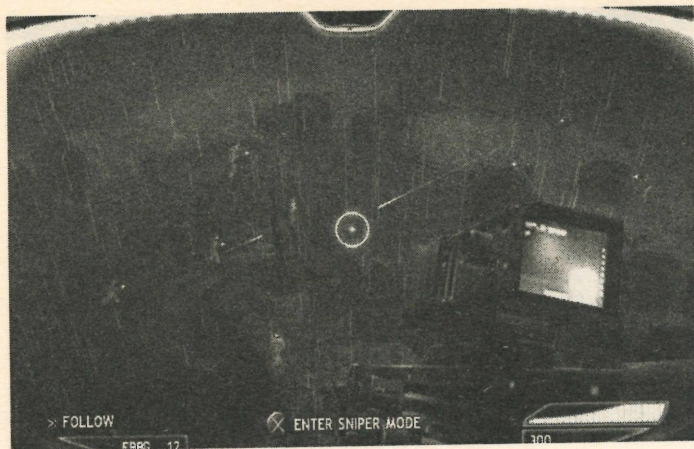
Rainbow Operatives: Loiselle, Murad, Raymond and Chavez

OBJECTIVE 1: SECURE THE TERRORIST HIDEOUT

Your mission here is to secure the enemy hideout and gather any intel that you can. Begin by moving into the building and eliminating the first guards you meet. Keep going through the rooms and you will discover that the terrorists have broken into the catacombs under the city.

OBJECTIVE 2: INVESTIGATE CATACOMBS

Head down the ladder. Once at the bottom, work your way through the tunnels until you come to a small outpost that the terrorists have set up. Eliminate the enemies in the tunnels and at the outpost, and then move to the metal gate to advance to the next



section. You are now entering a larger compound. Once you start to enter a large cave – which you should stumble across just past the mess hall – you will come under fire from a terrorist with a powerful assault weapon. Keep in cover and split from your team to take him from two directions. Once he's finally down, use your team to clear the caves. Once through the caves you'll reach a barracks – there aren't many enemies here, so take your time to reload and get ready for the next assault.

OBJECTIVE 3: SECURE THE COMMAND CENTRE

Get through the barracks and you'll reach a subway station – fight your way through here until you reach the entrance to the railway lines and subway cars. As you enter the room you will see the leader of the terrorist cell making an escape. Eliminate the enemies that are blocking you and chase after the enemy leader. Bravo team will enter the subway station as you pass through, but will stay

behind and secure the rest of the station while you pursue the terrorist leader. Pass over the debris on the train tracks and go to the door at the end of the hall to advance to the next section.

OBJECTIVE 4: LOCATE THE PARIS CELL LEADER

Once in the maintenance area of the active subway station, you'll have to clear the enemies room by room. Several terrorists here are armed with shotguns, which at close range can be very lethal. It's best to use flashbangs when entering each of the rooms, just to be careful. When you get to the large generator room, you learn that the terrorist leader has been spotted in a nearby subway station and that the local police have the area secured.

OBJECTIVE 5: SECURE THE SUBWAY STATION

Move through the service hallway past the generator room until you come to the door at the end. This

leads into a large subway station containing lots of enemies. Fight your way down to the platform on the side opposite of where you entered, and then move down the hallway to the ticketing booths. Watch for enemies at the bend in the hallway. At the ticketing station, use the booth and turnstiles for cover, and take down the terrorists as they appear. The terrorist leader will attack you here – eliminate him and the mission is then complete.

MISSION 8: OPERATION BREAKPOINT

Rainbow Operatives: Yacoby, Raymond, Price, Chavez and Weber

OBJECTIVE 1: GIVE SNIPER COVER TO RAINBOW AND GIGN TEAMS

You start as Weber, covering the team as they move across a parking lot in the docks. There is also a GIGN team there, with a sniper of their own who will help you, but you still need to do most of the killing work.

OBJECTIVE 2: INVESTIGATE THE WAREHOUSE COMPLEX

Once the team enters the building, your task is to lead them and investigate the warehouse area. Move from warehouse to warehouse, keeping alert for the groups of enemies that you will run into as you progress. Remember to watch the catwalks and take care on the warehouse floors, since enemies have a nasty habit of taking cover behind crates and shelves. The layout of the level means you can often send your team in through one way, while you take a completely different path – this way you can cover more space in

a shorter time and surprise the enemy at the same time.

OBJECTIVE 3: SECURE DOCK MASTERS OFFICE

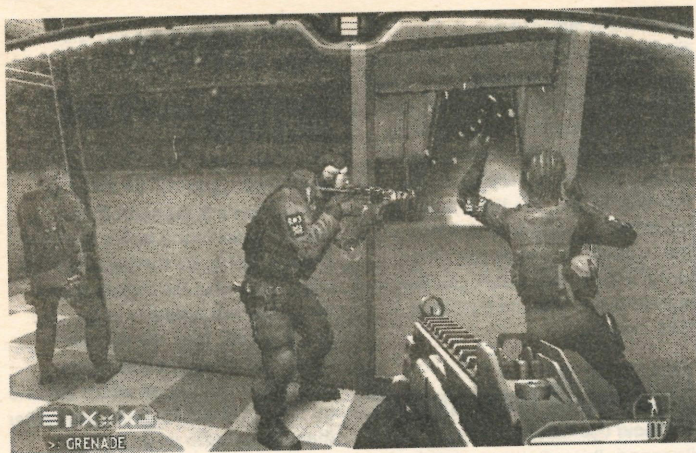
When you have cleared the two main warehouses, you will be asked to secure the dock masters office – which can be found inside the third main building. Go through the small office and enter the container hall where the last terrorists in the area are holed up. They will use the containers as cover while laying down plenty of fire, so watch out and try to flank them from one side rather than taking them all on at once.

OBJECTIVE 4: REACH THE CONTAINER YARD 3

When the warehouses have been cleared, your next goal is to reach the GIGN team. They are engaged in a firefight in container yard 3. First you must negotiate some tight alleyways and then make your way through a half-built structure. This building offers plenty of cover for the terrorists, but also for you too, so don't forget to use it. Eventually you'll reach a small enclosed courtyard – from here you have to pass through a garage to get to container yard 3. The terrorists have taken up elevated positions on top of containers and cranes, giving them the advantage, so be careful and take them out from a distance. Use night vision for clearing the dark yard and pitch black interior of the containers.

OBJECTIVE 5: ASSIST GIGN AND SECURE THE AREA

Push through the remaining containers and keep an eye out for the GIGN team. When you eventually



find them, you can join forces and help to defeat the terrorists to finish the mission.

MISSION 9: OPERATION LEVIATHAN

Rainbow Operatives: McAllen, Yacoby, Raymond, Ding and Weber

OBJECTIVE 1: AS WEBER, SECURE THE REAR DECK OF THE FERRY

You start this mission as Weber, positioned in a helicopter approaching the ferry. Use your sniper rifle to kill any terrorists on deck – for starters, try to take out the terrorists that are using the hostages as human shields first, then concentrate on picking off the others as they arrive.

OBJECTIVE 2: AS WEBER, PROTECT THE ADVANCING RAINBOW TEAM

Once the team has arrived, you must continue offering sniper cover as they advance towards the bridge. Stay alert and keep an eye out for RPG-packing terrorists on different levels of the

ship. As these weapons can cause massive damage, you really want to get them first.

OBJECTIVE 3: SECURE THE BRIDGE

Once you have control of the assault team, secure the bridge and rescue the hostage held there by approaching both doors – ordering your team through one of them, and using the other for yourself.

OBJECTIVE 4: MOVE TO THE ENGINE ROOM

When the bridge is secure, hurry to the engine room. There are lots of terrorists lurking within the ship, and you will be passing through lots of areas where they can take cover, so be careful. The path to the engine room will bring you through the ship's restaurant, mall area, pub and then down into the car deck. The terrorists are waiting among the cars. Take them down, move to the opposite end of the deck and go down the stairway to the maintenance compartments.

OBJECTIVE 5: LOCATE AND DISABLE THE BOMB IN THE ENGINE ROOM

Continue through the corridors until you reach the engine room. Quickly move inside, clear it out of any hostiles and disable the bomb. Watch your fire though, as there may be hostages in the compartment.

OBJECTIVE 6: LOCATE AND DISABLE THE BOMB IN THE CARGO HOLD

When you have secured the hostage and disarmed the bomb, you must move swiftly to the second bomb before it detonates. The bomb is located in the cargo hold and the mission finally ends when the bomb is disabled.

MISSION 10: OPERATION LOWLIFE

Rainbow Operatives: Price and Chavez

OBJECTIVE 1: FIND YEZHOV

This mission quickly turns into an ambush, and you must survive a

running gunfight through the city streets. Your first task is to fight your way out of the ambush by taking out the gunmen that are steadily moving in on your position. You are exposed down on the floor, so get to higher ground fast and take out the terrorists on the catwalk.

OBJECTIVE 2: STOP THE KGB AGENT FROM ESCAPING

Once you escape the ambush, you'll see a KGB agent duck through a door and run. Chase him and this will take you through alleyways, streets and buildings where terrorists will use dumpsters and corners for cover as you approach. Be careful and watch your fire, as this is a residential area where civilians can appear on the streets. Continue on, through narrow streets, bars and over roof tops. The chase will eventually lead you into a warehouse area where the agent tries to slow you down. Keep moving until you reach a market area where there are more civilians. You cannot hit the agent – you need him alive. Keep



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after him, through more buildings and a street blocked off by a car accident, until you finally catch up with the KGB agent.

OBJECTIVE 3: PROTECT THE KGB AGENT

Once you catch him, he will be attacked by the terrorists – you need to defend him from an onslaught of enemies determined to prevent the information he has from falling into your hands.

MISSION 11: OPERATION SANDSTORM

Rainbow Operatives: Raymond, Loïselle, Price, Weber and Chavez

OBJECTIVE 1: SEARCH THE APARTMENT FOR THE CLIENT LIST

After the militia attacks, your task is to find the client list. It's somewhere on the target building, guarded by the heavily-armed militia. Advance with care and take down all opposition. The list is stored on a laptop in the gunrunner's apartment.

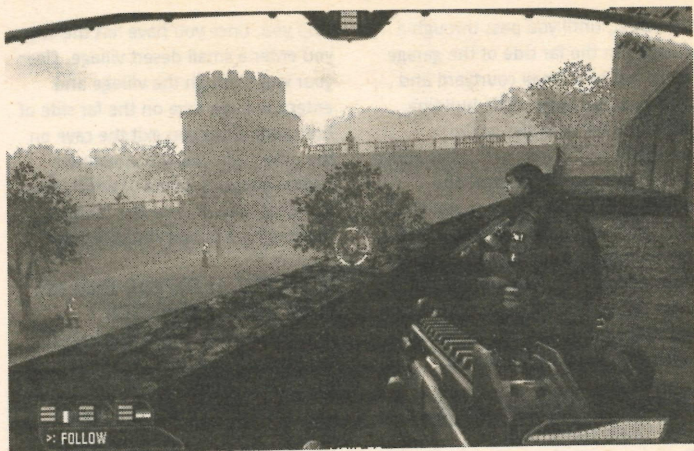
OBJECTIVE 2: MOVE TO THE PRIMARY EXTRACTION POINT

When you have the list, proceed to the primary extraction point. Leave the apartment and move down to ground level. Watch out for RPGs and militia in the adjacent apartments alerted by the fighting. Remember to check your targets when you get to the street level, as there are civilians wandering around. When you finally reach the primary extraction point you will find your means of transport has been disabled, so you have to move on to the secondary point.

OBJECTIVE 3: ESCAPE TO THE SECONDARY EXTRACTION POINT

As soon as you step out into the Medina, the terrorists will trigger an ambush. Get into cover immediately and keep your squad close by – if you take your time and pick your shots carefully, you shouldn't have a problem getting out alive. Once you've got the upper hand, make a sweep of the plaza to be sure you got them all. Then move to the door at the opposite





end of the medina from where you came in and start clearing out that building – this will give you access to the alleyway on its opposite side. Go along this alleyway, and into a building where the helicopter can pick you up. But a terrorist attack will block the access to the building and the helicopter is driven away by heavy fire. You must continue through the dense alleys and find a safe exit. Once you reach the exit area, you will switch to Weber and cover the team for the final stretch. You are perched in a small apartment overlooking a plaza the team must cross – take out any approaching militia and be wary of incoming RPGs. Enemy snipers will target you directly, so be ready to move away from the windows if you find yourself attacked. Once the area is clear, Weber's helicopter will be shot down and he will be taken captive...

MISSION 12: OPERATION ARCHER

Rainbow Operatives: Price, Loïselle, Raymond, Weber and Chavez

OBJECTIVE 1: GAIN ACCESS TO THE MAIN COMPOUND

Your goal is simple: locate and rescue Dieter Weber. Stealth is crucial, so keep low and stick to cover, but move fast. Use your silenced weapon to take out anyone who sees you and remain undetected. Yacoby will act as command on this mission, relaying data to you and your team over the radio. Use night vision to spot the enemy before they see you – you will find one patrolling sentry to the left as soon as you leave the first alley. Above him, on the parapet, is a second guard. Take down both of them quickly. Move inside the building and continue upwards, neutralising anyone who sees you.

OBJECTIVE 2: SECURE THE MAIN COMPOUND

Pass over the street by using the small walkway at the top of the building. Now go through the hallways and rooms of the other building, and then back down to street level. From here you will proceed to the left, following

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the street, until you pass through a garage. On the far side of the garage there will be a small courtyard and then another large castle building. Eliminate the enemies in the courtyard and on the walkways above and then move up to enter the building. Once you come down the stairs and are in the lower levels of the building, you will have to move from room to room clearing them of enemies. In one of the rooms you will uncover a secret passage leading to a series of underground tunnels.

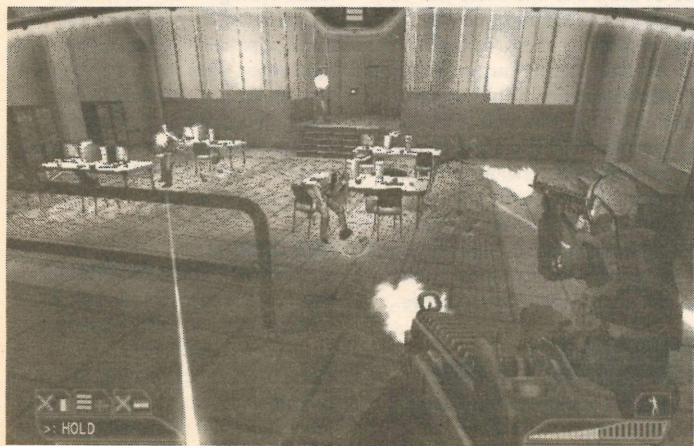
OBJECTIVE 3: INVESTIGATE THE CAVE COMPLEX

The caves are full of terrorists, so you and your team have to fight your way out in the darkness. Your night vision and motion sensor will come in handy to check you aren't running into an ambush while moving through the series of tunnels. The terrorists in the caves are not aware of your presence at first, but as you advance through their hideout, they will notice you and start to set up defensive positions to

stop you. Once you have left the caves, you enter a small desert village. Clear your way through the village and enter the large cave on the far side of the camp. Once you exit the cave on the other side you will encounter several enemies, some of which are guarding Weber. Clear the building that they are in and rescue Weber.

OBJECTIVE 4: DEFEND PICK UP ZONE UNTIL EXTRACTED

Now you have to make your way to the landing zone and defend it until Malloy can get the helicopter in and pick all of you up. You will come across a small village of buildings – try not to get caught in the open for too long and make sure that you neutralize any enemies quickly, so they can't warn their comrades. Pass through the natural tunnel and secure the first building on the other side. The landing zone is close by, so take out as many terrorists as you can from cover, then move out and find the landing zone. Prepare to hold off the rest until Malloy can pick you up, and





don't get caught in the open. Remember to check the buildings and rooftops for sentries.

MISSION 13: OPERATION CATALYST

Rainbow Operatives: Weber and Chavez

OBJECTIVE 1: LOCATE THE WEAPONS SHIPMENT AND SECURE THE AREA

You infiltrate the area through the boat house. Your first objective is to locate the weapons shipment and secure the area around it. It's located in the warehouse connected to the boathouse – be careful, as it's well guarded. When you have secured the weapons, you have to move on and clear out the office complex.

OBJECTIVE 2: SECURE THE OFFICE COMPLEX

On your way to the offices, you'll pass through a warehouse and maintenance area. There are several terrorists working here and they will

try to stop you. The offices are located on the second floor, accessed through a staircase in the main lobby.

OBJECTIVE 3: SECURE THE MAIN OFFICE AND GET THE INTEL

The final task you have here in the office is to gather the intel from Vanderwaal's computer, located in his office. There are a few guards in the room that will try to stop you. When you have the intel, the team will move on to Vanderwaal's personal estate.

OBJECTIVE 4: ENTER VANDERWAAAL'S ESTATE

You'll have to give the team sniper cover as they enter the estate. As Weber, you must eliminate all targets that stand between the Rainbow team below and their objective. Several of the enemies that appear will be high priority targets, as they could potentially sound an alarm and warn the entire estate of the team's arrival. When the team is inside the main building, you'll take control of Ding again. Your first objective is to locate



the encryption key. You need to make your way up from the first floor, so sneak through the series of rooms found on the lower floor, then move up the stairs from the lowered living room. As you enter a large foyer, the terrorists will trigger the alarm (which is very kind of them) and the estate will then go into lockdown mode. You now have just three minutes to get the encryption key and lower the alarms barriers from the doors and windows. If you don't get to Vanderwaal's computer in time the intel will be deleted and it's the end of the mission.

OBJECTIVE 5: DISABLE THE SECURITY SYSTEM

You get to the security console by going up the stairs, into the corridor opposite where you came in, through the recreation rooms and past the last stretch of hallway to the bedroom at the end. On the wall on the other side of the bed is the security console, use it to disable the security system and then you're almost home and dry.

OBJECTIVE 6: GET TO THE INTEL ON VANDERWAAAL'S COMPUTER

This unlocks the grand doors on the balcony in the foyer, and you can now move through it. Hurry up and get to the computer to prevent deletion of the files, then get to Vanderwaal's personal computer in his office close by and download the intel.

MISSION 14: OPERATION RED SCYTHE

Rainbow Operatives: McAllen, Murad, Yacoby and Chavez

OBJECTIVE 1: SECURE THE FRONT ENTRANCE

Vanderwaal plans to use the nanovirus to kill several world leaders at the NATO summit, and it's your job to stop him. Your first goal is to secure the front entrance of the building. Watch out, as the firefight will draw in terrorists from adjacent rooms.

OBJECTIVE 2: PATCH UPLINK TO THE SURVEILLANCE SYSTEM

When the entrance is clear, proceed

through the exhibit rooms and patch an uplink to the surveillance system. The security room is guarded by several deadly accurate terrorists, and more of them will arrive once you have patched the system.

OBJECTIVE 3: DISABLE SATELLITE TRANSMITTER

Deal with the backup and continue out in the direction they came from. You are headed for the garden, where you have to disable the satellite transmitter. This is also guarded by several terrorists.

OBJECTIVE 4: DISABLE BIOLOGICAL DELIVERY SYSTEM

Now it's time to disable the biological delivery system – the bomb itself. It's located in the main meeting room. Disable it, neutralize the last terrorists and move out through the door here.

OBJECTIVE 5: SEARCH SECOND FLOOR FOR HOSTAGES

Move up and search the second floor. The terrorists know you are coming

and they have set up ambushes in several locations. The hostages are being held in a large meeting room, and there are three nervous terrorists present. Take it steady and watch out for the enemy and it should be a breeze for you.

OBJECTIVE 6: SECURE THE HOSTAGES

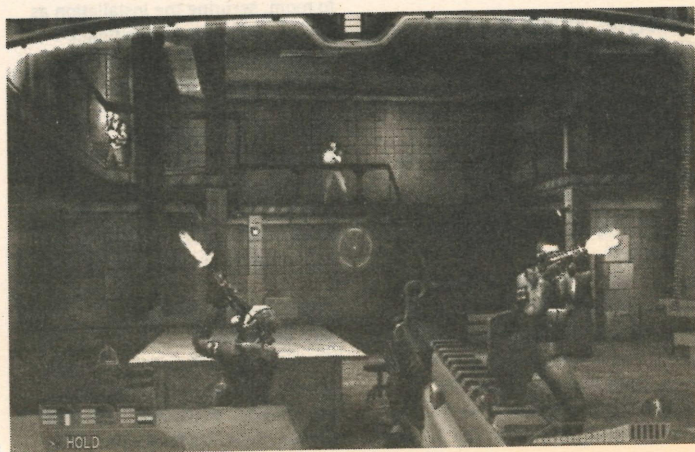
Assault the room by ordering your team through with flashbangs to surprise the guards. Be careful, check your fire and remember that you can't wait too long before going in, as the terrorists will kill all of the hostages if you do.

OBJECTIVE 7: SECURE THE ROOF TOP

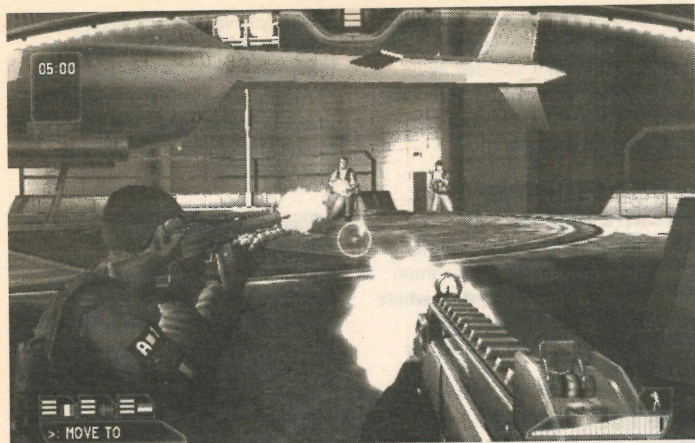
Your last objective is to secure the roof top of the building. The mission will end when this is done.

MISSION 15: OPERATION CITADEL

Rainbow Operatives: Lofquist, Loiseau, Murad and Chavez



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OBJECTIVE 1: LOCATE THE CONTROL ROOM

Exit the tower and move down the walkway to the next one. Enter this new tower and clear the enemies that are waiting. Now go to the end of the hallway and climb down the ladder. You have to pass through several work areas and mainframe rooms to get to the main control room.

OBJECTIVE 2: DISABLE THE SECURITY SYSTEM

Once you get to the control room, you have to disable the base's security system by hacking into the base's computer system. Leave the control room and enter the next area.

OBJECTIVE 3: MOVE TO THE BIO-LAB

On the way to the bio-lab you'll pass through several corridors and large chambers. Terrorists are waiting for you, so remember to check every corner and send your team first to clear the area – it always pays to let them do your dirty work. The terrorists

have an ambush waiting in one of the chambers. They have destroyed the electronic lock to a door, and close it from a remote location just as you reach it. Survive the ambush and you will soon find yourself in the bio-lab.

OBJECTIVE 4: SECURE THE BIO-LAB

You will now have to move from room to room, securing the installation as you go. When the area is finally secure, you'll have to move on to the next section of the base.

OBJECTIVE 5: SECURE THE BARRACKS

Finding the barracks is easy enough, but it's full of well-armed and prepared enemies. Deal with them and move on to secure the hangar.

OBJECTIVE 6: SECURE THE HANGAR

This is tricky, as the area is an open space with little or no cover. Don't stop moving, as though there aren't as many terrorists here when you

arrive, enemy reinforcements will arrive shortly. Once you have finally eliminated all the terrorists here, the level is over.

MISSION 16: OPERATION LOCKDOWN

Rainbow Operatives: Price, Loiseau, Murad, Weber and Chavez

OBJECTIVE 1: SECURE THE DUNGEONS

Infiltrate through the dungeons of the castle. Terrorists are waiting for you in the dark maze, so take it carefully and use night vision and heartbeat sensor to see what lies ahead.

OBJECTIVE 2: MOVE TO THE ENCLOSED COURTYARD

When you reach the guardroom at the dungeon's exit, you'll have to deal with the squad stationed there before you can move up into Vanderwaal's castle itself. The castle corridors are guarded by a few terrorists, so send your team first and stay back to offer covering fire.

OBJECTIVE 3: GIVE SNIPER COVER TO THE TEAM

Here you have to give sniper cover to the team as they cross the courtyard. Enemies appear on the ground, in towers and on the parapet. Some will target the team and others will target you. Make sure that the team crosses the yard alive.

OBJECTIVE 4: SECURE THE BIO-LAB

When the team has crossed the courtyard you'll be in control again. Now you have to secure the lab where the virus is held. Be careful, as one stray shot can rupture a canister and release potentially lethal gases.

OBJECTIVE 5: STOP VANDERWAAL

When the lab is secure, your last objective will be to stop Vanderwaal. Proceed to the helicopter pad to find him – first you must get out of the main castle building. Once on the parapet, head to the helipad, where Vanderwaal appears and attacks you. Kill him, and you'll finish the game. ■



The Suffering: Ties That Bind



THE SUFFERING: TIES THAT BIND

1: REMEMBRANCE OF THINGS PAST

At the end of the first *Suffering*, perp and anti-hero Torque had escaped from a maximum security prison gone to hell, literally. *Ties That Bind* kicks off immediately where the first game ended, but before you join Torque on the outside, you play through a flashback-style prologue that takes place five years earlier while he was still doing porridge.

Walk to the left of the burning exercise equipment and wait a few moments for the inmates to come through the door, and then throw a Molotov cocktail at the electronic panel on the wall to open the gate. Proceed through the door on the right that the inmates came out of. Take a

right and head down to the end of the hall and then wait there with your friend Miles until a guard gets thrown through the doorway behind you. Turn around and pick up the shotgun by running over the dead guard. Miles will open the gate on the left, run through, and then close it. Run up toward the left gate and he will open the gate on the right. Proceed through the open gate and down the stairs.

After you pass the two dead guards and the one dangling from the vent in the ceiling, a Slayer Captain will hop down from the ceiling, fly at you, and then disappear. Continue down the hall and open the door at the end on the left. Enter this room and go through the doorway across from the soda machine, where you see some



The Suffering: Ties That Bind



inmates keeping warm by the fire on the other side of the window. This is where you are first introduced to Copperfield and his Maulers. Gather up more health from the shelves, and then head through the open door to the left of the soda machine. You'll see some inmates standing around a guard tied to a chair. Listen to what they have to say. This is your first obvious moral decision. You can kill the guard, kill the inmates, or do nothing. After killing either an inmate or the guard, a Slayer Captain will appear. Keep away from the Slayer Captain (because you can only kill it with Rage Mode and you don't yet have that ability. Wait for it to disappear and then proceed through the open door with the red light glowing above it.

Take a left and head down the hall to a gated door on the left. Open that door and you will have a brief vision of the Creeper slicing up a woman. Continue forward, down the stairs, and look through the window on the right (or check out the security

monitors). You'll see some inmates and some guards fighting each other. After the door opens you can either run in and join in the fight (choose a side by either killing an inmate or a guard) or sit back and watch them fight through the window. Eventually two Arsonist Captains will appear for a brief moment. After all the action has concluded, Miles will appear up on the catwalk and he'll tell you that he is going to open the door for you.

After he leaves, Blackmore will appear on the catwalk above you. He'll talk and then his goons will jump down from the catwalk and start attacking you. They will knock your health low enough to cause you to morph into Rage Mode. Once in Rage Mode, continue attacking the creatures and inmates. Be sure to use your Rage Mode special attack. Once Blackmore appears on the lower floor, run close to him and the level will end.

2: HOPELESS BLEAK DESPAIR

After the cut-scene, the level starts

with a sequence as you are brought in to the Harbour Base. You are escorted into a room. Jordan enters with a couple of soldiers. There is a scene with Jordan and then the lights go out and Jordan leaves. The light dim again and the guards with you are killed.

Walk over the dead soldier in front of the open door to pick up a shoulder-holster and radio. Then go through that same open door and pick up the rusty pipe by walking over it. Open the last door at the end of the hall on the right (next to the sign that says "Warehouse") and make your way into a huge warehouse. You'll see a couple of soldiers run through the big doors as they are closing. Proceed to the open window in the far corner of the warehouse where the grey boxes are. Climb up onto the grey boxes, crouch through the window, then hop down and turn left.

Smash the wooden boxes blocking the hole in the chain-link fence and then walk through the hole. Make a right down the corridor and follow it around to the left where you'll watch a short scene of Torque's wife falling into the well as you run towards it. Hop down into the well. Then crouch through the passageway where you'll hop down again into a larger underground tunnel. A creature will appear, attack, and the level will end.

3: THE WEAK SHALL INHERIT NOTHING

You start off in a large tunnel where you see a dog run off. Immediately turn left and make your way down the ramp. Destroy the wooden pallet that is blocking the doorway. Then open the gate by turning the crank. Once open, make your way through the

gate and on through the closed door on the other side.

Briefly head through the large tunnel where you'll see your son run at you then morph into the Rage monster. The Creeper will appear behind the iron bars. Head through the doorway to the left of the iron bars where you will walkover and pick up a flashlight.

Once in the next hallway, smash through the wooden boxes next to the television then push/pull the grey box out of the way of the hidden square passageway on the right. Crouch and go into the square passageway, where you will fall down into a lower area after walking just a few steps. Crouch again though the short passageway into a larger room full of dead bodies hanging from the ceiling. Make your way across the room and up the steps. Walk over to the ladder and climb up to the next room.

Go out the only open door in this room, and proceed to the left and across the open area surrounded by buildings. Jump onto the dumpster below the damaged brick wall and proceed through to the other side of the wall. Head to the right down the alleyway and climb up the ladder. Crouch though the open window to end the level.

4: THE HARDEST HOMECOMING

You start off in the kitchen of the apartment with two doorways. The right doorway will lead you into the living room with the TV and the left doorway will lead you to a hallway with 4 doors. Go through the left doorway that leads to the hall. Open the first door on your left and open up the small closet to obtain a note. Go

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into your inventory screen and read the note you found. Exit the inventory screen then turn around and walk up to Torque's wife standing in the doorway to trigger a flashback. Check the other two rooms to see some creepy images of your kids.

Then leave that room and head for the living room with the TV to watch the Doctor talk to you for a bit. After the Doctor is done talking, you'll cut to a scene where you're in a room and the cops come in to bust you. Once the scene is over, head out the door at the end of the hall and to the left and down the stairs. At the bottom of the stairs, hang right and head toward the door at the far end of the room. Open the door to end the level.

5: THE UNHOLY BURDEN

You start the level in front of the apartments. Walk to the right and head down the street. Watch the car crash and a man get torched by an Arsonist. Continue down the street past the crashed car. If you wish you can pick up a second pistol in the

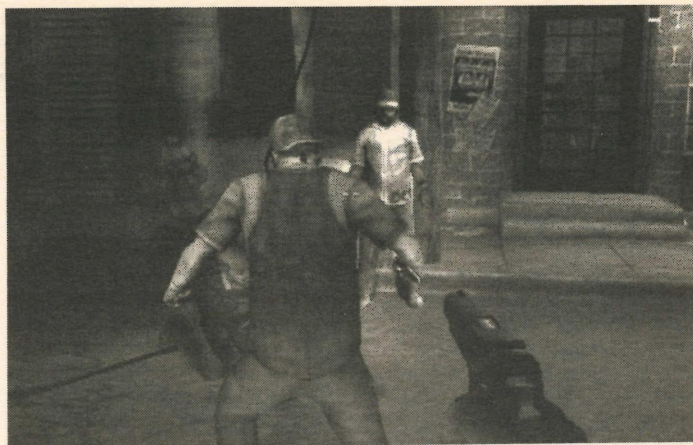
alley, just past the pay phone.

You will see two thugs mugging an individual. You can choose to save the man by shooting the thugs or you can sit back and wait for the thugs to kill him. Regardless of which moral choice you take (kill the thugs or let the thugs kill the guy) Slayers will emerge from the hell-mouth to attack you.

Defeat them and the pawnshop owner will unlock the door. There are knives on the ground from the dead thugs if you wish to pick one up. Enter the pawnshop and wait for the Doctor to start talking to you through the stack of TVs. You can smash the glass cases for more items. Exit through the back room of the pawnshop to find yourself in a small room with two closed doors.

The left door opens to a bathroom where a guy is cowering in, and the right door leads outside the pawnshop. Attempt to open both doors. When you are unable to open one of them the lights will go out. A Slayer will come busting through the door and get shot by a man named





Hijera standing outside with a shotgun. Proceed through the door to Hijera. Turn left and walk toward the open area past the truck. You will encounter many Slayers here – kill them all! There are many supplies scattered about in this area to aid you.

Climb onto the dumpster next to the wooden steps then and climb onto the wall above the dumpster. Follow the path to the right and around until you can jump down into the fenced basketball court. Walk around the gaping hell-mouth hole in the ground. Do not touch it or it will damage you. Fight more Slayers if there are any left. Open the door in the chain-link fence that surrounds the basketball court to let Hijera through, if he's not dead yet.

Turn around and continue up the concrete stairs and through the door directly across from the chain-link fence door. Once inside, head down the stairs. Hijera will talk to you and after a moment a Black Slayer will burst through the wall in this room. Continue through the newly formed

hole in the wall and continue through the door at the far left end of the room. Head down the steps and jump down into the pathway on your left. Follow the pathway to the canal.

At the canal turn right and following the pathway along the edge. You'll see a Gorger up ahead take off into the tunnel. Cross the canal by walking across the dead bodies floating in the water. Continue through the opening in the grating. Cross the wooden plank and enter the lit passageway on the right. Continue up the stairs and walk into the back alley where you will fight a few Gorgers that appear.

Shoot the padlock on the ladder leading up to the fire escape above and make your way up the ladder. When you are just about to reach the top of the ladder, a Gorger jumps down onto the fire escape causing you to fall off. After you have killed this Gorger, jump up to the lower part of the broken fire escape to climb up and in through the window. (If Hijera is still alive, this is where you

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will go your separate ways.)

Head down the hallway and open the door at the end. Walk through the doorway and turn left into a back alleyway that will lead you into an opening surrounded by buildings. After a few moments a couple of Arsonists will attack you and the buildings will burst into flames. Kill the creatures.

If you need them, you can get some supplies from the room up the stairs. Go through the melted gate, follow the corridor to the left and then the right to end up by a chain link fence. Jump on to the dumpster directly across from the fence and climb up onto the roof. Make your way across the roof, killing another Arsonist that appears at the end. Grab more supplies from the hole in the brick wall on the left.

Go back out through the hole, turn left, and hop down off the narrow end of the roof. You're now on the other side of the boarded-up fence. Turn left again and pull (or push) the grey box so that it is directly underneath the vent opening at the corner of the wall. Climb onto the box and into the opening. Crawl forward until you fall down into what looks like a supply room. Bingo! There are supplies scattered on the floor.

Open the door in the corner of the room and enter the liquor store main room. After a moment, you will fight dual Scorpions that crash through the ceiling. Once they are dead, Copperfield will appear. You can either go through the door and behind the counter to save one of the men (good decision) or leave them to their fate (evil decision).

Once Copperfield is gone, press the lighted switch behind the counter to

open the exit door. Exit the liquor store. If you need more ammo, there's an ammo crate across the street. Head down the road towards the theatre. Many enemies will appear and attack. Fight through the waves of enemies, including Gorgers, Slayers, and Arsonists while picking up supplies scattered in corners of the area. Once all enemies are defeated, the door to the theatre will open for you to run through. The level will end once you try to open the next door you find inside.

6: DENIAL OF THE FITTEST

You start off inside the entrance to the theatre. Turn to your left and smash the wooden boxes that are blocking the central set of double doors. Go through the doors you just unblocked. Both doors at either end of the hall lead directly into the theatre, so choose one and go through it.

Shortly after you enter the theatre's main hall the Doctor will appear on the screen and talk to you. Be ready, a series of Slayers and Gorgers will attack you after the projection ends. Fight them off until you build up enough power to transform into Rage Mode. Transform into Rage Mode and finish off the remaining creatures. After you revert back to your human form, Blackmore will talk to you and an Arsonist will burn a large hole in the screen then explode. Make your way through the gaping hole in the screen.

Now behind the screen, make your way either left or right around the wall to the back where you'll see another projection of the Doctor on the wall. Additional Gorgers, Arsonists, and Slayers will attack. Again,



transform into Rage Mode and bust thorough the crack in the wall to the left of the where the Doctor was being projected.

Once you've made your way through the opening in the wall, you'll enter the back alley behind the theatre. Turn to the right and open the door at the end. Once inside, you'll see a druggie with a knife, follow him (or kill him) and make your way through the closed door on the left. You'll find your self outside in an opening where you'll be jumped by more Slayers and Gorgers. Fight them and protect the druggie (or not, if you killed him already).

After killing all of the enemies, locate the wooden awning roof over the steps (it's to the right of the grey stone archway). Jump up onto the wooden awning or climb up the yellow ladder and make your way along the roof top past the two spotlights. Jump down into this new area and locate the crank to the right of the bricks and scaffolding. If the druggie is still alive, turn the

crank to let him through.

Climb up the other ladder to the far left of the scaffolding and then make your way around to the right on the roof tops to a small window that you can crouch through. (It's on the opposite wall from the ladder.) Keep crawling till you fall down into a room with several lockers. Destroy the boxes in front of the door to the left of the lockers. Go though this closed door into an abandoned restaurant with a black and white floor. Make your way to the front door of the eatery.

Open the door and a watch the police attempt to battle a Triggerman. After the short scene, kill all of the Triggermen that attack you with the help of the other cops. Make your way up the street where the Triggermen came from. Pass through the twisted gate on the left and walk to towards the gazebo.

You'll relive a flashback involving your wife and Blackmore. When you awake, creatures will have begun swarming around you. Fight your way through more Slayers and Triggermen.

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After killing all of the enemies, make your way up the stairs to the left of the gazebo, and jump down through the opening in the decrepit fence (underneath the broken down train).

Jordan will begin talking to you on the other side of the fence (slightly to the right of where you jumped down), then the Creeper will appear to show off his girls under his coat. Turn to the left and go through the bent grating under the bridge. Turn again to the left and break the boards across the blue metal door. Open and pass through the closed door.

You'll find a small group of druggies and the Doctor will again talk to you through a stack of TVs. Fight the grey Captain Slayer that appears. You must use Rage Mode to defeat Captains. Destroy the normal Slayers as well. When the creatures have been destroyed, the Doctor will speak a little bit more and finally open the locked door.

Open that door and make your way up the stairs to a room with some druggies and a woman crying about her child. Break the grey wooden door on the left wall (to the right of the large gate). Proceed through and up a flight of stairs.

At the top of the stairs, turn left down the short hall and enter the door on the right - this will trigger a short scene. After the scene, a couple of Mainliners will attack you. Open the closed green door and continue down to the end of the hallway. Take the open door on your left.

Make your way across the room, past the drug users, to the closed door on the right. This will lead you to a room with a hole in the floor. Break the wooden planks lying across the hole and jump down through it. Fight

the Mainliners that you encounter in the lower room. If you want you can break the wooden boxes blocking the metal grated door. Opening this door will allow the woman standing outside into the room.

Now head through the other closed door in the room you dropped down into. Follow the hall to the left to another door blocked by boxes. Break the wooden boxes and open the door to the next room. Take a right and crouch through the opening in the damaged wall into another room. Blackmore will appear with your son. Then Mainliners will crawl out of the blood. Fight the Mainliners and then open the metal door on the left wall of the room to end the level.

7: THE WILL OF THE PEOPLE

You start just outside the crack house on a fire escape. Climb down the ladder and head past the dumpster to the left towards the street. You will see and hear some soldiers in a truck talking. Use the mounted machine gun next to the street to kill the Marksmen that appear.

Now follow the street to the right down the street to a car wreck that is on fire. If you explore long enough a Slayer Captain will appear. Use your rage attack to kill the Slayer Captain. Find the large red neon sign that reads, 'The Underground' and go down the stairs. Open the door and head into the bar where you'll relive a flashback from your past.

When you come to, head through the doorway at the back of the bar. Turn right and proceed through the closed metal door and out into a small alleyway. Follow the alleyway out into the street and you'll hear Miles shout

down to you. He will run over and drop the fire escape ladder for you.

A small group of soldiers will attack. Make a run for the ladder. You only need to kill the soldiers that get in your way. Climb up the ladder and then jump across the gaps in the fire escape grating. After the second jump take a left and then jump down into the alley below. The alley opens up into an area where Copperfield will unleash his dogs on you. Kill the dogs.

Now shoot the explosive barrels below the balcony to cause it to collapse enough to climb onto. Climb up onto the collapsed part of the balcony and follow it around to the right. Now at the end of the balcony, turn to the left and jump onto the metal grating. Make two more jumps, turn right, and then jump back down into the street.

Proceed up the street to the right. First killing the Marksmen and then soldiers that attack you. Once you make it to the end of the street, where you'll momentarily witness a lynching. After which a Horde will burst out of

the ground and then retreat. Jump down into the hole created by the Horde to end the level.

8: HITTING BOTTOM

You'll start off in an underground tunnel. The hole made by the Horde is to your left. There's a small square opening on the wall to your right. Climb up into the passageway and make your way toward the end. As you move down the passageway, you may be attacked by a Burrower.

Jump down from the passageway and walk up the stairs toward the gate. You'll see Miles appear on the other side. Then he'll then run off to open the gate to your left. Go through the open gate and proceed toward the collapsed end of hall. Open and proceed through the closed door on your left.

You'll see some machinery on your left. Climb up on the right side of the machine, then up again to reach an upper walkway. Follow the walkway around to the right. Then jump down off the ledge. Slayers will appear at



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the end of the hallway in front of you. Fight them off.

Miles will appear in the walkway above the hallway and will tell you to turn on the power so he can open the other gate for you. Proceed to the far end of the tunnel and flip the switch on the right. Go back down the hallway and proceed through the open gate on your left. Continue down the hall and to the left. Explore this new area and kill all of the soldiers.

Once all of the soldiers have been eliminated a series of beeps will signal the imminent explosion of a bomb placed behind the closed metal door. Proceed through the doorway once the door has been ripped from its hinges. You'll encounter additional soldiers in this room with four pillars. Kill the soldiers and make your way across the room and to the left into a short hallway.

Take a right at the end of the hall. Continue around to the room with the mounted machine gun. Use the mounted machine gun to take out the reinforcements. After you have killed

all of the soldiers, flip the switch to the right of the mounted machine gun. Now proceed back toward the short hallway and continue straight across to the now open gate on the left. Flip both switches that you find in the gated room.

Now retrace your steps to the room with the pillars and jump down through the large metal hatch and into a flooded area. Crouch down and follow the passageway to your right into another room with pillars. You'll find your son floating face down in the water.

Continue toward the other passageway where you'll see your other son calling for you. Follow the passageway to the right where it will open up into a room with a ladder. Climb up the ladder and through a second large metal hatch.

On the wall of this room is a square opening with a damaged metal grating that's part of a ventilation system. Shoot the grating to open it up. Climb up into the square opening and follow the

ventilation duct to the left and into the next room. Jump down into the room at the end of the duct. Crouch though the opening in the room to your right. Turn to your left and climb up and over the brick wall.

Once you've climbed over the wall, Miles will appear on the balcony to your left. Shortly thereafter Copperfield will appear and summon his Maulers to attack you. Continue straight, past the dogs and buildings, and up the embankment. On your left side will be a cracked portion of the wall. Use Rage Mode to smash through the weakened section of wall. Proceed through the newly created opening, and fight several Burrowers that attack you here.

Follow the corridor past a truck and down a slight incline until you come to an open gate. Proceed through the gate and to the left until you come to a collapsed portion of the structure. To your right is a square opening, climb up and through the passageway. Jump down into a larger room. Turn left and head toward the

middle of the room where you will briefly encounter the Creeper.

On the right wall is another square opening. Climb up into this opening and walk toward the ladder where the level will end.

9: RELENTLESS PERSISTENT DETERMINATION

You start off at the bottom of a large opening facing a ladder. Climb up the ladder to the street level and turn left. Make your way down the street, first right, then left, to the damaged opening in the chain-link fence located at the end.

Go through the opening in the fence and walk toward the open window on your right. You'll black out, and when you come to you'll be in a room with several large containment boxes. You'll hear Consuela calling for your help. Consuela is in a hanging containment box. Shoot the padlock on the box to free her.

Make your way to the left corner



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of the room and open the closed door. Consuela will open the gated door directly in front of you and equip herself with a Tommy gun. Turn left and follow this short hallway to the last door on the left. Proceed through the door and walk toward your son drawing a picture on the floor.

The door will close behind you and you will be trapped. Enjoy some commentary from Blackmore as he unleashes Mainliners and Slayers. Kill the Mainliners, then morph into Rage Mode to kill the Slayer Captain, after which soldiers will attack. Kill the attacking soldiers and eventually the wall in the room will crack, use Rage Mode to smash through it.

Proceed through the opening in the wall, continue up the stairs, and through the closed door at the top. Make your way past the windows that are on your left and head through the closed door that's across the room and to the right. Turn left and go down the short flight of stairs, then on through the closed door on the right that leads you outside.

Kill all of the soldiers that attack and head through the opened chain-link fence. Head down the dock, past the large rusty boat crane on your left to a small structure that contains the crane controls at the end of the dock. Enter the crane structure and grab the controls. Now move the crane to the right to knock some crates into the water below.

Exit the crane structure and jump onto the front of the boat deck on your right. Walk across the boat to the other side and jump down onto the closest crate floating in the water. Then jump to the next crate and again to the lower floating dock.

Then make your way up the ramp to the left and on to the upper part of the dock. Run to the right and use the mounted machine gun to fight off the wave of soldiers that attack you. If you need them there are other supplies toward the end of the dock located near the ship.

Once you've killed all of the soldiers, make your way off the dock toward the buildings. Make your way



through the open chain-link fence and out into the open yard. Kill any remaining soldiers. Run across the open area and towards the closed gate next to the small blue building.

Enter the guard's station and press the red button on the left. This will sound the alarm and more soldiers will attack. Fight them off until a truck will appear and back up through the gate. Jump up into the back of the truck to end the level.

10: HAVEN'T WE MET SOMEWHERE BEFORE?

You start off standing in the back of a moving truck holding onto a mounted machine gun. You're facing to the rear. You'll be chased and attacked by several trucks with three-man teams. While Jordan drives, kill the soldiers in the trucks and/or damage the trucks enough to disable them.

The truck you're in will make a wrong turn and be forced to back up. Continue attacking the soldiers and trucks so that Jordan can safely manoeuvre. When the truck comes to a stop in an open area, just after passing a helicopter, kill all of the soldiers in the area. Soon after that Marksmen will start to come out of the ground. Kill all of the Marksmen and Jordan will start the truck again.

Continue fighting enemies until the truck crashes and you are thrown into a drainage canal. Head past the burning car (away from the bar grating) and crouch to pass beneath a bridge. Continue down the canal and underneath another bridge until you arrive at a gated dead end.

An Arsonist will come from behind the gate and melt a hole in the bars. Kill the Arsonist and proceed through the hole in the gate. Immediately turn

left and head up the stairs and down the hall to the right. A woman will block your path, but will be skewered by the Creeper after just a few moments. The Creeper will leave and the gate will open.

Proceed through the gate and take a left. Follow the passageway to another set of stairs on your left. Take them up into an open outside area. Here you'll be attacked by some Triggermen and more soldiers. After killing all of them, Jordan will reappear with the truck, backing up into the short alley in front of you. Jump into the back and Jordan will take off.

Again manning the machine gun, defend yourself from additional soldiers and Triggermen. Jordan will stop at a roadblock until you clear out the attackers. The truck will again pick up speed and transition to a brief encounter with a Horde, which will cause you to again fall from the truck, ending the level.

11: REPEAT OFFENDER

You start off in an area below the burning truck. There is an opening behind you. Turn around and head through the opening. Turn right and crouch underneath the pipes. You'll see a guard get shot by something from around the corner.

Continue around the corner to the right and continue forward to the square vent opening in the wall. Climb up into the vent and make your way to the other end, blasting or kicking out the grate at the end before jumping down into the next room.

There are Suppressors crawling around. Kill them. There are three doors in this room. The left door takes you to a room with a guy all bloodied

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up, the centre door is locked, and the far right door is at the end of a hall of books. If you wish, go through the left door and listen to what the bloodied guy has to say.

Now head for the door at the end of the hall of books. Open the door and enter. Climb up the ladder and restock on supplies. Continue through the closed door into a small hallway. In the hallway, turn left and through the door at the end.

Go up the stairs and peer through the windows on the left. You'll see your kids playing and suddenly your wife will appear. Continue to the end of the hall and enter the "Inmate Visitation" area through the open door on your left. The Creeper will appear. After he leaves a Slayer will attack.

Shoot the fire extinguisher through the busted window to lower the flames. Use Rage Mode to defeat the Slayer Captain. Once all of the creatures are dead, jump up onto the tables closest to the vending machines and then jump again to pull yourself up through the opening in the ceiling.

Once in the ceiling, locate the damaged vent and bust through it. Move through the vent opening and shoot through another vent. Jump down through this second vent opening. Proceed out of the room with the busted fire extinguisher, straight across the hall through the other open door.

You'll hear a guy tell you to meet up with him. Turn right and open the door to a room with a large wooden staircase. Blackmore will appear and an Arsonist will set the stairs on fire. Fight off the soldiers, Slayers, Slayer Captains (use Rage Mode) and Gorgers that attack you. Once you've killed them all a soldier will come through

the door labelled 'Inmate Processing' under the stairs.

Kill the soldier, go through the door, and hang a right. Open and enter the door to the left of the cave-in. Proceed forward through two more closed doors until you arrive in the control room. Press the red button next to the desk to open the gate on the other side of the glass. Head back the way you came, killing the Slayer that drops from the ceiling.

Continue following the wall to your right around and into the hallway, past the outside of the control room, and to the gate that was opened by the red button. (It's to the left of the large blood smear.) Welcome to the showers. Follow this room around to the right and into the next room with three water heaters with hand cranks. Turn the cranks (while holding the action button, push the analogue stick up/down) so that the centre heater's meter is full. This will cause the tank to overheat and explode. (Unless you wait for the man to die you will be responsible for his death.)

Make your way through the hole created by the explosion into a small storage room. Move forward through two doors to enter a hallway with four doors. Fight the Slayers that appear. Proceed straight across the hallway to the door to the left of the gate. Open in and proceed up the stairs.

At the top of the stairs turn right and take out the Suppressor. Follow the hall to the end and take a left. Open the door and step out into the middle level of the room with the large wooden stairs. Kill the soldiers and hang a sharp right to go up the stairs along the right wall to the upper level. Proceed through the large double door opening turn right.



Open the wooden door at the end of this hall. Proceed through the door, up the stairs, pass the desk, and open the door to the warden's office. Inside the warden's office he will first tell you to hit the floor, but then lowers his weapon when he realizes you can help him. Follow the warden (if you haven't killed him) through the bathroom and into a cell room with a bunk bed and ladder. Climb up the ladder to end the level.

12: TIPPING POINT

You start off on the roof of the prison next to a hatch that you climbed out of with the warden (if you haven't killed him already). Head down two short flights of stairs and to the right into a round open area.

You'll be attacked by Slayers, a Slayer Captain and some Marksmen. Later several Arsonists will appear that you'll have to fight. After the creatures are defeated, make your way toward the tall chain-link fence and a Triggerman will appear and rip through the fence to attack you. Fight

off all the rest of the creatures that attack you (use Rage Mode to attack the Captains) while making your way through the gaping hole in the tall chain-link fence into the Prison Recreational area.

After killing all of the creatures, make your way through the door at the base of the watchtower and into a hallway with a Suppressor and Slayer. Kill the creatures and make your way down to the end of the hall, through the open gate, and down the stairs. At the bottom of the stairs is a short hallway with a window at the end. Open and enter the door on the left.

Follow the right wall to another closed door. Open the door and enter the break room. Kill the Suppressor that's roaming around. Run straight across the break room's checked floor to another closed door to the left of the lockers. Open the door and enter the hallway. Kill the Slayer that's waiting for you. Follow the left wall to a gated door.

Open the gated door and head down the short flight of stairs. Kill the

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Suppressor at the bottom. Now go through the open door on the right that lead into the lunch room. Kill the Triggerman, Slayers, Slayer Captains, and Arsonists. The last Arsonist will have burned though the gate at the left end of the room. Walk though the gate and follow the left wall to an open door that's found at then end of this short hall.

As you approach the doorway, something will knock you back, and then disappear. Continue on through the open door and head down the stairs. At the bottom of the stairs, turn right toward the lighted door at the end of the room. Kill any Burrowers that attack. Go through the doorway and make your way toward the cave-in. In the lit opening to the right of the cave-in is a ladder.

Climb up the ladder, turn left and head up the short flight of stairs. Open the door at the top of the stairs. Cross the room with the checked floor and open the door on the right. On your left is a closed door surrounded by a wall painting, in front of you is a

ladder leading up, and to the right is a red button.

Press the red button (this opens a window in the lunch room) and then make your way through the door surrounded by the wall painting, and down the stairs. In this small room is another button. Press this button to open up a door on the other side of the window. Turn around and proceed through the closed door that's under the metal stairs.

Enter the lunch room, and you'll have another vision. Kill the Suppressors lurking around the tables. If it's not still open, you'll need to run back up the stairs and press the first button again to open the far right window along the back wall of the lunch room. Climb though the open window in the lunch room.

Go left to the end of the hall and open up the closed door at the end. In this next hallway, which looks much like the first, there's another set of controls. Press the red button to open up a window. A man will run towards you and *blow up the*

wall. Make your way through the hole and kill the Suppressors.

Proceed past the two vending machines and into the food serving room. Go left around the food counter and through the doorway. Follow the hall toward the kitchen on fire. (If the door to the kitchen is not open you may have not pressed the second button or you may have pressed it more than once.) Walk past the fire and open the door on the other side of the room.

Cross this small room to the closed door on the right. This door leads back into the kitchen on the other side of the fire. The kitchen is crawling with Gorgers. After the Gorgers are dead, Copperfield will taunt you and then release his Maulers on you. Fight off the Maulers and Copperfield will talk again. After which the barred door will open on the other side of the kitchen.

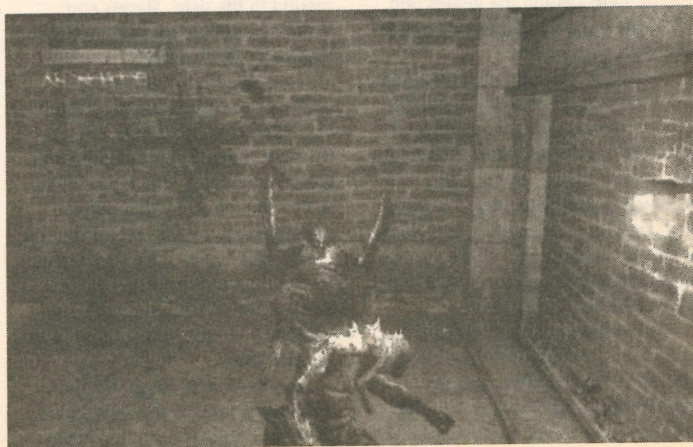
Proceed through the doorway and down a short flight of stairs toward the closed door straight ahead. Open the door and enter. Inside this small room is a gas line running up from the

floor to the ceiling with a red knob. There is also a damaged pipe with a small amount of gas leaking from it. On the other side of the room is a locked door. Turn the red knob to increase the flow and cause more gas to leak from the damaged pipe.

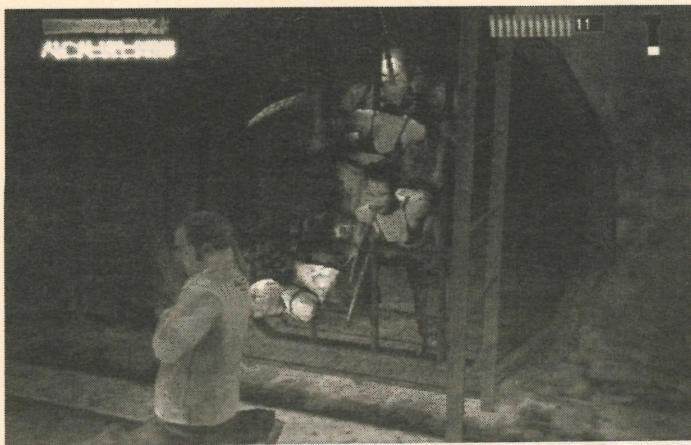
Turn around and exit the room through the doorway you came in. Close the door behind you and then flip the light switch next to the left of the now closed door. This will cause the gas to explode, blowing open the locked door. Proceed back through the small room with the gas line and through the doorway of the once locked door. Press the red button on the control panel to your left then open the green metal door. Turn left and go through the gate that was opened by the red button. Now turn to the right and open the door to end the level.

13: DISCIPLINE AND PUNISH

You start off in a cell block. The ventilation shaft has fallen and



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damaged the electrical wiring. Bolts of electricity are flying everywhere. Turn and enter the cell on your right. Crawl through the melted openings in the wall to the third cell.

Turn left and exit the cell. There are three guards to your right. If the warden is still with you he will meet up with the three prison guards otherwise they will attack you. Head up the stairs behind the guards and enter the open doorway at the top of the stairs on the left.

In this observation room press the red button to open up the cell doors on the other side of the window. (If you don't press the button, there will be a guy in the cell at the end of the walkway pleading for you to let him out. Kill him if you really want.) Make your way back through the doorway and then left through the closed metal door to enter the cell block.

Follow the metal walkway all the way to the end and enter the last cell on your left. Crouch through the melted hole in the back wall of the cell and jump down onto a walkway.

Go left and jump down the drain slide into a lower area. Make a hard right and walk down the hall to the left of the drain slide. You'll see a guy call for help and then fall dead to the ground.

As you approach the dead man, a ladder will fall from the ceiling and the Creeper will appear. Climb up the ladder. At the top of the ladder is a metal grated walkway. Follow it around to the right. Slayers and Mainliners will attack you on the walkway. Kill them all.

Continue to the end of the walkway and down a short flight of stairs that lead to a square vent in the wall. Climb up and into the vent. Follow it around to the left and then to the right. Blast or kick out the metal grating in order to exit the vent shaft. You'll come out on the top of a fenced-in walkway where there are two inmates down below. They beckon you to come down and meet up with them.

Crouch along the top of the walkway around to the right where there is an opening to jump down

through (it's above the short flight of stairs in the walkway). Walk back over toward two men were they'll exchange some words and tell you to go downstairs. Open the metal door to the right of where the two men were standing and now head down (not up) the stairs.

You'll meet up with the inmates, have some more words, and be attacked by a group of Slayers and Arsonists. After the creatures are dead, one of the inmates will ask you to lock him in a cell for protection. If you decide to do it, make your way back up to the very top of the stairwell to a small control room. Press the red button in that room to close the cell doors. Return back to the lower level.

A Marksman will come through the barred door at the end of the room. Kill the Marksman and then make your way through the now open doorway. Go left and through another door, to a hallway with pillars. There is a Suppressor crawling around in the hallway. Kill him. Continue to the end of the pillar room and exit left through an open barred doorway.

Turn right and then left down the short flight of stairs to the window on the right. You'll see your friend Miles on the other side of the window. He'll say some things and then open the door to the left of the window. Go through the door that Miles opened into a two-tiered cell block. The Doctor will appear on the monitors and ramble on a bit.

Cross the room and head up the stairs to the second level. Follow the walkway around to the caged room. The metal doors will close and Miles will talk for a bit until everything becomes distorted and then dark.

When the darkness subsides, Miles will be lying in a pool of blood - his. The doors will open and Blackmore will appear on the lower level.

Take the stairs back down to the lower level and follow Blackmore into the hole in the ground. You will be surrounded by darkness and voices until the only door in the room finally opens. Go through the open door that leads into a large circular room with many metal doors. Open any five of the outer doors then head into the centre room.

As you go into the centre room, you'll have a vision of two guards arguing with each other. Head back out into the large circular room and fight the Isolationists. After the Isolationists are dead, Copperfield will appear on the other side of a chain-link door. He'll taunt you and then open the door for you. Proceed through the door and then left down the wide hallway past the three boilers.

Blackmore will appear on monitors at the end of the hallway. Open the door at the end of the hallway and then go left past the hole in the wall, and then right into the larger room. Kill the Isolationist and Mainliners and then head through the doorway to the right of the fire.

Head to the bottom of the stairs and destroy or shoot the small electrical box to the left of the door. Head back up the stairs, but only halfway. Turn left on the metal platform and climb up through the large round hole in the wall. Crouch through the square opening in the wall directly ahead and jump down into another hallway.

A man will appear on your right and ask you to approach. Walk up to

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him and he will eventually ask you to follow him. Follow him through the doorway at the bottom of a short flight of stairs and into a large room. You'll be attacked by a large number of creatures. Kill them all.

Now follow him through the circular opening and to the right down the hallway where you'll fight Isolationists and Burrowers. Kill everything and then proceed through the doorway at the end of the hall. Hang a right and go through the door to the left of the light at the end of the room.

Head down this hall to the location of the cave-in. Turn right and continue all the way down a flight of stairs to the door at the bottom. Open the door and step into a room with several large pieces of machinery standing in it. In the machinery room several Arsonist Captains will attack you. Morph into Rage Mode now to destroy them. Once the room is clear of all the enemies, go into the large elevator below the rotating red light to end the level.

14: SOFT SWEAT AND HARD LABOUR

You begin in the elevator that gets stuck as it makes its way up. Climb out of the elevator through the half open door and head toward the red light on the right. As you walk to the right, a door will open. Continue through the door. Head up the stairs and open the door at the top.

A short vision of a bright white light and blood will unfold. Head through the door and press the red button on your right to open the gate below. There are supplies behind the closed door if you fancy fighting a few Slayers. Turn around and head back through the open door and down the stairs. Fight off the soldiers.

Proceed through the gate beneath the green light and crouch through the square opening on the left. Head to the end of the passageway and climb out. Turn right and cross the metal walkway. Jump down off the ledge and proceed to the right.

Use Rage Mode to kill the Arsonist Captain then proceed through the



melted gate in the doorway. Turn right and head down the metal stairs to the left of the burning forklift. Kill any soldiers in the area. At the bottom of the stairs turn left and climb up the ladder.

Follow the walkway around to the left and go through the closed door at the end. Your wife will appear and tell you that you're getting close to finding Blackmore. A door will open to the left of the huge pipes. Enter the next room and open the door under the red light to end the level.

15: LIFETIME COMPANION

You start off talking to your wife at the end of a hallway lined with windows. Head left down the hallway and up the incline to the door on the right. Open the door and go down the stairway to the left.

At the bottom of the stairs turn left run across the room and smash through the stuff blocking the opening. Watch out for Maulers. Jump down through the opening and continue left through the arched opening and up the stairs.

Jordan will appear from a helicopter and then it will attack. Grab the weapons that are lying around the area and take out the helicopter. Climb up the ladder to the left of the forklift. Jordan will have taken control of the machine gun. Take her out.

After Jordan has died, a Slayer Captain will appear and open the gate to the mounted machine gun. Take out the Slayer Captain with Rage Mode. Marksmen will appear below. Follow the walkway around to the mounted machine gun, use it to take them out. After you have killed the Marksmen, head down the ladder to

the left of the machine gun.

Go through the open doorway and follow the left wall until you emerge in a large room. Continue following the left wall up some stairs and around to an elevator illuminated with red lights. Press the red button then immediately step onto the elevator platform to ride it all the way up to the upper level.

Kill the Slayer Captain in Rage Mode. Then proceed through the door with the red 'Security Control Room' sign above it. Press the red button on the control panel. The Horde will burst through the hellhole in the centre of the large room.

Run back towards the elevator and use the grenade launcher (to the left of the elevator) to kill the Horde. Once you've killed it, watch it fall back into the Hell Mouth in the ground. Jump down to the lower level and kill the Triggerman Captain that has appeared. The glow and electricity surrounding the Hell Mouth will subside. Jump into the hole to end the level.

16: THE GREATEST STORY NEVER TOLD

You fall into a circular pool of poison in the middle of a large room. The Creeper and Copperfield are both present. Quickly jump out of the pool to prevent any further damage from the poison. The Doctor will appear in a projection on the wall and talk about a 'review'. After which the first wave of creatures will attack. Kill the creatures that appear after the next Doctor's speech. Finally, either the Creeper or Copperfield will attack you. (This depends on your morality choices throughout the game.) Kill him.

Once you have killed either the Creeper or Copperfield, you will have a

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vision of your son talking with Blackmore as he kills them both.

17: HOME OF THE MISDEMEANOUR HOMICIDE

You start off in a room with a Hell Mouth in the floor. There is a man sitting against the wall. After he is done talking, turn around and head through the doorway on the opposite side of the room. Head up the wooden stairs and turn left. Kill the Isolationist and Mainliners in the room, then proceed down the hallway on the left.

Bust through the wood planks covering the first doorway on your left. Enter the room with the man hanging from the ceiling and follow the green wall around to the right. You will have a vision of yourself running around the corner, then Blackmore will appear.

Continue following the right wall past a bunk bed, wood panelling, and a broken shelf to a hole in the wall. Crouch through the hole and make your way outside through the doorway

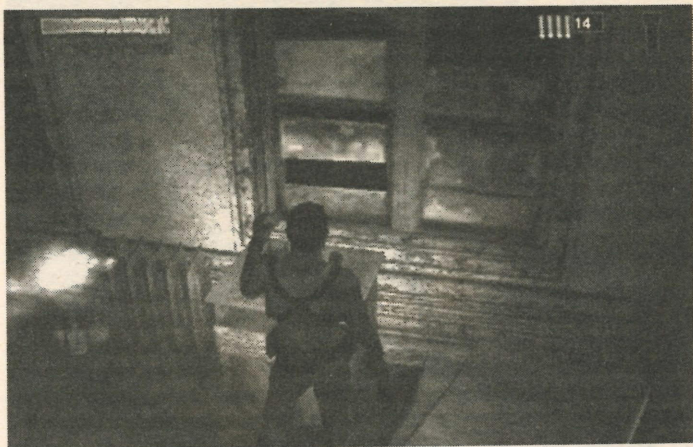
on the left. Head for the alley directly across the street, killing all creatures that attack you. Follow the alley around to the left, destroying the wooden crates in your way.

Arsonists will attack you and burn a hole in a gate up ahead. Kill the Arsonists and proceed through the melted gate to arrive back on the street. Head to the right and Marksmen will appear, turning over a truck. Kill him and his friends. Proceed past the truck and up the street killing all of the creatures that attack you.

Run past the Hell Mouth in the street and enter the small alley on the right (through the melted gate). The Doctor will appear on the televisions in the alley. Head past the televisions to the end of the alley. Turn right and head into the middle of the street.

Blackmore will taunt you and a Hell Mouth will appear before you. Kill all of the creatures that attack then walk near the door under the yellow awning. You'll hear children laughing and playing behind the door. Eventually their laughter will turn to





fear and the door will begin to rattle. More creatures will attack. Kill them. After all of the creatures are dead, your son will open the door. Walk up to him to end the level.

18: BORN INTO THIS

You start off facing down a hall with two doorways on the right. Turn left down the hall and smash the wood planks covering the door on the right. Walk into the room and a vision will unfold in which you'll watch through the eyes of your son as he talks at length to Blackmore.

After the vision, head back into the hallway and take the left door to answer the ringing phone. Head back out and across to the grated door at the end of the side hall. Blackmore will appear and then open the door for you. Enter the room and climb up onto the crate. Then climb up through the hole in the ceiling.

After climbing up through the hole, take a few steps forward to witness another vision. When the vision is over, the walls of the

apartment will be torn from their foundation and Blackmore will disappear. This is the final battle.

Blackmore and a range of other creatures will attack you in this final showdown, so fight off the creatures that Blackmore unleashes, being sure to use Rage Mode to attack the Captains and Blackmore himself.

After you kill Blackmore, a scene will unfold (with the specifics depending on your morality path throughout the game) the game will end, and you'll never sleep again. ■

Spartan: Total Warrior



SPARTAN: TOTAL WARRIOR

LEVEL 1: THE STORM BREAKS

With all of Greece fallen to the invading Roman Empire, only the city of Sparta resists. Heavy losses have already been incurred, so Sparta's King Leonidas has been forced to use any soldiers he can find. Including you. Badly prepared and poorly trained, you must help to repel the Roman attack and protect the city. As dawn breaks the first wave charges...

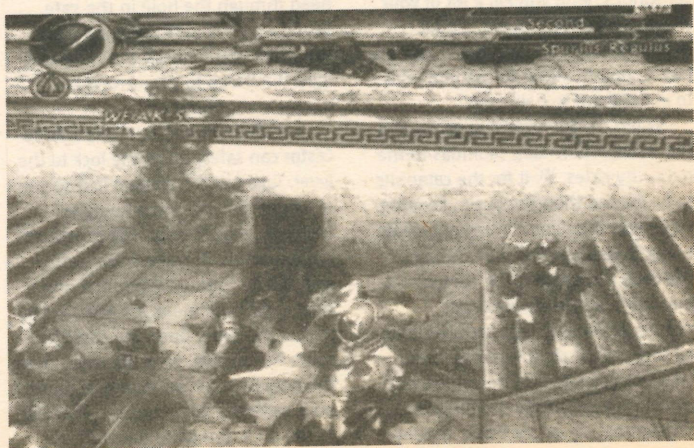
Follow the red radar marker to get to the Centurion, then kill him – use your Jump attacks to destroy the Centurions' shields, then use a Direct Rage attack to finish him. The next Centurion will now appear from the next Siege Tower. Repeat this until all three are dead.

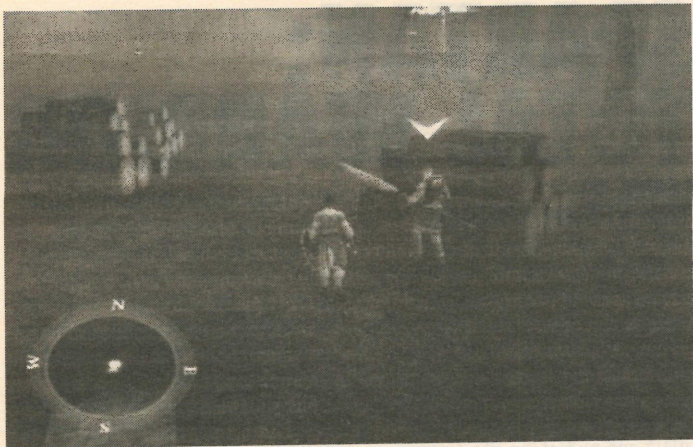
Three sappers now appear and

make their way to the front of each tower in turn. Follow the green markers and keep the Romans away from each sapper – if they take too much damage their explosives will go off. When each explosive is set, head to the bomb and light it. Repeat this until all three towers have been destroyed – the more Romans you killed in the process of destroying the Centurions, the easier this will be.

Follow Castor and Pollux to the next area, avoiding any incoming projectiles. During the next sections, you'll find flaming arrows in chests around the environment. Use these to rapidly take out opponents later on.

Kill the Romans in this area for the arrival of King Leonidas. Utilise the sweep attack on groups of them – whenever the rage meter is charged,





direct it at stronger troops to help kill them more quickly. Centurions are too tough for the normal Spartans to kill, so take them out yourself. Your allies can then mop up the enemy.

Romans are now ascending the walls. Kill them off, but keep an eye on Leonidas' health and on the damage done to the city gates. Again, try to focus your attacks on the Centurions, who will kill a lot of your allies. Whenever a crowd of your fellow Spartans are waiting to join the battle, pull the lever to the portcullis to allow them to help you.

When the Romans stop ascending the walls, follow King Leonidas to the main city gates. Wait for the catapults to be loaded then fire them, keeping an eye on the radar for any engineers trying to damage the gate. Activate the cauldron to kill off the engineers, but don't let the cauldron get destroyed. Talos will be stopped after all three catapults have been fired. Listen to your allies – they'll tell you which element of the challenge to concentrate on as the battle ensues.

LEVEL 2: A SPARTAN WELCOME

Head east around the fallen trees. Move quickly to avoid Ballista Fire. Make your way north-north east to find a chest containing some fire arrows. Pick up the fire arrows, head out of the trench and proceed to the west and fire at some explosive barrels. Kill off any Romans and head through the hole in the gate. To the east is a crate containing an explosive keg – smash the crate and light the bomb to gain access to the enemy compound.

Kill all the Romans in this area so Castor can safely break the lock to the lever. Take out the archers first so you can fight the rest of the Romans without being fired at. Kill the alarm ringers before they reach the alarm and call for backup. When the area's clear Castor will break the lock for you to pull the lever. Open the chest for some fire arrows, press **Ⓞ** while firing the bow to target an explosive barrel on a walkway full of archers, then **ⓧ** to fire on it and blow them all up.

Head north down into the trench and follow Castor around to the next lever. Stay close to Castor to avoid alerting the Romans in training. Pull the lever when Castor has broken the lock. Follow Castor up the ladder where you'll find some crates. Destroy them and light the explosive inside, then retreat to a safe distance. Hop down to ground level and proceed up the ramp into the next area.

Follow Castor and clear the area of enemies. Keep an eye on the radar for alarm ringers (RED) and dispose of them early on to avoid reinforcements. All the Romans here must be killed before you can proceed. The next area is guarded with a mobile artillery unit. With your shield raised, make your way towards the artillery unit and kill the shooter. Destroy all the Romans in this area, making use of the artillery unit. Castor will break the lock to the next area once all the Romans are dead. Follow Castor through the gate and up the ladder and head down the ladder on the other side.

Go up the log ramp and pick up

the fire arrow in the chest. There are Roman patrols to the south – use the fire arrows and shoot them at the explosive barrel to kill as many troops as possible. Kill all the Romans while keeping an eye out for alarm ringers. Now follow Castor to the next area.

You now need to kill all the Roman ambushers. Make use of the Blades Of Athena's power moves and improved Rage moves to despatch them as quickly as possible. The Athenian Blades are not as powerful but are a lot quicker than your standard sword. Use multiple hits to charge the rage meter quickly and use the Radial Rage move to attack multiple surrounding enemies. Replenish any health lost or power used with the shrines.

Follow Castor and Electra and stop the Romans executing the prisoners. When the prisoners are assembled, head east and open the large gate. Keep in front and follow the path around to the next area. Kill off as many of the Romans as possible before the rest of the group arrive, again focusing your attacks on the



tougher opponents. If you get lost, wait for the group to catch up and follow them to the next area. When you've reached the last area, wait for Castor to catch up and he'll break the lock to the next area. Pull the lever to continue.

Man the ballista and kill the emerging Roman troops (you can zoom with the right stick). A good tactic is to aim at the trench at the main gate and fire methodically to take out as many opponents with the explosion as possible. You should be able to take two full waves of Romans with the first ballista.

If any Romans do get through they'll come and attack you on the ballista – be ready to jump off to deal with them. Blow up the ballista when it's out of ammo and move to the next ballista (over the bridge). You now need to stop the Romans from attacking the prisoners until the timer runs out – try aiming for explosives to take out more Romans with each shot.

LEVEL 3: THE LAST STAND

Head north east and make your way out of the trench. Head west along the trench at the front line and turn right at the end. Head north – stick to the wall to avoid the archery fire on the way. Kill the Romans and proceed up the small set of steps and then two flights of stairs. Destroy the ballista to the north by lighting the explosive hidden in the crate. Head to the gates at the south west to destroy the second ballista with the explosives in the crates. Retreat to a safe distance. Head back to the explosion area and jump over the newly damaged wall to the south. Make your way down to Leonidas' position.

Charge at the Romans and keep killing them while avoiding the Medusa beam. When enough troops are killed, Centurion backups will appear. Dispose of the Centurions on the radar and proceed to meet up with allies to the south east. Drop off the ledge to the left to avoid the chasm. Head up to Castor's location.



Power and Health shrines are at the edges of the battlefield. Destroy the petrified soldiers to get extra power blobs.

Head north west to the first archery tower. Destroy the crates and ignite the amphora. When the tower is destroyed, head over the ramp created by the tower debris and go south west to the next tower. Use the red pillar to jump on the tower platform. Destroy the crates and ignite the amphora. Now retreat to a safe distance until the tower is destroyed. Head over the tower's debris to the next area and proceed up the steps to the west.

Turn right at the top and head north east to jump onto the pillar debris to reach the third tower. Destroy the tower in the same fashion as before and head back down to join your allies in battle. Kill off all the remaining Romans to continue. Now follow Castor to the next area.

Go through the gate and head up the ladder to the north west while taking out the enemies. Cross the walkway to the north to find the lever to open the temple doors. After the cut-scene, head south and drop off the roof to get back to ground level. Follow the troops to the temple.

Inside the temple kill off all the archers with your bow and arrow. There are arrow pick-ups in the north west corner if you run out. When all the archers are gone, kill all the remaining troops. Ally sappers will then lead you to the next area.

In this area you'll meet and fight Crassus. Top-up on health with the shrines in the middle by the Medusa and replenish your power by the power shrines at the four corners of the steps to the Medusa contraption.

Shield bash Crassus and attack him when he's open. You can only block his power attack if you have a full power orb. Repeat this while avoiding the Medusa beam until Crassus is dead. Use Direct Rage and Direct Power moves to damage Crassus most.

LEVEL 4: BADLANDS

When fighting barbarians, watch out for their combination attacks. Shield bashing is less effective against these tough fighters. Try to use fire to defeat them quickly. The Medusa Shield can greatly assist you against this level, but make sure you make the most of the short duration mass-petrification. Assist your allies in killing all the barbarians to continue. When all the enemies are dead, proceed to cross the bridge to the south east.

Kick over the braziers to burn the tents. The brazier locations are highlighted as yellow markers on the radar. Kick over the last brazier to burn down the gate.

Head east up to the cave entrance and light the explosive in the crate. Retreat to a safe distance. When the cave has been destroyed, head south west to the newly opened gate. Kick over the brazier to burn down the gate to the next section. Head south east to blow up the second cave in the same manner as the first. Stand at a safe distance. Once it's destroyed, head back up the ramp to the cave and make your way along the side of the cliff to the third cave. Now destroy the third cave.

Find the chest containing the fire arrows and head south east to Castor and the others. Fire at the fire barrel to topple the tower and form a bridge. Cross the column and turn right. Make your way around and drop down to

the main area. Activate the lift to the east. Head up the spiral ramp and cross the bridge to the large tent. Head behind the tent and light the amphora in the crates. Now head back down the spiral ramp and kill all the barbarians to continue.

Break the crates and light the amphora to burn all the tents. Kill all the remaining barbarians to continue. Head through the gate to the south to the next area. Head north and descend the rocks to get to the bottom, then activate the lever in the south west corner.

Get rid of the Gigant (Power moves are most effective – or use Shield and Jump to roll and avoid the slow attacks) and all the other enemies to continue.

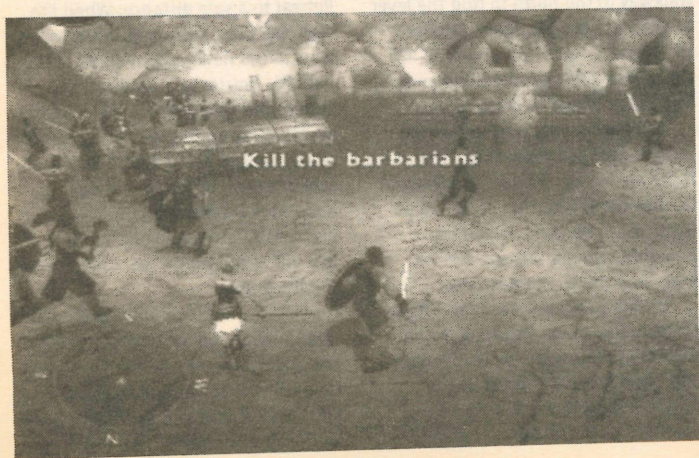
Head up the ramp to the north east and cross the bridge to get the key in one of the chests. Now head back to free the prisoners in the south. Kill the remaining barbarians to finish the chapter.

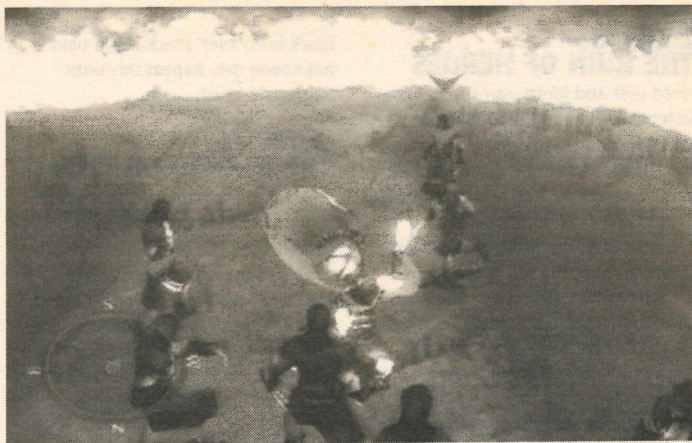
LEVEL 5: WILDBUNCH

Head south east and open the main gate. Slay the berserkers and head back to the village. Destroy all the barbarians coming into the main gate. Use repeated swipe attacks using the Blades Of Athena and use the Radial Rage attack as soon as it is available.

After you've killed the first wave of barbarians at the main entrance, head to the grain stores and kill off any barbarians who snuck around though the sidewalls. Head back to the main gate and kill off the second wave in the same way as before. Head back to the grain stores and eliminate as many of the barbarians as possible who came in from the sidewalls.

If one of the grain towers is being heavily attacked, kick the bell post to call for backup. Help will arrive at the grain store that you kicked the bell post off, so head to the other grain store and kill the barbarians there. Don't kick this bell post as your allies will come to you from the first grain store, leaving it unguarded.





Traverse between both grain stores, clearing the area of enemies, keeping a closer eye on the grain store with fewer allies. Use the Radial Power arrow to kill rows of enemies heading to the grain stores.

When enough enemies have been killed two Gigantes will appear – if the grain stores are healthy and are not under attack, concentrate on killing each of the Gigantes.

Roll behind the Gigantes when it attacks and hit them in their backs to deal greater damage. Use the Radial Medusa beam when available. Kill off the remaining barbarians when the Gigantes are dead – there are health and power shines dotted around if you need them.

Protect the villagers from the attacking barbarians. Use the radar to locate each enemy. As they are busy attacking villagers, head behind each enemy and attack them from behind to deal more damage and kill them before they can retaliate. Jump attacks should kill most barbarians in a single attack.

When all the barbarians are dead, follow Electra up the hill to the hill-top camp. Hold up your shield to deflect the ballista fire. Now enter the camp to face Beowulf.

Wait for Beowulf to attack and roll out of the way. Attack him in the back until he blocks or you see him perform another attack. Roll, attack, roll and attack. Stay in the middle of the area to avoid the magic fire which will kill you instantly.

Destroy the berserkers as they appear – they will often provide health and power orbs. If Beowulf heads to the fire baskets to pick up magic fire to throw at you, fire arrows at him before he throws it; he will drop it and take damage himself. Repeat this until he's dead.

Kill off the remaining barbarians – hold block until you are amidst a horde of enemies then use the hammer's Radial Power attack. Switch back to a quicker weapon and finish off the enemies.

LEVEL 6: THE RUIN OF HEROES

Head east and jump over the gaps. Enter the room and kill the Romans until the door to the north opens up. Head north into the large room then turn west to find a crate containing an explosive – light it to topple the column. Cross the column and head to the room at the top of the steps.

Kill the Romans to give you some time to pull the levers and shoot the target that appears. When all three have been activated the exit will open up. Head up the new stairs and pull the lever to access the new room. Pull the levers in the four corners to open the exit – use fire on the zombies or attack them until they fall, and make sure you use a fatality move or they will get up again.

Make your way to the winch in the centre of the peninsular and light the explosive inside one of the crates. Kill all the enemies until a gate opens to the north. Head north and turn east to find a fire arrow chest – pick up the fire arrows and head west to fire at the barrels on the other side of the gap. Now cross the bridge and open the door to the next area.

Destroy the spawn points as they appear while defeating all the skeletons and undead. When all three spawn points have been destroyed the gate to the next section drops down. Head south until you reach a room and clear the enemies to continue.

Follow Sejanus to meet your Nemesis. Top-up on health and replenish your power by using the shrines. Shield bash Nemesis and attack him when he's open. Beat him to the health and power orbs that appear – this is VITAL! You can only

block his power attack if you have a full power orb. Repeat this until Nemesis is dead.

LEVEL 7: THE GHOSTS OF TROY

Clear the next room for the sappers by lighting all the explosives and defeating all the skeletons. Light the explosive that the sapper places to access the next area. Head east to the large chamber with the chasms in it. Open the crates to find the key to the lever lock, then head to the north east corner and open the door with the key and lever.

Continue through the ruined room to the chests and shrine. Open the chest to find a fire arrow pick-up. Fire upon the fire barrel to the west to cause an explosion. Backtrack and cross the fallen debris that's made a bridge. Jump the gap and head up the ramp to the door.

Jump the gaps in the ruined corridor to reach Castor and pull the lever. Help the Spartans by defeating all the skeletons. Head north and follow the path around to the east and kill all the enemies. Pull the lever when Castor has unlocked it.

Shoot the open targets to move the bridge. Head across the bridge and pull the lever in the small room at the end to open the next set of targets. Repeat this until you reach the last room. Defeat all the skeletons and the undead. Now pull the lever to proceed.

Follow Castor to the next section. Break a crate to get to the lever. Kill all the Romans until the next section and also kill Sejanus' assassins. Follow Castor to the gate and pull the lever. Defeat all the undead so that Castor

can unlock the next lever. Pull the lever to finish the chapter.

LEVEL 8: THE SENTINEL

You must now destroy the multi-headed Hydra. Replenish your power by attacking the heads with normal attacks when they lunge. If you manage to use up all the floating fire arrow pick-ups, replenishing fire arrows appear on the right in a chest, so use them. Try to use the chest arrows first though, as they're harder to grab once the Hydra's wounded and attacking more frequently.

When the Hydra's energy is depleted enough it'll rear its main head. Avoid its fire attack and keep destroying the smaller heads until the main head performs a lunge attack. Destroy the main head with a power attack and launch a fire arrow at the neck to finish it off.

LEVEL 9: RESISTANCE

Kill the archers and assassins that

appear. Locate them using the radar and listen to the civilians for hints, then head to the Bacchus Inn. Follow the Spartan allies and kill the Romans before they reach the square.

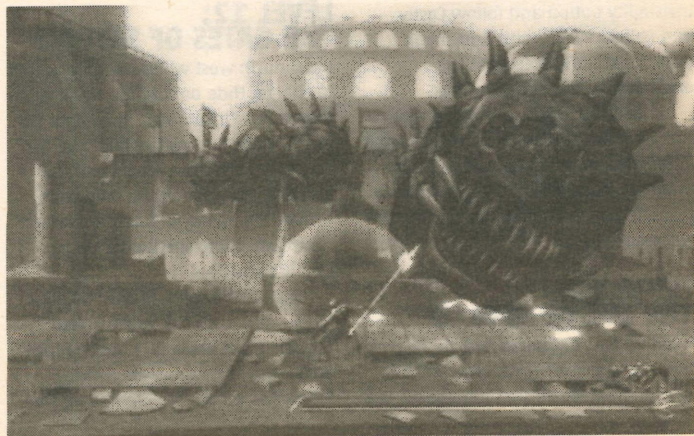
Follow the radar, meet your contact and prevent the spies reaching the safe houses. Use the radar to locate them – try to kill their bodyguards, otherwise they will group together and pursue you. Now kill the remaining Romans – use the radar to locate them.

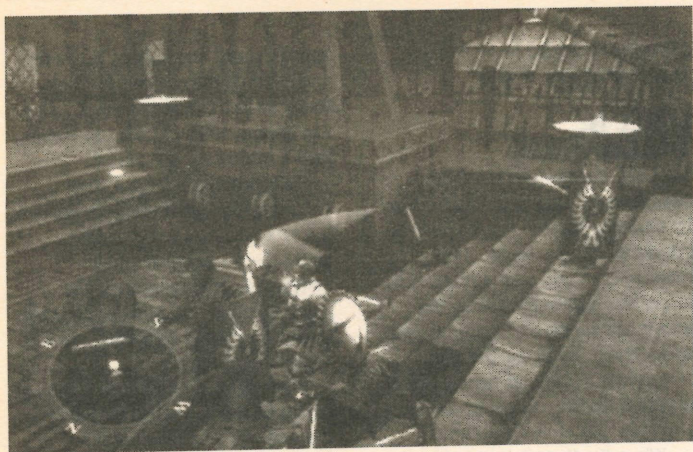
Make sure you have full power and arrows before you start this section. You now need to meet with Archimedes in the square and escort him to the safe house.

Follow Archimedes and kill any Romans that approach – this is not an easy thing to do, you'll soon understand why you needed full power and arrows.

LEVEL 10: REVOLUTION

Follow Castor and Pollux to the execution site and kill all the Romans





there. Don't let all the prisoners die. Use Radial Power moves to defend the prisoners, and follow Castor and Pollux to the shrine. Use the radar to locate and rescue the Sisters Of The Resistance.

Meet up with Castor and Pollux, then meet your contact at the shrine. Get Acrisius' key – use the radar to locate his position. Take the key to unlock the shrine, pick up the invisibility potion and follow Castor and Pollux. Head north and sneak past the guards, then light the explosives to free the prisoners.

Kill all the Romans, making sure the prisoners survive. Now meet Castor and Pollux at the gate. Follow Castor and Pollux and escort the prisoners to the safe house. Remember to keep the prisoners alive.

LEVEL 11: THE EYE OF APOLLO

Head up the ramps and kill all the enemies. Wait for Castor and Pollux and pull the levers simultaneously. Kill

the enemies that appear so Castor can unlock the lever. Pull the lever to get to the next section. Repeat this to get the other three crystals.

Once you've got the last crystal, head to the roof of the tower where you must pull the four levers in the four corners of the roof. After pulling them the lightgun will be available to shoot down Ladon.

LEVEL 12: THE GATES OF SATURN

Head north west when the allies shout to charge. Hide behind the rocks when they shout "Incoming". Now light the explosive to destroy the ballistas. Go east to capture the second ballista and use it to destroy the sally ports containing enemy archers. Now head north and climb the ladder up to Castor's position.

Protect the sappers until they get to the wall to be destroyed – four sappers must make it to destroy the wall. Light the explosives, kill the Praetorian troops highlighted by the

radar then finish off the rest of the Romans to continue. Archers will now appear and must be killed before Sejanus reappears.

Defeat the undead here until the gate is raised, then head through the gate and ascend the ladder on the tower to activate the wrecking ball lever. Head through the broken door and follow the path around to get to the gate lever highlighted in green on the radar. Pull the lever then head for the priestess that's flashing on the radar.

Defeat the priestess and jump into the central pool to warp back to the world. Now head to the second priestess location. Once she's defeated, head through the large gates to the next section. Head north then east to drop down to ground level. Pull the lever in the north west corner then kill the Roman troops until Castor leads the way to the next area. Follow Castor and pull the lever to lower the bridge. Follow Castor and pull the lever to open the gate.

Kill all the enemies here until the

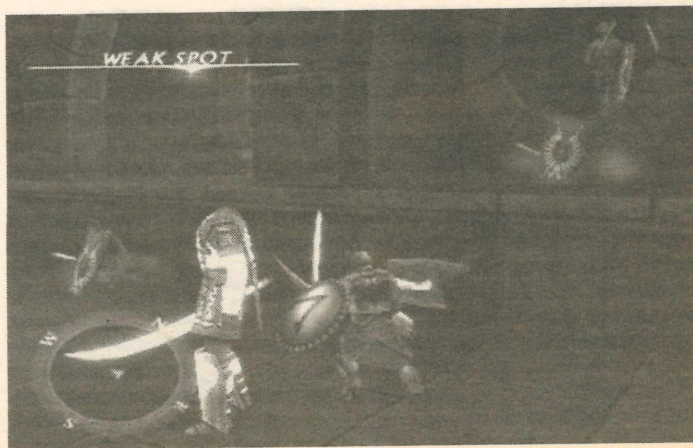
priestess's gate is blown open. Head up to confront the third priestess. After killing the third priestess, head to the final priestess and defeat her.

Now you need to kill Sejanus. Use the Medusa beam and attack Sejanus when he is stone. When you run out of power, stand next to him and attack him as soon as he drops his barrier. Repeat this until he's dead.

LEVEL 13: DEATH & CIRCUSES

Head down the north west path, turn west and wait for a break in the gas jets to get past. Kill any enemies on the way and cross the wooden planks, then head east to pick up some fire arrows in the chest.

Backtrack across the planks and shoot at the fire barrels to blow open the gate. Go through the gate and follow the path around and cross another set of planks. Kill all the archers with your bow and any enemies still lingering – some of the enemies will open the gate to the next area. Now cross the wooden



Spartan: Total Warrior

planks – they'll collapse once you've reached the other side.

Head east and kill the Romans and Gladiators to pick up a key. Once you've got the key, backtrack west to find a level. Unlock and pull the lever, then enter through the raised gate. Pick up the rage vial and kill all the enemy troops that appear. Any ally will open the gate for you to proceed.

Cross the wooden planks and head east killing any enemies that appear. Keep heading east and the gas lever will appear on the radar. Make your way to the lever killing all the enemies on the way. Pull the first lever to gain access to the gas pipe lever, and turn off the gas.

Backtrack and go through the area that's now cleared of gas. Head north and kill the awaiting enemies. A Gladiator will break out of the cellar and try to attack you – kill him and proceed into the cellar.

Pull the three levers to attract the guards down by the cellar and kill them all. Head out of the south east door and clear any remaining

enemies. Exit through the east door and ascend the stairwell – pull the lever and exit the door at the top.

One of the enemies holds the key to the next area. Head north west to draw out more enemies and keep killing the enemies until a key is dropped. Use the key on the lock in the south east and pull the lever. Break open some crates to find some explosives. Light the explosive and retreat into a safe area.

Use the debris to drop safely down into the lower levels, then head north avoiding the gas jets and kill any archers on the other side. Now head up the ladder.

Pull the lever to the north to release the prisoners and kill all the hostile captives that have also been let out. Don't let all the Spartan prisoners die. Pull the lever to the south west and follow the Spartans to the next door. Pull this lever and head to the final door – go through to face the Minotaur.

Use the shrines to charge up your power. If there are no shrines left, kill



some enemy troops and collect their power orbs. Use your Medusa Beam to turn the Minotaur to stone near some explosives, then use them to destroy the Minotaur.

LEVEL 14: GODS OF BATTLE

Follow the radar and head north west to Electra's position. Kill all the Romans before Electra is killed. Now head south east until you reach an opening to the coliseum. Turn north and head up the stairs to find Castor in the north west corner. Kill his captors and all the Romans in this area.

Follow Castor down the stairs and kill all the enemies until they stop coming. Open the gate after it's been unlocked, then pick up the fire arrows in the chest at the north west corner of the room and head through the archway to the north east. Shoot the fire barrel in the north corner and head through the blasted door to pull the lever in the west corner.

Fill up on health at the shrine. If your power is full, use the Radial Medusa beam, then refill your power reserve from the power shrine. Drop down and kill as many enemies as possible before they break out of the petrified state. Try not to get hit – there are a lot of enemies to deal with and only six health shrines available.

Kill all the Romans and Gladiators by taking them unawares while they are engaged in combat with each other, then kill the waves of Romans who appear from the doorways.

Kill the Infernos troops quickly with arrows, then take your time over the assassins. Kill the second and third wave of infernos and assassins.

At this point more enemies appear, however, you'll see that two Infernos troops are highlighted on the radar – kill these and they will destroy part of the scenery for you to jump up to. Make sure you stock up on health and then pull the lever.

Head up the stairs and approach the civilians on the other side of the gate. They will tell you that they can open the gate by the time you've killed all the Romans, so kill all the Romans and then proceed through the gate.

Head up the stairs and jump over the crates in the east corner. Head east and go down the stairs. Head north east and light the explosives hidden behind the pillar. Now retreat out of the area to avoid getting killed. Head up the ramp.

It's now time to kill Ares. (Use power moves against Ares when he's about to use a magic power and you'll get a short opportunity to interrupt his attacks.) Shield bash Ares and follow up with a few attacks and repeat. As soon as Ares spawns copies of himself, fire Radial arrows to dissipate them. If Ares reanimates the dead, use the fatality move on them before they get up and kill off the rest normally. If Ares uses his Homing Floor Flames attack, jump over the flames and into the centre, then head up to Ares and attack him. Repeat this until he's dead. ■

HEY BABY, NICE TIPS...

...NOW DECIDE WHAT GAMES YOU WANT US TO CRACK NEXT

So there we go, gentlemen. Another month, another four games crushed in the murderous grip our leather tips gloves. [Cough.] But what now? Well, that's up to you. We want you to tell us which games you want walkthroughs for. The most requested ones will appear in next month's tome. See? That's democracy in action right there. So whether it's a comprehensive guide to the unlockable characters in *Soul Calibur III* or a full walkthrough for *From Russia With Love*, our wish is very much your command. Keep the wishes clean, mind.

Use the form below and send your requests to:
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