SOLDIER OF FORTUNE®

OFFICIAL STRATEGY GUIDE

by
Kenn Hoekstra

BRADYGAMES
TAKE YOUR GAME FURTHER™

Official SOLDIER OF FORTUNE® Strategy Guide

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Kenn Hoekstra, Raven Software

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INTRODUCTION

You are John Mullins. You are the best there is. The only thing colder than the steel in your hands is the ice that runs through your veins. You had three tours in Vietnam and got three Purple Hearts for your trouble. Army Special Forces trained you as part of the controversial PHOENIX group to assassinate high-ranking Vietcong officers and, in the process, made you a lethal weapon. You've seen things that would make the bravest of men wake up in the middle of the night screaming, and you've lived to tell about it. Like I said, you're the best there is.

The war is over now and so is your military career. You're in business for yourself, comrades in arms with Aaron "Hawk" Parsons and Sam Gladstone, buddies from your days in the service. You get most of your business from a U.N. anti-terrorist group known as "The Shop." The pay is good and their checks never bounce.

Worldwide terrorism is on the rise and The Shop wants to know who's behind it. That's where you come in.

Soldier of Fortune is a first-person perspective action shooter from Raven Software, the highly acclaimed developers of the Heretic™ and Hexen™ series of computer games. This military action extravaganza will challenge you with non-stop thrills, ruthless enemies and a wide variety of challenging environments that span ten missions, 31 game levels and four continents. Within these pages you will find general tactics, extensive background information, tips and tricks, cheat codes, advanced options and a wide variety of useful information designed to help you get the most out of your mercenary combat experience.

HOW DO I USE THIS BOOK?

People buy strategy guides for any number of reasons. Some people like to read and learn more about their new game and its background. Some like to have a walkthrough handy in case they get stuck along the way. Some strategy guide buyers want to find all the secrets and Easter Eggs the developer hid throughout the game. And some people want to know more about the developers, the game's history and the evolution of the game and its artwork. Fortunately for you, this guide has it all.

Generally speaking, gamers get a real sense of accomplishment from finishing a computer game. After all, who doesn't like to win? But sometimes you can't do it without a bit of direction or a little help here and there. As such, this guide is divided into seven sections:

Background Information

Mission Overviews

General Game Strategies

Single Player Walkthrough

Multiplayer Strategies

Top Secret Stuff

Bonus Materials

The background information tells you about the characters, weapons and items in the game. The mission overviews let you know what you can expect as far as Soldier of Fortune's levels, enemies and environments are concerned without giving away the plot. The general strategies section will help you develop and hone the skills you need to finish the game. The single player walkthrough tells you exactly what to do in each and every game level and is the perfect resource if you are stuck or if you've run out of options. Multiplayer strategies provide detailed descriptions of Soldier of Fortune's vast array of online gaming options and provide tips and tricks to help you get out there and take down your human counterparts on the Internet. Top secret stuff is just that, top secret! It's full of cheat codes, inside information and Easter Eggs for the gamer who thinks that too much information is never enough. And what would a strategy guide be without bonus materials? Go inside Raven Software and find out the full story behind the development of Soldier of Fortune and the people behind the game.

So whether you just need a little help or you want to know everything, this guide is for you. I hope you enjoy using it as much as I enjoyed writing it.

All the best,

Kenn Hoekstra

Project Administrator
Raven Software Corporation

THE HEROES

JOHN F. MULLINS

Height:	6'0
Weight:	192 lbs
Age:	51

BACKGROUND NOTES

Born and raised in Southwest Oklahoma, Mullins served three tours in Vietnam, earning three Purple Hearts. He was also a member of the controversial PHOENIX group created to assassinate high ranking Vietcong officers. Mullins retired from the military to become a "consultant," or mercenary, twelve years ago. He now takes jobs from the U.N. anti-terrorist group called The Shop. With a medium build, Mullins boasts strength and speed that few men possess. You are in control of John Mullins throughout the course of the game.

AARON "HAWK" PARSONS

Height:	6'3
Weight:	253 lbs
Age:	33

BACKGROUND NOTES

Grew up in inner city Detroit and later fought in Desert Storm. Parsons is considered one of the army's best demolitions specialists. He is frequently partnered with John Mullins on jobs coming from The Shop. Hawk is a valuable source of information. His conversations with John Mullins offer advice, tips, and useful information throughout the game.

SAM GLADSTONE

Height:	5'11
Weight:	200 lbs
Age:	62

BACKGROUND NOTES

Bookstore owner and part-time employee of The Shop. A captain in Vietnam, Gladstone excelled at recon, later spending several years with the CIA. 62 years old. Bearded. You will meet Sam when you visit Lasky's Used Books. He'll put you in contact with The Shop and get you the equipment you need to complete your missions.

THE ENEMIES

SERGEI DEKKER

Height:	6'2
Weight:	220 lbs (Minus Armor)
Age:	45

BACKGROUND NOTES

Armor-clad leader of the Order, a group hell-bent on destroying the New World Order. A colonel in apartheid-ruled South Africa. Founder of KRAAL, a 70's and 80's top secret program that produced 7 primitive nuclear weapons despite a UN arms embargo. Exiled from South Africa upon the fall of apartheid. Moved to Germany where he vowed revenge on the UN and the United States that strong-armed change in his country.

WILHELM "SABRE" DEKKER

Height:	6'4
Weight:	245 lbs
Age:	37

BACKGROUND NOTES

Younger brother of Sergei, Wilhelm moved to the gang-laden streets of New York. Once the leader of the white supremacist movement in South Africa, he now leads a militant hate gang with his charismatic personality and ruthlessness. Still trades weapons with his brother and carries out missions in New York for the Order. A bald-headed, highly tattooed monster of a man.

GENERAL MOHAMMED AMU

Height:	6'0
Weight:	200 lbs
Age:	48

BACKGROUND NOTES

A powerful general in Saddam's army. Disillusioned after the loss of the Gulf War, Amu mounted his own private war with America. Allied with the Order, Amu plans to overthrow Saddam and viciously attack UN and US targets. Always found in military garb and sporting a disfiguring scar, Amu is a coward at heart.

THE WEAPONS

As a high-profile mercenary consultant, you have access to some of the best weaponry in the world. Your arsenal consists of 12 in-view weapons and 6 combat items provided for you by Sam Gladstone at The Shop. What follows is a detailed description of the weapons and combat items you will find in your travels. "Shop Talk" is a source of inside information and tips regarding the use and efficiency rating for your weapons. Efficiency ratings are shown in six categories and an overall rating on a scale of 1.0 to 10.0 with 1.0 being the lowest and 10.0 being the highest. Use this information wisely, it could save your life.

"PIG STICKER" COMBAT KNIFE

Ammo	6 Maximum In Inventory
Cartridge	N/A
Rate of Fire	N/A
Muzzle Velocity	N/A
Weight	.46 kg
Primary Fire Mode	Slash/Stab
Secondary Fire Mode	Throw (Cannot Throw Last One)
Weapon Slot Cost	Free (Default Weapon)

DESCRIPTION

Although primarily used as a thrusting or slashing weapon, this high-tensile steel combat/survival knife is weighted and balanced to allow skilled users to throw with a high degree of deadly accuracy. The perfect weapon when stealth is a must.

SHOP TALK

The knife is your best friend because it's by your side on every mission. It's silent and deadly, and versatile enough to be used in melee combat and for ranged attacks. When you throw knives at enemies, don't forget to retrieve them for later use. After all, you can't throw the last one in your inventory. Perhaps the biggest advantage to the knife is the fact that it doesn't take up slots in your inventory. This allows you to stock up on the other equipment you need.

Weapon	Accuracy	vs. Armor	Stopping Power	Reload Speed	Stealth	Overall
Knife (Slash)	8.0	4.0	7.0	10.0	9.0	7.6
Knife (Throw)	6.0	4.0	6.0	7.0	9.0	6.4

"BLACK PANTHER" 9MM HANDGUN

Ammo	9mm
Cartridge	18 Magazine
Rate of Fire	40 rpm
Muzzle Velocity	350 mps
Weight	.86 kg
Primary Fire Mode	Semi-Automatic
Secondary Fire Mode	N/A
Weapon Slot Cost	1 slot

DESCRIPTION

Originally created in 1983 by an English company searching to create a lightweight, highly durable handgun, the Black Panther quickly dominated the handgun market. Its remarkable success is attributed to its simplicity, hardiness and compact size.

SHOP TALK

The Black Panther is an asset to every field assignment. Its attributes are well balanced to make it accurate, reasonably powerful and relatively silent. The quick reload speed is good to have in a firefight as well. Because it only costs one weapon slot and ammunition is plentiful, the Black Panther gets The Shop's highest recommendation.

Weapon	Accuracy	vs. Armor	Stopping Power	Reload Speed	Stealth	Overall
9 mm Pistol	8.5	5.5	6.5	9.0	7.0	7.3

Ammo	.44 Caliber
Cartridge	9 Magazine
Rate of Fire	24 rpm
Muzzle Velocity	376 mps
Weight	1.9 kg
Primary Fire Mode	Semi-Automatic
Secondary Fire Mode	Pistol Whip
Weapon Slot Cost	1 Slot

DESCRIPTION

Manufactured in Texas by WatchDog Industries, the Silver Talon was designed to be one of the most powerful handguns in the world. The Silver Talon is larger and more cumbersome than lower caliber pistols, but compensates with a large degree of stopping power and a high degree of accuracy.

SHOP TALK

The Silver Talon is a powerful weapon with few drawbacks. It has tremendous stopping power, it pierces armor and it will take down most foes with a single shot. The weapon has a smaller magazine than the 9mm, but reloads quickly. The drawbacks of the weapon come mainly from the noise factor. Firing the Silver Talon draws enemies to your location more often than not, so limited use is recommended. Use this weapon when you need serious firepower.

Weapon	Accuracy	vs. Armor	Stopping Power	Reload Speed	Stealth	Overall
.44 Pistol (Shot)	8.0	8.5	8.5	8.5	5.5	7.8
.44 Pistol (Whip)	6.0	4.0	6.0	9.0	9.0	6.8

"SILVER TALON" .44 CALIBER HANDGUN

B-42 "BERSERKER" SHOTGUN

Ammo	00 Buckshot
Cartridge	8 Magazine
Rate of Fire	24 rpm
Muzzle Velocity	385 mps
Weight	4.86 kg
Primary Fire Mode	Semi-Automatic
Secondary Fire Mode	N/A
Weapon Slot Cost	2 Slots

DESCRIPTION

Developed specifically for police and military use, the B-42 is a highly lethal close-combat assault weapon. Although the addition of the elbow hook on the skeleton stock allows the B-42 to be fired one-handed, it greatly decreases the accuracy of the weapon.

SHOP TALK

The B-42 "Berserker" Shotgun is an excellent weapon against unarmored opponents, but it's not much good against enemies with a lot of body armor. Firing this weapon into a crowd is a good way to stun multiple targets, but be prepared to fire multiple rounds to take them down.

Weapon	Accuracy	vs. Armor	Stopping Power	Reload Speed	Stealth	Overall
B-42 Shotgun	6.5	4.0	8.0	6.0	4.5	5.8

"EAGLE EYE" SNIPER RIFLE

DESCRIPTION

The Eagle Eye is a highly modified and refined version of many of the sniper rifles that contain short action systems intended for high precision fire. With the inclusion of the sound/flash suppressor barrel, the Eagle Eye is a welcome addition to any stealth-based mission. The addition of a powerful scope and armor piercing rounds add a lethal dose of accuracy. Highly sought after for its inherent stability, the Eagle Eye is most professional snipers' weapon of choice.

SHOP TALK

The Eagle Eye is one of the best weapons you can have. It's deadly, accurate and extremely good for long-range engagements and stealth. If silence and discretion are your goals, the Eagle Eye gets The Shop's highest recommendation.

Ammo	5.56 mm
Cartridge	6 Magazine
Rate of Fire	12 rpm
Muzzle Velocity	2000 mps
Weight	6.8 kg
Primary Fire Mode	Snap shot from the hip
Secondary Fire Mode	Scoped view with variable zoom depth
Weapon Slot Cost	2 Slots

Weapon	Accuracy	vs. Armor	Stopping Power	Reload Speed	Stealth	Overall
Sniper Rifle (Hip Shot)	6.5	6.5	7.5	6.5	9.0	7.2
Sniper Rifle (Zoomed)	10.0	8.0	9.0	6.5	10.0	8.7

RAPTOR SMG SUBMACHINEGUN

Ammo	5.56 mm
Cartridge	30 magazine
Rate of Fire	240 rpm
Muzzle Velocity	750 mps
Weight	3.6 kg
Primary Fire Mode	Full Auto Fire
Secondary Fire Mode	N/A
Weapon Slot Cost	2 Slots

DESCRIPTION

The Raptor SMG blurs the lines between assault rifles and submachineguns. Although small and compact like a submachinegun, the weapon is chambered for 5.56 mm ammunition, an ammunition type that is usually found in assault rifles. Regardless of classification, this weapon is an efficient, top-of-the-line killing machine.

SHOP TALK

The Raptor SMG is a solid overall weapon that's good for putting a lot of lead in the air fast. You'll need it, too, since this isn't the best weapon for stealth operations.

Weapon	Accuracy	vs. Armor	Stopping Power	Reload Speed	Stealth	Overall
Raptor SMG	7.5	7.5	7.5	7.5	5.0	7.0

BULLDOG T-31 SUPPRESSED SUBMACHINEGUN

DESCRIPTION

The Bulldog T-31 is a simple, yet durable weapon with a low maintenance rate and high functionality. Although the high rate of fire makes the weapon difficult to control, short, controlled bursts allow highly effective, concentrated fire.

Ammo	9 mm
Cartridge	32 magazine
Rate of Fire	1200 rpm
Muzzle Velocity	293 mps
Weight	2.55 kg
Primary Fire Mode	Full Auto Fire
Secondary Fire Mode	N/A
Weapon Slot Cost	1 Slot

SHOP TALK

Every bit as good a weapon as the Raptor, the Bulldog makes up for its lower accuracy with a highly effective silencer and a greater rate of fire. Watch your ammunition levels when using this weapon, however. It goes through a lot of ammo in the blink of an eye.

Weapon	Accuracy	vs. Armor	Stopping Power	Reload Speed	Stealth	Overall
Bulldog Suppressed SMG	6.5	7.5	7.5	7.5	9.0	7.7

M-75 GUARDIAN HEAVY MACHINEGUN

Ammo	5.56 mm
Cartridge	50 belt in box magazine
Rate of Fire	1000 rpm
Muzzle Velocity	866 mps
Weight	9.87 kg
Primary Fire Mode	Full Auto Fire
Secondary Fire Mode	White Phosphorus Grenade
Weapon Slot Cost	2 Slots

DESCRIPTION

One of the finest heavy machineguns ever created, the Guardian's high rate of fire and deadly secondary attack make this a welcome weapon for any sort of military procedure. Care must be taken when employing the white phosphorus grenades as splash damage may injure the firer.

SHOP TALK

The Guardian heavy machine gun is one of the deadliest weapons in your entire arsenal. It cuts through armor like butter and will cut down multiple enemies in gruesome fashion with very little effort. Forget stealth entirely with this weapon and watch out for untimely reloading. The phosphorous grenade is impressive, but not always practical. Use it with caution.

Weapon	Accuracy	vs. Armor	Stopping Power	Reload Speed	Stealth	Overall
Heavy Machinegun (Auto Fire)	7.5	9.0	9.0	6.0	3.5	7.0
Heavy Machinegun (Phosphorus)	5.0	8.0	8.0	7.0	4.0	6.4

"HEAVY HITTER" H-24 SLUGTHROWER

DESCRIPTION

One of the most powerful man-portable weapons ever created, the Heavy Hitter utilizes the latest in gyro-jet technology. Due to the ingenious revolving magazine and bullpup firing design, the accuracy of the weapon is not compromised when firing fully automatic. The addition of the under-barrel grenade system adds a welcome dose of lethality to overturn the tides of battle.

SHOP TALK

This weapon isn't called "Heavy Hitter" for nothing. The explosive rounds do nearly as much damage to human opponents as the Rocket Launcher does. The only real drawback to this weapon is the time delay between when the shells hit their target and when they explode. It may be enough to give your enemy a parting shot. The grenade is a solid alternate fire option.

Ammo	Gyro-Jet Special Ammunition
Cartridge	10 Drum
Rate of Fire	60 rpm
Muzzle Velocity	200 mps
Weight	4.69 kg
Primary Fire Mode	Full Auto Fire
Secondary Fire Mode	Ejected Grenade System
Weapon Slot Cost	2 Slots

Weapon	Accuracy	vs. Armor	Stopping Power	Reload Speed	Stealth	Overall
Slugthrower (Slugs)	7.5	9.0	9.5	5.0	5.0	7.2
Slugthrower (Grenade)	6.0	7.0	8.5	7.0	4.0	6.5

M343D FLAMEGUN

Ammo	Liquid Fuel System
Cartridge	30 Bursts
Rate of Fire	30 rpm
Muzzle Velocity	100 mps (Limited Range)
Weight	15.06 kg Fully Loaded
Primary Fire Mode	Continuous Spray of Liquid Fire
Secondary Fire Mode	Mortar-Like Flame Globule
Weapon Slot Cost	3 Slots

DESCRIPTION

The M343D is a weapon that can spread a great deal of destruction in a short amount of time. Originally created for use in World War II, the flamethrower has lost popularity with the advent of more powerful and lighter anti-material weaponry. However, the creation of the smaller and more durable flamegun has re-introduced the destructive element of fire into modern warfare.

SHOP TALK

The Flamegun is an excellent weapon for "sweeping" fire into multiple opponents. Great stopping power and the continuous fire makes it inherently accurate. Use of this weapon is largely a matter of personal taste and it does take up 3 slots in your inventory. Keep that in mind before trying it in the field.

Weapon	Accuracy	vs. Armor	Stopping Power	Reload Speed	Stealth	Overall
Flamegun (Stream)	8.0	8.0	8.0	8.0	5.0	7.4
Flamegun (Globule)	7.0	8.0	8.0	7.0	5.0	7.0

M202A2 "FLASH" ROCKET LAUNCHER

Ammo	66 mm Explosive Rocket
Cartridge	4 Cartridge
Rate of Fire	8 rpm
Muzzle Velocity	114 mps
Weight	12.06 kg
Primary Fire Mode	Single Rocket Shot
Secondary Fire Mode	Multiple Rocket Fire (less accuracy)
Weapon Slot Cost	3 Slots

DESCRIPTION

The M202A2 Flash was originally designed to replace flamethrowers. Using a four round clip and four firing tubes, the Flash can place an incendiary rocket up to 750 meters away at one round per second. The open rocket tubes give no recoil when fired, but there is a dangerous back blast area behind the weapon which measures 15 meters long and 15 meters wide at its base.

SHOP TALK

Overall, the Flash Rocket Launcher is probably the most powerful weapon in your arsenal, but don't let all that power go to your head. In close quarters, it's just as easy to kill yourself with the weapon as it is to take down an enemy. The multiple rocket fire is good for laying waste to a large area and the spread makes is more accurate by default because you are almost guaranteed that the blast damage will take out anything in its path! Be careful, it's certainly not a toy. Use the Rocket Launcher for outdoor missions only and opt to use the 3 weapon slots it costs on small arms for missions that are primarily indoors.

Weapon	Accuracy	vs. Armor	Stopping Power	Reload Speed	Stealth	Overall
Rocket Launcher (Single Rocket)	7.5	9.0	9.5	7.0	3.0	7.2
Rocket Launcher (Spread Fire)	8.5	10.0	10.0	4.0	2.0	6.9

R-22 MICROWAVE PULSE EMITTER

Ammo	Battery Pack
Cartridge	30 Shot Battery
Rate of Fire	6 rpm
Muzzle Velocity	N/A
Weight	20 kg
Primary Fire Mode	Single Shot
Secondary Fire Mode	Continuous Beam
Weapon Slot Cost	3 Slots

DESCRIPTION

The Microwave Pulse Gun (MPG) is a weapon on the cutting edge of technology. Under development by several government and terrorist groups, the weapon is thought to be the ultimate in killing potential. Because of the horrible and painful wounds that this weapon inflicts, it has been officially outlawed by the UN's rules of warfare for use against human targets. A single shot from the MPG is capable of literally cooking the flesh of several targets simultaneously and a single target can be instantaneously burned to ash.

SHOP TALK

This weapon is positively brutal, but it gets the job done. There isn't an enemy in the world that can stand up to a direct hit from this weapon. The sheer power is offset by the lack of stealth and the painfully slow reload time. If technology is your thing, the MPG is the way to go.

Weapon	Accuracy	vs. Armor	Stopping Power	Reload Speed	Stealth	Overall
MPG (Single Shot)	6.5	10.0	10.0	4.0	3.0	6.7
MPG (Beam)	7.5	10.0	10.0	4.0	3.0	6.9

COMBAT ITEMS

BALLISTIC ARMOR

DESCRIPTION

Originally worn by police and SWAT unites, Ballistic Armor is more flexible and lightweight than normal body armor while still retaining a high amount of stopping power. Because of this, combat forces now use it across the globe.

SHOP TALK

Don't ever pass up the chance to obtain and wear body armor. Bullets are deadly and any extra protection you can get could mean the difference between life and death.

FLASH PAK

DESCRIPTION

The Flash Pak (or stun grenade) is a small grenade that emits a loud, stunning explosion followed by a large blast of concussive energy that blinds and disorients anyone in the blast radius for a limited duration.

SHOP TALK

Tossing a Flash Pak into a room is a great way to get the element of surprise on your side. Once it goes off, your enemies will be blinded and disoriented. If they can't see you or aim their weapons, they can't kill you. An excellent stealth weapon.

R-43 ANGEL LIGHT AMPLIFICATION GOGGLES

DESCRIPTION

Light amplification and starlight scopes have been in use for decades. Unfortunately, any sort of bright light or flash could damage the units and injure the optic nerves of those using them. The development of the R-43 solved those problems. The unit automatically adjusts to overly bright lights, sparing the user any uncomfortable situations.

SHOP TALK

The Angel Light goggles are the perfect item for night missions. It's hard to seek and destroy when you can't see and the R-43 unit takes care of that. An excellent stealth item.

HE-36 FRAGMENTATION GRENADE

DESCRIPTION

A staple of infantry units across the globe, the HE-36 is a standard issue fragmentation hand grenade. The grenade has a throwing range of about 30 meters and the explosion and fragment delivery carry a casualty radius of about 15 meters. The HE-36 explodes 3–5 seconds after removal of the pin and safety clip.

SHOP TALK

Not much explanation needed here. The HE-36 can even the odds in a hurry if you're outnumbered, but don't be anywhere near it when it explodes. If you're going to take the "all guns blazing" approach to a mission, don't forget to stock up on HE-36 grenades.

C4 PLASTIQUE

DESCRIPTION

C4 has been portrayed as the plastic explosive of terrorists for many years in the mass media. As it stands, the plastique is a highly stable, highly explosive charge that can be used nearly anywhere. With the addition of an electronic timer, C4 is a great way of circumventing locked doors and the occasional curious guard.

SHOP TALK

C4 is an extremely valuable item that can be used to get into secret areas, take out large groups of enemies and create distractions. C4 is highly recommended because of its versatility.

FIELD MEDICAL KIT

DESCRIPTION

Standard issue equipment for US Army regulars, the field medical kit is the perfect accessory for administering medical treatment in field operations. The kit consists of bandages, painkillers and surgical tools and can mean the difference between life and death for a soldier without access to the medical corps.

SHOP TALK

The field medical kit can and will save your life on many occasions. Medical supplies on your missions are few and far between. If you can carry it, do it. You won't regret it.

THE BASICS

PLOT OVERVIEW

You are John Mullins, a professional consultant with a long combat record and a reputation for getting jobs done when the world's governments can't. You have learned that a bloodthirsty worldwide terrorist organization has stolen four nuclear weapons from a poorly guarded weapons facility in the former Soviet Union. Your mission: Root out the terrorist organization, discover their secret plans, stop them and bring their leader to justice.

GETTING STARTED

You're probably anxious to get right in there and take on the world, but there are a few things you should do first to make your Soldier of Fortune experience as positive as possible.

THE BASICS

This should help you get the game up and running properly.

1. Read the manual that comes with the game
2. Make sure you have the latest version of the game. That is, check for patches and updates at www.ravensoft.com and www.activision.com. Download and install the updates if necessary.
3. Make sure you have the latest compatible video drivers and sound drivers for your machine's hardware. Make sure you read the compatibility.txt in Soldier of Fortune's documentation directory if you're having problems with video or sound.
4. Visit http://sof.ravensoft.com for help with sound, driver and setup issues.
5. After you get Soldier of Fortune up and running, go through the options in the game menus and adjust the video, sound and system settings to get the optimal performance out of your computer system. Here are my recommendations for low-end, mid-range and high-end systems.

LOW END SYSTEMS	MID-RANGE SYSTEMS	HIGH END SYSTEMS
Processor: P200 - 266	Processor: PII 300 – 350	Processor: PII 400 – 450, PIII 400 – 600 (or higher)
RAM 64MB	RAM 64MB - 96 MB	RAM 96MB – 128MB (or more)
Video Card: Voodoo1, Voodoo2	Video Card: TNT1, Dual VoodooII	Video Card: TNT2, GeForce
RECOMMENDED SETTINGS	**RECOMMENDED SETTINGS**	**RECOMMENDED SETTINGS**
Resolution – 640 X 480	Resolution – 800 X 600 or 1024 X 768	Resolution – 1024 X 768 (and higher)
Texture Quality – Low	Texture Quality – Medium	Texture Quality – High
Texture Format – 16 bit	Texture Format – 32 bit (Voodoo = 16 bit maximum)	Texture Format – 32 bit
Skin Texture Quality - Low	Skin Texture Quality - Medium	Skin Texture Quality - High
Sound Settings – Low	Sound Settings – Low	Sound Settings – High
Corpse Duration – Low	Corpse Duration – Low	Corpse Duration – High
Shadows – Off	Shadows – Off	Shadows – On
Specular Lighting – Off	Specular Lighting – On	Specular Lighting – On
Detail Texturing – Off	Detail Texturing – Off	Detail Texturing – On
Sound Frequency – 11hz	Sound Frequency – 11hz	Sound Frequency – 22hz
Sound Quality – 8 bit	Sound Quality – 8 bit	Sound Quality – 16 bit
Model Expressions – Low	Model Expressions – Medium	Model Expressions – Plenty
Skin Variety – Low	Skin Variety – Medium	Skin Variety – Plenty

SETTING UP THE CONTROLS

Once you've got your settings locked into place, you should configure your key bindings and mouse or joystick controls to your liking in the key bindings menu. Don't forget to apply the changes! You can do this through the menus or by executing a configuration file. (config or config file or .cfg)

Soldier of Fortune comes with several custom configurations for the controls. The first config is based o configurations from such classics as DOOM and Heretic. It utilizes the mouse for locomotion and attack, while keeping your hand solidly in the middle of the keyboard. (It is similar to the default config that was released with the *SoF* demo.) The second config is based off of a left-side keyboard approach. Called WADS because the W,A,D and S keys are used for locomotion, this config file keeps the player's hands as far left on the keyboard as possible. The last config focuses totally on the keypad.

After you've got your settings and controls modified, you should test them out before starting a new game. Use the tutorial level, which is already a testing ground of sorts, to try out your settings.

NOTE:

Soldier of Fortune offers an amazing level of customizability for the controls, giving the player a nearly unlimited range of options. Use the versatility to your advantage.

GAMEPLAY TIPS

FOR BEGINNERS

If you are a true beginner who uses only the keyboard for controlling the action, teach yourself to use the keyboard and mouse together. The game design and control scheme is best suited for a combination keyboard and mouse control setup. (Not to mention the best players in the world use the keyboard and mouse in tandem)

If you are new to the First Person Shooter genre, play the game on effortless while you're getting accustomed to the play mechanics. You'll have unlimited saves and it will give you a chance to work on your reflexes and on operating the controls.

FOR VETERANS

(Taken From The Soldier of Fortune Quick Start Guide)

If you are a veteran of First Person Shooter games, you will no doubt wish to circumvent this section and get right into the action. This quick start guide is for you. If you're new to the genre, please read this section and continue on to learn more.

BASIC CONTROLS: DEFAULT

MOUSE

Look left/right/up/down	Mouse Movement
Move Forward	Right Mouse Button
Fire	Left Mouse Button
Secondary Fire	Middle Mouse Button
Switch Weapons	Mouse Wheel Up/Down

KEYBOARD

Move forward/back	↑ / ↓
Turn left/right	← / →
Strafe (move) left/right	, / .
Run	Shift (either, hold down)
Fire	Ctrl (either)
Secondary Fire	M
Use/Open	Space Bar
Jump	/ or D
Select Weapon	1 thru 0, - and = (not on NumPad)

SPECIAL COMMANDS

Lean left/right	Hold USE (Space Bar) and press Strafe keys (, / .)
Crouch	N or C
Reload Weapon	R
Select Prev/Next Item	[/]
Use Item	Enter
Check Objectives	Tab

STARTING WEAPONS

COMBAT KNIFE

Primary Attack	Stab/Slash
Secondary Attack	Throw knife (cannot throw last one)

PISTOL

Single Shot

SHOTGUN

Spread Fire/Increased Damage

NOTE:

The more noise you make, the more enemies you will attract. The knife is a good choice for stealth. This pistol does more damage than the knife and less than the shotgun. The shotgun is very powerful, but the noise attracts a lot of enemy fire.

GENERAL TIPS

- Play the tutorial. The tutorial level is packed with valuable information and will give you hands-on experience maneuvering the character and learning the controls.
- Set up a control system that you're comfortable with. The more comfortable you are the better you'll play. If you're new to this genre of game, use the default configuration of controls to start with. All of the tutorials are based on the default config. You should only change it after you've mastered the basics.
- Use the crosshair to your advantage. When it's red, blast away! When it's green, hold your fire. Killing hostages, innocents and/or allies lead to mission failure and boot you out of the game. Use caution.
- Use the reticule crosshair. It's easier to see/use than the dot or standard crosshair at higher resolutions. (It looks cool, too!)
- Don't forget to learn about and use your character's run, crouch and lean abilities. All can provide advantages in combat.
- Learn to strafe. Strafing is an excellent way to avoid enemy fire because they have trouble tracking your side-to-side movements. It's a definite advantage, especially in wide-open areas.

GAME-SPECIFIC TIPS

- Shooting innocents is a bad idea. Hostages, police officers, civilians, Hawk and other allies are all vital to the mission. If the crosshair is red, blast away! If it's green, check your fire. If you kill civilians or allow them to be killed, your mission will fail.

- Don't forget to "Use" hostages and civilians to let them know it's safe to run away. They may also give you valuable information or insight into your current mission.

- Keep an eye on your Personal Audio Detection Device (PADD), which determines your noise level. If the meter gets into the yellow bars you can expect some enemies headed your way. If the meter turns red, you can expect to die. It's as simple as that. When in doubt, use stealth.

- Your Knife, 9mm Pistol, Sniper Rifle and Silenced SMG are all good choices for silent running. If you're looking at fighting a group of enemies, choose your weapon wisely. You don't want even more showing up to check out the noise.

- Combat is deadly so use cover wisely. Learn to lean around corners and crouch behind boxes or obstacles. It will help you avoid a bad case of lead poisoning.

- Watch your back! Enemies are everywhere and can sneak up behind you. This is especially true if you're not being quiet.

- Check your ammo levels and learn to reload your weapon before and after firefights. Stopping to reload in the middle of combat could cost you your life.

- Items, ammo, and armor are often hidden inside crates or barrels. Shoot red barrels (from a distance) and the explosions often reveal items. Use your knife to break open crates to conserve the ammunition you already have.

- Learn the advantages and disadvantages of your weapons and combat items. Knowing how to use your weapon makes it that much deadlier. Here's a quick set of guidelines:

STEALTHY WEAPONS/ITEMS

LARGE GROUP COMBAT WEAPONS/ITEMS

ARMOR PIERCING WEAPONS/ITEMS

DEFENSIVE WEAPONS/ITEMS

MISSION OVERVIEWS

M1 NEW YORK CITY 41
M2 UGANDAN TRAIN 49
M3 KOSOVO 56
M4 SIBERIA 76
M5 IRAQ 95
M6 NEW YORK CITY 111
M7 SUDAN 125
M8 TOKYO 140
M9 IRAQ 153
M10 GERMANY 165

NEW YORK CITY

LEVEL: 1 CODE: TSR1

THE SUBWAY

MISSION: RESCUE AND PROTECT

A heavily armed militant group was cornered in the tunnel system below New York earlier this evening. It is believed that the group was in the act of setting explosives in the hopes of collapsing several buildings above. The group has taken several civilians as hostages. Tactical and SWAT forces have been sent in by the NYPD but due to the group's superior firepower, no progress has been made.

Negotiations with the terrorists have resulted in no headway. It is believed that the group is killing time in the hopes of accomplishing its original mission.

OBJECTIVES

- Rescue any and all hostages
- Rescue or assist any and all SWAT team members
- Find and capture, Sabre (real name unknown), the group's apparent leader
- Terminate any terrorist threat

OTHER OBJECTIVES

- Neutralize terrorist threat
- No civilian casualties
- Find and capture gang leader, Sabre

ENEMIES

- Gang members armed with pistols and shotguns, Sabre

ALLIES

- Hawk, Police Officers, SWAT Forces

The teaser level opens outside the New York City subway system with John Mullins and his partner Hawk talking to the police. The Captain tells John that they don't know what the gang is up to, but they know that the leader's name is "Sabre." After the opening cinematic and credits finish, the game opens at the top of the stairway that leads into the subway. Your mission: save hostages, kill the gang members and find Sabre. Hawk meets you at station 6C.

A quick scan of your weapons tells you that John is carrying 6 combat knives, the 9mm pistol with 150 rounds of ammunition, the B-42 "Berserker" shotgun and 32 shells. In your combat items inventory, you are carrying 6 flash paks and 2 C4 plastique paks. You also have full body armor. Time to get to work.

Go down the set of stairs in front of you to the landing. There is a gang member waiting for you. He will lean around the corner and fire at you when you're coming down the stairs, so watch out. Take care of him and proceed down the second tier of the staircase.

When you reach the bottom, you are on the main level of the subway. Three punks are in a shootout with a fallen police officer. One of the punks will tip over the soda machine and duck down behind it while the others attack you. Lean around the corner using the wall as cover and take out this first group of punks.

Don't forget to pick up the weapons and ammunition that they drop. You can get body armor from the fallen officer if your own armor is damaged. If you haven't taken any damage, remember that the armor is here in case you need to come back for it. Around the corner from the fallen soda machine is a door that leads into a storage closet. There's a punk in the closet and he kicks open the door and attacks when you are in sight of the door.

Lurking around the next bend is your first hostage situation. One of the punks is chasing a New York businessman down the hall. Take out the punk, but don't hit the hostage! Once you've dispatched the threat, make sure to "use" the businessman so he knows it's safe to run away. Keep in mind that killing the businessman, even by accident, could cause your mission to fail. Check your fire.

Enter the nearby control room through the door in the hallway.

Inside on the desks are some shells, 9mm ammunition, a grenade and a C4 pak. "Using" the monitor on the desk shows you the threat materializing in the hallway outside the door you just entered.

Three punks are headed down to kick in the control room door and you've got a nice view courtesy of a security camera in the hallway. Take them out and proceed down the hallway from whence they came.

There is a small group of stairs that lead down to the bathrooms. There are two punks standing outside the bathrooms and they are surprised by your sudden appearance. Take them out before they have a chance to grab their weapons.

Inside the ladies' bathroom is a punk assaulting a businessman. Save him if you can, and take out the assailant. There is armor over by the bathroom stalls on a fallen police officer.

WARNING:

Watch out! There are two punks inside the bathroom stalls on the far wall with shotguns and another one in the near side stalls.

Watch your step when you leave the bathroom. There's a punk waiting outside with a shotgun blast that has your name on it. In the men's bathroom there are three more punks and a few ammo pickups.

Clear it out and head back to the area outside the bathrooms.

Head back up the stairs you used to get down to the bathrooms and go around the corner. You will enter a winding hallway with blue, tiled walls. There's another hostage situation for you to "defuse" just ahead. Take out the assailant and "use" the hostage. Use caution in this hallway, there's a large group of enemies just ahead.

At the end of this maze of hallways is a ticket booth and a waiting area full of enemies. When they spot you, they immediately open fire. This is a good time to use your flash grenades. Disorient the punks and then move in for the kill.

A metal door is blocking one of the exits to this room. Opening this door is the only way to proceed. Unfortunately for you, brute force won't work.

Jump up on the counter below the sign that says "Ticket Booth," crouch and move forward. Inside the ticket booth is a first aid kit that you can "use" to get a limited amount of health back and there is some ammo and a few item pickups scattered about.

"Using" the security monitor in the booth will give you a look ahead to the subway's landing platform. Note where the enemies are standing so you know what to expect when you get down there.

There is a switch on the wall in this room, use it. Once you flip the switch, a cinematic will play that shows John Mullins inside the ticket booth and the metal door outside sliding open. Jackpot!

Hawk will contact you by radio and tell you that the police have a large group of gang members surrounded at station 6C. (That situation unfolds later in the level.) Exit the ticket booth through the back door and into the adjoining hallway. Dispatch the two gang members who are waiting for you outside the door and take a left. In this television/waiting area you have another hostage situation. Two thugs are holding two hostages captive. Choose your shots carefully because the hostages will panic when the gunfire breaks out. If they haven't run away already, "use" them when the smoke clears so they can get to safety.

At this point, you realize that this main part of the subway station winds around in a big circle. If you go up the stairs, you will see a hallway that leads back to the security camera station where the punks kicked the door in on you. Congratulations! You've successfully cleared out the first floor!

Head back to the ticket booth and your now-open metal door. Through the door are a hallway and a stairwell that lead deeper underground. Go down the stairs and kill the enemies along the way.

Just keep following the stairs and hallways past the landing with the soda machine. Watch out for this door in the stairwell. When you get near it, a punk will kick open the door and take a shot at you! Extreme caution is recommended.

You are now approaching the underground landing where passengers board the subway trains. Just before this landing, you will find yourself in a hallway with a health kit on the wall. Don't forget to use it if you're injured. There are still lots of enemies up ahead!

Just around the corner at the end of this hallway, you encounter a punk pushing a poor civilian onto the tracks in front of the moving subway train. Take him out and pick up the armor, ammunition and light amplification goggles near the fallen police officer.

Jump down on the tracks and kill the enemy that's lurking down the tunnel to the right. Once you put him down, you're free to head down the tunnel to the left. That is where your true goal lies.

Turn on your light amplification goggles so you can see in the dark, foggy tunnel. There's a fork in the road where the tracks switch over. Take out the punk who's trying to kill the bum and you'll see the next tunnel over. There is a train with its headlights on waiting here.

When you start moving down this stretch of tracks, the train is going try to run you down. Duck into the empty alcove on the right and wait for the train to pass. Once it passes, continue down the tunnel.

The first alcove to your left has a harmless bum in it. Ignore him. The next alcove on your right, however, has a punk in it. Watch out for him. At the end of this stretch there is a train crashed into the wall and a final alcove on the right side of the tunnel.

When you enter the alcove, you'll see that it leads into another subway station. A police officer is shooting it out with the punks here and he needs your help! Blast away.

Punks come down the stairs when they hear the shootout, so watch out for them! Once you've cleared them out, collect the armor and ammunition from this police officer and his fallen partner up by the soda machine. You may need it.

Go up the stairs and you'll find station 6C, Hawk, and two police officers who have taken some of the punks into custody. Hawk says, "John, it's Sabre! Get him!" You'll see a brief cinematic of Sabre laughing on the top of a subway car just before the car pulls away. The cinematic ends and Hawk moves over to the railing.

Go over by Hawk, jump over the railing and onto the subway car below. The car will pull away and race down the tunnel. To your left, another car is running parallel to yours and three punks are on top. Take them out before they take you out!

When the car you're riding stops, jump off the front and move forward. There are a bunch of enemies here, so be careful. The best thing to do is start blasting away with your shotgun. When you get up to the end of the tunnel, you'll see that Sabre has gotten away.

Hawk radios, warning of more enemies approaching. Watch your back! Three or four punks will show up and once you take them down, the mission is over.

JIM HUGHES' COMMENTS

I knew this was going to be the first level for the game so I wanted it to be special. The whole "hostage situation" allowed me to easily come up with scripted sequences to make the player feel like he was in a real place. This gave us the chance to show off some of the custom animations as well. I wrote a document containing all the cool "wish list" things that I would want to happen in the level. I built the level around all those events. Towards the end of the project other people had suggested new scripted events, so I added those as well. The whole idea was to have something interesting happening around every corner to keep the player entertained as well as surprised. This coupled with the intense combat style should make for an interesting single player experience.

LEVEL: 2 CODE: TSR2

THE TERRORISTS STRIKE

As you finish up the New York City subway mission, John Mullins speculates that there is something bigger going on than this gang war. He's right! Terrorists have stolen 4 nuclear weapons from an under-protected stockpile in Kazan, Russia.

This really isn't so much a "level" as it is a cinematic representation of story events outside of your control. This cinematic level shows how the nukes were stolen, further sets up the story and helps outline your goals for the rest of the game. Keep an eye on the weapon the terrorists are stealing and the train car they're putting it into. After all, you start looking for both the train car and the bomb in the next level when the Shop sends you to Uganda.

Take a deep breath because you're going solo on this one. Hawk won't be around to help you.

SCOTT McNUTT'S COMMENTS

This is a small level built exclusively for the cinematic. Jim did most of the architecture and I tweaked it to accommodate my needs for the cinematic. We wanted to tell the story of the Raiders stealing a nuke and shipping it off on a train as a lead-in to the next level. Joe Koberstein did loose storyboards for this sequence. I took a few liberties and put my slant on things when I made the cinematic. I am a big fan of Hong Kong action movies and wanted to use that style to give this sequence an edge. I am pleased with how it turned out. That poor guard in the guard booth.

UGANDA

LEVEL: I CODE: TRNI

UGANDAN TRAIN

MISSION: NUKE RETRIEVAL

Deep cover information has reported that the four stolen nuclear warheads are being transported via train to an undisclosed African location. The Shop requires that you find the four warheads and deal with them appropriately.

Any and all lengths must be made to stop these warheads from falling into the wrong hands.

OBJECTIVES

- Find and destroy any and all weapons of mass destruction
- Terminate any terrorist threat

OTHER OBJECTIVES

- Proceed to front of train
- Neutralize thermonuclear weapons

ENEMIES

- Ugandan Soldiers armed with pistols, shotguns and sniper rifles; helicopter

ALLIES

- None

Operatives from the Shop have successfully inserted you into Uganda and have helped you locate the train the terrorists are using to move the stolen nukes. The level opens with a cinematic fly-through of the mission. As the camera pans the train, you'll see the location of nearly every enemy on the level. You'll also notice an attack helicopter flying around. Pay close attention! After all, knowing where to find the enemies is half the battle!

When the fly-through finishes, you see yourself as John Mullins on the back of the train. As soon as the camera zooms in, the level starts. You notice that you are carrying the same armament as you were during the subway mission. Use the 9mm pistol as your primary weapon on this level. The increased range and accuracy of the weapon will help you pick off your enemies at a distance. That said, let's get to work!

Climb the ladder to the top of the train's caboose. Move forward cautiously as you approach the next car as there are two guards aboard. Crouch and use the advantage of attacking from higher ground to shield your body from the enemies' sight and attacks. You should be able to pick of the guards from a distance with little effort or threat of danger.

Once you've killed the guards, jump down from the roof of the caboose onto the car below. Don't fall off the train! Falling off means instant death, so use caution. Move forward to the ladder on the back of the next car and climb up.

Upon reaching the top of the car, crouch and move forward slowly. It's nighttime in Uganda, so enemies are fairly difficult to spot. If you look carefully, you'll see an enemy on the car in front of you at the edge of your vision. Use your 9mm to pick him off before he sees you and then jump ahead to the next car. At this point, you are standing on a boxcar that has two open trap doors on the top of it.

You might be tempted to drop down inside, but don't bother. Slowly move forward to the front of this car so you can pick off the enemies on the next one. There are three Ugandan soldiers and they have decent cover. Once again you are using the higher ground to your advantage.

Once you've taken out the three soldiers, feel free to drop into the trap doors on the top of the boxcar you're standing on. Inside is some ammo for your weapons. "Use" the door on the left side of the car to open it and you can move forward to the next car. The ledge outside the open door is quite narrow so watch your step!

Moving on, you'll find the flatbed car with the three dead Ugandan soldiers on it is piled high with crates at the far end. There is body armor on this car as well. The crates form a blockade that you are unable to jump over.

WARNING:

Watch out! As you inspect the obstacle, the attack helicopter that's been circling the area moves in for the kill! Run around the flatbed car and avoid the helicopter, using the nearby boxes for cover if necessary. The helicopter will strafe the train from the right side and damage the pile of crates at the front of the car so you can jump over them.

The next car on the train is a coal car. As you move through it, three Ugandan soldiers start blasting away at you from the next car up. Crouch and use the front wall of the coal car as cover while you're taking these soldiers out. Don't forget about the helicopter, either. It's still circling and deadly as ever.

Continue pressing forward into the boxcar where the three soldiers were firing at you. Inside, are the sniper rifle, some ammunition and, more importantly, cover.

Use the straw bales at the front of the car to shield you from the soldiers on the flatbed car ahead of you.

Once you've cleared them out, take your time and look for a clear shot at the helicopter. You can take down the helicopter with brute force, but it isn't a good idea. The auto-cannons on the front of it will rip you to pieces.Use the sniper rifle to take out the pilot. One clean shot to the pilot's head and the helicopter is finished.

With the helicopter gone, your mission is closer to completion. Move out from behind the straw bales and onto the flatbed car. The front of this car has crates on it that you have to jump over.

WARNING:

There's a soldier waiting for you behind the crates. He shoots at you when you try to jump over them to get to the ladder on the other side. Take him out.

Climb the ladder to the roof of the boxcar and move forward. On the next car forward, a soldier will jump down through a hole in roof and look for cover. Move forward cautiously and you'll be able to take him out before you jump down to the next car.

You should know that at the front of the next car is a sniper. When you drop down, rush forward and kill the sniper quickly before he gets a chance to draw a bead on you. The sniper rifle is as deadly in his hands as it is in yours, so take him out fast.

Your goal lies in the next boxcar. Move up to it and around the left side on the narrow ledge. Here you see the side door from the cinematic in the previous level. Make sure your weapon is fully loaded before you open the door. Ready? Open it!

Take out the two soldiers inside and examine the area. Here you find a door with an electronic lock on it. Look through your items until you find your C4. Throw some C4 on the door and back up. Once the door is open, step inside and the end cinematic plays. Your mission is a success!

CODE: ARMI

ARMORY BRIEFING I

MISSION: "THE ARMORY"

Behind the facade of Lasky's Book Store lies a top secret bunker where information and equipment is disseminated from the Shop. This location is 'owned and operated' by Sam Gladstone, a cover operative for the Shop for many years.

Make contact with Sam and Hawk, familiarize yourself on the upcoming mission, and get moving. Time is running out.

OBJECTIVES

- Make contact with Sam
- Equip yourself for your next mission

E-MAIL

Good day, Mr. Mullins.

A radical Serb army faction resumed fighting with the Kosovo Liberation Army last week, taking over a small town in the east. Though NATO has withdrawn, Russian peacekeepers remain in the region making this a very delicate situation.

Nuclear warhead #2 (codename QUEEN BEE) is believed to be in Serb possession. Sources inside reveal NATO headquarters as a possible target.

This is a grave situation as any nuclear confrontation with Serbia will inevitably involve the Russians—and they won't be on our side. If we don't recover QUEEN BEE, it could mean world war.

Intelligence reports indicate the Serbs are transporting QUEEN BEE by way of an underground convoy in the city sewers. Neutralize the bomb and your pay is $20,000.

Good luck, Mr. Mullins.

ENEMIES

- None

ALLIES

- Sam, Hawk, Bookstore Patrons

Welcome to Lasky's Used Books...

It looks like any other used bookstore, doesn't it? That's the best part. It may LOOK like just another bookstore, but it's actually a front for the Shop. Look around if you like, but the kind of customers in this store aren't really in the mood for idle chat. You're looking for Sam Gladstone. Head up to the counter to find him.

Ask Sam for the July '89 issue of Soldier of Fortune magazine and that's his cue that you're an operative of the Shop. Follow him to the back part of the store and he'll get you whatever you need.

Behind the sliding wall is a storehouse of weapons, ammunition, supplies and computer equipment. Sam leads you to Hawk and the two of them brief you on your upcoming mission to Kosovo.

When they're finished talking, Sam tells you to get online. That's your cue to walk up to the computer keyboard and "use" it. This takes you to the mission briefing and item selection screen.

Once you've read about QUEEN BEE, you'll be faced with a number of weapons and items to choose from for your next series of missions. You have the knife with you at all times and you have 7 weapon slots to fill in. The following selection is recommended:

1	Body Armor (1 slot)
2	9 mm Black Panther (1 slot)
3	.44 Silver Talon (1 slot)
4	EagleEye Sniper Rifle (2 slots)
5	C4 (1 slot)
6	Flash Paks (1 slot)

Hit the flashing button that says "Deploy" and you and Hawk are on your way to Kosovo.

ERIC BIESSMAN'S COMMENTS

The armory was originally created by Brian Raffel and then handed to me for scripting and tweaking. The original idea behind the armory is twofold. One, it is a place where the player can take a break and see where the story stands. On top of that, it lends a little insight into the mysterious company that the player works for. The hardest part was the scripting. I had to find a way to lock the player in the room so that he was forced to listen to Sam and Hawk. Some trickery, some forced movement, and it was good to go.

KOSOVO

LEVEL: I CODE: KOSI

SEWERS

MISSION: QUEEN BEE

Nuclear Warhead #2 (codename: QUEEN BEE) is believed to be in the possession of a Serbian terrorist unit. Intelligence reports indicate that the terrorists are using the city's sewer system to transport the weapon while waging war on the city above. Neutralize the weapon at all costs.

Be warned: friendly Kosovar forces may be found in this location, although it is doubtful that they will be beneath the city. Check your fire carefully.

OBJECTIVES

- Find and destroy QUEEN BEE
- Neutralize any terrorist threat
- Render aid to any friendly Kosovar unit

OTHER OBJECTIVES

- Neutralize Warhead #2 (QUEEN BEE)

ENEMIES

- Serbian terrorists and Soldiers armed with automatic weapons and grenades

ALLIES

- Hawk

You start the level after dropping down into the sewers in a room with one exit. You can't go back up the way you came, you can only move forward.

As you move forward, two enemies jump out and attack you! You can tell right away that this mission is going to be a tough one. Take down these enemies and follow the tunnel ahead of you around the corner and into a large room.

There are four enemies in this room with varying degrees of cover, so watch yourself. Once you dispatch them, pick up their weapons and ammo. Note the wall with the big crack in it. It will be important later in the mission. Searching the room, you find one exit: a dark tunnel that slopes downward and deeper into the sewers.

Head down the tunnel. Just past the dripping water that's coming down from the ceiling is a single enemy. Kill him and move onward.

You come to a large junction room that has a double set of double archways. There are two enemies on your ground level and one enemy lurking up above. There's no way to get up to the upper level, so continue by proceeding down the tunnel to your right.

Going through the tunnel, you come to a room filled with rubble. A beam falls from the ceiling and the camera shakes because of the NATO bombing going on overhead. This room slopes downward, so drop down and follow the slope underneath the rubble and into the next area.

The tunnel you're in opens up into a large, multi-level room with debris on the far end and a ramp on either side, heading upwards. There's an enemy in the center of the room that you can see, but watch out for the enemy at the top of the ramps. Once you've disposed of them, kill the wounded soldier on the other side of the room behind the debris.

Head up the ramp on the left to the upper level of this room. An enemy will appear at the mouth of a tunnel just ahead. Take him down and head into the tunnel into the next area of the map. The tunnel emerges in a foggy room with a ladder that leads upward. Climb the ladder to the landing and you arrive in time to see Hawk take down a couple of enemies.

He tells you to turn the valve while he sets the charge. There's a valve in front of you. Walk up to it and "use" it. This will set off a cinematic that shows Hawk blowing up a wall and water rising up and flooding several areas of the map. Once the cinematic ends, drop down into the area between you and Hawk and head down the tunnel to the right.

As you round the corner and emerge from the tunnel, you encounter two enemies waiting for you. Kill them and take a look around. You're back at the beginning of the level! The crack in the wall was blown open by the flooding water. Go through the hole in the wall and into the second half of the map.

Climbing through the hole in the wall, you find yourself in a large, debris filled room with a single enemy standing in the middle of it. A second enemy drops down from the pipe in the ceiling and a third one appears across the room, emerging from an adjoining tunnel. You know what to do, blast away!

Head over to the tunnel where the third enemy appeared and keep going.

You emerge in a foggy room where a pipe falls down from the ceiling and splashes into the water in front of you. Look up! On the other side of the room, up above, are two enemies with grenades and machineguns. Take them out and head across the fallen pipe to the other side of the room.

Head around to the right to find a ladder that leads upward. An enemy drops down from the ladder, so watch out for him. Climb the ladder into the area above. You see a fallen soldier with some body armor you can grab. Don't forget to loot the bodies of the enemies you just took down. Exit the area down the adjoining tunnel and you see another familiar site. Remember the double sets of double archways and the upper area you couldn't reach earlier in the level? Well, you're standing on the upper level now.

Don't stop too long to admire the scenery because there's an enemy on your level and two down below who take pot shots at you. Take them down and keep following the walkway.

WARNING:

Don't jump down into the area below or you'll have to go through the first half of the level again.

As you continue, you'll pass through a room that has a fence separating it and another area of the map.

Move through the room, down the stairs and to the landing. As you round the corner you'll see two enemies in front of you and one down below. This is a good time to lean around the corner and use the wall for cover. Dropping a grenade on the enemy below is also quite effective.

Once this room is cleared out, you can jump down to the lower level (or take the ladder) and head down the tunnel underneath the walkway on which you were just standing. This will lead you to an incline or ramp that heads down deeper into the sewers.

When you reach the bottom of the ramp, you find a truck blocking your path to the left. As such, you should head to the right. Moving along, you see a hole in the floor that leads down into a fog-filled set of narrow, claustrophobic tunnels.

Jump down and move through the area until you come to a ladder that leads back up to the level you were at previously.

When you reach the top of the ladder, the two soldiers in the room shout "Protect the supplies!" and start blasting away at you. After you kill the two soldiers, stock up on the C4, grenades and the medkit in the room. When you reach the other side of the room, you'll notice a ladder leading up.

Head up to the top and "use" the valve at the top. Through the fence, you see a big pipe falling down in the next room over.

Climb back down the ladder and take a right when you get to the bottom. The truck that was blocking your way is gone now, so head back up the ramp you took to get down to this level and back through the tunnel.

Watch out for the two enemies who appear at the top of the ramp and the soldier who appears in the adjoining room.

After you clear them out, notice that the pipe that fell makes a perfect bridge to the next area of the map. Climb up the ladder to your right, run down the pipe and jump into the next area of the level.

In the next room are two enemies and some armor.

Grab the armor and follow the tunnel. This tunnel opens up into a large area filled with rubble and even more full of enemies! At least five enemies are on the upper level, firing down on you with their weapons and grenades. Use the rubble for cover and pick off the enemies at long range. The sniper rifle and the 9mm pistol are ideal in this situation.

Once you've dispatched the horde of enemies, climb up the rubble to the upper part of this room. Here you find a pile of weapons and ammo from your fallen enemies and some body armor that may come in handy. There's a tunnel up here, too. Follow it.

The tunnel leads into a big room supported by many stone columns that has three enemy soldiers in it. Take down the soldiers and exit the room to the left into a dark, claustrophobic tunnel.

As you continue down this dark tunnel, the pipe in front of you will break and fall into the room below. Jump down into the room below, but watch out for the two enemies firing at you from the adjoining tunnel.

Once you take them out, head down that tunnel which exits into a cavernous room with a large pipe that has water dripping on it from the ceiling. Head to your right, into the adjoining room.

Head up the small ladder in this room to the landing next to the pipe with steam coming out of it. Shoot the pipe where the steam is coming out of it and it will break open.

Crouch and get inside the pipe, moving to your left. Soon you'll find yourself in the room you were just in, above the big pipe with the water falling on it. Drop down and into the top of that pipe and continue to move forward.

As you enter this new area, you notice some crates with a strange symbol on them.

Follow this tunnel around and to the ladder. Climb up the ladder and into a large storage area.

There are about a half a dozen enemies here. Blast away!

Soon Hawk appears with a few allied soldiers. The leader wants you to take out a big gun that's threatening the town and Hawk wants to check out a downed stealth bomber that may have Queen Bee on board. The cinematic ends and so does the level with you and Hawk parting ways.

JIM HUGHES' COMMENTS

This level was built rather quickly. I drew out some areas in a sketchbook that I thought would be visually interesting. The whole level's look is based off the fact that the sewer is very old and severely damaged. There is a war going on overhead so I thought these explosions could cause damage while the player was in the level. Again I wanted lots of scripted events of stuff breaking and guys jumping down attacking the player.

I thought having the player travel from very large areas to small claustrophobic pipes would be scary. I used that theme throughout the level. Feedback from different members of Raven tells me that people really seemed to like the level.

LEVEL: 2 CODE: KOS2

KOSOVO TOWN AND ANTI-AIRCRAFT GUN

MISSION: QUEEN BEE

A large and powerful artillery piece has been captured by the renegade Serbians and is being used to systematically destroy the city. It is imperative that this artillery piece be located and destroyed.

Once again, friendly Kosovar units may be found throughout the city. Check your fire carefully and render aid whenever possible.

OBJECTIVES

- Find and destroy the artillery piece
- Neutralize any terrorist threat
- Render aid to any friendly Kosovar unit

OTHER OBJECTIVES

- Locate and neutralize artillery weapon

ENEMIES

- Renegade Serbian Soldiers

ALLIES

- Friendly Kosovar Soldiers

When the level opens, Hawk radios John and tells him that it looks like the enemy is getting ready to move the missing stealth bomber as well as Queen Bee. Being the ever-patient soul that you are, you tell Hawk to hold tight.

You are standing in a tunnel off of a main courtyard. When you round the corner in front of you, you see a huge explosion that kills a Kosovar soldier. The courtyard is filled with enemies, including army regulars, soldiers with oxygen tanks on their backs and killer dogs. Leaning around this first corner is a good way to clear out the courtyard while maintaining your cover.

WARNING:

One thing that's important on this level is to be careful when taking out the bio-soldiers with oxygen tanks on their backs. If their tanks explode while you're standing close to them, they'll take you out. In addition, the explosion registers really high on your PADD and, after a few such "big bangs," odds are your area will be flooded with enemies looking to investigate the noise.

When you move out into the courtyard, you'll see another big explosion that rocks the cathedral in the center of the action, setting fire to the building. The fire is deadly so don't try moving through it. At least, not yet.

Explore the courtyard and until you see another explosion that caves in the waiting exit. Kill the enemy behind the pile of rubble and head back to the entrance of the cathedral. The fire has been extinguished now and you can move forward. When you round the corner, you see two more bio-soldiers and an entrance to another courtyard.

This new courtyard is filled with enemies as well. There's a sniper in the building across the yard and one on the building above your head. Take them out from behind available cover.

Cross the courtyard and you see the entrance of a bombed out building. If you jump up on the bent girder, you can get up inside the building and through the awaiting doorway.

This hallway leads to an alley where two bio-soldiers are executing fleeing Kosovar troops. Rescue them if you can and take out their assailants.

Around the next corner is a powerful fire team of several bio-soldiers, regular troops and attack dogs. This is another perfect time to use the corner of the building for cover while you sweep the alley with lead.

Go down the alley and into the adjoining open area. There are guards posted by the entrance to a tunnel. Take them out and proceed with caution.

The tunnel emerges in a supply room of sorts. Lean around the corner and you see that two bio-soldiers are waiting to ambush you. Heads up!

After you take them down, gather their equipment and head out the rusty door on their side of the room.

Through this door is a hallway that leads to a huge, multi-level ruined city block area. There are a few soldiers in this wide-open area, so proceed with caution.

Go up the steps in the middle of the courtyard and jump over to the walkway on the side. There's a door here that will allow you entrance to the next part of the level.

Beyond the door is a series of hallways filled with bio-soldiers. Use the corners to your advantage here, too.

As you wind through the tunnels, you'll come to a small room with a ladder. Go up the ladder to the upper level.

Go down the hallway when you get to the top of the ladder and find the stairwell that leads out to the roof. There are two enemy soldiers in the stairwell, so proceed with caution.

As soon as you go through the door that leads to the roof, a major firefight occurs. There are soldiers in the building across the roof and bio-soldiers on the roof with you. Prepare for a big shootout.

When you clear out the soldiers and move across the roof by the fence, you'll see a tank rolling across the overhanging street and firing at the Kosovar troops. Stand back! An explosion rocks the roof and the fence is destroyed. Don't bother trying to jump around the fence to the ledge because you'll fall to your death. See the broken pipe sticking out from the wall? That's your goal.

Jump over to the pipe that's jutting out of the building and crouch. You'll be able to move forward into the bowels of the building.

At the end of the pipe is a small ladder. Climb up the ladder into the adjoining room. There are a few guards posted here, so blast away!

A tunnel leads out of this room and to a courtyard. An explosion throws a truck up in the air and there are a few soldiers and dogs here to take out. Use the tunnel as cover.

Enter the courtyard to see a broken-down, wooden stairway leading to a door. Jump up onto the broken stairs and go through the door.

Through the door is a multi-level area that includes a sniper tower (with a sniper in it) as well as a group of enemies below in the open area beneath you. Take out the sniper first and grab his rifle, armor and ammunition. Use the tower to take cover while you fire at the enemies below.

Once the area is cleared out, jump down to the area below and go through the hole in the wall of the adjacent building. Here you'll see a green door. Through the door is a small room that has some ammunition and equipment in it and a locked door. Your goal is on the other side of that door.

Exit the room the way you came in and look down the hallway to your right. There is a hole in the wall that leads to a room where the ceiling has collapsed on a Serbian truck.

Use the beams to crawl up on top of the truck. There is a window here that you can shoot out. Crouch down and crawl through. Don't forget to reload your weapon and get your favorite item ready, there's a big firefight ahead.

When you crawl through the hole and drop down, you'll see the artillery piece that you're looking for, covered with camouflage netting. There are several soldiers here surrounding the gun. Keep moving as fast as you can, strafing around them and blasting away. Once you take them out, the game will cut into a cinematic of you (John Mullins) destroying the gun. Mission accomplished!

LEVEL: 3 CODE: KOS3

KOSOVO HANGAR

MISSION: QUEEN BEE

QUEEN BEE has been moved to a hidden hangar on the outskirts of the town. It is believed that the Serbian terrorists are planning on using the warhead in conjunction with a captured American stealth bomber to strike at NATO troops.

Expect large amounts of opposition at this location. It is imperative that the plane and the weapon be destroyed at all costs.

OBJECTIVES

- Find and destroy QUEEN BEE
- Neutralize any terrorist threat

ENEMIES

- Serbian Renegade Soldiers, bio-soldiers

OTHER OBJECTIVES

- Infiltrate hangar facility
- Locate helipad security room
- Locate main hangar control room
- Return to main hangar and neutralize warhead #2 (QUEEN BEE)

ALLIES

- Hawk

This level starts out with John Mullins having just dropped down beneath the city in an access pipe. Hawk radios and tells you that the hangar you're looking for his heavily fortified and that he'll have a diversion ready for you when you get inside.

Move down the tunnel and around the corner. There are grates in the floor that allow you to see the area above. Feel free to shoot the enemy soldier that's standing on it. Use a quiet weapon like the sniper rifle or 9mm pistol to avoid detection.

Continue down the dark tunnel until you come to a ladder. Climb up the ladder into the room above.

NOTE:

There is a button on the wall that opens the door when you press (use) it. Take note of the button's appearance. You'll be seeing several similar buttons throughout the course of this level.

Beyond the door is a small courtyard. Look around and collect the ammo and the night vision goggles to replenish your inventory. After that, jump up onto the crate on the other side of the yard, crouch, and move through the open grate.

Moving through this ventilation shaft brings you to a dark tunnel. You can see through a grate in the wall to a later part of the level. If you crouch and back up, you can see up and through the grate to a guard tower. If you have the sniper rifle (if not, use the 9mm pistol), zoom in and take out the guard. It will save you the hassle of him sounding the alarm later.

After you take out the guard, move down the and through the dark tunnel. After a short jaunt, you'll encounter a ladder leading up into a room. You know what to do.

When you reach the top of the ladder, you'll see that you're in a courtyard with a helicopter flying overhead. In front of you are some crates. Crouch behind them so the guard up ahead doesn't see you. Strafe to the right while you remain crouching and then lean out from behind the crates. A well-placed shot will take care of the guard and eliminate another potential alarm situation.

The set of double doors on your right is locked, so go through the set on the opposite side. The doors open and lead you into a small room full of crates. There are some flash grenades here for you to use, so don't forget to grab them. This room is connected to the next by a short, narrow hallway. Proceed with caution and take out the two guards in the next room.

If you look around, you'll notice that this is the room where you took out the guard through the grate in the wall with the sniper rifle. Because of that, he won't set off the alarm in the guard post and alert his buddies to your presence. There's armor for you to pick up at the top of the guard tower ladder as well as a security monitor that shows another part of the level.

Drop down from this tower and you'll see two doors in front of you. Take the one on the right.

WARNING:

Just beyond this door is an enemy soldier, so watch out for him.

This door leads to a room full of equipment and a few frightened workers. Go down the small set of stairs and into the hallway. There are two enemies down here, an army regular and a bio-soldier. Take them out. There is a locked door here that leads to the hangar. Remember it.

Wander back the way you came and find the door that leads out into the hangar area. This place is CRAWLING with enemies, so use cover, limit your shots and try to keep the noise level down. There are alarms everywhere, so expect a fight.

Once you've killed off the enemies in this area, you'll realize that most of the doors here are locked. Note the security booth and the electronic equipment inside. That's your goal.

Go through the door on the adjacent wall. Take down the soldier inside and the game cuts to a cinematic of a whole bunch of things blowing up. Hawk will radio you and tell you to find the security station (you're standing in it) and unlock the helipad door.

Pick up the equipment and medkit in this room, go through the door and into the electronic equipment booth and press the button. This will unlock the helipad door that Hawk was talking about, and you've seen before.

After you've pressed the button, head back to the equipment room with the workers standing around in it. When you get there, you'll realize that this is the area that Hawk trashed with the explosion. Be wary of the enemies crawling around here and don't forget about the medkit on the wall if you're getting low on health.

Head down the short set of stairs again and to the helipad door. Take out the enemies here along the way. Once you round the corner, you'll see a helicopter taking off and the giant sliding dome on the roof closing down. Get ready for a firefight.

This room is full of bad guys. Kill the ones across the way and lean around the corner to take out the ones to your right.

The door on the opposite side is locked, so this appears to be a dead end. Appearances, however, can be deceiving. Go into the equipment room and press the familiar button. The hydraulic loader moves the boxes out from the edge of the room to the middle of the room.

Go over to where the boxes were and find a grate. The grate can be destroyed with a well-placed shotgun blast, a grenade, or some C4.

Crouch down and enter the access tunnel. Move forward and up, beyond the locked door. You can press the button and open the locked door if you want, but there's no reason to do so. You'll just bring on more enemies to fight. Instead, go down the hallway and open the double doors at the end, which lead into a large, warehouse-type area.

Kill a few enemies here and find some grenades and C4 to replenish your supplies. Clean out the area and move on. When you enter the adjoining hallway, Hawk will contact you and tell you to steer clear of the truck outside. He's got a surprise planned.

When you open the doors, you'll see just what the surprise was. The truck explodes in a fiery ball of destruction, distracting the guards in the room. Sweep in for the kill as the distraction won't last long.

Head through the big metal doors on the right of this area, through the tunnel and into the adjoining room. The room is full of electronic equipment, metal stairs leading upward and a series of catwalks. Kill the soldiers guarding the area, climb the stairs and work your way around the catwalk to the rusty metal door.

Beyond the door is a room full of high-tech equipment. Kill the various soldiers here and look around. Notice the health kit on the wall. You may just need that before this part of the mission is over.

After you clear out the room, the game cuts to a cinematic. Hawk shows up and starts messing with the equipment. Soon alarms are sounding everywhere. The good news is, the hangar doors are open. The bad news is, every alarm in the place has been set off.

Hawk leaves and you have to find your way back to the hangar. Go back the way you came. Watch out for the soldiers lurking outside the door to the high-tech room. There's a cool explosion that wrecks the catwalk, too, so you'll have to jump down to ground level.

You should know the level layout well enough at this point to find your way back to the hangar area with the security booth in it. Be careful along the way because of all the alarms that Hawk set off. Once you get back to the hangar, there will be several soldiers and attack dogs to contend with. Take them out. Your goal lies just beyond the door.

What's this? Where's the plane? The hangar is empty! Or is it? There are certainly enemies here. Take out the four or five enemies in the hangar and you'll get a message from Hawk. The plane IS here! The floor of the hangar slides out and the stealth bomber rises up. Hawk sets up some C4, the two of you hightail it out of there and the mission ends.

E-MAIL BRIEFING

Well done, Mr. Mullins.

The strange symbol you described seeing on Serbian crates may belong to the underground group that sold them QUEEN BEE. A full analysis and investigation is underway.

Warhead #3 (Codename: NEST EGG) is being held within a top secret chemical weapons facility on Uedineniya, a small island off the northern coast of Siberia.

The plant is run by a terrorist organization out for profit alone. Their facilities are buried deep under the ice, impervious to satellite analysis. We do know that the plant has been selling chemical weapons to Iraq for some time. However, the highest bidder for the nuclear weapon is now Cuba.

Infiltrate the icy compound, find NEST EGG, and destroy it. $30,000 for your time.

You will work alone this round. We are sending Hawk to Baghdad to pinpoint the location of warhead #4 . . .

Godspeed, Mullins.

At this point, after the e-mail briefing, you'll be able to choose weapons and items for the next mission. The recommended set-up is:

1	Armor
2	9mm Pistol
3	Sniper Rifle
4	Submachinegun
5	Grenades

JIM HUGHES' COMMENTS

This started out as a completely different level. It was originally located in Iraq, which explains why it uses that texture set. The whole goal of the level hadn't changed, though, so I re-textured a lot of it and rebuilt some areas. The cinematic of Hawk blowing up the fuel station was one of the first scripts I wrote. I remember thinking there was no way in hell I was going to be able to pull off what I saw in my head, but in the end it came very close. The idea of stealth being an option in the start of the level was added towards the end the project. I based the architecture from memories of old war movies. Kevin Long loaned me some airplane books, which had cool pictures of several different hangars. After seeing those I tried to make my own "hybrid" of styles. I remember staying up all night doing an intro cinematic for the E3 expo. When Scott Rice (our lead artist) came in and saw it the following day he told me he was confused by the cuts between shots. Lucky for him, I was too tired to attack him at that point.

SIBERIA

LEVEL: I CODE: SIBI

UEDINENIYA CANYONS

MISSION: NEST EGG

Warhead #3 (NEST EGG) is being held within a secret chemical weapons facility on Uedineniya, a small island off the northern coast of Siberia. Infiltrate the terrorist compound, find NEST EGG, and destroy it.

Insertion will occur in the icy canyons that surround the chemical plant and its defensive perimeter. Follow the metal fuel pipelines to gain entrance to the military bunker.

OBJECTIVES

- Gain entrance to the defensive perimeter of the compound
- Find and destroy NEST EGG
- Neutralize any terrorist threat

OTHER OBJECTIVES

- Follow oil pipes to military entrance
- Gain access to pipes for base insertion

ENEMIES

- Snow troopers

ALLIES

- None

This is a very difficult level. There are a lot of enemies, automatic guns and some pretty hefty vehicles. Prepare for the fight of your life.

The level opens up with a snow assault vehicle driving past two guards in front of a large metal door. John Mullins is seen sneaking up to the front of a cavern and the level begins. When you first move forward, John comments to himself that these are old fortifications, better be careful. Sound advice! Enemies are just ahead.

NOTE:

The unique part about this first level is the way the fog obscures your vision and prevents you from seeing too far ahead of you. The same thing applies to the enemies, so it's up to you to use it to your advantage.

Break out your sniper rifle and move forward slowly. There's a patrolling guard, a guard in a watchtower and a guard at the top of an icy staircase. You can take them all out with your sniper rifle without being seen.

Climb up in the tower and grab the ammo and the fallen guard's equipment. Jump down, head over to the icy staircase and wind your way up.

WARNING:

Don't try jumping down past the flags by the ice cliff. You will die a most heinous death.

When you get to the top of the staircase, zoom in your sniper rifle again and take out the snow trooper patrolling on the other side of the tunnel.

Approach the mouth of the snow tunnel with caution. On the other side is a mounted auto-gun and it will rip you to shreds if you're not careful. Sneak forward while using the snow wall for cover. If you move just right, you can zoom in on the auto-gun and take it out with 7 or 8 shots from your sniper rifle before it detects you.

Once the auto-gun has been destroyed, move forward and into the next icy cavern. There are several snow soldiers here, so don't hesitate to blast away. Be careful, though. Coming up over the horizon is another auto-gun and more soldiers who jump down from above. Take out the soldiers quickly and use the snow cliff wall as cover from the gun. The firing arc for the auto-gun is pretty limited here, so it's not imperative that you take it out. You're probably better off leaving it alone.

Up around the next bend is a horde of enemy troopers and a snow cat. The snow cat is a winter assault vehicle with twin cannons mounted on the top of it that will take you out in a hurry. Caution is recommended. This is a good place to pick off the guards in your field of vision with the sniper rifle. Once you do that, shoot the barrels that are next to the snow cat. The barrels explode and do a great deal of damage to the vehicle.

Put away your sniper rifle, prepare your C4 and grab your submachinegun. It's time to charge. Run down the hill, jumping and strafing to avoid the snow cat's guns. Shoot the arctic soldiers while you're running down the hill. The goal here is to get BEHIND the snow cat so its guns can't get a bead on you. Once you're behind it, use your C4 and submachinegun to finish it off.

Notice the big pipe nearby with the valve on the top of it? Make a mental note, because you'll need to remember that for events later on in the level.

The doors behind the snow cat are locked, so there's only one way to go. Head around the bend into the snow cavern adjacent to the doors and proceed with caution. There's a bridge between the two snow cliffs and several guards in the area. A snow cat crosses the bridge, but it ignores you. Take out the guards and keep going.

When you get to the bottom of this slope, you'll see another snow cat parked facing away from you. Run down and hide behind it. Use the snow cat for cover from the nearby guards and the two auto-guns mounted in the guard posts ahead. You can lean out from behind the cover and pick off the troops and the guns from safety.

Once you've taken down the guards and the guns, move forward into the ice tunnel. Kill the guards along the way and work your way to the end of the tunnel, a large metal door. Press the button to open the door.

WARNING:

There are three guards inside and they're ready for you. Don't hesitate to take them out.

Most of the doors in this room are locked. There's a door to your left that is open, however. Go through there and take out the two guards in the next room. At this point you're going to climb up a series of ladders to go deeper into the base.

At the top of the first ladder is a landing that has a pile of metal crates on it. There's some ammunition here, so stock up. Behind the pile of crates is a door. Open it and blast the two enemies inside. The female is wearing some really tough body armor. Aim for her head. Here you'll find a button and a medical station. If you're injured, grab the health.

Press the button. A cinematic will show you the valve you saw earlier opening up and a 45 second countdown starts. When the countdown reaches zero, the valve will close.

Exit the room the way you came in and head back up the ladders. Soon you'll reach the top of a ladder that ends in a trap door in the ceiling. Go through the trap door, but watch out! There are enemies waiting for you in the room above.

Once you take out the guard, press the button in front of you to open the big metal door. The door leads outside to the wreckage of the first snow cat you destroyed at the beginning of the level and, more importantly, you're close to the valve.

Kill the enemy soldier outside the door and run over to the valve. Hop inside and run! You don't have much time left at this point. If the valve closes on you while you're inside, you'll die, so time is of the utmost importance in this situation.

When you come out on the other side of the pipeline, two enemy soldiers are waiting for you. Take them out quickly before they can call for help and then stop to take a breath. This next part of the level is pretty tough. Better psych yourself up for it now!

Waiting around the next corner is a large group of soldiers and two huge auto-guns. The whole valley is a deathtrap! Run around the corner and use the snow cat for cover. Toss a few grenades or some C4 out into the cavern to take out the enemy soldiers.

Once you've cleared out the enemy threat, lean around the right side of the snow cat with your sniper rifle and take out the auto-gun. It should take between 7 and 10 direct hits to destroy it.

NOTE:

You can run through this valley and hope that the guns don't get a bead on you if that's more your style. Taking the gun out is the preferred method.

Once the gun on the right side of the canyon is destroyed, come out from behind the cover of the snow cat. There's a guard lurking nearby, so stay alert. Once you take him down, you can climb the ladder on the right side of the cavern that leads up to where the auto-gun was. There's a medkit and some ammunition here for you to grab.

Cross the catwalk to the other side of the cavern and walk on the snow ledge until you reach the other auto-gun tower. From this vantage point, you can take out the auto-gun without it hitting you. Inside this tower is one guard, some ammo and some armor. Jackpot! Once you've gathered that, jump back down into the cavern and press onward. There are more soldiers just ahead, though, so now's a good time to reload and then unload!

At the end of this cavern of ice is a steep cliff. On the other side is the snow base you're supposed to infiltrate. It's not going to be easy, though. There are a ton of guards outside and snipers in the tower and all of them can see you! Near the edge of the cliff is a little bunker with some ammunition in it. Grab the ammunition and break out your sniper rifle. From the bunker you can take out all of the guards across the way.

If you look over the cliff, you'll see two pipes that span the cavern. One of the pipes is cracked and steaming. Shoot the pipe and the crack will break open. It's your way in!

Jump down onto the pipe. Don't fall off or you'll die. Drop inside the pipe and move forward. The pipe ends in a small room with a stairway going up. You're almost done!

Go up the stairs and you'll end up in a large courtyard surrounded by four guard towers. Take out the guards on the upper level firing down on you.

There is a snow cat in the courtyard as well. Head around behind the snow cat and kill the guard that's waiting for you. Here you'll see a hole in the wall that leads into yet another pipeline.

Crawl into the pipeline and take a right. At the end of the pipeline is a steep drop and the end of the level. Jump down and you've successfully infiltrated the base. Congratulations!

MIKE RENNER'S COMMENTS

The objectives for this level were simple: Build a snowy cavernous area that is somewhat inhabited and make it feel cold to the player. Building an outdoor area was easy; building architecture into that outdoor terrain was the challenge. Making the player feel cold was accomplished with a combination of fog, sound and lighting of the level. I worked hard to get the lighting just right. I looked at several references, but the biggest influence for lighting was John Carpenter's "The Thing."

LEVEL: 2 CODE: SIB2

UEDINENIYA DEFENSIVE INSTALLATION

MISSION: NEST EGG

Warhead #3 (NEST EGG) is being held within a secret chemical weapons facility on Uedineniya, a small island off the northern coast of Siberia. Infiltrate the terrorist compound, find NEST EGG, and destroy it.

You've reached the military/defensive perimeter that surrounds the chemical weapons facility. Continue through the military base and find the cargo elevator that will take you to the chemical weapons facility.

OBJECTIVES

- Gain entrance to the chemical weapons facility
- Find and destroy NEST EGG
- Neutralize any terrorist threat

OTHER OBJECTIVES

- Locate elevator to chemical weapons plant
- Restore power to elevator

ENEMIES

- Siberian Soldiers (Male and Female)

ALLIES

- None

You begin this level in the metal access pipe where you finished the last level. Walk forward, check your mission objectives, and head up the ladder and into the base.

"Use" the grate at the top of the ladder to open it and climb up and out, into a motor pool of sorts. Since you emerge behind a snow cat, the enemy can't see you. Use this to your advantage and fire using the snow cat as cover.

Once you've taken out the guards, head through the door. There are two guards on the other side of the door, so be ready to fire as soon as you open it. Use the wall and door frame for cover from their weapons and you'll be okay.

Drop down off the catwalk to the lower level. There's a cowering guard here and some generators. Take out the guard if you want, but he won't hurt you if you don't go after him. There's a table full of goodies down here and that's what you're looking for.

Once you've loaded up on grenades and shotgun shells, climb the ladder that leads out of this area and go through the door. As soon as you step through the door, strafe to the right. There's an alcove here that protects you from the auto-gun mounted just ahead. If you lean out from behind the wall, you can take out the auto-gun safely.

Toss a few of the grenades you just picked up down the staircase to take out the enemies waiting around the corner. There are at least two guards, one male and one female, and a worker on the staircase. Once you've taken care of them, head down the stairs to the door. Just beyond the door are two guards. When you open the door, blast away! If you're lucky, you'll be able to stop them from setting off the base alarm.

Move forward and down the staircase that winds down and around to the lower part of this room. There's a double set of archways here, so use the wall between them as cover to take out the guards that are just ahead.

Once you've taken out the guards, go up the short staircase and across the landing to the door. Through the door is a hallway that leads to a courtyard. If you look through the window here you'll see a helicopter crash that takes out part of the base's power. Once the helicopter crashes, the gate that's blocking the courtyard will open. Cross the courtyard and go through the waiting door.

Beyond the door is a series of hallways that leads to a control room. There are three soldiers in the control room. Be sure to aim for the head, especially on the female since she's wearing the most armor.

Once you're inside the control room, you'll realize that there are double metal doors in the floor that lead to the next area of the level. You can press the button on the control panel and try to go that way, but it is not recommended. There's an auto-gun at the foot of the stairs waiting to rip you to shreds. Instead, shoot the lock off the ladder up above you and take the high road.

Climb up the ladder to the crawlspace above. You need to crouch to get through here, but a little claustrophobia is better than a chest full of lead, don't you agree? At the end of crawl space is a ladder that leads down into the base's master control room. Drop down the first ladder and use the hole in the ceiling to rain death down on the enemies below. Some well-placed shots and/or grenades should clear the way nicely.

Drop down to the control room area and clean out the remaining enemies. You'll notice a set of double metal doors here. Take note because you'll see them again soon.

Move around the catwalk that surrounds the upper level of the control room and you'll see a grate in the floor with a flashing red light beneath it. Blow out the grate with C4 or one of your higher-powered weapons. Once the grate is cleared away, you'll see the access tunnel you need to enter. Jump down there, crouch and enter the tunnel.

Crawling through this tunnel leads you to another generator room. Take out the waiting guard and press onward.

Just ahead is a ladder that leads you back to the main level of the base. Climb up.

At the end of this hallway and to your right are the double doors you saw earlier. The level has just looped around on itself! Take out the two guards by the metal doors and then turn your attention to the other direction. Go down this hallway until it splits. There are several guards down this way, so proceed with caution.

The doors down the tunnel to the right are locked, so head around to the left. This section of the tunnel leads to a winding room, which circles around clockwise and up to the next level.

Cross the small walkway here and into the hallway. There's a guard at the top of the stairs. Once you take him out, the door behind him explodes, granting you access to the next area of the map.

Cross the bridge over the top of the lower level room and into the next set of hallways.

There are a number of guards ahead, lean around the corners rather than charging blindly forward.

Once you take the guards out, you'll find that the elevator you're looking for is just at the end of this catwalk. What's this? Apparently the helicopter crash you saw has knocked out the power to the elevator. It's time to find a way to restore power

Drop down to the area below the catwalk you're standing on and through the metal door. You're about to move through a series of hallways filled with guards and stacks of metal crates.

Two rooms and three doors later, you find a room with several generators in it and a defenseless worker. Take him out if you want, but it's not necessary. "Use" the generators and you'll turn the base's power back on full.

As soon as you turn the two generators on, a cinematic will show the base power being restored. The elevator is functioning again. Exit the room through the door and into the adjoining snow tunnel. There are two guards at the end of the hallway, so take them out at long range before they can get a fix on you. The trick at this point is to run down to the end of the hallway and then go around the corner to your left as fast as you can. A snow cat is going to break through the wall at the end of the tunnel and if you run fast enough you can avoid it completely. Take out the two guards around the corner and you'll see a short ladder just ahead.

Go up the ladder, down the hall and through the big metal doors. Here you'll realize that you're back at the area where the tunnel forked and you've just successfully unlocked the door you previously were denied access to. From here you should be able to retrace your steps to the elevator and exit the level. Around the last corner before the elevator is a new set of enemies, so use caution. You enter the elevator and the level-ending cinematic plays. The guards on the lower levels are waiting for you.

GREG BARR'S COMMENTS

This mission forms the transition between the rough ice caverns of the first Siberia mission and the sterile high tech interior of the finale. The goal was to lead the player through rough ice hewn tunnels and isolated embedded bunkers. As the main entrance to the base the call was for vehicles and workers to be seen going about their duties. Announcements echo through the base to reinforce the atmosphere. The tricky part in designing this level was to get the ice caves to an acceptable level of detail within the constraints of our specifications. After more than a few tries we managed to get a result I was happy with.

LEVEL: 3 CODE: SIB3

UEDINENIYA CHEMICAL PLANT

MISSION: NEST EGG

Warhead #3 (NEST EGG) is being held within a secret chemical weapons facility on Uedineniya, a small island off the northern coast of Siberia. Infiltrate the terrorist compound, find NEST EGG, and destroy it.

Find and destroy NEST EGG.

OBJECTIVES

- Find and destroy NEST EGG
- Neutralize any terrorist threat

OTHER OBJECTIVES

- Locate and neutralize warhead #3 (NEST EGG)
- Escape factory before explosion

ENEMIES

- Clean Suit Workers; Soldiers; Scientists

ALLIES

- None

You fought your way to the elevator and you're descending deep into the heart of the installation. Trouble is, the enemy knows you're coming. Problem? No way. The opening cinematic shows the elevator doors opening with no one inside. Then, all of a sudden, you drop down from the top of the elevator and blast the guards waiting to apprehend you. And so it begins.

Work your way down the hallway to the double doors. Press the button to open the doors and move into the next room. A guard will spot you and signal for the alarm to sound. Don't panic. Just take the guards out as quickly as you can before they can alert reinforcements.

The double doors here are locked. Go inside the security booth through the door on the side. There's a scientist and three guards in here, so take them out. Press the button on the wall and the locked doors will open outside.

WARNING:

More guards rush in through the newly opened doors, so be careful when exiting the security booth.

Work your way through the double doors and down the hall. There are two doors down this way on your left and guards posted in front of each. Flash paks are very effective here as a distraction, so use them if you have them.

Go through the farthest door down on the left. There are three guards in here, so blast them. Enter the adjacent room either through the glass or through the door, your choice. There's a medkit on the wall here if you need it. Exit the room on the far side into the adjacent hallway.

There's a guard at the end of the hallway next to a single door and the hallway branches off the left as well. There's a guard and a scientist guarding the big metal door at the end of this branch. Take them out. You can't get through the large metal door, however, because you don't have a pass code. Use the single door instead. Inside this room is a window that overlooks a group of scientists and large chemical tanks. Press the button on the wall.

Whoops! The good news is the large metal door in the hall is open. The bad news is you just set off an explosion down below that has set off a chain reaction capable of destroying the base. You win some; you lose some. Run out into the hallway and through the large metal door that just opened. You'll find yourself on a catwalk that is encased in glass. Blast your way through the glass and drop down into the room below.

There are two exits here but one of them is locked. There's a clean suit worker banging on the glass trying to get in so you know that's the locked one. Move through the open exit and into the next lab area. An explosion rocks the compound here as the panels on the wall explode. If you go into the security booth on your left, you get locked in and have to come out through the glass window. Clear out the booth and then head down the hallway to the double metal doors.

As you approach the doors, stay to the left side of the hallway. Another explosion rocks the compound and you don't want to get caught in the blast. The doors ahead are an elevator and the explosion just took it out. Open the doors and to see a soldier climbing out of the elevator shaft. Blast him! Jump down into the elevator through the hole in the roof so you can get down to the lower level. The elevator door is half closed so you'll have to crouch to get under it. As you exit the elevator another explosion destroys part of the ventilation system in front of you! Things are getting hot around here.

Go down the hallway here and take a right. There's a large transparent door here that leads into a large room full of guards and clean suit workers. You're in for a fight! Use the doorway and the lab equipment for cover and you should be okay. Watch your back! This section of the base is crawling with guards.

There's a security booth here that you can look through if you want, but it's not necessary. (There's a health kit inside if you need it.) Move through this area and down the corridor to the next area. There's a hallway that heads left here, but ignore it for now. Instead, go through the doors and around the corner and you'll see a group of guards running from an explosion. Take them down and go investigate. The next room is a fiery death trap and workers are dying left and right! The trouble is, you need to get through this room to the other side.

Go back out of the death room and into the hallway. There is a valve on the wall that you can "use" to vent some steam out of the nearby pipes. Turning the valve sets off a chain reaction that pulls the ventilation shaft right off the ceiling. That's the first step in solving this puzzle. Now that you have knocked the ventilation shaft down, head back down the hallway and around the corner and down the hallway you passed earlier. There's a stack of metal crates here that lead up to the ventilation shaft. Climb up and inside.

Work your way through the ventilation system and over the room of death. Continue walking forward and eventually you'll drop through the ceiling and back down to the main level. There are a couple of guards here, but you've got the element of surprise. Take them out!

Work your way down the hallway here and soon you'll find yourself locked inside a decontamination room. The room fills with green gas, but don't worry about it. You could probably use it, considering you were just irradiated. A scientist lets you out of the room and gets blasted by a guard for his trouble. Take down the guard and move down the next hallway. Around the corner are two guards and two scientists. Lean around the corner and put some lead in the air. You'll take them out in no time.

There's an elevator here that takes you deeper down into the base. Hop in, press the controls on the wall and enjoy the ride. When you reach the bottom, the doors open to an empty hallway. Step out and work your way around to the right. Clean suit workers and guards will try to stop you here, but press onward. You're getting close to the missile you're looking for.

Go through the single metal door that's inset into the wall and into the adjoining tunnel. There's a guard here and a rather narrow field of fire, so be careful. It's tough for either of you to miss, so you have to get him before he gets you.

Exit the tunnel on the other side and down the stairway. Around the corner is a set of double metal doors with two guards posted in front of it. Blast them! Through the doors is the missile you're looking for. As soon as you cross through the doors, a sixty-second countdown starts until the missile is launched. If the launch succeeds, your mission fails. This place is crawling with guards, too, so this really isn't going to be easy. Fire from the doorway and take out as many guards as you can see before entering the room. The countdown doesn't start until you actually break the threshold of the door.

The room here is three levels tall and you enter on level two. You need to work your way around the catwalk and find the lift that takes you up to the third level of this room. When you get up to the third level, work your way around to the double doors. Open them up and blast the guards in the room behind them. There's a button here on the wall. Press it to stop the countdown.

Now that the immediate danger is over, you've got some killing to do. There are about a dozen guards left in the missile silo that you need to take down while you work your way down to the bottom level. When you reach the bottom and kill the last of the guards, the level will end with the base exploding and John Mullins narrowly escaping a fiery death.

E-MAIL BRIEFING

Welcome back, Mr. Mullins.

Hawk has pinpointed the location of the final warhead (Codename: LIGHTFOOT). It is in the possession of General Mohammed Amu, a challenger to Saddam Hussein himself. Amu, frustrated over Iraq's loss in the Gulf War, has allied himself with the elusive terrorist group that stole the warheads in the first place.

You will find LIGHTFOOT inside Amu's military base, which houses his own private army. We speculate his main target could be UN headquarters in New York.

$40,000 if you succeed. Meet Hawk at the designated Safehouse. Do not get taken alive.

SCOTT MCNUTT'S COMMENTS

This version of the Siberian Chemical Plant is the second level I made of it. The first one is collecting dust somewhere. We thought out better 'gags' for the level and added a launch sequence. We wanted the level to have a clean look. But as the player proceeds through the level, it gets destroyed. I really like the final area, where the missile is launched. Originally we had more cinematic in this level, but as time went on we took them out. We did not want to take the player out of the experience. Gina did a great job on making the textures for this level.

IRAQ

LEVEL: I CODE: IRQIA

IRAQI TOWN

MISSION: LIGHTFOOT

The final warhead (LIGHTFOOT) is in the possession of General Mohammed Amu, a challenger to Saddam Hussein himself. Frustrated with the loss of the Gulf War, it seems that Amu has allied himself with the terrorist organization that stole the nukes. His reasons for the alliance are currently unclear and it is believed that Saddam does not currently know of the treachery.

LIGHTFOOT is believed to be located in an Iraqi military airport that is friendly to Amu. You will be inserted into the city that surrounds the base. You must make contact with Hawk. He will have a disguise prepared that will help you on your mission.

OBJECTIVES

- Find the safehouse and receive a disguise
- Find entrance to Amu's military compound
- Find and destroy LIGHTFOOT

ENEMIES

- Iraqi Soldiers, Armored Rocket Soldiers

OTHER OBJECTIVES

- Locate and acquire disguise
- Locate final military checkpoint
- Use available transportation to go to airfield

ALLIES

- Hawk

This level starts out at the entrance to an Iraqi town. The landscape is beautiful, but this is no place for you to be. There's an entire army of soldiers here and that doesn't sound like good odds for just one man.

Down the alley to your left are two soldiers. Ahead of you is a merchant and a customer and a truck. Run out and use the side of the truck as cover. Run straight through to the door behind the truck and down the hallway.

There are a couple of guards down here, try to take them out quietly. This hallway is a dead end, so you'll want to jump out the window and out into the street. Once you're out in the open, prepare to fight. Work your way around the building in the center of the square and use the building corner to take out the enemies in the back.

Try to keep the noise down to a minimum if you can to avoid alerting more soldiers. At the back of this building is a ladder. Climb it up to the roof.

Cross the rooftop and jump over to the next building. Jump up on the ledge and through the open window. It's kind of tricky, but you'll get the hang of it.

Once inside, jump up on the table, crouch and go through the next open window. You'll jump down to the roof of the next building over and then drop down inside. Once inside, take out the guards quietly. You're in!

Work your way around the corner and outside. See that building in the center? That's your first goal. Take out the enemies on the streets as quietly as possible. Be especially careful of the armored rocket enemies. Not only are they tough, they're deadly AND they make a lot of noise. You get the worst of every situation when fighting them. Try for head shots with the .44 pistol to take them out.

Go into the door of the building in the center of the square. The game will cut to a cinematic of Hawk giving you a disguise and telling you to use it to infiltrate the town and get to the base. When the cinematic cuts out, you are in your disguise, inside a closet. Most importantly, your weapon is no longer in view. DO NOT press any attack buttons or weapon keys. If you do, your disguise is finished. Exit the building and take the ladder outside up to the roof.

Jump from this rooftop over to the balcony in the building next door. Once inside, work your way down through the building to the street level. Along the way, you encounter several soldiers and Iraqi citizens and, as long as you keep your weapon out of sight, they will ignore you. When you reach the street level, you'll see a set of giant open double doors. That's your goal.

When you go through the double doors and over to the next street, you're going to be spotted. A soldier asks to see your identification. Dispense with the pleasantries, break out your weapon and fill the street full of lead. The disguise was fun while it lasted! Once you clear out the street, you need to find a way into the next building. There's a stack of crates piled up in front of a ground floor window. Destroy the middle row of crates. Use your knife if you want to be quiet.

Work your way deeper into the building. There are a few scattered enemies in here and a lot of locked doors. Find your way to the staircase that leads to the upper level. Move past it to the hallway beyond.

Just down that hallway and around the corner is another storeroom. Jump up on the crates and destroy the one in front of the window. From this angle you can fire on the enemies out in the street. The window and building provide pretty good cover, so you it to your advantage.

At this point, the level pretty much becomes "run and gun" in nature. Work your way across the courtyard and wind your way through the adjoining hallways. You come to an open area with a fruit stand and a bunch of soldiers. Use the entryway walls as cover and sweep the room with bullets, grenades and anything else you have. Once again, watch out for the rocket soldiers.

Move your way through this area, down the hallway and to the next open courtyard. This one is a bit trickier since it's multiple levels and there are enemies on all sides. Use the walls for cover again and try to lure the enemies out into the open.

Once you've cleared out this area, work your way around the building into the alley on your left. Go inside the building and move through the ground floor. Soon you'll see a ladder going up. Climb it to the second floor of the building.

When you go out the door, you'll be on the ledge that goes around the top of the building. There are enemies up here with you and down in the courtyard. Blast the ones on your level and ignore the ones in the yard. You have a height advantage, but the rocket guys are deadly. The door isn't that far away, run for it!

Through this door and down the hallway is another door. Open it and walk out onto the balcony. You'll see a cinematic of Hawk jumping onto a truck that's headed out of the compound. When the cinematic ends, the guards are alerted to your presence. Blast them!

Jump down to ground level and take out the guards and guard dogs in the courtyard. There's a small guardhouse that you need to enter to find the switch that opens the gate. Blast your way through the guardhouse.

Once you've taken out all the guards, press the button and the gate outside will open. Go through the gate and the level will fade out. You're on your way to the next part of the mission!

NOTE:

This mission has a great deal of replayability. It's fun to try to blast your way through town without the disguise and to use your disguise part of the time, revealing yourself at different points in the level. Use the cheats and give it a try! You'll enjoy it.

JIM HUGHES' COMMENTS

I knew that the whole idea of doing an outdoor town level was going to be challenging. I knew I couldn't do the whole thing outdoors, but I had several ideas how to stop the engine from seeing too far ahead. I bought a couple of cheap books that had lots of photos with that architectural style and I based the level on those photos. Lots of areas were ripped out and built again until I felt every area looked cool. I wanted the player to be able to have the option to sneak in the intro as well and I really like the way it turned out. In my eyes, it looks different than what most people are used to seeing in 3d shooters. This texture set it one of my favorites since it looks so authentic.

LEVEL: 2 CODE: IRQ2A

IRAQI MILITARY BUNKER

MISSION: LIGHTFOOT

LIGHTFOOT is definitely in the base. Find it and destroy it before Amu removes it from the base.

OBJECTIVES

- Find and destroy LIGHTFOOT
- Neutralize any terrorist threat

OTHER OBJECTIVES

- Locate and destroy warhead #4 (LIGHTFOOT)

ENEMIES

- Iraqi Soldiers, Rocket Soldiers

ALLIES

- Hawk

This level begins in a courtyard outside an Iraqi military base. The opening cinematic shows Hawk talking to John and then running off to take a different way in. You get to go in the front way. Lucky you!

Head in the main doors and to the giant hydraulic lift just ahead. Press the button on the wall and ride the lift down to the lower level. There are several enemy soldiers waiting for you when the lift hits the bottom, so be prepared.

Go down the hallway to the next room and take a right. Go into the control room and blast the unsuspecting guards. Around this time, Hawk radios and tells you the truck is getting away and he's going after it. Don't worry about Hawk, though. You've got more important things to deal with than worrying about him.

Leave the control room and you'll see a large pipe coming out from the ceiling. There's a control panel on each side and a release valve. "Use" the release valves and steam pressure will build up in the pipe, causing it to explode.

When it does, drop down in the hole, crouch, and work your way into the ventilation system. When you emerge, you'll be in the perfect position to take out the unsuspecting Iraqi guards.

After you clear out this room, head up the stairs. The stairs wind around to a large, open room with a big staircase that winds its way down deeper into the base. Blast the guards on the stairs before they get you.

When you reach the bottom of the stairs, take the hallway to your right into the next area of the map. You'll find yourself in a room with two ladders heading up into the ceiling. You want the one on the left. Start climbing!

The ladder brings you back up to ground level. You'll have to work your way down the sand-laden path between two of the base compounds. This area is crawling with soldiers, so watch your back. Use the walls for cover.

As the alleyway winds around, you come to a broken piece of wall that leads into a courtyard. The courtyard is a death trap! There's a tower with a rocket soldier in it as well as a bunker and scattered patrol soldiers. If you picked up a rocket launcher or a sniper rifle, now is a good time to put it to use. If not, use the broken wall as cover and toss some grenades. This is quite a firefight.

Once you've cleared out the death zone, work your way across the bunker, up the ladder and into the tower. There's some armor here and ammunition to pick up. There's a valve here that you need to turn to open the gate that leads out of the courtyard. It's a timed puzzle, so turn it (use it a few times) and then jump down from the tower and run through the gate.

Once you're through the gate, head to the next area. Lurking around the next corner is a hill of sand with a group of enemies at the top. Use the walls for cover and strafe back and forth at the bottom of the hill and you should be able to take them out.

Once you've put them down, head to the top of the hill. There is an entrance blocked by a supply truck. When you approach the truck, it moves, revealing a group of enemy soldiers who are waiting for you. Blast them before they blast you!

Take a second to catch your breath, gather weapons and reload before pressing onward. This alleyway leads to a group of fortifications filled with enemy soldiers. There's a machinegun nest of sandbags on the right side of the street and a concrete bunker on the left side of the street. I don't need to tell you to proceed with caution. Waiting at the end of the alley for you is an armored rocket soldier.

Once you've cleared out this section, enter through the door at the end of the building. There are several soldiers just inside, so make sure to reload before you charge. Inside are two upward bound hydraulic lifts and a switch on the wall that operates them.

Flip the switch and move quickly onto the lift and it will take you up to the next level. There are several soldiers waiting for you. Dodge their fire by moving behind the nearby truck. The truck makes excellent cover and you should be able to use it to dispatch the soldiers easily.

Exit this room through the doorway behind the truck you're using for cover. This hallway winds around and to a circular vent in the floor with a ladder in it. Use the ladder to get down to street level again. There's a fence explosion here, a sign that Hawk is nearby. Go through the door on the other side of this area.

Speaking of Hawk, you're about to meet up with him. You come to a chasm that's too wide to jump across and down below you, working on solving that problem, is Hawk. After a bit of work, the two of you figure out how to raise the bridge. Defend Hawk while he works his magic and, once the bridge is raised, cross over into the next area.

Lurking around the bend is a guard post and a staircase. Take out the guard and wind down the stairs to the waiting control panel and press the button.

Grab the health kit on the wall nearby if you need it and then drop down to the lower level. Wind your way around to the lower bridge that Hawk was on and cross it. Go through the hallway and into the next room. You'll see a hole in the wall with a grate next to it. Crouch and enter.

Work your way forward, go all the way down to the end and then take a right. Work your way through the ventilation system. You'll see several fans along the way and they have a certain "pull" to them. Don't get too close.

NOTE:

The vent system isn't overly complicated because if you go the wrong way, you'll just end up in the room where you entered the vent in the first place.

The vent exits in a boiler room to a waiting Hawk. This part of the mission is over and you have a plane to catch.

GREG BARR'S COMMENTS

This is the third incarnation of the Iraq Bunker. The others are now lost in the mists of time and the vast depths of the infamous P:\ drive. The fortress has been, at one time or another, a mostly outdoors jaunt through the sand in the early hours of the morning, a stealthy route through city streets in the midday heat, but in the end we settled on a nighttime infiltration mission. It retained a mixture of indoor and outdoor scenery with the player ducking in and out of the base trying to reach the concealed entrance to the hidden airbase. Matt Pinkston did a great job of spicing up the base adding many more interesting events to keep the eyes and ears interested.

LEVEL: 3 CODE: IRQ3A

IRAQI AIRFIELD AND CARGO PLANE

MISSION: LIGHTFOOT

Amu has loaded LIGHTFOOT onto a cargo plane and is in the process of removing it from the airfield. You must stop that plane from leaving the ground. Make your way out of the bunker and find the nuke before it is too late.

OBJECTIVES

- Find and destroy LIGHTFOOT
- Stop Amu from removing LIGHTFOOT
- Neutralize any terrorist threat

OTHER OBJECTIVES

- Locate cargo plane with LIGHTFOOT
- Retrieve LIGHTFOOT

ENEMIES

- Iraqi Soldiers, Rocket Soldier, Tank, Attack Dogs

ALLIES

- Hawk

This level opens up in a maintenance shed on an Iraqi airfield. Hawk radios and reports that there are about fifty guards between you and the cargo plane. Hawk has a gift for understatement, there are a lot more than fifty guards on this level!

Take a look outside and you'll see a lot of open ground between you and the next building. Lean around the corner here and see if you can take out a few of the guards before they see you. Headshots, as always, are recommended.

Once you have their attention, head around the back of the building. The alley is narrow, so only one enemy at a time can get near you. Use that to your advantage. Once you've taken out the guards, feel free to head over past the truck to the next building.

Clean out the workers here and exit to the door on your left. Go through the alley and approach the next open courtyard. There are enemies on all sides here, so be careful. If you plan your attack correctly, you can take out the guards in the yard by using the walls and crates for cover and then lean around the corner to take out the sniper in the tower.

On the other side of the yard is a ramp that heads downward. There are guards and an attack dog at the bottom of the ramp, so watch out. The hallway winds around the corner to another group of waiting guards. A well-placed grenade or C4 charge will take them out.

Push the button to open the metal door and head into the next room. There are two guards in front of you by a hydraulic lift and two in the room to your left. Take them out and head over to the lift. Press the button and ride the lift down to the lower level. There's a guard waiting for you at the bottom so watch out. Walk over to the ladder on the other side of the room.

At the top of the ladder is an alcove. Go inside all the way to the back and turn around. There is a button in front of you on your right. You need to press it and then move forward because the palette of crates in front of you is going to start moving and you need to hitch a ride on it to get to the next part of the level.

When the crane stops, jump down and look for a tall ladder that leads to the upper level. There's a door at the top of it that you need to find. Watch out for the guard on the catwalk!

Through the door is a short hallway that leads to a repair shop. There's a truck here on a lift and a bunch of guards. Take them out from the stairwell to maximize your cover.

There's a security booth in this room up a short flight of stairs. Go into the booth and head out the back door and down the hallway. There are a bunch of guards down this way, so proceed with caution. Lead with grenades, C4 or flash grenades if you've got them. There's an alcove to your right with a medkit in it if you're injured.

Go through the door here and you'll see a fenced in set of controls. Shoot the guard behind the stack of crates and then shoot the lock off the fence. Open up the gate and approach the control panel. "Using" the lever on the control panel twice will slam the rocket engine that's hanging on chains outside to slam into the fence, breaking it down. Remember, you need to use the lever once, wait for it to reset and then use it again.

Exit the cage, jump down to the floor and head through the newly opened gate. There are a few guards here and a maintenance worker, so show no mercy. There's a door in the room that leads outside. Make sure your weapon is loaded and your favorite explosive type item is ready. There's a huge entourage waiting outside. Watch out for a large group of soldiers and a rocket trooper. You're getting close.

Once the first wave of enemies is down, move across the courtyard. When you reach the other side, you'll notice a fence blocking your way. Not for long. There's a tank (yes, a TANK!) rolling out of the garage behind you. Duck behind the nearby stack of crates unless you want to get smashed.

The tank fires and takes out the fence that's blocking your way. That's your cue to run! Take off down the alley and dispose of the guards. Lurking around the next corner is your goal, the elusive cargo plane that's loaded with Lightfoot, one of the missing nukes.

NOTE:

It is POSSIBLE, but not recommended, to take out the tank. If you've got the rocket launcher and want to have some fun, go nuts! Don't forget that you were warned, though.

Go up the ramp and take a look around. Here you find Hawk trying to disarm the bomb. He tells you to keep the soldiers off of his back while he disarms it and that's going to be no small task. Fortunately for you, there's some armor, grenades, ammo and other goodies here just in case you're running low. You're going to need it, too.

Enemy soldiers start pouring into the courtyard. There are several waves of them to fight off and each time Hawk tells you "Just a little longer" or "I'm getting close." Easy for him to say. Fortunately for you, the entrance to the plant is blocked off pretty well and it's easy to find cover. Crouch, lean and duck. Keep yourself as low to the ground and under cover as possible. Keep moving from one side to the other and make good use of your grenades. This is the fight of your life! If you find yourself running low on ammo, leave the plane and loot the bodies outside. This is a last resort, though. If you can avoid it, you should.

If you successfully fight off the three waves of soldiers, Hawk finishes disarming the bomb and the two of you take off in the plane bound for America and a return trip to Lasky's Used Books.

MATT PINKSTON'S COMMENTS

I watched "Eastern Condors", a Sammo Hung film, and looked at many pictures of commercial and military cargo planes for inspiration. Basically, my goal in this level was to make the player say "Holy S***" when they saw the cargo plane at the end. I also wanted the player to be scared when they saw the tank, so I gave him a quick glance near the beginning, but you eventually meet up with it. You can fight it or you can run away, but either case, you'll be crapping your pants and hoping you remembered your rockets!

CODE: ARM2

ARMORY BRIEFING

MISSION: "THE ARMORY"

Behind the facade of Lasky's Book Store lies a top-secret bunker where information and equipment is disseminated from the Shop. This location is 'owned and operated' by Sam Gladstone, a cover operative for the Shop for many years.

Make contact with Sam and Hawk, familiarize yourself with the upcoming mission, and get moving. We're running out of time.

E-MAIL BRIEFING

Sergei Dekker and the Order have become our top priority terrorist organization. They must be eliminated.

We believe Sergei Dekker is connected to the hate gang you fought in the New York subways. We suspect they were up to something: The UN building is right above where the incident took place.

Wilhelm Dekker (a.k.a. "Sabre") is the gang's leader. His name and history with a South African white supremacist group makes us suspect he is related to Col. Sergei Dekker, exiled from South Africa 9 years ago.

We know the Order is supplying Sabre with guns. An arms deal is scheduled for tomorrow.

$50,000 for any clues you can obtain about the location of Dekker and the Order. Sabre will be your source.

Hawk will investigate possible origins of the guns before their sale to the Order.

Be careful, Mr. Mullins.

OBJECTIVES

- Make contact with Sam
- Equip yourself for your next mission

ENEMIES

- None

ALLIES

- Bookstore Patrons, Sam, Hawk

Welcome back to Lasky's Used Books.

Make your way into the store and talk to Sam. The other patrons don't have anything to say other than "Hi John" and miscellaneous small talk, so don't bother with them. Sam's a busy man, after all, and you don't want to keep him and Hawk waiting.

After exchanging code words, Sam will lead you back to the briefing room. Not surprisingly, Hawk is already there waiting. The three of you chat about the upcoming mission. You're going back to New York to look for Sabre.

Once Sam briefs you on the particulars, it's time to get online. Walk up to the keyboard and "use" it and you'll be able to read your e-mail briefing and choose your weapons.

For the upcoming New York mission, choose the following weapons:

1	9mm pistol
2	.44 pistol
3	Shotgun
4	C4
5	Armor
6	Grenades

Most of the punks are armed with pistols or shotguns, so there will be no shortage of ammo. Once you've made your selections, click on "deploy" and you're off to New York.

ERIC BIESSMAN'S COMMENTS

The armory was originally created by Brian Raffel and then handed to me for scripting and tweaking. Mike Renner added some of the finer points to the second and third armory level. The original idea behind the armory is two-fold. One, it is a place where the player can take a break and see where the story stands. On top of that, it lends a little insight into the mysterious company that the player works for. The hardest part was the scripting. I had to find a way to lock the player in the room so that he was forced to listen to Sam and Hawk. Some trickery, some forced movement, and it was good to go.

NEW YORK

LEVEL: 1 CODE: NYC1

WAREHOUSE

MISSION: SABRE

Wilhelm Dekker (a.k.a. Sabre) is Sergei Dekker's brother. Apparently, the Order has been supplying Sabre's gang with guns and money, giving the gang the ability to outgun the SWAT forces that were sent against them earlier.

To track down the Order, the Shop needs information. Sabre is expecting an arms shipment tonight; stop the shipment and capture Sabre. It's our only lead at the moment.

OBJECTIVES

- Stop arms trade
- Capture Sabre
- Neutralize any terrorist threat

OTHER OBJECTIVES

- Locate and terminate weapons trade

ENEMIES

- Punks (Male and Female), Sabre, Terrorists

ALLIES

- None

This level begins with a cinematic that shows Sabre and his gang of thugs welcoming some outsiders with a truck full of stolen weapons. After the cinematic, you're standing just inside a fence next to a truck trailer in a warehouse district in New York City. Lean to the left around the trailer corner, and you can take out the first gang member on the level.

Climb into the truck using the steps. The door on the other side of the trailer will slam shut, and a gang member will jump on the roof and start shooting holes in it. Take him out after he shoots through the roof and jumps down into the trailer.

Blast the punks in the alley and head for the door. This leads to a warehouse building with three punks guarding it. Shoot at them from behind the fence so that you're free to bypass the fence and get to the next part of the level.

Climb up the crates and work your way up to the rafters. You can crawl on the boards up here to get to the other half of the room. Jump down on the top of the truck to pad your fall.

Exit through the door on the side of the building, and then go into the alley. Use the metal trailer for cover. By leaning around the corners, you can take out the gang members in the yard ahead.

When you get out in the yard, you'll see that your path is blocked on all sides by a fence. See the telephone pole in the corner with the barrels next to it? Blast the barrels. The resulting explosion collapses the telephone pole onto the fence, thus providing a way to get to the other side.

Walk on the pole to get over the fence. There's a punk just on the other side, so take him out and grab the ammo in the back of the truck. Move down the alley to the spot where the next alley intersects it. Lean around the corner and blast away. There's a punk with a shotgun at the top of the ladder, so watch out for him!

NOTE:

There's some C4 in the punk's alcove, so don't forget to pick it up.

There are two doors at the end of this alley. Both doors are locked, so don't concern yourself with them. There's an open yard ahead filled with punks, so instead concentrate on them. Fortunately, the alley wall provides plenty of cover for you.

There's another door on the other side of the yard. Behind the door is a machine shop and a bunch of punks. Make sure your weapons are loaded and ready. There are lots of punks in here; some of them are on the ground level while others are high up on top of the trailers in the shop. A quick strike is recommended, but don't forget to look up!

Clean out the ammo and weapons in this room, and then head out the back door. There's an alley outside and a few more punks to eliminate. After disposing of them, cross the yard to the next building. Go through the next door to find a storeroom with a staircase and a catwalk leading to an upper level. There are a few punks in here, so blast them. Also, there's a Health Kit on the wall if you need it. Based on what's in the next room, it's probably a good idea to grab it while you can.

Go up the stairs and cross the catwalk. Make sure your weapon is reloaded and, if you have any grenades or C4, make sure you have them ready. After you go through the door, the game will cut to a cinematic of you watching Sabre finalize the arms deal. He then wanders off to tend to other business.

As soon as the cinematic ends, throw a grenade down there and run to the right. Take cover behind the corner beam, and lean out to take some pot shots at the terrorists below. They have armor and Heavy Machineguns, so don't take any chances. A few grenades and some skillful shooting should take them out.

After eliminating the terrorists, jump down to ground level and loot the place. You'll find three Heavy Machineguns and a bunch of ammunition for them. After stocking up on the goodies, head out the side door.

There's a loading dock with three semi truck trailers in it. There are a number of punks out here too, so put your Heavy Machinegun to work. The exit from this area can be difficult to locate, so look around carefully. Follow the length of the truck closest to you. It appears to lead to a dead end and a burning barrel, but looks can be deceiving. There's a narrow alley here that you can squeeze through to get to the next part of the level.

WARNING:

The last part of this level is a deadly maze of boxes, crates and semi trailers and it's crawling with gang members. Watch your step because danger lurks around every corner. Keep your eyes out high and low, because there the punks are everywhere.

Work your way around until you see a punk standing in front of an electric fence. After shooting him, he backs into the fence and electrocutes himself. This causes a short in the system, opening up a fence later on in the maze, so watch for it. Also, the truck has some ammunition in it, so stock up.

Go back the way you came and take a right. Move down the alley with caution and watch out for snipers. Just ahead is a punk with a shotgun on a high roof. You're getting close, so blast him!

You should now be facing down a long alley. As you begin to walk down the alley, the screen will fade to black. You'll then see a cinematic showing Sabre jumping down into the sewers and John throwing a grenade down after him. What he doesn't see, however, is that the sewer pipe is labeled "gas line." After a huge explosion, the level ends.

MIKE RENNER'S COMMENTS

For the first New York City level, I wanted the player to play "stealthy." I wanted the player to feel that if he were to make any loud noises, he would be overwhelmed with enemies. The environment, I wanted the feel of an old warehouse area. I looked at many different movies to get the right feel for the level. (*Eraser*, *Usual Suspects*, numerous Bond flicks, etc.) Trying to add something that has not already been done with a warehouse level was the challenge.

LEVEL: 2 CODE: NYC2

NEW YORK STEAM TUNNELS

MISSION: SABRE

Although the arms trade was stopped, Sabre has escaped into the steam tunnels that dig deep below New York City. It is imperative that you make your way through the tunnels and capture Sabre.

OBJECTIVES

- Capture Sabre
- Neutralize any terrorist threat

OTHER OBJECTIVES

- Capture Sabre

The level begins with Sabre recovering from the blast in the sewers and John jumping down after him. Sabre says, "Kill him!" but John is faster on the draw. The chase is on!

Exit the room through the hole in the wall, and work your way down towards the water-filled corridors. You'll have to crouch to get through this area. You'll soon find yourself in a claustrophobic steam tunnel with pipes and lots of murky water.

This part of the level loops around pretty well, but the path you need to take is unmistakable. Just be careful. Lean around blind corners, and toss a grenade or a Flash Pak out in front of you if necessary. There are about five punks in this part of the level. You'll even catch a glimpse of Sabre at one point running in a parallel tunnel.

When you reach a collapsed section of tunnel with a fallen girder blocking your path to a door, take a right. Go through the door and into the next room. There are punks just inside the door, so watch out.

NOTE:

Take note of the collapsed tunnel and doorway that you can't reach. You'll see it later.

Climb the ladder to access the upper level. This next part of the steam tunnels is crawling with punks, so use caution. There are three bad guys waiting for you around the first corner. Take them out and move onward.

There's a boiler room and a door at the end of this hallway. After cleaning it out, go through the door. As soon as the door swings open, blast the punk on the walkway in front of you. Next, lean out using the doorway as cover to blast the punks down the abandoned tunnel you just entered. Across the walkway is a storage closet with some ammo and a Medical Kit.

Jump down into the abandoned tunnel and follow the winding corridor. There's a tunnel around the next bend that is blocked off by an old subway car and some collapsed tunnel. Blast the punks and head through the unlocked door.

Beyond this door is an access tunnel filled with electrical boxes and pipes. It's a narrow passage and there's not much room to maneuver, so be careful. Kill the two punks, move through the corridor, and head down the tunnel to your left.

The tunnel you're about to enter is truly a "steam tunnel." There's steam pouring out of the pipes, which makes it extremely difficult to see. Lean out and take a few shots with your 9mm to clear the way before proceeding.

NOTE:

The enemies use the steam to conceal their presence in this area.

There's a room at the end of this tunnel with a door on the left and a door in front of you. Look out the door to your left to see the beginning of the level. Remember the collapsed section of tunnel mentioned earlier? There it is. BUT DON'T JUMP DOWN THERE! If you do, you won't be able to get back up.

There's a trap behind the door in front of you. You'll here a punk say, "Watch out! He's coming through." When you open the door, back up immediately because there's an exploding barrel that might instantly kill you if you don't watch out. Thank the two maniacs with a couple of well-placed shotgun blasts.

The door on the other side of the death trap room is unlocked. The door leads to a set of subway tracks that are electrically live. There's a punk down the tunnel to your right with a shotgun, so watch your step. Make sure you eliminate him before you do anything else.

Jump across the tracks to the ledge on the other side, and work your way down the tunnel to where the punk with the shotgun was standing. As you go through the door, you'll enter a dark room full of old rusty pipes and, more importantly, a couple of bad guys. Blast them!

Go through the door and down the stairway. The punks in these tunnels are ready for you, so be cautious. Use your lean ability a lot, plus it never hurts to lead with grenades. Just follow the stairs down and then follow the pipes on the walls. This section of the tunnel winds around until you get to a dead end and a gray brick wall with a large hole in it. Guess where you're going?

Go through the hole to enter a tunnel that has been carved out from the earth itself. The tunnel winds through to a small room. Blast the punk when he drops down from above, and then go through the door. Just through the door is an old abandoned subway station. Use the doorway for cover, because you're about to have a shootout with the neighbors.

After eliminating the bad guys, cross over the tracks to the other side and wind around the area. You'll then see another dirt tunnel through a hole in the wall. Dive in and follow the tunnel. You're almost done. There's a small room around the last bend in the tunnel. You can clear it out with a few shots before you even get out of the tunnel.

This is where things get nasty. The last room of the level has two staircases leading down into it with punks flooding the room. Use any cover you can find, and attack both stairwells. You need to kill about 20 punks before the level ends. (Hope you remembered to save!) Upon doing so, a cinematic shows Sabre running out of the subway and into a run-down hotel. You follow in hot pursuit as the level ends.

MIKE RENNER'S COMMENTS

For the New York steam tunnels, I wanted the player to feel that he was going deeper under ground as he progressed throughout the level. I also wanted the player to feel somewhat claustrophobic. I looked at many different subjects to get the feel for this level, mostly searching the web for photos of steam tunnels. People who infiltrated college steam tunnels, abandoned buildings, and old factories. I took a number of those pictures from different areas, put them out in front of me, and then pieced them back together in the editor.

LEVEL: 3 CODE: NYC3

NEW YORK BUILDINGS

MISSION: SABRE

Pursue Sabre through the gang's headquarters, and watch out for civilian units. Capture Sabre at all costs.

Be warned: friendly police units may be in the area. Render aid whenever possible and check your fire carefully.

OBJECTIVES:

- Capture Sabre
- Neutralize any terrorist threat
- Render assistance to any friendly units

OTHER OBJECTIVES

- Capture Sabre ALIVE

This level begins with a cinematic that shows the police heading for the fleabag hotel that you've just chased Sabre into. After the cinematic, you find yourself standing in the hotel lobby. It doesn't take long for the action to begin either. Two member's of Sabre's gang are behind the front desk (and a steel cage), and there's another on the balcony.

With the initial threat gone, head behind the counter to find some ammo for your 9mm pistol and your shotgun. Head out of the lobby and over to the police officers huddled in the corner. An officer comes up and tells you that the gang members are everywhere, and that you should follow him when he takes off running down the hallway. Follow the officer to the lounge area, which turns into your first hostage situation. Three punks are holding a woman at gunpoint. If you can take out the punk directly behind the screaming woman, the police will do the rest.

WARNING:

DON'T HIT THE HOSTAGE or your mission will end!

When the woman and the police officers are safe, move into the next area. There's a stairwell filled with angry punks around the corner. After pushing a soda machine down the stairs, one of them drops off the balcony right in front of you. Use the shotgun or the Raptor to make quick work of these guys.

There's a set of double doors at the top of the stairwell. Just beyond the doors are some punks, so stand to the right of the door and "use" the door on the left. When it opens, toss a Flash Pak or a grenade into the room and follow up the blast with a spray of gunfire. This should take care of the threat, enabling you to move on to the next hostage situation.

There are a couple of punks lurking just around the next bend, harassing a young woman. As you near the corner, the woman runs out as she's being chased. Make quick work of the two punks, or they might kill the hostage. Once again, your mission will end if the hostage dies.

Continue down the hallway as soon as the hostage is safe. There's a maintenance closet at this end of the hall, and there are two punks inside who are about to kill another female hostage. You must have your weapon drawn and ready, because it takes split-second timing to save the woman.

NOTE:

You have the best chance of saving the hostage if you have the .44 Pistol. However, it is also possible with some of the other more accurate weapons.

Head for the open elevator just past the maintenance closet. If you move close to it, you'll see a body fall down it, screaming as he plunges to his death. Don't get any funny ideas about jumping down after him; it's a long way down and you won't survive it. There's a door here and a hallway full of punks behind it. Open the door, take two steps backward (to avoid the punk behind the door), and blast away!

There's another hostage crisis lurking around the next corner of this hallway. As you run around the corner, you'll see two punks chasing a woman and a third one on an overhang above the hallway. Take them out fast before they have a chance to harm the woman.

WARNING:

You should always know what's behind you too. If punks sneak up from behind , they may take out the hostage while you're not looking.

After saving this hostage, move down the hallway past an out-of-order elevator. You should see a railing around this corner overlooking the lobby where you entered the level. There's also a couple of punks, one at eye level and one looking in from a hole in the roof. Take them down! Don't jump over the railing, though; not unless you want to play the level over again.

Continue along this hallway until you see a barricaded door with a glowing exit sign over it. As soon as a punk runs out from around the corner, he will perform a forward flip and then try to blast you with his shotgun. Don't give him the opportunity!

WARNING:

The next hostage situation is the most difficult one in this level. If you have a save remaining, now would be a good time to use it.

Run around the corner to see a woman running from two punks at the end of the hall. You must act quickly and blast them! After gaining their attention, they'll fire at you and not the hostage.

To your left is a "No Smoking" sign next to an unlocked door. However, there's a punk behind the door hiding behind an old couch. More importantly, there's another punk in an adjoining room about to execute a hostage. Burst in and ignore the punk in front of you. Run into the adjoining room and save the woman first! You should eliminate the other punk only *after* the woman is safe.

Exit this room back into the hallway, and go down to the end. Look for the door leading to the stairwell. Enter the stairwell and walk down the stairs. There are several punks in this area, but because you're coming down the stairs, you have the advantage of cover and higher ground. Use it to your advantage.

At this point, you have two choices: You can go all the way down the stairs and take out the punks in the alley at the ground level. Or, you can stop on the first floor, go out through the window and take out the punks in the alley from above on a balcony. Attacking from higher ground is always easier, so use the latter approach.

Blast the punks across the street in the burned-out building and the ones down in the alley. There are police officers at the end of the alley who will ensure that no one gets out that way. (Don't bother trying to go down to talk to them because they don't have time for chit chat.) Climb up the fire escape as high as possible, and jump across to the building next door.

NOTE:

This is a fairly tricky jump, so it's a good idea to save your game if you have one to spare.

Safely on the other side, head for the door and prepare for a surprise. Upon doing so, you will fall through the floor and into the basement. You're not along, though, so don't be afraid to start shooting. From this point forward, there are no more civilians, so don't pull any punches.

Exit the room and go into the dark hallway ahead. There are several punks in this building at various levels, so keep your eyes open. There's a small, open room up to your left and there's a punk inside with a surprise waiting for you. Take him out and move on to the end of the hall.

From this vantage point, you can see outside to the alley. After disposing of the punks in the alley, find the ladder leading to the upper level and climb up. When you reach the top, use the board to reach the next room.

The next area is a storeroom of sorts, but watch out for gang members dropping from the ceiling! You're getting close to Sabre now, so there's plenty of resistance. Watch your ammo too, because now is not a good time to run out. Head for the door at the back of this room.

Heading through this door leads to the roof of the burned-out building. It's somewhat wide open, but don't be in a hurry to rush out. There are gang members on all sides on your level and above. Some of them are throwing molotov cocktails, but most of them just want to give you a bad case of lead poisoning. Use the doorway as cover, and clear them out before you move in for the kill.

After eliminating the gang members, walk up the board that angles upward from this level to the roof. At this point, the game takes you to the level ending cinematic. John talks to Sabre about where he can find Sergei Dekker, but the evil gang lord is not really in the mood to talk. After a few threats, John loses his temper and blasts away at Sabre, sending him plunging to his death.

It's time to return to the Shop and talk things over with Sam.

E-MAIL BRIEFING #3

The information you brought back from Wilhelm has proven invaluable. We are beginning a massive search into the identity of Jessica 6.

More importantly, Kordofan, Sudan is indeed where the Order purchased the weapons that ended up in the New York gang. Hawk tracked down the sale to a missile factory hidden underneath a working slaughterhouse. The facility is run by a Sudanese warlord, who has aspirations of overthrowing the government.

With Hawk's help, fight through a small trainyard, infiltrate the slaughterhouse, and find the secret entrance to the missile factory. $60,000 for the destruction of the factory.

We fear Dekker's next purchase could be a missile.

Do not fail, Mullins.

MIKE RENNER'S COMMENTS

Ah, the old hotel and burned-out building. For the hotel, it was simple once the basic "look" of the hotel was conceived. I wanted the feel that this hotel was at one time a classy place, but now has been taking over by a group of thugs. Throw guys coming at you from around every corner, toss in some hostages that you have to save, and you have yourself a level. For the burned-out building, that challenge wasn't so difficult. I basically built a three-story building and then physically trashed the place to make it look like it burned.

SUDAN

LEVEL: 1 CODE: SUD1

TRAIN YARD

MISSION: DRAGONFIRE

The information from Sabre has proven invaluable. More importantly, it has helped the Shop find the origin of the purchased weapons. Information has been found that hints that Dekker's next purchase may be a missile.

Destroy the secret weapon plant before that order can be carried out. You will be inserted in the slaughterhouse that fronts the factory.

OBJECTIVES

- Gain entrance to the weapons factory
- Destroy the weapon factory
- Neutralize any terrorist threat

OTHER OBJECTIVES

- Gain entrance to the slaughterhouse

ENEMIES

- Soldiers; Attack Dogs

ALLIES

- Hawk

Sudan is lovely this time of year, don't you agree? But you've got no time to enjoy the scenery, you have work to do! You've got to find and destroy the missile base that the Order is using and you're going to start by moving through this train yard to find the entrance to the slaughterhouse.

You start the mission in a tunnel, facing the train yard. Move to the mouth of the tunnel and lean around the corner to the right. There are a couple of guards patrolling the area and you need to take them out before you can really get to work.

Once you've taken down the guards, feel free to move around out in the open and advance down the length of the train. Around the corner is a set of locked double doors and the entrance to a guard post. Go up the stairs and enter. There are a number of guards just ahead, so make sure your weapons are ready.

Work your way down the hallway and around the corner. As you enter the next room, a guard appears on the upper level. Before he can get a shot off, Hawk takes him down and tells you to watch your back. Both of the doors in this room are locked, so grab the armor that's on the crate and move out.

The hallway winds around and there are a few scattered guards lurking about. The hallway ends in a door that leads outside. When you open it, watch out for the guard that's standing behind it. If you don't pay attention, he'll get the drop on you. Around the corner to the left is the main yard. Hawk is up above on a raised platform and he tells you that he's going to find his own way in.

Once Hawk parts ways with you, move ahead to the train yard. To your left is an enemy soldier with a flamethrower. Use a head shot to take him down since he's wearing armor. Grab the flamethrower if you want it, but your destination is the other way. Just up ahead is a group of kennels and a bunch of vicious attack dogs. These mutts are deadly, very fast and difficult to hit. Use the shotgun to take them out, it makes them easier to hit.

Go around the back of the train and move into the next yard over. Along the way is another kennel and a dog or two, so proceed with caution. Be wary of snipers on the balconies, too. There's nothing open or useful along the side of the train, so keep pressing forward to the next open area.

The next area is another train yard and there's a train backing into the station when you get here. Work your way around the back of the train and find a building with a short flight of stairs leading up to it. Head into the building but watch yourself, there are a lot of guards here. This part of the mission is best suited to stealth. If you go through here blasting away with a shotgun or heavy explosives, you're just going to attract more soldiers. Discretion is definitely advised from this point forward.

Move through the building and head up the stairs to the top floor. From here you can take the catwalk over the top of the train that's blocking your path and over to the next building.

In the uppermost level of this building is a crane and the control panel to operate it. Press the button on the control panel to release the claw of the crane and drop the crate onto the trap door below.

NOTE:

Feel free to search the rest of the floors before operating the crane. You won't find anything of use, but it doesn't hurt to look around.

Press the button a second time to instruct the crane to grab and drop another crate and grant you access to the lower level. Drop down one floor at a time until you're at ground level. Be careful not to jump down both floors at the same time or you'll be injured by falling damage. When you reach the ground floor, there are two ways out of the room. The hallway and staircase that are readily visible take you up to the upper level again. On the other side of the room past the crates is the route you want to go. Take it.

The hallways on this floor wind around and lead outside to the cattle barn. When the ground turns to grass, you know you're close. Once you're outside, watch out for attack dogs. Work your way between the buildings here and then into the barn itself.

Move cautiously through the ground floor of the barn. The more noise you make, the more guards you encounter. Use your 9mm or silenced SMG if at all possible. You come to a room with two huge stone pillars in it. Use them for cover in the ensuing firefight.

Once you take out the soldiers here, work your way through the room and around the corner. This room has cattle stalls and a walkway overhead that you can't reach. There are two doors in this room. Go through the first one on your left. Go through this hallway, follow the staircase up and then take the walkway across the upper part of this room and through the door.

Beyond the door is a large, open yard surrounded by buildings. There are two guards on the other side of the yard and, if you've got it in your inventory, this is the perfect time to use the sniper rifle. You can take them both out before they ever know what hit them.

Work your way down into the yard and take out all of the soldiers. On the far end of the yard across the cattle corals is a soldier with a flamethrower and in the building above him is a sniper. Take out the sniper first because he has better range and then use a headshot to kill the guy with the flamethrower.

Once you take them out, Hawk appears and drops a ladder down for you to climb up to the roof of one of the buildings. It's difficult to spot because of the way the colors on this level blend together, but you can see it.

Climb up and work your way around the back of the building. When you walk far enough, a cinematic will play showing John dropping down inside the window into the building on top of some crates. Then the camera fades out and the next level loads.

SCOTT MCNUTT'S COMMENTS

I was given the task to make a train yard that leads to the slaughterhouse in Sudan. I looked at some photos of old train yards for inspiration. And took a few elements from them. I originally had guard towers and a water tower. I wanted to make a large outside area and had to cut the guard towers and water tower to save on the framerate. Since I made large outdoor areas, I kept the architecture simple. But pushed it as much as I could. This level has one of the first scripts we made for SoF. I pawned that script off on Eric. But just about everyone has aided everyone else on our levels. This was also one of the first levels to have the ambient music. Chia Chin Lee did a great job with the music for this level.

LEVEL: 2 CODE: SUD2

SUDAN SLAUGHTERHOUSE

MISSION: DRAGONFIRE

The fastest way in to the missile factory has been blocked. You need to gain access to it by different means. Make your way through the slaughterhouse and enter the offal sewers. From there you should be able to enter the factory through a secondary access location.

OBJECTIVES

- Gain entrance to the weapons factory through the offal tunnels
- Neutralize any terrorist threat

OTHER OBJECTIVES

- Locate second entrance to rocket facility through offal tunnels

ENEMIES

- Soldiers, Slaughterhouse Workers, Cows

ALLIES

- Hawk

With Hawk's help, you've successfully worked your way deep into the enemy compound. Now you have to find your way into the secret missile base by working your way through the slaughterhouse. Trouble is, you have to find the slaughterhouse first.

Exit the room through the doorway in front of you and work your way to the office. Blast the guards here and grab their weapons and ammunition. Up the short set of stairs is a storeroom with some armor in it. Grab it and head back down the stairs. Exit this room towards the cattle yard. There are snipers in the yard, so lean around the corner here and take out the sniper from a distance before he can draw a bead on you.

Battle your way through the yard and work your way around to the staircase that leads to the upper level of the yard. There's a ventilation duct here that you can take back to the office you were just in, but don't bother. Instead, move out of this area and across the catwalk into the next area. Hawk radios you at this point and tells you to follow the cattle paths to the slaughterhouse. He's on his way already.

Jump down from the catwalk into the yard and hop the fence into the cattle path. Follow Hawk's advice and work your way down the path out of this area and around the corner. Proceed with caution here and lean to scout the area ahead. After you take down the guards, you notice the gate at the end of the cattle path is closed and you can't move forward. No problem. See the stack of crates next to the building? Climb up and use them to jump on the nearby roof. From here you can work your way over and through the windows of the building.

Go through the window that leads into the small office. There's a control panel and a button on the wall. Press the button to open the gate outside. Although you have access to both of these windows, you can't go very far into the buildings. There are a lot of locked doors here that you can open later, but they're not much good to you now.

Once the gate is open, jump out the window back down to the ground and continue down the cattle path. Around the corner here are a couple of soldiers and some giant fans. Lurking around the next bend is the cattle yard and, more importantly, the entrance to the slaughterhouse.

The yard here is well protected, so be careful. There are a few guards on the porch and a few more inside the building. You find a large, wooden gate in the yard is blocking off your access to the slaughterhouse.

Go inside the building through the door in the front. Just inside is a guard and a slaughterhouse worker. Take them out and flip the switch on the wall that opens the gate outside. Head up the stairs and eliminate the guards. There is a medkit in the storeroom. Once you've cleared out the building, head outside and find the newly opened area. This is the entrance to the slaughterhouse.

Work your way inside and down the hallway. There are a number of workers and soldiers here so blast away. You can go right or left at this point. If you go to the left, your path is blocked by a locked door, so hang a right.

Go through the doorway and this series of rooms until you find a control panel with a lever on it next to a window. Through the window you'll see a slab of hanging meat.

When you throw the lever, a door opens and the slab of meat starts moving along on a chain of hooks. The locked door on the other side of this area is now open.

Trace your steps back and go through the door you opened with the lever. In this room you find a slaughterhouse worker running a soldier through the meat processing equipment. Disgusting! Jump on the conveyor belt and go down to the lower level.

Under the conveyor belt is a green metal door. When you open it, Hawk radios and tells you that he thinks the entrance to the missile base is in the drainage tunnels and asks you to see if you can find your way down there. Open the green door and head into the next room. Several soldiers rush in, so be ready. There's a health kit on the wall if you need it. Exit this room through another green metal door and into the hallway.

Around the corner is a soldier hiding behind some boxes. Blast him! There's a small room here on the right with a soldier and a worker in it. A large pipe that goes from floor to ceiling sits in the corner of the room with a large valve on it. "Use" the valve and the pipe will drain. John comments that he thinks this is the pipe that leads to the drainage tunnels.

Exit the room down the metal corridor and to the right. Go down the hallway and up the ladder into the upper level. You are standing at the end of a hallway. Down the hallway are two doors. On the right is an office and inside is a soldier, a worker, some ammunition and little else. Ignore it and take the door on the left.

Through this door is a freezer full of hanging meat. Take out the workers in here and head down the hallway in the left hand corner. Down this corridor, one of the large fan grates has been opened up and the fan removed. Jump up and inside and head down the metal-lined tunnel.

When the tunnel ends, crouch and enter the ventilation duct. Follow the duct into a small room with the top of a large pipe in the middle of the floor. Jump into the pipe and soon you end up in the heart of the slaughterhouse blood sewers.

Work your way down the tunnel and around the corner to your left. The path through the sewers is easy to find as it is pretty straightforward. Work your way through until you see twin fountains of blood and another large pipe opening in the floor. Jump in and you're on your way (screaming) to the missile base.

MATT PINKSTON'S COMMENTS

I wanted the player to feel an impending sense of doom for the cattle as they progressed towards the slaughterhouse. The cows' lives, much like those affiliated with the Order, were about to come to a horribly violent end. There wasn't much photo reference on the inside of a slaughterhouse, but all those pictures of disemboweled animals, horrifically brutalized pigs, sheep brains splattered on the walls, and the cheery mugs of the folks responsible were all the reference I needed to make the inside of the Casa de Muerte.

LEVEL: 3 CODE: SUD3

SUDAN MISSILE FACTORY

MISSION: DRAGONFIRE

Find a way to take down the missile factory.

OBJECTIVES

- Destroy the weapons factory
- Neutralize any terrorist threat

OTHER OBJECTIVES

- Destroy missile factory

ENEMIES

- Soldiers; Workers; Rocket Soldiers; Flamethrower Soldiers; Snipers

ALLIES

- Hawk

You've found the missile factory but what do you do now that you're here? No rest for the weary, I'm afraid. Crawl out of the blood pool here and move forward into the tunnel ahead. Check your mission objectives and proceed with caution. There's a platform just ahead and a group of soldiers. Take them out as quietly as possible and use the tunnel walls for cover.

A quick survey of the area tells you that you can't get up to the platform and the conveyor belt is blocked off as well. There's a ventilation shaft here, though. Make your way along the ventilation shaft and, when you reach a grate in the top, the game will cut to a cinematic of John talking to Hawk about their plan of action. You decide there has to be a way to destroy the missile base, you just have to find it.

When the cinematic ends, head down the duct further. Hawk contacts you again and tell you that the ventilation system in on a timer, the whole place is automated. Exit the air duct and enter a small room that has a ramp leading up to another ventilation duct. Go up the ramp and into the air shaft and you're on your way.

This section of the air vent emerges in a room with a lift in it. The lift rises up on chains through the ceiling of the room you're in and up out of site. Take out the guards here and work your way around the elevator to the double doors that exit the room.

Through the doors is a series of linear hallways that wind through the base. It's pretty tough to get lost here, so just keep going where the halls take you. Lean around the corners and proceed with caution. There are plenty of enemy soldiers patrolling the area.

Eventually the tunnels end and emerge at the foot of a staircase that leads up to a raised platform and a cliff spanned by a bridge. The bridge explodes and John comments that he's not going to be able to go that way. Time to find another path to the other side. This area is heavily defended, so be careful. Wind you way up the stairs of the platform here and take out the guards.

When you reach the top of the platform, go through the tunnel that leads out the top. Wind through a series of hallways until you reach a master control room. The control room is full of guards, so if you have grenades, C4, or flash paks, now would be a good time to use them. There's a conveyor belt here that's blocked off at both ends and there doesn't appear to be any way out of this room. Appearances can be deceiving.

Go up to the top of the stairs and push the button on the control panel. This sets the crushers on the conveyor belt in motion. Go down to the conveyor belt and hop on. Don't get sucked under the crushers until you are ready to time them. Get a feel for their pattern and then run for it. If you time it right you can run all the way through in one burst of speed.

When you emerge on the other side of the crushers, follow the conveyor belt until it ends in a small room. Hawk runs through a gate and blows up some stuff, so be careful that you don't get trigger-happy and take him out. Hawk tells you that he's going to look for another way across the cavern and that you should wait here.

Blow up the stack of explosive barrels in this room. Doing so removes the screen from the window here and that will be important in just a minute. Hawk sends a crane over and tells you to hop on. Jump out the newly opened window and onto the crane. From the crane you can take a running jump and land on the other side of the cavern. Go through the double doors on the other side.

Through the doors is a series of hallways. When you walk through them and around the corner, the game will cut to a cinematic of Hawk going under a giant fan blade just before the fan turns on. You can't follow now, so Hawk tells you to find a way to shut off the fan so you can meet him on the other side.

When the cinematic ends, continue on your way around the corner and past the cabin. There's a platform in this hollowed out cavern and there are several guards and workers here. Take them out and drop down from the main level of the platform by jumping over the railing to the lower level and hallway that leads out of this room.

Follow this hallway as it loops around to a small, cave-like room with a staircase heading down. There's a soldier with a flamethrower, and an officer. Take them out and go down the staircase to the mine cart tracks. Jump in the mine cart and ride it through the tunnel until it stops. Jump down off the tracks here into the dark cavern below.

Follow this dark cavern around until you find a ladder. Climb up the ladder to the platform next to a new set of mine cart tracks. Work your way down the tracks through the tunnel and around the corner. After the tunnel curves, there's a long stretch of straight track. Work your way down the track until you see the light and then get ready to move. A mine cart full of soldiers is headed your way! Use your strafe left key and move off the tracks onto the rock ledge next to them.

Once you've dodged the mine cart, take out the soldier here and work your way over to the big elevator. Hop on and ride it to the top floor. When you reach the top, John tries unsuccessfully to radio Hawk and ask for help. Work your way around the top here and take the hallway to the right. Wind around the corner and up a small flight of stairs. A wind tunnel prevents you from going any further. Ultimately this is where you need to go to end the level, so remember where it is. In the meantime, you have to find a way to shut off those fans.

Head back to the elevator and take the other hallway. John again tries to radio Hawk with no success. Lurking around this corner is a staircase and a raised platform with a bunch of soldiers and guards on it. There's even an armored guard with a rocket launcher, so be especially careful.

Take out the guards and work your way up the stairs to the platform and across to the hallway on the other side. This set of hallways winds around to a small room with a ladder in it. Take the ladder down into a small control room that has a panel with two levers on it. When you throw the first lever, John radios Hawk again and tells him to get out. You're going to blow up the whole place. Throw the second lever and the whole place shakes with explosions.

The explosions open the door that leads out of this room and that's your cue to leave. Work your way around through the next room and find a small room with the door blown off its hinges. Go inside and press the button on the wall. John comments that this must be the control that turns off the wind tunnel.

Press the button and retrace your steps back through the room, up the ladder, around the corner and back to the platform where you fought the rocket launcher soldier. The door here slams shut blocking your path back to the elevator.

There's a pile of twisted metal, pipes and boxes here that leads to an open air vent. Climb up, crouch and work your way through the vent. Drop down and follow a linear path through the vent and emerge on the elevator. It's wrecked, but at least you're out of the fire. Jump up on the bent metal brace and crawl up to the floor above you.

Head down the hallway towards the wind tunnel and up the stairs. The fans are off now so you can get through. There's a guard on the other end of this room now with a Slugthrower and he's deadly! Take him out carefully and go through the door on the other end of the room.

From here, the game cuts to a disturbing cinematic. Dekker has a gun to Hawk's head and he demands information from you. When you can't provide it, he executes Hawk and escapes. Enraged, you blast your way out of the room, set the explosives, and blow up the missile base.

Hawk's gone. It's time to go back to Lasky's Used Books and have a talk with Sam.

JIM HUGHES' COMMENTS

This level was another one that was built rather quickly. I wrote down lots of cool stuff that I thought would be entertaining to see on this level and then worked out a basic flow on paper. After that point it was pretty easy to build. This was actually the second time I built the level. The first time the level looked out of scale once we got the enemies in. I think I only used one area from the first version of the map. When building this I kept thinking about Indiana Jones and the Temple of Doom. I tried to keep some areas primitive-looking with lots of woods while giving other areas an industrial/tech looking with metals. I like the idea of man-made stuff in conjunction with natural areas. The whole idea of this base being entirely underground in a cave made the visuals that much cooler.

CODE: ARM3

ARMORY BRIEFING #3

MISSION: "THE ARMORY"

Behind the facade of Lasky's Book Store lies a top-secret bunker where information and equipment is disseminated from the Shop. This location is 'owned and operated' by Sam Gladstone, a cover operative for the Shop for many years.

Make contact with Sam, familiarize yourself with the upcoming mission, and get moving

OBJECTIVES

- Make contact with Sam
- Equip yourself for your next mission

E-MAIL BRIEFING

We received this from Dekker yesterday:

" Judgment Day is coming. Prepare yourself for OUR New World Order."

Dekker's motives are clear. UN sanctions brought down South Africa's policy of apartheid and forced his exile.

His target is us.

"Jessica 6" has been linked to an undisclosed weapon being developed for the Japanese military at SUNI SYSTEMS, Tokyo. We believe Jessica 6 is the lead scientist on the project.

If Dekker captures her, we know he will construct and deliver the weapon[md]by rocket. Analysis of the missile base wreckage base in Sudan indicates he got away with one.

We have an operative waiting in a sushi bar near SUNI Headquarters. He will guide you into the building. Identify and protect Jessica 6 before Dekker can get her. And beware.

Recon tells us the Order has dealings with the local Yakuza.

Harm no SUNI employees. $70,000 at mission completion.

Our regrets about Hawk...

ENEMIES

- None

ALLIES

- Bookstore Patrons, Sam

Your final return to Lasky's Used Books comes under the grimmest of circumstances. Hawk is dead and it's a pretty safe bet that the Order is coming after you next. Rather than come in the front door, you decide it would be more prudent to meet Sam out back.

Sam is sorry to hear about Hawk's death. He tells you to come inside because you've got work to do. He wants to nail the Order before they have a chance to strike again.

Follow Sam inside to one of the briefing rooms. He'll tell you about Dekker's motivations for wanting to create a new world order.

When the two of you finish your conversation, Sam tells you to get online. Go to the keyboard and giant view screen and "use" them to get your latest e-mail from the shop.

For your trip to Japan, arm yourself with the following:

1.	9mm Pistol
2.	Raptor Submachinegun
3.	Armor
4.	.44 pistol
5.	C4
6.	Grenades

ERIC BIESSMAN'S COMMENTS

The armory was originally created by Brian Raffel and then handed to me for scripting and tweaking. Mike Renner added some of the finer points to the second and third armory level. The original idea behind the armory is two-fold. One, it is a place where the player can take a break and see where the story stands. On top of that, it lends a little insight into the mysterious company that the player works for. The hardest part was the scripting. I had to find a way to lock the player in the room so that he was forced to listen to Sam and Hawk. Some trickery, some forced movement, and it was good to go.

JAPAN

LEVEL: 1 CODE: JPN1

TOKYO BACK ALLEYS AND GARAGE

MISSION: JESSICA SIX

In the heart of Tokyo lies SUNI Systems Inc. a high-tech corporation specializing in weapon systems and development. It is believed that the Order plans to kidnap someone that they have code named Jessica Six in order to create their own weapons of mass destruction.

Find Jessica Six and rescue her. Render aid to any and all civilians that you find.

OBJECTIVES

- Make contact and rescue Jessica Six
- Assist and rescue any civilians
- Neutralize any terrorist threat

OTHER OBJECTIVES

- Locate friendly operative in sushi bar
- Enter SUNI Corp through lower level parking garage
- Restore power to elevator

ENEMIES

- Yakuza Henchmen

ALLIES

- None

The first level of the Japan mission starts up in an alley outside a Sushi restaurant. The opening cinematic shows John Mullins sneaking around a back alley preparing to move inside.

Head down to the end of the alley to find a door at the end on the right. This is the kitchen entrance to the restaurant. Go through the door and down a short flight of stairs and, just around the corner are two henchmen with submachineguns. Once you take them down, look down the hallway by the walk-in cooler to see a fire ladder leading up into the ceiling.

Work your way up into the rafters, until you find a ventilation shaft. John makes a comment to himself that this doesn't seem right and he's dead on. When you crawl through the ventilation system, a short way in you fall through the ceiling into the dining room below. It's a trap! You need to find cover and you have two options: jump behind the bar to your left or run into the hallway behind you. It's your choice, but there are six henchmen here to fight and if you stand out in the open you'll get cut down.

Once you've taken down these henchmen, exit the restaurant out the back way. There's a short flight of stairs that leads to a door which heads out to alley. Lean out and use the doorframe for cover as there are several thugs just outside.

The alleys back here are pretty straightforward. Lean around the corners to avoid surprises and, for the most part, you can cover yourself and take out the Yakuza without too much difficulty. Blast the henchmen who are down at the end of an alley near a dumpster. Head down there even though it's a dead end. There is a health kit and some armor to help you on your way.

The alley you're looking for had a truck backed up at the end of it with a henchman firing from behind some crates. Once you've taken him out, head down the alley and through the door on the left side. This is the entrance to the parking garage. Head inside to see a car racing up the ramp and around the corner while a couple of thugs are firing at it from behind a closed gate. Take out the thugs and head off in the direction of the car.

Round the corner, to find that the car has crashed. Head down to the security station that monitors the parking garage. There are a few thugs hanging out inside, so watch your step. They shouldn't give you too much trouble. Once you're inside, check out the monitor views by "using" them in order to get a nice preview of what awaits you later on the level. Pressing the button on the wall raises the gate that was blocking your way earlier, and allows full access to the garage.

Go through the now open gate, and into a room full of cars. There are a few Yakuza here, so take them down using the cars for cover and head out the door at the back of the room. Through the door is a hallway that has access to the building's main elevators. John comments that the elevators are shut down and you need to cut the power so the emergency generators kick in. You need to head to the basement to do that.

You're on the second level. Don't bother going up as it ends at a locked door on the third level. Instead, head down the stairs.

WARNING:

There are henchmen lurking around every corner, so proceed with caution. This is a good time to lead with grenades or C4 to clear out enemies in the stairwell.

On the first floor there is a hallway with some elevator doors that have signs on them that say "out of service." The hallway is dark and leads to another level of parked cars. Don't bother looking around too hard on this first floor because there's no way out, yet.

Watch your back when you reach the basement level. There's a female Ninja at the bottom, and off to the side, of the stairs. Dispose of her, to open the door into darkness.

The first door on your left is locked and the first door on your right leads to a storeroom. Inside the storeroom are several boxes and crates. You can destroy them to reveal ammo and items to replenish your supply. Once you've stocked up, go back and continue down the hallway. Walk forward and around the corner to your left. The generator room you're looking for is there. There are a few thugs inside, so watch your step. Once you've dispatched them, throw the switch and the power will go out. Shortly thereafter, just as you planned, the emergency generators restore power.

Leave the generator room and head back the way you came. The locked door you encountered in the hallway is kicked open by one of the Yakuza thugs and is now open. Take him out and head inside. There's a ventilation duct here and you've got some crawling to do.

Follow the ventilation shaft and eventually you will end up back on the first floor in the "dead end" parking garage. But now, rather than being a dead end, it's actually a convenient jumping point for getting back upstairs to the elevators. That is, of course, after you take out all of the Yakuza thugs in the area. Use the confines of the ventilation duct as cover since it narrows your enemies' field of fire. This is a good time to toss out grenades or flash paks if you've got them.

Exit the garage into the hallway with the broken down elevators in it. There are two thugs here, but you can take them out by using the doorway for cover. Once they're down, head into the stairwell and back up towards the second floor.

Expect moderate resistance along the way, but your goal is in sight. When you reach the elevator level, watch out for a last second ambush. Once you've taken out the last guards, enter the elevator and you're on your way up to SUNI Systems' corporate headquarters.

JON ZUK'S COMMENTS

Did I do that? Oh, yeah. You see, the maps that we build aren't always the maps that we finish. Because of potential time constraints, this level was handed off to Matt Pinkston after I built it. With that said, I did create the layout for the level, and built a large majority of what you see.

However, this is actually the second version of JPN1 that was built. An older version was one of the first levels built for the game. As things started moving along, it was realized that the original just wasn't going to work with the confines of the gameplay. So, I took some of the architecture that another designer had built for that level, and created this version.

Japan is a very crowded place, so these alleys are supposed to feel confined. While shop fronts normally are only on streets in the U.S., in Japan, they stick them wherever they fit. Therefore, you find these back-alley shops that are closed for the night.

The parking garage was originally supposed to have many more cars, a crashing elevator, long winding air-ducts, and some hostages, but as the design moved along, we got away from some of these events. Putting all of that into the garage would have made that a level in itself. Instead, I concentrated on the feeling of a garage. I originally built it so that the levels really hooked up, but for gameplay sake, I put the gates in that block most of the way.

When it came to the halls for the elevators, I actually "borrowed" that bit from Scott McNutt. He already had the rest of the building built (JPN2 and JPN3), so I didn't feel the need to recreate it.

LEVEL: 2 CODE: JPN2

TOKYO HEADQUARTERS & COMPUTER CLEAN ROOM

MISSION: JESSICA SIX

In the heart of Tokyo lies SUNI Systems Inc. a high-tech corporation specializing in weapon systems and development. It is believed that the Order plans to kidnap someone that they have code named Jessica Six in order to create their own weapons of mass destruction.

Find Jessica Six and rescue her. Render aid to any and all civilians that you find.

OBJECTIVES

- Make contact and rescue Jessica Six
- Assist and rescue any civilians
- Neutralize any terrorist threat

OTHER OBJECTIVES

- Locate SUNI Corp computer mainframe
- Find location of Jessica Six
- Destroy SUNI Corp computer mainframe

ENEMIES:

- Yakuza henchmen, Ninjas, Dekker

ALLIES

- SUNI office workers/hostages

While you're enjoying your elevator ride, Sergei Dekker is trying to find information about the mysterious Jessica Six. The opening cinematic of the level shows Dekker executing hostages in a vain attempt to find information. It's up to you to stop the bloodshed.

The elevator comes to a stop at SUNI Systems' floor and the door opens. Ahead of you is a set of double doors. If you go up to them and try to open them you will get an "invalid pass code" message.

To get the pass code, you need to go into the ladies' bathroom. As you move towards the restrooms, a Yakuza thug comes running out. Take him down and then continue onwards. Inside the women's room is a man cowering in fear of the terrorists. If you "use" him, he will tell you the pass code for the door.

Ignore the men's restroom as there is nothing of use in there. Go down the hallway to the locked door to encounter two henchmen by the door. As you get closer, the elevator will open up behind you and two more Yakuza thugs come out. Take them down and then through the double doors. In the next room is a help desk and a hallway leading to the inner part of the office. A thug kicks over a table here and uses it for cover. This is quite a firefight since two or three of his buddies are just around the corner. Break out the big guns.

Behind the desk is a security camera monitor that shows the hostages. Take note of that and jump over the table and head down the hall. To your left is an alcove with vending machines and a table that has some armor on it. Grab the armor, return to the main hallway and move onward. There is a set of double doors in front of you and a hallway that winds around the corner to your right. Go through the double doors to find a conference room with three thugs. There are two in the main part of the room and one to your right. Don't lose track of them or you'll be sorry. On the other side of the conference room table is a cowering hostage. Leave him where he is as he'll be safe there.

Go through the double doors on the other side of the conference room and into the hallway. To your left is a room with a set of large, metal double doors that are locked with a keypad. You need to rescue the hostages and get the pass code before you can get through these doors. Remember where they are because they lead to the mainframe computer area.

The only exit to this room is an open doorway with a set of stairs leading down. Head down the stairs. To your left is an elevator. If you try to use it, John will say that you don't want to leave yet because you have to shut down the SUNI mainframe. This is your hint that you need to exit the level from here later.

Turn around and go down the hallway. Through the doorway is a small room with three cubicles to your left and two to the right. Use the hallway walls for cover and lean around the corner to fire into the room. There are several thugs here and you don't want to get caught in a crossfire. There is a set of double doors on the right side of this room.

Through the double doors is a dark office area with several cubicles in the center of it. On the other side of the room is a Yakuza thug with a Microwave Pulse Gun. Watch your step! That gun is nasty. Use the office equipment for what little cover it can provide and strafe and jump your way around the room until you take out the henchman. The MPG is a nice addition to your arsenal, but more than you're more than likely have to have to drop a few weapons to add it to your inventory.

NOTE:

The open hallway leading out of this room goes back to one of the first areas of the level: the hallway near the conference room. Use it as a reference to get your bearings since this level really wraps around itself.

After you've picked up the MPG, you discover that the set of double doors here is locked. You need to find a way to get into that room. Go through the single door next to the double doors and blast the two thugs inside. A third thug comes down outside the window on some scaffolding so don't forget about him. Head over to the window and jump out onto the scaffolding. This is where it gets tricky. You want to walk on the narrow ledge around the side of the building to get to the room behind the locked doors. This means if you're looking out the window, you want to go out and hang a right.

Get out on the ledge and start working your way around. The nice thing is that no one is shooting at you while you're performing this particular maneuver. Face the building and take short, controlled movements to avoid falling. In no time you should be around the building and coming up on some windows. Behind the panes of glass are several hostages and a couple of Yakuza guarding them. Blast out the glass and take out the thugs, but DON'T hit any of the hostages! Jump through the window and talk to the hostages. They supply the pass code needed to get through the double metal doors you saw earlier and into the mainframe computer area.

Exit the room through the formerly locked double doors. There are several Ninjas here waiting for you, so use caution. Once you take them out, work your way back through this floor and back to the double metal doors. Use the pass code and as soon as the door opens you should start firing. There are a couple of thugs in the hallway behind the door waiting for you to come through.

Work your way down the hallway and to the left. Just around the corner in this room is a Yakuza guard who is about to execute a civilian. Stop him and then work your way to the other side of the room, where you catch a glimpse of Dekker here behind some glass right before large metal doors clamp down in front of him. He's not going to make it easy for you.

Go through the door here and take a left. Go around the end, up the ramp and then follow the catwalk around the security booth here. A guard jumps out from around the corner, so be prepared for that. Enter the security booth and clear it out. Across the security desk is a door that leads deep into the heart of the SUNI labs. Make sure that your weapon has a fresh clip because through this door is a large group of thugs and you don't want to stop to reload.

Open the door and blast the thugs. Take a right and head down the hallway. Just around this corner is another group of thugs, so this is a perfect spot to use some C4, a grenade or a flash pak to increase your chances of survival.

The hallway winds through the labs until you get to a large computer room. There are two thugs guarding it and, once you take them out, you're free to take a look around. Work your way around the outside of the room and approach the workstation at the back. The game will cut to a cinematic of John shutting down the mainframe. This sets off the alarm system and all of the building's security goes on alert.

There are red laser tripwires in the hallway. Cross through them and go around the corner cautiously. Down at the end of this hallway, a little alcove opened up with an auto-gun inside of it. If you stay close to the wall and are careful, a well-placed C4 charge will take it out.

Move down the next hallway to the door that leads back into the security booth. Reload your weapon again because as soon as you open the door, you're be faced with at least three Yakuza henchmen.

When you step outside of the security booth, you once again see Dekker through some bulletproof glass. He tells you that you're too late, they already have Jessica Six. Then, not surprisingly, he orders his men to kill you. Take out the thugs here, jump down and head back out of this area the way you came in. You need to find that elevator.

As you exit the stainless steel corridors of SUNI's laboratories, you see a cinematic of Dekker getting in the elevator and telling several Ninjas that he doesn't want you leaving this floor alive.

Work your way back through the offices. You should be pretty familiar with the layout at this point. When you get to the staircase near the elevator, make sure you reload your weapon and if you have any C4 or a grenade or a flash pak, get it ready. Lean around the corner of the stairway wall and take out the Ninjas. They're hard to hit, but you have the advantage of cover. Once you finish them off, you can hop in the elevator and follow Dekker to the top floor penthouse.

SCOTT MCNUTT'S COMMENTS

This is one of my largest levels brush wise. There are over 6000 brushes in this level. About the time I created this level, we were able to phong shade our curves. So I went a little crazy with the curves. I tried to incorporate as many curves I could while keeping a real world feel. This level was a challenge to make with the events that were supposed to go on here: mainly the hostage situation. That got worked over many times. We dummied that gag up as much as possible so it would not frustrate the player. It still is quite a challenge to figure out how to rescue the hostages. This level also has one of my favorite intro cinematic. "Bring me another.'

LEVEL: 3 CODE: JPN3

TOKYO PENTHOUSE

MISSION: JESSICA SIX

Jessica Six is not a person; it is a codename to a top secret weapons program. Dekker has the entire program in his possession. Stop him before he can escape.

OBJECTIVES

- Kill Dekker before he can escape
- Return Jessica Six

OTHER OBJECTIVES

- Defeat the Order's attack helicopter

ENEMIES

- Ninjas; Attack Helicopter

ALLIES

- None

This is one tough mission. You've tracked Dekker to this penthouse apartment, but the opening cinematic shows him getting into his helicopter and flying away. His last orders are to send in an attack chopper to take you out.

You start out in an elevator on your way up to the penthouse and the mission goes decidedly downhill from here.

The elevator screeches to a halt and there's an explosion. Someone's on top of the elevator and they're shooting holes in the ceiling. A few well-placed shots and they won't be doing that anymore.

The explosion ripped open the side of the elevator, revealing the maintenance ladder. Use it to climb up to the top floor. Here's where things get nasty.

Waiting for you just around the corner from the landing is a big group of Ninjas and they would like nothing more than to cut you down. You're in a bad spot here. If you've got a couple of flash grenades, C4 or frag grenades, lob them out into the main room now. If you don't have any of those items, I hope you remembered your lucky rabbit's foot.

Once you've blasted this first wave of Ninjas, run for cover! If you move around the corner to your left or to your right, you encounter a Ninja dropping down through a vent in the ceiling. There are Ninjas everywhere on this level!

There's a set of double doors leading out of this room and out onto the roof of the building. Head outside and watch your back! Outside is a helicopter landing pad and a swimming pool, but more importantly, there's cover. Next to the ladder that leads up to the landing pad is a door. Go for it!

Inside this maintenance area is some equipment and ammunition and you're going to need it. The sniper rifle trick from the train level doesn't work on this helicopter. You need brute force to take it down. Use this area as a concrete bunker and fire outside from the doorway. That way you'll only have to fight what's in front of you and you can choose your shots carefully.

That's about all I can tell you. You need to take out the helicopter in order to win the mission. All I can offer is some general tips:

a	There isn't much cover on this level, so find it and use it.
b	Stay out of the inside of the penthouse. If you're forced to stay inside, hide in the bathroom. It provides the best cover from inside the house.
c	Use your lowest powered weapons and your items to take out the ninjas and use your biggest guns on the helicopter.
d	Choose your shots carefully as you don't want to run out of ammunition. If you've just got your knife left, my money's on the helicopter.

Good luck! You'll need it.

E-MAIL BRIEFING

Welcome, Mr. Mullins.

Not all is lost. The helicopter you downed turned up some valuable information. Their computer recorded a transmission from Dekker revealing his destination: General Mohammed Amu in Iraq, the man from whom you took LIGHTFOOT.

Still this is no cause for celebration. SUNI will not disclose the identity of the Jessica 6 data, but we know it is a nuclear device, something more deadly than what exists today.

If the Order is successful in its construction, they could demonstrate to the world their superiority over all nations, united and otherwise.

If Dekker does not use Jessica 6 for himself, he could be selling the data to General Amu. Find Amu. Get anything you can out of him.

And Mullins. If you find it, destroy any evidence of an Iraqi nuclear program. $80,000 for success.

SCOTT MCNUTT'S COMMENTS

This one is one of my favorite levels to have worked on. It is a small and tight boss level. It is the penthouse of the high rise in JPN2. This level was also challenging as to I had to make it so that the helicopter boss could fly around all sides of the building while keeping the frame rates up. I tried to add as much detail in the interiors and feel that I have succeeded. Be sure and take a dive off of the diving board!

LEVEL: I CODE: IRQ1B

IRAQ STREETS

MISSION: WHITE RABBIT

The time has come to follow a trail and hope that it is the correct one. Information gathered from the wreckage of the downed helicopter points to Amu, the man who stole LIGHTFOOT. It's time to pay him a visit.

Amu is giving a speech tonight at one of his many fortress palaces. Get in as quietly as you can and see if you can 'persuade' him into answering some of your questions. We'll insert you into the town, try and find entrance into Amu's fortress.

OBJECTIVES

- Locate an entrance to Amu's fortification.
- Locate General Mohammed Amu
- Keep him alive at all costs

OTHER OBJECTIVES

- Locate entrance to Amu's fortress

ENEMIES

- Iraqi Soldiers; Snipers; Rocket Soldiers;

ALLIES

- None

The opening cinematic of this level shows a "business as usual" atmosphere in this section of Iraq. Thanks to you, that's all about to change. The level opens with you standing underneath a bridge. You have to go under the bridge and head up the hill on the right to get to the upper area.

Take out the guards here and cross the bridge to the double doors on the other side. When you reach the doors here, you discover that they are locked. On the other side of the bridge, the doors open and a soldier with a rocket launcher starts blasting away. Take him out. Shoot the barrels here in front of the door and the explosion will "unlock" them.

Work your way through the corridors here to the next alley. There's a gate here and on the other side is a large courtyard full of soldiers. Stay out in the alley and fire into the yard, using the wall as cover to take out as many of the soldiers as you can. When you run out of targets, open the gate and rush in for cleanup duty.

The tunnel winds through the building here into a large room filled with high archways. There are several soldiers here guarding the area. Take them out and work your way up the short set of stairs to the raised level. Follow the hallway on the far end of this room around the corner. There is a storeroom full of weapons. Amu is stockpiling arms for his own personal war. Now's a good time to stock up on grenades, C4 and anything else you can find. There's plenty of equipment here and you'll need every bit of it.

On the far side of this storeroom is a gate that's locked with a board. Destroy the board and you can open the gate and head out into the street. There's a tank blocking the roadway here, but don't worry about that. Head down the alley to your right. Take out the machine-gun nest at the end of the street and take a right. There is a truck trailer at the end of the street. Go down to the end and enter the trailer.

Jump up on the crates inside and head up through the hole in the roof, then jump over to the nearby rooftop. Break the window here and you can see the weapon storeroom you jeft left. Crouch and jump over to the pile of crates in front of you and work your way through the window on the other side of the building. The jumping is a bit tricky, but you can make it with a bit of practice. Emerge on another street and spot the set of giant double doors opening for a changing of the guard. Take out the guards, jump down to the street level and head through the double doors.

Follow the hallway beyond the double doors to the next area of the level. Here you encounter a huge yard with a military truck, a big archway and a double set of stairs that leads up to an ornate building. Eliminate any guards you encounter.

Move across the yard, up the stairs and through the archway. The hallway here leads to another courtyard that has a machine-gun nest in it and a bunch of overhead walkways that run around the perimeter. Watch out for enemies firing at you from above. Work your way through the yard to a well-concealed hallway in the far corner that leads out of this area and into the next.

This series of hallways leads to a fenced in courtyard surrounded by several buildings. You emerge in an alleyway between the fence and the building you just worked your way through. Be careful that enemy fire doesn't box you in. There are a bunch of soldiers in the main part of this courtyard, including one with a rocket launcher. You want to work your way down this alley, keeping the fence to your left and then enter the building on the right. There are soldiers lurking behind the pillars here, too, so watch out for them.

Enter this building through the archway and out of the courtyard of death. If you take the hallway to the right, you run into the machinegun nest and area you just left. Instead, take the hallway to the left and go deeper into the building. The hallway emerges in between two building at a loading dock. Use the crates here for cover and take out the soldiers on the other side of the room and up above on the walkways.

Cross the loading dock area and take the hallway that leads into the next building. Work your way up a spiral staircase and into the upper level of the building. Keep moving ahead until you're on the walkways up above the loading dock area. Work your way around the walkways and into the building.

The hallways continue until you are overlooking the fenced-in courtyard where you fought the rocket soldier. Jump out onto the roof here and work your way over to the next building on your right. There's a soldier and a sniper here, so take them out and get into the balcony. Take the narrow hallway that exits the balcony and press onward.

The hallway emerges in a room with a large staircase leading back down to ground level. Go down the stairs and through the doorway into the adjoining yard. There's a truck trailer here that has some grenades, shells and a medkit in it. Pick that stuff up and head over to the corner that has the palettes with the wooden crates on top of it. Destroy the crates, jump up on the palettes and then work your way up onto the roof where the Iraqi civilian is standing.

Go through the door on the balcony and work your way up the stairs to the roof. You hear a crowd cheering and John surmises that there must be a speech going on nearby. There's a ladder that leads down into the building you're standing on, but the doors below are locked. Work your way over to the fence that overlooks the yard below. See the explosive barrels? Shoot them and the explosion will clear you a path below so you can go down the ladder and enter the next area of the map.

WARNING:

The explosion will draw many guards, so take them out from up on the roof. After all, you should use the advantage of higher ground if you have it, right?

Go down the ladder and through the newly opened door. Work your way through the two rooms here and into the hallway. Here are a giant picture of Iraq's famous dictator and an archway that leads into a large yard that is more like a battlefield. You're in for the fight or your life!

On the opposite end of the battlefield is a familiar set of double doors. Ultimately, that's your goal. The trouble is, they're locked right now. You have to take out the soldiers and enemies in the yard and when the reinforcements arrive, you have to take the opportunity to head for those doors when they open.

Run out into the yard to start the chain of attack and then retreating back into the building to pick off enemies from cover. The rocket launcher and the alt fire on the heavy machinegun are particularly useful in this situation. Watch out for snipers who are hiding on their bellies behind the trucks. As soon as the double doors open, get over there as fast as you can. Running up to them will end the level.

JIM HUGHES' COMMENTS

We decided it would be cool to have another Iraq style level towards the end of the game. This one was going to be an all out fighting map. I kept the same style as the first one but adjusted the lighting to make it look more like the sun was going down. I wanted the player to feel overwhelmed as he fought his way through this map. I thought a lot about ***Doom*** when making this level, lots of open areas to fight in with overwhelming amounts of enemies. At the end of this level I wanted the player to feel like he had been through a war.

LEVEL: 2 CODE: IRQ2B

IRAQ FORTRESS

MISSION: WHITE RABBIT

You've made it inside the fortress. Deep inside, surrounded by many of his fanatical bodyguards, waits Amu. Find him and hopefully find some answers.

OBJECTIVES

- Locate General Mohammed Amu
- Keep him alive at all costs

OTHER OBJECTIVES

- Capture Amu ALIVE

ENEMIES

- Iraqi Soldiers; Snipers; Rocket Soldiers; General Amu; Sadaam Hussein

ALLIES

- None

You're inside the fortress and one step closer to finding Amu. This isn't going to be easy, though. The place is crawling with guards.

You begin this level just inside the double doors that ended the last level. There are two Iraqi civilians here walking around but fortunately they don't seem to take much notice of you. Cross the courtyard here and look around the corner to the right. There's a truck that is useful as cover. Take out the soldiers and move on.

Around the corner to your right is an alleyway that leads to a maintenance garage. Go through the doorway here and into the building. The exit here is locked, so you have to find another way in. Go over to the crane and push the button. Climb the ladder and then walk up the crane to the ledge. Blast away the ventilation duct grate here and work your way into the ventilation shaft.

The duct emerges in a machine shop where two workers are repairing a tank. The stairs leading down go under the tank to a dead end and the stairway to the right leads back up and around to the locked area you were just in. Instead, go out the back door and into the adjacent courtyard.

The courtyard can be a deathtrap if you don't seek cover. When you go through the doors here, run forward and take cover behind the crates in the center of the yard. There are three guards in a bunker and one in the guard tower. You need to take them out before you can move around.

The gate that exits the yard is locked. You need to climb up to the tower and press the button inside to open the gate. Once you do that, you can exit the yard. Take the ladder just beyond the gate to the upper level. Go down the hallway here past the truck and to the rusty metal door. Get your best weapons ready, the rocket launcher if you have it, because there's a tank waiting for you just beyond the door.

The tank busts through a stack of crates and looms menacingly in front of you. There's plenty of room to maneuver in the yard, so use it to your advantage. There are rockets in the corner of the yard behind the metal trailer if you need them. Take out the tank if you have the firepower. If you don't, head through the archway at the back of the yard and down the tunnel.

The tunnel winds through this building and emerges by a security checkpoint on an Iraqi road. Take out the guards here and move past the checkpoint and through the fence into the yard beyond.

Take out the guards in the yard here and proceed down the alley. Take the tunnel off the left side of the alley into the building here. Eventually you'll hit a dead end in a machine shop. Climb the ladder here and press the button to move the propane tank out over the floor. Shoot the tank and it will drop and explode, smashing a hole through the floor.

Drop down through the floor to enter a room with oil holding tanks in it. Move through this room and through the adjoining room and down the short flight of stairs into the next area.

This basement area is a series of narrow, catacomb-like hallways. Work your way through here until you come to a cellar that's piled high with rubble and sand and, more importantly, a staircase leading up and out of the basement.

Take the stairs up and emerge in a bomb shelter. There are supplies and ammunition here, so stock up.

Exit this room, through the hallway and into the next room. Take out the guards here and continue moving through the area. The hallway emerges in a large room with a giant banner hanging from the ceiling and two sets of giant, locked double doors. Go through the small door on the right side of the room and down the adjacent hallway.

The hallway emerges in an ornate room with a really high ceiling, a chandelier and a series of Roman columns. A staircase winds around the columns and up to a single door.

Through the door is the balcony that overlooks the great room you just left. You overhear chants of "Saddam, Saddam" from the crowd and a soldier telling his men to shoot anyone who forces their way through the door. Work your way around the balcony all the way around the great room to a single door.

Through the door is a miniature office or prep area. Go down the hallway here, underneath the archways, through the banquet hall and down the adjacent hallway into the library. Take out the soldiers here in the library and head up the staircase to the door at the top.

Through the door is an even higher level of the main hall. Cross this top level and go through the door on the other side. The game cuts to a cinematic of John sneaking into the room and overhearing Saddam Hussein talk to General Amu. John interrupts the conversation and Saddam calls for his guards as the cinematic ends.

Take out the guards and head out the door that crosses the opposite side of the upper level of the great hall. Through the door on the other side is a staircase that leads up to the roof. When you get up to the roof, another cinematic takes over.

John interrogates Amu, but before Amu can tell you where Dekker and his men are, a helicopter gunship shows up and cuts the General to shreds. Luckily he told you where Dekker's getting his Uranium supply. You're off to one of Saddam's oil refineries.

GREG BARR'S COMMENTS

Deep behind enemy lines is the setting for this Iraq mission. There is a stark contrast between the grimy streets and diesel fume filled garages and the palatial splendor of Saddam's hidden fortress. As you enter this mission we wanted to move the player quickly from the market sprawl of the previous mission and let them quickly discover they are getting into some very 'off limits' areas. The encounter with the tank soon makes this very clear!

LEVEL: 3 CODE: IRQ3B

IRAQ OIL REFINERY

MISSION: WHITE RABBIT

Before Amu died he mentioned the tanks of the Al-Fahad Oil Refinery. It turns out his words were invaluable. The Al-Fahad is a front for one of the largest weapons facilities in Iraq, all run by the madman that was Amu.

Your objectives are simple: destroy the refinery and find the location of the Order.

OBJECTIVES

- Find any information regarding The Order
- Destroy the five key pumping stations to start a chain reaction to destroy the refinery

OTHER OBJECTIVES

- Obtain destination of Uranium shipment
- Destroy Uranium storage facility

ENEMIES

- Iraqi Soldiers; Snipers; Flamethrower Soldiers;

ALLIES

- None

This level is tough. But what do you expect when your goal is to single-handedly take down Iraq's nuclear program? There are soldiers everywhere and it's foggy, so visibility is a problem. You've got to find and destroy four pumping stations. As John says in the opening cinematic, you could sure use Hawk right about now.

The level opens with you standing in front of a fence. You're in a little alcove with a forklift on one side and some crates on the other. Grab the armor that's on the crates.

Step out of the alcove and into the roadway. Go to the left. There's a doorway here that leads inside. There are two oil workers standing around and an elevator that's offline. You need to turn on the power before you can head to the upper level.

Head back out into the road and continue left. Go up the ramp and through the gate in the fence. As you walk forward, you see the first of four control centers that you need to find. "Use" the valve here and the pressure buildup will destroy the pumping station. One down, three to go.

There's a doorway here that enters the building. Go inside. As you enter this room you can go to the right down a narrow hallway or you can go straight into the next room. Go straight and then take a right. There is a control room here and John says that one of the panels must control the elevator. "Use" the control panels here and not only will you restore elevator power, you'll also discover that the Order's Uranium shipment was sent to Hanover, Germany.

Go back the way you came and head down the narrow hallway that you passed up. Just on the other side is the second oil pumping station. Take out the guards and head around behind it to the control panel. "Use" the valve and you're halfway to success. Grab the medkit on the wall.

At this point, you should backtrack through the narrow hallway to where you turned on the elevator's power. In this room is an elevator that leads to the third pumping station.

At the top of the elevator are several guards so be ready for a fight when you reach the top floor. Use the medkit on the wall if you need it. Head down the hallway to the right and around the corner. There is a control booth that overlooks the yard and the controls to the third pumping station. "Use" the valve here and you're on the home stretch.

Go back down the elevator that brought you up to the top level. When you land on the ground floor, walk straight out of the building and into the fog. Go straight and follow the building here to the right and around the yard.

You'll pass a fenced in area, a storage shed with some explosive barrels in it and a soldier with a flamethrower along the way. After you pass the storage shed, you'll come to a ramp that leads up into one of the refinery buildings.

Go up the ramp and into the building. The room splits to the right and to the left. The left fork leads outside to the other side of the building. Just outside the building is a fence that surrounds the rest of the oil tanks that you want to destroy. Go through the fence gate and into the yard.

At the center of all of these oil tanks is a control station. Turn the valve and the wait for the series of explosions to finish. The game will cut to a cinematic of John Mullins running out of the compound with explosions going off in the background.

E-MAIL BRIEFING:

Amazing work, John.

You have single-handedly nullified Iraq's nuclear effort. Also, the Germany location you provided has turned up something rather intriguing.

But the prospect of a neutron bomb in Dekker's hands is not pleasant. If the Order has time to construct the weapon, Dekker could deliver it to our soil with his missile. Worse yet, neutron bomb theory purports that only animal life would be destroyed. Buildings and machinery would still stand unscathed, ready for immediate foreign occupation.

If Dekker were to pass on the technology, it could change the course of history forever.

In a German mountainside, INTERPOL, with your information, has located an ancient castle purchased 8 years ago by someone with the initials SD. We believe this is Dekker's headquarters, home to the Order. If he mounts an attack on UN headquarters in New York, this will be his staging area.

This is our most desperate hour. I have personally authorized a $500,000 reward for your success.

Mr. Mullins, good luck.

SCOTT MCNUTT'S COMMENTS

This is another massive level that I made. It was actually twice as big. But had to cut it down as to the filesize of the level was just too large. And originally is had 5 stations the player had to destroy. That also got cut to 4 stations. The fog was specifically made for this level (but has appeared on other levels, but not in this quantity.) When I made this level, I was told to not make it linear. We wanted the player to have access to just about every other part of the level from wherever the player was. This caused some slight confusion with some. We originally had cinematics for when each station was destroyed. But changed them to non-cinematics as to we did not want to take the player out of the action. I wish these cinematics stayed in the level as to they really showed off the stations getting destroyed.

GERMANY

LEVEL: 1 CODE: GER1

GERMAN CASTLE, OUTSIDE

MISSION: ENDGAME

The shipment computers were fortunate enough to contain the location of the Order: Hanover, Germany. It is time to bring this adventure to an end. Find Jessica 6 and Sergei Dekker and destroy them. Bring down the Order.

OBJECTIVES

- Locate and terminate Sergei Dekker
- Locate and destroy Jessica 6
- Neutralize any terrorist threat

OTHER OBJECTIVES

- Locate insertion point to the Order's headquarters

ENEMIES

- Black Raiders (Male and Female); Attack Dogs; Rocket Soldiers;

ALLIES

- None

Welcome to Germany! The Shop has finally tracked down the Order and you're on a "seek and destroy" mission. The opening cinematic shows the castle you need to infiltrate and John Mullins climbing up from the moat onto the dock. It's time to take down the Order for good.

WARNING:

Just a word of advice: the Black Raiders are TOUGH. They have powerful weapons and a lot of armor. Your best chance of taking them down is using the heavier weapons and aiming for the head and legs. The heavy machinegun, microwave pulse gun, rocket launcher and the alt fire on the flamethrower all work pretty well against these guys.

Enter the castle through the "front door" and work your way through the hallways until you come to a spiral staircase that leads up to a landing. Take out the two Raiders here and work your way into the small room just ahead.

A gate blocks the exit to this room, so you need to find a way to open it. There's a button on the wall that you can see through the gate. Shoot the button and the gate will open, granting you access to the next area.

Work your way through the hallway and into the next room. Take out the guard and press onward. Just ahead is a spiral staircase that leads down deeper into the castle.

As you wind down the staircase, the environment gets decidedly more damp and foggy. The lower levels are harder to navigate because of bad visibility, so beware of that. There are two Black Raiders in the water at the foot of the staircase. Take them out and go through the archway that leads into the next room. Cross the board here to the wooden door. Open the door, and the door just behind it, and then move into the next room.

The room you enter is full of Raiders, so use caution. Once you take them out, a quick survey of the room tells you that all of the exits appear to be locked. Watch out for enemies on the catwalks above you! Jump in the water and shoot the grate at the end of the channel, and start swimming.

The water tunnel winds around behind the locked area. Get out of the water onto the stone ledge. There's a grate here that has been removed that leads through a small portal. Kill the enemies on the other side using the reduced field of fire to your advantage, and then crouch and move through the open portal.

Just ahead of you is a hallway that leads to a staircase that descends into a large room. There are several Raiders here, including one with a rocket launcher. Once you've cleared the room, work your way down to the ground level and around the edge of the room. Go up a ramp and around behind the balcony on the other side of the room.

This hallway ends in a door that emerges in another seemingly dead-end room. There's a staircase that leads up to a locked door and no other apparent exit. There is, however, the mouth of a pipe sticking out of the wall. Jump up onto the lip, crouch and work your way through the pipe.

Inside the pipe it is steamy, dark and hard to see, so keep your eyes open. If you look carefully, there is a sliver of light coming from a sizeable crack in the pipe above you. This is your cue to blast your way out by exploding the crack in the pipe and giving yourself access to the hallway above.

You emerge from the pipe in a hallway that ends in a locked door. Ahead of you and to the right is a small alcove with a ladder in it pressed up against the wall.

The ladder emerges in a storeroom full of boxes. The exit door is locked, so you have to blast your way out. Destroy the boxes that are piled up against the wall to reveal another steam pipe. There are some grenades here, so stock up.

This pipe is really dark. Press forward until it ends in a "T" intersection. There are grates to your right and to your left. Head to the right, towards the light, and you will fall through the pipe. After you take out the Black Raiders here, you realize that you're on a balcony that overlooks an earlier area of the map. Work your way to the door at the far end of the balcony and keep moving.

As you enter the next room, a huge explosion drops a large pipe from the ceiling and crushes the Black Raider at the bottom of the stairs. There's nothing worthwhile downstairs, so head up to the top of the steps instead.

A Raider jumps down from the ceiling as you enter the small room at the top of the stairs. Blast him and work your way up the ladder and through the manhole above.

The ladder emerges in a small room adjacent to an even smaller hallway. If you step out into the open here, you enter the castle yard. Use the wall for cover to take out the Raiders in the yard. There's a truck that you can use for cover. Watch out for the Raider on the walkway above the truck!

Move through this courtyard and into the next one. There are two rocket soldiers, so watch your step. They attack as soon as you step into the open. Once you take them down, find a barred gate that you can't get through. There's also a large set of double doors that leads to a cathedral, but they're locked.

In the corner of the building is a hallway and a staircase that leads up to a valve. Turn the valve and run down the stairs into the yard. This is a timing puzzle, so you have to run and get to the barred gate before it closes.

When you get to the other side, you eavesdrop on a guard telling another guard that the launch is going to be sometime today, but Dekker won't say when. Around the corner is a balcony overlooking a large courtyard and the two guards are here. Take them out and jump down into the yard. Work your way around the building in the center of the yard to the other side. There are attack dogs here and a Raider with a flamethrower as well, so it won't be easy.

Enter the building in the center through the open doorway. It is a stable of sorts. On the other end of the first floor is a ladder that heads up into the loft. A Raider jumps down from the loft and attacks. Take him out and head up into the loft. There are two Black Raiders guarding equipment. Take them out and then "use" the button that's on the control panel.

A cinematic shows an elevator rising up from the floor in the room below you. Go down the ladder and hop on the elevator. The screen fades out and you're on your way to the underground base.

ERIC BIESSMAN'S COMMENTS

The first level of the castle started out with an entire different design in mind. I ended up making the first portion of the level tight and constricting to give weight to the castle and I finished by creating the large open-air environments so that there can be some good gunplay to keep the player motivated. I wanted to have two extremes.

LEVEL: 2 CODE: GER2

GERMAN CASTLE, INSIDE

MISSION: ENDGAME

The shipment computers were fortunate enough to contain the location of the Order: Hanover, Germany. It is time to bring this adventure to an end. Find Jessica 6 and Sergei Dekker and destroy them. Bring down the Order.

OBJECTIVES

- Locate and terminate Sergei Dekker
- Locate and destroy Jessica 6
- Neutralize any terrorist threat

OTHER OBJECTIVES

- Locate Dekker's underground launch site

ENEMIES

- Black Raiders (Male and Female); Dekker

ALLIES

- None

The elevator you took in the first Germany level drops you off in a storeroom. The opening cinematic shows a guard yawning and continuing his patrol just as your ride touches down.

Lean around the first corner and take out the guard with a headshot. There are two more guards in the hallway that leads out of this room, so take them out before you loot the storeroom. Pick up the C4, grenades, health kit, armor and shells in this room and head down the hallway.

Take the spiral staircase up to the next floor. There's a guard here on patrol and if you follow him down and around the corner, he disappears behind a sliding bookcase. There's a switch on the wall. Throw it to open the bookcase and take out the guards in the next room.

There's one exit from the room. Down the end of this hallway is a door with a green light and a flashing red light above it. It's locked by the castle's security system. You need to find away to shut it off. Keep going down the hallway, down the stairs and around the corner. Here is the door that leads to the next part of the castle.

The door opens into a dining room. There are two guards waiting for you and one of the pictures on the wall drops down to reveal an auto-gun. Once you clear out this room, exit through the double doorway and up the stairs.

Through the set of double doors at the top of the stairs is a great room with a cathedral ceiling. There are several guards waiting for you. Go up the stairs and through the double doors at the top. Go through the doors, into a hallway with busts lining the right wall and secured double doors at the end with another set of green and red lights above them.

Move through the archway on the left and into the large, ornate room. There is a fireplace and nice furniture here as well as several bloodthirsty Black Raiders. Take them out and head to the back of the room and through the door on the right.

The hallway you're standing in goes right and left. To your right is a pair of storerooms and a landing surrounded by three sets of the locked security doors. If you go that way to retrieve the ammunition in the storerooms, watch out for the guards and the auto-gun that pops up at the end of the hallway.

Go to the left. There's a door here that leads to a kitchen area. Take out the guard and exit the kitchen to the adjacent hallway. At the end of the hall is a door that leads to the library. You overhear two guards talking from the hallway outside of this room and you can see them on patrol by looking at the monitor on the bookcase.

Exit the library into the hallway outside. This hallway leads around in a big square and there are several doors to choose from. As you enter the hallway from the library, head around the square to the left. The guards are just around the corner, so take them out. The doors on the interior square of the hallway all lead to a living quarters. There's a bathroom and two bedrooms and nothing of use, so don't bother going in them. Instead, go down this hallway and through the double doors on the left.

You enter a giant room with a staircase going up either side. A balcony overlooks the room and at the top of the staircase is a large set of double doors. Take out the guards that come at you from behind the double doors and work your way up the staircase and into the room at the top. The game cuts to a cinematic of John Mullins running through the room and then two guards entering to search. John has taken cover outside on the roof and the guards comment that it's impossible that you've gotten this far. Watch carefully as the guard moves behind the table and mirror on a revolving floor in the room. That's where you'll find the security system.

When the cinematic ends, head back into the room through the glass doors, go up to the table and mirror and "use" them. The bookcase revolves and takes you behind it into the security room. Down the stairs are four security cameras. Check them out to see guard placements throughout the level and, more importantly, how to access the final area of the map. There is a Black Raider moving behind a sliding bookcase, which you need to know for later. Once you've checked out the security monitors, press the button on the control panel to shut off the security system. A female voice will say "System deactivated," to let you know the system is off. Head back up the stairs, through the secret door, out of the room, down the stairs and into the hallway.

Take out the guards here, go around the corner to the left and go through the double security doors. All of the flashing red lights are now green. Once you go through the double security doors, you are on the landing that's surrounded with three sets of them. Go through the single door and into the library behind it. There are several guards on the staircase that winds up to the top level of the room.

Once you've taken out the guards, "use" the bookcase in the corner, the one you saw in the cinematic earlier, to get access to the hallway behind it.

The hallway winds around into a small security checkpoint office with a desk. Kill off the last few guards here to gain access to an elevator just outside the office. Press the button on the wall to open the elevator doors. Step inside and you're on your way to the secret base level of the castle.

JON ZUK'S COMMENTS

Originally, this level was going to be what GER1 and GER2 are now. As I started building though, it was immediately apparent we needed two levels. So taking the interior of the castle, I started with the entrance hall. I wanted to see if I could build vaulted ceilings, and after some practice, actually did so. Moving out from there, I wanted to make it seem like it could be a real castle. There is a dining area off the entrance as well as a great room and the kitchen connects to both of these areas by two hallways. Of course, moody dim lighting is an obvious choice for a place like this, so yellow candlelight permeates the atmosphere here.

Once the level was complete, with the library, it felt too small. We added the alarm system and created the whole living-quarters area. A few guest rooms and a master suite with its own balcony is in these parts, complete with bathrooms and closets.

Old movie castles always have sliding bookcases and rotating walls, and this castle is no exception. As a matter of fact, you come into the main part of the castle from a moving bookcase. This "back area" was inspired by Indiana Jones and the Last Crusade. The Austrian castle in that movie had an area very similar to this, but their spiral stairs opened up whereas mine do not. I did have a boat dock like in the movie, but again it was cut out for game play reasons. It ended up causing a "flow" problem right at the beginning of the level, that didn't really add anything to the game.

LEVEL: 3 CODE: GER3

GERMAN CASTLE, INSIDE

MISSION: ENDGAME

The shipment computers were fortunate enough to contain the location of the Order: Hanover, Germany. It is time to bring this adventure to an end. Find Jessica 6 and Sergei Dekker and destroy them. Bring down the Order.

OBJECTIVES

- Locate and terminate Sergei Dekker
- Locate and destroy Jessica 6
- Neutralize any terrorist threat

OTHER OBJECTIVES

- Locate missile silo
- Terminate launch of Jessica 6
- Terminate Sergei Dekker

ENEMIES

- Black Raiders (Male and Female); Dekker

ALLIES

- None

You've worked your way past the primary security system and you're on your way into the belly of the beast. The opening cinematic of the level shows the Order's missile and it shows a guard telling Dekker that Mullins has infiltrated the lower levels. Dekker orders the guard to open up all defenses.

As the elevator lands, a voice comes over the loudspeaker telling the guards to set all defenses to their highest level. Someone doesn't want you crashing the party.

The elevator opens into a hallway. As you walk around the corner, you see a large metal door closing as this level of the base gets locked down. The door on the left side of the hallway is locked from inside and the laser trip wire in front of the door will kill you if you touch it. The hallway is also guarded by a ceiling mounted auto-gun, so keep your eyes open for that.

Go through the door on the right to see a room full of crates and supplies. Kill the guards here and work your way up to the top level by the control room. Jump over the railing onto the crane, over the boxes and to the uppermost level of the room. Work your way across the crane until you get to the ledge. There's an air vent here. Destroy the vent and crawl inside.

It's dark, so use the goggles if you have them. If you don't, the muzzle flash from short burst from the heavy machine gun should help you on your way. Destroy the vent at the end of the ventilation shaft to emerge in a small room with two Black Raiders guarding a control panel.

Eliminate the guards and "use" the control panel to unlock the door. It leads to the hallway where you started, only the laser tripwire is gone and the large metal door is open. You're free to proceed down the hallway. Down the hall and to your right are a bunch of laser tripwires. Crouch under some and jump over others, but maneuvering through here isn't too difficult. Make your way to the end of the hallway and the door on the right.

This door leads to a spiral staircase that winds up to the next level of the base. There are two security checkpoints here and a bunch of guards. Take them out. There's a blue switch on the wall of each of these checkpoints and you need to press them both to open the large metal door that leads out of the room.

Once you go through the door, move through the hallway to the next metal door and press the switch on the wall. The door opens and you see the Order's missile up close and personal for the first time.

Work your way around the catwalk until you see an observation booth window open up. Dekker is behind the glass and he taunts you about killing Hawk and the impending destruction of New York City. At this point, a four-minute countdown to the missile launch begins.

Work your way around the catwalk to the large metal door and exit. Go down this hallway and destroy the auto-gun at the end. Take a right and follow this hallway to a single metal door.

Beyond the door is a generator room. Walk past a control panel and John will comment that there must be a way to stop the countdown. This is your audio clue to destroy the control panel. Take note of the panel's appearance, because you need to destroy a few more of them before the countdown stops. They are lit up with a blue light, so they stand out from the other panels in the area.

NOTE:

You can't exit this room until you destroy the panel.

Once you've destroyed this first panel, the computer voice will inform you that the backup system has been initiated. Work your way out of this room through the metal door at the foot of the stairs and down the stairway behind it. Go through this second door and into the hallway beyond. There are two doors on the left that lead into a computer area. There are control panels all the way around the outside walls of this room. In the middle of the back wall is the second control panel that you need to destroy. Take it out. The computer voice informs you that the system integrity is down to 33%.

Go back into the main hallway and continue on your way. Through this door is a very large control room surrounded by computer monitors and large view screens. There's a catwalk running all the way around this multi-level room and a set of stairs that lead down into the lower area. Take the stairs down into the lower part of the room to the third and final control panel that you need to destroy. Once you take it out, the countdown stops. Now that you've averted the missile launch, it's time to clean up the rest of this mess and find Dekker.

Go through the large metal door that leads out of the lower level and into the adjoining hallway. The hallway leads around the corner and into a high-tech boardroom of sorts. A model of New York City rises up on a table from the floor and there are television monitors on the four corners of the room. Work your way through this room and into the hallway beyond it. This hallway goes straight and then goes off to the right and a large metal door. Press the button on the wall to open the door and reveal the room beyond. This next room is a death trap! There are two rocket launcher soldiers waiting to ambush you so watch your step. Once you clean out the enemy troops, press the button in the center of the room to open the large door on the other end of the room.

This door leads out and around into another hallway. At the far end is a clear, bulletproof door that blocks your path. In the middle of the hallway on the right wall is a large metal door. Press the button and go through the door. Here you come face to face with an identical door. Just beyond this door is the missile from the beginning of the level, only this time you're on the upper level rather than the middle.

Move around the catwalk to the other side of the missile and exit the room through a set of double metal doors similar to the ones you just used to enter the room. Beyond the two metal doors is a control room. The door on the opposite side is locked. You have to take the elevator in the corner up to the top level and around, through a metal door, down a hallway and around to a control panel. "Use" the control panel and the door below will open. Work your way back down and around and go through the newly opened door.

The hallway beyond is crawling with guards, so watch your step. Go down the hallway to the last door on the left. This appears to be a break room of some sorts. Go through the break room and through the door on the other side. Follow this hallway around in a semi-circle until you get to a clear, bulletproof door. Beyond the door is a firing range. If you look to your left you will see wooden targets approaching you. Behind the targets on the other side of the range are Black Raiders, so watch your step. There's an office through the door on your right and another clear, bulletproof door. Go through the clear door into the hallway beyond.

Go around the corner until you see a door in the middle of this hallway on the left. Press the button on the wall to open the door and step inside. The screen fades out and you're on your way to the final showdown with Dekker.

JON ZUK'S COMMENTS

So what do you hide under an old German castle? A nuclear missile silo of course. The Order has been very busy underneath said castle, having created a large military complex. At first, this was a level that needed to be built very quickly. I completed the base architecture in about a week and a half. As more time came up, I refined some things for scripting and flow and tweaked it up until all the scripting was complete. It carries a little of the feeling of the Siberia levels earlier in the game, but I didn't want to be too close to that. As a matter of fact, I used Siberia textures when I started the map, and used those for about four days. I came up with a few different hallways to break things up, and moved away from that look.

Since The Order knows that Mullins is here by now, doors mysteriously seal as he enters. This is as much to block off the visibility as to block the flow. Large blast doors abound, because if the missile launches, the soldiers would need some protection. At one time, I actually had so many doors and buttons, I broke the BSP and the game. We have a limit of 256 brush models in the game, and I was somewhere in the 280's. So, I stripped some stuff out, and here we are.

LEVEL: 4 CODE: GER4

GERMAN CASTLE, SECRET BASE

MISSION: ENDGAME

You have finally found Sergei Dekker. Kill him.

OBJECTIVES

Terminate Sergei Dekker

OTHER OBJECTIVES

Terminate Sergei Dekker

ENEMIES

Black Raiders (Male and Female); Dekker

ALLIES

None

This is it. The big finale! Are you ready? The level begins with a door opening and a loudspeaker warning that there's an intruder (you) present.

Walk through the doorway into the hallway and take a right. You're in a long, ornate hallway with flashing red lights on the ceiling. As you walk down the hall, blast doors close, covering all of the windows.

At the end of the hall is a staircase leading down to the lower level. Toss some grenades or a phosphorus grenade from your heavy machine gun down the staircase from around the corner to take out the three Black Raiders at the bottom.

This is your last chance to prepare before the big showdown with Dekker. Take a mental inventory of your weapons and items and make any last-second switches with the weapons that these Black Raiders dropped. One of them has a flamethrower and one of them has an MPG. Take the flamethrower if you're not already carrying it. The alternate fire mode is DEADLY. Once you've gotten your affairs in order, press the button on the wall and enter the room.

As you pass through the door, the game cuts to a cinematic of John entering the final room. Dekker congratulates you on making it this far and then tells his men to kill you. Dekker wanders into a back room where he's safe from danger and the cinematic ends. Dekker's men start pouring into the room and they are armed to the teeth!

In the center of the room is a nuclear submarine and there's a walkway that goes all the way around it. At the four corners of the room are doors from which the enemies enter the room. Whichever door you are closest to is the door where the enemies come in. Keep your eyes open when you're passing by one.

You'll have to kill about 30 of Dekker's men before you enter the next phase of the endgame. Phosphorous grenades and the flamegun's alt-fire rip through the Black Raiders, so keep that in mind. Once you take out the requisite number of cronies, a cinematic plays showing Dekker coming out of hiding and saying that if you want something done right you should do it yourself. Then he shoots up the room with his modified Microwave Pulse Gun and the cinematic ends. If you survived the initial battle in pretty good shape, now would probably be a good time to save your game

Dekker is very tough and fairly fast. Don't try to stand toe to toe with him. Stick him and move on. There are plenty of places to find cover here and lots of open space to move around. You should use that to your advantage. Try to keep your eyes on him at all times, too, just so he doesn't blindside you. Strafe, duck, jump, run backwards; do whatever it takes to stay a step ahead of him.

After you cause a set amount of damage to Dekker, he'll turn on the auto-guns on the perimeter of the room to help take you out. Destroy them and continue to hammer on Dekker. After he takes another set amount of damage, he'll jump inside the submarine and use the sub's weapon systems against you. When you take them out, he'll come out of the sub to try to finish you off in person.

NOTE:

After each of these stages, it's probably a good idea to save.

If you survive all that and you damage him some more, he'll collapse and the game will cut to a cinematic. Dekker tells John that he'll see Hawk in hell and John tells Dekker to say hi to him. Then John shoots a support beam on the ceiling and it collapses, crushing Dekker and ending his reign of terror.

The game cinematic shifts from Germany back to the Shop where Sam introduces John to his new partner, Taylor. The two of them head off to their next mission and that, as they say, is that.

The End (?)

JON ZUK'S COMMENTS

GER4 was never supposed to be its own level, but if you've read my exposition on GER3, you know why it was separated. There was really no way it ever would have fit in GER3. The idea was to have an underground sub area open to some sea, whereby they could transport nukes, leaders, etc. It was realized though, that you were in the castle, went down to the complex, and went down to the sub area. How was it supposed to be open to water? So, the sub area is now deep underground, and the sub exits through the bottom, which opens when needed. For this situation, it is very much closed.

The submarine is based off of a real German sub, and the reason is that it is one of the shortest subs ever built. In game scale, it is 167 feet long, and the sub on which it is based is 169 1/2 feet in length. Most subs range in the 200 to 400 ft. range, but that wouldn't do for this. The game engine wouldn't have been able to handle anything bigger and keep up a good frame rate.

SOLDIER OF FORTUNE MULTIPLAYER

Soldier of Fortune is rich in multiplayer gameplay. Several multiplayer modes are included right out of the box including standard deathmatch, capture the flag, assassin and arsenal. What follows is a guide to playing Soldier of Fortune online against human opponents. Read the information, learn it and practice, practice, practice! The standard deathmatch tips and tricks section is written for regular DM, but the advice offered will help you with all multiplayer modes. All other useful information and game-specific tips and tricks will be listed under each individual game. Good luck! And, as the expression goes: "Happy fragging!"

STANDARD DEATHMATCH

Deathmatch has been around since DOOM and is still, by far, the most popular and common form of multiplayer gaming. A big reason for its success, most likely, lies in its simplicity. It's every man or woman for his or her self in a free-for-all frag fest! "Run and gun" and "kill at will" are the two phrases that best describe deathmatch. For each person you kill in the game, you get a point. Whoever reaches the kill limit for the map first, wins. Highest scores get the bragging rights! How much simpler can it be?

STANDARD DEATHMATCH TIPS AND TRICKS:

This goes without saying, but if you don't play deathmatch with the mouse and the keyboard in tandem, your multiplayer abilities are going to top off at a very low skill level. It's a fact that reaction time is the biggest key to multiplayer. Keyboard-only style has a very limited range of motion and limited speed. Not a good combination if you want to stay alive. See the mouse. Know the mouse. Be the mouse.

Speed is very important. Learn to deathmatch with "Always Run" turned on if you don't already. You can never move fast enough.

NOTE:

The "always run" command can be found in the options/miscellaneous options menu.

Turn down the video settings when you're playing multiplayer games on the Internet. Sacrifice some of the beauty for increased game speed. It will help your scores in the long run and who has time to stop and look at the scenery in deathmatch anyway?

Along the same lines as lowering your video settings, make sure you have your brightness and gamma turned up. It's easier to see your opponents and their outlines with a brighter environment and thus, it's easier to attack them.

Probably the biggest key to multiplayer is control. You have to have a fast, convenient control scheme set up when battling human opponents because the slightest delay in your response time will mean certain death. Use the W,A,S,D configuration for the most control possible with a single hand. The idea is to keep the keys clumped together for ease of use.

My personal configuration is:

Attack	Left-Mouse Click	Strafe Left	A
Use Item	Right-Mouse Click	Strafe Right	D
Change Weapon	Mouse Wheel Up/Down	Jump	Space Bar
Move Forward	W	Crouch	CTRL
Move Backward	S		

NOTE:

The best configuration is whatever configuration with which you're most comfortable.

It's also a good idea to have your favorite weapons "hot-keyed" in your configuration so you don't have to stretch to use the number keys to switch weapons. Personally, I use E for the Rocket Launcher and R for the Shotgun. Because I use the W,A,S,D configuration, the E and the R are in easy reach. Once again, these sorts of tweaks are entirely up to whatever makes you comfortable.

After setting up a control scheme that you are comfortable with, it's time to learn how to use it. Anyone can run forward and in straight lines, but the trick is to learn to look in one direction while moving in another. Being able to keep your opponent in view while strafing (sidestepping) or moving backwards often means the difference between killing and being killed.

STRAFING/MOVEMENT TIPS

Keep moving! If you stop to enjoy the scenery or scratch your nose, odds are you will be picked off. Keep moving, no matter what.

When moving across open areas, you should run, jump and sidestep left and right to avoid giving enemies a clear shot with a long-range weapon like the sniper rifle.

If you notice that an enemy has a bigger weapon than you have and you decide to run away, run backwards and sidestep at the same time. If you just turn and run, kiss yourself goodbye. Keep the enemy in view and hope that your aim is better than theirs.

Ever hear the phrase "I can run circles around you?" Welcome to circle strafing. Moving around another player in a big circle while constantly facing them and firing at them is called circle strafing. It's a difficult skill to master, but it will enable you to kill more than your share of new players. Practice circle strafing in the tutorial with a box or with the hostage that's just standing there. Odds are you won't be armed, but you'll get the movements down.

Jumping while running is very effective for dodging enemy weapons. It's a lot harder to hit a target that's moving erratically than it is to hit a static one.

Crouching and strafing is effective in close quarters combat. If you can learn to crouch and circle strafe while blasting away at your opponents, you'll be in great shape.

Learn the strengths and weaknesses of the weapons in multiplayer and, most importantly, learn how to use them effectively and counteract them when someone else is using them. Here's a quick guide:

Knife	If you're using this in multiplayer, you've obviously got a knife fetish. About the only thing it's good for is close-quarters combat with someone who's trying to pick you off with a 9mm pistol and you're both wearing body armor. Don't use the knife very much for serious deathmatching. If you're screwing around, fine. Otherwise, forget it.
9mm Pistol	Pretty weak overall in DM play. If you're going to use this weapon, go for headshots. They take a good degree of skill, but they put enemies down in a hurry.
.44 Pistol	The Silver Talon does big damage at close range. Headshots are particularly effective and the .44 can pierce armor. A pretty solid weapon overall and much better than the 9mm or the knife.
Shotgun	This is a very stylized weapon. If you like running right up to players and blasting away, the shotgun is for you. Don't even think about long-ranged attacks. All they do is let the enemy know where you are.
Sniper Rifle	Pretty weak and inaccurate when fired from the hip, the sniper rifle is best suited for "camping." Park yourself in a concealed area where you can zoom in on a wide field and take pot shots at other player. It's not the most popular tactic with Internet gamers, but hey, it works.
Submachinegun	A very solid weapon that puts a lot of lead in the air fast. Good for sweeping rooms with bullets, but not as good as the .44 or shotgun in close-range combat situations. Fairly noisy.
Silenced SMG	As good or better than the Submachinegun and definitely a lot quieter. Watch your ammo levels, though. Reloads on this weapon can be dangerous.
Heavy Machinegun	A very deadly weapon in DM play, but very noisy. The phosphorous grenade is pretty much insta-kill, but it's hard to aim it accurately. Watch out for splash damage, too. It can be deadly.
Slugthrower	Kind of clumsy and inaccurate, but when it hits, watch out! Using this weapon in DM is really an acquired taste. Give it a shot!
Flamegun	Good in close-quarters combat, but not really all that effective as a ranged weapon. If you can get in on someone, you can really toast them. Don't go toe-to-toe with someone who's toting the flamegun.
Rocket Launcher	Probably the deadliest deathmatch weapon in the game, the rocket launcher is just as deadly to you as it is to your opponents. One hit with the rocket launcher will kill instantly and the alt fire will clear out a room

	full of enemies. Be wary. If your shot is obstructed by a wall or other solid object (including an enemy), the splash damage from the blast can (and will) kill you. If you see someone with the rocket launcher and you don't think you can get away, rush towards them. Hitting you with the rocket will kill you, yes, but they will end up losing two kills for getting one kill against you. It's a lose-lose situation for them and will make them think twice about taking you out. Consequently, you need to be careful if you have the rocket launcher and someone charges you.
Microwave Pulse Gun	Tough to aim, slow to reload, but very deadly. This is another weapon that is an acquired taste. Use at your own risk! The death animations when you hit with it are really cool.

Learn the strengths and weaknesses of the combat items in multiplayer, how to use them and how to counteract them. They're just as important as the weapons.

Ballistic Armor	Probably the most important item in multiplayer games. Pick up armor whenever you see it. Having armor doesn't sound like a big deal, but it gives you a big advantage in a firefight. If you see someone wearing armor (yellow vest), aim for the head or use an armor-piercing weapon like the .44 pistol or the heavy machine gun on them.
Health Paks	These handy pickups will help you replenish your health between firefights. This is always a good idea, since going into a fight half dead is a surefire way to lose.
Light Amplification Goggles	Pretty useless in multiplayer, to be honest. Most maps (if not all) won't even have them placed as items.
Flash Paks	Using these is an acquired skill. You can drop them when being chased to distract your pursuer or you can lob them into a room full of skirmishers before moving in for the kill. There's no reliable way to tell if an enemy is blinded or not, so use caution. It's best to lead with these and if they work, great! If they don't, don't be surprised.
C4	C4 is a great defensive weapon. If someone is chasing you, throw it on the ground ahead of you and keep running. If it explodes, it will kill your pursuer. At the very least, the beeping noise will scare him/her into breaking off the pursuit. Likewise, if you are chasing someone, be careful that this trick isn't used on you. If you hear beeping, don't continue pursuit.
Grenades	Not the most accurate weapon to use in multiplayer to be sure. Use them as a "fire and forget" weapon. Throw them down empty hallways, off ledges and into rooms. Odds are you'll get lucky and score a random kill or two. You can also drop them if chased and you might get lucky that way, too. Don't rely on grenades as a primary attack.

Choose a multiplayer skin that blends into the level surroundings. The black raider skins are generally good for obscuring your presence in most levels. If you're playing in Siberia, however, opt for a member of the December Brigade.

Go down swinging. If you're in a firefight and you know you're going to die, drop some C4. You just might avenge your own death with a kill of your own.

When blinded by a flash grenade, keep moving. Strafe back and forth, jump and fire your weapon. Don't make yourself an easy target.

Learn the maps. Knowing how the map is put together and the locations of weapons and items are some of the most important aspects of deathmatching. If two players are of equal skill and one player knows the map and the other doesn't? My money's on the DM'er who knows the map. While you're running around, take note of where your favorite weapons are as well as armor, health and potential camping spots.

Find the high ground. On multi-level maps, it's easier to kill an unsuspecting opponent from above than when you and your opponent are on the same level. On the other hand, when walking into a room with an upper level, you shouldn't be afraid to look up and see if others have read this guide, too.

Use the terrain to your advantage. Hide behind some crates or other obstacle, lean out and snipe at passing enemies. Camping? Yes. Effective? Definitely.

When choosing a server, look for one that gives you a low ping. Ping is a measurement of how fast a message gets from your computer to the server you're connecting to and then back again. The lower the number, the faster the connection. The faster connection, the less "lag" and "chug" you'll experience in the game. The less lag and chug you experience, the easier it will be to play the game, track your opponents and hit them with your weapons. Lag = Bad

Play in three dimensions, not just two. People who are new to deathmatch only think about what's in front of them, behind them or to the sides. They don't think about what's above them or what's below them. Learning to jump and crouch in a firefight, for example, confuses inexperienced players because they haven't learned to track in three dimensions yet. You should learn it and then use it to your advantage.

Practice makes perfect. You can't get better if you don't play. Play daily if you really want to improve and try to play for at least an hour at a time. There's nothing wrong with sneaking in 20 minutes or a half hour over your lunch hour, however. Every little bit helps!

Play with the "show names" option turned on. It's easier to see opponents with their name text floating near them. Easier to see means easier to hit. It's not cheap, either. They all have it turned on, so you should too.

REALISTIC DEATHMATCH

This multiplayer mode was designed to emulate the combat situations of the real world more so than regular, arcade-style deathmatch does. Here are the rules, followed by some tips and tricks.

SPEED ISSUES

Player movement speed in Realistic DM is quite a bit slower than in the standard game. As in the standard game, there is both a run and a walk speed.

The display that serves as the PADD in the single-player game functions as a fatigue meter in Realistic DM. While the player is running, the player becomes more fatigued. This is indicated in

the fatigue meter with colored lights. When the bar in the fatigue meter reaches the right-hand side, the player will be unable to continue running until the bar is allowed to start decreasing. The player becomes less fatigued while walking or standing still.

If the player takes leg damage during the course of the game, either through gunfire or falling damage, the player's maximum running speed will be decreased.

ACCURACY ISSUES

Several things affect the player's accuracy. Walking will worsen the player's accuracy slightly, and running will have a more severe effect. Arm damage will also cause accuracy to progressively deteriorate. Certain weapons also influence accuracy.

Health/Med Kit	There are no pick-ups that will restore the player's health in Realistic DM. However, the Med Kit will heal all the player's leg and arm damage when used. Running speed and accuracy will then be restored to normal. Only one Med Kit can be carried at a time. It disappears on use.
Armor	Armor protects only the chest, stomach, and back to some degree. Some weapons are armor piercing.
Damage	Shooting players in arms or legs will not kill them. It will reduce their health by a percentage, but it will not kill them. A player must be shot in the head, chest, stomach, or back in order to be killed. Area effect weapons will kill players normally.

ITEM AND WEAPON SPAWNING

Pickups such as C4, ammunition, and flash grenades will respawn normally after a short amount of time. Weapons, however, do not. Once a player picks up a weapon, it will remain in the possession of that player until that player drops it or is killed. If a player is killed, all weapons in possession of that player other than knives or the 9mm pistol are dropped. Dropped weapons will remain in their dropped position for 30 seconds. Dropped weapons retain the amount of ammunition they had at the time they were dropped. After 30 seconds, dropped weapons return to their original positions on the map and are reloaded with ammunition.

RELOADING

All reloading must be done manually. Ammunition remaining in the weapon during a reload will be lost (exception: the shotgun). You should bind a key to 'reload' to reload a weapon.

DROPPING WEAPONS

All weapons except for knives and the 9mm pistol can be dropped. Bind a key to 'weapondrop' to drop a weapon.

WEAPON CYCLING

Empty weapons in your possession will be included when cycling through weapons.

ENCUMBRANCE

A player has a limited number of slots (3) for carrying weapons in addition to the knife and the 9mm pistol. For example, the rocket launcher takes up 3 slots. A player will need to drop all weapons other than the pistol and knife in order to carry the rocket launcher.

SHOOTING WEAPONS OUT OF OPPONENTS' HANDS

Weapons other than the knife or 9mm pistol can be shot out of people's hands. The 9mm pistol, the .44 cal pistol, and the sniper rifle can be used to reliably disarm opponents. The shotgun, auto shotgun, machine pistol, and submachine gun are less likely to disarm opponents on a per-shot basis. The knife, rocket launcher, flamethrower and MPG will not disarm opponents.

OTHER WEAPON CHANGES

The .44 cal pistol is armor piercing in Realistic DM.

The sniper rifle is also armor piercing. In addition, the sniper rifle is largely inaccurate when shot "from the hip" (not zoomed in). The sniper rifle will become increasingly accurate as the zoom magnification increases. When using the sniper rifle, inaccuracy due to arm damage and/or running is ignored.

TIPS AND TRICKS

- Arm and leg shots hurt your opponents' accuracy, but they won't kill. Aim for the head or the body.
- Crouching, jumping, and strafing are even more important in realistic DM.
- Armor is even more valuable in Realistic DM, especially since there are no health pickups and arm and leg shots don't kill.
- Watch your fatigue when you run. Rest when you can. You want to save your energy for bursts of speed when you really need them.
- Don't forget to reload! There is no auto-reload in Realistic DM.
- Take advantage of the ability to disarm your opponents, especially when they are using the bigger weapons. A few well-placed 9mm shots will take care of the player who always runs for the rocket launcher.

TEAM DEATHMATCH

Team Deathmatch is exactly what it sounds like: deathmatch in a team environment. There are five teams to choose from with six members to a team and, in addition, there are 20 individuals you can play. Individuals count as their own team. So, for example, if you want to play on "The Order" team, you will be partners with anyone on the server who uses any of the Order skins or has the Order logo by their name. If you play an individual, such as John Mullins, you're alone unless someone else joins with the same John Mullins skin. If that happens, you're both on the John Mullins team. Any kill you score is a kill for the team. Be aware that this team game plays a little differently than standard DM.

TEAM 1: THE ORDER

1	Dekker
2	Gimp
3	Shadow
4	Tank
5	Silencer
6	Stiletto

TEAM 2: MINISTRY OF SIN

1	Sabre
2	Strongam
3	Muscle
4	Enforcer
5	Mohawk
6	Princess

TEAM 3: THE DECEMBER BRIGADE

1	Ghost
2	Iceman
3	Cleaner
4	Fixer
5	Freeze
6	Icepick

TEAM 4: MEATWAGON

1	Crackshot
2	Butcher
3	Bonesnapper
4	Grinder
5	Slaughter
6	Cleaver

TEAM FIVE: RED GUARD

1	Bear
2	Skorpio
3	Dragon
4	Grunt
5	Breaker
6	Assassin

INDIVIDUALS

1	Hawk	11	Sam
2	Wall	12	Amu
3	Crusher	13	Rebel
4	Fist	14	Slick
5	Fireball	15	Suit
6	Deadeye	16	Guard
7	Defender	17	Ninja
8	Mullins	18	Ponytail
9	Lieutenant	19	Whisper
10	Captain	20	Taylor

TIPS AND TRICKS

- Take note of whether or not team damage is turned on. If it's on, you can damage (and kill) your teammates. That's not good. If team damage is off, just fire and forget as your allies won't suffer for it.
- Work together. If your teammate is in a firefight, give him/her a hand and team up. Two on one is a fair matchup for you, but not for your enemy. And that's just the way you want it.
- The December Brigade is the easiest team to recognize. If you're playing on a server with team damage turned on, the December Brigade is your best bet. It's easier for you to spot your allies and, more importantly, it's easier for them to spot you.

ASSASSIN DEATHMATCH

In Assassin, you're assigned to hunt down and kill other specific players while other players are assigned to hunt you down and kill you. You score points for taking down your assigned targets and for defending yourself against attackers. You lose points for killing "innocents." Targets are marked in red, attackers in orange and innocents in yellow. This is more a game of precision than any other because you can't just kill at will.

TIPS AND TRICKS

- Don't kill civilians! It's the quickest way to lose kills and that's no way to win.
- "Fire and forget" weapons aren't recommended. It's too easy to take out the wrong targets.
- Concentrate. If you're used to "kill at will" games, this will take some getting used to. The best way to win is to focus on the task at hand.
- Be aware that the better you do, the more people will be assigned to take you out. If your name's at the top of the kill list, expect a lot of people gunning for you.

ARSENAL DEATHMATCH

In Arsenal mode, you are assigned six weapons at random and you have to score a kill with each one to get a mega kill. Each kill is worth a point and a mega kill is worth five. Each time you score a kill, the weapon you used disappears from your inventory. When someone successfully uses all the weapons to score a mega kill, the match starts over with six new, random weapons.

TIPS AND TRICKS

- Use your weakest weapons to kill the least skilled players in the match. Anyone can kill a newbie with a rocket launcher, but will you be able to take down your equal with just the 9mm pistol? Think about it. Save the instant kill weapons for the best players.
- When the match starts, take note of what weapons you have in your arsenal. Odds are, your favorite hotkeys in your config will be useless to select many of the weapons so you'll need to adjust. Learn to use the number keys and the next weapon/previous weapon keys.

CAPTURE THE FLAG

Capture the Flag, not surprisingly, is all about capturing your enemy's flag and returning it to your base to score a point. CTF, as it's affectionately referred to, is the consummate team game. Teamwork is required for success, so if you're not a team player, this game is not for you. When someone steals your flag, an alarm will sound to let you know it's missing. One group of players is the blue team (with the blue flag) and the other group of players is the red team (with the red flag). The winning team is generally the team who captures the enemy's flag a predetermined number of times or the team that's ahead when the time limit expires.

TIPS AND TRICKS

- Work together. This goes without saying, but working in groups is generally for the best. You should have a fairly large group attacking the enemy base, a small group defending your base and flag and anyone else without an assignment should work "harassment detail." That is, they should kill the enemy at all costs and only deviate from that course of action if it is for the purpose of rescuing your flag.

- If you're assigned to defend your base, don't wander off to chase enemies around. You should defend the flag at all costs and only leave the base if someone has managed to get past you and is on the way back to their base with your flag. Even then, you shouldn't chase them all the way back to their base because you'll get out of position for the next round. It's okay to lose the battle if you're going to win the war.

- Team up to capture the enemy's flag. See if you can distract, or just kill, enemy base defenders so one of your teammates can get the flag. Remember, it's not imperative that YOU capture the flag as long as your TEAM captures the flag. It doesn't pay to be selfish or glory-minded.

- If your teammate has the flag, give them cover. Sacrifice your life, if necessary for the greater good of scoring a point. Become the master of the "noble sacrifice."

NOTE:

The one thing you should do above all else in Capture the Flag and all DM games for that matter is HAVE FUN! If you're not having fun or if you're getting frustrated, walk away. It's not worth losing your temper, banging on your keyboard, slamming down your mouse or sending flame messages to other net players. It ruins your day and it ruins their day. Play as long as you're having fun and if you get frustrated for whatever reason, just walk away. After all, there's always tomorrow.

TOP SECRET

So, you've beaten Soldier of Fortune and now you want to have some fun with the cheat commands, eh? Well here's a comprehensive guide to doing just that.

ENABLING THE CONSOLE

The first thing you need to do is enable the console. The console is the interface screen that allows you to type in the cheat codes and get them to work. To enable the console, you need to alter your command line shortcut on your desktop shortcut. To do this, right click on your Soldier of Fortune desktop icon and click on properties. Next to "Target," you will see a command line that looks something like the following (quotes are included):

"C:\Program Files\Raven\SOF\SoF.exe"

To enable the console, you need to add "+set console 1" to the command line (without the quotes) and click apply. In the end, your command line should end up looking something like this:

"C:\Program Files\Raven\SOF\SoF.exe" +set console 1

NOTE:

The command line is inside the quotes, then a space, then +set with no space in between the + and the set, followed by a space, then console, then a space, and then 1. If you don't get the syntax EXACTLY right, it won't work. Also note that your original command line could differ from the example given if you installed Soldier of Fortune to a different drive letter or directory. Regardless of what the original command line says, you need to successfully add "+set console 1" and apply it to use the cheats.

SOLDIER OF FORTUNE CHEAT CODES

CHEAT NAME	CONSOLE COMMAND
God Mode	heretic
Noclip	phantom
Notarget	ninja
Weapontest	elbow
Altweapontest	bigelbow
Kill	kill
Timescale	matrix
Spawn	gimme

A BRIEF EXPLANATION OF CHEATS & THEIR ORIGINS

heretic	Makes you impervious to harm from enemies, enemy weapons, explosions and falling damage inside the game. The term is a tribute to Raven's historic Heretic/Hexen franchise of games.
phantom	Allows you to clip through walls, floors, doors and objects like a ghost or phantom, as the case may be.
ninja	Makes you invisible to the enemies in the game. When ninja mode is on, the enemies and characters all stand around in their idle animations and are oblivious to your presence. Handy for running through levels as a spectator to see how they are set up.
elbow	Gives you the first 6 weapons in the game and a sizeable chunk of ammunition for each. Elbow comes from the phrase "I'm going to drop the elbow on this guy." It's a Raven homage to professional wrestling.
big elbow	A bigger homage to professional wrestling: "Feel the power of the BIG elbow!" Gives you the six big guns in the game, and ammunition for them.
kill	Standard command for Quake II engine games that suicides the player. Best used if you find yourself stuck and unable to move out of an area in multiplayer or other times when you're unable to use the phantom cheat.
matrix	The matrix command allows you to speed up or slow down the game. The normal speed of the game is 1.0, but you can adjust it to go faster or slower. For example: If I want the game to move at 1/4 speed to take some action screenshots, type "timescale .25" at the console. I think the reference is fairly obvious, don't you?
gimme	The command to spawn weapons, items, enemies and anything else that can be spawned into the game. Once again, I think the reference is pretty obvious.

SPAWNING WEAPONS

*You always have at least 1 knife in your inventory. Using this command will give you extra knives for throwing purposes.

Knife *	"item_ammo_knife"
9mm Black Panther	"item_weapon_pistol1"
.44 Silver Talon	"item_weapon_pistol2"
Berzerker Shotgun	"item_weapon_shotgun"
Raptor Submachinegun	"item_weapon_assault_rifle"
EagleEye Sniper Rifle	"item_weapon_sniper_rifle"
Bulldog Suppressed Machinegun	"item_weapon_machinepistol"
Slugthrower	"item_weapon_autoshotgun"
Heavy Machinegun	"item_weapon_machinegun"
Rocket Launcher	"item_weapon_rocketlauncher"
Flamegun	"item_weapon_flamethrower"
Microwave Pulse Gun	"item_weapon_microwavepulse"

SPAWNING EQUIPMENT

Ballistic Armor	"item_equip_armor"
Flash Pak	"item_equip_flashpack"
Neural Pulse Emitter	"item_equip_neural_grenade"
C4/Plastique	"item_equip_c4"
Angel Light Goggles	"item_equip_light_goggles"
Medkit	"item_equip_medkit"
Frag Grenade	"item_equip_grenade"

SPAWNING AMMUNITION:

Throwing Knives	"item_ammo_knife"
9mm Ammo	"item_ammo_pistol"
Shotgun Rounds	"item_ammo_shotgun"
.44 Pistol Ammo	"item_ammo_pistol2"
5.56 Ammo	"item_ammo_auto"
MPG Ammo	"item_ammo_battery"
Flamegun Ammo	"item_ammo_gas"
Rocket Launcher Rockets	"item_ammo_rocket"
Slugthrower Ammo	"item_ammo_slug"

TAKING SCREENSHOTS:

Do you want to take screenshots to show your Soldier of Fortune experiences to your friends? It's easy! Just press the F11 key (default) when the scene you want to capture is in view and a screenshot will be written to your hard drive. If you installed the game in the default directory, your screenshots will output to

C:\Program Files\Raven\SOF Demo\ User\Screenshot

The shots are in Targa (.tga) format, so they weigh in at a hefty 2.5 to 3.0 MB apiece. Most 2-D art programs will allow you to convert the screenshots to a more Internet friendly format like .jpegs or .gifs so you can send them out via e-mail or post them on your homepage.

NOTE:

If you want to bind a different key to take a screenshot, just bring down the console (~ key) and type "bind (key you want bound) screenshot" and press the Enter key. I have my screenshot key bound to "W," so I have to type "bind w screenshot" and press the Enter key. Press the ~ key again to return to the game and you're ready to start taking screenshots!

SPAWNING CHARACTERS AND ENEMIES

Bring down the console by pressing the ~ key (default) and use the spawn command (gimme) to bring these enemies into the game world right in front of your eyes. If, for example, you want to spawn a snow cat vehicle from the Siberian mission, you would type "gimme m_x_snowcat" and press the Enter key. Just like that, a snow cat appears in front of you. Here's a list of the vehicles, animals, characters and enemies you can spawn.

NOTE:

If you want to bind a key to spawn something, just bring down the console (~ key) and type "bind (key you want bound) gimme (enemy name)" and press the Enter key. So if, for example, you want to bind the "s" key to spawn a NYC skinhead, you would type "bind s gimme m_nyc_mskinhead1" and press the Enter key. When you put the console back up (~ key), a NYC skinhead will spawn in front of you every time you press "s."

GENERIC CHARACTERS AND ENEMIES

"m_x_hind"	"m_x_msam"
"m_x_mcharacter"	"m_x_miraqboss"
"m_x_mcharacter_snow"	"m_x_mraiderboss1"
"m_x_mcharacter_desert"	"m_x_mraiderboss2"
"m_x_mmerc"	"m_x_ftaylor"
"m_x_mhurtmerc"	"m_x_mskinboss"

SIBERIA CHARACTERS AND ENEMIES

"m_sib_mtrooper1a"	"m_sib_mguard4"
"m_sib_mtrooper1b"	"m_sib_mcleansuit"
"m_sib_mtrooper2"	"m_sib_eofficer"
"m_sib_mguard1"	"m_sib_mmechanic"
"m_sib_fguard2"	"m_sib_escientist1"
"m_sib_mguard3"	"m_sib_fscientist2"

ANIMALS

- "m_x_rottweiler"
- "m_x_bull"

VEHICLES

- "m_x_tank"
- "m_x_snowcat"
- "m_x_chopper_black"
- "m_x_chopper_green"
- "m_x_chopper_white"

SUDAN CHARACTERS AND ENEMIES

- "m_afr_msoldier1a"
- "m_afr_msoldier1b"
- "m_afr_msoldier2"
- "m_afr_msoldier3"
- "m_afr_msniper"
- "m_afr_ecommander"
- "m_afr_eworker"
- "m_afr_mbrute"
- "m_afr_mrocket"

BLACK RAIDERS

- "m_cas_mraider1"
- "m_cas_mraider2a"
- "m_cas_mraider2b"
- "m_cas_mbrute"
- "m_cas_ffemale"
- "m_cas_mrocket"

TOKYO CHARACTERS AND ENEMIES

"m_tok_mman1"
"m_tok_mman2"
"m_tok_mhench1"
"m_tok_mhench2"
"m_tok_mkiller"
"m_tok_fassassin"
"m_tok_mninja"
"m_tok_mbrute"
"m_tok_fwoman1"
"m_tok_fwoman2"

KOSOVO CHARACTERS AND ENEMIES

"m_kos_mgrunt1"	"m_kos_eofficer"
"m_kos_mgrunt2"	"m_kos_mbrute1a"
"m_kos_mgrunt3"	"m_kos_mbrute1b"
"m_kos_msniper1a"	"m_kos_mmechanic"
"m_kos_msniper1b"	"m_kos_mrebel"
"m_kos_mcomtroop"	"m_kos_mklaleader"
	"m_kos_erefugee"

NEW YORK CHARACTERS AND ENEMIES

"m_nyc_mskinhead1"	"m_nyc_mswat"
"m_nyc_mskinhead2a"	"m_nyc_mswatleader"
"m_nyc_mskinhead2b"	"m_nyc_estockbroker"
"m_nyc_eskinhead3"	"m_nyc_ebum"
"m_nyc_fskinchick"	"m_nyc_etourist"
"m_nyc_mpunk"	"m_nyc_mpolitician"
"m_nyc_epunk"	"m_nyc_fwoman"

IRAQ CHARACTERS AND ENEMIES

"m_irq_msoldier1"	"m_irq_mbrute1b"
"m_irq_msoldier2a"	"m_irq_mbodyguard"
"m_irq_msoldier2b"	"m_irq_mrocket"
"m_irq_mrepguard1a"	"m_irq_msaddam"
"m_irq_mrepguard1b"	"m_irq_moilworker"
"m_irq_mpolice"	"m_irq_eman1"
"m_irq_eofficer"	"m_irq_mman2"
"m_irq_mcommander"	"m_irq_fwoman1"
"m_irq_mbrute1a"	"m_irq_fwoman2"

WARPING TO SPECIFIC GAME LEVELS

Want to jump to a specific level in the game without having to play to it from the beginning? Well here's a handy list to help you do just that. Simply bring down the console with the ~ key (default) and type "map (map name)" and press the Enter key. For example: If I wanted to warp to the 2nd Siberia level, I'd bring down the console and type "map sib2" and press the Enter key. The loading screen would appear and transport me directly to Siberia 2.

NOTE:

Warping to levels isn't recommended if you are looking to finish the game from somewhere other than the beginning. The heavily scripted nature of the game makes it easy for things to break when the game isn't played from the beginning. Warp to levels for entertainment, not level advancement.

LEVEL NAMES AND ORDER: (31 LEVELS)

1	TSR1
2	TSR2
3	TRN1
4	ARM1
5	KOS1
6	KOS2
7	KOS3
8	SIB1
9	SIB2
10	SIB3
11	IRQ1A
12	IRQ2A
13	IRQ3A
14	ARM2
15	NYC1

16	NYC2
17	NYC3
18	SUD1
19	SUD2
20	SUD3
21	ARM3
22	JPN1
23	JPN2
24	JPN3
25	IRQ1B
26	IRQ2B
27	IRQ3B
28	GER1
29	GER2
30	GER3
31	GER4

SOLDIER OF FORTUNE ON THE WORLD WIDE WEB

The Internet is a great resource for more information about Soldier of Fortune. If you want to learn more about the game, get technical support, get patch and utility updates or join a multiplayer gaming group, visit the following sites:

Raven Software	http://www.ravensoft.com - Visit the creators of Soldier of Fortune for technical support, patches, updates and game information.
Activision	http://www.activision.com - Visit the publishers of Soldier of Fortune for technical support, patches, updates and game information.
Soldier of Fortune Magazine	http://www.sofmag.com - The magazine that inspired the game.
Soldier of Fortune Center	http://www.sofcenter.com - This is a great informational fan site that features a strong community of Soldier of Fortune players. If you want to get involved with modifying the game, building levels, joining a Soldier of Fortune "clan" or if you want to meet other people who play the game, this is a great place to start!
Soldier of Fortune News	http://www.sofnews.com - Another great site for joining the SoF community.
ClanNexus Soldier of Fortune	http://www.clannexus.com/sof - A great site to find SoF resources and other online players.
PlanetSoldier	http://www.planetsoldier.com - Not only a great Soldier of Fortune site, but a portal to a number of great gaming websites.
CombatWorld	http://www.combatworld.com- Your home for military action games.
Soldier-of-Fortune.com	http://www.soldier-of-fortune.com - A nice fan page with Soldier of Fortune resources aplenty.
SoF Command Australia	http://sof.playnow.com.au/sof/index.asp - Soldier of Fortune down under!
Soldier of Fortune WCHQ	http://acwob.hypermart.net/sof/ - Soldier of Fortune's Western Canadian Headquarters!
The Fatal Mercenary	http://fire.to/sof/ - Soldier of Fortune in France!

HISTORY OF SOLDIER OF FORTUNE'S DEVELOPMENT

Soldier of Fortune began development in early 1998. The game started out as a one level demo aimed at landing Raven Software a high profile contract and game license. When that deal fell through, the development team was at a loss. The demo was a real-world action game and it was really good! The team decided that they liked the direction the demo was going and that they should expand on it. After talking to Activision and weighing the options, the Soldier of Fortune license was acquired and a new game was born.

Early on, the game looked very much like Quake II in its scale. The level architecture was large and so were the 3D models. Things were looking pretty good, but something just didn't feel right. One day, quite by accident, one of the level designers discovered that if you shrank the textures and architecture to $^1/_2$ size, the world looked a lot more detailed and realistic in scale. After some debate, all of the game levels were scrapped and new ones (with the new scale) were started in their place.

It was decided that the overall feel of Soldier of Fortune would be similar to id Software's original DOOM. The team wanted action and lots of it! They also wanted the game to be really fast with a lot of enemies on the screen. The only way to do that, however, was to make low-polygon characters and models. The art department formulated a plan to make three different body types for the enemies and worked painstakingly to keep the models, weapons and all 3-D art-work as simple as possible without sacrificing its physical appearance.

At one point, the focus of the game switched from action to strategy. The success of games like Rainbow Six gave the development team pause. We wanted to emulate the success of Tom Clancy's blockbuster title, but it was decided that it would be next to impossible to use the Quake II engine to make a predominantly strategy-based title. After a month-long diversion, Soldier of Fortune was back on the fast action track.

Around this time period, Raven technology programmer Gil Gribb was working on writing his own game engine. SPECTRE, as the engine came to be known, was deemed financially risky by Activision and it had to be shelved. Parts of the SPECTRE engine were nearly complete, so Gil fused the new technology with the Quake II code base and the GHOUL rendering system was born. GHOUL soon became the backbone of Soldier of Fortune.

While GHOUL technology was putting 26 gore zones on every enemy model and adding tons of features to the game engine, lead artist Scott Rice and lead animator Eric Turman set up sessions with House of Moves, a professional motion-capture studio out in Los Angeles, California. House of Moves provided tons of raw data for the animators to mold into lifelike animations for the enemies and player characters in the game. The quality animation in Soldier of Fortune is a combination of motion-capture data and the expert tweaking and modifications made by the animation team.

The level design team, meanwhile, was undergoing a number of changes. One of the designers, Bobby Duncanson, left the design team to join the art department as a 3-D modeler and another (me) became Raven Software's project administrator. Eric Biessman was, at this point, the project leader and the lead level designer for the game. In the midst of these changes,

the lead level design for the game was turned over to Jim "Jersey" Hughes while Eric remained the project lead.

For nearly a year, Soldier of Fortune was slowly forming into a loosely knit pile of technology that was basically a puzzle that needed to be put together. Despite repeated attempts and a ton of work, there wasn't much of a story to speak of and there were some gray areas in the game's design document. The game did have GHOUL, some pretty motion capture and special effects, nice levels, cool weapon animations, and a lot of gore. With that in hand, Raven and Activision took Soldier of Fortune to E3 (Electronics Entertainment Expo) in May of 1999.

Current events in the news prompted Activision to show Soldier of Fortune behind closed doors. The game's violent nature would no doubt be a target of the media, so the game was shown by appointment only. The response was tremendous! Soldier of Fortune walked away from the show with three best of show awards and a nomination for a fourth. The accolades and positive response provided a boost of energy to a weary SoF development team.

After the success of E3, the team decided to bring in a professional author (Gonzalo Lira) and a real-life mercenary consultant (John F. Mullins) to help out on the game. It turned out to be the defining moment of the project! The author's story ideas and John Mullins' no-nonsense input pushed the project in a bold new direction. Before long, the story was fleshed out completely, the design document was finalized and the game's heroes were born in the form of a fictionalized version of John Mullins and his new partners, Hawk and Sam.

Basing the game on a real-life mercenary piqued the interest of the gaming media. Soon John F. Mullins was the talk of the industry and a series of pictures, screenshots, interviews and public appearances followed. John Mullins' face was everywhere. Mr. Mullins answered many combat and military-oriented questions for the Raven team and even went on press tours to coincide with game showings and Soldier of Fortune conventions. It was an ideal partnership.

From May to December of 1999, the team pushed forward in the game's development while the accolades and anticipation for the game were steadily building. Activision's Activate Conference in Scotland showed Soldier of Fortune to the European press for the first time. The show was a smashing success and soon Soldier of Fortune became a European drive title for Activision.

After Activate, several OEM deals were signed and a five level version of Soldier of Fortune was bundled with several hardware peripherals. People could get a single player or multiplayer version of Soldier of Fortune with the Razer Mouse, the 3Com Gaming Modem or the Playtronics Headset. The world at large got its first taste of Soldier of Fortune, and they wanted more!

The new millennium arrived and, because Raven survived the Y2k bug, they soon found themselves knee deep in developing a public demo. Feedback from OEM users helped the team fix problems with the game play, sort out bugs and more fully develop the game to the target audience's liking. After a month (or more) of hard work, the demo was released to the public on January 24th, 2000. One day and 100,000 downloads later, Soldier of Fortune had arrived!

The reaction to the Soldier of Fortune demo was overwhelmingly positive! As I write this, Soldier of Fortune is beta and entering its final testing phases. Soon the full version of the game will be unleashed! Odds are if you're reading this, it already has.

What does the future hold for Soldier of Fortune? Loki Games is doing a Linux version and Raven has been approached by several other developers about doing Macintosh, Dreamcast and Amiga ports of the game. With any luck, soon everyone will have access to Soldier of Fortune in some way or another. Is there a sequel in the future? Only time will tell.

THE EVOLUTION OF SOLDIER OF FORTUNE

The First HUD – This is basically Quake II Placeholder Art. This image is the first screenshot ever released from Soldier of Fortune's development.

The Second HUD – This concept was the first true SoF HUD and it was around for several months. It was later decided that it was too "busy" and cluttered for our liking.

The Third HUD – This rendition of the interface was meant to be as minimalist as possible so the HUD didn't get in the way of the action. We later decided that the icons were TOO minimalist.

The Fourth HUD – This HUD was used in the OEM editions of Soldier of Fortune and it would be the final version if not for the addition of the Personal Audio Detection Device.

The Final HUD – Basically a version of HUD #4 with the addition of the PADD. This version was seen in the demo and final versions of Soldier of Fortune.

MISCELLANEOUS EVOLUTIONARY NOTES

Early in the development of the game, the art department conceptualized the game interface based on the idea that Soldier of Fortune would be more tactical in nature. Here are some of the concepts:

Curious about the first in-game menu system? Here's what it looked like:

THE STORY OF JOHN F. MULLINS

Endeavoring to make a real-world action game is a tricky proposition at best. Raven Software and Activision wanted to make the game as authentic and realistic as possible within the confines of the *Quake II* engine and the rest of the game's available technology. In order to do this, the Raven development team studied dozens of manuals, military guides, books and movies. Unfortunately, all of this research wasn't enough to do the game justice. The final step involved going to the very core of the game's roots... hiring a real-life mercenary consultant.

ENTER JOHN F. MULLINS

Born in Southwest Oklahoma in 1942. Joined the U.S. Army out of high school, quickly becoming first a paratrooper, then a medic in the rapidly expanding Special Forces (Green Berets). Served his first six-month tour on an "A" Team in the Republic of Vietnam in 1963. Commissioned an Infantry Second Lieutenant in 1964, attending Ranger School in 1965, Lieutenant Mullins then once again served on an "A" Team in Vietnam during the 1966-67 period, as a Studies and Observations Group (SOG) officer in 1968-69, and as a Provincial Reconnaissance Unit (PRU) Advisor in 1969-70.

By then a Captain, John Mullins returned to the U.S. for advanced schooling in tactics and languages, returning overseas for assignment in Europe as a Special Operations Officer. Throughout the 1970s, he ran training and operational missions in Europe, the Middle East, Africa, Central and South America.

Retiring from the military in 1981 after twenty-one years service, nineteen of it in the Special Forces, Mr. Mullins offered his services to government and civilian customers, returning to the Middle East for three years, then performing missions in Central and South America, Europe, Africa, Afghanistan, and various countries in the Far East. These missions ran the gamut: training, VIP Protection, asset recovery, hostage negotiation and rescue, advising, and occasionally leading foreign police and military personnel in high-risk operations.

In 1990, Mr. Mullins founded Longbow, Incorporated, a company that specializes in the manufacture of Non-Toxic Frangible ammunition, marketing this product (built upon his patent) to law enforcement and military customers throughout the United States and the rest of the world. Mr. Mullins also founded W.C.B. & Associates, a company specializing in the construction of tactical firing ranges, and is the founder and president of the Tallgrass Center for Advanced Tactical Training (TCATT), which presents live-fire training courses for the police and military.

Mr. Mullins is an author with one published novel (Days of Fire, Berkeley Press, 1991, soon to be reissued by Soldier of Fortune Press), two more novels to be published in 1998-99, and magazine and trade journal articles too numerous to mention. His teleplay for Soldier of Fortune, Inc., the syndicated series, was aired during the 1997-98 season. Another teleplay has been purchased for the second year of the series. In addition, his second novel, *Iceman and the Tracker*, has also been optioned for a major motion picture.

Mr. Mullins has a BA in History from the University of Maryland, and an MBA from Midwestern State University. He speaks four languages, is a frequent panelist and guest speaker for conferences and seminars conducted by government and corporate entities, in particular those dealing with First Responder Training for Incidents Involving Weapons of Mass Destruction. Mr. Mullins also serves as a consultant to the Federal Emergency Management Agency (FEMA) in matters of Law Enforcement Training for response to WMD.

Combat awards include the Silver Star, Bronze Star with three Oak Leaf Clusters, and several Purple Hearts. Military schools are too numerous to mention, but run the gamut from Military Free Fall to Underwater Demolitions to Counter Terrorism. Other specialties include VIP Protection, High-Risk Installation Security, Aviation Security, and Intelligence.

John proved to be the real deal and his input on Soldier of Fortune was invaluable. A consummate professional, Mr. Mullins gave Raven insight into the world of combat, weapons, locations and the business world of mercenary life. His input on the game and his assistance with trade shows, interviews and public appearances were a huge part of

Soldier of Fortune's development. Raven was so impressed with Mr. Mullins, in fact, that they decided to attach his moniker to Soldier's main character.

At one point, John Mullins sat down with Robert "Bolan" Hale of ClanNexus **(http://www.clannexus.com/sof)** and relayed the story of his involvement with Raven, Activision, and Soldier of Fortune:

A CONVERSATION WITH RAVEN'S REAL-LIFE SOLDIER OF FORTUNE

ClanNexus
Tell us about the real John Mullins. We have all read your bio, which is very impressive, but it's a little impersonal. What is John Mullins really like?

John Mullins
John Mullins was raised on a dirt farm in southwest Oklahoma. Facing the prospect of no money for college, no opportunities for much of anything else, he joined the Army. It was a decision he'd never regret, although there were a few times he questioned his sanity. But what is he really like? He is a man for whom family is all. Who enjoys the simpler things: fishing, hunting, raising grandchildren and cattle, but is equally at home at the symphony or diplomatic cocktail party. Who, despite being screwed over many times, as all soldiers have been, still believes that the system he fought for is worth it. Who believes nothing, unless he can quantify it himself. Who trusts no one, unless that person has earned his trust. Who has only a few true friends, but those people have been his friends for decades and will remain so until they or he dies, no matter what they or he do. Who can hold a grudge forever. Who, despite being kept captive in his skin for some 56 years, I still don't really understand.

ClanNexus
Could you tell us a bit about the experiences you have had that lead to your being chosen as the consultant (and main character) for Soldier of Fortune?

John Mullins
Probably as much combat experience as anyone who served in the Special Forces, and who stayed in that line of work after retirement. Constant training and honing of skills. Knowing the tools of my trade as well as the carpenter knows his hammer. Surviving.

ClanNexus
You've applied your extensive experience, skills and knowledge to several real world companies and ventures. You are currently running Longbow, Inc. which manufactures non-toxic frangible ammunition, based on your own design and a patent that you hold. Could you tell us a little bit more about the businesses and industries you are currently involved in?

John Mullins
The frangible ammunition company was an outgrowth of my experience in training special operations personnel. As time went on and as the missions got more and more complicated, it became apparent to me that we weren't getting the right training. True training transfer occurs when the training is as realistic as it can possibly be, without actually shooting someone. To do this type of exercise in preparation for, say, a hostage rescue

mission, you need to practice the mission in the type of building you will be going into, using the weapon you will use, facing the adversaries you might face. Building a training facility of that type is extremely expensive, largely due to the ricochet and splash-back phenomena associated with using standard ammunition in a close-in, hardened environment. Frangible, disintegrating upon impact with any hard surface and offering no ricochet and splashback, was an answer to that problem. Now the team can use standard buildings, the weapons they will carry on the mission, and reactive targets, without excessive danger being presented to the trainees. An added advantage is that it is lead-free, thus eliminating the problem now being faced by both indoor and outdoor ranges, where OSHA and the EPA are closing down ranges right and left for excessive levels of lead in the air and in the ground.

At the Tallgrass Center for Advanced Tactical Training (TCATT), our other company, we use that frangible ammunition to train police and military special operations personnel in the tactics needed to survive and win on the urban battlefield. It is our feeling that the police patrolman, the pointy end of the stick, as it were, gets the least training of any cop, and yet it is he or she who regularly has to respond to the domestic, the silent alarm, the break-in, and just as regularly gets killed (or kills an innocent civilian) because of this lack of training. We hope to alleviate that problem.

ClanNexus
We understand you are extensively published, including many articles and several novels, *Days of Fire* and *Iceman and the Tracker*. We tried to get a copy of *Days of Fire*, but it's out of print and we haven't been able to locate a copy. Could you tell us a little bit more about your experience and inspiration as a writer? Could you give us a brief overview of your titles?

John Mullins
Days of Fire is a loosely-fictionalized version of my experiences as a Provincial Reconnaissance Unit (PRU) advisor in the much-maligned but extremely effective Phoenix Program. Our job was to locate and neutralize the Viet Cong infrastructure, the bosses who sent out the killers. Bringing the war to them made them a lot less eager to use flamethrowers on Montagnard villages, disembowel village chiefs while their wives and children were forced to watch, bury alive the families of South Vietnamese soldiers in the sand dunes outside Hue. My troops had all lost family during the Tet Offensive. Hardest job I had was to convince them to capture the VC officials, rather than kill them outright. I understood their motivation, but it is difficult to gain information from a dead man. *Tracker and the Iceman* is pure fiction, though based upon some real people and events. In it a SOG recon team is required to take a Marine sniper across the border in Laos to eliminate Russian SPETZNAZ troops, pour encourager les autres. The sniper has a problem. When he starts killing, he can't stop. The team is compromised, the sniper, Iceman, and the team leader, Tracker, the only survivors. While waiting for the heat to die down, Tracker discovers that Iceman is even worse than he thought, liking to kill not only on duty, but off duty as well. They fight, Iceman prevails, leaving Tracker for dead. Iceman gets extracted, is decorated, returns to the States. Tracker is picked up by the surviving Russians and gets to spend the next twenty years in Siberia. Glasnost, and he is released. Guess who he wants to find.

Khamsoon, unpublished as yet, is a novel of the Gulf War. *One Dead Indian*, upon which I'm now working, has the hero of *Days of Fire* in the '90s, becoming the sheriff of a county in Southwest Oklahoma. One hopes for a series, similar to the Hillerman and Burke novels. *How to Protect Your Kids (And Maybe Save Your Own Life In The Meantime)* is a non-fiction work now making its rounds of the publishers.

Days of Fire is supposed to be reissued when *Tracker and the Iceman* comes out, but in the meantime I have an extra copy or two, if you'd care to read it.

ClanNexus
You are being portrayed in everything we've seen so far as the Alpha of Humanity, almost as a superman. Do you think that portrayal has carried over to SoF? How do you feel about this perception of you as a person?

John Mullins
I used to feel, as the saying goes, "Ten Feet Tall and Bullet-Proof." That lasted until the first time I got shot. Then the reality of mortality came crashing down, and I became a hell of a lot better soldier. In reality, you do things as a team, very seldom as a singleton, as is depicted in the game. There are simply situations that you cannot go into as a singleton and expect to survive, and while survival is certainly desirable, worse is that you will not be able to complete the mission. If you can't complete the mission, even at the cost of your own life, you are wasting assets.

ClanNexus
What is your connection with the magazine "Soldier of Fortune"? Do you or have you considered yourself to be a "Soldier of Fortune" or a mercenary of sorts?

John Mullins
My only connection with Soldier of Fortune magazine is a friendship with Bob Brown, and an occasional article they are so kind as to publish. I read it, of course, finding that it offers a perspective on events and trends that you aren't going to find in the mainstream

press. While they may get something wrong occasionally, they are far more often right.

As to my being a "mercenary," here we delve somewhat into semantics and perhaps philosophy. Frankly, I consider every soldier who is not a conscript or draftee to be a mercenary of sorts. We can talk all we want about patriotism and protecting the folks back home and so forth, but here is a simple experiment. Advertise a unit that will be required to do the same thing the soldiers now do. Tell the prospective recruits that they may be called upon to die for their country, that many of them will most certainly be wounded, some to the point of mutilation and permanent disability. Now tell them that they aren't going to get paid for it, but that all their needs will be adequately taken care of, eliminating the need for money. See how many takers you get.

For me, the good thing about being for-hire, as opposed to soldiering in the regular military, is that I get to pick and choose the causes for which I fight. Obviously, I'm not going to oppose my country, but I'm not going to participate in campaigns that I consider ill-advised, downright stupid, and which I think will in the long run be damaging to the nation.

ClanNexus
The name 'Soldier of Fortune' evokes thoughts of political unrest and fierce patriotism. Do you think the use of this name will enhance or hinder the popularity of this game? Do you think this upcoming game will be worthy of using the "Soldier of Fortune" name?

John Mullins
I think that the name will give bleeding hearts of all stripes absolute apoplexy. But they wouldn't be buying the game in the first place. Is it worthy of the name? Absolutely.

ClanNexus
How did you get involved in the project with Raven Software and Activision? How do you feel about the Raven Software and Activision people you've had a chance to work with?

John Mullins
Through some friends of mine in the entertainment industry for whom I've performed the occasional task. As for the people at Activision and Raven, I find them to be complete professionals in every sense of the word. Brilliant programmers, artists, technicians who, nevertheless still have a sense of fun. One of the best jobs in the world, I suspect, outside being a young man in the Special Forces.

ClanNexus
How long were you involved in the development of Soldier of Fortune and to what degree? What did you enjoy most about working with the Raven Software Team?

John Mullins
Actually, I came a bit late into the process. My understanding was that there were other people who were being considered for the job, but they were either phonies or raving maniacs. I at least don't rave. Most of the weapons were already chosen, the scenario had been written, a very great deal of the programming was done. There were things I would perhaps have recommended they do differently, but all in all, they have done a superb job. I wouldn't be lending my name to it otherwise. As to the Raven team, they listened to my suggestions, implemented them even when it required a great deal of extra work, and seemed happy to do so. I like smart people. They fit the bill.

ClanNexus
All of the weapons in Soldier of Fortune are based on real life weapons and weapon prototypes. Which weapon do you think is the most realistically portrayed? Both visually and audibly. Please feel free to comment on your choice.

John Mullins
The two best are the minimi *(mini-mitrailleuse),* which in the American Army is called the Squad Automatic Weapon *(SAW)*, and the sniper rifle. In appearance, sound, and effects they come the closest to the real thing. Some of the effects of some of the other weapons are perhaps just a bit overdone. I understand that it is for game purposes, but seldom do you see a Glock 9mm blowing someone's head clean off.

ClanNexus
True to Raven Software's track record, Soldier of Fortune is a groundbreaking project, full of new features that haven't been seen in games thus far. What would you say is your favorite feature in SoF?

John Mullins
The accuracy of the weapons. While most games of this sort give you a hit if you aim it somewhere within a box surrounding the target, with this you have to specifically hit a portion of the body, each one having some 27 different zones where a hit will have its own effect. Face it, simply putting a bullet into someone is not necessarily going to stop the fight. Bullet placement is all, and this particular game recognizes that. Second, I like the ability for team play, with up to sixteen players being able to work either together, against others, or some com-

bination thereof. I think this offers not only good game play, but will be of benefit in actual training, a belief that is shared by most of the active duty soldiers and policemen to whom the game has been shown.

ClanNexus
Soldier of Fortune is set in several real world locations. Being one who is well traveled, how well would you say has Raven represented these places?

John Mullins
Extremely well. I've been with the developers when they've taken the trouble to photograph, for instance, the police cars particular to the city where they're basing the scenario. This attention to detail carries through on everything they do.

ClanNexus

Soldier of Fortune is positioned to bring a new level of realism to the "First Person Shooter" genre. In your opinion how well has Raven Software hit this mark?

John Mullins
Better than in any other game I've seen. Strike that. Better than in the actual software now being used to train special operations soldiers. Enough said?

ClanNexus
While we're on the topic of realism. Raven Software has gone to great lengths to enhance this feeling of reality. Professional voice acting, live motion capture, and a more realistic AI model being some of extras that aren't seen in a lot of today's games. What do you think of the motion and reaction of the enemies in SoF? How closely does it resemble true human movements and actions?

John Mullins
Brilliantly, within the constraints of present-day state-of-the-art. Project the animations in SoF on the surface of a set of goggles or on a faceplate that the trainee would wear, put him in a green room so that the animations appear 3-D, tie the sighting system into a weapon that he actually shoots (using frangible ammunition, of course), and you would have a training system that the elite units would be fighting over.

ClanNexus
You've had several guest spots on the television show, "Soldier of Fortune Inc.." How would you compare working on the set of a television show with your experience working with Raven Software on the development of "Soldier of Fortune"?

John Mullins
Working on the set of a television show or movie has to be one of the most boring experiences known to man. Set up, that taking hours. Rehearse. Rehearse again. Film a segment that will occupy perhaps two minutes on the screen. Re-film it, again and again. Tear down the set. Set up again. No wonder actors are prone to substance abuse.

On the other hand, the developers at Raven are in complete control of their craft. You don't like the movement of this guy? Fine. A few keystrokes later and it does exactly what you want it to do. I'm very fond of instant gratification.

ClanNexus
What is your overall impression of Soldier of Fortune? Have you had a chance to play with it and to what extent?

John Mullins
My overall impression, based upon the reactions I've seen to the game at some of the trips we've taken, which include being hosted by a major metropolitan police department and a military special operations unit which prefers to remain anonymous, is that this game will fly off the shelves. The biggest question is when will it be available, and why can't I get it right now. I'm not the only one into instant gratification. If we'd had a semi-truckload of discs at the recent Soldier of Fortune convention, we could have sold them all on the spot.

I haven't played with it nearly as much as I'd like to, and hope to remedy that by next week.

ClanNexus
We've heard a good bit about the dynamic sound and music in SoF. What are your impressions of the sounds and how well does the music mesh with the overall feel of the game?

John Mullins
I think that, as in a good movie, the music sets the tone, intensifies the feeling, moves the emotions. The music meshes as well as in any movie I've seen.

*The real John Mullins and the **Soldier of Fortune** development team.*

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