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GOD OF WAR™

THE COMPLETE GUIDE

PLUS WALKTHROUGHS FOR



Killer7™

DEVIL MAY CRY 3
DAVE'S AWAKENING

**BROTHERS
IN ARMS**
ROAD TO HILL 30

★ Tom Clancy's
**SPLINTER
CELL**
CHAOS THEORY





“EVEN THE MOST INTREPID ADVENTURER NEEDS A HELPING HAND. SO CONSIDER US SHERPA TENZING TO YOUR EDMUND HILLARY, LEADING YOU SAFELY UP THE NORTH FACE OF THE PS2'S MOST IMPOSING GAMES... WITHIN THIS TOME RESTS FIVE UTTERLY COMPREHENSIVE GUIDES TO THE BIGGEST AND BEST GAMES OF RECENT MONTHS, INCLUDING THE AWESOME *GOD OF WAR* AND THE 'COULD IT MAKE LESS SENSE' MADNESS THAT IS *KILLER 7*. COME ON, IT'S THIS WAY...”

THIS LOT DID THIS BOOK

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GOD OF WAR

There's no denying that *God Of War* is a superb game, but it's an Olympian challenge to get through to the end. But we've beaten it for you, which kind of makes us gods ourselves; gods of games...

AEGEAN SEA

Kratos' first challenge incorporates a handy run-through of all the basic controls, so we won't be wasting time with that here. To business. Once you've killed all the enemies on the ship's deck, head over to the trapdoor (top right) and use **R2** to open it. **R2** is used for most non-combat actions in *God Of War*. Now drop down into the ship's hold and open up the treasure chest you find here to top up your

health. It's well worth noting that destroying scenery and environmental objects will net you red mojo juice (the currency of Kratos' weapons and magical attacks) so smash, smash wherever you go. Head north from here and prepare for your first boss battle. Yes, *that* soon.

BABY HYDRA BATTLE #1

We say 'baby' but this horrific reptile is enormous. No worries, though. Simply alternate weak and strong attacks, and prepare to block when the Hydra rears up to strike. Once you've worn it down enough, a **◎** will appear above its head and you get a little mini-game (this is a feature with almost all enemies, big or small



in *God Of War*). Essentially it's a rhythm-action game. Press the controller buttons in time with their appearance on-screen and, assuming you don't dawdle too much, your reward will be a righteously bloody and brutal Hydra skewering.

All done? Good. Move north from here and cross over the pit using the exposed beams. Balancing is a little tricky but should you lose your balance, just press **X** to hop back up. Once over, jump through the hole in the wall to your left. Head forward and you'll meet a man in a cage. Have a chat with him, climb the stairs to the right and open the treasure chest here for some red mojo juice.

Continue down the corridor and kick down the door at the end. On the other side you'll find another deck area filled with winged harpies attacking the ship's crew. It's ugly but you're not here to save lives. Kill everything in sight, and we mean everything. Humans drop health when they die so don't be squeamish. And try pressing **C** to pull off the harpies' wings. Gory, but very cool.

There's a chest filled with red mojo juice behind one of the doors to your right. Be sure to get them and prepare to tackle another baby Hydra.

BABY HYDRA BATTLE #2

Block the lunging bite attacks. When the baby Hydra pounds its head to the left and then to the right, prepare to move because its finishing move will be to pound forward at your position. The final kind of attack is a sweeping movement. To avoid taking damage here simply double jump. Should the baby Hydra grab you in its jaws, relax. By hammering **C** you'll not only get yourself free, but you'll also dish out

some serious pain to 'chompy'. Keep plugging away and eventually you'll wear the baby Hydra's health down to zero.

Now you've taken care of junior, drop down into the hole left by his death and swim towards the cargo netting at the end. Climb up this and you'll be taught a new attack. That done, start to inch your way across the narrow pole. When this branches, take the right fork to collect some more red mojo juice, and the left to reach another ship and a cut-scene.

There's a chest nearby filled with life energy, so open that now. There's also a save point. Do save. The next area has a bunch of enemy archers on a high ledge in the distance, and a series of large crates dotting the foreground. You'll also notice a smaller crate close to you on the right. Here's what you need to do: while using the cover of the large crates, you need to push or kick the small crate (you'll be told how to do this on-screen) to the area immediately below the archers. Only then will you have the necessary height to leap up to them and slice 'em up good. Both you and the small crate can be destroyed by too many arrows, so time your kicks (they'll propel the crate further) so that they charge between volleys and you release them *just* before the arrows hit. Oh, and one more thing. Should the crate get destroyed, a new one will helpfully spawn back at the start. The gods of Olympus are nothing if not fair...

Okay, so you've got up to the ledge with the archers on. Kill them and get the health from the chest here. Then head down the corridor. There's a locked door here so take the adjacent ladder instead. You'll emerge in front

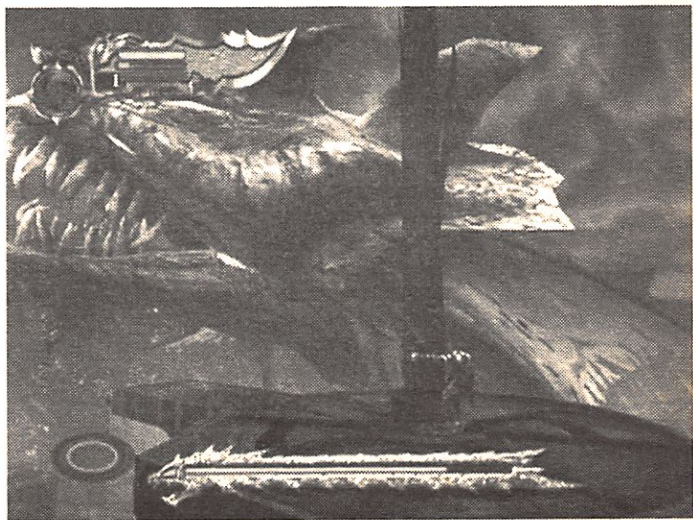
of the net-like ship's rigging. Start climbing this and you'll be assaulted on all sides by enemies. Not a problem, as you can attack while you're climbing by using the regular buttons (○, △). Note, you can scamper quickly around any climbable surface in *God Of War* by using the jump button (⊗) plus the direction you want to move in. Useful. At the top of this section of rigging there's a platform and yet more rigging. Climb this and then carefully walk along the pole here to collect the red mojo juice on the other side. Go back and then use the zip-slide rope to speed down to the third ship.

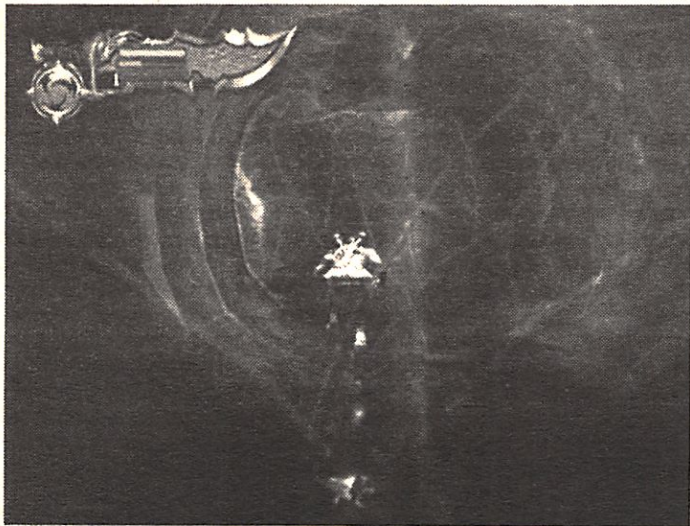
Once here, splinter both the left and right blockades to get some more red mojo juice and your first Gorgon Eye – collect six Gorgon Eyes and you'll permanently extend your health bar. The middle blockade leads to a glowing blue light and this is your first gift from the gods: a huge blast of

lightning called Poseidon's Rage that will heavily weaken or destroy enemies in your immediate vicinity. Nice one. Along with this you'll get a blue magic bar that, like health, gets depleted with use and requires topping up as you progress. Now head through the door previously blocked by the blue light and follow the path around to the ship's exterior again. You'll find two chests here that will fully replenish both health and magic. See that climbable rigging ahead of you? So climb it already. It's time to fight two more baby Hydras and their gigantic mum.

GIANT HYDRA BOSS BATTLE

Okay, so you're facing two baby Hydras (left and right) flanking an elevated platform you need to climb to tackle the giant Hydra. Don't bother going for the big one yet. The baby Hydras will keep knocking you down, so





tackle them first. You already know how to do this, but remember that you've now got the very effective Poseidon's Rage attack too, so use it if you like. A word of warning: knock them down and after a while they'll get right back up with nearly full health. To prevent this, once they're knocked out, climb the crates near their heads and leap onto the circular platforms above them. The platforms will crash down and pin the baby Hydras to the deck, leaving you free to take on mum.

She's a real monster, but taking her out is just a matter of avoiding second-guessing her attacks. Her frontal lunge can be avoided by double jumping and blocking. Her more powerful side attacks are trickier to avoid but jumping out of the way while blocking will work too, if you're quick enough. Then there's the Hydra's bowel-loosening roar. That can knock you off the platform but

not if you're pressing 'block'. Simple really. Best time to attack? When Hydra's performed a side-lunge and has her teeth clamped into the platform. Use Poseidon's Rage here too. When the Hydra's health is whittled down, the © icon will appear and that's your cue to hammer the button until you smash her head against the mast. This splinters the mast the first couple of times you do it. The last time will break the mast and give you a very pointy end to skewer the Hydra on. Squelch!

Now that the Hydra is dead, you need to climb inside her mouth to find the ship's captain. He's got a key you need. Fetch this and exit the Hydra's belly. Yeeuch. Now head right and climb the crates you previously used to pinion the baby Hydra's head from. Up here you'll find some rigging you can climb and there are some chests here. Get the health and a second Gorgon's Eye before you

proceed. At the top there's another zip-slide. Take it and you'll land at a familiar spot by the save point near those giant crates. Retrace your steps back to that locked door (remember that?) and unlock it. Move forward and you've reached the end of this part of Kratos' adventure.

THE GATES OF ATHENS

Nudity! You start off this section just as your ship enters Athens harbour. Jump onto the bed with the two nekkid honeys if you want to, um, 'play' with them a little more. After that, feel free to read your diary and then head out. Use the save point at the end of the hall here, along with health and magic top-ups. Climb the ladder and have a chat with the statue on the deck before using the plank to leave the ship and head into the docks.

Here you'll meet some new, tougher enemies. Block between attacks though and they shouldn't cause you too much hassle. When they're weak a ☉ will appear over their heads. Press this to get a brilliantly brutal finishing move. At the end of the path you'll see a huge crack in the wall. Leap through to land in the water on the other side. Jump up to the door from here and take out the enemies on the way down to a hall that contains a chest. In this you'll find your first Phoenix Feather – collect six of these beauties and your maximum magic level will be increased permanently. Head to the end of the hall and back outside to find some more health that you should find useful. Jump up the crates here and you'll be back where you started. This time, when you reach the crack in the wall, jump over the gap to find a lever on a platform. Pull this to ride an

elevator to the upper levels.

There's yet more health in a chest here, but you're unlikely to need it just yet and there are enemies ahead, so hold fire. Time to meet a new enemy: the minotaur. These fellas are quite tough, but you can block *and* are more nimble, so show 'em who's boss and take them down. It's important to note that if you finish off the minotaurs using the familiar ☉ mini-game, they'll drop valuable health as well as red mojo juice. You may need that health now, so back up and get it if you do. Follow this path around and you'll get to a second elevator. Take it.

Next up is yet another new type of enemy. This ugly frigger is a giant wielding a large spiked ball. There are three of these brutes to kill and blocking isn't going to help any, so use the right stick to evade their attentions and keep on plugging away until the appearance of a ☉ above their heads signals a bloody mini-game that sees you matching button presses to culminate in fountains of gore. Once you've taken care of all of them, run to the top-right corner to snag yourself some more red mojo juice, check out the crate by the door (it flits helpfully between health and magic, so take your pick) and be aware that there's even more health available if you jump over the edge in the lower right corner.

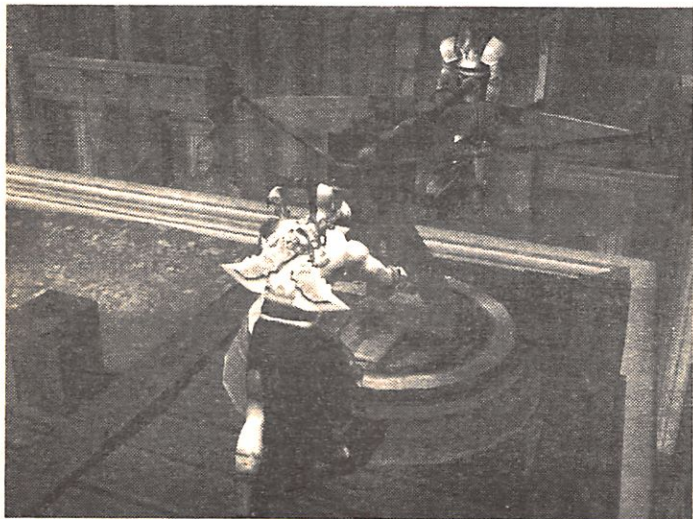
Keep moving forward and you'll arrive at a top-down style hall filled with stacks of crates. You'll notice that two of these stacks are resting on destructible wooden crates. Destroy them both and you'll reveal the exit *and* give yourself the means to do a bit of crate-to-crate leaping. Start from the bottom left and then

double-jump to the central stack. There's a platform here with a ladder and a treasure chest across from you. Ignore it for now and jump right to clamber up to a taller stack. You'll see two chests here. One replenishes your magic entirely and the other one contains a Gorgon Eye. Now jump to the platform with the ladder and get yourself some more red mojo juice. Climb the ladder and shimmy along the wall ledge. At the end of this, point the left analogue stick in the direction of the cargo netting and double jump to reach the adjacent stack. From here you can easily reach the exit. However, if you want more red mojo juice for your collection, before you exit, jump to the stack opposite the door and then to the next – there's another chest here.

In the next room there's some health but we recommend you leave that because you're about to fight the queen of the gorgons, Medusa.

MEDUSA BOSS BATTLE

Her regular attacks are nothing special, but her real talent is her petrifying gaze. When this green beam hits you, get out of the way or attack her to break it as soon as you can. Stay in it for too long and you'll be turned to stone. Wagging the left analogue stick will free you, but if Medusa (or any other enemy) hits you while you're frozen, you'll shatter and die. Equally, if you turn to stone mid-jump you'll break into pieces on the way down. You have been warned. Use the right analogue stick to evade the gaze and follow it up with a mighty burst of Poseidon's Rage. While she's reeling, give her everything you've got with your blades and you should take her down before she freezes you at all. The mini-game that ends your battle with her requires you to copy on-screen movements of the left analogue stick exactly. Since you're pre-warned, you'll be all set. Enjoy it



and rip Medusa's head off to get your next special attack: Medusa's Gaze. With this you can turn enemies to stone, freeing you to smash them to pieces before they return to life. Before you move on though, you'll get a batch of minotaurs to try your new weapon out on. Enjoy.

Head through the door that was previously blocked and kill all the enemies in this hallway. There's a tall ladder at the end. Climb it and, just before you reach the top, double jump backwards to reach a platform with a chest on it, containing red mojo juice. If you want more red mojo juice, jump through a hole in the left wall. Once that's done, head back to the ladder and climb to the top. See that lever? Ignore it for now and head over to the giant crossbow. Fire it (press **RT** and pull back on the left analogue stick) to smash a whole in the wall. Through here you'll find two chests. Open the one with health in it and head to the lever. Pull it twice to rotate the giant crossbow until it faces to your left. Fire it again. This breaks a second hole in the wall and through which you'll see another chest. In this is another Phoenix Feather. Pull the lever one final time (so it's facing directly ahead) and fire. There's yet another door beyond that, but the crossbow can't shatter it so leave it for now.

Follow the freshly revealed hallway and take a left when the path splits. Drop down to the bottom and kill all the enemies here. Get the Gorgon Eye in the chest here and open the gate. Now retrace your steps by climbing up the ladder back where you came from. Where previously you took a left, hook a right and climb the ladder here. Once outside you'll be attacked by a horde of enemies. Waste 'em and look

for a partial ladder. Climb the wall here and part of the way up you'll be able to step onto the adjacent stack of crates. From here, drop down onto the red roof to your left. Now you're on this building you can leap into the area you uncovered with the giant crossbow earlier. Hoover up all the red mojo juice here. Now drop down and head through the gate you just opened. Climb the two ladders to reach the area of wall you started to climb earlier. Now climb further up the wall and to the right.

You'll come up against a number of enemies on the wall, but killing them won't be a problem. At the far right, climb back down the wall and when you hit the ground, head left along a narrow walkway until you reach a huge statue – using **RT** to push the statue over. Beyond the statue you'll find a chest with health in it and a ladder leading down. Take it. Now you can clamber onto the broken statue's head and use it to reach the bottom of the ladder. Up here you'll come up against a couple of gorgons (essentially slightly weaker versions of Medusa) and find more health. From here, head up the second ladder to the next level. See the two columns up here? You can damage them, enabling you to use them as platforms to reach the upper level. Now use the giant crossbow here to fire a connecting rope over the way, and then use the rope to reach the other side of the area. You will be attacked here, so be prepared. Try grabbing your enemies off the rope using **Y** – it looks very cool.

Once on the other side, drop down and fill up your health from the chest here. Go down the hall to your left and open the door you find. Return to

the crossbow, save your game and then fire the crossbow in the direction you just came from to break open the door. Uh oh. Enemies, including a couple of minotaurs, will swarm in through the broken door. No worries, though. Either plough in and kill them up-close and personal or better still, use the giant crossbow to help you. Job done, it's time to run to the end of the hall and climb up the ladder (there's a chest with red mojo juice and health up here). Then drop back down and head outside for a cut-scene and the end of this area.

THE ROAD TO ATHENS

Climb the stairs and enjoy a quick cut-scene. There's a save point on your right and it's probably a good idea to use it. All done? Follow the left path down towards the city. The main path gets blocked, and when you take the remaining tunnel you'll come up against a couple of minotaurs in an enclosed chamber. You'll notice that there's a button on the floor that when depressed opens up the gate at the far end of the room. Unfortunately the moment you step off it, the gate closes. Hmmm. Here's an idea. Why not use you Medusa's Gaze attack to freeze a minotaur as it walks onto the button? As soon as you do, peg it to the end and you should be out of the room before the minotaur returns to life. No problem if you don't make it on the first run. The chest in the chamber has a constant supply of magic for you to top up from if you need a couple of runs at the puzzle. Once you're out of the chamber, top up your health from the chest and head into Athens' streets.

There's chaos, with people running around all over the place. Pity for

them, but remember that humans drop health when killed so if you're, y'know, desperate, you may want to cull a few. Alright, the streets are packed with enemies and your job is to get to the bottom. No big challenge here, but it is worth bashing down doors and searching the balconies and roofs of the houses lining the street. You'll get a lot of red mojo juice (you are levelling up your weapons right?), a couple of Phoenix Feathers and a Gorgon Eye for your trouble. On the subject of levelling up weapons, we strongly recommend that you concentrate on boosting the power of your blade weapons first, *then* the magic attacks. Maxed-out blades will get you further than averagely enhanced magic attacks.

Okay, back to the mean streets of Athens. At the end of the street you'll come up to some barricades. Destroy them and then double jump to grab hold of the rope here. Use Ⓢ to swing, and then leap to catch the second rope. Before you swing clear of the large hole in the ground, climb up the rope and swing onto a ledge containing a chest with a lot of red mojo juice in it. Now you can just double jump to the other side. You're through this area. Well done.

ATHENS TOWN SQUARE

Once again you enter an area packed with frantic humans running around. You'll also see a new type of enemy: the Cyclops. He's a big brute, but relatively easy to kill, providing you replace blocking (it doesn't work) with evasion rolls using the right analogue stick. Once you've weakened the Cyclops, grab him with Ⓢ and finish him off. Are all the enemies here defeated? Take the hallway at the



upper left side of the town square and follow it to reach a room with a very shiny floor. Smash through the three wall panels here to get yourself some magic and a Gorgon Eye. Now proceed to the top of the stairs (following the woman) and top up on health from the chest you find here. Jump over the gap and continue to follow the woman up the stairs, where you'll get a cut-scene. There's a save point here and if you jump to the left, a chest containing a Phoenix Feather, too. If you drop down where the woman fell (she's the Oracle), you can examine her body (no, not like *that*) and obtain a valuable key. Key secured, climb back up the way you came and on your way you'll come up against a brand new type of enemy. This type has a powerful energy shield. (Hint: use the following attack to destroy the shield – **Ⓢ**, **ⓐ**, **ⓐ**. Works every time.) Back at the save point, jump to the right this time and use the key to

unlock the trapdoor you find. Make use of the save point here and then follow the tunnel until you reach a gate. Open it and climb the stairs.

ROOFTOPS OF ATHENS

See that large vine growing up the wall? You need to climb that as far as it will go. Then push the left analogue stick in the direction of the opposing wall (with more vine on it) and double jump. Repeat this manoeuvre until you reach the top. Here you'll find chests containing health and magic, *and* yet another new enemy. This wraith-like creature moves very quickly underground and then pops up to attack. We recommend you use Medusa's Gaze to freeze him and then a regular attack to shatter him completely. Once you've tackled them, go get those irritating archers on the stairs and go on up to the next level. Up here you'll find those ugly brutes with the spiked ball and chain and

some of those tenacious skeletal warriors. Go for the big fella first. Ironically, he's easier to kill and you won't then have to worry about his damaging attacks while you mop up the others. When you're done here, top up your health and head back down the stairs to use the newly opened door.

There's a chest with red mojo juice here, so open it. As you try to cross the bridge with the fleeing soldiers on it you'll see it get destroyed. Double jump over to the platform that's been revealed, and then jump again to grab onto the vines on the adjacent column. There are dangerous archers on a nearby balcony. To get them, shimmy left on the vines and double jump back onto the balcony next to them. Get the red mojo juice and work your way around to the archers' balcony. Kill 'em, and then lower the mini-drawbridge to return to the first balcony. Jump back onto the vine-covered column and shimmy right this time. Jump to the next column (it's safe to do so now) and from here jump over to solid ground and safety. Get the red mojo juice here, then move up the path until you reach a fork. There's a flickering health/magic chest here, so take your pick and then take the right path and save your game. Now, finally, climb the ladder at the top.

At the upper right corner of the roof there's a ladder. Climb this to get health or magic and a Gorgon Eye. Drop down again and jump across to the adjacent building on the left. There's a flickering chest here, so take your pick from health or magic. On the left you'll find a couple of ropes you can use to swing over to an area packed with goodies. The only

problem is that there are lots of archers in the distance who will make your life absolute hell. It's not impossible to open the chests but frankly, it's not worth the trouble. You'll be back this way later and with a new weapon that'll make short work of killing those archers, so save your health and smash the wooden barrier near the chest in this area instead. Jump over to the vines on the wall of the next building and clamber up. There's a chest filled with magic when you reach the top.

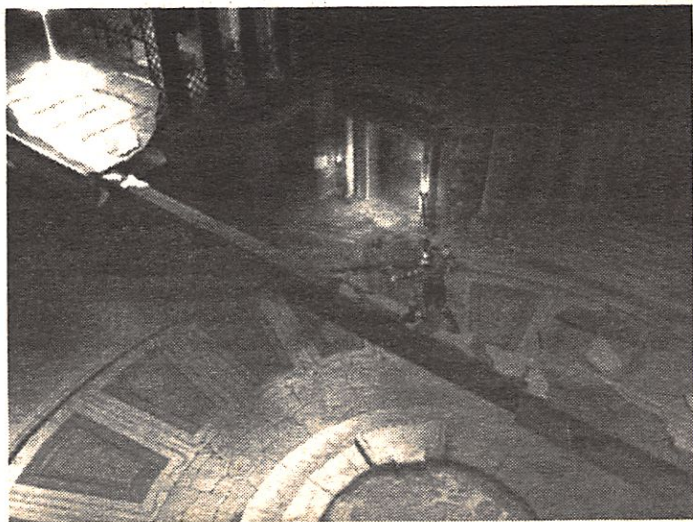
Move up the ramp and you'll see a shiny point on the ground – when you activate it you'll get a cut-scene. Keep heading around and you'll be able to kick down a barrier that will give you access to an earlier roof. Head back to the save point room and leave it, this time taking the upper left path. There's another giant crossbow (who keeps leaving them around?) that you can move around. Push it into the nearby room and onto the odd-looking panel on the floor. Open the door nearby and some more enemies will conveniently spill out. Murderise 'em and pull the lever in the tiny room they vacated. Head out and you'll see the crossbow has rotated 90 degrees. (While you're here, try climbing that ladder at the end of the tiny lever room for some bonus red mojo juice.) Now take the crossbow off the panel, pull the lever again to reset it, drag the crossbow onto the panel one more time, and pull the lever again. By now the crossbow should have turned a full 180 degrees and will be facing that rock solid door. Fire the crossbow and smash it to pieces. Before you leave try the small door to the upper right to find a flickering health/magic chest.

Now head through the door you smashed with the giant crossbow and keep going until you reach another divinely barred doorway and the third of your magical attacks. This one is a ranged lightning attack called Zeus' Fury. Once you've got the weapon, head through the previously blocked door and move onto the bridge. Turn around and try out Zeus' Fury on the archers you can see. Cool isn't it? You need to kill all of them. When you do, a force field that was blocking the door down the hall to the right of the one Zeus was at a short while back will drop. Head through this door to find a room with a portion of crumbling wall. Smash this to get a refill of magic, a Gorgon Eye and a Phoenix Feather. All done? Head back over the bridge and make a right at the fork. Save your game.

Head back up the ladder to the roof and jump across the roof. Remember those ropes, the roof

packed with goodies and those nasty archers? Now you have Zeus' Fury, take 'em out and swing over to get your prizes. Now return to that shiny spot on the ground and the coward who wouldn't help you out earlier. Kill him with Zeus' Fury and the bridge will extend to your position – on the other side you'll find two chests. There's a Gorgon Eye and a Phoenix Feather here. Take the path down the hall and you'll reach a room with two chests packed with red mojo juice. Fill up, then stand on the circular button briefly to activate the elevator down.

Start making your way across the bridge and a cut-scene will kick in. Balance across the supporting beam and save your game on the other side. Climb the stairs to the top and battle your way through a horde of regular enemies. Then smash a hole in the wall to find a chest full of red mojo juice and continue climbing the stairs to reach the Temple Of The Oracle. Top



up on health and magic here and start crossing the bridge.

TEMPLE OF THE ORACLE

When you reach the end of the bridge you'll have to fight a lot of those flying harpies, plus a couple of gorgons. Show them no mercy, and for your efforts the paths ahead will be unblocked. There's a very interesting cut-scene here. You'll be seeing that fella again. Now move up the steps towards the temple entrance, making sure to open the chests to the left and right of the doorway to get another Gorgon Eye and Phoenix Feather.

Once inside, you're going to be battered by an unending stream of harpies. Notice that they're coming in through those two holes in the wall. Now notice that there are two statues at the rear of the room. Now stop noticing stuff and get over to the statues and one by one drag them over to block the holes and stop the

influx of harpies. Now kill the stragglers and congratulate yourself. There are flickering chests containing health/magic behind the statues *and* yet more on ledges to the left and right of the temple entrance on the inside. There's also another Gorgon Eye here. Once you've got those, take the stairway that's been unblocked by your harpie bashing.

Tackle the gorgons and others on the way up and at the top you'll need to carefully balance your way across the ceiling beams. Some will collapse, so to save you time, simply head all the way left, forward and then right. Simple. Over the other side, save your game and then head left to the next area in the game.

Follow the hallway, killing enemies as you go, until you hit a cut-scene. You've got a bit of rescuing to do and here's how to get the job done. See those two statues on your left? Drag one of these onto the elevator in the



foreground, making sure that when it starts its descent you jump quickly back to the upper level. Cool. Now drag the second statue over and push it so it sits on top of the first. Now you've got a double-stacked statue. Jump down and drag the lot over to the right of the large platform with a column at each corner. By jumping onto the lowest structure here you can then jump to this platform. And, if you've positioned the double statue just right, jump again to a craggy shelf containing two chests. Once you've got these, search the rest of the area to find tombs with more chests inside.

There's a Gorgon Eye here. So now drag the double statue to the left side of the large platform and use it as a stepping stone to jump onto the vines on the left rock face. The moment you start to shimmy towards the damsel in distress, a cut-scene will kick in and you'll suddenly have a time limit in which to rescue her.

Using ⊗ – plus the left analogue stick to speed jump – make your way left across the vines. Time your jumps past the spinning traps carefully (who installed those?), then double-jump back from the highest point of the vines in order to grasp the rope. Then swing to the other side of the area. Balance along the beams (double jump halfway to save time), swing on the rope and reach the fountain and rescue the damsel. Good job. A cut-scene will kick in after which you can leave the area.

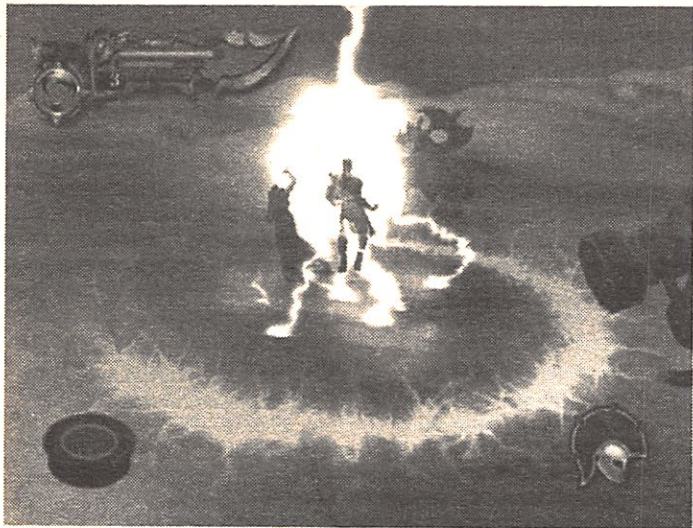
When you exit you'll find a save point and a choice of two paths. If you go up the stairs to the left of the save point you'll (eventually) come to a structure with a locked door carved with a giant emblem. Nothing you can do here just yet, but you'll be back in

time. However, to the right of this structure you'll find a chest containing a Phoenix Feather. Head back down, save your game and walk across the gigantic sword bridge. Incredible. When you get to the other side and jump over the barrier you've finished the area and are entering Athens' sewers. Lucky you.

THE SEWERS OF ATHENS

This is quite a small area, but there's a heap of enemies and more than enough opportunities to get red mojo juice to level up your weapons. There are flickering health/magic chests on either side when you begin. Move forward and take out the enemies you encounter, not forgetting to head up to the archers' platforms for more red mojo juice. You'll come to a metal barrier. Clamber up and over to meet a handful of minotaurs. Kill them quickly and get either health or magic from the flickering chest on the right.

There are yet more chests up ahead containing red mojo juice plus some Cyclops, minotaurs and a heap of other enemies. Once you've made short work of them all, climb the ladder to kill the archers. Keep plugging away until you reach another ladder, at the top of which you'll find a spiral staircase. Pull the lever you can see at the top of this, walk up it and you'll emerge in a familiar location. Now head up to the platform from which you first saw Ares (the God Of War) and this time take the right hand path. The enormous gate that was previously locked is now wide open. Go through and look immediately on your right and then left to find a chest containing a Gorgon Eye and a choice of health or magic. Congratulations. You've finished the area.



DESERT OF LOST SOULS

Head down the path and you'll find yourself being given instructions by a familiar stone statue in the middle of an impenetrable sand storm. The essence of her divine waffling is that you've got to find and kill the three Sirens (bewitching mythological beauties with trance inducing voices who lured humans to their deaths) before you can pass through the temple gates at the top of the map. Since the Sirens float around the desert, it's impossible to give detailed instructions on how to pin them down. That said, if you head north from your starting point and locate the temple gate, there's a Siren very nearby. You'll know she's close because you'll start to hear her singing. Beeyootiful.

Once you find her, it's fairly easy to kill her and her minotaur guards. After that you're on your own. The good

news is that while hidden by the swirling sand, the map itself isn't that large so you won't be Siren hunting for too long. Once all three are defeated, the temple gate will open and you should head on in to stock up on red mojo juice and to save your game. Now head down the stairs by the save point. There are another two chests down here as well.

Okay, so you're now faced with a conveyor belt terminating in a nasty crushing device. Above the point where the conveyor belt enters the room is the ledge you need to jump up to. But how? Actually it's a little tricky. To the left you'll find a door. Open it to reveal a stone block and another chest. What you need to do is pull the block out and then kick it with all your might up against the left edge of the conveyor belt, jump on it and immediately jump from this up to the ledge. It's tricky, purely because throughout this process you'll be

attacked, forcing you to pause and kill the enemies every so often. try to be patient, though. Eventually you'll get there, we promise.

From here, head through the door and walk up the steps. Do you have the horn? You do now! Blow, friend. Blow the horn and enjoy the cut-scene. Follow the path and prepare for a serious fight. Before you can blow the second horn you're attacked by a gang of Sirens. This is a great time to use your Rage Of The Gods special power. With their asses whupped, it's time to blow the second horn and summon the mighty Titan. Now that's one hell of a big guy...

PANDORA'S TEMPLE

First of all, save your game and cross the bridge. There are two flickering chests over the other side, flanking the temple entrance. Go left and head down the pathway that takes you under the bridge you just crossed. Here you'll find a handle in the wall. Pull that out as far as it will go and leap up the stepped, stone ladder you've created. But do it quickly, because it automatically slides back into the wall when you let go. Once at the top, enjoy the cut-scene with the gatekeeper and once it's done, jump down to tackle the new, bigger Cyclops before heading up the steps towards Pandora's Temple.

Go left at the top and snag yourself another Gorgon Eye – go right and you'll get another Phoenix Feather. Finally for this bit, turn the lever in the middle and you'll open the temple door. Go inside and it will shut behind you. You'll face a large number of enemies here, but if you've been sucking up all the red mojo juice like we've been telling you to, your

weapons should be super powerful by now, so this onslaught shouldn't faze you too much. Once the area is clear, examine the eye at the centre of the wall dead ahead and the path will open up for you.

THE RINGS OF PANDORA

You may want to see what's inside Pandora's Box but before that you've got to tackle her rings. Lucky you. There's a lot of puzzling to do here. Are you ready? Cool, let's get started. Go either up or down until you reach a door in the outer wall. Through this is a corridor with a lot of unpleasant, spiked crunching machines. A lot of people have come a cropper here, but you should be alright. Just use the right analogue stick to roll speedily forward and you'll get past them just fine. Once through and in the next chamber, quickly take out the archers on the far side of the pool using Zeus' Fury. Top up on red mojo juice and either health or magic from the chests here and then pull the lever in the raised area at the end of the room. This will lower down another lever outside the room.

Run back through the corridor with the crunchers (they'll be turned off but you'll find enemies here to tackle instead) and use this new lever to turn the entire room. Keep turning until the doorframe lines up with a room with fire at the end. This is yet another gift from the gods. The Blade Of Artemis is very powerful, and should be maxed out as soon as you have the red mojo juice to do it. You'll be glad you did later on, since this sword makes mincemeat of many enemies. Once you've got the Blade Of Artemis, walk through the door that was previously blocked.

THE CHALLENGE OF ATLAS

Head down the hallway, saving your game along the way. In the next chamber you'll be confronted by a load of enemies. This is a perfect time to stock up on mojo juice and try out your new blade. Feels good, right?

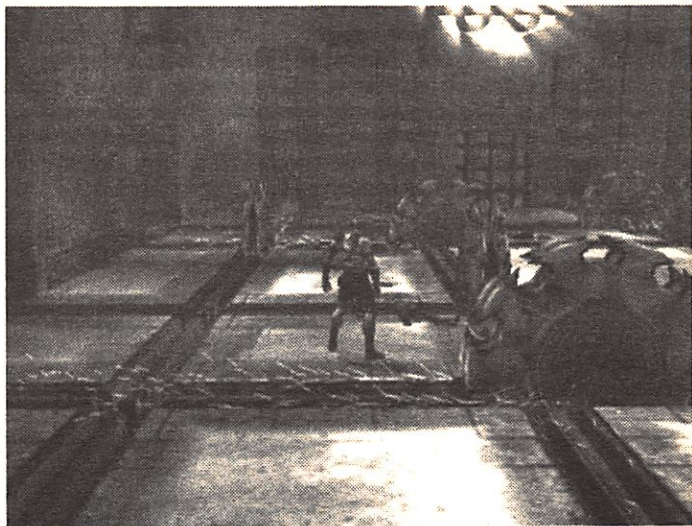
After you've cleared the area, grab onto the bottom of the stairs at the upper right corner of the room, and follow the path around. Take out the archers in the distance and balance carefully across to the other side. There's a chest here with a Gorgon Eye inside. Drop down and move towards the hallway in the lower right corner of the room. Follow this path and clear all the enemies from the area. Now go back and drag that box of rocks you can see into the room you've just cleared and position it so that it's sitting just before the button on the floor with the spinning trick entrance directly ahead. Okay. This next bit requires quick timing. Stand behind the box of rocks and charge up a hefty kick. The instant you let go and propel the box of rocks onto and over the button, the door ahead will spin open briefly. You need to sprint up to this and stand on the spinning platform, so that when it spins back you'll be taken into the next room. Good luck!

On the other side? Great! But guess what? There are a lot of enemies on this side of the door who want to hurt you. Take 'em down, you mighty warrior, you. Good. When the area is cleared, take advantage of all the magic, health and mojo juice in the chests here before climbing the ladder and jumping across to the left to pick up the Shield of Zeus. Now drop down into the room with the spinning door and examine the other door. There's a

space in it for two shields. Put the Shield of Zeus in one of the holes and retrace your steps to the large chamber with the pit in the centre. You now need to jump up to grab the bottom of the stairs in the top right corner again. Work your way around and you'll come to a lever. Pull this and a stone block will descend on a piece of rope into the pit.

Drop down to the chamber floor and use this rope to climb down into the pit. Once there, take the horizontal rope to the other side of the chasm, tackling the heap of enemies that will try and shake, stab and yank you off. Once you reach the far side, top up on health and magic and prepare for a major attack the moment you pick up the second shield, the Shield of Hades. Not only is the small area filled with enemies, but the right wall is moving inwards as well. Still, with space limited, your Poseidon's Rage attack will destroy more enemies per square metre here than anywhere else. Use it wisely. All done? Head back the way you came and exit the pit into the large chamber. From here, return to the door with the shield holes and put the second shield in place. The door unlocks and you can progress.

Go down the stairs here and save your game at the bottom. Climb up the ladder and head through the door. The next room is criss-crossed with speeding buzz saws (why?). It looks more dangerous than it is, as each line of the grid only has one saw on it. Ignore the levers in this room for now and head out of the door on the right side of the room. Tackle the enemies here and then get on the conveyor belt – avoiding the crushers using the right analogue stick to dodge. Follow the path up the stairs



and across the bridge. To your left is a flickering chest and on your right is a section of wall you can climb up. It will take a little while to reach the other side of this wall, but if you use **X** plus the left analogue stick you'll make speedy progress.

Top up on health when you get to the other side and drop the chain to give you a speedy way back down later. Now's the time to head through the passageway you can see until you reach a chamber with a rather tricky challenge. There are some tough, shield-toting enemies – among others – that you need to defeat before the entire floor opens like a giant trapdoor. It's harder than it sounds.

Stick with the Blades Of Chaos and the shield smashing **A** attacks, plus the Rage Of Poseidon attack, and you'll be fine. Once you've cleared the area, grab the Handle Of Atlas and get out of there. Drop down the chain you prepared earlier. There's a new save

point now, so use it before returning to the room with the deadly buzz saws. You've now got to trigger both levers to open the door into the next area, but you'll have to be very quick, so don't faff around. Frankly, it's worth making a suicidal, diagonal run from one lever to the next rather than being overly careful.

Through? Good. Now slowly make your way along the wall here and lift the door up. In the next chamber you'll see an enormous statue of Atlas with a globe in front of him. Defeat the enemies here and approach the statue. Use the Handle Of Atlas and then head right. Start climbing the stairs, fighting the enemies as you go. At the top of the stairs you'll find a chest containing a Phoenix Feather. Around to the right there's another chest containing a Gorgon Eye. Now pull the lever here and watch the spectacular cut-scene. Jump down and use the newly created exit.

See that coffin? Grab and pull the handle until the lid falls off. Now jump on the coffin and yank the skull off the body. Not pretty, but now you have the Architect's Son's Head. Once you've got this, the coffin moves aside to reveal a big hole. Drop down and open the flickering chest at the bottom. Head down the hallway, watch the cut-scene and through the door at the end you'll see a room you've seen before. Save your game and head down the corridor with the (now deactivated) crushers again, defeating the enemies as you go.

See that door directly in front of you? It has a curiously skull-shaped hole in it. Place the Architect's Son's Skull in this hole and you'll unlock the door. In this new 'ring' room there's a large spiked roller intent on flattening everything. It's pretty slow, however, so either follow it around or wait for it to pass and head up until you reach an inset staircase on the left hand side. Go up it quickly. Now, the next time the roller goes past, you need to step onto it and walk in the opposite direction of the roll. This way you'll be travel around the room on the cylinder. When you see a ladder hanging down on the outer edge of the ring, jump and grab it. Head up the ladder to find a heap of useful health, magic and mojo juice for your weapons, plus a Gorgon Eye. Save your game now. Now run down the hall and you're onto the next challenge.

THE CHALLENGE OF POSEIDON

Move forward and enjoy a brief cut-scene. You'll then face a new type of enemy: the three-headed dog of Hades, Cerberus. While he's tough, you're also going to have to deal with

a host of little Cerberus puppies. They're easy to kill but be quick, because if you don't kill them quickly they soon turn into big Cerberus hellhounds. Once you've cleared the area, top up with health or magic and head left. There's another chest here near a large crate and some rapidly approaching Cyclops. Take 'em down. Now, around the corner is a cluster of archers. Feel free to use the crate as cover and push it close to their position before leaping out and slicing them up. Keep moving on, killing the Cerberus puppies and the remaining archers. When they're all dead, the forcefield to the next area will drop.

Here's how this next chamber works: As you operate the lever in the centre of the room, it spins, revealing a series of four tiny chambers with red chests inside. The problem is, you *have* to open these chests and exit back into the chamber before the gate closes again, trapping you for all eternity. Our tip to you? Double jump back into the room each time. The fifth door you reveal lets you out of the chamber. You'll meet a new tougher warrior enemy here. On the plus side, you're tougher now, too. Kill them and move to the left side where the giant chain is and jump up the wall. Once you reach the top right, open the chest to obtain one of two Muse Keys. More of this later. Jump back up and crawl to the left side where you'll be confronted by two minotaurs. Follow this path to the top where you will find health and magic along with a save point.

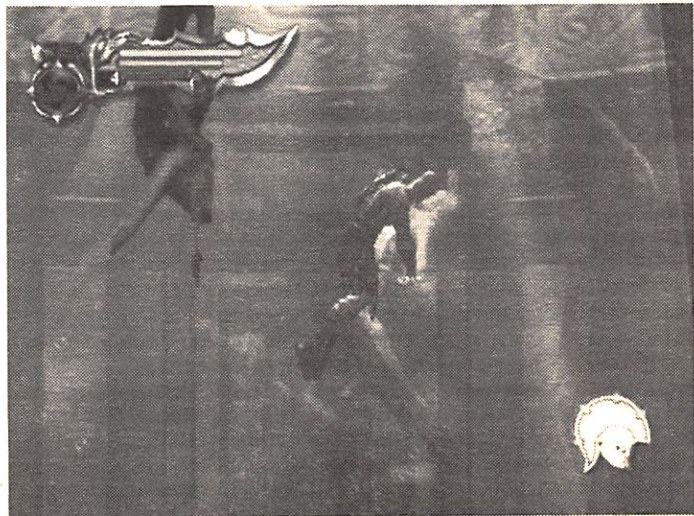
In the next long and sloping chamber you'll notice a couple of things. There's a lever without a handle and a lot of angry looking skeletal warriors hanging from the

ceiling in cages. First things first. Drop down and run up to the end of the chamber. In the next room you'll find a handle on the right side. Pick it up and return to the lever. Use the handle to lower one of the cages.

Skull-features isn't happy at all. Never mind. Push his cage onto the lower floor and proceed to push it up the slope to the small room where you found the lever. When you need to fight the enemies that spawn along here, lodge the cage safely in front of a stone. That way the cage won't slide back to the start each time you stop to fight. Once you're in the small room, push the skeleton onto the button set in the floor and pull the lever to incinerate him and give the gods their sacrifice. Job done, the door ahead will open. Run forward and collect your prize: Poseidon's Trident. This gift gives you the ability to breathe underwater. There's a save point behind the statue, so use it. Now

jump into the water to the left of the statue and climb the ladder to get another Phoenix Feather. There's a chest on the other side with health in it. When you're done, dive into the right side pool and look for a watery tunnel at the bottom edge of the screen – it's not too hard to find.

Use **LB** to smash through the obstacles in the tunnel. When you emerge into air, defeat the Cerberus puppies and open the chest – there's a Gorgon Eye inside. Open the door and when you operate the lever here you'll open a new door behind the statue of Poseidon. Swim back to it and take down the two fully-grown Cerberus hellhounds and the harpies before using this new door. Head down until you reach a new pool. Hop in and start swimming through the temple ruins. Ahead of you you'll meet a Nyad (one of Poseidon's bewitching daughters). Since you can't drown she's no danger to you. Press **○**

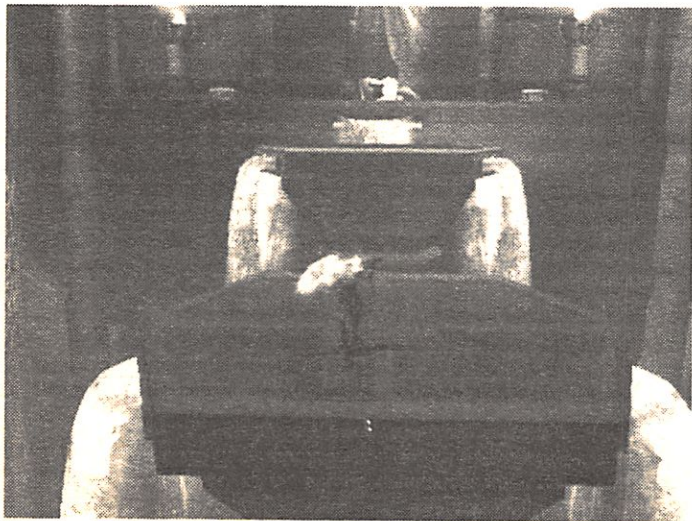


to embrace her and you'll get a bonus item. Every time you see a Nyad down here do the same thing. You'll be happy you did. Promise.

Swim down and go through the small tunnel located up and right. When the path you're swimming branches, take the right and you'll come to an opening carved into the shape of a mouth. Don't go in yet. First charge a dash (Ⓜ) and then speed in. Keep dashing to the other end of this deadly, tubular chamber before the exit closes shut. Keep swimming when you exit until you reach air. When you do, hop up and defeat the enemies here. Clearing the area will lower the force field here, enabling you to use a lever. This has opened a gate with Poseidon's face on it back the way you came, so retrace your steps. When you get to the fork where you went right, now go left. When you hit air, kill the enemies and break through the wall to uncover a

heap of mojo juice-filled urns and a chest behind with the second Muse Key inside. Return to the fork and head down (back the way you originally came). This is where the Poseidon gate has opened, so head on through. There's a save point here.

Speed dash to break through the wall opposite the save point and have another clinch with a Nyad for more goodies. When you reach the Poseidon statue, begin diving down the hole here, but go slow. Part way down is a series of barriers that sweep through the next section. Get hit by one of these and you're fish food. Here's how to get through it in one piece. As soon as a barrier passes, dive down quickly and speed dash forward. You should come to a stop directly above a trench that you can dive down into just before the barrier passes again. The next stretch is a little harder. When the barrier passes again, swim up just a little and speed dash as far as you



can go. Speed dash again, and then swim the remaining stretch at regular speed. It should give you enough time to get to safety. Good luck. Once you're through safely, head into the circular hole at the end of the area and swim until you surface in a very large room. You'll find a save point on your lower left.

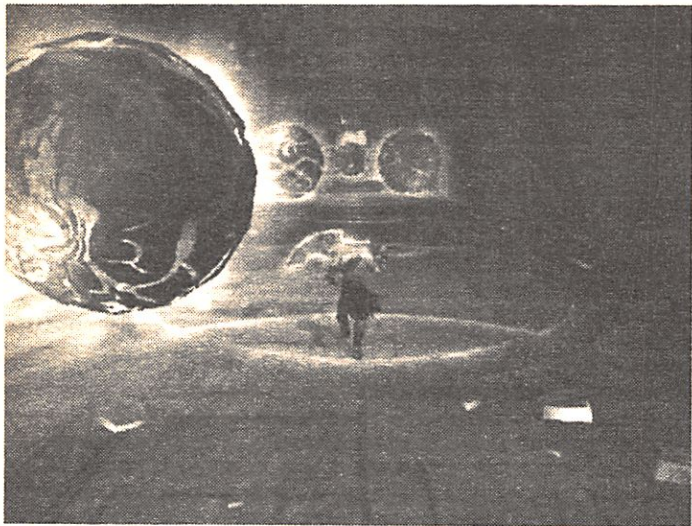
Defeat the three minotaurs here and fill up on magic and health from the chests in this area. Pulling the lever will raise giant stepped platforms leading to the far end of the chamber and a statue. Use them to reach the other side (quickly, as the platforms sink back into the water after a while). Plunder the chests you find here and swim back to the lever and pull it again. Now dive into the water to the left of the platforms and quickly swim to the rear of the final platform in the row. At its base you'll find an underwater elevator. Quickly swim inside and wait for the platforms to lower once more, this time with you inside.

When you exit the elevator, swim to the end until you surface. When you do you'll be in a very familiar room. Use the save point if you like and head back down the corridor with the (deactivated) crushers. Return to the 'ring' room where you faced the giant cylindrical crusher, and this time when you climb the inset staircase you can dive into the water. Swim down the circular hole you see here and keep swimming until you hit air. When you emerge, on your right hand side there is a doorway. Smash through, save your game and run to the end, where you'll find chests galore to plunder and a ladder. Climb this and you'll enter the next area and a new challenge.

THE CHALLENGE OF HADES

There are chests to the left and right of the main staircase in this large chamber. Check out the smaller staircase on the left of the room and you'll learn that you have to give a blood sacrifice before it will open. Now where would that come from? Say hello to a barrage of new enemies: the Centaurs. Here's what you have to do. Beneath the main staircase and again near the bottom of the room you'll see two large circles on the floor. To make the necessary blood sacrifice you have to kill a certain number of Centaurs *inside* these two circles. It doesn't matter at all whether you are standing in the circles or not, only that your enemies die within them. When you've offered enough of a sacrifice, the door will open. As you leave, use the platform on your left to jump up to a ledge with three chests on it. There's red mojo juice and a Phoenix Feather here. All done? Drop down and open the door on the left side.

The next chamber has scorching lava on the floor. Not good for your health, but if you time your jumps just right you'll always land on solid ground. Roll past the spears in the next room and then move ahead into a maze. Here's how it works: while choosing the correct path through to the end first time sounds smart, in fact you have to kill *every* last enemy in the maze before you can unlock the final door. Since it's not a huge maze to begin with, we won't give you full instructions. All you need to know is that the circular elevator is the last thing you should visit on the ground floor. Once on the upper floor, push the block directly in front of you to



open up a small secret area and continue clearing the maze of enemies until you reach an opening in the wall through which you can see a massive crusher moving left and right. As soon as the crusher moves right, enter the narrow space behind it and immediately jump up onto the crusher. Ahead of you you'll see your way out of the maze, but sneakily the door won't open yet and will tell you that you haven't killed all the enemies in the maze. Don't retrace your steps, looking for enemies you might have missed. They are closer than you think. Stand on the end of the crusher and wait. Every third pass it makes, the crusher reveals a hidden opening in the wall on your right. When you see it, drop down and enter the secret space to kill the two enemies here. Now hop back on the crusher and get out of the maze...

Once you step through the door you'll find yourself back in the main

hall you were in previously. Step on the button in the floor to cause a gigantic statue to rise out of the ground. Now jump down and dive into the water around the base of the statue. At the bottom you'll find a lever to pull. Pull it and now the statue's eyes are beaming light into the next area. Swim back up to the air and climb the ladder to the gantry around the top of the statue. Use the lever at the back of the statue's head to turn the beam so it illuminates the next area, then get down, save your game and head up the main staircase.

The next area is a very long chamber along which fireballs are rolling towards you. It looks terrifying, but to be honest it's not that hard to navigate the spaces between them, even without using the right analogue stick. Once you reach the top you'll see an opening in the ramp directly ahead. Run into the next room through this and defeat all the enemies here to get

some red mojo juice and another Phoenix Feather. Read the tablet here and you'll discover you have to go back the way you came. Arse. Never mind. There are a lot of doors lining the fireball chamber, but the one you want is the third to last door on the left, meaning from the top of the chamber hug the left wall and open the third door you come across. Through safely? Head down the hall. Ahead of you are a number of minotaurs and archers. Defeat them all to bring down the forcefield that enables you to progress to the next area. Once you've done that, take the upper left exit, jump to grab hold of the rope and make your way across. Drop into the arena below and tackle a horde of enemies. Once they've all been killed, climb up the ladder and jump to the next ledge.

How's your balance? Good we hope. Go straight ahead at the first fork and take a right at the second one to get the mojo juice. Retrace a few steps and then head left. The next space requires you to balance across a maze of narrow wooden beams with the added danger of large (albeit slow moving) blades of death spinning through your path at intervals. It's quite tricky but providing your footing is firm, all you have to do to avoid getting culled is double jump on the spot each time the blades pass. Okay, so here's the route you need to take. Head up at the first fork and then right at the second. Once you reach the safe zone, cross over the beam to the right side where you'll find a Phoenix Feather. Return to the safe zone and head up. Traverse the next beam and then head left at the first fork to get some mojo juice. Go back and head down this time. At the next

fork continue moving right for yet more mojo juice or head up the fork and wait for the spinning arm that doesn't have blades on it. When that passes, jump on it and make your way to safety up the ladder. Balance along the last beam up here before taking the rope zip slide. Climb down the ladder at the bottom of the zip slide to enter the next chamber. Turn the wheel at the end and enjoy the quick cut-scene, then head left and drop down to a place you've been before. Make your way ahead, save your game and get ready to meet a massive boss: Hades himself.

HADES BOSS BATTLE

Here's what you have to do: Whether you stay on the raised platform at the bottom of the chamber or get down and dirty with Hades on the chamber floor, what you need to do is keep smacking away at the god with everything you've got until the ☉ appears above his head. Complete the analogue stick-twirling mini-game and Hades will stagger around in a daze for a while. Now head over to the lever on the left of the raised platform and pull it to fire a burning log missile at him. *That's* how you score damage against Hades.

Repeat this pattern and eventually all of his armour will have fallen off. When this happens, Hades' health bar will be revealed and all you have to do is plug away with regular attacks until he becomes stunned for one last time. That's your cue to finish him off with a final log missile. The battle will take a while, but on the plus side every time you score damage against Hades you'll reap a huge amount of health, magic and mojo juice, so you should be able to stay the distance.

Once the battle is done, exit via the huge crack in the door. Climb the spiral stairs and save your game. There are three chests in the area. Now examine the book in the centre of the room. That done, pull the lid off the coffin and yank off the Architect's (other) Son's Head. Take the head and return to where you fought the minotaur. There's a god here with your last magic attack gift. This time it's the Army Of Hades, which unleashes the souls of the dead to attack your enemies for you.

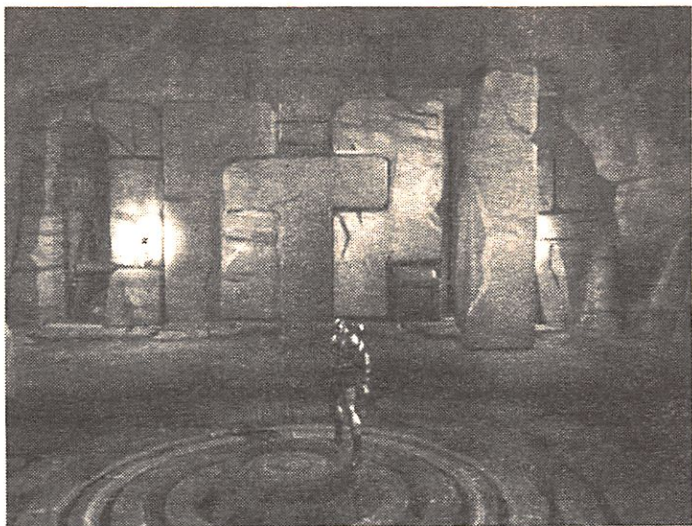
Mop up the enemies that spawn here with your new toy before heading through the door that was previously blocked by the apparition of the god. Now swim back to the room that previously had the huge rolling cylinder in it. Dive to place the skull you retrieved in the submerged door and the water will drain away. Next, look for a lever by a door in the wall. Open this door and head into the very centre of the statue in the middle of the room. Now use the lever here to align this doorway with the one just opened. Next, turn the lever by the door you previously opened until it lines up with the outer hall. Now head to the outer hall and line up the final doors until there's a direct line from the centre of the chamber all the way to the room at the end of the crusher corridor with the save point in it. When you've done that, head to this room and look for the shining handle. Push it to form a lens that sends a beam all the way into the heart of the chamber. Run to the centre and pull the handle to ascend in the elevator. Leave this room and start over the bridge. You'll get a brief cut-scene followed by a fight with a new enemy. Cross the bridge, watch

another cut-scene, save your game, then read the book here and begin your journey onwards.

THE CLIFFS OF MADNESS

Kill all the enemies at the top and then use Zeus' Fury to defeat the archers in the distance. To the left behind the urns you'll find a chest that will fully refill your magic. Go right from here and jump the platforms until you reach a rope. Cross over using the rope and kill the enemies on the far side. Turn the crank to raise the ladder, then save your game. Climb the ladder and follow the paths until you reach a doorway. Continue left if you want to collect some red mojo juice for your weapons. Enter the cave and turn the crank you find here to extend a platform to the archers. You'll need to over-crank the platform because when you let go of the crank it will start to return to its original position. Using this method, jump over to the far side. When you emerge from the cave at the top, head left to find a flickering chest. Top up on health or magic – as ever, the choice is yours, so think about which one would benefit from a boost and head for that – and then head right past the cave entrance and jump up onto the ledge.

Defeat the three minotaurs here and move right to find two carved heads, each missing a necklace. Guess what you have to go looking for now? If you jump behind the carved head on the right you'll find a chest full of mojo juice. Head left from the chest and dive into the water here. Swim on through until you emerge in an ornate pool. Smash the walls behind the waterfalls to get a lot more mojo juice. Head back to the carved heads and



from here go left, looking for a ladder leading down. Climb down and follow the path to reach a chest full of red mojo juice located next to a rope. Slide down the rope and enter the cave. Once you've killed a heap of enemies move on to find your first necklace puzzle.

The idea is to move all the blocks here into place against the far wall so that there are no gaps. To do this you need to use the platform in the floor to rotate them. Get the block in the upper right corner and rotate it anti-clockwise 90 degrees. Now push this block against the bars so that the immovable block on the lower right fits into the little gap perfectly. Next, grab the T-shaped block and rotate it 90 degrees (it doesn't matter which way). Now slot it into the middle of the puzzle so that it fits snugly into the gap at the top left by the first block you placed. See that little block in the front? Get rid of it. It's a red

herring. Now get the L-shaped block and rotate it 180 degrees and push it into place at the left side of the puzzle. It will fit perfectly. Next up, look for a piece that's just two single blocks on top of each other. Slot that in and finish up by pushing the tall thin block into the far right side. Complete! Well done, you.

Now grab Hera's necklace and leave the cave. Climb the ladder to the right and use the save point that's appeared. Clamber up and across the side of the mountain until you reach the rope you slid down previously. Slide down it and insert the necklace. Now to find the other necklace. It's a task that requires a surprising amount of backtracking. You need to head back to that chasm with the two platforms you had to spin in order to match up. Remember that? Good. Go back over the chasm and exit that area and you'll have the option of going either left or down a ladder. Head

down this and the next two ladders to reach a save point you passed a good while back. Now head right and look for a dead tree. If you jump over the boulders by this tree you'll discover a new path. Take it. It leads to a puzzle room and the location of the second necklace. Take this path until it leads into a cave area. You'll be trapped and forced to slug it out with a large number of enemies. Shouldn't be a problem though, since you've been busily maxing out your weapons, right? (By the way, around now we recommend you start seriously maxing up your Army Of Hades spell. It'll be very useful later on...) At the end of this area you'll find a hand-cranked elevator. Use it to go up and at the top hop onto the weight you see on your right. This will lower a rope down that will later act as a shortcut back to the carved heads. Don't go down just yet though. First, carefully walk in through the entrance to the cave. Through that gate is the next puzzle room. The floor is dotted with holes, out of which will pop spikes in just a little while. Here's what you need to do... On the right is a lever. When you pull it, a stone block will be revealed. You need to drag this out quickly, get behind it and charge up a succession of powerful kicks to propel it through that passageway ahead and around the corner, giving you a jumping platform to safety. The only problem is that you have a very short time in which to do this. The key is to drag the block out just far enough so you can get behind it to kick it. Good luck.

Once you've got up to safety, snag yourself a Phoenix Feather, leap across to the vines and get the necklace. Drop down once you're done, and don't worry about landing on

something hideously sharp, as the spikes will be deactivated by now. Use the rope you dropped down earlier as a shortcut to get back to the carved heads – you did do that, didn't you? Put the second necklace in place and you'll trigger a moving, stepped bridge to the next area. Use that to cross over to the other side and head right. A cut-scene will kick in. After that, use the ropes to swing over to the other side and prepare for the next challenge, safe in the knowledge that you're getting thrillingly close to the end of the game.

THE ARCHITECT'S TOMB

What you have here is a long chasm with a series of helpful moving platforms and, equally, a series of very unhelpful spinning blades between them. On the far side you'll see a door with a triple lock on it and a button on the ground to its left. There's also a button right in front of you on the near side. Step on this button and the first lock will pull back, but only briefly. Obviously you've got to platform-hop quickly to the other side and trigger the second button, but not just yet, so don't waste your time and life trying to sprint across.

First up, as leisurely as you like, make your way over the platforms to the other side of the chasm. Once there, head right and open the gate to access another area. Kill the Cyclops and Cerberus puppies you find here and then climb the unbroken ladder to find a flickering chest and a Phoenix Feather. Drop down and then climb the middle ladder. Now turn the crank to move the crane arm so the weight at the end hovers above a patch of cracked ground on the left. Then walk along the crane arm and

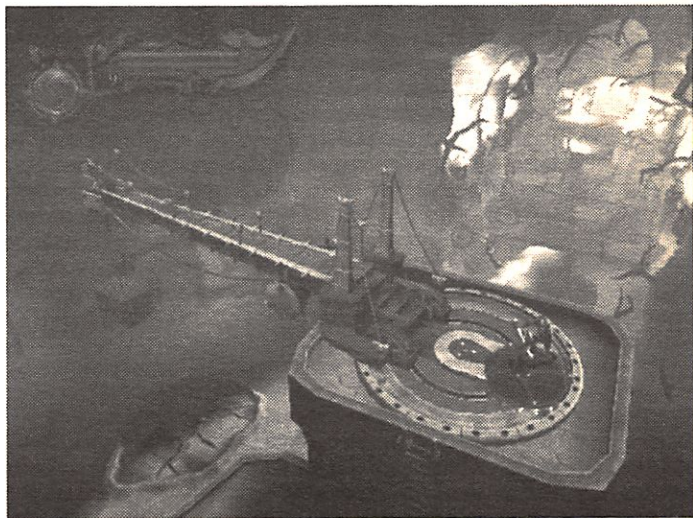
lower the weight to crack through into a new area. Next, hand-crank the crane so the weight is then above the button on the right. Lower this so the second lock in the door is permanently opened. Now jump down and look for the statue on the far left. Next drag it to the hole you've just created and drop it in. Push the statue onto the previously hidden third button, permanently opening this lock. Then jump back up and make your way over the platforms to the first button again. Now it's time for a spot of speed jumping. Press the button on the floor and, quick as you can, return to the other side and through the now fully unlocked door. Nice one.

Once inside, go to the corpse on the far side of the table and rip his head off. Apart from being useful, it's a bit of payback for the architect of the fiendish Pandora's Temple. Have that! Move into the next area and save your game. There's some red mojo juice

here too. Fill up. Next, enter the structure and head down the spiral staircase to a room filled with conveyor belts moving in opposite directions. This can be a little tricky, so listen up. The harpies are annoying as hell, but try to focus your attention on the archers first – use the Blade Of Artemis to get them. Once they're toast, whip out the Blades Of Chaos and get working on those damn harpies. Eventually they do stop respawning and you'll be free to proceed to the next area. Open the door and pull the handle on the globe in the middle. This is it, people! You've located Pandora's Box. Examine it and take the elevator down. Drag the box off the elevator, push it to the main door and enjoy the cut-scene.

THE PATH OF HADES

Hell! This is going to be tricky. In front of you are two chests and a save point. Use 'em and jump across the

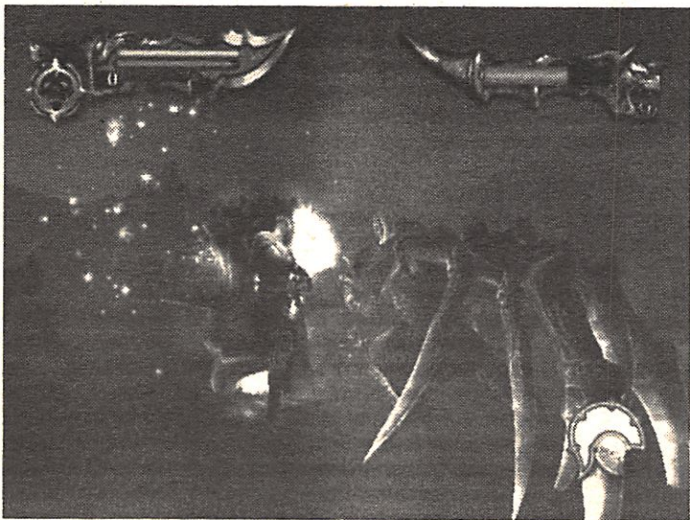


platforms near you to get some red mojo juice. Take the left path of the platforms to reach a larger area teeming with nasties. Kill 'em all and you should find that you're facing a dangerous series of horizontally spinning mechanisms dotted with giant blades. The best advice to offer you here is to watch the patterns of the blades and move Kratos diagonally against the rotation of the mechanisms as soon as the blades pass. Also, don't forget to double jump from the mechanisms to safety as soon as you can. Above all, don't panic. You'll get through. At the end there's a save point and some mojo juice. Enjoy.

Move forward and you'll find yourself facing a slew of ugly enemies. Murderise 'em up good. When they're dead a force field will drop, revealing the most infuriating pair of devices in the entire game. What you're looking at is a succession of vertically

spinning, contra-rotating, barbed mechanisms like the ones you've just walked over. If you thought they were tough on their sides, just wait until you have to climb up them! Okay, so here's a few tips. It really pays for you to study the pattern of knives on the mechanisms. They are arranged so that there are a few dead (and we mean 'dead') ends.

Once you've sussed the pattern, climb smoothly through the gaps until Kratos' body is straddling two of the contra-rotating mechanisms. If you do this you can pause safely, mid climb, and have a breather. Don't worry about the 'claws' edging the mechanisms. They won't hurt Kratos. Take it easy, and once you've committed to a climb, move smoothly and don't panic. Any clash with the blades and you *will* fall right back down to the start. Get to the top of this buggar and you'll be faced with yet another one. It's irritating but



you'll get there. When you do reach the very top, open the two chests to get some goodies, then prepare for an onslaught of enemies. As you kill them, platforms will rise, creating a bridge to the exit from Hell. Use them and when you get to the other side there's a rope here. Climb it.

It's not easy, but you're now within sniffing distance of the end of the game, so it is the foolish gamer who would expect it to be a walk in the park. Don't be surprised if you don't do it first time, but try to learn from your mistakes and you should do it better when you try again.

TEMPLE OF THE ORACLE

Aha. So *that's* what that guy was doing all this time. How did he know? Never mind. It's time for you to confront Ares, God Of War. Save your game and head into the temple. In fact, just keep fighting your way through until you reach the area in which you rescued that woman dangling from the rope. Fill up on health and magic now. Save your game and make any last-minute weapon enhancements you need to because you're about to face the big fella himself. Head outside and watch the cut-scene.

ARES BOSS BATTLE

Did you max-out the Army Of Hades magic attack like we suggested earlier? Good, because here's where it comes into its own. Use it. It knocks a lot of magic and health out of Ares, meaning that not only do you get to stay alive but you essentially refill the magic meter each time you use it. Keep smacking Ares with regular attacks too, and don't forget to block his attacks. Blocking works all the time here.

When Ares gets weak, the customary ☉ will appear above his head. Complete the mini-game and prepare for the next stage of the boss battle.

This stage has you defending your wife and child from an army of Kratos clones. There are an awful lot of them, but once again you should make use of the Army Of Hades attack alongside your regular attacks. If the spell isn't maxed-out already, use the torrent of mojo juice Ares spilled in the last fight to do that now. If your magic isn't being replenished fast enough, trigger the Rage Of The Gods. It gives you unlimited magic attacks as long as it's working. Fill up that way. Don't forget to keep an eye on your wife and child's health. If they're getting weak, run over to them and press ☉ to give them some of your health. Adopt this approach and you'll get through to the next stage before you know it.

This is it. The final fight against Ares. You now have a shared health bar. The more you weaken him, the stronger you become and vice versa. This time around you can't block his attacks so watch yourself. His fireball attack can be dodged if you're quick on your toes. When he disappears into the earth, start running, and when the four pillars rise out of the ground jump into the air to avoid them as they crash together. The best time to attack him is when he pauses briefly before attacking and roars at you. When he does, wade in and give him everything you've got. Above all be very aggressive and push him constantly. Remember, if he attacks you, he gets stronger. When he finally dies, prepare to rejoice. You've now conquered *God Of War*. Enjoy the cut-scenes and the final revelations. You've truly earned it, warrior. ■

Brothers In Arms: Road To Hill 30



BROTHERS IN ARMS: ROAD TO HILL 30

RENDEZVOUS WITH DESTINY

Mission objective: Find out where you have landed and catch up with your other team members.

This mission occurs after the opening scene (called No Better Spot To Die) at Hill 30, with you having parachuted into the field. Once you've landed, move down the path along the creek, jumping over and crouching under fallen trees as you encounter them. Continue up along the path until you see the brick wall and meet up with Mac.

Follow Mac up to the two Nazis with the US paratrooper. Kill the Nazis.

Follow Mac up to the house, then speak with Leggett and Cole.

SILENCE THE GUNS

Mission objective: Disable the AA guns.

Follow Mac and Leggett around the building and up the path. Approach the low wall and lay suppressive fire on the pair of Nazis there while Mac flanks them. Another group of Nazis will spawn, follow Leggett around the brick wall to flank them and take them out. Now meet up with Mac.

Follow him up to the house and wait until Mac and Leggett begin firing





on the Nazis here. Move left around the house and use the truck or the boxes for cover while you take out the Nazis. Then follow Mac.

Take the left-hand fork in the path and use the low hedge wall to flank the Nazi AA gun team while Mac and Leggett lay down suppressive fire. Once Mac gives you the order, approach the AA gun and lay down a satchel charge to destroy the gun.

Mac and Leggett will be taking fire from some Nazis in the stables. Move up on the hill to your right and position yourself behind the boxes here. Mac gives you the order to clear out the stables. Move up to the low wall the group you just destroyed was behind, and pick off any enemies. Move into the stables and use the low wall of the first section for cover to kill the rest of the Nazis. Move forward and join Mac and Leggett.

They are taking fire from two groups of Osttruppen (Russian

volunteers fighting for the Nazis) here. Move around the left side and use the cart for cover to neutralise the first group of Nazis. Keep moving left to the hedgerow and use the low section to take out the second group of Nazis. A third group will charge out from behind a house – you should be able to use this position to take them out as well. Now kill the Nazis behind the wall near the AA gun.

Once the final Nazi has been killed, destroy the AA gun. Return to Mac to end your mission.

AMBUSH AT EXIT 4

Mission objective: Clear the area of Nazis and link back up with Mac on Utah beach.

Move forward on the road. Position Hartsock behind the left wall and have him lay down suppressive fire on the first Osttruppen team. Move

Baker right around the barn and use the high wall here for cover while you destroy the Nazis.

Follow the road out of the circle of houses and then cross the field to the left. Cross the road and another Osttruppen team will be waiting in the series of low brick walls. Move Hartsock up to the first low wall and have him suppress, then move Baker around right to flank and destroy them. Move Hartsock up to the inner wall and have him suppress the new Osttruppen team here. Have Baker keep moving up and use the cart for cover while you destroy them. Move to the gap in the hedgerow and destroy the exposed mortar team here.

Follow the path past the empty mortar nest. Move Hartsock to the brick wall to the right and have him lay down suppressive fire. Order Baker into the crater to the left and continue on the left path until you clear the hedges. Move forward to the low hedge and take out the Nazis here. Keep moving forward to the end of the hedge and take out the second team of Nazis. Follow the yellow objective arrow to find Allen and Garnett.

After speaking to Allen and Garnett, move forward to the .30 cal and take control of it. Cut down the Nazis on the road. Once they are all dead, move forward, following your yellow objective arrow.

OBJECTIVE XYZ

Mission objective: Clear the town.

THE CITY

Approach the low area in the hedge. Have Hartsock set up here and put suppressive fire on the Osttruppen.

Jump over the hedge and rush him. Call Hartsock to the set of three barrels by the left side of the house. Have him lay down suppressive fire on the Osttruppen behind the fence. Have Baker flank them from around the right side of the house up to the truck, carefully staying out of the road.

Cross the road quickly, bringing Hartsock with you. Set Hartsock up behind the two barrels by the hedge and have him suppress the Osttruppen, while you move up to the boxes to flank and destroy them. Call Hartsock to Baker.

Fall back to the brick wall and go through the white picket fence. Go left and through the lower brick walls. Use the fence for cover for both Baker and Hartsock and have Baker pick off the Nazi in the second-story window on the right. Have Hartsock lay down suppressive fire on the two Osttruppen behind the brick wall opposite of you, while Baker moves left and clears out the barn. Move Baker through the barn and use the woodpile for cover to take out the Nazis that Hartsock is suppressing.

Order Hartsock to fall in on Baker and follow the path to the road, turning right to get the jump on the MG team. Cross the road.

THE CITY, PART TWO

Move Hartsock up to the boxes by the truck and have him lay down suppressive fire on the Nazis here. Follow along the outside edge of the fence to the right until the Nazis begin to fall back. Go round the back of the house and use the woodpile for cover to destroy the Osttruppen here. Enter the house and immediately destroy the Osttruppen to the left. Continue to wind your way through the house

Brothers In Arms: Road To Hill 30

until you reach the back exit. Turn left and move up to the haybales. Move through this short tunnel and take out the squad of Nazis here. Call for Hartsock to fall in on Baker.

Move forward following the yellow objective arrow. Move Hartsock up to the low brick wall and have him suppress the Osttruppen behind the overturned cart. Move Baker up along the left side of the wall to flank and destroy them. Move forward to the next set of low walls and have Hartsock use the left wall by the shack for cover as he lays down suppressive fire. Circle around right to destroy both Nazi units. Order Hartsock to fall in on Baker.

THE BIG HOUSE

Follow the yellow objective arrow to the big house. Switch to the Thompson and leave Hartsock just outside the door. Run into the dining room and mow down the Nazis sitting here. Order Hartsock to fall in and move forward through the door. Allen and Garnett are here, attempting to set the barn on fire. Set up Hartsock behind some cover and move Baker into position to fire on the barn area. Be careful to always stay behind cover and just keep shooting. Once all Nazis in this area are cleared you have completed your objective.

FOUCARVILLE

Mission objective: Foucarville is supposed to be in Allied control, but evidence points to a different conclusion. So re-take the town.

THE TOWN

Run your Base Of Fire team up the road and to the truck and let them

use it as cover as they lay down suppressive fire on the two teams of infantry here. Pick off the one Nazi behind the barrel on the left. Turn left and go behind the building and out into the yard behind it. There will be a team of three infantry across the creek; pick them off. Turn right and come up behind the infantry that your men have suppressed and destroy them. Have your Base Of Fire team fall in on Baker.

THE MG NEST

Cross the road and enter the gap between houses. Destroy the infantry that try to ambush you from behind the low brick wall. Keep moving to follow the yellow objective arrow until you come to another low wall – destroy the second ambush of infantry by remaining behind the wall and picking them off. Set up your Base Of Fire team by the cart in the road and have them suppress the MG. Move down to the second exit to the road and cross over. Destroy the group of infantry hiding in the hedges here. Progress forward until you've flanked the MG and destroy them. Follow the yellow objective arrow up the road to the church.

THE CHURCH

Move the Base Of Fire team up to the first low hedge and have them lay suppressive fire on the left-hand group. Move up the left and destroy them from the flank. Move up to their position and use the tree at the end of their hedge as cover to destroy the other team.

Move up to the church. Take the left-hand side of the church first, using gravestones for cover to destroy the team of infantry here, then circle

around the back of the church to come up behind the second team of infantry.

Run back down to the road. Set your Base Of Fire team in the bunker next to the MG and take control of the MG yourself. Be aware that the final team of three comes from a direction that the MG cannot reach, so listen to your men for clues for when they are coming for you.

Move into the field opposite the MG once the mortar fire begins. There are two mortar teams here. Have your Base Of Fire team fall in on you and follow the hedgerow to the left until it ends. You should see another hedgerow opposite and to the right of here. Run across to it and follow it until you reach the lower section. This gives you the flank of the first mortar team. Destroy them.

Move up to the hedge behind their position. This gives you the flank of the second mortar team, destroy

them as well. Follow the yellow objective arrow.

ROMMEL'S ASPARAGUS

Mission objective: Destroy the poles in the fields so that American gliders can land safely.

FIRST FIELD

It's important to remember on this level that some of the Nazis will respawn 30 seconds after you've destroyed them, so you will need to suppress and attack positions repeatedly to survive. The MG position to the east of the first field and the Nazis by the AA gun to the south of the second field will need to be suppressed during the mission.

Have your Base Of Fire team fall in on Baker and run up along the road until you come to the break in the hedgerows. Run up into the field and take an immediate left into the water in the ditch. Follow this ditch all the



Brothers In Arms: Road To Hill 30

way up and to the hedgerow opposite you. This should place you directly behind one MG team, enabling you to destroy them. Move up to the boxes and destroy the infantry team up ahead. Ignore the MG for the moment and turn back northwest, moving your team up to the hedgerow to lay down suppressive fire on the Nazis there.

Once the Nazis are suppressed, have Baker run for the ditch between you and the Nazis. Turn left and follow this ditch as far as you can, then turn right and run up until you can destroy the infantry team. Move up to their position and keep following the hedge until you can turn left, then fire on the AA gunners from the low section in the hedge. Enter the AA gun area and use a satchel charge to destroy the gun. Return to your Base Of Fire team.

Move your Base Of Fire team to the pile of lumber to the southeast. Have them lay suppressive fire on the MG nest. Run along the left-hand outside

edge of the map until you end up in the ditch. Crouch and creep up on the MG nest. If you manage to make it close enough without being noticed, throw a grenade into the nest. If you can't get close enough, wait until they all get up from the MG and give your Base Of Fire team the assault command and crush them between Baker and his team. Leave your Base Of Fire team in the MG nest.

Once you've cleared the field of Nazis, start blowing up the poles, starting with the southern most ones, working your way up and keeping an eye out for landing gliders. Call your Base Of Fire team to you and follow the yellow objective arrow to the next field.

SECOND FIELD

Immediately cross the road and enter the field. Use the brick wall for cover as you destroy the Nazi team to the left. Follow the wall here all the way



down and around to the very bottom of the map. This will bring you up behind the AA gun crew. Destroy them and their AA gun. Move up to the low section in the hedge and take out the two infantry from behind. Leave your Base Of Fire team in the little bunker the infantry were in and tell them to suppress the infantry on the hill.

Run up the left-hand side along the outside hedge. Approach the truck and make sure you get both infantry on the left-hand side and then throw a grenade in to destroy them. Then simply move up behind the infantry on the hill and destroy them. Destroy the poles and watch out for the landing glider. Follow the yellow objective arrow to end your mission.

ACTION AT VIERVILLE

Mission objective: Take the town from the Nazis.

Move forward to the low brick wall on the left side of the road. Have your Base Of Fire team set up here and lay down suppressive fire on the Nazi team behind the truck. Move left around the building to flank the Nazis and take them out. Return to your Base Of Fire team and get on the road again.

Move forward up the road until you can enter a small yard with a pool on the right-hand side of the road. Move your Base Of Fire team into the pool and have them lay down fire on the team of Nazis here while you pick them off. Move forward (west) on to the road to meet up with Riser and gain control of the Stuart tank.

Leave the tank where it is for the moment. Move forward up the centre road a bit more until you come to

some hedges facing a tall brick wall. Pull your Base Of Fire team down along this wall and position them to lay down suppressive fire on the team of Nazis in the field. Move up and destroy them from the left, then switch to your pistol and swap it for the Panzerfaust at the Nazi's position.

Move back up on the road and use the Panzerfaust to take out both anti-tank guns by the church on the left hand side of the road. Move Riser's tank up to this position. Keep moving all the way up the road until you come up behind the Nazi tank, which will be on your right side of the road (northwest). Get behind it and hit the  button when prompted to throw a grenade in to destroy it. Then have your Base Of Fire team wipe out the infantry here.

Move back to the church for the Nazi counterattack. Hide behind the right-most wall and use the Stuart to kill off each wave of Nazis as they approach, using the M1 to pick off any that Riser misses. Once you can no longer see any live Nazis, move forward up the path between houses with Riser. Kill the team of infantry across the way. Follow the yellow objective arrow to finish your mission.

DEAD MAN'S CORNER

Mission objective: Clear the road of Nazi forces.

ROAD PART ONE

Move up the road and take the very first left turn you see. There will be an infantry force just to the right. Set up the Stuart to suppress them while moving Baker and his Assault team down the road to the next lowered

Brothers In Arms: Road To Hill 30

section in the hedge and pick them off. Have the Stuart fall back in and return to the main road. Follow it until you find the next left turn – this one has a shallow pool of water. Follow it around until you reach a break in the hedges, then destroy the infantry team here.

Leave your Stuart at this position and continue up the path until you return to the main road. Kill the infantry team here. If you want, you can pick up the Panzerfaust dropped by one of the Nazis. Move your Stuart back up to the road.

There is a path just across the road. Set up your Assault team at the low hedgerow here and send your Stuart in to take out the MG nest at the very back of this field. Be careful that you do not lead it in front of the anti-tank gun.

Once Risner has cleared out the MG, Baker can run in along the right side, jump over the low hill, and clear out the AT gunners. When that's done, place a satchel charge on the gun to disable it. While you're doing this, Risner will automatically suppress or destroy the MG nest across the road. Move the Stuart up to the road and call your Assault team to you.

There are two teams of infantry across the road. Keep your Assault team in the MG nest on the road that you just cleared and send the Stuart in to flush out and destroy these two remaining teams.

Once they're destroyed, bring the Stuart back to the road. You'll see that a couple of fallen trees are in your way, closing off the road. Command the Stuart to move to a position just beyond these trees and Risner will clear the way.

ROAD PART TWO

Move cautiously up the road, sending the Stuart ahead of Baker and the Assault team. There's an MG nest on the right side of the road – order the Stuart to assault it. Keep the Stuart to the left of the road during the attack and immediately move the Stuart back – there is a Panzerfaust and an AT gun down the road. Move Baker with the Assault team into the field on the right of the road. Use the truck for cover to take out the team of infantry here.

Move Baker and his Assault team up past the vehicles to the low section in the hedges. Leave the Assault team here and order them to suppress the team of Nazis just ahead, and flank them to the right, using the boxes for cover. You can also take out the Panzerfaust team, the Pak 36 and the MG team from this position. Order the Stuart up the road to the barrier.

THE CORNER

The Stuart is gone and you need to clean out the remaining Nazis with just your Assault team. Fall back down the road and enter the water on the right side. Follow around the barbed wire to the low hedge and destroy the infantry here.

Keep following around and it'll put you at a low hedge on the right side just behind another nest of infantry. Destroy them. Keep moving up and to the right to the barrels beside the road and kill the infantry behind the armoured vehicle.

Once you've killed all the Nazis in the area, return to the Stuart to finish your mission.



CRACK OF DAWN

Mission objective: There's an enemy MG playing havoc with Allied forces in the area. Mac gives Baker control of two teams for the first time with orders to disable that MG.

THE ROAD

Move your Base Of Fire team up to the overturned horsecart on the road and have them suppress the two infantry teams there. Take the Assault team around the back of the house on the left side of the road and leave them behind the low wall to suppress the Nazi team back there. Follow along the left side of the wall until you have flanked this group and destroyed them. Call your Assault team to fall in on Baker and return to the road behind the guys your Base Of Fire team are suppressing and take them out. Bring both teams forward and cross the road into the kitchen area.

Keep going down through the kitchen area until you reach the barbed wire. Turn left, and bring your men up to the first piece of cover. Leave your Base Of Fire team behind this cover and have them suppress the infantry directly across from them. Baker and the Assault team go right to take out that team of Nazis and then move forward to their position to take out the second team of infantry.

Move up and take out the crew of the AA gun with a grenade. Move your Base Of Fire team to the crater just north of this position. Let them suppress the MG across the road and have Baker and the Assault team move back up to the road. There will be a low hedge here – set your Assault team to stay there and suppress the MG while moving your Base Of Fire team up to fall in with Baker. Run across the road with the Base Of Fire team.



THE HOUSE

Move around the low wall to the tall hedge and follow the hedge up to the AA gun. Move your Base Of Fire team to the low hedgerow behind the house, killing all the Nazis in the yard. Take Baker up into the house and up the stairs. Kill the MG gunner and any troops in the street.

Call your Assault team up to a position just in front of the house, behind the horse cart. Nazis will assault the position from the east of the house. Hold this position and kill all of them. Follow the yellow objective arrow to end your mission.

FALL OF ST COME

Mission objective: Take the town.

THE FARM AREA

Note the layout of the haystacks to your left. Use one team to suppress the enemy while the other one moves

up to the next haystack, one after the other, until you've made it all the way around to the side of the first infantry team. Destroy them with gunfire or grenades. Sneak up on the left side of the house, being careful of the mortar fire being laid down, and flank the group of infantry on the right side of the house.

Call your teams up and continue to move up through the field, using the haystacks as cover as you go. Cross the road and go right behind the small building – this should give you some nice jugs for cover to take out the MG gunner, and you can easily move up to the haystacks to kill the mortar team.

Move up the road and follow the left-hand path. Move past the truck to the first set of haystacks. Leave your Base Of Fire team here to suppress the infantry and move up with your Assault team.

A well-timed grenade can help clear the Nazis out. Be careful of the

Nazis on the second floor. Destroy them all.

Follow the yellow objective arrow until you get to a series of low broken walls. A bunch of infantry are lining up in the stables like a shooting gallery just across from these walls. Leave your Base Of Fire team here to suppress the Nazis and move around the right side with the Assault team. Very carefully pick off all the Nazis in the line and then follow the yellow objective arrow all the way to Leggett and Mac.

THE TANK

Move forward into the square, turning right to use the stables area as cover. Move both squads up to the wall and use them to suppress and destroy Nazi units moving in, picking off stragglers with Baker. Once you've killed enough Nazis the tank will begin to move out. Position Baker very carefully and creep up behind the tank. Use the  button when it prompts you to throw a grenade into the tank. Once all the Nazis have been killed, speak to Mac to end your mission.

BUYING THE FARM

Mission objective: Take and secure the farm, then return to Leggett.

THE APPROACH

You are presented with a choice: south along the paved road or southeast along a dirt path. Keep your infantry protected to start. Order the tank south to the hedge corner and have it suppress the Nazis in the field. Climb aboard the tank and use the MG to target Nazis. When the Nazis in the field are dead, take your infantry down the path to the southeast,

while using your tank to take care of additional Nazis that appear in the field. The tank can be used for cover in the open field as long as you do not expose it to the Panzerfaust in the southeast corner.

Move yourself and your infantry down to the road along the south side of the field. Use the tank to suppress Nazis in the southeast corner, who have a Panzerfaust, while you and your men advance to that position and destroy it.

Move up to the wall on the hill and slowly follow it down until it turns. If you look at the diagonal where it turns you will see a little broken section. There's an MG nest up there. If you are really good at timing grenades, you can lob one up there to kill the Nazis. If not, just get a grenade close enough and snipe them when they panic.

Round the corner and run up to the barrels. Use the Garrand rifle from here and the barrels further up to kill the three teams of Nazis across the road. Make your way to the anti-tank gun on the road and destroy it.

It's now safe to return to the beginning of the map and guide your men and your Sherman to this point.

THE FARMHOUSE

For the moment, leave your tank on the road. Move with the Assault team up to the farmhouse. Set your Assault team behind some cover and immediately take out the Nazis in the house on the right-hand side. Now move your tank up into the farmhouse yard and let him take out the remaining Nazis here.

Now the mortar shelling begins. Move your tank and team out of the yard and follow your yellow objective

Brothers In Arms: Road To Hill 30

arrow. Hug the right-hand hedgerow as you go. Once you see the Nazi tank, leave the Sherman to deal with it and keep heading towards the mortar team with your Assault team. There will be a low hedgerow where you can destroy them.

If the Sherman has not taken care of the tank by now, finish it off with the Panzerfaust you picked up earlier. Once all Nazis are dead, follow the yellow objective arrow to Leggett.

ALTERNATE ROUTE

Mission objective: The Nazis are crossing tanks over a bridge. Mac wants you to go to the bridge and disable it.

THE GRAVEYARD

Advance your Assault team along the right-hand side. Send the tank forward to a position just short of the stone walls. Mount the tank and use the MG to take out the three Panzergrenadiers down road behind the cart.

Be cautious, there's a Stug and three enemy infantry across the graveyard to the left. Order your Assault team to a position behind the low stone wall that borders the Graveyard. Get your tank into a good position so that its sides are protected by the stone walls. Advance along the stone wall and order you infantry to suppress the enemy infantry. Cautiously advance your tank and order it to fire on the Stug. When the enemy infantry are fully suppressed or dead, rush to the rear of the Stug and put a grenade inside – if your tank has not destroyed it.

Leave the Sherman behind for a moment and approach the tracks.

Follow the tall hedgerow on the left, down until you reach the low area. Destroy the team manning the anti-tank gun on the other side of the hedgerow.

Move your Assault team up to the blown-out bridge and use some of the walls here for cover. You can order the Sherman to move up to the bridge and use the .50 cal on top to kill the Panzergrenadier team on the other side of the river. You can also join your Assault team and use a grenade to clear them out.

THE TRAIN YARD

Order the Sherman to move forward and to the right, just past the first train car. Have Baker lead the Assault team to the left and clear out the Panzergrenadier team that's pinned between Baker and the Sherman.

Order the Sherman to continue forward on the right-hand side around the barricade of train cars. Have Baker lead around the left-hand side and clear out the Panzergrenadier team here so that the Sherman can concentrate on the Nazi tank. Once the tank is smoking and the Panzergrenadier team is killed, park the Sherman by the river and get on top with the .50 cal. Clear out the Panzergrenadier team on the other side of the river.

Move the Sherman over to the left-hand side of the trainyard and order it up to the brick walls. While it is clearing the Panzergrenadier team hiding in those walls, take the right-hand path and approach the building. A Panzergrenadier team will cross from inside the building to the train cars on the left, leaving them an open target. Clear them out. Order the Sherman on to the bridge. Be careful

to leave it behind the train car on the left – there's an anti-tank gun on the other side of the bridge, but from this position it can suppress the MG for you. Have Baker lead the Assault team into the building. Destroy the Panzergrenadier team on the dam and cross the river.

ACROSS THE RIVER

A hint message will pop up when you cross the river, telling you to hit the plunger to blow the bridge. Move up the bank of the river to the house, then follow the road from the house down to the truck. You may be able to pick off the MG gunner from here; if not there are several pieces of cover on the way from the road to the MG nest.

Suppress the anti-tank gun team on the other side of the road and have your Assault team attack the Panzergrenadier team on the bridge. Now you need to work quickly before the final Nazi tank arrives. Pull back

your Assault team and kill the two Nazis in the anti-tank gun's nest. Ignore any new arrivals and run to the anti-tank gun and press ⊗ to hit the plunger.

PURPLE HEART LANE

Mission objective: Purple Heart Lane begins with Rivas being killed by a sniper. Baker must guide his shaken squad through the swamp and up the causeway to Bridge #4.

SWAMP

The action starts quickly. Three teams of three Panzergrenadiers are in the area southeast of you, one team advancing. Make your way quickly to the low stone wall and use your sniper rifle to take out the first three Nazis. Both units you command will use the wall for cover. Order them to fire on the enemy. When you have taken out the first unit, order your



Brothers In Arms: Road To Hill 30

squad to suppress the second enemy team while you advance southeast using the wall and hedge for cover, then take them out.

The third team of Nazis is to the east of the small fenced field by the yellow building (Tannerie). Follow the edge of the Tannerie to the east and around the corner to the north. You will come to an opening that faces east and gives you a good sniper position to fire on the remaining Nazis. If it's necessary to use your squadmates to take them out, there's plenty of cover for them.

Gather your troops and proceed southeast. You have to go to the very corner of the area to get a clear path to your objective. You'll see some wood planks creating a bridge across the creek.

ACROSS THE CREEK

Order you men across and to the hedgerow on the other side. They will

need the cover because as soon as you cross, two Nazi units below the causeway to the west will open fire on you. Order the Base unit to suppress them and take the Assault unit with you around another hedgerow to the west along the creek. Have the Assault team use this second hedge as cover and suppress the other Nazi unit while you follow the creek around to a flanking position. Use the sniper rifle to kill the Nazis.

CAUSEWAY

Gather your men and follow the river up and under the bridge. Lt Colonel Cole is here and his men are under fire. He gives you the order to charge up the causeway. The Nazis here will keep spawning, so the challenge is to get past them safely.

You need to 'leapfrog' the two units, one providing suppression fire while the other moves to cover, then switching their roles.



Begin the charge up the causeway with both your Assault and Base Of Fire teams following Baker. You will get bombed if you go on the road, so keep close to the water. When you reach the first piece of cover, set up your Base Of Fire team behind it and order them to suppress one of the Panzergrenadier units on the island in the middle of the lake. Keep the Assault team under cover for the moment and use the sniper rifle to pick off the Nazis.

With your Assault team, continue down to the second piece of cover and set both Baker and the Assault team up behind it. Set your Assault team to suppress one of the Panzergrenadier teams behind the hedge cover on the other side of the river. Then pick off the Panzergrenadiers on the island. Once they're destroyed, call your Base Of Fire team to you and have your Assault team fall in on you.

Run the rest of the way up the causeway, shooting at the two teams behind the hedge if their suppression meter gets low. You should easily reach the bridge. Watch the cut-scene here.

CLEARING THE MG NEST

You'll now face several Nazis with an MG to the west. When you look down into the area you'll see some obvious cover – one collection of rocks close to you, and one rock and a log closer to the MG.

Tell the Base Of Fire team to stay back on the causeway and have Baker and the Assault team move forward to the rocks close to your starting position. Have your Assault team suppress the MG and use the Thompson to suppress the other Panzergrenadiers back in the

same area as the MG. Once they're suppressed, move your Base Of Fire team up to the rock and log that are closer to the MG and command them to suppress it.

Have the Assault team fall in on Baker and move around the right-hand side. This will bring you up behind the Panzergrenadiers. If they haven't noticed your movement you can lob a grenade at them. If they have noticed, you can sweep them out with gunfire and your Assault team.

From here, move around to a second hedge on your left. This should bring you up on the flank of the Panzergrenadiers that are firing on your Base Of Fire team. Clear them out and move around the hedge with your Assault team. This places you directly behind the MG gunner and should make him an easy kill.

Once the MG gunner goes down, simply have your teams fall in on you and follow your yellow objective arrow back up to the causeway. Approach the gate on the bridge to finish the level.

COLE'S CHARGE

Mission objective: Lt Colonel Cole wants you to take and secure the farmhouse.

THE CHARGE

Once Cole gives the command to charge, have both the Assault and Base Of Fire teams fall in on Baker. Move towards the left-hand wall and have both teams come around on the flank of the first Panzergrenadier team. Destroy them.

Keep moving forward along the wall until you come to the second Panzergrenadier team – destroy them

Brothers In Arms: Road To Hill 30

as well. Then move into the area they were occupying, moving along the hedgerow until you flank the first MG gunner. Destroy him.

Follow the hedgerow up towards the farmhouse. Keep the Base Of Fire team with Baker and suppress the two Panzergrenadiers that are cowering behind the hay in the farmhouse. Move your Assault team to the left-hand side and have them flank and destroy this team.

Have both teams fall in on Baker and move through the farmhouse to the road. Follow the road until you find the lowered section in the hedgerow that gives you the second MG gunner's flank. Destroy him. Return to the farmhouse and wait by the gate for Cole.

FARMHOUSE YARD

Cole informs Baker that he's setting up the command post here and that the rest of the area needs to be cleared of Nazis. The gate then opens, giving you access to the yard behind the farmhouse.

Move the Base Of Fire team to the wall directly past the gate, and move Baker with the Assault team down the hedgerow until you come to the lowered section. A Panzergrenadier team will run out from behind the house – destroy them.

Move your Base Of Fire team up to the high wall and have them suppress the left-hand Panzergrenadier team that is now running into the yard. Once they are fully suppressed have Baker run into the crater just in front of them – leave the Assault team where they are for now. Once this Panzergrenadier team falls back, call up the Assault team and follow them, keeping one of the walls

between you and the now combined Panzergrenadier teams. Once you have flanked them, destroy them.

A third team of Panzergrenadiers will run down the road and into the yard. Keep progressing to the last set of walls and destroy them from the flank. Call your Base Of Fire team to you and run up to the road.

MG NEST

Run directly across the road and have your Base Of Fire team stay here and give them the order to suppress the MG team. The team will not be suppressed by this but it will give them a distraction. With the Assault team, take Baker down the road to the set of stairs. Go halfway up the set of stairs and destroy the MG team from their flank.

Return to your Base Of Fire team and move up with them and your Assault team to the fallen tree. Destroy the final Panzergrenadier team here. Follow the yellow compass arrow back to Mac to end your mission.

RIPE PICKINGS

Mission objective: Mac needs Baker to go rescue Lt Combs and bring him back to the farmhouse to help against a Nazi counterattack.

BARN AREA

This map begins with Baker leading his Base Of Fire team across a field that's being mortared. There are two approaches you can take here: the fast way and the good way. The fast way is to simply call in your Base Of Fire team on Baker and then run to the road as quickly as possible and just hope they won't get hit. Usually they won't, but if they lag behind too much you will



occasionally lose a guy. The good way is to send your Base Of Fire team up ahead and send Baker in the opposite direction. Since the mortar team is only interested in hitting Baker, you can act as a distraction until your men are safe and then join them once they are on the road.

Cross over into the orchard area with your Base Of Fire team and follow the outside wall until you reach the second gap. There will be a woodpile between there and the house – this is the perfect piece of cover for your Base Of Fire team. Let them fire at will and have Baker back out of the orchard.

Follow along the wall to the left side, run down the road and cross the intersecting road, and then crouch by the low walls here. You may need to shimmy around a bit but this should give you a very clear shot at both the Panzergrenadier teams on the ground, while giving you excellent cover from the MG mounted in the second floor

of the blown-out building. Use the M1 to pick off the guys on the ground, then set your Base Of Fire team to suppress the MG.

Follow along the outside wall. When you come to the corner there is a short space with no cover that you have to run through to get to the low wall closer to the house. The MG can't reach this area so don't worry about it. Keep following left until the Nazi manning the MG pops up and destroy him. Call your Base Of Fire team and hide in the blown out building while mortars rain down. Once the fence is blown down, proceed to the next area.

RESCUE COMBS

Drop off your Base Of Fire team at the very first piece of cover as you round that corner and let them fire at will and then have Baker run across over to Lt Combs. He tells you that the only way out is to clear the Nazis.

Brothers In Arms: Road To Hill 30



Crouch by Combs and back up until you can see the Panzergrenadiers behind the barrels and pick them off with your M1.

Move right along the hedge, then creep down along the right wall until you're straight across from the barrels they just vacated. Run across and use them as cover as you pick off the Panzergrenadier team across the road. Set your Base Of Fire team to suppress the remaining Panzergrenadier team on the road, then round the hedgerow on the road. Use the wagon here as cover and either throw a grenade or wipe them out with some Thompson fire.

Bring your Base Of Fire team up to you and cross the road. Run up to the low area in the hedgerow and use it as cover to take out the mortar team. Return to Combs – he tells you that there's even more Nazis to clear before you can get back to the farmhouse.

Follow Combs back into the barn

area. Lead your team left around the blown-out house and position them as close to the road as you can while still giving them cover. Move Baker between the house and the barn and come up behind the Panzergrenadier teams. This setup coupled with Combs' aggressiveness will wipe out all the teams here very quickly. Talk to Combs again. It's finally time to return to the farmhouse.

COUNTERATTACK!

The Nazis have found out about the American CP here and are going to throw every able-bodied man in the area at it. You are given command of your Assault team (Courtland, Corrión, McCreary) and given the order to stop the counterattack.

Turn around. Move both your Base Of Fire and Assault teams to the wall furthest out. Since the Nazis are crossing a lot of ground without any cover, they will fall very quickly to

the fire of your combined teams. Fall back and pull out the M1 – while it's tempting to stay up with them and play hero, it's safer for both Baker and his team if he hangs back and picks off any Nazis that come too close.

There are five gaps where the Nazis will come pouring through. There are three hedgerow gaps directly ahead of your team, one hedgerow gap to the extreme left, and the road to the right. This is the order in which the Panzergrenadier teams will attack:

1. One team forward
2. Two teams forward
3. One forward, one to the left
4. Two forward, one to the right
5. One forward

Once you've mowed down all the Nazis, return to the farmhouse.

PUSH INTO CARENTAN

Mission objective: Take the town.

TAKE THE TOWN, PART 1

Move Baker and the Base Of Fire team up the road and take the first right into the yard of the house. Follow around the back of the house and use the Base Of Fire team behind this low wall to suppress while Baker destroys the Nazis and the MG team. Return to the Assault team and have both teams fall in on Baker.

Bring both teams up the road, past the crossroad, and enter the yard on the right. Follow it around to the back to the series of low walls. Keep both teams with Baker and destroy the Nazis present here. Move up to the low wooden fence and destroy the team behind the rubble. Turn right and exit this area between the houses.

TAKE THE TOWN, PART 2

Destroy the team across the road as they hop fences. Move up the road and use the truck for cover, then leave your Base Of Fire team at the truck to lay down suppressive fire as you go up to the shack. Flank the Panzergrenadiers, and destroy them. Move up to the pile of rubble where you killed the Nazi team previously. There will be a Panzerfaust in a box and one on the ground dropped by the Nazi soldier. Pick them both up.

Move to the right-most corner of the map. Leave your men behind the high wall and enter the area with the first Nazi tank. If you can safely get behind it, go ahead and use the Panzerfaust from the back – it will take fewer shots that way. If not, just fire a shot and hide to reload until the tank is destroyed.

Move left out of this area and up to the broken section of the wall. Destroy the Panzergrenadier team behind the rubble on the other side of the wall. Move up to the rubble and destroy the second team to the right. Follow the yellow objective arrow back to the road.

TAKE THE TOWN, PART 3

Move up to the road. Hide your teams behind the walls and rubble here and take out the tank. If you couldn't get behind the first tank you will probably be low on Panzerfaust ammo and will have to run behind this tank to throw a grenade down its hatch. Move down the road and hide behind the low walls between houses to take out the team of Nazis here. Use the truck in the road for cover to take out the team of Nazis in front of the warehouse and then enter it.

Brothers In Arms: Road To Hill 30

Move Mac up and leave your Base Of Fire team here to suppress the Nazis across the building. Take your Assault team and move out into the courtyard and quickly take the steps on the right up and into that part of the building. Work your way through, using boxes for cover and destroying all the Nazis. Once all Nazis are dead, follow the yellow objective arrow to Mac to end your mission.

TOM AND JERRY

Mission objective: Secure the town from the church tower and take out all Nazi tanks.

TOP OF THE CHURCH TOWER

This map starts Baker off with a sniper rifle at the top of a church tower. It's his job to pick off the invading Nazi forces. There are three different positions where they can approach from (forward, left, and right), and they come in waves in this order:

1. Forward
2. Right
3. Left
4. Right and Forward
5. Forward and Left
6. Right and Forward
7. Left, Forward, and Right

Once you have defeated all the Nazi forces, Leggett receives a radio transmission informing him that two Nazi tanks are moving into the area. Follow the yellow objective arrow down the stairs.

SECOND LEVEL

Move down to this second level and turn left to the open balcony. Move all the way to the end of the balcony to restock your ammunition for your sniper rifle. Pick off all the Nazi forces

you can see while waiting for the tanks to arrive. Once you've killed enough Nazis, Leggett and Mac will have a conversation about where the bazooka is. This will open the previously locked door on the right side of the church.

Move forward cautiously and kill the two Panzergrenadiers on the other side of the door. Pick up the bazooka, notice that on the other side of the pillar there is an ammunition crate where you can restock.

The first tank is coming from the left-hand side. It will take several shots from the bazooka to disable it. The second comes from all the way around on the right. The final tank comes from the front. Once all tanks have been destroyed you have completed your mission.

NO BETTER SPOT TO DIE

Mission objective: Defend Hill 30 from the Nazis.

THE APPROACH TO HILL 30

This is a difficult level to get through. Move up to the dead horses and turn right. You want to keep to the right-hand side as much as possible through this whole first section. Set up your Base Of Fire team at the low hedgerow across from the horses and let them suppress the team of Osttruppen here. Move Baker and the Assault team up the hedgerow to the next lowered section and fire on the first team here.

Move Baker and the Assault team up to the rocks they just cleared and take out the second team. Run along the right-hand side and around to take out the next two Nazi teams from the flank. Continue up the hedgerow



and take out the final team from the side. Call the Base Of Fire team to fall in on Baker. Follow the yellow objective arrow to Hill 30.

DEFEND HILL 30

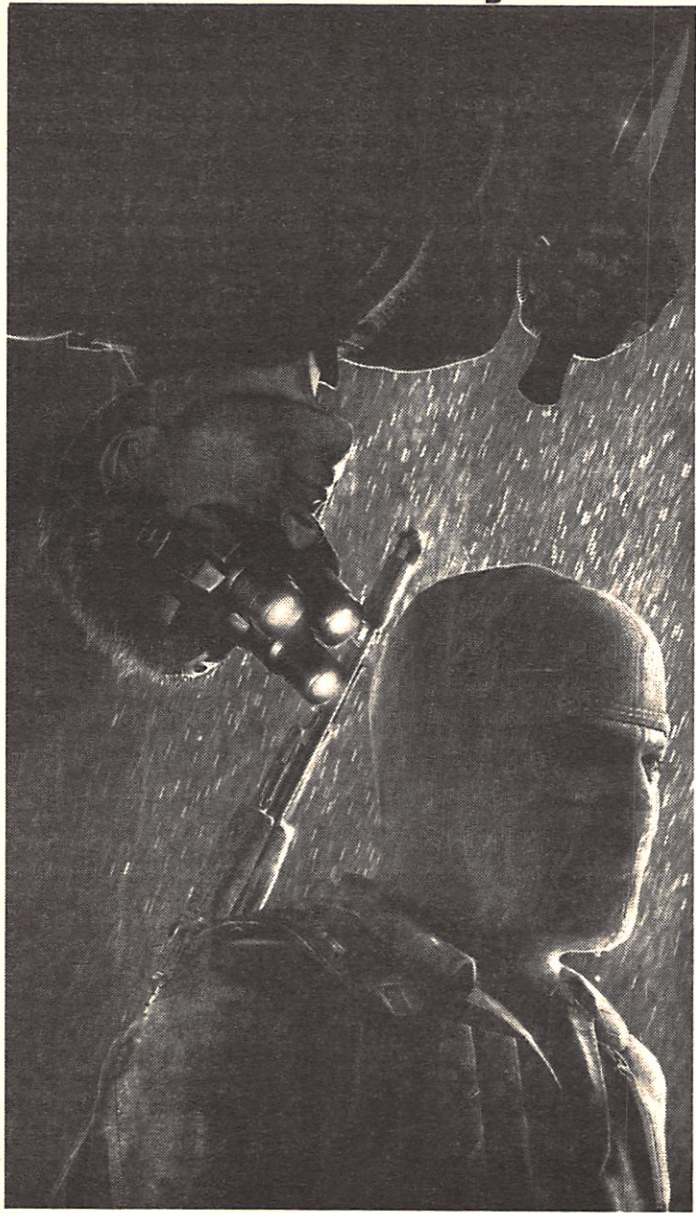
After Hill 30, Baker will be on his own, without the support of an Assault or Base Of Fire team. The best tactic to take here is to just run. There is one Osttruppen soldier on the road out of Hill 30 that you need to kill, but once you turn the corner you should hug the right-hand wall and keep running. There will be Nazi soldiers and tanks in the area but if you don't stop they shouldn't be able to hit you.

Once you get deep enough into enemy territory you should see a bridge with an American Sherman on top of it. He will be suppressing two teams of Osttruppen. Destroy these teams and approach the broken fence section to the left of the bridge.

Two Sherman tanks will join Baker taking the slots of Assault and Base Of Fire team. You want to send one right and one left so that you capture the Nazis and their tanks between the two – sending them both down the same path will result in them both being destroyed.

Keep Baker out of sight and pick off Nazis when it's safe and just follow the paths back to Hill 30 to finish your mission and the game. ■

Splinter Cell Chaos Theory



SPLINTER CELL CHAOS THEORY

LIGHTHOUSE

Sam's first mission sees him infiltrating a terrorist-held lighthouse complex in South America in order to rescue Bruce Morgenholt, a talented computer encryption expert. Throughout the game, primary objectives are crucial to mission success. They're set at the start of the mission, but are subject to change once Sam is in the field. Secondary objectives cascade from primary objectives and are equally important, while opportunity and bonus objectives are either announced as the mission progresses or exist purely for the player to discover on their own.

PRIMARY OBJECTIVES

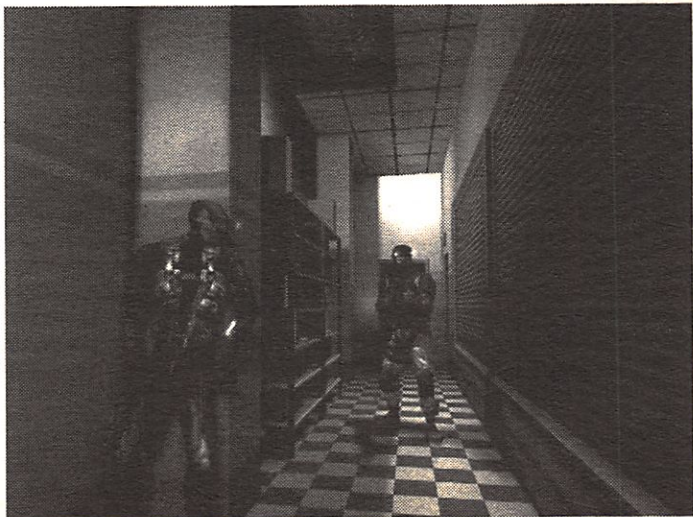
- Recover or destroy information about the Masse kernels.
- Discover where the guerillas got their arms and equipment.
- Rescue Morgenholt.
- Exfiltrate to the primary extraction point at the top of the lighthouse.

SECONDARY OBJECTIVE

- Eliminate Hugo Lacerda.

OPPORTUNITY OBJECTIVE

- Scan the SSCC bar codes on the delivered crates (five crates).



Splinter Cell Chaos Theory

BONUS OBJECTIVE

■ Disable the guerillas' communications equipment.

BEACH

Climb up the rocky path and enter the breach in the rock face. You'll eventually end up in a Cavern with a suspended bridge over a chasm.

CAVERN

At the bridge, you can either go left and follow the ledge around to the other side or cross the bridge and continue towards the Wine Cellar. There's also a shallow pool, off to the right. Climb in and whistle to attract the guard. When he comes near, you can drag him under the water and dispose of him.

WINE CELLAR

Scan the first weapon crate [1], then continue up the stairs to the right.

CORRIDOR

Go up the stairs and scan the weapon crate [2]. Open the door.

TORTURE ROOM

Watch the cut-scene then continue. Pick the lock or break the door leading to the Front Courtyard. Watch out for the strong light coming from the Torture Room as you approach. It will cast your shadow clearly on the wall behind you if you're not careful.

FRONT COURTYARD

Cut open the tent to the left from the back, grab the enemy inside and then interrogate him. After you've taken care of him, take the passage around to the left. This leads to the Weapon Storage Room.

WEAPON STORAGE ROOM

Cross the room. Use Optic Cable on the door to make sure there are no guards on the other side. Open the door.

REAR COURTYARD

Scan the weapon crate [3] inside the tent. Take the corridor on the left to continue to the Keep or enter the crawlspace near the projector light to skip ahead to the Southwest Tower.

KEEP

Listen to the dialogue between the two guards and follow them into the next section. Grab one of the guards to interrogate him. Enter the doorway in the back to get inside the Southwest Tower.

SOUTHWEST TOWER

Sneak past the two guards to reach the Tunnel.

TUNNEL

Continue on until you reach a set of stairs. Climb up and into the Technician's Room.

TECHNICIAN'S ROOM

Access the computer to destroy the information about the Masse Kernel. Scan the weapon crate [4] located near the broken window. Then exit through the door into the Storage Area.

STORAGE AREA

Go through the corridor and enter the next room. Go around the crate and open the trap behind it.

BATTELEMENT

Exit the room carefully. Once outside, scan the weapon crate [5]. Sneak left, around the crates, to reach the stairs. Go down.

STONE HALLWAY

Open the first prison door. Go down the ladder. Jump over the second prison door. Go down the steps to the Scenic Path.

SCENIC PATH

Jam the light using the pistol's EEV device, and sneak behind the guard. Grab and interrogate him. Make your way to the lighthouse.

LIGHTHOUSE

Enter the lighthouse, listen to the conversation the radio operator is having or search the cabinet. Shoot the radio. Climb all the way up to the top of the lighthouse. Eliminate the guard, shut down the lights then call the extraction on the footbridge outside.

CARGO SHIP

Lacerda has escaped the lighthouse before your arrival. His location has been established on a cargo ship offshore. Time to go and take him out.

PRIMARY OBJECTIVES

- Retrieve the bill of lading for Lacerda's arms shipment.
- Retrieve the ship's transit ledger for Lacerda's shipment.
- Find out which cabin Lacerda is in.
- Eliminate Hugo Lacerda.
- Exfiltrate to extraction point.

SECONDARY OBJECTIVE

- Find the name of Lacerda's Panamanian contact.

OPPORTUNITY OBJECTIVE

- Place tracking devices on any illegal weapons crates you find. There are six.

BONUS OBJECTIVE

- Interrogate Lacerda.

FRONT OF BOAT

Go to the right side of the boat and go down the stairs at the end of corridor then open the sliding door.

CARGO HOLDS A & B

Climb down the ladder and enter the narrow gap in between the wooden crates. Follow the gap until you reach a space between the bulkhead and the hull. Go through it. On the other side is the first illegal weapons crate [1]. Place a tracker on it. Enter another narrow gap and follow it until you reach a ladder. Climb up the ladder and follow the corridor to the Machining Room.

MACHINING ROOM

Sneak up to the guard and knock him out. Enter the crawlspace to the left to reach the Bilge Pump Room.

BILGE PUMP ROOM AREA

Exit the crawlspace and make your way down from the catwalk. Reach the pump's control panel and activate it. Wait a few seconds and then you'll be able to exit through the door on the right and into the Corridor.

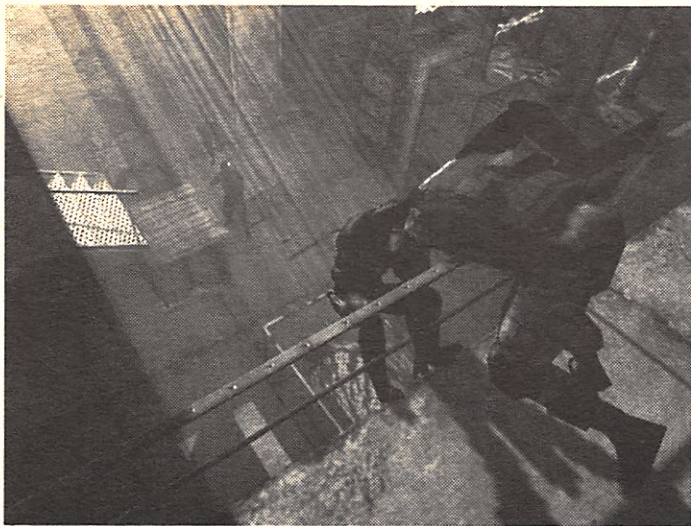
CORRIDOR

Walk down the corridor until you reach a door on the right, just after the bend. Go through it to access Cargo Hold C.

CARGO HOLD C

Climb the first crate on the left and then the one on the right. Read the bill of lading. Go back down and out from the door you entered by.

Splinter Cell Chaos Theory



CORRIDOR (CONT'D)

Turn right and make your way to the end of the corridor and into the Engine Room.

ENGINE ROOM AREA

No weapon fire is allowed in this room because of a gas leak. Make your way to the stairs on the right hand side of this room. It's worth waiting until a guard passes by the entrance to this area, and taking him out before you try this. It will make your job a lot easier. Climb up and follow the catwalk to the opposite side of the room where another set of steps is located. Go up and reach the doorway to gain access to the Ship's Office.

SHIP'S OFFICE

Go up the stairs and then through the doorway on the left. Enter the crawlspace on the left and wait for the conversation to end. Exit the

crawlspace and find a way to access the computer or the cabinet to retrieve the ship's transit ledger.

Go through the door farthest from the computer to reach the Infirmary or go through the nearest one to backtrack into the corridor. Open the door in front of you and go up one floor.

INFIRMARY

Open the second door on the left and enter the Infirmary. A medikit has been placed here. Go back outside, turn left and reach the end of the corridor, open the door and step outside. Place a tracking device on the illegal weapons crate [2]. Now go up one floor to reach the Mess Hall.

MESS HALL

Enter the kitchen in the back and place a tracker on the illegal weapons crate [3]. Come back out. Take the door on the right and then turn left

and go up the stairs to reach the Crew's Quarters or take the door on the left to go back onto the outside deck to climb up two floors and reach the Bridge.

CREW'S QUARTERS

Place a tracker on the illegal weapons crate [4] at the top of the stairs. Follow the corridor and turn right at the first intersection and then right again at the second. Go up the stairs at the end of the corridor to reach the ship's Bridge.

BRIDGE

Grab the captain and interrogate him to find out in which cabin Lacerda is located. Make your way down the stairs on the right. Turn left at the first intersection and then right, past the stack of boxes, to reach the end of the corridor and enter the Captain's Cabin.

CAPTAIN'S CABIN

Open the door and sneak up to the open doorway. Walk in the room and hide behind the open door. Listen to Lacerda's conversation to learn the name of Lacerda's Panamanian contact. Wait for Lacerda to exit the room and make his way to the mini-fridge. Now grab and interrogate him to complete the bonus objective. Now kill Lacerda to complete your primary objective and make your way back to the Bridge.

BRIDGE

Cross the bridge and exit through the door on the left. Go through the second door on the right and on to the Exterior Deck.

EXTERIOR DECK

Place a tracking device on the illegal

weapons crate [5], then go up the stairs and follow the catwalk to the end. Turn left once you've reached the other set of stairs and go on to the Stern.

STERN

Climb down both the long ladder and then the smaller ladder to the right. Place a tracking device on the final illegal weapons crate [6]. Go back up the smaller ladder and sneak to the end of the catwalk. Go up another ladder and call for extraction near the back of the small rescue boat.

BANK

Panama, and it's time for a little bank job. Only you're after information, not cash. Still, if you're not to arouse suspicion, you're going to have to steal some of that too...

PRIMARY OBJECTIVES

- Authorise the vault access from three officers' panels.
- Enter the bank.
- Find the name of Lacerda's Panamanian contact.
- Determine who MCAS bank purchased the arms for.
- Steal \$50,000,000 in French governmental bearer bonds.
- Exfiltrate to the primary extraction point.

SECONDARY OBJECTIVE

- Look for any suspicious transaction records.

OPPORTUNITY OBJECTIVE

- Plant a series of false emails to make it look like an inside job (eight emails).

Splinter Cell Chaos Theory

BONUS OBJECTIVE

■ Delete the camera archives for the bank to cover your tracks.

FRONT GARDEN

Cross the garden and make your way to the front of the bank. Walk in through the main doors to reach the Front Lobby. Watch out for the camera.

FRONT LOBBY

Find a way to access the computer at the reception desk in order to plant a fake email [1]. Then go around back to enter the Main Lobby. If the doors are closed because an alarm has been sounded, go back outside and into the Front Garden to find another way in.

FRONT GARDEN (CONT'D)

Go though the door on the left to enter the Side Passage.

SIDE PASSAGE

Get to the end of the passage to reach a ladder that leads to the Roof.

ROOF

Enter the small shed and turn off the magnetic locking mechanism. This will open one of the dome windows. Go back outside. Approach the open window and grab the rope. Climb down into the Main Lobby.

MAIN LOBBY

If you came in from the roof, use your EEV to access the computer and turn off the lasers. Sneak up to the sleeping guard and grab him. Interrogate him and then force him to use the retinal scanner. Go through the unlocked door and enter the West Wing.

WEST WING

Follow the corridor, past the door

with the exit sign and hide behind the corner at the end. Peek around this corner and wait for the technician to repair the broken lock. Once the technician leaves, open the door and enter the Treasurer's Office.

TREASURER OFFICE

Access the computer to upload a fake email [2], and search the cabinet to complete your secondary objective. Finally, enable the first access for the vault by using the keypad on the wall. Exit the room using the air vent to get to the Central Courtyard. Watch out for the security camera immediately above you as you exit the air vent.

CENTRAL COURTYARD

Cross over to the pipe on the right of the double doors and climb up. Shimmy over to the small balcony and enter the Air Shaft.

AIR SHAFT

Follow the shaft until you reach a room with a rotating fan blocking the way. Use your EEV to access the computer in the room below you and deactivate the fan. Drop-down into the Main Security Room and take out the guards you find here.

MAIN SECURITY ROOM

Use the keypad on the wall next to the door to enable the second access to the vault. Access the computer to upload a fake email [3]. Access the server to delete the camera archives.

Exit the room, turn left, then right and enter the President's Office.

PRESIDENT'S OFFICE

Cross the Secretary's Office and the President's Office. Use the keypad on the wall near the desk to enable the

final access to the vault. Access the computer to upload a fake email [4]. Exit both these rooms and get back out to the Second Floor Corridor.

SECOND FLOOR CORRIDOR

Turn right, then left and follow the corridor until you come upon a room with lasers and a guard. Study the guard's patrol pattern and try to cross the laser field at the same time he does. Failing that, knock him out and carry him through the laser field. The device on his body will turn off the alarms as you approach. Do the same in the next room. But before, be sure to access the computer behind the desk to upload a fake email [5]. Go down the flight of stairs and into the East Wing.

EAST WING

Follow the corridor until you come to a guard station on the right. Infiltrate the station to upload a fake email [6] on the computer. Then come back out and go through the remaining door and into the Main Lobby.

MAIN LOBBY (CONT'D)

Go through the door next to the retinal scanner, which will lead you back to the West Wing.

WEST WING

Follow the corridor to the end, turn left and then left again. You should be standing in front of the Vault doors, which are now open. On the left is a door leading to the Vault Guard Station. Open it.

VAULT GUARD STATION

Access the computer to upload a fake email [7]. Get back out and it's time to enter the Vault.

VAULT

Upon entering the vault, turn right and find the safe deposit box #1024 to retrieve the telemetric lock-pick and explosives. Access the computer in the side-chamber to obtain the name of Lacerda's Panamanian contact and complete an objective.

Go down the stairs. Use the telemetric lock pick, place the explosive charges and enter the vault. Access the computer in the back to:

- Determine who MCAS bank purchased the arms for.

- Upload the last fake email [8].

- Open the cage.

With the cage opened, you can: Steal \$50,000,000 in French governmental bearer bonds.

Exit the vault. Go up the stairs, turn right three times and go through the door with the EXIT sign above it. Open the fire emergency door in this room to exit to the Side Passage.

SIDE PASSAGE

Make your way to the Front Garden.

FRONT GARDEN

Cross the garden to reach the location where you started the mission. Call for extraction.

PENTHOUSE

Sam's got a name from the bank. Time to connect the dots. With a blackout in New York and a government curfew in place, Sam will have to treat both US and terrorist forces as hostiles. Only, don't kill any Americans, you'll fail the mission if you do...

PRIMARY OBJECTIVES

- Get to Zherkezhi's penthouse in the adjacent building.

Splinter Cell Chaos Theory

- Access Zherkezhi's server to determine who Dvorak is.
- Find the missing transaction records.
- Find out who the mercenaries are working for.
- Locate Dvorak.
- Retrieve a hard copy output for a single Dvorak execution cycle.
- Exfiltrate to the extraction point.

SECONDARY OBJECTIVE

- Discover who is in charge of the Zherkezhi protection detail.

OPPORTUNITY OBJECTIVE

- Tap the penthouse video cameras (six cameras).

BONUS OBJECTIVE

- Find architectural plans.

ALLEY

Follow the Alley until you reach the parking garage. Go in and cross the doorway on the right to enter the Abandoned Building. Climb the fire escape at the end of the first alleyway to find a route above the US soldiers.

ABANDONED BUILDING

Follow the corridor until you reach an elevator. Enter and jump inside the open trap in the far-right corner. Climb the ladder to reach the Attic.

ATTIC

Cross the room and climb the flight of stairs to get to the Roof.

ROOF

Cross the roof and reach the lighted billboard on the other side. Climb the ladder and walk on the catwalk to reach a zip-line. Use the zip-line to get to the Penthouse.

LOWER BALCONY

Walk forwards and enter the building through the opening on the left. Follow the corridor to a computer resting on a makeshift table. Access it to find the architectural plans. Go back outside. Turn left and get inside the crawlspace set in the far wall to reach the Penthouse Roof.

PENTHOUSE ROOF

Exit the crawlspace. Tap the camera on your right [1]. Use the vertical pipe beside the camera to gain access to the Upper Balcony.

UPPER BALCONY

Traverse the balcony and tap the camera [2]. Open the kitchen door.

KITCHEN

Sneak through the kitchen and into the following corridor. Follow this corridor until you come to the elevator shaft. Tap the nearby camera [3]. Continue following the corridor until you reach the Living Room.

LIVING ROOM

Open one of the double doors and enter the Living Room. Sneak over to the camera near the TV and tap it [4]. Then make your way over to the spiral staircase and climb it to the next floor. Watch out for the infrared security camera. Open the door and enter the Master Bedroom.

MASTER BEDROOM

Tap the camera [5] near the closet. Access the computer to acquire the information about the missing transaction. Enter the closet, turn left and open the secret door in the wall in front of you. Follow the corridor into the Panic Room.



PANIC ROOM

Use the computer to determine who Dvorak is. All done? Go back to the Master Bedroom.

MASTER BEDROOM (CONT'D)

Use the door on your left and cross over to the other room. Go around the partition and open a second door which leads you to the Greenhouse.

GREENHOUSE

Listen to the conversation between the two guards to learn who the mercenaries are working for. Interrogate either one of the guards to learn that Milan Nedich is in charge of the protection detail. Before leaving, tap the last camera [6]. When you're done with that, make your way back to the Penthouse Roof.

PENTHOUSE ROOF

Go up the metallic stairs and through

the door. Open the locked door and enter the Dvorak Room.

DVORAK ROOM

Talk to Gnome or do the Dvorak sequence alone, in either case you will locate and discover that Dvorak is a computer. Once the sequence is done, take the outputs to complete the objective, and proceed to the Elevator Shaft inside the Penthouse.

ELEVATOR SHAFT

Head down into the hatch and call for extraction. Mission accomplished.

DISPLACE

The information gathered from the Dvorak Room has led Sam to the high-tech headquarters of a company called Displace. The information you need to retrieve is hidden in Displace's servers.

Splinter Cell Chaos Theory

PRIMARY OBJECTIVES

- Don't kill anyone.
- Retrieve the server access algorithm. (There are two possible ways; on a sever or by the briefcase.)
- Access the central server in the Server Room.
- Discover who is in charge of the Zherkezhi protection detail.
- Find information linking Displace and Zherkezhi.
- Exfiltrate to the extraction point.

SECONDARY OBJECTIVE

- Discover the real identity of the man called Milan Nedich.

OPPORTUNITY OBJECTIVE

- Insert tracer programs into Displace's division servers. (Three tracers need to be inserted – this can be done in no particular order and at any given time.)

BONUS OBJECTIVE

- Locate and retrieve the Turret Performance Report.

ROOFTOP

Go over the chain-link fence on the far side of the roof and find the switch that will turn off the ventilation system. Make your way to the ventilation shaft and pick the lock on the trap. Close in on the metallic post nearby and enter rappel mode. Rappel down the ventilation shaft. Follow the shaft until you reach a trap in the floor. Use your optic cable to watch the conversation below. Once it has ended, wait for the two guys to leave the room and drop down into the Meeting Room.

MEETING ROOM

Exit the Meeting Room and into the

outer office. From here continue into the corridor and turn left. Enter the Operations Room.

OPERATIONS ROOM

Access the topmost computer to insert a tracer program [1]. Access the only other operational computer to discover who is in charge of the Zherkezhi protection detail. Exit the room and back into the Corridor.

CORRIDOR

Cross the corridor and use the keypad door at the other end. This will lead you to the Second Floor Main Corridor.

SECOND FLOOR MAIN CORRIDOR

There will be two men in the corridor having a conversation. Use this time to remotely access the briefcase computer by using the EEV device. This allows you to retrieve the server access algorithm. Now you can take out the men using non-lethal means or you can wait for them to leave. Make your way to the guard station at the end of the corridor and go through the door on the left to gain entry to the Gym.

GYM

Access the server located along the far wall to retrieve the server access algorithm and to insert a tracer program [2]. Go back to the Second Floor Guard Station.

SECOND FLOOR GUARD STATION

Sneak behind the guard and grab him. Force him to use the retinal scanner and make your way into the R&D Department. Be sure to keep the guard with you.

R&D DEPARTMENT

Cross the corridor leading off from

the Guard Station while still holding the guard. This will allow you to cross the laser grid with ease. Cross the following room and into the lab, then enter the testing area. Access the computer in front of the observation window to grab the turret performance report. Enter the firing range and walk past the turret until you reach the far wall. Jump and pull yourself up into the airshaft to reach the Server Room.

SEVER ROOM

Walk up to the vent and grab the rope to descend into the room. Use the algorithm on the server to access it. If you didn't discover this earlier, you'll now find out who's in charge of the Zherkezhi protection detail. Once the objective has been completed, the electricity will come back on, opening the door to the Server Room. Go through it and follow the corridor, past the airlock and you'll end up in the First Floor Main Corridor.

FIRST FLOOR MAIN CORRIDOR

Walk past the elevator banks and turn right at the small desk. Go to the end of the corridor and then turn left. Go past the bathroom and into the second room on the left. Access the computer in the back to insert the final tracer program [3]. Then make your way back to the elevators and ride the one on the right hand side to the Third Floor.

THIRD FLOOR

Exit the elevator, turn left, left again and then right. You should be facing an automated sliding door. Go through it and hack the door on the other side to gain entry to the Executive Area.

EXECUTIVE AREA

Open the second door on the right and use your EEV to record the conversation that reveals the real identity of Milan Nedich. Step back into the corridor and follow it to the end. Bypass the locked door and enter Nedich's Office.

NEDICH'S OFFICE

Access the first computer on the right to find information linking Displace and Zherkezhi. Backtrack all the way past the two automated sliding doors, to the Third Floor Main Corridor.

THIRD FLOOR MAIN CORRIDOR

Turn right, then right again and go through the door on the far left. Open the emergency fire door and climb the set of stairs on the other side until you cannot climb higher. Call for extraction from here.

HOKKAIDO

The setting for the next mission is a traditional Japanese palace. Beautiful and calm it may be, but the enemies Sam is up against couldn't be more aggressive or better prepared. You better have your wits about you.

PRIMARY OBJECTIVES

- Discover the real identity of Milan Nedich (if you haven't already done this in the previous mission).
- Eliminate Milan Nedich.
- Abduct Abraham Zherkezhi.

SECONDARY OBJECTIVE

- None.

OPPORTUNITY OBJECTIVE

- Retrieve six hidden microphones.

Splinter Cell Chaos Theory

BONUS OBJECTIVE

■ None.

LAKE SHORE

Climb up the rocky path and enter the dojo.

DOJO

In the dojo, there is a guard lighting a candle. Goes out to have a chat with his buddy.

EXTERIOR GARDEN

Scan the SUV's licence plate either by using the EEV or by simply walking up to them and interacting with them.

If you want, this objective can be skipped now and completed later in the level.

OLD SHOIN

There are multiple ways to access old shoin:

A: Enter by the door on the left side.

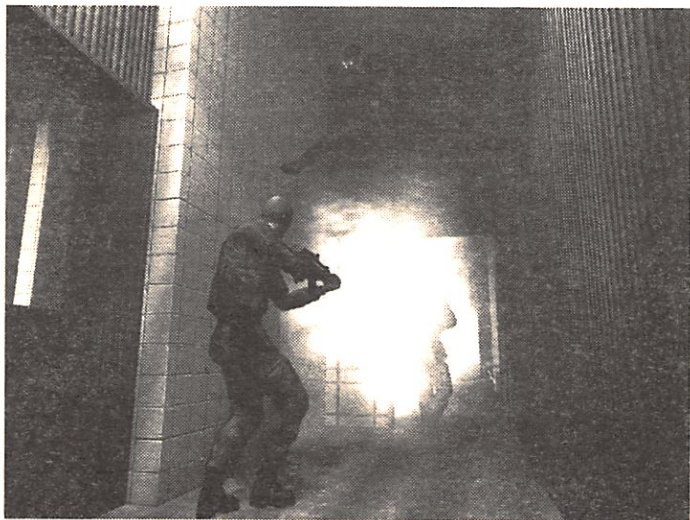
B: Go through the window on the

right then through the crawlspace to the right of the door. From there, head left.

Either way, you'll not be far from the guard looking for hidden microphones... interrogate him. In that room, near the phone is the first thermal microphone. Deactivate it by simply getting close to it and interacting with it. (Thermal microphones can be seen with the thermal vision or the EMF vision.) Keep going until reaching the decorative pool area (use a stealth kill to dispose of the nearby guard). Continue to the dining area.

DINING AREA

After coming out of the decorative pool area, follow the hallway. It will lead to a dining room where you'll find ammunition for the 5.7mm handgun to the right of the linking hallway. Enter the Temple Gate area by going through the sliding door.



INTERIOR GARDEN

Proceed through here to enter a living room. In that room, near the phone is the second thermal microphone. Deactivate it by interacting with it. Exit through the corridor on the left and enter the kitchen. Use the medikit and pick up some extra 5.56mm ammo from the central work surface. Exit the kitchen through the door leading to the exterior courtyard. Cross the courtyard to enter the central palace.

CENTRAL PALACE

When entering the Central Palace area, there is a bedroom to the right with multiple entrances. It contains another thermal microphone. If all the previous microphones have been found a message from headquarters should be heard, letting Sam know that he has discovered half of them.

Now, to the far right the meeting is going on between Milan Nedich and three of his guards. The most effective snooping option to approach the meeting by going through the crawlspace and watching the meeting unfold. Once it's done, kill Nedich. If you want, this meeting can be avoided. This objective will also be available for completion later in the level. Behind the meeting room, there is a waiting room containing a fourth microphone next to a telephone.

MIDDLE SHOIN

To enter the next area, use the sliding door to the right of the statue. After continuing down the hallway, there is a room with a terrarium (an glass-enclosed garden area). There are also two switches that can interact with the terrarium's windows and sprinkler. In addition, there's a ledge

making its way around the room which can provide an alternate way to exit the small room.

OLD OFFICES

When exiting the sprinkler room, either path (left or right) will lead to the TV room ahead where the fifth microphone can be found. It also contains a medikit.

Right outside that room, you'll find the sixth microphone right next to a telephone. Keep going through the hall until you reach the end and have no other option than to hook a left. Walk towards the sliding door.

NEW SHOIN

Once the sliding door opens you have two possible routes:

A: Go up the stairway and slide the door open. Go all the way to the end and enter the crawlspace.

B: Continue to the left, slide the door open and enter the painting room. Go up the stairs and make your way through the door or bedroom window. Then go all the way to the end and enter the crawlspace you can see in the closet.

TEA HOUSE

When exiting the crawlspace, watch the cut-scene and proceed to the tea house. Exit the tea house and head through the fence.

EXTERIOR GARDEN

At this point, if Nedich is still alive, the second opportunity to complete your primary objective becomes available as he's somewhere around the Exterior Garden. Find him and eliminate him.

Also, if you haven't yet scanned the licence plates, now's your last chance.

Splinter Cell Chaos Theory

LAKE SHORE

Head back to the Lake Shore. Your extraction point is where you initially began the level.

BATTERY

It's not looking at all good for world peace. Sam now has to head into North Korea to infiltrate a guided missile battery. The future of mankind rests on the discoveries he makes here.

PRIMARY OBJECTIVES

- Determine if the North Koreans intentionally launched the missile.
- Tap the launcher BIOS to recover a fingerprint of the Dvorak algorithm.
- Stop the missile.
- Acquire the missile abort codes.
- Abort the missile.
- Exfiltrate to the extraction point.

SECONDARY OBJECTIVE

- None.

OPPORTUNITY OBJECTIVE

- Recover the shipping and repair logs (there are four of them).

BONUS OBJECTIVES

- Secure intelligence to determine North Korea's divisional strength down the Kaseun Musan approach.
- Prime a missile in each of the missile bays.

GATE

There are two routes that can be taken in this area. The first being the maintenance shaft located under the truck here. This will lead you into the security outpost. The second is the door which connects to the security outpost, but from the outside. We

recommend you take the maintenance shaft. You'll feel more like a spy.

OFFICES

In the private office, through a doorway just off the main office area, you will find his first set of shipping logs located on the computer.

WAREHOUSE

In the Control Room, you will find the first set of repair logs on the computer.

LOADING BAY

In the Loading Bay, you will have to move the missile by bypassing a panel next to the truck. You then need to hold on to the beam hanging from the ceiling and continue shuffling down it until you see an opening on top of the door.

MISSILE CONTROL ROOMS

You need to use the elevator in order to reach the Command Centre. There are two ways to do this. The first is to go into the elevator. The second is this: there is a trap located to the left of the elevator. Climb into this – it will lead you to the top of the elevator, where you can bypass a panel to make the elevator move.

Once you have retrieved the access codes in the East Battery, run back to the East Missile Control Room and use the computer to abort the missile.

COMMAND CENTRE

This is where you will complete your first primary objective (determine if the Koreans intentionally launched the missile). There are three ways to do this. The first works if you find yourself on top of the elevator. When it reaches the top, there will a passage that will lead Sam behind the

glass radar screens in the Command Centre, where you'll be able to listen to the conversation. The second is simply that you can listen in on the conversation in the hallway. Should you fail to hear the conversation using these two methods (what kind of spy are you?) then you can still retrieve a technician's report located one of the lower level computer consoles.

A bonus objective can be achieved here as well (determine North Korea's divisional strength down the Kaseun Musan approach). To achieve this you need to interrogate the Commander.

Furthermore, you'll be able to retrieve the second set of shipping logs on the higher level computer consoles, in the first area in front of you when you open the door.

WEST MISSILE BAY

There is a bonus objective here (prime a missile in each of the missile bays). This is the first of two missiles; the other missile is located in the East Missile Bay.

WEST BATTERY

You'll have to bypass a circuit in the Control Room in order to have access to the launcher upstairs. Once you've opened the launcher casing, you can tap the BIOS found on the launcher.

You can complete your opportunity objective now by retrieving the final repair log on the computer console.

EAST MISSILE BAY

The second part to the bonus objective, (prime a missile in each of the missile bays) can be completed now. Go to it.

EAST BATTERY

Retrieve the abort codes located on

one of the computer consoles in the Control Room. Then run back to the East Missile Control Room and enter the abort codes in order to abort the missile. You can then proceed to an extraction point; they are located in both the East and West Batteries.

SEOUL PART 1

It's war! With all hell breaking loose in the Korean DMZ, Sam is going to have to risk life and limb by deploying *behind* the advancing North Korean line.

PRIMARY OBJECTIVES

- Locate and retrieve data drives from the NDT.
- Interrogate a special forces agent to determine the location of Jong.
- Get to the rooftop to transfer the data to the EA-6B.

SECONDARY OBJECTIVE

- Tap a Mobile Command Centre.

OPPORTUNITY OBJECTIVE

- Put a stop to the North Korean propaganda broadcasts.

BONUS OBJECTIVE

- None.

APARTMENT

Head for the destructed wall of the apartment and rappel down to the street level. You will now be in the Market Alleys.

MARKET ALLEYS

A North Korean is patrolling the street where, on one side, you will notice a large speaker attached to the wall. Disable it by using the "bypass circuit" interaction while standing next to it. Lambert will give you a new

Splinter Cell Chaos Theory

opportunity objective: 'Stop the North Korean propaganda'.

As you approach the fence you will receive a new primary objective: 'Interrogate special agents'. You must climb over the fence, pass the wall-mine and the two special agents are to the right. Interrogate one of them to complete the primary objective. Continue down the street where you'll find a vertical pipe. Close to the pipe is the second speaker to be disabled. Climb the pipe in order to reach the Empty Apartment.

EMPTY APARTMENT

Once you have climbed the pipe and are in the Empty Apartment, you'll be updated with a new secondary objective: 'Tap a mobile command centre'. From here there is a branching path: on the left, perform the 'cut material' interaction to access the room with a patrolling North Korean. Here, climb out of the window to enter the Market Place. The room on the right, meanwhile, has a door that accesses the Market Place balcony. Proceed to the truck, enter it, and use the computer to tap the command centre and complete your secondary objective.

MARKET PLACE

To complete your opportunity objective, find the third speaker and disable it. You'll find it on a wall across from the garbage dumpster. There's another branching path here: you can either enter the NDT building by using the air duct located close to the last speaker you disabled, or go back down the ladder and head for the building's door located above a few steps, next to the truck's left side.

NDT BUILDING

If you entered the building by the front door, make your way through the halls (use a vertical pipe to cross over the burning debris) and proceed to the main offices. There are two North Koreans who are talking about blowing the NDT's server room's door. Wait a bit and the door will explode. Make your way inside and retrieve the data drives located in the server with the computer monitor. You have completed another primary objective. If you entered this room by the air duct, simply grab the data drives and wait for the doors to explode or get out the way you came in. From here you walk up the stairs and head for the elevator. Enter and use the elevator to get to the rooftop to complete your last primary objective.

SEOUL PART 2

This is the second part of the Seoul mission, and kicks off from where the first part ended. No rest for Sam...

PRIMARY OBJECTIVES

- Get to the EA-6B crash site.
- Prevent data aboard the EA-6B from being recovered by North Korea.
- Designate the wreckage of the EA-6B for aerial bombardment.

SECONDARY OBJECTIVE

- Tap a Mobile Command Centre.

OPPORTUNITY OBJECTIVES

- Disable portable radar reconnaissance receivers.
- Gain information about North Korean UAVs.

BONUS OBJECTIVE

- Disable all type-86 battle tanks (there are two tanks to destroy).
- Rescue the EA-6B pilots (there are two pilots to save).

ROOFTOP

While on the rooftop, you'll receive two opportunity objectives: 'Disable the P3Rs' and 'Gain information on NK UAVs'.

Disable the first radar located under the walkway and proceed to the next roof by using the zip-line. Continue ahead, you will find a second radar on the top part of the second building; disable it as well.

You'll now find a branching path. You can enter the offices either by the locked door or by going up the ladder and moving to the end of the area where the second P3R is located. There's a trap door here. Use it to reach the Office Corridor.

OFFICE CORRIDOR

Continue until you find a closed door. Open it to reach the Destroyed Toilets.

DESTROYED TOILETS

Go down floor by floor and jump to reach the following building. Disable the third P3R. Go inside the building. You are now entering the City Streets.

CITY STREETS APARTMENT

Go downward by grabbing on parts of the destroyed floor. You will reach the restaurant by doing this.

RESTAURANT

Head for the computer in the kitchen and access it to complete your 'UAV information' objective. There's a branching path here. You can either exit the restaurant by the kitchen's door or use the air duct located in the reception room near the computer. You will now be in the Back Alleys.



Splinter Cell Chaos Theory

BACK ALLEYS

There's a North and South Korean fighting each other. Move towards the end of the alley and climb the fence. You'll now witness more fighting occurring in the market street ahead. Continue in that direction to reach Market Street #1.

MARKET STREET #1

There's a branching path here. You can either go through the main street and fight your way through, or move to the right of the alley's exit and find a ladder to pass over the street and avoid some of the fighting. Destroy the tank by throwing a grenade in its hatch. There is a pipe on the wall to its right, climb it. At the top is the fourth P3R. Disable it and proceed inside the building. Go down through the hole in the wall and exit by the window to reach the North Market.

NORTH MARKET

Go down the building and head for the Mobile Command Centre ahead. Tap it if you didn't do so when you walked by one next to the NDT building in the first part of this mission. Continue ahead, there will be a hole in a wall. Walk through it and you will reach the Crash Site.

CRASH SITE

Complete your primary object by entering the crash site. When you do this you will receive a primary objective: 'Prevent North Korea from getting the EA-6B data'. Walk next to the EA-6B's cockpit to complete this. A new objective will now appear – you have to designate the EA-6B wreck for aerial bombardment.

Grab a pilot and bring his body

into the alley you walked through to reach the crash site. Leave the body there once you're informed the pilot will be safe. Go back and do the same with the remaining pilot. You have now completed a bonus objective. There is a pipe hidden in the shadows next to the garbage containers on the aircraft's left side. Climb it to find the last P3R and disable it.

Walk along the wooden structure to reach a zip-line and land on the scaffolding on the opposite side. From there, throw a grenade into the tank's hatch to disable the last tank and complete your bonus objective. Move to the top of the scaffold and designate the EA-6B with your EEV. A missile will destroy it and the mission will end.

BATHHOUSE

Sam's out of the immediate danger zone, but the threat to world peace is far from neutralised...

PRIMARY OBJECTIVES

- Gain entry to the bathhouse.
- Discover who Shetland's contact is.
- Eavesdrop on Shetland's meeting, before the I-SDF takes him down.
- Disarm Shetland's bombs.
- Eliminate Shetland.

SECONDARY OBJECTIVE

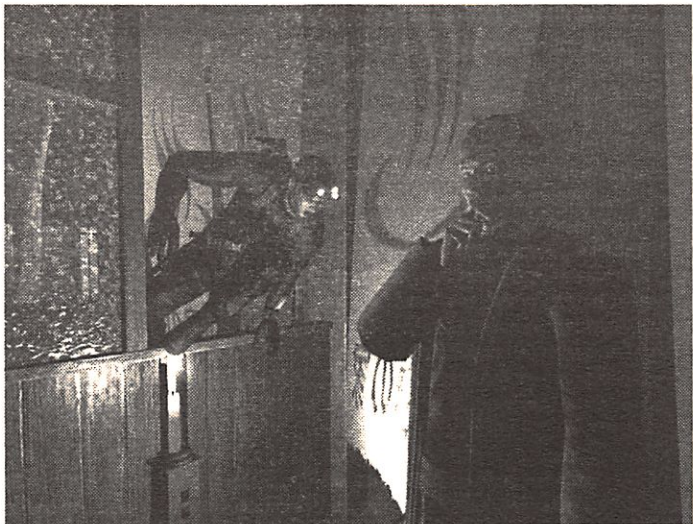
- Find out who gave the I-SDF assault team their orders.

OPPORTUNITY OBJECTIVE

- Tap the bathhouse telephone lines (there are three lines).

BONUS OBJECTIVE

- Hack Shetland's computer.



STREETS/SEWERS

Exit the alley and tap the telephone line (1) at the top of the stairs. Go forward to the end of the streets and enter the sewers by the trap, or get there by taking the pipe, zip-line to the top of the building, landing on top of the platform next to the garbage can, jump down and get to the trap. Continue through the sewers to reach the Laundry.

LAUNDRY

Climb up, go through the washing room, follow the corridor, pass through the drying room and take the stairs leading to the Restaurant.

RESTAURANT

Enter the Restaurant. From here you can go left to the Reception Area by the corridor, or by the vent in the closet, or by heading to the right in the back of the room to head to the Pool's locker room. If you've

completed the 'Discover Shetland's contact' objective, you must head right to the Pool.

RECEPTION AREA

Head up the stairs, or exit to the alley. Then climb on top of the ledge above the door into the Private Rooms.

PRIVATE ROOMS

If you come from the stairs, pass by the camera and head to the owner's office at the end of the Private Room corridor and open the office door by hacking the keypad, or by getting the code from the civilian. If you come from the window, pass by the civilian's room, and head right to the owner's office. Once inside the office, retrieve the info from the computer or the file cabinet. Pass through the vent in the office and interrogate one of the soldiers of the other side, or open the file found on their laptop. Back track and return to the Restaurant.

Splinter Cell Chaos Theory

PUBLIC BATHS LOCKERS

Pass the lockers, go left in the corridor and cut the plastic to continue to the Pool or head right from the lockers to the dry bath in the Public Bath. Once near the pool, get to the opposite corner from where you entered, tap the telephone line (2) and take the corridor leading to the cold bath.

PUBLIC BATH

If you come from the corridor with the lockers, go forward and through the dry bath. You can take the trap in the furthest bath to use a passage to the cold bath. If not, continue to the massage room. Beyond that, you'll end up in the cold bath. If you didn't tap the phone line (2) in the Pool, head left to do it. From the Pool, continue forward, past the steam bath, and take the door to the Private Bath.

PRIVATE BATH

Enter the Private Bath and tap the phone line (3). If you've completed the 'Discover Shetland's contact' objective, continue forward then go left. If not, go back to the Private Rooms to complete it. Enter the vent near the floor, or the door to the right of the vent. Next, enter the second vent behind the glass and go to the end. Listen to the conversation and access the laptop on the bench with the EEV while this is happening. When it's over, exit the vent and head back to the corridor you came from. Watch out for the fire fight between soldiers. Go all the way left and enter the room where a door has fallen in. You're now at the Showers. Head in.

SHOWERS

If you didn't access the laptop with the EEV during the conversation, head

left, watch out for the CCTV camera, and do it now. The laptop and goodies are on the bench. Now return to the entrance. Go directly right. Fight your way to the showers, head to the other end of the room and take the door to the Furnace.

FURNACE

Enter the area. Climb the fence and get on the walkway, or break/lock-pick the door blocking your way. If you are on the walkway, you need to go under the first walkway and disarm Shetland's Bomb (1). If not, just head in the same direction. Then, deal with guard and go up the stairs and onto the walkway. Follow the path and jump over the railing where the red flash is.

Now disarm Shetland's bomb (2). Then, get back on the walkway by either jumping on the walkway and pulling yourself up, or by taking the pipe on the left and drop down on the walkway. Head to the right, jump on the isolated platform and disarm Shetland's last bomb (3). Deal with the guards, and then head to the door where Shetland's exited. This will lead you to the Rooftop.

ROOFTOP

Follow the corridor, climb the ladder and open the door. A cut-scene will happen. Sam will be left with the ultimate choice, kill Shetland or not. You know what to do.

KOKUBO SOSHO

This is it: the final mission. And it's a biggie. Sam has to infiltrate nothing less than the Japanese Defence Ministry. That means no fatalities, so be very careful.

PRIMARY OBJECTIVES

- Do not kill anyone.
- Locate and make contact with the detained American officers.
- Find out who gave the I-SDF Assault team their orders.
- Gain access to the War Room.
- Record the meeting going on in the War Room.
- Access the G-SDF General's Laptop.
- Cripple Otomo's I-SDF servers.
- Capture Otomo Alive.
- Exfiltrate to the only Available Extraction Point.

SECONDARY OBJECTIVE

- None.

OPPORTUNITY OBJECTIVE

- None.

BONUS OBJECTIVE

- Back-up Otomo server information before you destroy it.

OUTSIDE APPROACH

Open the garage door. In the garage you can either lock-pick the door and climb the ladder, pass the suspended bridge, and enter the crawl space to get to the Main Lobby bathroom, or go to the ends of the tunnel where the guards are patrolling. There's a secret path that leads to the Third Floor in front of the Press Room.

OFFICES MAIN LOBBY

Go up the stair to the Third Floor, or climb the modernist sculpture up to the rafters and take the path to the Press Room on the Third Floor.

If you've already completed the 'Contact the detained American officers' objective, proceed to the I-SDF Base now.

SECOND FLOOR

Access the Press Room, contact the detained American officers. Then go back to the Main Lobby.

BASEMENT AREA

Go right to access the Central Server, or if you're caught, go right after your release, to the Central Server's room.

If you did the 'Gain access to the War Room' objective, you can go back to the elevator and open the War Room door.

CENTRAL SERVER

Hack the retinal scanner to gain access to the War Room. Go to the War Room.

UNDERGROUND ACCESS

Either go to the War Room, the Central Server or the I-SDF Room.

WAR ROOM

Enter the crawl space to record the meeting in the War Room, and to access the G-SDF General's Laptop. Then go to the Underground Access to access the elevator to the I-SDF.

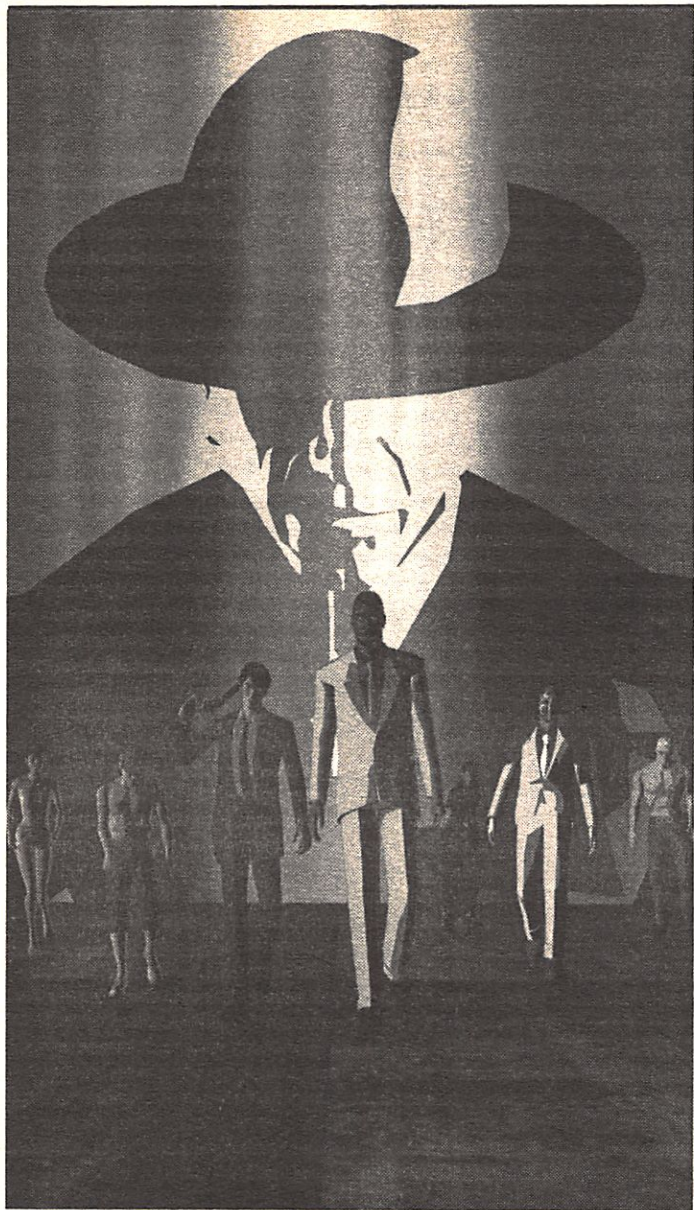
I-SDF

Get past the three elite guards. Then take a left to the I-SDF Server to back-up the Otomo server information before you destroy it. Place the charge to Cripple Otomo's I-SDF servers then go to Otomo's Office.

OTOMO'S OFFICE

Listen to Otomo's speech, then go through the tunnel to his office. Save Otomo to complete the 'Capture Otomo alive' objective. Place a Charge on the windows to exfiltrate to the only available extraction point. Move to the corner of the room. Congratulations. Mission complete. ■

Killer 7



KILLER 7

LEVEL 1: INTRODUCTION (ANGEL)

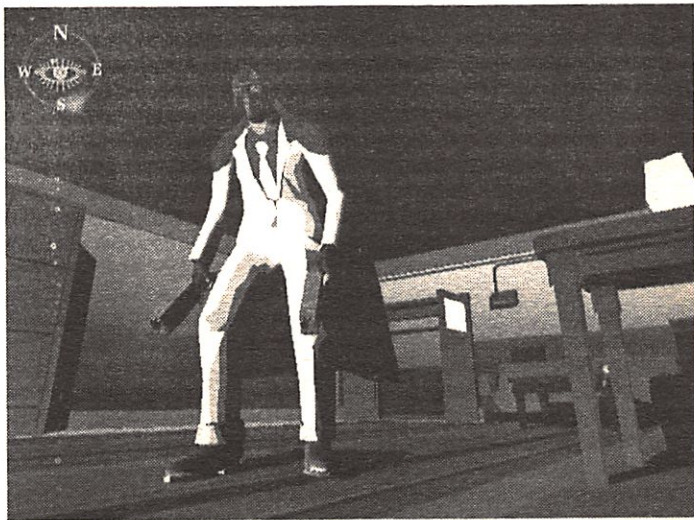
Note: at the start of each stage of the game you'll be faced with a silhouette of the level's boss – when this happens, put the red line over the shadow and press fire to start the level.

First off, there are some cut-scenes, then the option to learn the controls. Select 'Yes' to see the tutorial. After the tutorial, move forward. At the security camera there's a forced character change to Dan Smith, and a cut-scene.

After this, go forwards and talk to Iwazaru. He'll give you access to

Harman's room, where you can save the game. Talking to Iwazaru within this room at any time will give you access to files explaining various parts of the game. Make sure you go to Combat Info, and read 'Dan's Special Attacks' – this will explain how to kill the nest of Smiles later on in this level. Exit this room, then head to the parking lot on the first floor.

Head towards the nest at the end of the room to trigger an attack. The nest will drop stone eggs, which roll towards you. Shoot an egg and a Heaven's Smile will appear – scan him by pressing **□** and shoot the weak point. You will need to use Dan's charged attack (press **Ⓢ** three



times to charge it up) and fire this at the yellowish weak spot on the nest to destroy it.

Once the nest is destroyed talk to Travis at the rear of the garage and get the Soul Shell from the boot of the car. Make your way to the third floor. Head to the library and go through it to get to the laundry room. Turn the washing machine off and speak to the spirit inside it to obtain the Fire Ring.

Change personalities to Coyote Smith and use his lock-picking skill to open the padlocked door at the end of the hallway. This is a shortcut back towards room 212. Once inside room 212, switch off the air conditioning, then go into the pause menu and equip the Fire Ring. At the end of the room is a candle puzzle – to solve it, simply light the candles in numerical order. Now select the cabinet and collect the odd mouldings.

Head to the restroom on the third floor and (still with the Fire Ring

equipped) select the sprinkler. The Fire Ring sets off the sprinkler, which fills up the toilet. Flush the toilet to make another odd moulding fall off the wall in the laundry room – head back there and pick it up. Once you've collected it, make your way back to the library and select the control panel. The odd mouldings will combine with the panel to open up a new section.

Take the stairs to the fourth floor. There are two areas here you need to check. In the first hallway you'll find some graffiti. In the other, you'll see Iwazaru and he'll tell you to use Kaede's death shower ability. Use Kaede's special power on both the graffiti (which makes the word 'No' appear on the wall) and the wall near Iwazaru (to break the barrier and get the Soul Shell).

Make your way to the entrance to the fifth floor/boiler room and input 'NO' to solve the puzzle.



Head up to the fifth floor and follow the path to the boiler room. The gate man will give you passage to the Vinculum Gate (the arena where you will fight bosses) as long as you have two Soul Shells.

Proceed to the first boss fight, with Speed Smile. He moves quickly, but his feet are a weak spot. Alternatively, you can just keep pumping bullets into him and he'll eventually go down.

Keep going and take the lift to the top floor for another boss fight.

You'll now have to fight Angel. The game will force you to play as Harman, so use his cannon to shoot her wings. You'll then see a cut-scene showing the four faces on her back. You have to shoot these. Wait for her to attack – there's a glow of light around her hand that shows she's just about to launch a fireball at you. Wait for this, then quickly run round behind her and shoot the faces. It's best to use Kaede for this, since you can use the scope on her gun to zoom in – although it works just as well to use Dan.

Once you've defeated her, head to the next room and you'll see Angel again. This time, Kun Lan appears and disappears behind her. Wait for him to appear, then shoot him. After the cut-scene, shoot his glowing hand to finish the level.

LEVEL 2: SUNSET PART 1

Playing as Garcian, go into Harman's Room in the apartment and select the TV. Select Harman, and you'll see a cut-scene. Afterwards, head out of the room and go outside. You'll see the map screen and, after that, another cut-scene before the level begins.

Once you regain control, head forwards and through the gate. You will change into Mask De Smith – fire at the rock blocking the door and he'll destroy it, enabling you to proceed. Head into the restaurant and turn right, into the waiting room.

Make sure you have at least one test-tube of blood (shoot the Heaven's Smiles in their vulnerable spots to get some) so you can use Coyote's special ability at the end of the waiting room corridor – he will then jump to the attic. Head out to the roof and go along to the room at the far end. Talk to the spirit in here to bag yourself the Water Ring.

Go back down to the ground floor, then take the long journey out, through the courtyard and into the next building. Head upstairs to the guest room where you'll see a vase. Equip the Water Ring and select the vase – it will fill up, and you'll see the cherry blossom bloom on the picture. This gives you access to the odd moulding.

(Note: there's a hidden section in the garden in this level, behind a barrier that Kaede can destroy. Annihilate the nest here to get some extra plot info from Travis. This is not required in order to complete the level, though.)

Head down the other set of stairs to the area with big statues and proceed through the halls until you reach a door with a slot in the handle. Select the door and the odd moulding will unlock it.

Keep going until you reach an area where fire blocks a corridor, with the entrance to the kitchen on the left. Change to Mask De Smith and use his gun to destroy the lumber blocking the entrance to the kitchen. After

that there's a cut-scene. Once this is over, the flames will have died down a bit and you can get past them.

Proceed to the outside detached rooms section – watch out for the bomb-heads on the way, as they can attack with little warning. In this area there are four rooms – North, East, South and West – and there are four doors in each room. You have to shut the correct door (and ONLY the correct door) in each room to lower the bridge in the centre of the courtyard. The Feng Shui map at the start of the area tells you which room needs which door to be closed:

North – Black Warrior Tortoise

East – Azure Dragon

South – Red Phoenix

West – White Tiger

Once you've closed the correct doors the bridge will come down. Get the Soul Shell from the bridge and head over it. Go through the door, then through the Vinculum Gate to get to the coliseum.

A Phantom Smile will now appear – part of his body is larger than it should be so shoot this part to defeat him (it could be the head or the hand, visibly morphed out of shape and much bigger than usual).

Keep going until you get to the owner's room. After the cut-scene, head through the owner's room and out into the hallway, then save at Harman's room. Change to Con Smith, and proceed to the final boss fight.

Destroying her is purely based on speed alone so, using Con, shoot as many bullets as possible at her to win. Providing you've hit her more than she's hit you, you'll defeat her once

the time runs out – Con's two guns should do the job nicely.

LEVEL 3: SUNSET PART 2 (KAKU BUILDING)

Head into Harman's Room. Come back out of here and go through the living room to the outside area. A cut-scene will start, after which you'll be in front of the KAKU building. Examine the car and read the letters on it, then head up the road to the KAKU building.

Find the vending machine and select it. You need to select the drinks with the same initials that were on the car (BTJ, CSC, WTS). Once you do this the machine will move, giving you access to the building.

Find the superintendent's room at the back left of the building (it has a big poster in it). Use Coyote to open the padlock on the control panel and flip the switch to adjust the dice-rolling puzzle in the next room. Make your way to Room 105 and roll the dice until you get double 1s. This gives you access to the Soul Shell from the drawer.

Head to the second floor. Take the right-hand hallway and find the cards. Turn the 9 card face down to get a royal straight flush. This gives you another Soul Shell from the drawer.

Head to the third floor. Note: there's a 'mother' enemy here that's very difficult to kill and spawns more enemies at you. It's best to choose a character like Mask who can take a lot of damage and just run straight at the 'mother'.

Take the left corridor and read the poster for the horse race. Note the order of the horses. Now go back to the corridor and turn left to the room with the horse race. Arrange the

horses in the same order as the poster (1,4,3,7,6,2,5) and start the horse race game. The horses will cross the line in the correct order. You can now get the third Soul Shell from inside the drawer.

Change to Coyote Smith and go into the other room on this corridor, room 301. Use his special ability to jump up into the attic – you'll need at least one test-tube of blood in order to do this. In the room you'll find the odd moulding.

Now go back down and take the stairs to the fourth floor. Take the left corridor and save at Harman's Room. Wake up Kaede using the TV, then go back into the corridor. Look at the picture of the deer in the 'Bambi Beer' poster and make a note of the pattern of leaves near it. Head back, but watch out for multiple enemies at the corner.

Go into the room with cards on it and match the patterns on the cards with the animals (for instance, the deer gets the leaf pattern). There are only three options for each, and once you select the correct one, you can't choose that card again, so it's simple to work your way through the options if you can't tell which patterns to use.

Once the puzzle is complete you'll get the fourth Soul Shell. Change to Kevin Smith and use his invisibility to get past the lasers. (You'll need a test-tube of blood for this). The four Soul Shells enable you to get past the Vinculum Gate for the boss battle.

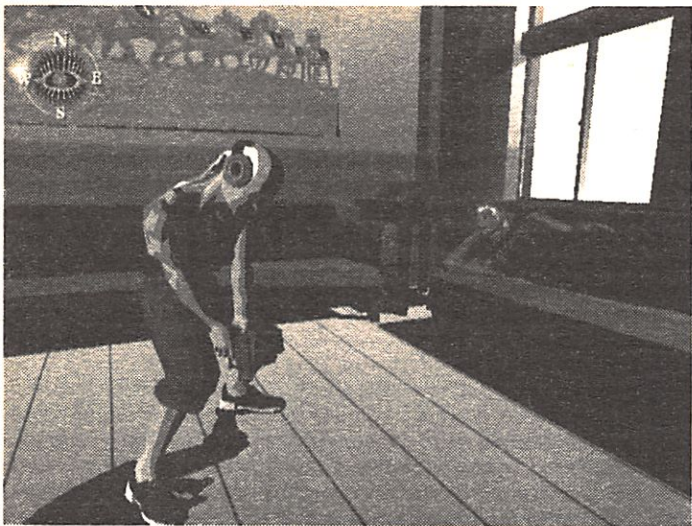
The floating boss here has a weak point on his back, so you must shoot his arm to make him spin round, then shoot the weak spot when you have a clear view. It can be tricky to make him spin round all the way – the left arm is slightly better for this. Our advice is to use Dan, after powering

up the strength of his attack.

Once this enemy is defeated, continue on and save at Harman's room. Go back out and take the elevator down. Change to Mask and shoot the wall for a battle with the sushi chef DePaul. Bullets can't hurt him, so you need to shoot the weak spots in the ceiling to bring it down on top of him. When he's defeated, continue on and watch the cut-scene where they're playing mah-jong. Get the Wind Ring from the cardboard box in the room before going to the control panel (the odd moulding from earlier will open it), which will change the setting of the elevator so it goes to the top floor.

Now change to Kaede and use the elevator to go up to the roof. Shoot the enemies up here, then equip the Wind Ring and select the boardroom to reveal the doorway to it, where the final boss fight will take place. (There is a door to Harman's Room on the roof as well – use it if you want to save or level-up.)

Inside the boardroom are two zombie politicians. To damage them you need to shoot their brains, but these are protected by the angle you are shooting from. They're also firing slow-moving chunks of brain at you. You can shoot these as they come towards you (which means you have less time to shoot at the bad guys). Simply take the damage and use blood to recover, or wait until they're close then hold down the action button to walk away from them. If you have a reasonable amount of blood, just take the damage (keeping an eye on your health icon) to recover where necessary. Alternatively, you may want to try and dodge the brain-projectiles. The choice is yours.



To take out the zombies, shoot the tie of the one on the right. This will make the other turn to adjust the tie. At this point you'll get a clear shot at his brain. Shoot at it to take him out, using Kaede's zoom for precision.

Once the left-hand zombie politician is defeated, you need to kill the other one. You'll see that when you shoot the flying pieces of brain he fires at you, the politician reacts and bends over. This gives you a clear shot at his brain. You may need to shoot each politician's brain more than once, depending on how much you have powered up Kaede's attack. The level ends when both politicians are dead.

LEVEL 4: TEXAS (CLOUD MAN)

Go into Harman's room and watch the cut-scene. Select the TV and choose Harman to see another one. Head out

of the house for yet another cut-scene and the map screen, after which you'll be at Ulmeyda City.

Walk through the city gates, talking to Iwazaru on the way – he explains that he won't be around in this level as Almeyda (AKA Cloud Man) scares him too much.

Once inside the gate you'll have a forced character change to Coyote Smith. Several enemies will come down the street towards you, but since they start from a long way away it's better to change to Kaede and use the sniping zoom to take them out. The enemies respawn often but are easy to beat using Kaede, so take this opportunity to stock up on blood. Also make sure you take out a lot of the Smiles dressed in yellow T-shirts here – killing each will top up your blood and give you a coin, which you'll need to put in a vending machine later.

Move down the street and save at Harman's Room, then head up the

road to the Gas Station. Change to Mask De Smith and move round to the front of the truck – Mask will pull it out of the way. Now go back round the truck and select the gas pump to get the Stamina Ring. Talk to Travis and make a note of the password from his shirt (HUSTLE), then head north to the next bit of road.

In the next street, go left and read the carrier pigeon letter, then head into the suburbs. Find 210 Terry Street and use Coyote's jump ability to reach the roof. Go inside the room (there will be a gang of yellow T-shirt Smiles to take out in here). At the end of the room equip the Water Ring, then select the vase. This gives you access to the odd moulding out of the plant.

Now head back out of the suburbs to the main road. In this area, there are normal Smiles and giant Smiles that march up and collapse onto you. At this point you can either change to Mask De Smith, since he can take a lot of damage and it's possible to defeat the giants with his grenade launcher, or play as Kevin Smith and use his invisibility to walk past them undetected. (Kaede's zoom also lets you take out the giants' weak point – the eye – but it isn't really worth it.) Behind the giants is a security gate. Use the odd moulding on the panel that lets you enter the password (HUSTLE).

After the gate you're attacked by multiple giants, so stay as Mask or Kevin – whichever tactic you prefer. It is possible to dodge giants by running forwards, but you're likely to take damage if you attempt it.

Go up the road and to the right, and save in Harman's Room. Head back out, and turn right up the road. Go into the diner and use the capsule

machine – each go will use a coin, but keep putting them in until you have the entire collection of figures except number 7 and number 12. Go to the other end of the diner and examine the photo to get info about 206 Terry Street, then head out of the door at the back to take the path back towards the suburbs. Use Coyote to pick the lock on the door to get through it.

Back in the suburbs – but at the other end of the street – turn left to get to house number 206 and use Coyote's jump to reach the roof. Go inside the room and use Kaede's special ability on the bloody figure on the wall. This will reveal the Almeyda figure number 12. Pick this up. (You'll need two test-tubes before doing this – one for Coyote's jump and one for Kaede's ability. If you're short of blood there's a nest just along the street so you can get more.)

Head down from the roof and turn right. Take out the nest using Dan's Collateral Shot, then walk past and switch to Coyote so you can pick the lock. Go through and turn right. You will be back on the street where Harman's Room is and you can save.

Now head up past the railway, crossing to the drugstore. When you hear the music, go into your menu and select the photo. This will start a cut-scene and open the pharmacy warehouse. Go inside and get the Almeyda collection number 7. You can now enter the post office at the end of the street. Go inside and, after a cut-scene, you'll find yourself on the mountain path.

Head up the mountain path, taking care to examine all the posters of Almeyda on the way. At the gate at the end, a computer quiz will ask you

Killer 7

to answer questions based on the posters. The answers are as follows:

Question 1: 3 People

Question 2: 4

Question 3: Purple

Question 4: Bronco

Question 5: Perfect City

Question 6: This Is The Sixth Question

Question 7: Suit

With the questions answered, head through the gate and into the 1st life building. Go into the mobile home for a cut-scene. After the cut-scene, go through the ambulances until you see Almeyda and shoot his afro to beat him. This is the one bright red part of him and dangles in the air slightly behind him, so it's easy to tell which part you should be shooting at.

If you cannot see the afro from where you are standing, run away and work your way around the ambulances until you can see him from behind.

LEVEL 5: ENCOUNTER PART 1 (AMUSEMENT PARK)

Go into Harman's Room and watch the cut-scene, then use the TV and choose Harman to see another cut-scene. After this, go out of the house and the map screen will start up. You'll then be at the Amusement Park.

Head inside and you'll change characters to Con Smith, however, it's best to change to Mask De Smith for the first section – the Protector Smiles can take a lot of damage and his bomb-guns are best against them.

Walk through the fairground to find the passageway by the sealed

shutters. This passageway will lead you to a road with the entrances to four cinemas. Go into the first one, using Coyote to open the Treasure Chest and get the Time Ring. Now go back out and head to the end of the road and equip the Time Ring. Use it on the dressing table here to get an odd moulding.

Go to the other end of the road and around the corner to get to the main electrical circuit breaker. With the odd moulding you can use this to switch on the power for the park, at which point a balloon will float down, getting tangled on the lamppost. Walk over the lamppost and equip the Wind Ring. Now select the balloon to get the Soul Shell.

Go into cinema four and use Mask's grenade launcher to destroy the screen. This reveals a Treasure Chest that turns Mask into Texas Mask. Head back down the passageway, away from the cinemas. You can now use the grenade launcher to destroy the security shutters. Head through the now open door to the Adventure Plaza and make your way over to the Killer Mansion. Talk to Iwazaru before venturing inside.

Make your way through the mansion – only go through the doors where the Smile in the picture above the door is facing forwards. When you hear the 'something interesting here' music, use Coyote's jumping ability to reach the top floor and get a Soul Shell. Afterwards, head along the road to the sofa – select this and you'll enter the next section, where Harman's Room is located.

Now head back to the Adventure Plaza and go into the Freaky Fun House. To get in, you need to be Mask De Smith, but once inside you must

change to Con Smith to get under the low doorway and head into the maze. You'll see a section where there's a crack in the wall – use Mask's grenade launcher to destroy this section, and then go into the new corridor. The next room is called 'squeakers attack' – select the door to 'burning hot hell', which will trigger a game where you have to shoot moles on a spinning wall. The easiest way to complete this part is to blow the whole thing up using Mask's gun, which lets you through the door to the bridge of fire. Equipping either of the Wind or Water Rings will put the fire out and let you cross.

Shoot all of the targets on the gorillas (Kaede is best for this) to unlock the next door. Go into the 'spinnny-spinny' room where you have to fight the Ceramic Smile. To defeat him, shoot the heart on his chest – he will turn around and run the other way when he sees you aiming at him, so you need to be quick. After killing him, get Dan's gun and the Soul Shell, then head back out to the Adventure Plaza to save at Harman's room. Afterwards, head through the door and go through the Vinculum Gate. Fight the Mithril Smile – he should have a vulnerable spot like the other Smiles; if not, destroy his amour. After the fight, talk to Travis and save at Harman's Room, then head out to the Parking Lot to fight Akane.

Akane moves fast, and is only visible when she is under the streetlights. You'll need to be patient, and shoot her when she runs under the lights. Since she runs faster than you can follow her with the scope, Kaede is not a very good choice for this boss. Con is best as he can pump out a large number of bullets. You'll

also need several test-tubes of blood to heal the damage she does by shooting back at you. For the best shot, take up a position close to one pool of light and where you can see another set of lights – this will give you two opportunities to shoot her as she comes past. Once you've shot her several times she'll get into a bus and leave, and part one of the Encounter level is over.

LEVEL 6: ENCOUNTER PART 2 (CURTIS)

Head out of the house to start a cut-scene, after which you'll be in control of Garcian Smith.

Go through the gate into the Blackburn residence and then into the Garden and head around the house to the left until you see the statue. Get quite close to the statue, and then fire a fully charged shot (using three test-tubes) at the statue's heart. This will enable you to pick up the Soul Shell.

Go back through the pathways to the corridor that's guarded by security beams. Change to Kevin and use his invisibility to get past these and into the Garage. Use the control panel at the far end to move the cards around – you need to arrange them so that the empty space is on the centre right of the panel. This will enable you to get the Power Ring. Head back out into the garden – if you shoot the sparking wire on the way past, this will disable the security beams.

Now go into the house and find the fireplace. Equip either the Wind Ring or the Water Ring and select the fireplace to put out the fire. Retrieve the Soul Shell from the fire. Now

switch to Mask and use his grenade launcher to smash the cracked wall near the fireplace. Go through to get outside. Go past the entrance to the pool and use Kevin's invisibility to get past the next set of security beams. This ability is also useful to get past the armoured enemies on the path.

Go inside the second house. Head to the right and find the room with the clock. Equip the Time Ring and select the clock to get another Soul Shell. Go back to the front door and take the passage to the left. Find the security panel and turn it off. Go into the next bedroom and you'll find the child entrance – change to Con Smith to get through here. Talk to Ulmeyda's ghost then get the odd moulding.

Head back to the front door and go down the last corridor – the one that heads directly away from the door. Save at Harman's Room – you should have quite a lot of blood available to power up your characters – we suggest powering up Con as much as possible in order to get past the next fight.

Head down to the end of the corridor for another boss battle with Akane. Once again, just shoot her as much as possible while she's in the light. Con Smith is the best character to choose for this. Akane finds it a lot harder to fire back at you while she's being shot. Reload while the shutters between you and her are down, and then start shooting when the shutters go up again. It will take more shots than it did last time, but eventually she will be beaten using these tactics.

After the battle, go to the security panel and turn it off. This will switch on the lights at the pool. Head back down the path to the first house and go all the way back to the garage area.

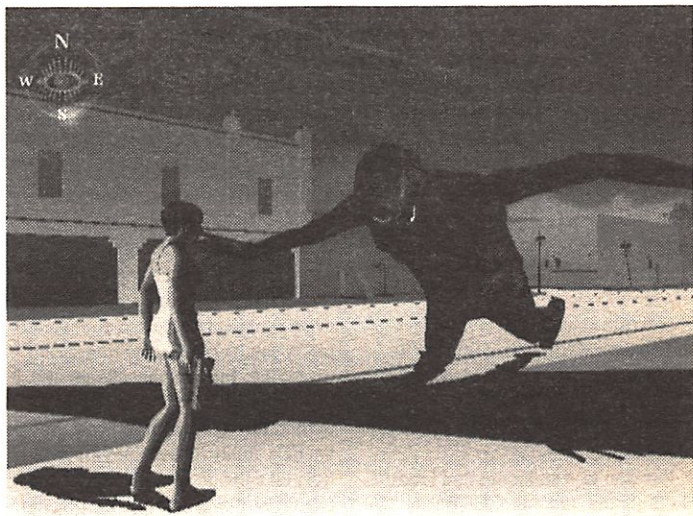
Find the water tank near the garage and use the Fire Ring. Get the odd moulding then make your way back to the pool. Go to the valve by the pool and use the odd mouldings. This will drain the pool. Head down into the drained pool and use Mask to destroy the wall to access Harman's Room where you can save the game.

Head on to the Vinculum Gate for a fight with Laser Smile. You need to shoot his head as he's preparing to attack you. Be careful because his shots are instant kills. After he's defeated, change to Dan Smith and head down to the basement for the final confrontation with Curtis. This gunfight depends on the pigeon on Curtis's shoulder. You need to aim and shoot when the pigeon flies away. If you aim at the wrong time, Curtis will shoot you. Beware – the pigeon sometimes feints, and doesn't actually fly away. When you shoot Curtis, you get a point (shown as a red star on the screen). When Curtis shoots you, he gets a point (shown as a black star). The first one to four stars wins the gunfight.

LEVEL 7: DOMINICA

Head into Harman's Room and watch the TV, then head outside the house. After the cut-scene you'll be in Dominica. Head forwards and talk to Iwazaru, then go through the gate. After the cut-scene, talk to Iwazaru again. He'll give you a colour sample. You need to collect more of these during this level.

Head down the left-hand alleyway and change to Mask. Select the barrel and Mask will destroy it. Now talk to Iwazaru to get another colour sample. Go up the other alleyway and through



the blue door into the Lost City. Talk to Iwazaru to get another colour sample, then change to Con Smith. When you are Con, you can see circular effects when in first-person mode which will show you the right direction to choose at each junction. Use these to find your way out of this section.

In the next section, talk to Iwazaru again to obtain another colour sample. Go into Harman's Room and wake up Kaede using the TV. Head through the gate at the far end and go left at the next alleyway. Talk to Iwazaru to get another colour sample and then continue to the church. Talk to Iwazaru again to get another colour sample. Head upstairs in the church to get another colour sample from Iwazaru. Now explore the church until you find the lamp. Equip the Fire Ring and select the lamp to open a secret passage.

Go down the passage into a large room with a huge Smile nest in it.

Destroy the nest as Dan by shooting all the yellow vulnerable spots, then destroying the red spot with his charged shot.

Destroying the nest reveals a door. Go out of this door, then head east to the grand stairs. Climb them, then head through the door at the top. Turn right to get to Harman's Room where you can save. Head back to the door to the grand stairs and take the left-hand alleyway. Head along it to the end, where you'll find a room with a painting in it. Use Mask's grenade launcher to destroy the wall, then go inside and talk to Iwazaru to get another colour sample.

Head back towards the grand stairs and take the first left turn. Turn right at the junction and you'll see a barrel with a pocket watch on it. Use the Time Ring here to obtain an odd moulding. Keep going, and talk to Iwazaru when you reach the windmills to get another colour sample. In the

Killer 7

next section, you'll see the entrance to the artist's mansion, but you can't open it yet. Continue past here up the stairs to a terrace. Use the Wind Ring on the windmill to open the gate.

Go up to the front door and select the colour panel. You should have all nine colour samples, and together with the odd moulding these will unlock the door. Inside, use Dan's charged shot to destroy the small Heaven's Smile nest.

After the cut-scene, you're back in Garcian's House. Head outside for the final battle of this level, where the Killer 7 fight the Handsomes one after the other. Here's how to kill each of the Handsomes:

■ **Harman vs Handsome Red (Red):**

Shooting the opponent will finish the battle.

■ **Con vs Handsome White (White Pearl):** Shooting 30 bullets will finish the battle.

■ **Coyote vs Handsome Gold (Gold):** Shooting the limbs will finish the battle.

■ **Kaede vs Handsome Light Brown (Light Brown):** Reload will finish the battle.

■ **Kevin vs Handsome Dead (Wine Red):** Shooting 12 bullets will finish the battle.

■ **Dan vs Handsome Blue (Blue):** Shooting the head will finish the battle.

■ **Mask vs Handsome Purple (Purple):** Shooting a few bullets will finish the battle. Afterwards your character changes to Final Mask. Power up a charged shot and fire it at handsome Purple to win the match.

■ **Garcian vs Handsome Pink (Pink):** After the confrontation, the character cut-scene will start automatically.

LEVEL 8: SMILE (HOTEL 1)

Go into Harman's Room for a cut-scene, then head to the far end of the corridor and enter the Forbidden Room for another one. Afterwards, head outside for another cut-scene. You're now at the hotel. There's a Harman's Room on every floor, but you can't save in most of them. You'll encounter a lot of enemies, so remember to go into Harman's Room every couple of floors and change the blood you have collected into serum.

Go into the Harman's Room off the Lounge and change to Kaede. Go behind the reception desk and use Kaede's ability to reveal a Soul Shell. Now take the lift to the second floor. Change to Dan Smith and destroy the Smile nest, and in the room behind the nest you'll find another Soul Shell.

Now go to the third floor to room number 306. Go into the bathroom and cut the cord on the hairdryer. You can now get the third Soul Shell.

Go to the fourth floor and find room 404. Use Mask to destroy the cracked closet and get the Soul Shell.

Go to the fifth floor. The armoured Smiles here can be defeated by Mask's grenade launcher if you use two test-tubes to power it up. Find room 502 and go into the bedroom. Equip the Fire Ring and use it on the candles to get another Soul Shell.

Go to the sixth floor and use Coyote to pick the locked door. Talk to Travis, then get the Soul Shell. You can save in the Harman's Room on this floor, so find it and save.

Go to the seventh floor. Equip the Wind Ring and go to the far end of the room. Select the flowers, and they'll be blown away for the last Soul Shell.

Now head into the suite on this floor and you'll find the entrance to the Vinculum Gate. Go inside for a battle with Timer Smile.

Timer Smile has several red marks on his body. You need to shoot all of these before he reaches you, and you need to do it as quickly as you can. Use Kaede for this as she can use her sniper scope. Shoot the smallest marks first, as they are hardest to hit, and leave the biggest ones for last. Timer Smile can break into a run if you don't beat him quickly enough, and those smaller marks will be impossible to hit if he does this.

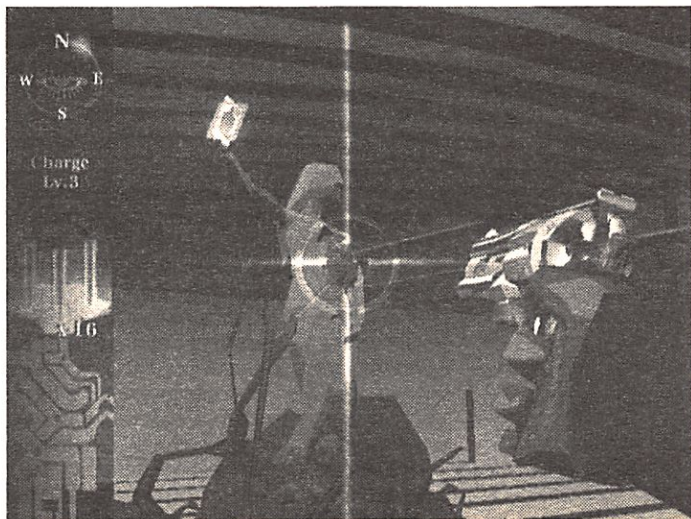
Continue onwards and into the room on the seventh floor to end this level.

LEVEL 9: SMILE (SCHOOL)

Head out of the house to start a cutscene, after which you'll be in front of the school. Go up the steps and

through the door and you'll change into Kaede. Go up the stairs to the Data Room. Find the control panel and input 3576. Travis will appear. Talk to him and get the tape player. Head out of the data room and get the tape that's on the drinking fountain. You'll now be looking for all the other tapes hidden around the school.

Go back to the ground floor and head along the corridor. Talk to Iwazaru, then go into the Women's Toilet – you have to be Kaede to get inside. Flush the toilet to get a message from the carrier pigeon and a tape. Back out in the corridor, continue down to find a classroom and go inside. Get the tape from here. Go along the corridor to the next classroom and get another tape. Go past the junction and get another tape from the next classroom. Go to the final classroom on this hallway for another tape. In this classroom, read the graffiti on the blackboard.



Killer 7

Now make your way back to the junction and take the other corridor. Get the tape from the classroom on the right, then go round the corner. You'll see the clue that means a Soul Shell is around here. Look at the numbers on the lockers, then find #656 and shoot the door. Talk to Travis. Now find #666 and shoot its door. You'll get a Soul Shell and another tape. Shoot the door of this locker again. Another locker door will open – keep shooting the open locker doors until the double doors to the second floor are unlocked. Continue up the hallway and get the tape from the classroom on the left. Go to the end of the hallway and save at Harman's Room.

Now head through the double doors and upstairs to the second floor. Go inside the cafeteria and destroy the nest (remember you need to use Dan's charged shots to destroy the red areas). It's a good idea to make sure

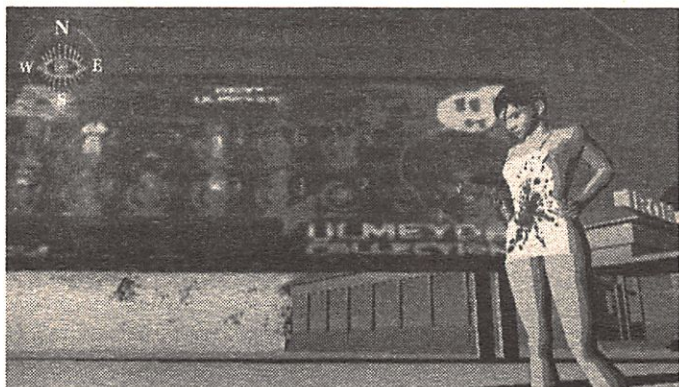
you have the full 20 test-tubes of blood before finishing off the nest. Now find the library and go through the door to the Vinculum Gate.

After the gate, you will fight Galactic Tomahawk Smile. He fires missiles at you that you need to shoot before they reach you. Be ready to use test-tubes to heal yourself if you get hit.

When he's defeated, get the last tape from the library and head back through the gate, then go upstairs to the principal's office. After the cut-scene go into the chairman's office. Find the security panel and enter 55549 and then 72712 (these codes are from the tapes). This will give you access to the safe. Turn the dial all the way to the right, then all the way to the left to unlock it. This will give you the odd moulding.

Head back to the principal's office and shoot the trophy in the cabinet to open the secret door. Head down the





staircase and go back through the main gate and back to the data room. Select the terminal and the odd moulding will give you access to the computer.

Give the following answers:

PARKREINER; 480158; ALABAMA; 1942 11 22; B; MICHAEL; KATHARINE (with a K and an A); 1952 04 28; EAGLE. The doors to the school gym will now unlock. Save at Harman's Room. Now go through to the school gym and use the switch to work the stage curtains. After the cut-scene there's a boss battle with the hanged man.

To kill the hanged man shoot his hands to make him swing – shoot alternate sides of his body to make him swing faster. Get the timing right and you'll make him swing far enough so that his trousers come off.

Shoot the red area exposed by this. The boss will drop a golden gun. Invincible Smiles will then kill all the Killer 7 gang, one by one. There's no way to stop this until you reach Garcian. As Garcian, pick up the golden gun and shoot the Smile that is attacking you. Now leave the hall to end the level.

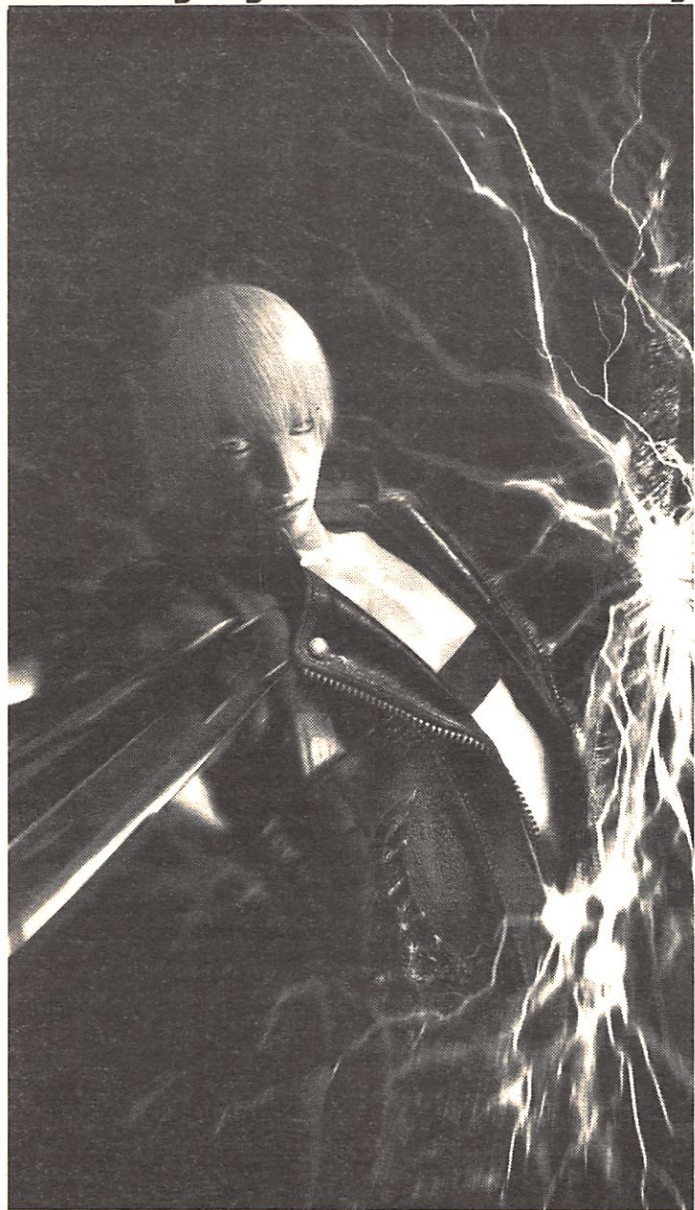
LEVEL 10: SMILE (HOTEL 2)

Go behind the reception desk and examine the bloodstain. Now use the elevator to get to each floor – examine the bloodstain on each, then take the elevator to the next level. Talk to Mills whenever you see him. Head into the suite on floor seven and watch the cut-scene. Go into the forbidden room on the next floor. Head to the roof and shoot Young Garcian in the forehead.

FINAL LEVEL: BATTLESHIP ISLAND

There's only one path and no junctions, so keep going straight. Watch out for the Smiles in this level – you can't make them visible, but you can see the flickering effect where they are, so you can still kill them. You will be given the choice whether or not to kill Matsuken – your choice will change the end cut-scene but not affect the course of the game. After, keep going into an area that looks a lot like Garcian's House and head into the basement. Hunt down and kill the mysterious person to end the game. ■

Devil May Cry 3: Dante's Awakening



DEVIL MAY CRY 3: DANTE'S AWAKENING

MISSION 1

This is a relatively easy mission to get you started. Simply kill all the enemies who spawn in Dante's shop to clear the mission.

MISSION 2

Buy a Vital Star S before you even think about starting the mission. There are a lot more enemies here than you'll find in the first mission, so try not to get surrounded. Watch out for the enemies with the big orange globes, as they explode after a certain amount of damage. Stay away from them and shoot them from long range. When they explode they'll kill the enemies around them too.

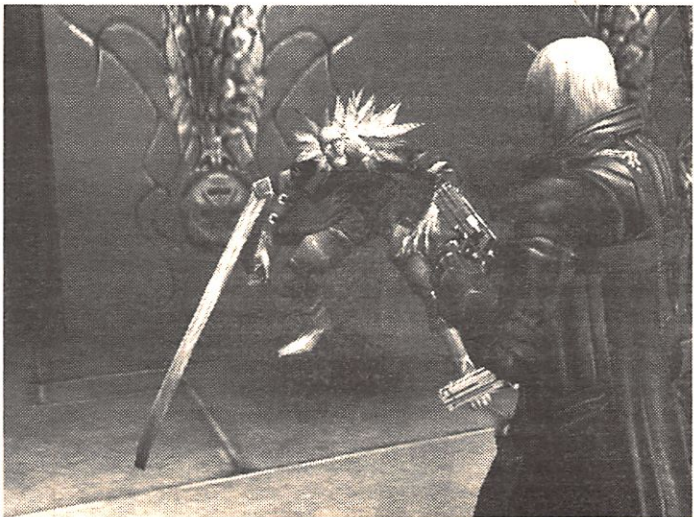
Some enemies will drop green

orbs, which will restore your health, so keep an eye open for these.

After the first area has been cleared, a boss enemy appears. He can teleport, and when he reappears he can instantly attack and do a lot of damage. Use the Trickster style to avoid his attacks and be ready to dodge when he teleports. Sword attacks will hurt him more than gun attacks, but he can hit back with his scythe so be ready to dodge. If you need to, use the Vital Star S you bought earlier to restore health.

MISSION 3

Two enemies in the distance will shoot energy at you. Keep firing at one of them while dodging the other. They



Devil May Cry 3: Dante's Awakening

can't shoot while they are being attacked, so as long as you keep firing at one of them you'll only have to dodge the other one. Now shoot the second enemy and move up the alley towards your next bunch of victims.

Kill the enemies who appear. There is a barrel near here on the right which will explode when shot and can be used to kill some of them.

Press **○** at the door at the end of the alley to enter the next section in the bar. There are a lot of objects here that can be smashed for red orbs, and if you jump onto the canopy of the bar there's a green orb in one of the barrels that's worth picking up – as you're there. Once you've smashed everything else, smash the speakers near the barrier. Repeatedly attack the mechanism which is revealed to charge it up and remove the barrier. Now press **○** next to the display case to get the shotgun and then go through the door into the nightclub.

Smash the tables and chairs for more red orbs then head up the stairs to trigger an attack. After you defeat the enemies (note – pressing **△** next to the pole here will make you spin round and launch off it) the barrier will open enabling you to move on. Get the green orb from the balcony then go through the door to 13th Avenue.

You can double-jump up the walls here to get more red orbs, or smash the metal bins. On the left, just before the crashed lorry, you can smash the wall to find a hidden room. Attack the red crystal here to get more red orbs.

If you jump up to the left here you will find a statue with red flames. You need to put out the flames with attacks. Use the Stinger technique (**□**, **→** and hit **△** several times should do it) – if you do not have this yet, go to the power-up statue at the end of the street and buy the Stinger technique with red orbs.



SECRET MISSION 1

There's a metal bin on the right with a large green orb in it. Just after this is a door to the first secret mission.

This mission is likely to cost you health, so you might want to avoid it on your first play through of the level.

This is a difficult mission requiring you to kill a large number of enemies in a short time. Damage you take here carries over into the main game, and if you die here you have to restart the whole mission.

If you are going to try the secret mission, do not use the large green orb in the metal bin until afterwards, as you will need to be at full health for the boss fight in the next room. Buy one or two Vital Star S at the statue before continuing to the boss fight.

**MISSION 3 BOSS:
ICE GUARDIAN**

The boss has several nasty attacks, depending which of his three heads he's using. If you see him sucking in blue energy, he is about to fire a powerful ice blast down the centre.

He can also use his foot to fire a line of ice along the ground, and he can make ice fall from the ceiling. You can tell when he's about to do this as the ground beneath the attacks gets icy – be ready to dodge when this happens. He'll also sometimes lunge forwards, which does a lot of damage if it hits, and lastly he has a close-range breath attack which encases you in ice.

Attack his legs but be ready to dodge his attacks – staying close to his legs means you only really need to worry about the ice dropping from the ceiling. In that situation, dodge away

and attack his other leg. When you've done enough damage to his legs he should fall down, and for a short time you'll have the chance to attack his heads. Do as much damage as you can to his heads while you can.

Once he is defeated you get the Cerberus weapon.

MISSION 4

In the opening cut-scene you'll see a locked door covered in flames, and a blue door further up the tower. Climb the tower until you reach the blue door and go through it onto some stairs. Fight your way up the stairs and through the blue door at the top to enter the living statue room. Kill the enemies here to unlock the doors. You can't open the cage yet so leave through the door on the higher level to the Silence Statuary room.

Smash the statues and the red crystal to get red orbs. Now attack the mechanism on the wall to activate the lift, and quickly jump on board before it leaves. The lift leads to the Incandescent Space room.

Kill the enemies which spawn here and go through the green door to the Chamber Of Echoes. A quick cut-scene shows you a yellow/green door and a stone tablet further up. Follow the ramps to the yellow/green door and go through it to the Endless Infernum room. Cross the bridge here – you will fall into the Chamber Of Sins room.

There are a lot of enemies here, including some with the exploding globes. Try to target one of them, shoot it until it's nearly ready to explode, then double-jump up the wall and make it blow up when you are at the top of the jump and safe from the explosion. Do this a couple of times and most of your enemies will

Devil May Cry 3: Dante's Awakening

be destroyed. Kill the rest of the enemies and a white light will appear which transports you back to the previous room. Exit through the large red door to enter the Wandering Beast's Chamber.

This monster attacks by firing bolts of energy. These come from underneath it, so get as high as you can. Stand on the edge of one of the ledges and shoot the monster as it passes. This will take a fair while to kill off completely, but on the highest ledge you should be totally safe from its attacks.

Once the beast is dead go through the next door to the Incandescent Space room. Get the Astronomical Board and you'll see the cut-scene that marks the end of the mission.

MISSION 5

The mission starts with an attack by 'blood bats'. Concentrate on one of these creatures at a time and shoot it until it turns back to a statue, then quickly use melee attacks to smash it. They tend to fly in a spiral before they attack so be ready to dodge.

Once they're defeated the door will unlock. Head back through the endless Infernum Chamber to the Chamber Of Echoes. Climb the ramps until you reach the stone tablet and then press  to use the Astronomical Board. You'll see a wall slide back further down the tower. Run down the ramps to get the Vajura. Go further down the tower and through the blue door, then up the stairs to the Living Statue room. Go around the ledge to the winch mechanism and press  to use the Vajura, then climb the steps to get the Soul Of Steel. The door will lock and enemies will appear but these are fairly simple to

kill. Head back to the Chamber Of Echoes and climb the tower until you reach the yellow/green door to the Endless Infernum Chamber. Now you're in possession of the Soul Of Steel you can walk across the air where the steps used to be.

Smash the statue using the Cerberus weapon to get a blue orb fragment. Now press  next to the hole in the gate to unlock a new door. Go through to the Surge Of Fortunas Chamber. But first, here's another secret mission to challenge and delight you...

SECRET MISSION 2

There's a red panel on the wall which will access the next secret mission. This mission is hard, but definitely worth trying, as you need to defeat the enemies while taking no damage. It is difficult, but as you leave the mission as soon as you take any damage, you can't die here and it won't stop you completing the main mission. The easiest way to complete it is to use the sword and make use of the Stinger technique. Completing the whole mission gains you a useful blue orb fragment.

Once you've completed the secret mission, attack the panel on the wall to activate the lift, and jump onto it. You'll need to fight off attacks on the way up. The lift leads to the Azure Garden section. Smash the statues and weapons near the door for red orbs. There's also a green orb you can get by smashing the weapons to the right of the door. Use the golden statue and buy a Vital Star I. Now head through to the Firestorm Guardians' Chamber.

LEVEL 5 BOSS: FIRESTORM GUARDIANS

You need to watch both enemies and be ready to use the Trickster mode dodge to avoid their attacks. They have a jumping attack with an area effect which you can't avoid by jumping, so you need to use Trickster mode and dodge. Use the Vital Star when your health is almost gone.

When you get the chance, attack a Guardian with multiple sword attacks.

Try to use the Stinger attack and the follow-up multiple-hit attack. This can knock a Guardian's sword away, leaving it temporarily helpless. When this happens, do as much damage as possible but be ready for the Guardian to spring into action again. Keep a careful eye on the other Guardian while you are doing this.

Melee attacks do much more damage than gunfire, but watch for counter attacks.

Once one Guardian is defeated the other Guardian will take both swords and be harder to beat. Try to damage both Guardians evenly, so that when one is defeated the other one has very low health.

Once both Guardians are defeated you get the Agni and Rudra swords. Head through the door they were guarding to end the level.

MISSION 6

Cross the bridge in the Mute Goddess's Chamber, go past the statue and then through the door to the Chamber Of Three Trials. There are three doors here and the correct one to pick isn't hard to find. For starters, examine the green pillar to find the instructions for the first one, and then enter the right-hand door. Simple.

TRIAL OF THE WARRIOR CHAMBER

When you enter this chamber the exit is locked and enemies spawn to attack you. You'll see they have a purple aura – they are protected by the 'evil spirit' mentioned on the green pillar. You need to attack the two mechanisms and light all the flames to remove the protection. Once you have done this, fight the enemies as normal. Eventually the flames die and the enemies get protected again, so you will need to light the flames two or three times in order to finish the fight properly.

Once all the enemies are defeated the stone will move and you can get the Essence Of Fighting. Go back and read the yellow pillar, then go through the middle door.

TRIAL OF SKILL CHAMBER

This is a fairly simple test. Spikes will come towards you down the corridor and you have to dodge them to reach the end. Trickster mode dodge can help here if you need it.

At the end of the corridor you can get the Essence Of Technique.

Fight your way back down the corridor and read the blue pillar, then enter the left-hand door.

TRIAL OF WISDOM CHAMBER

The pillar refers to the old riddle about the number of legs used during the human lifespan. The infant goes on four legs, so go through the door with four lights above it. Next go through the door with two lights, then finally the door with three. You will now get the Essence Of Intelligence.

Head back to the Mute Goddess's Chamber and use the three Essences

Devil May Cry 3: Dante's Awakening



at the statue. Two Essences will unlock the way ahead, but all three together will unlock the Artemis gun.

Once you've got the gun, head back to the Chamber Of Three Trials and use the statue to equip the Agni and Rudra swords (and the new gun if you like). Then head back to the Mute Goddess's Chamber and across the bridge to the new door, and through into the dark corridor.

Use Agni and Rudra to smash the statue and get a blue orb fragment. Now double-jump and wall-run to get the red orbs which are near the ceiling in this chamber. Head towards the balcony to end the mission.

MISSION 7 SECRET MISSION 3

There is an alcove high on the wall with a red statue. Wall-jump or wall-run to reach it.

This will start the next secret mission. To pass this mission you

*need to stay in the air for 20 seconds, using wall-jumps, air-hike, wall run and the gunfire hang-time. You can leave the mission by pressing **○** at the door, so even if you can't stay airborne that long it's still a good way to get extra red orbs.*

Once you've left the secret mission, collect the red orbs near the ceiling, then head through the door to the Heavenrise Chamber.

Drop to the lowest level of this chamber to reach the Divine Library. The door will lock behind you – search the floor until you see the shining Orihalicon fragment. Get this and the door will unlock. You don't need to destroy all the statues, so head back out into Heavenrise Chamber.

The red glowing circles will act like trampolines when you jump on them. Use them to reach the green door at the top of the chamber and go through it to the Pitch-Black Void.

Once again there are red orbs near the ceiling here, but there's also a blue orb fragment. Get these, then head through the blue door to Skull Spire.

Go up the corridor, past the attacking statues, and turn left. Get the Vital Star S by jumping over the small fence, then head through the tall green door to the Tranquil Souls room. Examine the statue here to trigger an attack, then destroy all the enemies to get the Siren's Shriek item and unlock the doors. Leave the room by the larger door to reach the Lift room. Climb the stairs to reach the power supply and press  to use the Orihalicon fragment from the library.

Use the lift to go back to the Chamber Of Echoes. The Siren's Shriek will enable you to open the door surrounded by flames.

In the entranceway, head left to get the yellow orb, then fight your way up the stairs and go through the door to the Cursed Skull Chamber. Attack the gap in the wall with your sword to smash the wall. Attack the mechanism to make a cage drop from the ceiling, then smash the cage to get the Crystal Skull. Once you get this a large number of enemies will attack. Destroy the enemies with the caskets to stop the rest of them spawning.

Once the door is unlocked, head back to the lift and through the Lift room to the Tranquil Souls room. If your health is low, stop at the statue in the Chamber Of Echoes to buy a Vital Star – there's another hard fight in the Tranquil Souls room.

Head back out to the Skull Spire corridor and use the Crystal Skull on the door at the end.

Go through the door into the Moonlight Mile. Smash the crystal for

red orbs then use the statue to buy a Vital Star. Go through the door at the far end to the Room Of The Embracing Darkness. Climb the ramp and you'll see a cut-scene.

MISSION 7 BOSS: FIGHT WITH VERGIL

Use Trickster style for this fight and be ready to dodge. Use  to dodge when Vergil teleports next to you, then quickly attack him using the Stinger technique. You can get several attacks in before Vergil uses his powers to stop you – you'll see a purple effect when he does this. Be ready to dodge the instant he does it, then quickly attack again. Keep dodging his attacks and instantly attacking him and you will beat him.

MISSION 8

You are inside the Leviathan's Stomach. Jump up to the ledge. You'll see a pulsing organ nearby. You must find and destroy five of these in order to remove the seal over the exit. Destroy the one next to you, then go to the other end of the ledge for the next one. Drop down into the trench for Secret Mission 4, then it's on to finding the rest of the organs.

SECRET MISSION 4

(Note: this mission is very difficult and is not recommended on your first play through the level.)

This secret mission can be accessed by smashing the barrier beneath the sailing ship and pressing  next to the lighted area. You need to ride the lift to the top while being attacked by enemies who are shielded, so it's very hard to damage them. The lift will only continue to rise with less than a certain amount

Devil May Cry 3: Dante's Awakening

of weight on it, so when there are too many enemies they will cause the lift to drop back to the ground.

Destroy the pulsing organ next to the bus, then go over the bus and through a tunnel for the next one. Climb the tunnel leading up from here and cross a stone bridge for the last organ. Drop down off the ledge and go through the exit which has been opened. Avoid the yellow fluid in this level as it damages you.

Now you're inside the Leviathan's Intestines. Keep going along the tunnel. There's a statue half-buried in the wall – make sure you have the Cerberus weapon equipped. Smash the barrier to get to the Leviathan's Heartcore then leave by the other exit to get back to the Intestines. Run down this section as fast as possible because something is chasing you. Break the next barrier to enter a larger tunnel where there are enemies. Some of these will drop health when they are killed.

Break the next barrier to enter the Retina area. Kill the enemies here and the Retina will absorb the orbs they drop. Once it has absorbed enough, you get the Ignis Fatuus.

Go through the door to the next tunnel. Check the side tunnels for a green orb and a statue which can be smashed using Cerberus. Go through the barrier to another tunnel where you're chased by a giant mouth. Go through the next barrier to reach the Stomach area again.

Some of the enemies here will drop life when killed. Get down into the trench and use the exit on the bus. Follow the Intestines to the Heartcore Chamber and use the Ignis Fatuus at the glowing yellow organ.

The wall will disappear and the boss fight will start.

The main boss is the central organ, but you can only attack it when it's vulnerable – you'll see the outer shell retract and you can damage the smaller blue and yellow organ which is revealed. Attack the organs to either side – when you reduce one to zero health, the central organ becomes vulnerable for a short time before the smaller organ's health bar regenerates. Avoid the central organ's attacks (purple orbs and red beams) as they do a lot of damage. There's little point in attacking the small enemies with the scythes as they'll respawn. Just avoid them by alternating which organ you're attacking.

Keep attacking the central organ to make it vulnerable and eventually you will win. You may need to use a Vital Star here, though.

MISSION 9

Cross the bridge and go through the door into the Provisions Storeroom. Kill the spiders and proceed through the patterned door to the Subterranean Garden. You need to get the beam of light to the statue. Smash the reflector nearest to each statue to do this. If you smash the wrong ones, you can attack the mechanism in the background to restart the puzzle.

Once you get the beam to the statue, the blue door will unlock. Go through it to the Subground Water Vein. Fight your way along the path and go through the bronze door at the end to the rounded pathway. You do not have to kill all the enemies here – watch out for the blades on the wall as they can damage you if you touch them. Go through the next door to the Subterranean Lake.



Head towards the right of the screen and climb the ruins for a green orb. Now head round to the left and climb the broken pillars. Jump onto the high platform to get the Spiral Rifle. Go back down and through the door with the pattern on it into another section of rounded pathway. Follow this to another Provisions Storeroom and get the Ambrosia.

The door will lock and spiders will attack. Fight them off, then retrace your steps to the Subterranean Lake. Go through the waterfall to the Limestone Cavern.

SECRET MISSION 5

There is a small cave entrance up and to the right containing red crystals, which give access to the next secret mission. This mission is worth trying, as you cannot lose health doing it and there is a large green orb in the barrel above the bar.

Head back out of the small cave and down the slope to the left for a Devil Star. Go back up the slope and deeper into the cavern. Use the Ambrosia to reveal the door to the Sunken Opera House. There is a boss fight here with a vampire.

When she laughs, she's ready to use her lightning attack – which affects the whole floor apart from the stage. Stay near the stage during this fight, and make sure you are on the stage when she does this attack.

Then, when she says: "How's this?" dodge, as she's about to fire energy bolts at you.

When she says: "Get ready" she's about to do a close-range attack.

She also has a couple of attacks where she fires moving lines of lightning at you, but these are fairly easy to dodge.

Eventually she will be exhausted and will stop for a short while. Attack her during this time, but watch the

Devil May Cry 3: Dante's Awakening

shadow around her. Once it's reached a certain size, her cloak will reform and this will cause you damage, so you'll need to attack her quickly then dodge away again before her shadow damages you. You can only hurt her in these short periods, so concentrate on avoiding her attacks for the rest of the time. You can keep shooting at her anyway, though. Once she is defeated you get the Nevan Weapon

MISSION 10

Get the stone mask from the wall, then head back to the Subterranean Lake. Make sure you have the Nevan weapon equipped. If not, equip it at the statue. Use this weapon to smash the statue with purple flames and get a blue orb fragment. Go to the statue with the glowing light and press  to use the stone mask. Cross the new bridge and get the Neo-Generator.

SECRET MISSION 6

This can be accessed through the crystal skull statue on the right-hand side of the giant statue. This mission requires you to collect orbs within a time limit. You won't lose health in this mission, but it's not likely to be possible without having powered up at least some of your abilities.

Go back through the blue door to the rounded pathway. As you make your way along this, gates will fall in front of you and three enemies will appear with spinning shields. These enemies can only be damaged from behind, so run up behind them and attack with your sword.

Head back through the Subground Water Vein and the Subterranean Garden to the Provisions Room. There is another spider attack here – the

spiders are bigger than before, but the same tactics should defeat them. Head out the brown door to the rotating bridge and run along it to start yet another cut-scene.

Cross the bridge and go through the yellow doors to the Marble Throughway. Walk towards the body for a cut-scene.

MISSION 11

At the Gears Of Madness it's a good idea to practice getting from the lower level back up to the exit. Doing a double jump and a wall-run up the large pillar is the best way to do this. You'll need to do it within a time limit during the next mission, so practice now. Make your way across the gears to the metal door on the lower level. You will see a small ledge to the left of the door – above this is another ledge which can be reached with a double jump or by a wall-run up the column opposite.

SECRET MISSION 7

On the ledge is a gear with a glowing red light on it – this is the entrance to the secret mission. As the picture at the beginning suggests, you will need to use an enemy as a surfboard in order to reach the blue orb fragment in time.

Go through the metal door to the pathway to the Altar Of Evil. Jump and run up the wall here to get a blue orb fragment. Continue along the corridor and through to the Altar Of Evil. You will see a red orb by the left-hand wall. Jump onto the sword here and up to the balcony. You will see a red light on the end wall, over a black alcove. Go along the balcony until you see a stone block. Get on the opposite

side of the block to the red light, and attack it with your sword. This will push the block along the balcony.

When the block is in place under the red light, you will get a message. Now go along the balcony until you see some cracks in the wall. Smash the wall to reveal yet another block, and move this along to the other end of the balcony, where there is one more red light for you.

A secret door will be revealed, but the doors will lock and a couple of enemies will appear. Defeat them to unlock the doors, and then head through the secret door to the Temperance Wagon Dock. Go down the stairs and attack the small stone statue here to reveal a secret room with a green orb and some holy water. Climb onto the wagon, then ride it to the next dock, fighting off the enemies who climb aboard.

Go up the stairs and buy a Vital Star L if you don't already have one. Go through the door into the Torture Chamber, then head towards the glowing object to trigger a cut-scene and a boss fight.

MISSION 11 BOSS FIGHT

This boss is quite fast, so be on your guard from the start. He has two modes, standing and crouching on all fours. When he is standing he will tend to attack with two or three fast punches followed by a stamp. Dodge these and counterattack with melee attacks.

He can launch big metal objects at you when he stamps and also charge quickly at you, so be ready to dodge these attacks. Later in the fight he has an attack where he punches the ground and causes an explosion, and another where he fires feathers at you from his wings.

If you keep dodging his attacks and use the Stinger attack to counter-attack, you should be able to defeat him. You might need to use the Vital Star, though.

MISSION 12

If you do not have one, it is a good idea to buy a Vital Star L or at least a Vital Star S before starting this mission. The haywire Neo-Generator is draining your life force, so run as quickly as possible out of the door and back onto the wagon. The enemies who attack you on the way back should drop enough health to keep your health bar up during the trip.

Attack the stone statue on the dock to access the secret room with a green orb, then head up the steps. In the Altar of Evil there are a large number of enemies. Kill them to unlock the door – try to leave one of the enemies carrying the coffins for last, as they drop the most health.

In the next corridor there's no need to kill the enemies, just sprint past them. Get to the Gears Of Madness and go to the door on the upper level. A double-jump and then a wall-run up the largest pillar will get you there. You may need to use the Vital Star here if you did not have full health when you left the Altar Of Evil.

Enter the room through the door for a fight with a large grim reaper and several smaller enemies. They will drop health when killed, and the reaper will drop enough to refill your health bar. Go through the door once it's unlocked and start across the bridge for a cut-scene. Your health bar will stop dropping now.

Cross the bridge and go through the blue door to the spiral corridor. Get the Vital Star L, then head down

Devil May Cry 3: Dante's Awakening

the steps and through the grey door to the underground arena.

On the bridge here you will be attacked by a ghostly horse and cart. Double-jump up the walls of the bridge to safely avoid it and shoot it when you have the chance. Eventually the bridge will break and you will both fall into the arena below.

The ghost horse will circle the arena and fire missiles. You can avoid these with Trickster mode dodge, or by running after the horse. Watch out, as the horse can turn suddenly and try to run you over.

The horse will occasionally stop for a short while. When it does this, charge in with your sword and try to do as much damage as possible. It's possible to knock the horse down when you do this – if you get it down, attack as much as possible before it can get back up. When the horse rears, dodge out of the way, as it will stamp its hooves and use its damaging flame attack.

The horse can also create small black holes which will slow you down. Obviously try to avoid these, but if you are caught in one, use dodge or jump and dodge to avoid the next attack.

Once you have defeated the horse you gain the Quicksilver power. Leave the arena to trigger a cut-scene and end the mission.

MISSION 13

In the Effervescence Corridor there is a new type of statue which uses fireball attacks. Go for the statues, but back off to a safe distance when their weapons start glowing red.

Head down the spiral staircase and you should be just about ready for another secret mission. Up for the challenge? Good.

SECRET MISSION 8

*Where you see a red light on the wall, press **Ⓢ** to start the mission. You need to defeat multiple spiders, giant spiders and grim reapers to get the blue orb fragment as reward for completing the mission. This is a tough one and is best left until you replay the level.*

Turn left at the foot of the stairs and follow the passage, then go through the door to the Lux-luminous Corridor. Fight the statues here – shooting them from long range is easiest, as you won't get hit. If you turn right through the door you will see a dead end. Near the roof is a Devil Star you can get by double-jumping.

Follow the corridor to the T-junction and go through the tall door ahead of you to the Vestibule room. You will see a lot of reflectors here. Go to the top right of the room and you'll see cracks in the wall. Smash the wall here to see more reflectors.

In the line of reflectors from the door to the orange mechanism on the far wall, smash the third reflector from the door. Now smash the reflector at the top right of the room, so that the light is reflected out into the new corridor. Smash the second reflector in the corridor so the light reaches the target statue. If you make a mistake, you can reset the room by attacking the idol.

SECRET MISSION 9

In the corridor you access after destroying the wall, there is a gap in the wall on the left side. Jump up into this gap to reach a statue which is the entrance to this secret mission. This is a shooting mission where you have to kill every single enemy. The

easiest way to do this is to use the Spiral rifle.

You will now be able to get the Orihalcon. Exit the room and continue down this corridor to the Obsidian Path. Go to the large metal gate and use the Orihalcon. Finally, go through the gate to trigger a cut-scene.

MISSION 13 BOSS: FIGHT WITH VERGIL

Vergil hits you with fast multiple attacks. You will need to learn his attacks and practice dodging them and counter-attacking. Once you are actually attacking him though, you can do a surprising amount of damage with a chain of attacks before he starts blocking and you need to start dodging again.

Vergil has his own Devil Trigger and, when he's in Devil mode, your best defence is to just try and avoid him and not worry about damaging

him until he's back to his normal self once again.

Vergil's health will regenerate, so keep shooting him when you aren't in range for a melee attack. You need to do as much damage as you can as quickly as possible. The trick is to get his attacks to just miss you, so you can attack in the brief moment when he's recovering. Beat Vergil to trigger a cut-scene and the end of the level.

MISSION 14

Head left around the tower from your start point to get the Beowulf weapon. Then head away from the tower and down the steps to the statue where you can equip this weapon. Now head round to the right and away from the tower to find an idol you can smash – using Beowulf – to get a blue orb fragment. Go through the door behind the idol to the Underwater Elevator. Then take this elevator up to the Subterranean Lake and though to the



Devil May Cry 3: Dante's Awakening

top Obsidian Path. Go through the door to the Vestibule and go past the place where the Orihalcon used to be to get to the Altar Of Evil. Defeat the enemies, then head out through the passage to the Temperance Wagon Dock. If you are a bit low on health, attack the statue to get the green orb in the secret room.

Board the Temperance Wagon and take it to the dock, then go through the door to Hell's Highway. You'll have to fight your way through the rooms to the other end of this section to get a blue orb fragment. Now go through the door into the Subterranean Garden. Collect the orbs here, then head out through the small door to the Subground Water Vein.

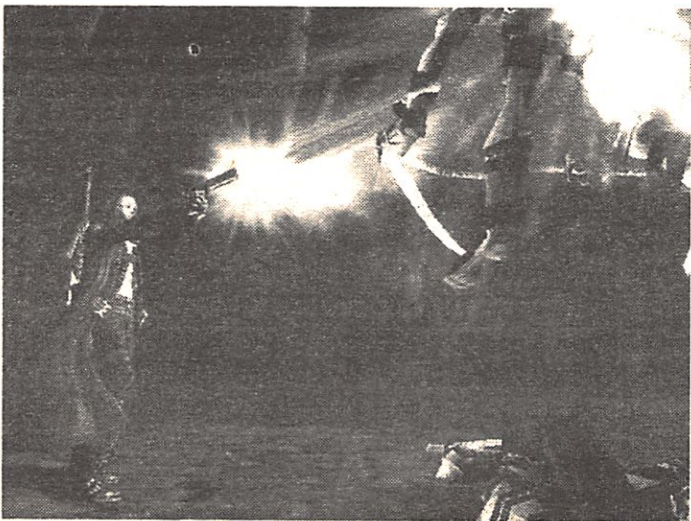
There is a beam of light here which leads to the Love Planet Nightclub. Head out through the door to 13th Avenue and then head for the tower to trigger a cut-scene and the end of the mission.

MISSION 15

You have to fight two flying enemies, so attack with your melee weapon. It's difficult to get the first hit in – a quick jumping attack is your best bet – but once you land the first hit you can chain a few more attacks before they recover, and one or two chains should beat each enemy.

Once they're defeated, head through the door to the Provisions Storeroom. You can run past the spiders here without fighting. Head out of the brown door and on to the Devilsprout Lift. Go up the steps, then down the other steps to the entrance to the Forbidden Land. Attack the mechanism here until it activates. Head back to the Provisions Storeroom and attack the new mechanism. You should be able to tell that the blue section of the pattern is now lowest.

Leave through the door with the pattern on it to the Gears Of Madness. Head out the lower door to the



pathway to the Altar Of Evil. Get the Orihalcon fragment at the end and retrace your steps to the Gears Of Madness. Attack the mechanism here so that purple is now the lowest colour in the order.

Go through the upper door to the rounded pathway. Follow the pathway, jumping over the blades to reach the Provisions Storeroom. Get the Orihalcon fragment – you do not have to fight the spiders here if you don't want to. Head back out to the rounded corridor.

Go back to the Gears Of Madness and attack the mechanism twice more to make blue the lowest colour again. Leave through the upper door to the Provisions Storeroom and attack the mechanism again. Purple is now the lowest colour on the pattern. Head out of the patterned door, which now leads to the top Subterria Lock. Climb the ruins to collect the red orbs.

Go through the blue door to the rounded pathway and collect the Orihalcon fragment from the far end – you now have all three fragments. Head back through the provisions storeroom. You have to fight the spiders here in order to exit. Go back to the Devilsprout Lift and use the three Orihalcon fragments. Now take the lift.

MISSION 16

Turn left and go through the red door. Kill the enemies, then go down the stairs and through the hole in the wall to the Chamber Of Sins. Attack both mechanisms to bring the balls down from the ceiling, then make them touch each other by attacking them. This will open the gate.

Go through the gate to get the Onyx Moonshard. This will trigger a fight with two of the Angel enemies.

Defeat them to open the door. Go through the door at the top of the stairs to the Cursed Skull Chamber. Get the Devil Star here then kill the enemies in order to exit.

Head back down the stairs and through the red door to the Chamber of the Sun and Moon. Now go through the blue door on the other side of the lift, go up the stairs and through the door to the living statue room. You will have to fight quite a lot of blood bats here – the Spiral rifle is useful here as it will turn them to stone with one shot. Leave through the upper door to the Chamber Of The Ever Waking Sun. Use the mechanism to lower the ball, then smash it to open the door to the secret chamber.

SECRET MISSION 10

On the right of this chamber is a glowing stone which is the entrance to the secret mission. This is one of the puzzles where you have to destroy the reflectors to get the beam of light to a statue – in this case it is the same statue the light starts from. The reward is a blue orb fragment.

Get the Golden Sun from the secret chamber. This will trigger a fight with some statues – Unicorn ones which you have previously encountered, and a new type of statue which fires beams horizontally in four directions. They are quite easy to beat, especially if you use the walls or the Air Hike ability to stay off the ground when they fire their beams.

Return to the Chamber Of The Sun and Moon and press © at the two small pillars with the designs.

The door will unlock, allowing you to enter the Ice Guardian's Chamber. Kill the enemies here – be careful of

Devil May Cry 3: Dante's Awakening

the red bursts of energy they fire at you. Climb the rocks to the hole in the ceiling. Jump through the hole to the Surge Of Fortunas Chamber. If you can defeat the blood bats here, then they should drop some health for you. Leave through the door to the Endless Infernum Chamber. Do not fall off the bridge here as you will end up back in the Chamber Of Sins. Cross the bridge to the Wandering Beast's Chamber.

Leave through the lower door to the Incandescent Space Room. Cross the bridge towards the lift and you will find a Vital Star S. Leave the room through the small door to the Divine Library and head away from the door to trigger a cut-scene.

MISSION 16 BOSS: FIGHT WITH LADY

You can only damage her with melee attacks, while she can hurt you with bullets and do serious damage with her missile launcher. Use the walls in the room as cover to get close to her, then do as much melee damage as you can before she escapes. The Stinger attack is the best way to catch and damage her.

If you are too close to the wall though, the explosion from her missile launcher can damage you, so be careful of this. She also has grenades which you need to watch out for, and she can fire a swarm of homing missiles which you will need to be quick to avoid. Beat her to get the Karina Ann missile launcher to add to your arsenal.

After the fight you'll be in the High-Fly Zone. Use the red trampoline things to reach the upper level and go through the door with the blue flames around it.

MISSION 17

There is an alcove in the wall near your starting point which holds a Vital Star S. Jump and run up the walls of the corridor to get the red orbs. You can get a yellow orb if you go through the hole in the wall to the Trial Of The Warrior Chamber but only after a very difficult fight.

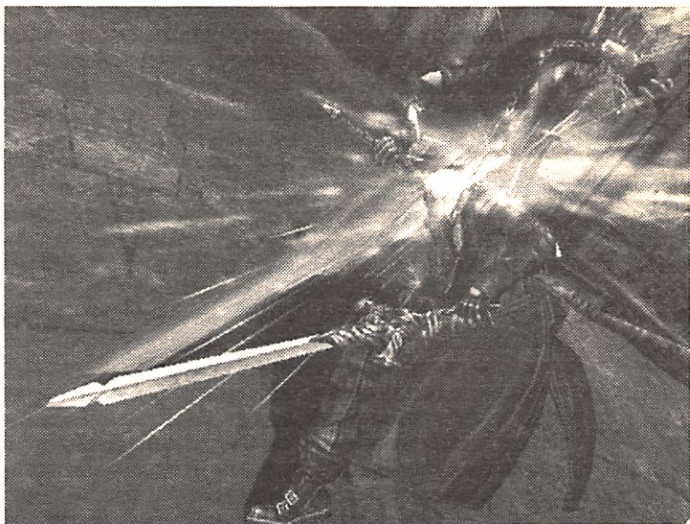
Just like your previous visit to this chamber, you have to activate both the mechanisms to remove the shields protecting your enemies. This is particularly difficult after you have defeated the first wave of enemies, as a grim reaper attacks you. Head back to the dark corridor once you have the yellow orb.

Whether or not you chose to take the side trip for the yellow orb, go through the blue doors to the God-Cube Chamber. Use the floating cubes as platforms and climb up to the next level, where you will find a door. Go through this to the Firestorm Guardian's Chamber.

Kill the grim reaper and the other enemies and go through the other door to the Azure Garden. Smash the barrels and the weapons here for red orbs, and smash the weapons on the right of the door for a green orb.

Go up the stairs to the left and into the small room to get a blue orb fragment and some red orbs, too. Retrace your steps to the God-Cube Chamber and climb the cubes to the next level up. Now go through the door to the Chamber of the Three Magic Seals.

Head up the stairs to the left to the Trial of Wisdom Chamber. Kill the spiders then head through the door with four lights above it to the Trial Of Skill Chamber. The blades here are hard to avoid, and Trickster mode



will be helpful here for the dodge and mid-air dodge abilities. Go through the hole in the wall at the far end and use the red trampoline thing to reach the Pitch-Black Void.

SECRET MISSION 11

One of the statues near the ceiling is lit up and looks more golden than the others. This is the entrance to the secret mission. In this mission you need to avoid the spikes coming down the corridor. There are a lot of spikes, and they move faster than they did when you encountered them earlier. This secret mission is not recommended during your first play of this level.

Get the red orbs near the ceiling and then head through the blue door to Skull Spire. Fight the demons here and head through the upper door to Moonlight Mile and through the next door to the Darkpact Chamber. Head

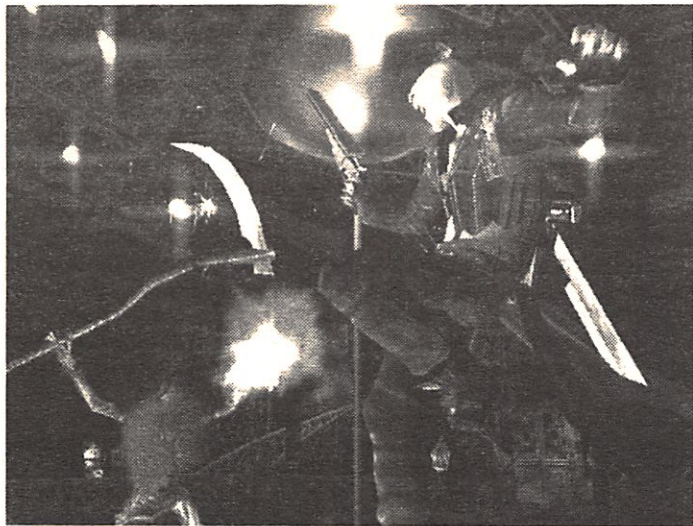
towards the wall of darkness to trigger a cut-scene and a fight.

You are now fighting your own evil shadow self. It's completely immune to damage when it's in darkness. You will see things that look a bit like car headlights on the wall. Smash these and the lights they are hiding will shine out. Try to time this so the light goes on just as the shadow demon is attacking you – it will be caught in the light and briefly helpless and vulnerable. If you can get all of the lights on at once, the shadow demon will be helpless for longer. Do as much damage as you can before he uses his powers to turn off all the lights and you have to start again. Once you have defeated the shadow, climb the remaining stairs to finish the level.

MISSION 18

Follow the path to the mirror and jump through to the Damned Chessboard. Now destroy the chess

Devil May Cry 3: Dante's Awakening



pieces – note that they can only be damaged if they are not protected by another piece. Don't worry if you don't know the rules of chess, just smash the pieces that your attacks don't bounce off.

The pieces all have different attacks, but you'll be used to most of them from encounters earlier on in the game – and the new pieces tend to have a faint purple light showing where they are about to attack. If you can destroy the King piece, all the other pieces will disappear, but the King is well protected and can swap places with one of the Rook pieces when you attack him.

Destroy the chess pieces to open up a new mirror which leads to the Road Of Despair. There are two Angel enemies here which will drop small amounts of health if you defeat them. Kill them or run past them. Before you go through the next mirror to Lost Soul's Nirvana, if you go around to the

right behind the giant white foot you will find a red crystal you can smash for extra red orbs.

SECRET MISSION 12

If you go around to the left behind the foot you will find an engraved slab, which is the entrance to this secret mission. This is a more difficult version of the God-cube room, and you are likely to need Air-Hike and wall-running abilities to complete it.

Once in Lost Soul's Nirvana, you need to release the seal over the exit. To do so, you will have to fight seven previous end of level bosses. You can access each fight through a different coloured crystal set into the rock. Once each fight is complete, you will return to this level in front of a pillar with a crystal of every colour set into it. These will light up as you defeat each boss.

There are two large green orbs in this level which will fully restore your

health – do not use these until they are really necessary. There is also a statue where you can purchase Vital Stars – if you don't have enough orbs to buy some Vital Stars, you might need to replay some previous levels and save up.

When seven of the crystals are lit up, a new mirror will appear. Go through this to end the level. We suggest avoiding the white crystal, as the Lightbeast is behind it and he is particularly hard to beat.

MISSION 19

Defeat the enemies in the Room Of Fallen Guardians and a new mirror will appear. Go through this to the Nirvana Of Illusions. The monsters here cannot be hurt. The only way to destroy them is to smash the correct mirror. One of the mirrors will look greener than the others, so attack this mirror until it smashes. Sometimes the mirror you are attacking can 'switch off' and then a different mirror will go green – attack the new mirror if (and when) this happens.

Smash two green mirrors to open a portal in the centre of the room. Use this to get to the Infinity Nirvana. Defeat the enemies here and a platform will appear, allowing you to get the Samsara. A new mirror will appear – use this to get to the Lost Soul's Nirvana and use the mirror there to get back to the Room Of Fallen Guardians. Use the mirror here to return to the Nirvana Of Illusions. Go to the golden statue and press  to use the Samsara.

Now the mirror in this room will take you to the end of the line. Follow the path and go through the door for a boss fight with Lady's father. This boss has several attacks:

- He can fire things like homing missiles, which you need to dodge.
- He can fire things up into the air to rain down on you – dodge these.
- He can split up into a bunch of slug things – kill these as quickly as possible, but beware of their attacks. The rocket launcher is useful for this.
- He can attack with his arms – this does a lot of damage.

Knock off half of his damage and then Vergil will show up again. He'll fight beside you, but this is actually less helpful than it sounds because you lose your special ability, so you don't have Trickster mode dodge for the rest of the fight.

Defeat Lady's father's demon form to end the level.

MISSION 20

If you don't have three Vital Star L before starting this mission, it would be a good idea to replay some earlier missions until you can then afford them. Vergil is faster than before, stays in Devil form for longer and has deadlier attacks.

The way to beat him is the same as before – avoid his attacks and try to time your dodge so his attack finishes near you, then quickly get your own attacks in before can recover. It's almost impossible to stop him doing at least some damage, so you are likely to need to use some Vital Stars.

When you see a purple globe appear around Vergil, get ready to dodge as he's powering up for a super attack. He will drop down at you from the ceiling, hit you, disappear and drop down again three or four times, so you need to be quick with the dodge to avoid his attacks.

Now defeat Vergil to complete the game and that's it. Game over, man. ■

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