

Stratos Group's
Unofficial Guide to
Chrome



Authored By: Noah "Windaria" Conrad
Edited By: Zack "Zaxxon" Schiel
Layout By: Noah "Windaria" Conrad
HTML Conversion By: Noah "Windaria" Conrad

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Website design by Jessi "peZland" Conrad

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Thank you, and have a nice day.



Introduction

So, playing Chrome and need the low-down on what different weapons and vehicles are capable of? Are you stuck, and just need a kind helping-hand to guide you through the single-player campaign? Sick of coming upon 'silent' missions, without knowing to prepare for a 'silent' mission? Well, if this is the case, then look no further.

We'll take you through the details of each of the weapons available to you, give you information as to what each item will do and tell you which ammo packs go with which guns, as well as let you in on the advantage of each ammo pack over the others, so you can choose your weaponry with insight. We'll then continue to give you the details on all of your implants and the vehicles that you will encounter. From there you will find a few tips to make sure you are on the right path, as well as a detailed walkthrough, that will guide you through each mission step by step, as well as presenting a summary and preparation steps for you in advance, so you know what to encounter.

So come, take a ride, sit back with a cup of java, and enjoy. Oh, and in case you don't want to just read this guide on our website, we also provide a downloadable PDF version free-of-charge.

Weaponry

Miscellaneous

Cluster Grenade



The Cluster Grenade is vastly superior to the standard Offensive Grenade in that it has an initial explosion that is approximately as powerful as the Offensive Grenade, but then several blooms come out of it that cause secondary explosions, which will take out a relatively large area.

Ammo Type	N/A
Magazine Capacity	N/A
Damage	Variable
Range	Thrown

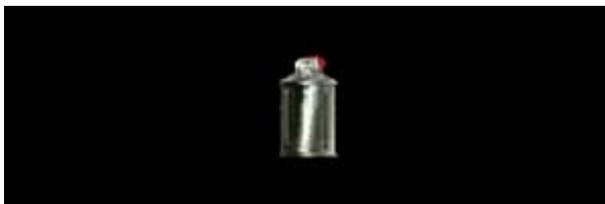
Combat Knife



The last weapon of desperation, the Combat Knife, if you choose to carry it with you, will allow you to do a reasonable amount of damage to an enemy at close range. The only real problem with it is that at least half the time when you want to use it an enemy will hear you getting close, and will shoot at you. That said, if you are in close quarters, and don't have a choice, this will allow you to kill an enemy in short order. Just remember to grab their gun afterward.

Ammo Type	N/A
Magazine Capacity	N/A
Damage	150
Range	1m

Offensive Grenade



Your standard Offensive Grenade is something that you should always have with you, when possible. They work well for clearing a room, provided that the enemies are grouped together, and they can help you take out enemies that are hiding behind objects in a pinch.

Ammo Type	N/A
Magazine Capacity	N/A
Damage	Variable
Range	Thrown

Pistol

Bjorn HD



A high damage pistol, I have often taken the Bjorn HD with me instead of a rifle, simply because it is relatively small and can often take out enemies in one or two hits, much faster than a Matson CAFS. That said, the slow rate of fire and the low magazine capacity will often leave you vulnerable while reloading, so you may wish to take something else with you.

Ammo Type	12mm Short
Magazine Capacity	6
Damage	150
Range	250m

TC234



If you are looking to carry a secondary weapon, but don't have much space in your inventory, then a backup TC234 is a good idea. If you are capable with it then you can squeeze off quite a few shots in a short amount of time, and, even though the damage isn't too high, the gun is fairly accurate, so you can make each one of those shots count. I often am able to surprise people in multiplayer with this weapon.

Ammo Type	9mm Short
Magazine Capacity	18
Damage	40
Range	150m

TC234 Sup



The TC234 Sup is a silenced version of the TC234 and, if you aren't taking the C9/S with you, should often be brought along as your backup weapon if for no other reason than those times when you are able to take out an enemy soldier without alerting his friends. This can often make a nasty situation a little more bearable, providing you aren't spotted while doing so.

Ammo Type	9mm Short
Magazine Capacity	18
Damage	35
Range	125m

Automatic

C9/A5



The C9/A5 has an extremely high rate of fire. So high, in fact, that it is one of the hardest to control guns in the game, if you are going all-out. As a result use this weapon with care in order to retain some semblance of control, and shoot only in short bursts. It is often better to just take a Matson CAFS with you, as it has both higher damage and a better range.

Ammo Type	9mm Short
Magazine Capacity	50
Damage	40
Range	250m

C9/S



If you're the type that doesn't like to be seen or heard, then this is the weapon for you, as no one will hear your kills. Then again, this is also a required weapon (well, if you want to succeed) on two of the missions in the game. If you don't need to be silent, however, take a different gun with you because this one will take up quite a bit of inventory space.

Ammo Type	9mm Short
Magazine Capacity	50
Damage	35
Range	200m

Matson CAFS



Arguably the better automatic rifle, the Matson CAFS can achieve reasonable success, even when shooting in bursts, and does enough damage to put enemies down pretty quick. Additionally you can hold quite a bit of 8mm Long ammo in your inventory, since you can pack 200 rounds to a box.

Ammo Type	8mm Long
Magazine Capacity	40
Damage	55
Range	400m

TAI Nitron



Ammo Type	14mm Long
Magazine Capacity	70
Damage	90
Range	400m

Until recently I believed the TAI Nitron to be one of the better automatic rifles available. Now I prefer the Matson CAFS. While the TAI Nitron does do more damage and has a larger magazine capacity, it shoots at almost half the speed of the Matson CAFS and you require twice as many boxes of bullets in your inventory for the TAI Nitron as you do for the Matson CAFS. In other words, the TAI Nitron shoots slow enough that enemies can sometimes recover from being hit and shoot back at you, and you won't have much room for grenades or health packs when using the TAI Nitron. As a result, take it when you know that you need the firepower, but leave it behind when you don't know how long you will have to go until you can get more ammo or switch weapons. Even still, 14mm Long ammo can be found quite plentifully in the later missions.

Sniper

Matson ACC



Ammo Type	14mm Long
Magazine Capacity	12
Damage	90
Range	750m

An early sniper rifle, this will work just fine while it is your only option. The zoom is good and you can pull headshots from quite a distance. Replace with the OCI Crom as soon as you can, however.

OCI Crom



Ammo Type	14mm Long
Magazine Capacity	8
Damage	190
Range	900m

The pinnacle of the sniper rifle, the OCI Crom can do more damage, has a longer range, and I believe that it even has a better zoom. Just about the only way that this rifle is inferior to the Matson AAC is that it can hold 4 less shells, but that is rarely a problem. If ever you need to take enemies down at a distance, this is the rifle for you.

Heavy

GL Dragoon



Ammo Type	Rockets
Magazine Capacity	3
Damage	300
Range	100m

The GL Dragoon is your all-purpose blow-them-up weapon, and is often good enough in this capacity to take alone, with all the rockets you can pack on you. Heck, it can even work well indoors: so long as you are always careful about the blast radius, it can really help you clear a room of enemies in short order. The only serious disadvantage to this weapon is the small magazine capacity, but fortunately you can reload pretty quickly.

Le Rogue BM4000



Ammo Type	Energy
Magazine Capacity	20
Damage	400
Range	100m

At first glance the Le Rogue BM4000 looks like the weapon of choice, but the damage isn't that much higher than the GL Dragoon, and it has the same range. Sure it can also hold more rounds, but the blast radius seems to be about equal to the GL Dragoon and, despite the higher damage rating, it will take far more shots with the Le Rogue BM4000 to take down a TC SteelGuardian than it will with the GL Dragoon. In short, this is a great weapon to pick off the corpse of an enemy to use against his friends, but I would rather take the GL Dragoon with me.

MA Xatron



Ammo Type	14mm Long
Magazine Capacity	7
Damage	210
Range	600m

The MA Xatron would be an absolutely excellent weapon if it had any kind of a scope. I'm not talking about much, nothing like the sniper rifles, but just something with maybe a 2x magnification, especially considering the slow reload rate and the long range.

NoN 'Fragger'



Ammo Type	12-Gauge
Magazine Capacity	9
Damage	280
Range	150m

The NoN 'Fragger' is the only non-pistol weapon that can be carried with a rifle, and pairs well with the sniper rifles if you want an emergency high-damage weapon. In fact, the NoN 'Fragger' works quite like the Bjorn HD, in that it doesn't hold many rounds and has takes a while to reload. That said, the NoN 'Fragger' can be a great backup weapon, provided you are a good shot and won't get stuck when facing multiple enemies due to the low reload rate.

OCI X-4



Ammo Type	Energy
Magazine Capacity	10
Damage	210
Range	50m

The OCI X-4 is a great weapon to take with you in multiplayer matches, or when you are looking at seriously hurting some enemies that can't even get near you. First off, it is typically a one shot one kill weapon, as it does enough damage to almost always be fatal. Additionally, despite the short range, it is able to fire through walls and other objects, so if you can see an enemy with your heat vision, chances are you can hit them with the OCI X-4. Taking this and either the NoN 'Fragger' or a pistol with you can work out really well, if you are careful.

Gear & Ammo

Gear

Binoculars



While Binoculars will allow you to zoom in on an area to see what lies ahead, I have never really found them useful in that they take up inventory space that could be better used by a pair of Healtex kits. Besides, your visual zoom, while not as good, does well enough in most situations anyway. And in any situation that the visual zoom is not good enough for, you really should be using a sniper rifle.

Cloaking Device



On the missions where stealth is necessary Cloaking Devices are very useful, and you will often be able to hide from enemies. On other missions it is not so effective, and other players will often notice your presence, even when they shouldn't, such as snipers at long distance. Nonetheless you can usually find a reasonable use for this device and should typically keep one on you.

DF Player & DDF Player



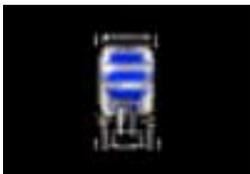
The DF and DDF Players are effectively Discmans that each have one track that they will play. While the noise can get quite annoying quite fast, you can drop them after activating them and they will continue to make noise. In this manner they can be used to lure guards like bait.

Healtex



Your basic health kit, Healtex kits will continuously heal you for a small amount until all of your injuries are gone. Unless you are one of those 'hardcore' players who likes to take the 'ironman' approach that our Nordramor once wrote about, then you should always try to have at least 3 of these on you at any given time. In fact, keeping at least 5 with you can be quite helpful in a pinch, especially since the effect is multiplied depending on how many you use at a time.

OCS



The OCS is capable of rapidly restoring mental energy and, if you are someone who makes use of your implants, you should always try to carry one or two on you at any given time. Just keep in mind that they are relatively hard to come by.

Ammo

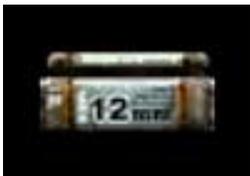
It is important to know that all ammunition boxes will take up 3x2 inventory slots except the Rockets, which will take up 4x2 slots.

12 Gauge



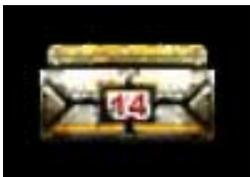
The 12 Gauge ammunition is used exclusively in the NoN 'Fragger', and, as a result, is quite limited. While enemies will drop this more than the 12mm Short, the 12 Gauge ammunition is still quite scarce.

12mm Short



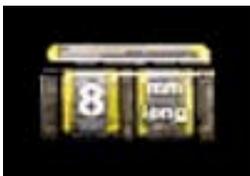
12mm Short ammunition is used in the Bjorn HD, and the Bjorn HD alone. It is relatively hard to come by, as very few enemies ever carry the weapon, and as a result you will have to rely on whatever you are able to bring with you when you go into a mission most of the time. That said, it is relatively powerful, and can cause a lot of damage.

14mm Long



Besides its use in sniper rifles, the 14mm Long ammunition is also used in the TAI Nitron, and as such is somewhat versatile. The only serious problem with it, however, is that there are very few rounds per box, and you will have to fill your inventory with it just to carry what one box of 8mm Long can hold.

8mm Long



8mm Long is not very versatile, in that it can only be used by the Matson CAFS, but, that said, it is quite plentiful since it is standard issue for most enemy soldiers. As a result taking along a Matson CAFS and some 8mm Long will typically ensure that you do not run out of ammunition on a mission.

9mm Short



The 9mm Short ammunition is a relatively versatile round, being used by two distinct guns that come in two variations each, effectively giving you four choices when using the 9mm Short, as to what to use it with. In short, the 9mm Short can be used with the C9/A5, C9/S, TC234, and the TC234 Sup. Enemies will regularly drop 9mm Short ammunition.

Energy



While scarce and hard to come by, Energy ammunition is used by two different guns, the TAI Nitron and the OCI X-4.

Rockets



Rocket rounds are the largest rounds, taking up a full four double-height slots in your inventory, and are scarcely dropped. As a result, unless you bring them into the mix, you will almost never be able to count on an enemy dropping them.

Implants

Adrenaline Processor

The Adrenaline Processor will enable Logan to move much faster than his normal rate of movement. This can allow you to either get from point A to point B much faster, or to simply run away from an enemy quite quickly.

Dermal Armor

While Dermal Armor will reduce the amount of damage that you take when you are hit, the effect is pretty minimal and you will often find that the implant is not worth the cost. Use only when you are severely outnumbered and just need to be able to take a beating; otherwise there are more helpful implants.

Eye Scope

The Eye Scope is, along with the Targeting Assistance, one of the most useful implants available. When used with some weapons, such as the Matson CAFS, the Eye Scope will allow you to magnify your target, so that you can take more care with aiming. Even if you do not need to aim, the Eye Scope can replace the Binoculars in most situations simply for checking out enemies at a distance.

HMN Vision

HMN Vision will allow you to see enemies, even when they are on the other side of the wall, by sensing their body heat, it would appear. While this can be quite useful when using a weapon such as the OCI X-4, it is otherwise not something that I would use quite regularly, especially since the game tends to momentarily choke when you enable or disable it. Then again, if you need to go slow and cautious, you may want to momentarily use this when you are about to enter a room so you know right where the enemies are.

Muscle Improver

The Muscle Improver is supposed to dramatically reduce recoil when firing, yet the effect is really quite minimal. If you need to pull off some quick high-precision shots, then you may want to consider using it, otherwise it will likely remain unused during most of the game. Targeting Assistance will likely be far more useful.

Reflex Improver

The Reflex Improver will allow you to, in effect, move much faster which is done in-game by making it seem as if everything is moving slower. In other words, you will be able to aim your shots easier and, if used in conjunction with other implants, such as the Adrenaline Processor, which will make it feel as if you are moving at regular speed while everyone else is stuck in the mud.



Targeting Assistance

The first implant available, Targeting Assistance will narrow your aiming retical, allowing you to hit targets with much greater accuracy. This is one of the most useful implants available to you at any point in time, especially when shooting from a distance.

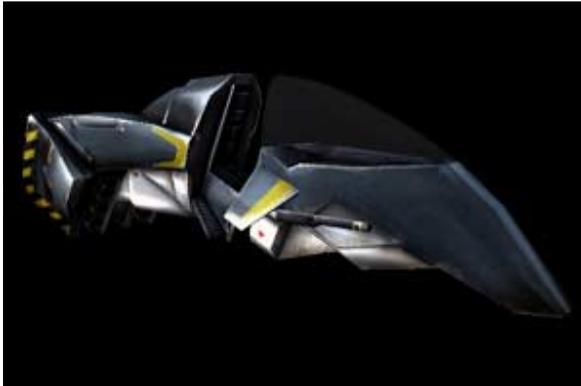
Vehicles

ArmoBeetle Mark IV



This isn't a vehicle that you are ever able to control, yet nonetheless it is quite a nuisance in the single-player campaign, considering it can take quite a few rocket rounds to take down. Start shooting early, otherwise it will be on top of you in short order.

B303 Speeder



While the speeder will allow you to move quite quickly, it is unable to shoot. As a result I would avoid using this whenever possible, in favor of the RMG Conquistador. At the very least, even in multiplayer, the RMG Conquistador will allow you to have a better chance running over enemies.

GOLEM IV



Not only is this walker equipped with a pair of heavy machine guns, but the alternate fire button will actually launch rockets at an enemy, and the GOLEM IV can take more hits as well. Since you never really have a choice as to which walker to use, however, you will simply be able to use the GOLEM IV when it is available, otherwise you will have to use whatever else is available.

RMG Conquistador



This vehicle is a bit of an oddity in its use. That is, when you are playing the single-player game, you will be able to both drive and use the main cannon on top of it when you are in the driver's seat, allowing you to move around and take out enemies with perfect synchronization. When in multiplayer, however, you will have to sit in either the driver's seat or the gunner's seat, and will need a teammate to sit beside you to really get some serious use out of this vehicle. As a result this is often more useful in multiplayer than other vehicles, yet in single-player I prefer to be in one of the two walkers, since they can both move and shoot with just one pilot, even if they move slower.

Samson 7T7



This is often used in missions as an artifact, or in cutscenes. While occasionally you will see one of these in a mission, you will never actually be driving one. Just be careful if one is flying over you though, as they have several machine guns mounted on their belly.

T3 Corsair



The T3 Corsair works pretty much the same way that the Samson 7T7 does, except that it only has two machine guns mounted on the sides near the bottom. As a result you can sometimes position yourself in such a way that only one of them at a time will be able to fire at you.

TC SteelGuardian



Like the GOLEM IV, the TC SteelGuardian is a walker. The major differences, however, are that the TC SteelGuardian is a little bit weaker, has only one machine gun, and lacks the canons that make the GOLEM IV so popular. Since you will never really have the choice of which one to hop into, though, the differences are really very minor when it comes to gameplay.

Strategies

Room-Clearing Implant Usage

Oftentimes you will be stuck having to take out several enemies that are all near each other, from a position with little or no cover. Normally when this situation arises you will simply be shot to shreds in a short amount of time, however if you know how to combine your implants then you can avoid this nasty fate, and will be able to take out multiple enemies without even giving them the chance to hit you back.

To do this, get as close to where the enemies are as possible, then jump out from cover, activate the Reflex Improver, Adrenaline Processor, and either the Targeting Assistance or the Eye Scope, depending on how far away the enemies are. This will allow you to aim and fire at the enemies, with great accuracy, in such a quick succession that they will have very little time to react and shoot back at you. And even when they do start to react, they will move so slowly that it will appear as if they are stuck in the mud. Shades of Max Payne!

The only thing that you need to keep in mind when doing this is that your mental energy will drain quite quickly. As a result you will need to watch your meter closely, and when it appears as if it is going to drop too fast, simply turn off the implants or use an OCS kit.

Grenades

Due to the awkward way in which you switch weapons in this game it can be quite easy to forget about your grenades. Don't. Instead, any time you are about to enter a room with quite a few enemies it is best to toss in a grenade or two first. Don't just open the door and throw, however, instead start throwing almost a full half-second before you open the door. In this manner you will be able to lob the grenade just as the door opens, and will expose yourself for much less time than if you opened the door, then threw. It takes practice, but it is still quite easy to get down pat in a short amount of time.

Proper Use of the OCI X-4

While it may appear as just a great one shot one kill weapon, the OCI X-4 is actually far more useful than that, especially when combined with HMV Vision. You see, the OCI X-4 is able to shoot through walls and other obstacles. As a result, if you enable your HMV Vision, when you have the OCI X-4 equipped, you will be able to target the enemy heat blobs and fire at them, taking them out before they are ever able to even shoot at you, providing they are on the other side of a wall, or the floor, and aren't too far away. The range is limited, after all.

Go for the Goal

This isn't something that is a strategy, so much as a way to play. For instance, if you are in a Capture the Flag game, then you should devote yourself to either sitting on your flag to defend it, or to running after the enemy flag. Likewise, if you are in a Domination match, then the ONLY thing that you should be doing is either capturing the objective if the enemy has it, or defending it if you have it. Too often you will see people running around shooting other players with no seeming goal in mind. This is a fruitless exercise, it doesn't matter how many enemies you kill unless you are in a Deathmatch. If you are not, then you have no business bothering with the other team unless it furthers your goals. After all, what good is it if you kill 1000 players, while the other team only kills 100, but they have the most flag scores? I'll tell you what. Nothing.

Move Constantly...

...unless you are a sniper, and even then you shouldn't just sit in one place for too long, you will be spotted, you need to always be on the move. The moment you stop, even if it is just to pick items off an enemy corpse, you will become a target. If you have to stop over something, such as an enemy corpse to grab something, then try to keep dodging back and forth while you do. Even if you think that you know for a fact that no one is around, you can still be shot because you may be wrong. Jumping as if you were constantly on a pogo stick can often help, as well.

Corpse Management

This brings up another issue—don't steal from the corpses of people that your teammates kill. It is their kill, and unless they are a sniper that is way far away and is obviously not going for the corpse, then it is their property. On the other hand, if an enemy kills one of your teammates, then you almost have a duty to kill them and take your ally's stuff, if only to deprive the other team from the loot. After all, if the other team has a guy with 3 or 4 Healtex packs that he has picked off a corpse or two from your team, then he will have a much higher chance of capturing the flag or holding a map point in domination.

Use the Best Available

If you are in a particular situation where you know that there is one specific weapon that will come in handy the most then USE IT. I still do not know where this notion comes from, but some players online think that certain weapons are 'noob' weapons, and as a result scorn them endlessly. For example, in one domination match I saw that the landscape was particularly suited to the GL Dragoon, so guess what, near the end of the match I used it. Another player then complained that I only won because of it, and that it was said 'noob' weapon. Well guess what: only a complete idiot would purposely handicap himself due to some sort of a twisted version of pride, where you think you are above using some weapons. Use what best suits the situation whenever possible. Besides, I had a higher score than him even before it struck me to use the GL Dragoon.

Walkthrough

1. Prologue

Summary

The first mission in the game, you will not be able to prepare before starting, but you will be introduced to the vehicles in the game, an enemy installation, and your new partner.

Preparation

Since you start this mission without being able to prepare, there is no need to concern yourself with this. Just be sure to grab gear off of enemies after you take them out.

Step-by-step

After heading in and choosing a difficulty level you will be presented with a cut scene that features Logan and Pointer going over the mission and bickering back and forth. After landing the tutorial will begin right away, and you will be directed to perform several motions. This will cover the basics that you need to know. That is, managing your inventory, shooting, aiming, and the like. Not too in-depth as to take a horribly long time, yet at the same time not too brief as to leave you clueless. Just right.

When you are done with the tutorial, or are simply ready to skip it, walk toward Pointer to begin the Prologue. Pointer will immediately set off at a somewhat brisk pace, yet not so brisk that you have to run or so slow that you can walk after him. Just follow him, stopping every now and then to prevent passing him. In short order you will come to two enemies. Kill them and take their stuff, ignoring Pointer for now, then rejoin him and continue to the bridge.

At the bridge don't be a hero, Pointer may stand up, but you should approach from behind the rock, then get on your belly and crawl forward, taking them out. Since Pointer will double-cross you later on, let him take the damage for now. Once the guards are dead, grab their provisions and then follow Pointer as he takes off at a run again.

A few paces more and you will see a sniper in a tower shooting down at you. Once all of this happens head south by southwest and keep the trees between you and the tower to the west. Begin to approach the tower, always walking to be behind a tree or a rock, and in a little bit you will be underneath the tower. If you like, from the rock closest to the tower, you can try to take out the sniper, but it is easier to just run to the tower, then ride the elevator to the top and take him out real quick.



If you like you can take the sniper out from here, but it is often easier to take him out from the tower elevator. Regardless of which way you take the sniper out, when you have dispatched him you will need to go to the top of the tower and take the sniper's gun. Make sure to also grab some ammo and anything else that is shiny off of him too; you will need it.

With the sniper gun in hand, shoot the guards standing outside on the grounds of the enemy base. They won't put up any resistance, as you are too far away for them to spot you, so just be slow and careful, trying to use just one bullet per baddy. Make sure to conserve ammo whenever possible as this continues, as well, for you will have to take out quite a few guys from up here, and the sniper rifle is a lot easier to do this with than your Matson CAFS.



While these guys may not look like too much, they will run directly for Pointer's position once you start shooting, so dispatch them fast.

Once Pointer is inside the enemy base, two guys will come out the other end, and walk toward the door that Pointer just went inside. Take them out quickly or else they will ambush Pointer from behind, and kill him, ending your mission. After the two guys from the other end of the base are taken out, a convoy of reinforcements will arrive. Use the same judicious manner to take them out, while conserving ammo. If you need more, then there is a chest in this sniper tower filled with grenades and ammunition. Make sure, however, that you have enough sniper ammunition left over to take out the gunner in the RMG Conquistador.



This convoy can pose a problem if you don't take it out quickly because the RMG Conquistador will open fire and keep you pinned down with automatic fire.

Pointer will call for assistance after you dispatch the convoy. Ignore the girl that you see and take out the sniper that has crept up behind the tower, and, once you get on the ground, the two enemies that will approach you from the North. Walk inside the enemy base.

Inside the enemy base you will need to go up the lift. The floor that you get to is pretty small, but you will need to take out several enemies. First walk forward and take out the guard in the room that you walk immediately into, then head into the next and take out the enemies here. Approach the next two doors that are next to each other carefully, and take out anyone that comes out shooting. Use a grenade if you have to, but duck behind the counter if you do. If you want to pick up an extra couple grenades or health packs you can enter the door to the left and grab them from storage, but go through the door to your right when you are done.

Head down the elevator and you will emerge into a slightly larger room with a short-distance lift and a sealed door. Ignore the sealed door and head down the lift to the floor below, then go to the door here. At this point Pointer will speak up. After realizing that Pointer has double-crossed you, your new objective will be to get out of the building, however you can.

The door in front of you will be locked, and enemy troops will have flooded in from the sealed door on the floor above. If you have any grenades throw them up there and see if you can take out any enemy soldiers, then take the lift up and be careful.

With the elevator door now sealed up here, head through the once-sealed door and take out the guys in this room, then proceed to use the computer here to unlock the door downstairs. Go back down the lift and head through the door in this room, then through the door in the next room. You will appear to be sealed in, but if you move close to the door with the red security lock on it you will trigger a cut scene.



You will be seeing a lot, well, talking a lot with Carrie throughout the game.

Once Carrie joins up with you, and picks the lock, you will need to head forward into a room that is quite obviously set up for an ambush. Stay inside the little room and, from standing at one side or the other of the door, take out the Peacemaker that is on either side of the front of the barricade. Afterward throw a grenade to take out the guys behind the barricade, then walk forward and shoot at anything that moves until you make it to the door at the end of the hallway. Finally, take out the last guard, then follow Carrie to the elevator, let her push the buttons, and follow her out.

In front of you will be two more doors; if you have some grenades then toss one in each to take out the guys inside, and stock up on some more grenades in the room on the left before heading through the door on the right. Continuing through to the next room, there will be some guards that you will need to take out on your level, as well as a few from down below, before Carrie runs off to the next elevator. She will take the elevator up.

Kill the two guards on the roof with a grenade if you have one, then run to the gun and take control of it. Take out the T3 Corsair and Carrie will run to join you. While in a way this is your first boss level, it isn't very difficult at all; just hit the health packs when you get hurt.

Follow Carrie into the next elevator and you will find yourself on one of the B303 Speeder. Start following Carrie and make sure that you keep close to her, as she will move quite fast. As you leave the base and go into the gully to the Southwest, the mission will come to a close.



Finally, freedom, you're on the B303 Speeders and the mission is over.

2. Containers

Summary

So, you and Carrie are partners now, eh? You'll also have your first implant opened on this level, and you will be introduced to Chrome and SPACON. While you will work with SPACON quite a bit throughout the game, you will never really find out what Chrome is, but everyone always wants it. Not only that but this mission is going to be fairly straight-forward, and Carrie will direct you as you go. Just make sure to always look through the jungle terrain; enemies can hide in the brush.

Preparation

While the C9/A5 will come in handy later on, indoors, you will want to have a Matson CAFS with you early on, to take out the enemies without getting too close. Additionally, grab a TC234 Sup incase you are able to take out any enemies without anyone noticing. Don't worry too much about 9mm ammo, so long as you have one box you will be fine, but make sure that you bring three boxes of the 8mm Long. You may also want to read ahead for the next mission, as the preparation that you do on this mission will have to last through the next mission as well.

Step-By-Step



The first two destinations are very close to your initial starting point.

Start by immediately heading southeast from your initial position toward the first container. You won't have to walk far before you run into enemies, so take care and use your silenced pistol if you can to take as many down as you can before they realize you are there. Afterward head west by southwest toward the next container position on your map.

Upon reaching the second container take out the enemies in much the same way that you did at the previous container, then turn to the southeast and you will see a small enemy encampment. Go there and take them out.



The place where you get the bombs and the place where you get the Samson 7T7 are almost in a direct line from where you start.

With the resistance gone you will be able to grab the explosives from the installation. You can find the explosives located inside of three crates just south of the giant crane. From here you will need to head southeast to the entrance of the installation. Be careful along the way, however, as there are three sniper towers that will target you.



Once you take out the enemies here remember to get the bombs. They aren't hard to find, but they are easy to forget. Initially you will need to begin by heading east. In short order you will run into the first sniper tower. Head up the tower and kill the sniper, then take his gun. This will make it easier to take out the rest of the enemies that you will encounter. Continue from here heading south by southwest and you will be able to take out the next sniper in front of you. Shortly afterward you will be able to turn southeast to take out the last sniper, at which point you will be able to head southeast toward the third sniper tower.



If you aim very carefully on the third sniper tower you can even take out guys near the reactor area. At the third sniper tower head up the elevator and snipe everyone around you until the coast is clear. Once it is safe head down and take a different gun off of one of the corpses, then head into the complex, being careful to take out the guards that rush at you as you approach.

Inside the base the first floor is essentially one giant room with a ring around it. In the area through the door to your left is the lift to the next floor, so start clearing the rooms by sticking to the right, that way when you go up the lift all of the enemies on the ground floor will be cleared. Take the lift up when you are ready for the second floor.

There really isn't much to the next three floors, as two open onto the roof, while the third will bring you to a control room. Begin by tossing a grenade up to the third floor to kill the enemy up there, then proceed floor by floor, killing any enemy in your way. When they are all dead head back down to the third floor and approach the computer. At the computer you will want to call the Samson 7T7, then head to the second floor and walk outside to the Samson 7T7.

The body count will quickly pile up once your Samson 7T7 lands as you will need to take out the guards that are guarding the entrance to the building. After they have been dispatched head inside and go down the elevator.

At the bottom of the elevator you will need to prepare yourself for quite a few enemies, then step out of the elevator and through the door on your right. Toss a grenade through before you do, if you have one, then head in and start shooting at anything that shoots at you. Lobbing a few grenades here and there will certainly help cut down the enemy numbers. When they are all dead head up the ladder to crack the computer.

Cracking a computer is actually quite easy, and seems to have nothing to do with computers at all. Simply play the good old fashioned memory game by clicking "Login as Supervisor" then on the "Hack" button to the right, and match away. When you have matched up all the shapes you will have supervisor access to the computer system. Select "Disable protective shield" and head back down the ladder, then into the room to the west and, after killing the guard there, hack the computer in there and select "Unlock door to the restricted area".



Your first hacking attempt, cracking the computer isn't difficult; it is just a bit odd if you haven't done it before. If you are a very good shot you can actually take out two of the guards in the main area by shooting out the window, but otherwise you will need to head back to the elevator and continue down. At the bottom floor take out any remaining guards, then proceed to place the three charges. First head down the ladder and place one on that level, then climb up the other ladder and place one there. Finally return to the level that you started on and place the last remaining charge near the elevator, and head back up the elevator.

Once you are out of the base head north by northeast and walk across the bridge. Kill the guys near the RMG Conquistador and hop in, then head along the trail that leads to the west. Continue along the trail to the place where you had picked up the explosives some time ago, and you will come to a B303 Speeder. Kill the guys that are guarding it, hop on, and the mission will end.

3. Dexon

Summary

While, when you start, this mission may look very wide-open, it is actually one of the shorter and more to-the-point missions that there are, providing you know where to go.

Preparation

The preparation for this mission may seem very easy on the surface, in that you start with the weapons that you had on the last level, but in reality it is one of the most difficult missions to prepare for. The reason for this is that you have to be preparing all throughout the last portions of the previous mission for this mission, to ensure that you have enough ammo.

Step-By-Step

When this mission first starts you will need to begin by heading almost due east until you run into a guard tower. Kill the guards around the tower, and the one in the tower, then take the sniper rifle and snipe as many enemies in the camp to the northeast as possible. When you are done trade back for your rifle, and raid any ammo that may be on the corpses here.



Approach the first bright area on the map to the east in order to find the first tower.

Next head north, up the incline to the next guard tower that overlooks the large central building with the support beams. Take out the guard in this tower as well, Snipe any remaining people in the area below, then head east, onto the main complex grounds.

Kill each of the guards that are in the open, and take out the guard in the east tower, and head into the administration building, which is the central building with the large support beams. Once inside kill the guard near whatever door you use, then blow out the glass down below and toss a grenade into the central area. Finally walk to the door on the opposing side from which you entered and take out the guard there. When the main area of the administration building is cleared take the elevator that is through the eastern door.

On the second floor you will have a few enemies to take out. Toss a grenade to the far end to deal with some of them, then walk in and pick off the rest. In this room you will also find your first real cache of ammo since you started this level, so raid the supply area then hack the computer and select "Unlock door to the restricted area." Afterward head back down to the entry area of the administration building and go through the door to the restricted area on the west wall, then proceed up the elevator.



Even after matching two symbols this time you will still need to match a third.

Level 3 has one central chamber with a guard inside, and a guard patrolling around the central chamber. Take both out then take the elevator down in the central chamber and hack the computer in the room below. After logging on as a supervisor you will want to download the data from the database. This will trigger a security alarm to go off which will make things slightly more difficult when you head back outside.

Proceed out the administration building through the south door and duck under some cover. Since you have no way to deal with a TC SteelGuardian at this time, avoid it as much as possible and take out the enemy soldiers. Loot their bodies if you can, but focus on getting through the open door into the main compound to the southeast.



Don't try to attack the TC SteelGuardian yet,; just avoid it as best as you can.

The path through the central building here is very direct, so I'm not even going to explain it. There is only one path, and guards are stationed all along the way. The only thing that you will want to watch for are enemies that throw grenades, and explosive containers. If you are standing too close to an explosive container sometimes enemy fire will make them blow up, which will kill you. As a result take out each explosive container from a distance just as you would any other enemy to be safe.

When you reach the end of the maze in this room, before you go through the door to Section F, stop and load up on the ammo in the nearby ammo box, then get ready to meet Dexon. Dexon is in the other room waiting for you, and the fight will be a relatively easy one; simply shoot him and dodge his shots, making sure to toss an occasional grenade, and you will win... but he won't die yet.

When Dexon is near death his rescuers will come to his aid. Take them out with grenades if you have them, or grab the rocket launcher in the chest behind you and use that. After they are dead walk outside with the rocket launcher and first take out the TC SteelGuardian with three volleys and use the rest on Dexon's T3 Corsair. If you run out you may need to grab a few rockets off of one of Dexon's rescuers, as he has some on him. When the T3 Corsair has been destroyed the mission will end.



Taking out the T3 Corsair with the rocket launcher is easy if you just keep it up.

4. Shybkov

Summary

This mission is a fairly straightforward one. You simply need to head up, take out a generator station, and break out a scientist. Nothing overly fancy, nothing too difficult. Doesn't take long at all. The only concern is that many players didn't seem to figure out how to get to the first installation, because the green area of the map that you have to walk through isn't overly noticeable.

Preparation

The Bjorn HD will now be available to you, which can prove a quite useful weapon. For this mission I tend to take the Bjorn HD for close-quarter battles, and the Matson CAFS for my ranged shots, however the Bjorn HD will work quite well even at a distance as well. Naturally grab all the ammo for the two guns, grenades, and health packs available as well.

Step-By-Step

Head east through the valley that you start out in, past the base at position number 2. Eventually you will come to a road, and begin to follow that until it begins to double back to the west, at which point you want to turn and head north through the green fields. All along this route you will need to take care, as there are sentries everywhere, and beasts that will charge you.



It can be easy to miss, but this green patch on the map is exactly where you have to go. After heading north through the fields you will eventually come to a broken-down fence. Be careful at this point as there are several guards that patrol this region, assumedly making sure that no one crosses through. Take them out then go inside the fence and head northwest toward the first installation.



This region has several guards patrolling it, so take care when you get to this point. When you reach the first installation you will realize that there is a security fence encircling it. As a result you will need to head north by northeast to the reactor facility in order to shut that down, before you are able to get inside the first installation. Be careful as you near the reactor facility, however, as there is a sniper tower outside of it and a manned gun turret. Take out the sniper, then use his gun to take out the guy in the turret.



The trek to the north toward the reactor facility is dotted with empty buildings. Inside the generator facility you will find a room that has quite a bit of radiation, which will damage Logan over time. As a result you will need to open the lock on the door, and rush inside the radiated room to hack the computer there, and get out, as fast as you can. There aren't too many symbols to match, but it can still be hazardous if you don't hurry.

Return to the first installation and scope it out. The first installation has two entrances, much like the installation that was in the Prologue. The north entrance has two guards outside of it, while the south entrance has a gun turret over the door. Head in through the north entrance and go up the elevator to the next floor up.

Walk through, room by room, clearing out the enemies until you come to an elevator that will take you down into a computer room. It isn't far, just three rooms away, but you may want to use a couple grenades to clear out the guards. Once they have been dealt with hack the computer and select "Disable security systems."

Next you can head up to the roof if you like, to take out a guard, but otherwise head down to the ground and exit the north door so you can enter through the now-unprotected south door. Inside, take the elevator up, then turn right and head through Section A, to take the next elevator down. Kill the enemies in the room in front of you, then continue through into the next room that is labeled Section A over the door and you will find professor Shybkov.

Professor Shybkov will move quickly outside and into the RMG Conquistador that is waiting down below. This is where the mission gets interesting. Shybkov will drive you to a new landing field, since your original one is compromised, and you will be responsible for taking out any enemies.



Shybkov will take over now; your legwork is done. Since you won't be moving anymore on your own, or even determining where you go, there isn't much more for me to say. Instead just take out any guys you see whenever possible, and make sure that Shybkov encounters little resistance, and the mission will go well. Take care!



Watch out for the TC SteelGuardian, they can turn you to shreds in to time.

5. Brown's Daughter

Summary

This mission is so incredibly short and straightforward that the summary for it is almost as long as the walkthrough itself. Anyway, there are quite a few enemies in this area, and even some sniping points. If you follow the path I lay out, however, you won't need to tangle with many of them at all, and the mission can take less than 5 minutes if you really hurry, and use the speed boost every now and then. Well, maybe a little longer, but it won't feel like it.

Preparation

You will now be able to take the C9/S, which is a good idea since the guards will be packing a LOT of 9mm ammunition on them, and you will usually want to take out your enemies as quietly as you can. Bringing the Fragger with you, for when you need the extra firepower, can be helpful as well. Just remember, for the beginning of this mission you will want to avoid contact with the enemies as much as you can.

Step-By-Step

Begin by heading east along the canyon wall. Take out any enemies that may spot you, but avoid the TC SteelGuardians as much as possible. When you have gone as far east as you can, avoid the creature to the north, and turn south along that canyon wall until you reach point 3 on your map. From there head back west along the southern wall of the canyon, then at the last minute head north to point 2.



As you can see, it is quite easy to run around the ridge of the canyon to the east, then south, then west to get where you need to go while avoiding the middle area.



Be careful in the northeast area around this creature; he can take a bit to bring down. Once you reach point 2 on your map, take out any guards that are around it, then walk inside and plant your explosive. After the explosive has been planted run out and hop on the B303 Speeder. After you are on the B303 Speeder head directly for point 1 on your map. Pretty much all of the B303 Speeders will avoid you and simply head to point 2, however the one near point 1 will usually remain to harass you.



Place the bomb in here then rush out to the B303 Speeder and head for point 2.

Upon reaching point 1 you will see quite a few guards outside; do a few laps on your B303 Speeder and hit them in order to kill them, then hop off and walk inside the building. Inside you will meet Brown's daughter, she will tell you that they need to rescue the MSM, so follow her outside and onto the giant yellow truck. Once you are both near it the mission will end.



For some reason everyone thinks that the MSM will be something small, but instead the big yellow truck outside IS the MSM, and it is also your ticket to the end of the mission.

6. Hannibals

Summary

This mission is another one of those missions that isn't very hard and doesn't take very long; you will just need to run through the paces. Fortunately you will have quite a bit of access to GL Dragoons, so if you know where to look for ammo later on you can pretty much rely on just the GL Dragoon.

Preparation

This mission will introduce you to the MA Xatron and the Cluster Grenade, and will involve lots of enemies coming at you with no concern for how much noise you make at all. As a result you will probably want to bring both of your new weapons to the party, as both are loud and would normally draw a lot of attention, but can put down enemies fast. A sniper rifle would be helpful at this point, but you're not allowed to take those with you yet. Then again, all of the ammunition in the various ammo boxes around this mission is 8mm Short, so taking the MA Xatron is a safer bet.

Step-By-Step

The first three waves in this mission will come from the southwest, so get in position and get ready to activate your zoom eye to take out the enemies that will come at you. The fourth wave will come from the southwest and will even involve some TC SteelGuardians. Hop on the cannon and take the enemies out.

The fifth wave will involve an armored vehicle, and will come from the northwest. Since you aren't prepared for such a thing you will have to instead move to the middle of the barricaded area and wait for a RMG Conquistador to pick you up, which can take you behind enemy lines to plant explosives on the armored vehicle.

Once the RMG Conquistador stops moving hop off and run to the south. Take out any enemies that stand in your way, then place the explosives on the armored vehicle. After the explosive goes off make sure to stay near the armored vehicle and take out the enemies that come at you. In just a few moments a Samson 7T7 will land here and take you to another position.



When the Samson 7T7 comes down to airlift you out make sure you are ready before getting in, with enough ammo to take on some serious enemies.

As soon as you are inside the Samson 7T7, drop whatever gun you have and pick up the GL Dragon. When the Samson 7T7 lands you will need to take out a couple TC SteelGuardians, so the GL Dragon will be quite helpful. While you can choose to fire at the enemy positions onboard the Samson 7T7, it can be more advantageous to hold off firing because you will need the rockets when you land. Additionally, avoid falling from the back of the Samson 7T7, because you will die a horrible death if you fall.



While you could take out some enemies, it would just be a waste of much-needed rocket rounds. When the Samson 7T7 lands toss your GL Dragoon and the rockets out of it, then go back in and get whatever rifle you had, and the ammo for it, and toss that out as well. Afterward get out of the Samson 7T7 and switch to the GL Dragoon. This will enable you to both be able to use the rockets, and switch back to what you had before, without having to sacrifice either.

When you land use the rocket launcher to take out the 3 TC SteelGuardians that will advance on your position, and use a pistol, if you have one, to take out the infantry. After the TC SteelGuardians have been taken out your primary target on this mission will emerge in a GOLEM IV, and begin shooting at you. Use any remaining rockets to target him, then go and grab your rifle and begin using it.

If you are having any problems with the GOLEM IV then you can always run into the crashed Samson 7T7 and find quite a few rockets inside of it, as well as another rocket launcher, that you can equip yourself with. This should enable you to take out any remaining resistance with very few problems. After the guy in the GOLEM IV has been killed the mission will end.



After damaging the GOLEM IV enough, the rider will come out and you won't have to worry about the heavy artillery of the craft anymore.

7. Shuttle

Summary

Ah, your first silent mission. This mission can be a lot of fun, but is also long and somewhat trying. Then again, this can be what it takes if you want to get onboard an enemy T3 Corsair to go to a space station, I guess. Think of it like when Luke Skywalker and company had to get onto the planet in order to wipe out the Death Star's shielding in Star Wars.

Preparation

Even though they don't mention it in the mission briefings, you will need to be as silent as you can be on this mission, and can't let anyone spot you. As a result pack silenced weapons, and both of the cloaking devices offered. It is very important that you collect as many cloaking devices as you can. The grenades may look like fun, but unfortunately they will make a lot of noise and will get you spotted real fast.

Step-By-Step

When the mission starts begin heading south and take out the first guard that you see. He will likely be carrying some cloaking devices, which will come in handy later on, especially with any that you already have on you. After he has been dealt with continue heading south toward the first SAM installation.

While you are moving around on this mission take care to kill every enemy that you come across. If you just kill some here and there, then eventually some of the enemies that you have ignored will see a body and the jig will be up. Additionally, save in different places because you never know when you will have missed an enemy that will trip the alarm, so you never know how far back you may have to load. Also make sure that you save two cloaking devices from the ones you either start out with or the ones you pick off of enemies, for the end of the level. You will need them.

Anyway, when you reach the first SAM site you will notice that the door is sealed, and you will be unable to get in. Head southwest and you will see the entrance to the sewer system. Blow open the grate and head inside.



You would think they wouldn't make such an easy way into their installations so unprotected and easy to find; then again you'd be wrong.

Inside the sewer system you will need to take your first right, then drop down a bit and you will come to the SAM control station. Kill the guard, then walk inside, climb up the ladder, walk through the door to the elevator. When you leave the elevator head through the door straight ahead of you and kill the two guards. Grab the key card from the guard in the suit, then shoot the SAM-site Controller until it blows up.

The first SAM site disabled, you will now need to head to the second SAM site. While you do, however, make sure to walk through the woods to the north. There are a couple of guards up there that you will need to deal with, or else you will be discovered, and there are also several on the peninsula that the second SAM site is located on.

When you reach the second SAM site take out the guards outside of it, then head inside and take the elevator down. At the bottom of the lift go through the door to the right and kill the guards that are near the SAM-site Controller, then blow up the SAM-site Controller. Afterward leave, then go through the door straight in front of you and head down one more level to take out the guards in the basement. If you do not then they will later trigger the alarm when they (presumably) find your handiwork upstairs.

Once outside take the RMG Conquistador until you reach the large open area to the north, then hop off and walk up into the woods and begin heading to the west. After a short while, so long as you are not too far north in the woods,

you will see a group of enemy soldiers. When you do, head south and take them out; there should be almost 6 of them, with a RMG Conquistador near the three that are further south.



This is where you will have to take out the 6 enemies all grouped together; be careful, it is really easy to get spotted here when you do.

After taking them out head back into the trees to the north and walk along in them until you reach the wall at the west side of the island. There will be two small scout parties moving through the trees here that you will need to take out.

When you reach the wall wait until you can take out the two guards that patrol along outside of it, then head inside the small building there and take out the guard inside. After the guard is dead hack the computer to open the door outside. Hopefully you still have two cloaking devices, you will need them.



The gate you come into the camp from (on the left) presents a long maze in order to get to the first building inside the enemy camp.

With the door open cloak yourself and rush through it and to the left. After you go quite a bit to the left you will come to another building like the one you just ran out of. Go inside, kill the guard, and hack the computer here to open the next door. Leave the building and head further to the east and you will come to the communications building, which is the tall building behind the storage building.

Enter the communications building and take out the guards inside as silently as possible, including the two on the floor above through the window, otherwise they will sound the alarm. Make sure to use a cloak on the way up the elevator so that the guard on the next floor up doesn't see you, then take him out. Walk to the door in this room and go up the next elevator, then walk from room to room taking out the guards as you see them until you get to the end. Hack the computer and put the communications system into a maintenance cycle and you will no longer need to worry about stealth.

I have heard rumors online that some people do still encounter stealth issues at this point. If you do then this may be a function of the difficulty level, although I have not been able to repeat this. If that is the case, and you do run into stealth issues by being detected, then you will need to continue to try to move on undiscovered. Sucks to be you I guess...

Go back out one room and hack the computer there to open the door, and leave the communications tower. With communications down you can now take guys out with impunity, so take advantage of that as you head through the door to the south and into the nearby building that is to your left after walking through the door. Inside hack the computer and select "Unlock door," then leave the building and head south into the next SAM controller complex.

Take out the third SAM site in the same manner as you did the second, even moving downstairs to take out the two guards there, then head west into the complex marked by point 3 on your map. Inside, kill the guards on the lower floor then take the lift in the eastern room to the second floor and kill the guards here. Take a flight suit from among the hanging suits and head out the door and walk toward the T3 Corsair to end the mission.

8. Code Key

Summary

This mission starts up where Shuttle left off, and is another mission on which you will need to be as silent as possible. Fortunately, however, unlike the previous mission the point at which you are able to disable the alarms comes much sooner.

Preparation

As with the last continuation mission there really is no preparation for this mission, except that when the mission starts you can choose some equipment from a chest in front of you.

Step-By-Step

Begin by making sure that you have silenced weaponry from taking the guns inside the case where you start, as well as any ammunition that you need. Make sure, however, that you don't have any guns equipped, or else people will spot them and you will be discovered. When you are done head to the northwest corner of the landing bay without getting close to any enemies. If you do they will realize that you don't belong, and the mission will end in failure. Once you are at the northwest corner simply take the lift down.



If you don't have silenced weaponry then make SURE that you take it this time around, otherwise there really is no practical way to complete this mission.

After you are down the lift equip a cloaking device, or whatever is left of one, and a gun and head through the eastern door, taking out the two guards in the hall without making any noise. After they are dead continue into the next room and kill the scientist inside, then hack the computer to open the door. When you are done return to the lift.



These two are more difficult than they should be, only because even when using silenced weaponry it is very easy to be overheard while killing them.

Next head through the southern door, walk along the walkway, and head down the elevator at the far end of the next room. When you get to the bottom of the elevator kill the two guards in this room, silently, and activate your cloak before heading through the next door. Shoot the guy at the far end of the walkway without making any noise then, with your cloak still on, continue into the next room and silently kill all 6 guys in it as fast as you can. If you like you can try to get through this room without making any noise or being spotted, but it is often easier to just kill them.

In the next room you will also need to use a cloaking device, as there are a lot of guys and if even one spots you then the mission is done for, as there is no way to take them out while remaining silent, that I can find at least. So, when you are ready go through the door, across the catwalk, and turn left. Continue around the room until you get to the first door that opens on your right, and go through it. Using your speed boost here is very beneficial.

Next enable your cloaking device again and head through the next set of double doors, then turn immediately to the right and head in the door straight ahead. Inside you will find two scientists; take them out before they trigger the alarm, and hack the computer to open up the storage room. Go in the storage room if you need to load up on any ammo or supplies, then head through the next door into the generator room. Hack the computer inside to open the door, then leave the generator room.



Take this guy out quick; he is very close to the alarm and can trigger it before you know what is happening. Walk back into the large room marked Section D, with your cloaking device on, and keep to the right, walking around the shipping crate, and into the elevator. Take the elevator up, then walk out and take out the guards and scientists in the room, and hack the computer around the corner. This will open the door to the restricted area and trigger the alarm. No more need to worry about silence, drop the sissy silenced weapon and grab the TAI Nitron off one of the guards you just killed, return to the storage room below to stock up on ammo for it, then return to this room. Even still, I tend to have one full cloaking device left at this point as well, so you should now be equipped to take on the rest of this base with ease.



The storage room to the left is like the land of plenty, more than enough to set you up to wreak havoc on the rest of your enemies.

Next head through the door labeled Section D onto the catwalk to the left of the elevator you came up in, then walk across the catwalk and go through the door straight ahead of you and up the elevator there. At the top of the elevator will be a large room with a lot of guards waiting for you, and cloaking devices will not help to hide you. Use the high-powered shots of the TAI Nitron to take out the enemies quickly, then, when you likely run out of ammo, switch to a Matson CAFS from one of the corpses. If you need ammo return to the storage room below then come back up.

From here head through the south door, then continue through the south door on what looks like the other end of an electric chamber. Continue forward heading through the north then east then south then east doors. This will deposit you in a large room overlooking the area that you docked. Take out the enemies stationed in here, as well as the ones that come through the eastern door, then continue through to the eastern door.

Take out the guards in this hallway, then continue out into the core area and take out anyone that you see here, including the guys on the platform below. When you are done walk down the catwalk to the north and enter the next room. Kill the guys inside then hack the computer to turn off the gravity.

The moment the gravity is off save your game, then walk out of the room and try to jump onto the platform below. Be very careful when you do this that you don't hit the large column in the middle, or else you will bounce off and fly down below. Instead jump past it, but just past it, and you should land safely. When you do simply hack the computer to shut down the generator, then walk to the north end of the catwalk, jump onto the support beam, shoot the grate then jump into the grate. Ignore the mention about the red box—that is a well-known bug. Also take great care when jumping into the grated pipe, as it is easy to miss.

Once inside the pipe head west and you will come to a large open room with a small contingent of guards. If you are very careful you can actually take them all out with one grenade, but otherwise you may wish to try to sneak past them. This is a good spot to use a cloaking device, if you still have one.

Continuing down the pipe head straight until you come to a dead end, then turn back and take your first right. Shoot open the grate here, then walk across the support beam to drop down on top of the small structure at the far end. The southwest corner will have some grating you can shoot open; do so, then kill the guard inside.

Next head down the elevator into the large chamber in front of you. In here take the time to kill all of the guards, then head through the eastern door and up the elevator. At the top of the elevator kill the guard then use the computer there to open the gate. With the gate open go back down the stairs and walk through the large southern double doors.

Once through the double doors walk up the ramp, killing the guards as they pop up, and through the western door where you will need to finally download the data. With the data downloaded shoot out one of the floor grates and drop through it, then drop all the way down to the ground and, once you are as far down as you can go, head to the east end where there will be some boxes stacked near a pipe. Jump on top of the boxes until you are able to get into the pipe, then jump into the pipe.



At first this may not look like your way out of this area, but it is the only way.

Walk forward and take your first two rights, then continue through the pipes until you drop out onto a platform. Once on the platform you will find yourself in the middle of a relatively nasty fight, so hide behind some crates real quick and dodge out every now and then to fire shots at the girl with the jetpack.



This flying Zetrox girl can be a serious pain since she darts around like a hummingbird. Keep shooting at her until she is almost dead, at which point she will eventually land on a far off platform and leave you alone. When she is gone hack the computer to disable the force field, then walk across the catwalk into the back of the Samson 7T7 that is waiting, and the mission will end.

9. Nicole's Crash

Summary

Nicole is under attack and you need to go see if you can find her. Not much more needs to be said; this is the shortest mission in the game.

Preparation

Since 80% of the map in this mission does not need to be used, there really isn't much that you need to prepare for. Instead your preparation will be for the next mission, since you will not be able to prepare in-between this mission and the next. Since you will be able to get quite a bit of 14mm Long ammo on both this and the next missions, I tend to suggest either a Matson AAC or a TAI Nitron. If you get the TAI Nitron then you can pretty much ignore the pistol, however you will want to get one if you go for the Matson AAC.

Step-By-Step

Begin this mission by heading south through the canyon and along the river until you come to an opening guarded by two guards on B303 Speeders. Kill the guards, then hop onto one of the B303 Speeders. From here head to the

southeast portion of the map and you will find Nicole's downed Samson 7T7. From here head south along the river and you will come to a downed Samson 7T7. When you find it, and climb in the back, the mission will end.



This mission is *also* so short that it doesn't even really warrant a screenshot. As a result, enjoy this pink bunny rabbit instead.

10. Nicole Parker

Summary

A mid-length mission, but you will be able to use the main gun on a RMG Conquistador and a GL Dragoon for nearly the entire mission, if you are careful.

Preparation

The preparation for this mission is quite simple in that you will simply start out with what you had at the end of the last mission. As a result just take care to search every body you come across and you can set yourself up quite well.

Step-By-Step

Begin by heading north until the road bends around to the east. When it does you will see a large wall in front of you that Logan is unable to walk around, and a small complex to the south. Head into the complex area and kill all of the guards, then, inside the small building there, you will find a computer that you can hack to open the large door to the east.

Before heading through the double doors you can choose one of two relatively good armament setups here. Pretty much all of the guards were carrying TAI Nitrons, and many have a large supply of bullets, so you should be able to completely pack out your inventory if you wish. On the other hand, inside the building and up in the guard tower you will find a GL Dragoon, and two boxes of rockets in each location. Pick whatever you wish, then walk through the double doors and hop in the RMG Conquistador.

Head down the road in the RMG Conquistador until you reach the roadblock, killing the guards in your way, then hop out and walk around the road block to take out the guards on the other side. Continue from this point on foot and in short order you will come to another RMG Conquistador. Hop inside and continue down the road, taking out guards and TC SteelGuardians as you come to them.

Continuing down the road you will eventually come to another bridge with a roadblock on it. Take out the guards and slalom around the obstructions, as well as take out the T3 Corsair that will fire upon you. With it destroyed you may have a bit of a problem driving around it, but if you are careful, then you should be able to do so.

After another short bit on the road you will come to another building with a wall around it, and mines on the other side. Take out the guards that are near the building, as well as the TC SteelGuardian here, then enter the building and hack the computer to open the door. Leave when done and walk along the wall, hopping in the RMG Conquistador that is along the way.



This walker will oftentimes try to hide behind the building so that you don't notice it until you are too close. Continuing on the road through the doors you will now move in a large circle, in the center of which is the mine entrance. Use the main gun on the RMG Conquistador to take out any resistance, then hop out, hack the door on the mine, and head down the long elevator shaft.



On some levels it really is a good thing that you don't have to face the walkers that are up here; instead you can choose to use them to help you take out the troops on the ground around them, if you choose.

Once inside the mine you will come out into a very large room that is packed with snipers. Go around and take out the snipers while making your way to the top level, where, on the western wall, you will find a door with a computer inside the room that you can hack to open the door to the restricted area. Hack the computer then head back to the bottom level and destroy every explosive container on this level. Since you are about to face someone pretty strong, you don't want any stray shots to blow up an explosive container near you and kill you. After they are destroyed go through the eastern door on the bottom level.

Once through you will meet up with Nicole Parker. After talking to her head back into the big room and you will find Dexon waiting for you. If you still have the GL Dragoon then a few shots will finish him off, otherwise you will need to take some care. When he is dead you can grab the Redbox off of him, and return to where Nicole is waiting for you to end the mission.



While on Shuttle you were told that you found the Redbox, this time you really do find the Redbox.

11. Warehouses

Summary

This mission has quite a bit of open area to cover, but half of the walking around will be inside buildings in tight CQB situations. Prepare to face enemies that are both covered by terrain and right next to you. Your equipment at the end of this mission will not affect your equipment on the next mission. You do, however, get to see Pointer at the end of this mission again, but I won't yet say in what capacity.

Preparation

There is a lot of open territory on this mission where a sniper rifle can be pretty handy, so long as you pair it with a NoN 'Fragger' or something to handle the enemies that come at you from close up. Additionally taking the GL Dragoon can be quite effective as well, but you will have to trade off for another weapon in short order. The terrain is open and cast in a jungle motif.

Step-By-Step

Begin by heading east along the water, following it as it eventually turns south then west. When it does you will come to the first enemy compound. Kill the guards and the TC SteelGuardian outside then, when you hear the Samson 7T7 landing, hop in the turret outside and take out the guys that run out. After they have been dealt with head inside and, on the second floor, you will find a guard in a suit. Kill him and take his keycard.

From this installation head south and you will come to a long wall. Stand on the hill and take out any guards that you see, then look along the wall and you will find another small structure. Go inside and open the doors using the computer inside, then leave and walk through the large double doors.

Once inside the double doors head south along the hanger openings. Kill the guards in your way and hop into the TC SteelGuardian as soon as you can. In just a few moments a Samson 7T7 will drop enemy reinforcements, and the easiest way to take them out is from inside the walker. After they have been taken out simply go from building to building killing the enemies, then, when you are ready, go to the smaller southwest building and head down the elevator.

Once you are down the elevator head to the north door, avoiding the east side of the room as much as possible. When you get there go inside, kill the guards, and hack the computer to disable the security systems. Once that is done head back out then go in the east door, up the ramp, then hack the computer in the room off of the top of the ramp in order to unlock the door to the restricted section.



If you aren't careful, the cannon here will tear you to shreds when you are fighting with the guards. With the restricted section opened up head through the western door and go up the elevator. At the top you will be able to exit into a new part of the base. From here head to the southern building and, once inside, kill the guards and hack the computer to open the gate and disable the security cannons. Once this is done head to the northern building in this walled-in area and, once inside, kill everyone in the large chamber.



Much as the last security cannon, he who is not careful here will be ripped apart by dual cannons. From this point climb down the ladder that is on the catwalk, then walk into the elevator on the eastern wall. Head up two floors inside the elevator and kill the guards in the small room that you emerge into, and take the keycard from the guy in a suit, then head down one floor.

Go to the western door across the catwalk and enter the large chamber there. Once inside take out the guards and, near the southern end of the room, there will be a large shipping crate with the words Danger and Biohazard on it. Plant your explosive there, then leave this building and return to the place that you left the TC SteelGuardian.

Once inside the walker go back to the double doors by which you first entered this whole compound area and, on the right, you will see a building marked "Restricted Area." Kill the guards outside, as well as the TC SteelGuardian that is guarding it now, then hop out and go inside to open the next gate on using the computer inside.



The TC SteelGuardian that comes at you will be partially hidden by some crates, which can make it difficult to hit with your belly-mounted cannon.

Head out of the building then turn and walk to the east, behind the building, and through the gate there. Continue into the large building that is directly in front of you and, once inside, take out all of the guards in the large room. With the guards dead take an elevator down, then face the double doors to the south and save. Walk through the doors and kill any guards you see, then use caution as you approach the next set of double doors. Some of the guards on the other side have GL Dragoons, and can do quite a bit of damage to you quite fast.

After you kill the guards in this room, continue around and through the next set of double doors into the next room. Once in there kill the guards in that room as well, then walk into the elevator. After a short bit Pointer will appear saying he rigged the place to explode, and Nicole Parker will come to your rescue to end the mission.

12. Laboratory

Summary

The bulk of this mission will take place in some pretty wide-open fields of snow, while at the very end of the mission you will need to go inside a building. As a result treat this like field operations followed by a short burst of CQB at the end. Oh, and there is a Pointer sighting, incase you were wondering.

Preparation

You will need to do quite a bit of sniping on this mission, so grab a sniper rifle as well as a heavy pistol for when you need to go indoors. Make sure you bring a lot of 14mm Long ammo as well to go with your sniper rifle, and later on a TAI Nitron.

Step-By-Step

Begin by heading south through the trees toward your first objective. If you took the sniper rifle with you then you may wish to keep to the eastern edge, taking guys out from maximum distance, but with the C9/S you will want to get much closer. After you reach the first objective go inside, then hack the computer here and put it into a maintenance cycle. With the maintenance cycle initiated, blow the terminal up by shooting it.



Remember to set the terminal into a maintenance run before shooting it.

After the terminal is blown up, a couple guys in an RMG Conquistador will leave the base and come toward your position. As a result leave this small building here and run some ways away, then turn back and shoot the guy out of the RMG Conquistador and take care of his counterpart. Afterward hop into the RMG Conquistador and head toward the main base.

If you have a sniper rifle then, at this point, you may wish to hop out and hoof it a bit to snipe the various enemies in the base, which can make this portion quite easy. If not then simply drive on in and use your cannon to take out any enemy resistance that you encounter. Be particularly careful, however, to take out the guys in either of the two towers. When everyone outside the building has been dealt with, enter through the south door.

Once inside you will be able to just go up the elevator in the first room, however that can make things harder for you later. Instead head forward and search out this level room by room. Really that means head north through the first two doors, then check each of the storage rooms you see in the hallway that you will come to. In the last room down the hall, however, and this is key, you will find a large room with lots of guns and even some ammo. Most particularly, there will be a whole lot of grenades, and even the wonderful Cluster Grenades. Grab several then head out of the storage room, down the hall, and into the big room that is through the door to your left.



So many cluster grenades, so few guys left to kill...

Once you are inside the big room turn to the east and you will see some glass windows that are rather large. Shoot them out, as well as the windows behind them, and ready a cluster grenade. You should also see a bunch of blips on your radar that signify that there are enemy troops there. So, aim in such a manner that your cluster grenade will fly through the first window, and through the second, landing in the room on the other side, and throw. It should only take two or three of the cluster grenades to do this, and normal grenades won't work anywhere near as well, but you will be able to take out quite a few enemies this way. After you are done head into the elevator and go up.



If you aim in such a way that the screen looks like this, you should be able to nail the guys on the other side quite easily.

Kill the guard in front of you, then shoot out the window that he was standing in front of. You should see Pointer running into an elevator. Let him go, then jump down onto the boxes and go up the elevator after him.

Continue into Section E and you will see Pointer kill Nicole Parker, who will warn you that Pointer is going to Turbon with the virus. After the cut scene, head down the elevator and kill the guys below to end the mission and find yourself back up with Carrie.



Poor Nicole Parker, she's one of the few people that has actually meant well so far.

13. Nanovirus

Summary

This mission is broken up into three segments. The first segment involves you walking around in a GOLEM IV taking out several other GOLEM IVs and some TC SteelGuardians, while the second will require you to perform some sniping action, followed by an indoor romp of CQB action. All in all the mission goes by pretty quick and you finally get to kill Pointer.

Preparation

The enemies on this mission will drop a lot of 14mm Long ammo, and when the mission starts out there will be a lot of enemies that are very far off that you will need to take care of, so it is best to take a sniper rifle with you and as much 14mm Long ammunition as you can. In addition to that grab some grenades and health packs and you should be fine. When the time comes to go indoors for some CQB action there will be a TAI Nitron on the ground that you can grab right near the door, off the corpse of one of your enemies.

Step-By-Step

When this mission begins hop into the GOLEM IV and proceed forward to the southwest. In short order you will be approached by a couple GOLEM IVs so take them out, as well as their infantry escort, then continue into the canyon.

Walking along through the canyon you will be approached by a couple more waves of enemies, one accompanied by a pair of TC SteelGuardians and the other one accompanied by another pair of GOLEM IVs. Blow both of these away and, when you reach the end of the canyon, you will come to a bridge.



Unfortunately, when you reach the bridge, you will have to leave your GOLEM IV behind. As you approach the bridge the enemy will blow it, making it so you will have to leave your GOLEM IV here. Hop out then turn to the northwest and walk until you find a way to get up onto the ledge above you there. Once you are on the ledge continue along it toward the south and eventually you will come to a large building. Kill the guards outside the structure and take the keycard off of the corpse of one of them, then enter the building.



Just to the west of the bridge is where you go up to continue on to the other side. Take out the guards in the first room, then continue toward Section B. In the next room you will be able to prepare yourself a bit, take whatever equipment you need, then continue into the next room where Pointer will order the guards there to attack you, while he runs off. With him gone take them out, then continue into the next room and do the same to the guards there.

Walk through the southeast door in this room and down the ramp. Take out the guards that rush you in the corridor here, then continue through the next door. Walk through the door straight in front of you, then take out the guards in this room. With them dead walk up the ladder onto the catwalk and stand in the middle of the catwalk. Here guards will come at you from each of the lower doors in front of you, if you are facing west. Take them out, at least 6 of them, then hack the computer up here to open the restricted area.

With the restricted area opened head down the ladder, then go through the eastern door to meet up with Pointer again. Shoot at him when you can and continue to follow after him as he runs from room to room. When he is in the third room he will stop moving around and you can finish him off pretty easy from a distance or up close, using the pillars for cover when you need. With Pointer finally dead there's just some mining rights to clear up.



Just keep a pillar between Pointer and you whenever you need to heal or reload and you will be fine.

14. Final Mission

A – Join Zetrox

Summary

So, even though Zetrox are criminals, you want to make sure the colonists aren't hurt. Talk about strange bedfellows. Anyway, this is the easiest way to play out the final battle, and won't take too much effort provided you prepare right and can move around quickly, so get used to using the Adrenaline Processor.

Preparation

There will be a LOT of rocket packs on the ground on this mission, so start off with a GL Dragoon and three rocket packs, the most you can carry, as well as as many Healtex kits and OCS kits as possible. Afterward grab both of the cloaking devices and then slap in a few grenades and you will be good to go. If you don't have a GL Dragoon you can find one by one of the blockades, but you will waste precious time getting to it.

Step-By-Step

When the mission starts out begin by taking out the TC SteelGuardians and infantry that are advancing on your position using the GL Dragoon and as many rockets as you need from the ground. After they have all been taken out a pair of Samson 7T7s will drop down and deploy some troops; if you can take them out while they are still in the air you won't have to worry about them, but otherwise you will have quite a few infantry advance on your position.

When the Samson 7T7s have deployed their troops, and you have killed them, some armored transports will come at you from the north. Head in that direction and use rockets to take them out, then head to the central blockade, and climb up the ladder to get to the roof as fast as you can. Once up there begin shooting at the incoming Samson 7T7s and take them down as quickly as you can. Just remember to save it before trying to climb to the roof; it is real easy to fall when climbing these ladders.



The cannon on the roof can be somewhat treacherous to reach, but it will definitely make taking out the two Samson 7T7s much easier.

After the last two Samson 7T7s have been dealt with some GOLEM IVs will approach from the north. Get in position and take them out to finish the mission. Just too bad it is a sour ending.

B – Join Coretech

Summary

Surprisingly enough, the only thing worse than joining Zetrox for the last mission is joining Coretech. You won't be relocating anyone here, no, you'll be wholesale slaughtering the colonists for Coretech, and Carrie will drop you on the spot. Oh well.

Preparation

You will need to take out a lot of people at quite a distance, ideally, for this mission so grab yourself a sniper rifle and something handy for CQB action. Beyond that just equip a good ammo and equipment mix and you should be set. Do make sure to bring at least one box of 8mm Long ammunition, however, for when you switch to a Matson CAFS.

Step-By-Step

When this one starts out walk forward to the east and take out the two colonists there, then steal their RMG Conquistador. From here take out the T3 Corsair that comes at you using the cannon on the RMG Conquistador then hop back out and snipe any colonists that you can see to the south. After they have been sniped hop back into the RMG Conquistador and drive around the perimeter of the base a little, then hop out and snipe some more colonists. Rinse wash and repeat until you have taken out as many as you can see.

When you are done sniping the colonists, head into the colonist base on your RMG Conquistador and relieve anyone that hasn't already realized they are dead of their life, making sure to switch your sniper rifle for a Matson CAFS at the first chance you get. When the area is clear head into the central building.



Your last confrontation will be inside the central building, so go and get it over with.

Take out the colonists on the first floor, then go through the western opening and up the ramps to the second level of the main opening and go up the elevator here. When the elevator stops you will come face to face with Mr. Brown. Take out his cronies with some grenades if you have them, and fire on him until you finally are able to take him down. When he is dead the mission will end.

C – Help the Colonists

Summary

Helping the colonists is the most righteous, and therefore the most difficult, of the three endings. Instead of taking on an enemy with allies that you don't care about, you must instead take on an enemy while trying to protect as many allies as possible. Not an easy task since they die like lambs for the slaughter.

Preparation

Personally I like to start this mission with a sniper rifle, specifically the OCI Crom, since you will need it later considering the Matson AAC has a range that is just short enough to become problematic later on when you have to snipe some enemies on the cliff above you. That said, it can still do the job if you get real close. Otherwise you just need to make sure that you have plenty of ammunition, and you should be fine. The GL Dragoon that you will be using for a large portion of the mission will be lying at your feet when you start, but rockets may be scarce so you may wish to bring along a box or two of them.

Step-By-Step

When this mission starts out, hop on the turret near you and take out the armored vehicles that advance on your position, as well as the infantry, with your sniper rifle afterward. When you are done snipe the infantry that show up in the two RMG Conquistadors, so that you can use them yourself, then drop the sniper rifle and grab the GL Dragoon that is next to where you started and some rockets. With the GL Dragoon in hand hop into one of the RMG Conquistadors and take out the two T3 Corsairs that will try to come down near the center of the outpost.



Use the cannon on the RMG Conquistador to good use in taking out the T3 Corsairs.

With the two T3 Corsairs destroyed the enemy will try to drop some infantry via a pair of Samson 7T7s. Take them out as quickly as you can, both the infantry and the Samson 7T7s, then you will receive notice that the enemy has taken over the main facility and you will be encouraged to surrender.

Before heading into the main building on the south end of the outpost, look up on the ledge that overlooks the outpost and you should see sniper fire raining down on you from there. Drop your GL Dragoon and re-equip your OCI Crom that you dropped earlier, then take out the snipers. With the snipers dead get the GL Dragoon back and enter the main building on the southern end of the outpost.



The snipers up on the ledge can pose a serious problem, and even cause you to lose the mission, if you don't take them out before heading inside.

Once inside take out the enemies in the main room, then loot their corpses, taking all of the 8mm ammunition that they carry, as well as their Healtex kits. With these in hand go through the western opening, up the ramps, and onto the catwalks up top in the large initial chamber. Remember to continue looting the enemy corpses as you pass them.

At the far eastern end of the room will be an elevator. Take that up to the second floor and kill the guards in the room up here then defuse the explosive on the barrels in the middle of the room. The moment the explosive is defused the Zetrox representative will appear, standing by the elevator, from where you just came. If you are real quick you can snag her with four or five rockets and kill her before she can even fire back, but if not then you will need to duck behind the barrels. With this final act the game will come to an end; enjoy the multiplayer!



Once you defuse this bomb your final battle with the Zetrox representative will start almost immediately, so be careful and prepared when you defuse it.