

PRIMA'S OFFICIAL STRATEGY GUIDE

DETAILED
MAPS!

MEDAL OF HONOR RISING SUN



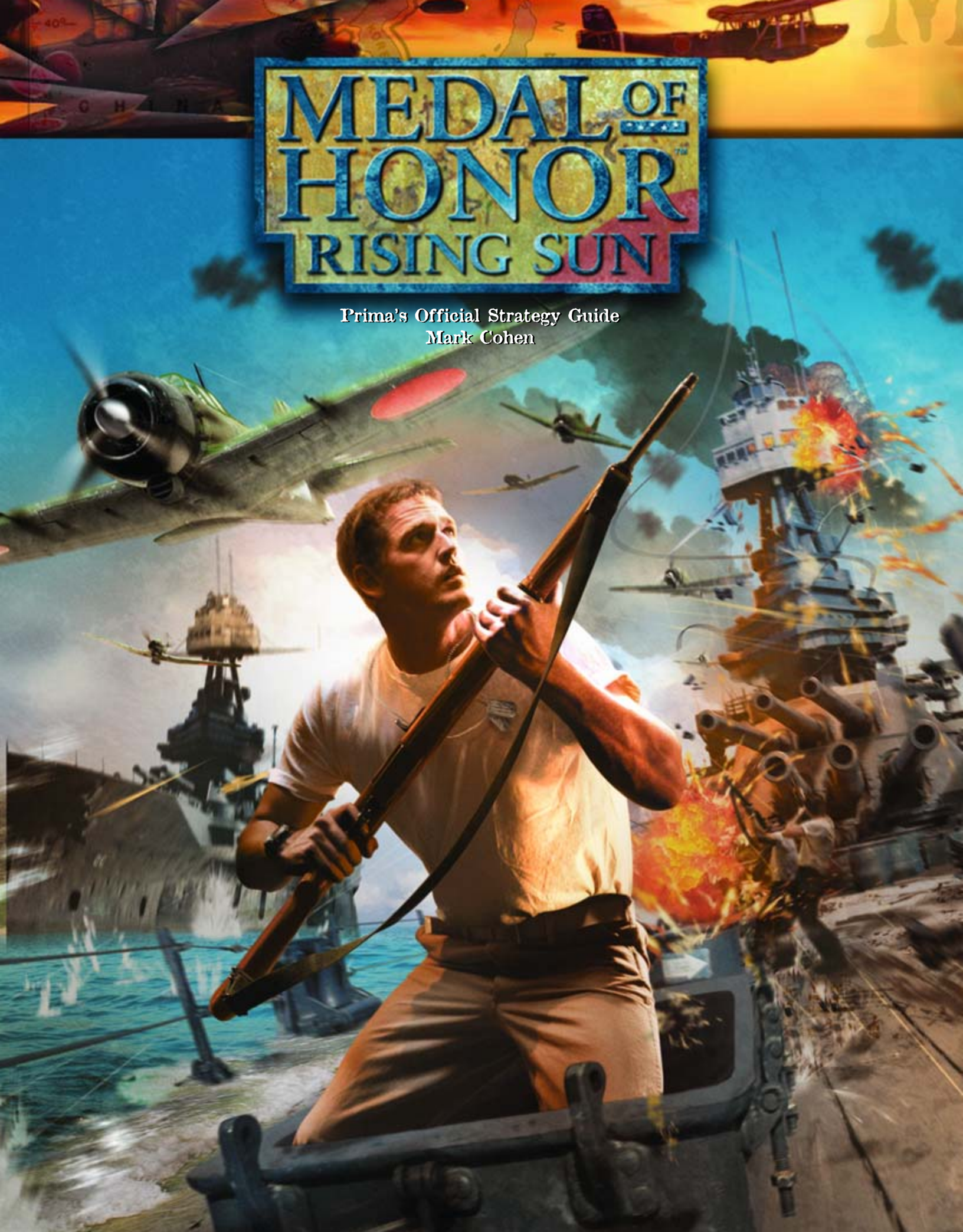
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The cover art for the video game Medal of Honor: Rising Sun depicts a World War II naval battle. In the foreground, a soldier in a white t-shirt and khaki pants is shown from the waist up, aiming a M1 Garand rifle. He is positioned on the deck of a ship. In the background, a large battleship is being targeted by several aircraft, with a massive explosion erupting from its superstructure. The sky is filled with smoke and other planes. The overall scene is dynamic and action-packed, capturing the intensity of the Pacific theater.

MEDAL OF HONOR™ RISING SUN

Prima's Official Strategy Guide
Mark Cohen

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Prima Games
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1-800-733-3000
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ISBN: 0-7615-4291-4

Library of Congress Catalog Card Number: 2003111141

Acknowledgements:

The author and Prima thank the Medal of Honor Rising Sun team at EA's Los Angeles studio for their assistance during the production of this guide. We appreciate that team members took the time to answer questions while scrambling to meet their own production deadlines. Helmets off to Senior Product Manager Lincoln Hershberger, Producers Matt Marsala, Rick Kane, and Michael Glosecki, and from the far north, Marketing Assistant Ben Kusin, who coordinated the author's visit to the studio.

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A very special thanks to Captain Faris T. Farwell, Jr.

CAPTAIN FARIS T. FARWELL, JR.

Captain Faris T. Farwell, Jr., was born in Troy, New York on 4 March 1955. He attended the U.S. Naval Academy and graduated with a Bachelor of Science Degree in Systems Engineering in June 1978. Following Basic Surface Warfare Officer Training in Coronado, California, he reported as Damage Control Assistant and Navigator aboard USS *Brewton* (FF-1086) homeported in Pearl Harbor, Hawaii. During this tour, he completed two deployments to the Western Pacific/Arabian Gulf.

In May 1982 he commenced studies at the Naval Post Graduate School in Monterey, California, where he earned a Master of Science Degree in Electrical Engineering. He was selected for Nuclear Propulsion Training in June of 1984 and attended the Navy Nuclear Power School in Orlando, Florida followed by Naval Nuclear Propulsion Prototype Training in Ballston Spa, New York. He reported aboard USS *Long Beach* (CGN-9) homeported in San Diego, California, where he served as Electrical Officer. During this tour, Captain Farwell completed two Western Pacific/Arabian Gulf deployments.

After completing Surface Warfare Officer School Department Head Course in Newport, Rhode Island he reported aboard USS *Reuben James* (FFG-57) as Operations Officer in May 1988. During this tour, he completed one Western Pacific/Arabian Gulf deployment as well as several ASW Squadron Northern/Eastern Pacific deployments. He reported to Armed Forces Staff College, Norfolk, Virginia in December 1989 and graduated in June 1990.

Captain Farwell reported to the COMNAVSURFLANT Nuclear Propulsion Mobile Training Team, Norfolk, Virginia, in July 1990 where he assisted in material and training readiness assessments of U.S. Atlantic Fleet CVN's and CGN's. He reported aboard USS *Vandegrift* (FFG-49) homeported in San Diego, California, in October 1992 as Executive Officer where he completed a Western Pacific/Arabian Gulf deployment as well as an eight month comprehensive overhaul. Following this tour, he was assigned to joint duty serving as the Maritime Counterdrug Operations Officer on the staff of Commander-in-Chief, U.S. Atlantic Command, Norfolk, Virginia.

Captain Farwell commanded USS *Reuben James* (FFG-57) homeported in Pearl Harbor, Hawaii, deploying in support of Arabian Gulf Maritime Interdiction Force operations. *Reuben James* earned the Battle Efficiency "E", the Navy Unit Commendation and various unit awards during his tour. Following his command tour, Captain Farwell returned to sea as Engineer Officer in USS *Enterprise* (CVN-65) homeported in Norfolk, Virginia where he

deployed to Sixth Fleet. Captain Farwell assumed command of USS *Bunker Hill* in January 2002. *Bunker Hill* deployed with CONSTELLATION STRIKE GROUP to the Arabian Gulf conducting combat strike, air defense and riverine patrol missions in support of OPERATION IRAQI FREEDOM.

Captain Farwell's awards include the Bronze Star Medal, Defense Meritorious Service Medal, the Meritorious Service Medal (two awards), the Navy Commendation Medal (four awards), the Navy Achievement Medal, the Joint Meritorious Unit Award, the Navy Unit Commendation, the Battle Efficiency Medal (six awards), the National Defense Medal (two awards), the Armed Forces Expeditionary Medal, and the Sea Service Medal (nine awards).

Captain Farwell is married to the former Judith Lyn Smith of Holmdel, New Jersey. They have three children: Thomas, Andrew, and Marisa. The Farwells reside in Coronado, California.



CONTENTS



Introduction

WELCOME TO MEDAL OF HONOR

With the release of *Medal of Honor Allied Assault*, Electronic Arts established a new standard for World War II games. Thanks to a seemingly endless commitment to detail, historical integrity, and respect for the realities of war, this series offers players a glimpse of what life was like for the Allied soldier during the years 1941 to 1945. In *Medal of Honor Rising Sun*, the story begins at Pearl Harbor and shifts to the Philippines, Guadalcanal, Burma, Singapore, and eventually a Japanese super-carrier, somewhere in the Pacific. There are creative twists that pull you in, and characters that will only achieve their goals in future *Medal of Honor* games.

This guide reflects many hours of gameplay, exploring miles of terrain and doing battle with every weapon at your disposal. The result is an in-depth walkthrough that will be your guide when you need it. We encourage you to give the game a go without our help, but turn to the pages of this book when you are stuck. If you love tactical military games as much as we do, you'll pick up on our style and approach to warfare. It may not be your style, but it works, and we have the pictures to back it up. If you adopt even a few of our battlefield strategies for *Medal of Honor Rising Sun*, or future *Medal of Honor* games, then our work on this guide was well spent.

The stories of Pearl Harbor, and the four years that followed on the Pacific front, have been told and retold—and that is exactly how it should be. The men and women who fought and gave the ultimate sacrifice cannot be forgotten. With this in mind, we'd like to begin this book by putting real names and stories to the rich characters created for this game.

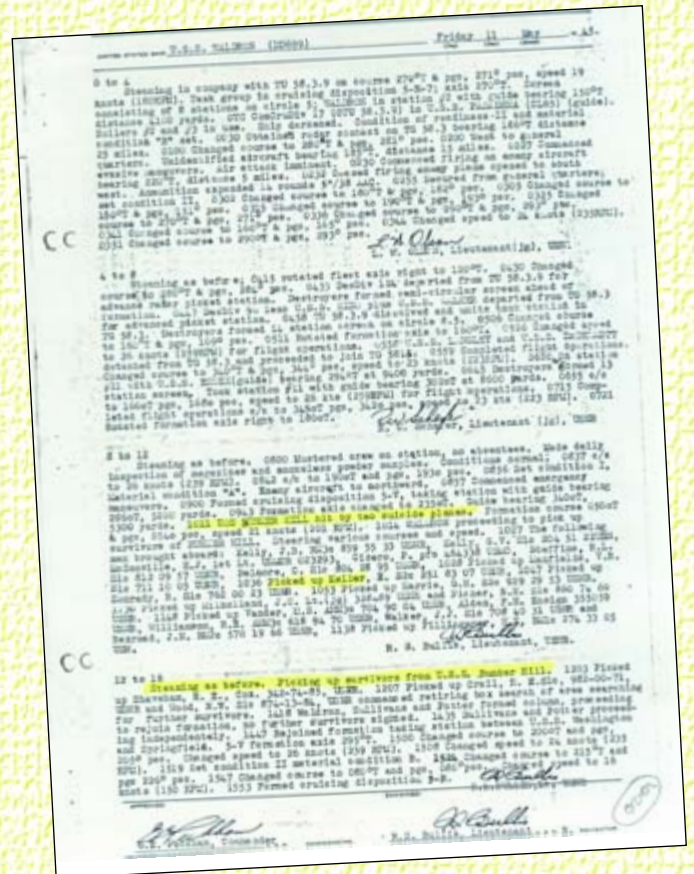
I have had the privilege to know Captain Faris Farwell, commanding officer of the U.S.S. *Bunker Hill*, a \$1 billion dollar *Ticonderoga*-class, guided-missile cruiser that is home based in Coronado, California. He shared with me a precious collection of letters and accounts, gathered from the men and women of the original *Bunker Hill*. The new ship bears 11 stars in recognition of the 11 battle stars and Presidential Unit Citation earned by the 3,400 crewmen who served on the original *Bunker Hill*, an *Essex*-class aircraft carrier, from 1943 to 1945. This ship was in the midst of the Pacific campaign, with action at Tarawa, the Marshall Islands, Truk, and the Battle of the Philippine Sea. Fighter planes launched from the *Bunker Hill* took part in destroying the Japanese battleship *Yamato*.

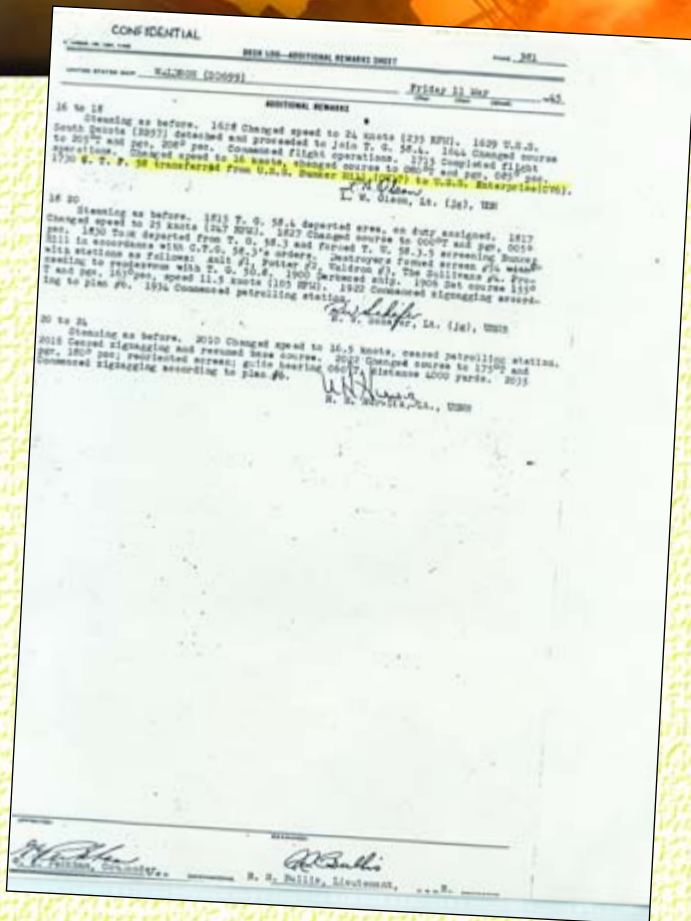
The following personal letters and recollections describe the events of May 11, 1945, when two Japanese kamikaze planes hit the decks of the *Bunker Hill*, off the coast of Okinawa. Nearly 400 of their shipmates died that day, and today, 58 years after the attack, only 200 crewmen are left to tell the story. With the utmost respect and admiration, I bring you the story of the U.S.S. *Bunker Hill*.

[NOTE]. Photographs courtesy of the U.S. Navy.



DECK LOG FROM THE U.S.S. WALDRON





LETTERS AND ACCOUNTS BY U.S.S. BUNKER HILL CREW

From James Walker, 20 mm Gunner; Manchester, N.J.

On May 11, 1945 at about 10:30 AM we were struck by two kamikazes. One hit the aft section of the flight deck amongst our planes which were just fueled and loaded with bombs. Needless to say the kamikaze turned the aft section of the ship into an inferno. The second kamikaze hit moments later amidships at the base of the island structure, killing most of the pilots in their ready rooms. We lost a total of 373 dead and 264 wounded.

My gun battery was located at the aft section of the flight deck on the port side near where the first kamikaze hit. Most of our crew was either killed, blown overboard, or went overboard in flames. I was knocked to the deck by the blast and was in flames from busted aircraft belly tanks. I crawled to the battery's edge and fell some 80 feet to the water. Hitting the water apparently knocked me out, because the next thing I remember, I was under the water, hearing the pounding of the ship's propellers. I was being twirled around in all directions and wondering if I was going to be sucked into them. It didn't happen and I surfaced gasping for air.



I didn't have a life jacket on, nor could I see anything floating nearby to hold on to. After swimming around awhile I noticed a life raft with someone on it. I swam over and dragged myself aboard. The guy was one of our gun crew (I think his last name was Rexrod). I finally became aware of pain and noticed that most of my hair was burned off and skin was hanging from my arms. We noticed someone floating nearby unconscious. Air was trapped underneath his jacket in the back and was keeping him afloat. We pulled him aboard the raft. His face was badly burned but we recognized him as one of our gun crew. After 50 years I have forgotten his name, but he came from Flint, Michigan and could not swim. Fortunately the air in the back of his jacket kept him afloat.

As we sat on the raft we noticed the massive explosions and great bellows of smoke coming from the ship and wondered if she was going to go down. She got smaller and smaller as she moved away from us, which left us with a very lonely feeling. We could not see any other ships nearby. However, in about an hour or so a destroyer picked us up and the next day we were transferred to a hospital ship, then to Guam and eventually to the Naval Hospital in Pearl Harbor.



Clinton Webster, VT-84 Pilot; Palm Desert, CA

I was scheduled for an Okinawa strike that morning. I had to return to the ship because the landing gear of my plane did not retract properly. The Air Officer said to get with it and not waste and time as Air Group 58.3 was proceeding in a direction they did not want to go to recover me. I landed aboard and stayed in the Ready Room for about an hour and then decided to go to my room and shave.

That turned out to be a very fortunate decision for me. As a result, I never complained about having to shave in subsequent years.



Albert Nadeau, ABM 3/C; Saugus, MA

I was manning the phones in Flight Deck Control Room at the base of the Island, which were connected to Fly 1, Fly 3, Status Board, and Primary Fly on the bridge. All of a sudden I hear the operator of the phones at Fly 3 yell "Meat Balls! Meat Balls!" Then the first kamikaze plane dropped his bomb aft, then the second kamikaze plane dropped his bomb amidships and crashed into the base of the island. At that moment, I ran out of the island onto the flight deck and went forward to the catwalk, forward of the 5" gun mounts and stayed there until the last kamikaze was shot down.

After that I heard the Air Boss say, "All Flight Deck Personnel man your fire stations!" I ran out onto the flight deck and ended up about the 4th man from the nozzle on the fire hose. At that time, W.T. Hatch, ABM 1/C from my division, called out "Hey Nadeau, come with me." We went over to the forward hatch on the Island. ABM Hatch tied a rope around my waist, passed me a firehose and told me to go down the

ladder and proceed aft with the hose on full. After a while I couldn't breathe and asked for an RBA which was dropped down to me. Then I proceeded aft until I saw a watertight hatch dogged closed. I was able to turn all the dogs except two. I then went back to the ladder and asked for an axe to hit the frozen dogs. It was then that I realized that the rope that was tied to me had burned off.

Louis Boitano, Aviation Ordnance, VMF 221 Squadron

My job was to load and maintain the aircraft guns when they returned to the ship. The aircraft that I was working on had a ruptured cartilage. All the gunpowder had to be cleaned out before it could be used again, which took a lot longer than usual. They towed it back to be in position for the next flight and I finished cleaning it there.

I walked forward to midship. I heard an explosion and felt like I'd been hit between the shoulders and almost fell down. I thought the belly bank on the plane that I'd been working on had exploded, but found out a Japanese plane had dropped a bomb where I had been working.

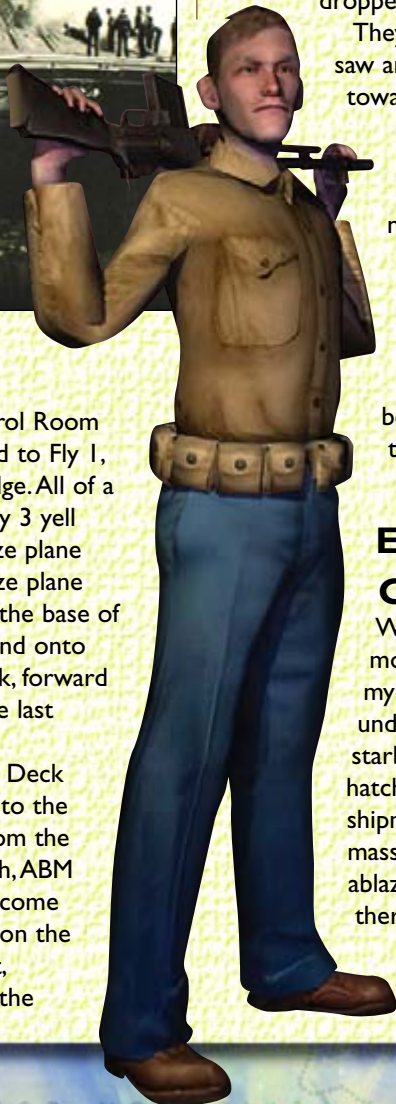
They sounded General Quarters. I looked up and saw another Japanese plane heading straight towards me. I ran as fast as I could and knelt down at the end of the catwalk and hung onto the flight deck trough. An explosion went off, glass flew over my head, but I was not injured.

I went to the starboard side, knelt down behind the marine batteries and saw enemy planes approaching our ship. Our guns, and the guns of other ships shot them down. I then pulled fire hoses, threw rockets overboard that were threatening to explode from the fire below, and helped wherever needed.

Thank God my number wasn't up that day!

Edward J. Scollan, V3 ADV, CU-17; N. Chelmsford, MA

When General Quarters sounded on the morning of May 11, 1945, I was down below in my V3 compartment. We were located one deck under the hangar deck, aft of the ship on the starboard side. I managed to get out through the hatch on the hangar deck just before some shipmates slammed it shut. The hangar deck was a mass of destruction, the flight deck above us was ablaze and exploding. About ten shipmates were there with me. There were some torpedoes ready to be loaded on the planes, but we rolled them off the side elevator. It was then that all hell broke loose, so we



rushed to the starboard side. I managed to get to the 40 mm gun mount. We threw all the ammunition over the side of the ship. Some shipmates decided to jump into the water, as they could see destroyers coming up behind the *Bunker Hill* to pick up survivors.

There were a few of us that stayed on the gun mount, and as we looked out we could see the cruiser *Wilkes-Barre* steaming alongside the *Bunker Hill*. As I stood up on the edge of the gun mount, I heard a voice yell, "Don't jump yet, wait until I tell you!" I waited until somebody yelled to jump. I remember hitting the deck and somebody broke my fall. I was rushed to sick bay. The doctor came in and checked me over. I was stunned and had a few bruises. A crew member of the *Wilkes-Barre* gave me clean clothes and I was asked to go back aboard the *Bunker Hill* by chair lift to help fight the fires and save the *Bunker Hill*.

In late 1992, 47 years later, I finally found the sailor that yelled to me to jump, and broke my fall. His name is Frank Gilberto and he lives in New Britain, [CT]. I finally did meet Frank on Veterans Day, 1992, and we had a grand reunion. We were on national TV. Frank passed away on September 16, 1997.

Photo # USN 1150533 USS Bunker Hill as an electronics test laboratory, October 1971



The U.S.S. *Bunker Hill* as a Naval Test Lab in 1971, at North Island Naval Base; Coronado, CA.



Controls

INTRODUCTION

As in all *Medal of Honor* games, the player controls for this one are simple and intuitive. However, each movement or action can be modified to fit the enemy, situation, or environment. In the following sections, we demonstrate how to move and attack, with special tips for different weapons and situations. We also cover special actions that allow you to find secret areas, cheat codes, and multiplayer skins.

MOVEMENT

Walk/Run

This is a pressure-sensitive action when using the left analog stick. Move it slightly and Griffin walks; push it to the limit and he runs. This action can be combined with jump, while running forward or backing up.

The fastest way to move from one place to another is to stand up and run. Of course this is not always wise, especially if you are moving through enemy-occupied territory where stealth is recommended. In situations where you are traveling from one place to another (as opposed to fighting your way through a building or walking through an area infested with snipers), we recommend moving with a rapid-firing, clip-loaded weapon such as the Thompson SMG or MP1911 (Colt .45). This allows you to travel with a fully loaded clip and respond immediately to enemy fire (see the Weapons and Tactics chapter for recommendations on when and how to use each weapon).

Crouch

This is a push-button action. Griffin is either standing or crouching; there is no in-between state. This action can be combined with walk/run and strafe.



When adequate cover is not available, crouching presents a much smaller target to the enemy. Furthermore, enemy soldiers must adjust their aim when you go into a crouch, thereby buying you another second or two. Crouching as

you edge around a corner is a great way to move into a room unnoticed (at least until you start firing). The trade-off for this type of stealth is that you move very slowly while in a crouch. When you need to cover ground quickly, stand up first, or your enemies will have the advantage of shooting at a slow-moving

crab. In addition to normal movement, there are several situations in the game where you must crouch to fit through an opening, or to see an object on the other side of a wall.



You can also line up a shot before you take it. In this situation, we are out of range of the sushi chef's knives, but we can still see him. By lining up the shot while in a crouch, we can pop up, take a shot, and drop down again, without taking any damage.



Crouching when going up stairs lets your character get higher on the stairs before his head pops through to the next level. This enables you to see, and even shoot at, enemies on the next level, before they see you. The first screen shows our character at the top of the stairs in a crouch, with our head just barely breaking the horizon. In the next screen, our character is fully visible when standing, even though we are in the same location on the stairs.



The same trick works going downstairs. The first screen was taken while standing, while the second was taken in a crouch. We have a clear shot, and the enemy still does not know we are there.



Enemies in this game also crouch to make use of cover.

Strafe

Strafe is a sideways movement. This is a pressure-sensitive control, even when it is programmed as a button. Push lightly to strafe slowly, or depress the button all the way to strafe at full speed. You can strafe while standing or in a crouch (limited to slow strafe).



When you are up against multiple enemy soldiers in a small space, strafing is a good strategy for shooting your way out of trouble, especially if you have an automatic weapon, such as a Thompson SMG or Sten gun. A shotgun is also a good choice, because it doesn't require pinpoint aim, which is difficult to acquire when moving. The advantage over simply turning is that you are also moving, so you can get away from your enemies while inflicting damage. Strafing works best with a clip-loaded weapon or in situations where you have a particular destination in mind.



[TIP]. Due to the jungle environments and the number of Japanese snipers in this game, we don't recommend using strafe very often. However, you would do well to master it in Team Death Match and multiplayer battles.

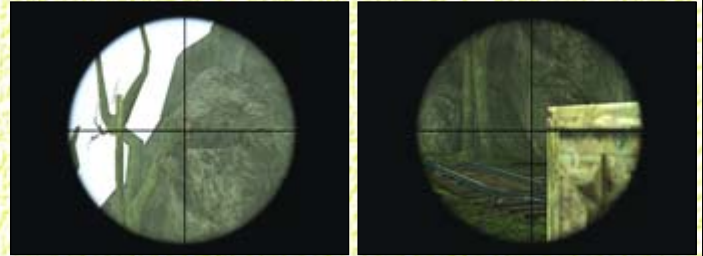
Turn

You can turn 360 degrees by pushing the assigned stick or directional pad left or right. You can turn and strafe at the same time, but you'll probably be a little dizzy when you stop.

Jump

This is a push-button action that achieves the same height on each jump. However, you can combine jump with walk or run to leap forward and you can fire and jump simultaneously. You can only jump from a standing position, not a crouch.

Center View



Tapping this button instantly brings Griffin's point of view from its current position to a level plane. This is the fastest way to adjust your aim to the horizon after you lob grenades or aim at an elevated target. Center view is not available on the Nintendo GameCube™.

ATTACKING

Fire

This is a push-button action. Press the button once for a single shot or hold the button down for continuous firing (until your ammo is exhausted). You can combine fire with any of the movement commands described above.



Shooting a gun is the way you stay alive in *Medal of Honor: Rising Sun*, and fortunately it requires no training. Aside from the obvious goal of killing your enemies, it is important to remember that firing even one shot instantly reveals your position to the enemy (even if they cannot see you). Do not feel compelled to shoot an enemy soldier who is in plain view if you can move to a more protected location.

[NOTE]. Although the action of shooting is the same for all weapons, each gun has its own special characteristics. See the Weapons and Tactics chapter for tips on how to shoot accurately with each weapon.

Aim

Pressing and holding the Aim button brings your target closer. It is a moderate adjustment on all weapons except the Springfield '03 (see Sniper Zoom below). It is important to remember that you cannot aim and move forward or backward at the same time. However, you can slide a short distance to either side when the Aim button is depressed.

When in Aim mode, you can move your line of sight in all directions; however, this movement is much slower than normal. It is important to move your weapon while in Aim mode only when you are in a covered position. When enemies are firing, stay away from Aim mode so you can quickly reposition your gun.



Normal view



Aim view

Sniper Zoom

Sniper zoom can only be used when the Aim button is depressed, and this function is limited to the Springfield '03. The sniper zoom "remembers" your last setting, so if you set it at the highest magnification, the view will remain at this level every time you press Aim. This can be a problem when you have an immediate need for a wider field of vision. It is a good idea to bring the view back to normal before exiting Aim mode.



Normal Aim view



Full magnification of Sniper Zoom

The sniper zoom is the single most important tool of a stealth attack. If you find the right position, you can decimate an entire enemy squad while remaining out of view and/or out of range. There are two weaknesses to be aware of when using the sniper zoom. First, the view disappears while the gun is being reloaded. Second, the gun moves very slowly while sniper zoom is activated. We recommend pointing your gun in the general direction of the target *before* activating sniper zoom.

[TIP]. Master the head shot for one-shot kills.

[NOTE]. "Lean" by Zooming and either strafing left or right. You can do this while standing or crouching.

Melee

Every time you push the Melee button, Griffin swings his weapon. In order to connect, you must be close to your target. You can combine melee with any of the movement actions described above. When ammo is scarce, you can also use melee to smash a wooden box.



After several blows, our health is dropping fast.

One smack with the Springfield sends our enemy reeling.



We're still breathing (just barely), but this fallen Japanese soldier leaves a medicinal canteen when he disappears.

[TIP]. If you use the melee attack while reloading, the melee attack takes precedence over the reload. Therefore, you must reload again after the melee attack.

For obvious reasons, melee fighting is a last resort (it's difficult to justify charging a machine-gun nest while swinging your rifle). However, there are times when you should use melee rather than firing your weapon. For example, if an enemy soldier is pummeling you with his bayonet or samurai sword, he may be too close for you to quickly and accurately aim (this is made even more difficult if you are carrying the Springfield). It doesn't take long to die in this situation, so a quick response with the butt of your gun may save your life.

Reload

Pressing Reload brings the number of bullets in your clip up to the maximum level. There is one exception. Due to the design of the M1 Garand, you must empty the clip entirely before reloading.



With at least one enemy soldier around the corner, we don't feel very good about venturing forth with only two shells in our shotgun.



A manual reload takes a second or two.



But, with a full load of eight shells, we can proceed with confidence.

If you have sufficient ammo, Griffin automatically reloads his weapon when the clip is empty. In normal situations, this is not a problem. However, we recommend manually reloading whenever possible. This allows you to pick the time and place for reloading, preferably when you are not under direct fire.

Aiming and Throwing Grenades

Every time you press the assigned button, Griffin throws a grenade. The button is pressure sensitive, so the longer you hold it down, the farther the grenade travels. If you simply tap the button, Griffin drops the grenade, which is good for targeting enemies below you, but not so good if you are on level ground. Obviously, you need to clear the area when this happens or you suffer severe damage.



Achieving accurate grenade tosses depends on aim, trajectory, and strength of throw. You don't have the benefit of a crosshair, so you must aim (look) in the direction of your target.

Trajectory is especially important when you need to toss the grenade over an object. If you don't raise your point of view high enough, the grenade will bounce off the object and come right back to you. Finally, strength of throw affects the distance.

[TIP]. A grenade has a four-second delay. If several Japanese soldiers are charging your position, try lobbing a grenade ahead of the pack and timing it so they arrive as the grenade explodes.



Unable to target several Japanese soldiers firing from behind these rocks, we toss a grenade from our covered position.



A concealed fuel barrel adds to the explosion, as the grenade wipes out four Japanese soldiers and leaves valuable ammo.



[CAUTION]. Japanese soldiers often kick a live grenade away, or pick it up and throw it back at you.

Changing Weapons

The Next Weapon button cycles through all of your available weapons. This automatically reloads a weapon.

OTHER ACTIONS

The Action Button



During the course of your missions, you'll be called upon to complete a wide range of actions, including collecting documents, turning levers, smashing valves, climbing into a plane, and even riding an elephant. These activities are

all accomplished with the Action button. In each case, a screen prompt will tell you when an action is required.

Entrenching Tool



After you find the entrenching tool (read the mission walkthroughs for the location), you'll be able to "dig" at various objects using the Action button. In most cases it is a dirt pile, but there are exceptions, such as lockers or grates. Each location is revealed in the walkthroughs. When you dig successfully, you uncover a special bonus cheat.

Machete



Like the entrenching tool, you must first find the machete. When you have it, you are able to hack at jungle foliage or netting to reveal hidden paths. These paths may offer shortcuts or access to a variety of health and ammo pick-ups.

Skeleton Key



The skeleton key is the last special Action item. By earning gold stars in accuracy, hits taken, and bonus objectives, you unlock a skeleton key for the completed level. You can then go back and play the level again to acquire a special multiplayer skin. These skins are hidden in chests, and of course, we tell you where to find them in the mission walkthroughs.



Weapons and Tactics

INTRODUCTION

Griffin fires a wide variety of Allied and Japanese weapons—each with its own strengths and weaknesses. The following section contains a little historical information, along with tips for getting the most from each weapon.

Pistols

MI911 (Colt .45)

Specifications

Length: 8.5 inches
Weight (Unloaded): 2 lb., 7.5 oz.
Clip: 7-round detachable box
Round: .45
Muzzle Velocity: 860 ft./sec.



The M1911 is ideal for close-quarters fighting, and it is the choice for cleaning out cramped bunkers. If you plan on moving quickly through an area that may have a light enemy presence, the M1911 is ideal.

Welrod

Specifications

Length: 14.6 inches
Weight (Unloaded): 2 lb., 10 oz.
Clip: Single shot
Round: .32
Muzzle Velocity: 1,000 ft./sec.



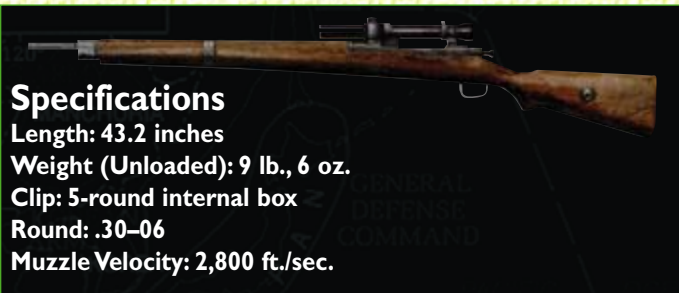
The Welrod was a highly specialized silenced pistol developed for the OSS. The simple design combines a barrel and silencer in a long, thin package designed for one purpose: silent killing. You use the Welrod in only one mission, where you must move unseen through enemy-controlled docks and buildings. This gun is quiet and accurate, but it fires a single shot, and reloading time is agonizingly slow, especially when multiple enemies are bearing down on you. You need to make the decision between the silence of a one-shot Welrod or the firepower of a seven-shot M1911.

Rifles

Springfield '03

Specifications

Length: 43.2 inches
Weight (Unloaded): 9 lb., 6 oz.
Clip: 5-round internal box
Round: .30-06
Muzzle Velocity: 2,800 ft./sec.

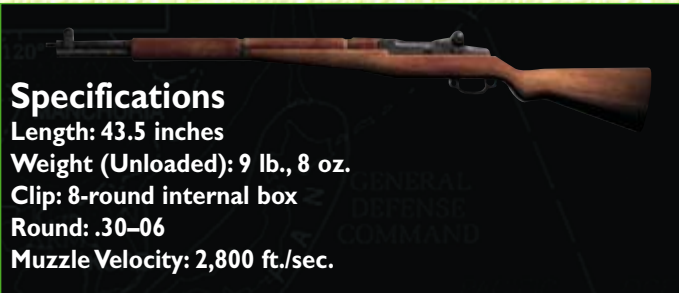


The Springfield '03 is your best friend when snipers are raining fire on your position. It is incredibly accurate, and with the sniper zoom, you can zero in for one-shot kills. Use the Springfield from good cover, where you are under no immediate threat of close combat. If the situation changes, switch immediately to a Thompson SMG, shotgun, or M1911. If you get caught holding the Springfield in a crowd of enemy soldiers, your best bet is to use the gun as a melee weapon, because it is almost useless at close range.

M1 Garand

Specifications

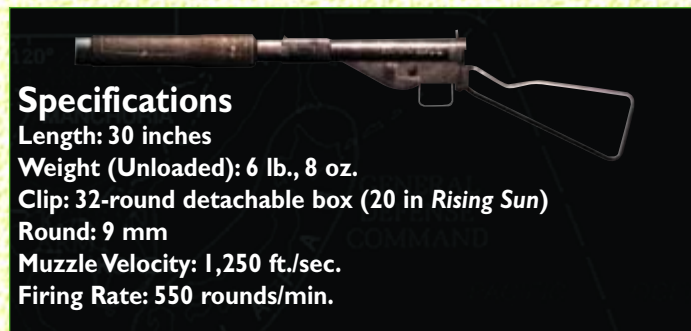
Length: 43.5 inches
Weight (Unloaded): 9 lb., 8 oz.
Clip: 8-round internal box
Round: .30-06
Muzzle Velocity: 2,800 ft./sec.



The M1 is the first self-loading rifle to be adopted as a standard weapon (1936). This weapon is fast, powerful, and accurate, but it does have one drawback. The eight-round clip cannot be loaded with single rounds. You must burn through the entire clip before reloading (the empty clip is automatically ejected after the last shot). Hence, you may find yourself wasting a shot or two, just so you can start a critical patrol with a full clip.

Submachine Guns

Sten Mk II Silenced

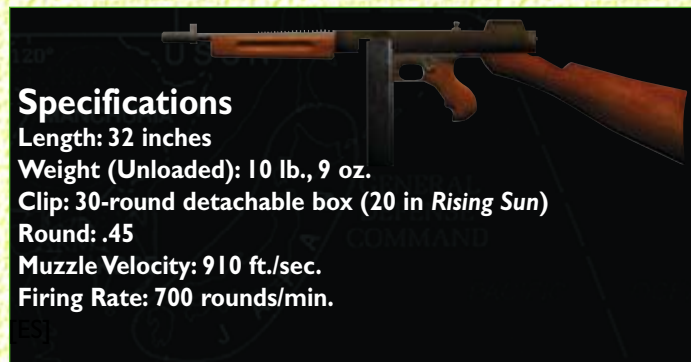


Specifications

Length: 30 inches
Weight (Unloaded): 6 lb., 8 oz.
Clip: 32-round detachable box (20 in *Rising Sun*)
Round: 9 mm
Muzzle Velocity: 1,250 ft./sec.
Firing Rate: 550 rounds/min.

This light submachine gun has a distinctive spitting sound. Although it is a light gun, the Sten has a surprisingly heavy kick. Due to its rapid rate of fire, you might have a tendency to keep the trigger down. When you do, make a special effort to bring the gun back down to its target, as it will keep drifting up.

Thompson M1 SMG



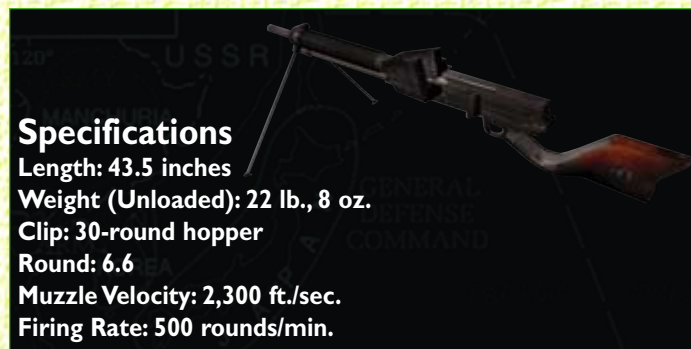
Specifications

Length: 32 inches
Weight (Unloaded): 10 lb., 9 oz.
Clip: 30-round detachable box (20 in *Rising Sun*)
Round: .45
Muzzle Velocity: 910 ft./sec.
Firing Rate: 700 rounds/min.

The Thompson packs a wallop, and is without peer in close combat situations. This gun is designed for room-to-room fighting, patrolling narrow jungle paths, or clearing bunkers. You can even bring down a plane with it in the Fall of the Philippines mission. However, don't stay with it when your enemies spread out and fire from long range.

Light Machine Guns

Nambu Light Model 11

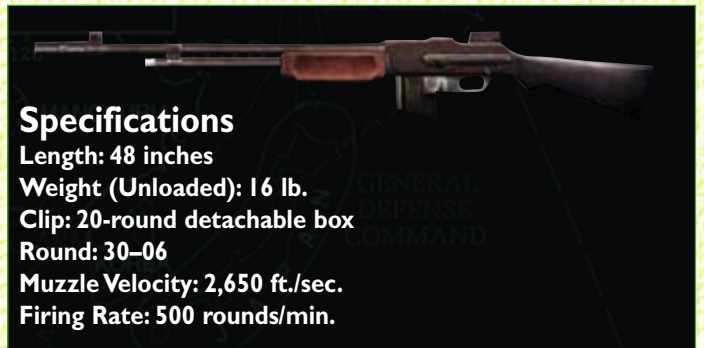


Specifications

Length: 43.5 inches
Weight (Unloaded): 22 lb., 8 oz.
Clip: 30-round hopper
Round: 6.6
Muzzle Velocity: 2,300 ft./sec.
Firing Rate: 500 rounds/min.

The Type 11 was unique in that it could accept ammunition from any Japanese rifleman. The hopper system actually stripped the rifle rounds out of their clips and fed them into the breech. You'll fire several Type 11s when you overwhelm Japanese machine-gun positions. The barrel moves up as it fires, so make sure you aim lower than your target and let the gun ride up to its target.

Browning Automatic Rifle (BAR)

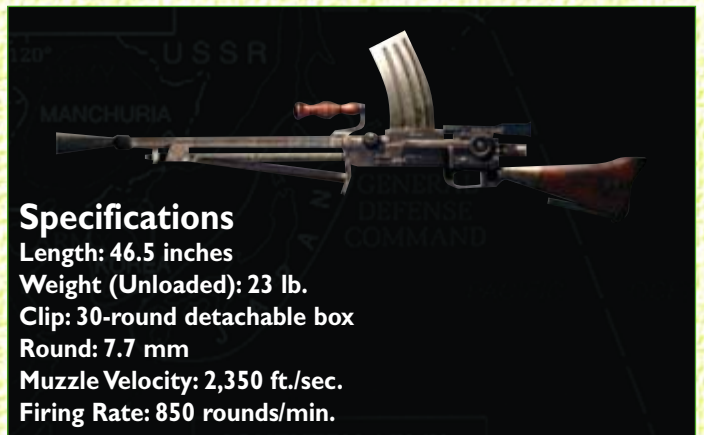


Specifications

Length: 48 inches
Weight (Unloaded): 16 lb.
Clip: 20-round detachable box
Round: 30-06
Muzzle Velocity: 2,650 ft./sec.
Firing Rate: 500 rounds/min.

This gas-operated weapon is light but powerful. You'll like the penetration power of the BAR and its ability to fire fully or semi-automatic. Kickback is amazingly low for this weapon, so you can fire quickly with accuracy.

Model T-99 LMG



Specifications

Length: 46.5 inches
Weight (Unloaded): 23 lb.
Clip: 30-round detachable box
Round: 7.7 mm
Muzzle Velocity: 2,350 ft./sec.
Firing Rate: 850 rounds/min.

This weapon was introduced late in the war, and in *Medal of Honor Rising Sun*, you won't see it until the last mission, Supercarrier Sabotage. The T-99 packs a mighty wallop, both for the target and the shooter. Use short bursts to keep the powerful kickback under control and improve your accuracy.

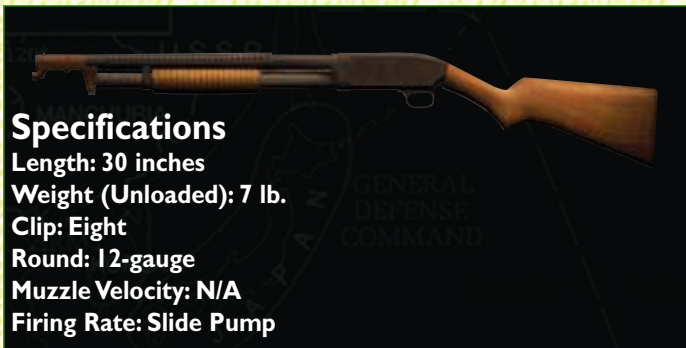
Grenades

Type 97



This was the standard issue grenade for the Japanese Army. Constructed of a grooved iron casing, the top unscrewed to allow access to the firing mechanism and explosive material. When you find these grenades in this game, use them freely as you explore caves or move through the narrow caves and canyons of A Bridge on the River Kwai.

Model 12 Trench Gun (Winchester 1893 Riot Gun)

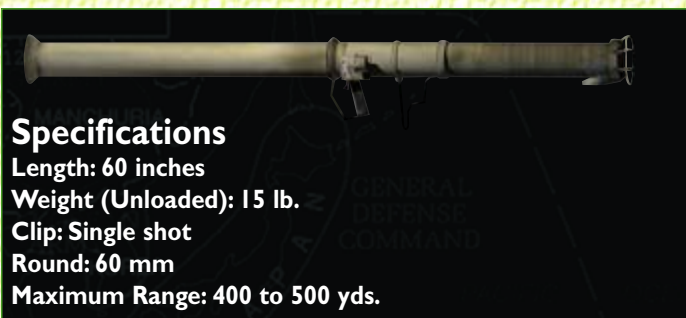


Specifications

Length: 30 inches
Weight (Unloaded): 7 lb.
Clip: Eight
Round: 12-gauge
Muzzle Velocity: N/A
Firing Rate: Slide Pump

Although eight shots may not seem like much, this quick-firing and quick-loading shotgun is just the ticket for exploring the train cars of A Bridge on the River Kwai. Unlike the other weapons in this game, you don't need to center the shotgun's sight on a target to do some damage. The scattering effect of the shotgun's blast will still hit a target that only partially intersects the gun sight.

M9A1 Bazooka



Specifications

Length: 60 inches
Weight (Unloaded): 15 lb.
Clip: Single shot
Round: 60 mm
Maximum Range: 400 to 500 yds.

This 60-inch tube fires a 2.36 inch rocket-propelled projectile that is electrically ignited when you pull the trigger. Although you won't use the M9A1 against tanks in this game, it comes in handy as you explore the ancient ruins of Burma in The Search for Yamashita's Gold.



Day of Infamy

	Level End
	Level Begin
	Mission Objective
	Bonus Objective
	Save Point
	Point of Interest
	Machine Gun
	Skeleton Key
	Machete
	Entrenching Tool
	Secret Area
	Film Canister*

*Film Canister not available on GameCube™



Skeleton Keys and Replay Tools

There are special objects, cheat codes, and secret areas in all missions except Pearl Harbor (Mission #2). These items are accessible only with a skeleton key, machete, or entrenching tool. These tools are not available at the beginning of the game. The following sections explain how and where to find them.

- **Skeleton Key:** obtained at the end of each mission by earning gold stars for accuracy, hits taken, and completing all bonus objectives. Then replay the mission and use the skeleton key to unlock a hidden red chest containing a multiplayer skin (the skeleton key unlocks a door in Mission #7: In Search of Yamashita's Gold).
- **Machete:** Hidden under the plantation house in Mission #5: Pistol Pete. Use the machete to cut through leaves or other soft barriers, unlocking alternate paths, or gaining access to secret areas containing special items like power-ups or film canisters which, unlock interviews and animated movies.
- **Entrenching Tool:** In a secret room in the mission: In Search of Yamashita's Gold. Use the entrenching tool to dig up dirt or other surfaces to find hidden bonus cheats.

[NOTE]. All secret areas and special items are highlighted in the mission walkthroughs. Although you may not have the necessary tools during your first tour of the game, you can go back to each walkthrough to find the items when you are fully equipped.

INTRODUCTION

You are Joe Griffin. You awaken from a peaceful slumber to the sounds of explosions rocking your ship, the USS *California*. Within seconds, the air is filled with smoke, flames, and the cries of your shipmates. You have to reach the deck, but with bulkheads collapsing around you, it may already be too late.

Mission Objectives

- Get Topside
- Extinguish Fire
- Defend USS California
- Assist Engineer (Bonus)
- Save Crewman (Bonus)



Medal Awarded

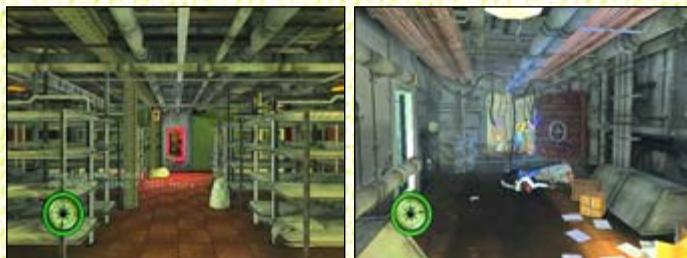
[NOTE]. Must complete both bonus objectives to earn skeleton key.

Category	Bonus Objectives
Gold	All completed
Silver	N/A
Bronze	1 completed

Weapons

- BAR
- .50 caliber deck gun

MISSION STRATEGIES



There's no time to waste. Run through the open hatch and turn right. Follow the sailor (not too close) until he runs into exposed electrical cables hanging from the ceiling.



Follow your guide to the barbershop, and then continue through the post office.

Skeleton Key

Open the chest in the barbershop to unlock a multiplayer navy engineer skin.



Entrenching Tool

Before entering the barbershop, look to the left and go through the open door to reach a storage room. Once in the storage room, grab the entrenching tool. Proceed into the hallway. After a sailor is scalded by steam (it can poach you too, so don't get too close), crouch down and use the entrenching tool to dig in the wall grating near the sailor, uncovering unlimited ammo.

Machete

Slice through the cargo net, and collect the film canister.



Go up the stairs, through the open hatch, and turn right. Follow your guide, jump over the broken pipe on the floor, and crouch under the fallen pipe.

Bonus Objective: Assist the Engineer

At the end of the hallway, help the engineer close the hatch to complete the first bonus objective.



Go through the hatch, up the stairs, and through another hatch. Your guide calls to you to follow as he runs down the hallway. Grab the fire extinguisher and put out the fire (by aiming toward the floor).

Bonus Objective: Save Crewman

Continue down the hallway until you hear cries for help. Use the fire extinguisher to put out the flames in the doorway to your left. Enter the room. Put out the flames near the storage shelf to save the crewman and complete the second bonus objective. Look to the right of the injured crewman to find a film canister.





Return to the hallway, put out another fire, and continue to the next doorway on the left. Watch out for the overhead steam pipe. Put out the flames by aiming high and enter the room.



Walk up to the cook and give him the fire extinguisher. After he puts out the flames, continue around the shelves to your right, and stop at the radio to save your game.



Exit the galley, turn left, and follow the hallway to reach the stairs. Continue up, toward the light, until you reach the deck.



After Gunny hands you a B.A.R., you have three choices. You can use the B.A.R. to shoot at the dive-bombers and the incoming torpedoes ...



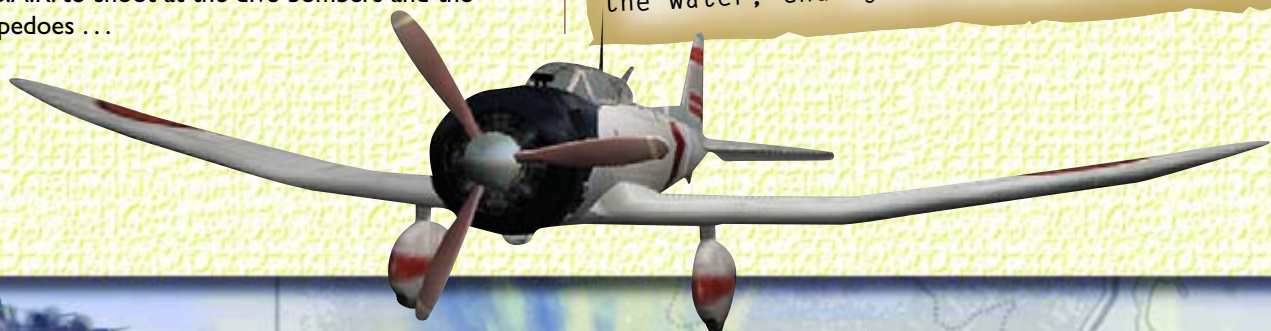
... or, you can take over one of the two .50 caliber deck guns (one on the lower deck or another on the second deck) ...



... or, you can simply stay alive. If you choose the latter, keep moving and look for medical kits.

[TIP]. The .50 caliber is the weapon of choice here. The planes swoop in hard and fast, so hold down the trigger, keep the machine gun low, and swing the gun back and forth. As the bombers approach, raise the gun just enough and sweep from side to side to take out multiple targets. After the bombers pass over the ship, scan the water for torpedoes. Don't take too long, because another wave of bombers arrives almost immediately.

[NOTE]. You complete this mission if you survive for three minutes. However, you can extend your time by shooting down planes (five seconds per plane), and/or shooting torpedoes before they hit the ship. When seven torpedoes hit the *California*, you will be blasted into the water, ending the level.



Pearl Harbor



	Level End
	Level Begin
	Mission Objective
	Bonus Objective
	Save Point
	Point of Interest
	Machine Gun
	Skeleton Key
	Machete
	Entrenching Tool
	Secret Area

Medal Awarded

[NOTE]. Must complete both bonus objectives to earn skeleton key.

Category	Bonus Objectives
Gold	All completed
Silver	N/A
Bronze	1 completed

Weapons

- .50 caliber turret gun

MISSION STRATEGIES



Center the turret over the bow and take out another group of dive-bombers. Another wave of planes passes by, but this time they are climbing. Elevate the turret and keep up a steady stream of fire as they ascend.

As soon as you find your sea legs, swivel the turret to the left and start firing, while a wave of Japanese planes passes low and fast.



INTRODUCTION

After joining your shipmates on the deck of the USS *California*, your valiant fight ends with an explosion that sends you tumbling into the harbor. A passing PT Boat skipper hauls you out of the water, and the fight resumes. As one of the only ships on the move, you grab the deck gun and do your best to slow the Japanese air attack, while escorting the USS *Nevada* out of the harbor.

Mission Objectives

- Defend Battleship Row
- Escort Nevada
- Shoot down 20 planes (bonus)
- Destroy 75 planes (bonus)



When you hear Gunny shout that the Oklahoma is going down, the PT Boat turns hard to starboard, almost clipping the severely damaged battleship. More planes pass overhead, including one diving straight toward your boat.



When the boat completes its turn, look for more bombers overhead as you return to Battleship Row.



After passing the Oklahoma, the boat maneuvers into Battleship Row. Several planes pass directly overhead. Elevate the turret and fire at close range, while watching for more bombers coming at you. The Japanese planes are moving slowly, so you should score several hits.



As you clear the last two ships, including the capsized Oklahoma, a pair of planes dives in hard and fast on a strafing run. Three more planes join in from across the harbor.



[TIP]. As the planes erupt into flames, your view is almost completely obscured. If you continue firing between the battleships, you'll hit more planes as they fly toward you.

When you hear Gunny call "To the left!" swing the turret and look for five more planes flying parallel to the ships. Keep the turret level and fire across the formation for five easy kills.



As the PT Boat passes the last battleship on the left, you see a squadron of five Japanese planes crossing your path from right to left. Line up your sights on the lead plane and rake the planes with steady fire as they fly overhead and then bank to the left.



After a bomb explodes close to the boat, the radio goes out and the turret loses pressure. You're unable to fire, but there are no Japanese planes directly overhead, so you can take a breather. As the crew struggles to get the turret and radio up and running, you watch in horror as a cluster of bombs destroys the USS Arizona.

[TIP]. You can swivel the turret and continue firing at planes after they pass you, but don't linger too long, because most of the action is to starboard.





After the Arizona is mortally wounded, your boat turns and re-enters Battleship Row, where the scene is almost complete devastation. The radio comes to life with a cry for help from the USS Nevada. They are requesting an escort as they try to leave the clogged harbor.



After narrowly missing a turning ship, you'll see multiple formations of dive-bombers attacking the Nevada. Fire at the first planes coming head on. Then swing the turret to fire on the next approaching formation. If you wait for them to pass overhead, the damage to your boat from the tail gunners is almost always lethal.



The targets are too numerous to count, but don't get distracted by the planes off in the distance. Stay focused on the bombers overhead. If multiple planes pass your boat intact, swing around and fire before the tail gunners turn you to flotsam.



If you can hold your own against this massive attack, the Nevada will safely clear the harbor. You've done your job, but the battle is just beginning. Next stop: the Philippines.



Fall of the Philippines



- Level End
- Level Begin
- Mission Objective
- Bonus Objective
- Save Point
- Point of Interest
- Machine Gun
- Skeleton Key
- Machete
- Entrenching Tool
- Secret Area
- Film Canister

INTRODUCTION

After surviving Pearl Harbor, you have been transferred to the Philippines garrison where you hope to find your brother Donny, a member of a Marine demolitions unit. Your job is to blow up a bridge, but unfortunately your unit became separated from its demolitions truck while retreating from the Japanese. You must recover the truck, but you'll need to fight your way through a town controlled by Japanese troops. This is your first taste of street fighting, and unlike the planes that filled the skies over Pearl Harbor, your enemies here are more difficult to spot.

Mission Objectives

- Find Your Brother
- Repair Tank
- Locate Lost Explosives Truck
- Disable Radio Command Post
- Signal Demolition Soldiers
- Deliver Explosives Truck
- Find Commander Shima's Photograph (Bonus)
- Find Golden Buddha (Bonus)

Medal Awarded

[NOTE]. Must achieve gold stars in all three categories to receive skeleton key for the mission.

Category	Gold	Silver	Bronze
Accuracy	75%	65%	55%
Hits Taken	Less than 100	100-150	150-200
Bonus Objectives	All completed	N/A	1 completed

Weapons

- Thompson SMG
- M1 Garand
- Pistol (M1911)
- Grenades



MISSION STRATEGIES

The Bridge Area



As the mission begins, you are walking across a bridge in search of your unit, when a trio of Japanese dive-bombers attacks the bridge. If you are quick enough, use your Thompson to take down a plane passing overhead. The dive-bombers strafe and bomb the bridge, creating fires all around you. The fuel barrels randomly explode from the flames. Steer clear or your mission will end before it really begins.

[TIP]. If you take damage on the bridge, look for the field surgeon pack to the right, against a tall pile of boxes. If you're still light, turn right after exiting the bridge to find plenty of ammo and a field surgeon pack near the rock wall.



The planes make another pass at the bridge. You can try again to shoot one down, or continue to the end of the bridge, where you'll find your brother, Donny.

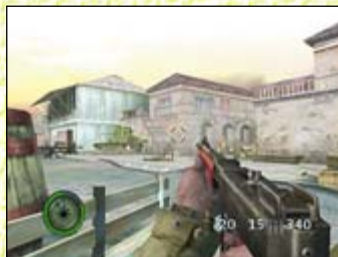
Machete

Make a hard left after stepping off the bridge. Use your machete to hack through the netting. Continue down to the beach, but watch out for two Japanese soldiers firing from excellent cover under the bridge. Eliminate them and collect the grenades and field surgeon pack.



Donny and his fellow Marines are under attack from Japanese soldiers in the courtyard. Greet your brother and move off to the left to take cover behind the crates. Fire at the Japanese troops through the opening between the boxes. Try to shoot the fuel barrels and take out multiple enemies in the blast.

[TIP]. When the courtyard is clear, pick up health and ammo on the far side near the building.



After eliminating the soldiers in the courtyard, advance carefully to your right. One or more enemy soldiers are hiding inside the two buildings on either side of a small courtyard. As you advance, watch out for Japanese soldiers firing from the balcony on the other side of the courtyard and from the second floor of the adjacent building.



Look for the missing tank cogwheel in the far building. It is located in the corner behind the boxes. As you explore the room, you can see Garand ammo clips, Thompson ammo, grenades, and a medical kit through a hole in the wall. Pick up these items when you leave the area.



Watch for snipers as you deliver the tank cogwheel to Gunny, who is already manning the tank. After you repair the front left side of the tank, Gunny drives through the barrier and enters the town. Duck down the alley on the right to recover the ammo.

In Town

[TIP]. As the tank smashes through the barrier, go through the first opening of the destroyed building on the left side of the street. Walk across the rubble pile to the far wall and hop onto the small wooden box. Jump up to the ledge, to find the first of two film canisters in this mission. Collect the film canister, and shoot the three adjacent boxes to reveal two boxes of Thompson ammo and a medicinal canteen.



Stay close to the tank for cover as you follow Gunny into town. Look for a Japanese soldier firing from inside the first building on the right. More soldiers run and fire from between the archways just ahead on the same side of the street.

[TIP]. After you clear out the area behind the archways, shoot the boxes to reveal Thompson ammo and a medical kit.



Continue to the end of the street and pick up the field surgeon pack by the light pole on the right. Round the corner to the left and look for a sniper in the bombed-out building on the street's right side.

[NOTE]. You can shoot at and damage the planes flying low overhead. Don't hesitate to take a shot.



Turn the corner and look down the street for the pole miners—Japanese soldiers carrying anti-tank mines. They will blow up if you shoot them before they reach the tank. Take out as many as possible, but don't worry if a few get through. The tank can absorb a significant amount of damage. However, you will not be as lucky if you are in the vicinity of an explosion.

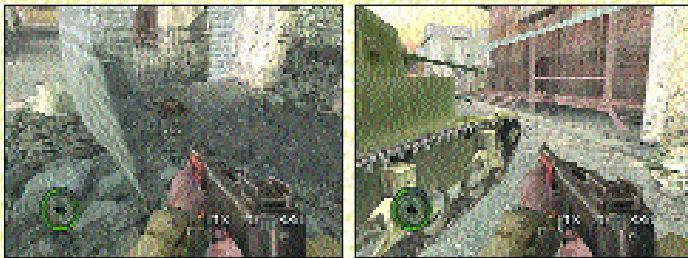


The street opens up into a large plaza. Turn left at the end of the street and collect M1 Garand ammo and a can of bullets for the M1911. There is little resistance in the plaza, but look for a sniper behind the wall, around the corner to the right.

[TIP]. If you suffer serious injuries from the pole miners, look for medicinal canteens in the street and a field surgeon pack behind the low stone wall on the far side of the plaza. You'll also find M1 ammo here.

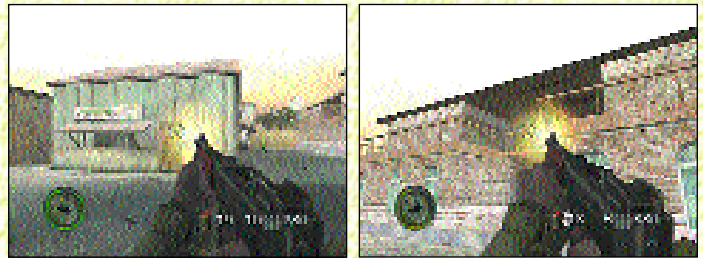


Follow the plaza around to the right. Gunny will drive ahead, with or without you, but there's no need to hurry. Look for a field surgeon pack in the doorway of a bombed-out building on the right. Continue through a hole in the wall to get a good angle on a Japanese sniper firing from the rubble of the next building.

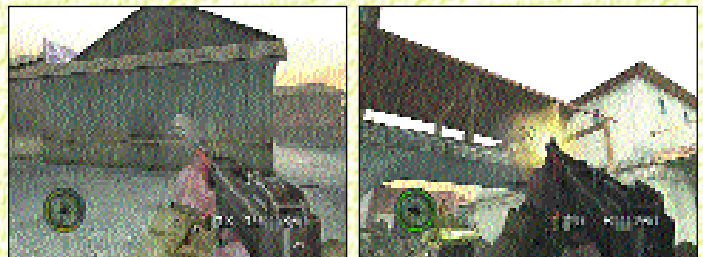


Exit the building and go back into the rubble on the right side of the street. Work your way ahead until you emerge behind the remnants of an iron fence, where you'll find a Japanese sniper. Take him out, collect the M1911 ammo can, and rejoin the tank as it passes the schoolhouse. The schoolhouse is the building with a bicycle leaning against the porch.

[NOTE]. Note the closed double doors of the schoolhouse. Later, a Japanese plane strafes the streets and blows up this door in the process. Go inside the building to find your first save point behind the first floor staircase.

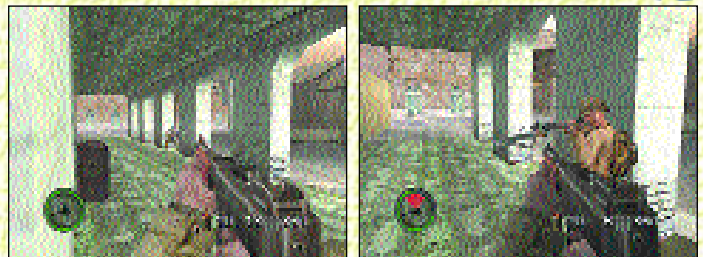


Follow the tank as it rumbles past shop buildings on the left. Be aware of soldiers firing through the open windows. At the end of the corner, notice a sniper firing behind the railing of the second floor balcony of the brick building on the right.



The tank continues around to the left, past a building with multiple arches on the right. Check for soldiers firing from between the arches. Then whirl around to take out a sniper firing from the last shop window behind you. When Gunny turns the corner to the right, look for a Japanese soldier firing from the catwalk above the portico.

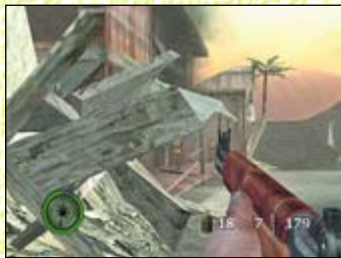
[TIP]. Instead of turning the corner to the right, go across the street and up the stairs to find a field surgeon pack and grenades.



Gunny gives you new orders—find the abandoned demolitions truck. But, first, you must make your way back through the town. Hug the left side and advance very slowly toward the corner. Keep your finger on the Thompson as several Japanese soldiers charge you with fixed bayonets.



Turn right at the brick building and continue past the shops. Hug the building on the left as a Japanese dive-bomber strafes the town. This is the attack that blasts open the schoolhouse doors, so your next priority is getting to the Save Game point.



Stay to the left and walk slowly toward the schoolhouse. Take out your Garand and use sniper zoom from long range to take out two Japanese soldiers firing from the schoolhouse porch.



As you approach the schoolhouse, watch for a Japanese tank that swings into view. Get out of sight immediately. The Japanese gunner is extremely accurate and can kill you with a couple direct hits. Retreat quickly and take cover behind

the short wooden fence at the end of a brick building on the right. The tank is sitting in the street at the far end of the schoolhouse. From your protected position, lob grenades over the wooden fence toward the left of the tall palm tree.



When the tank explodes in a fiery blast, inch your way around the corner to confirm your kill.



Enter the schoolhouse and collect the field surgeon pack and ammo for your Thompson and M1 Garand. Save the game at the radio behind the stairs.



Go upstairs and search the rooms (the schoolhouse is probably clear, but it doesn't hurt to check). Walk through a large hole in the wall, and edge out toward the plank that leads to the ground below. Shoot the Japanese soldier manning the fixed machine gun below.



Continue down the plank, collect the Garand and Thompson ammo, and take control of the machine gun. Several Japanese soldiers rush out from the courtyard across the street. Swing and fire the gun from side to side, paying special attention to enemy soldiers attacking from your left. Do not let them move out of your line of fire, or you'll need to let go of the machine gun and return fire with one of your weapons.



Before leaving the machine-gun nest, take out several Japanese soldiers atop the warehouse building on your left.

[CAUTION]. When you abandon the machine-gun nest, watch out for one more Japanese soldier who sneaks in behind you to grab the gun.



Walk down the street to your left, and duck inside the first doorway of the bombed-out building. Watch for a Japanese soldier who rushes out from the rubble. Shoot him and collect the M1 Garand ammo he leaves behind.



Move cautiously down the street, staying to the left, until you see two more Japanese soldiers firing from behind the railing of the schoolhouse on the left.

[TIP]. Collect the M1 Garand ammo and grenades in a narrow passageway behind the schoolhouse.



The schoolhouse area is now clear. Turn around (the street dead ends at a rubble pile just past the schoolhouse) and walk toward the other end of the street. Hug the right-hand wall and take out a Japanese sniper firing from the doorway at the end of the street. Race to the end of the street and collect the ammo. You'll come under fire, but you can find cover behind the low railing at the corner of the building.



From the edge of the building, use your sniper zoom to pinpoint two enemy soldiers in the balcony on the left at the end of the street.



Stay close to the stone wall on the right as you slowly move down the street. Another Japanese soldier fires from behind the wooden boxes. Return fire quickly, because the wooden boxes only provide temporary cover.



Pick up the medicinal canteens left behind by the departed soldiers, and look for a deep gutter running along either side of the short street leading to a large wooden gate. This path leads to the sewer, and eventually into the ballpark.

The Ballpark



Descend into the sewer. Take the right-hand fork and follow the path until you reach a stone staircase leading to an open grate.

[TIP]. As you walk through the sewers, stay on either side of the waterway to avoid making splashing sounds that can alert the soldiers above.



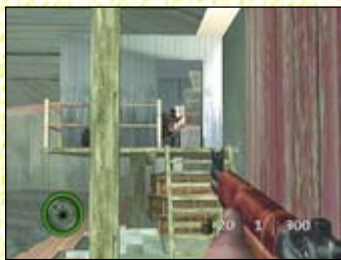
Inch your way up the stairs. If you lob a few grenades into the yard, you might get lucky and take out the Japanese soldiers in the vicinity. However, you will most likely encounter a soldier at the top of the stairs, so be ready to fire.



When you emerge, run toward the right-hand corner of the field. Scoop up the field surgeon pack and ammo, and then run behind the steel shipping container. Turn around immediately and shoot at least three enemy soldiers who rush your position.



Edge to the other side of the container, and use sniper zoom to target the machine gunner in the elevated observation booth straight ahead.



Turn to the right and climb up the steps, staying close to the wall. When you reach the top, use sniper zoom and take out the radio operator in the booth. This disables the radio command post.

Bonus Objective: Commander Shima's Photograph

Enter the broadcast booth and shoot the wooden box in the corner to reveal Commander Shima's photograph, the first of two bonus objectives in this mission.



Exit the broadcast booth. Work your way along the top of the stairs to reach the next booth, where you shot the machine gunner. Take over the gun and blast the Japanese troops scurrying around the field (explode the fuel barrels when soldiers are in the vicinity). Watch out for soldiers sneaking in from either side, where they can fire at you while out of the machine gun's range.



Exit the machine-gun booth and work your way around the right-hand wall. Lob a few grenades over the steel shipping container to wipe out some or all of the Japanese soldiers waiting for you. Advance with caution. Any remaining enemy troops will rush you with bayonets when you come around the edge of the container. When the area is clear, proceed to the corner of the field and gather the medical kit, M1911 ammo, and grenades.

Entrenching Tool

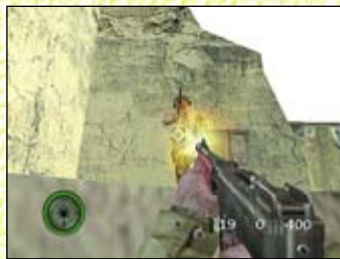
Dig in the dirt pile in the extreme right field corner of the ballpark to acquire the silver bullet cheat code.



Walk around the crane and slowly approach the large wooden gates. The gates swing open and several enemy soldiers charge into the ballpark with machine guns blazing. Run back around to the right side of the crane and lob a grenade to take out the entire group. When the smoke clears, collect the M1 Garand, Thompson, M1911 ammo, and a medical kit.



It's time to leave the ballpark. Go back to the open grate in the ground behind the shipping container and climb down into the sewers. Follow the path until you reach a large circular pipe on the right. Enter the pipe and proceed to an open area with three boxes. Shoot the boxes to reveal Thompson and M1 Garand ammo, and a medical kit.



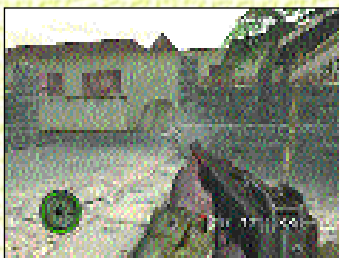
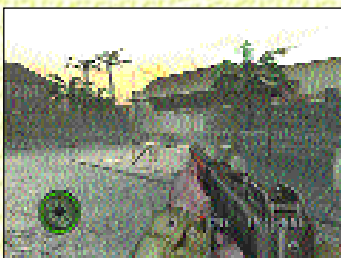
Follow the path until you exit the sewer. Shoot the Japanese soldier to the immediate left and another firing at you from the second story of a building across the street.

Bonus Objective: Golden Buddha

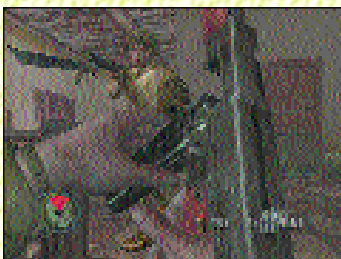
Follow the rubble along the wall until you reach a large wooden box. Shoot it several times to reveal two smaller boxes. Shoot the smallest box to find the Golden Buddha.



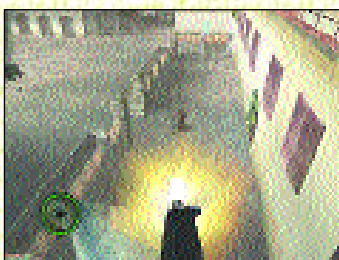
Hotel



Crouch down and step through the opening in the wall to reach the street. Turn right and continue around the corner. Shoot the Japanese soldier standing with his back to you, and collect the health and ammo. Walk back toward the hotel, but watch out for two Japanese soldiers ahead and on either side of the street.



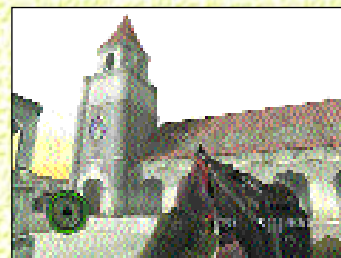
Walk through the archway into the hotel. Take an immediate left and move through the doorway. Proceed up the stairs to the second floor, where you'll encounter a charging enemy soldier. Turn right and follow the hallway to reach a staircase that leads to the roof.



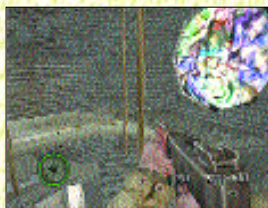
Grab the machine gun and destroy the Japanese soldiers and tank in the center of the square. Don't forget the lone enemy firing at you from below and to the right.

Skeleton Key

Open the chest on the second floor of the hotel to collect a multiplayer Gunny skin.



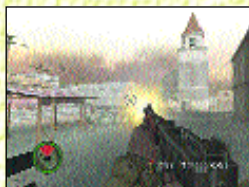
Move down the stairs and exit to the left through the iron gates that are now open to reach the courtyard. Collect the medical kit, medicinal canteens, and Thompson ammo. Then meet up with Gunny at the church.



Enter the church, climb the winding staircase to reach the bell ropes, and signal the demolitions team. Return to the courtyard and join Gunny at the demolitions truck. There is a wealth of ammo (and a field surgeon pack) along the wall. Fill up before you climb into the truck.

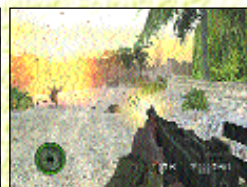
[TIP]. You'll find even more ammo and health behind the church. Enter the courtyard through the opening in the wall behind the truck. Also grab the film canister under the palm tree.

In The Truck



Gunny has the pedal to the floor as you race back to the bridge.

Use your Thompson to rake the machine-gun nests and enemy soldiers as the truck careens through the streets. Donny arrives with the tank, buying time for your truck to escape. Unfortunately, it appears that he pays for his heroics with his life.



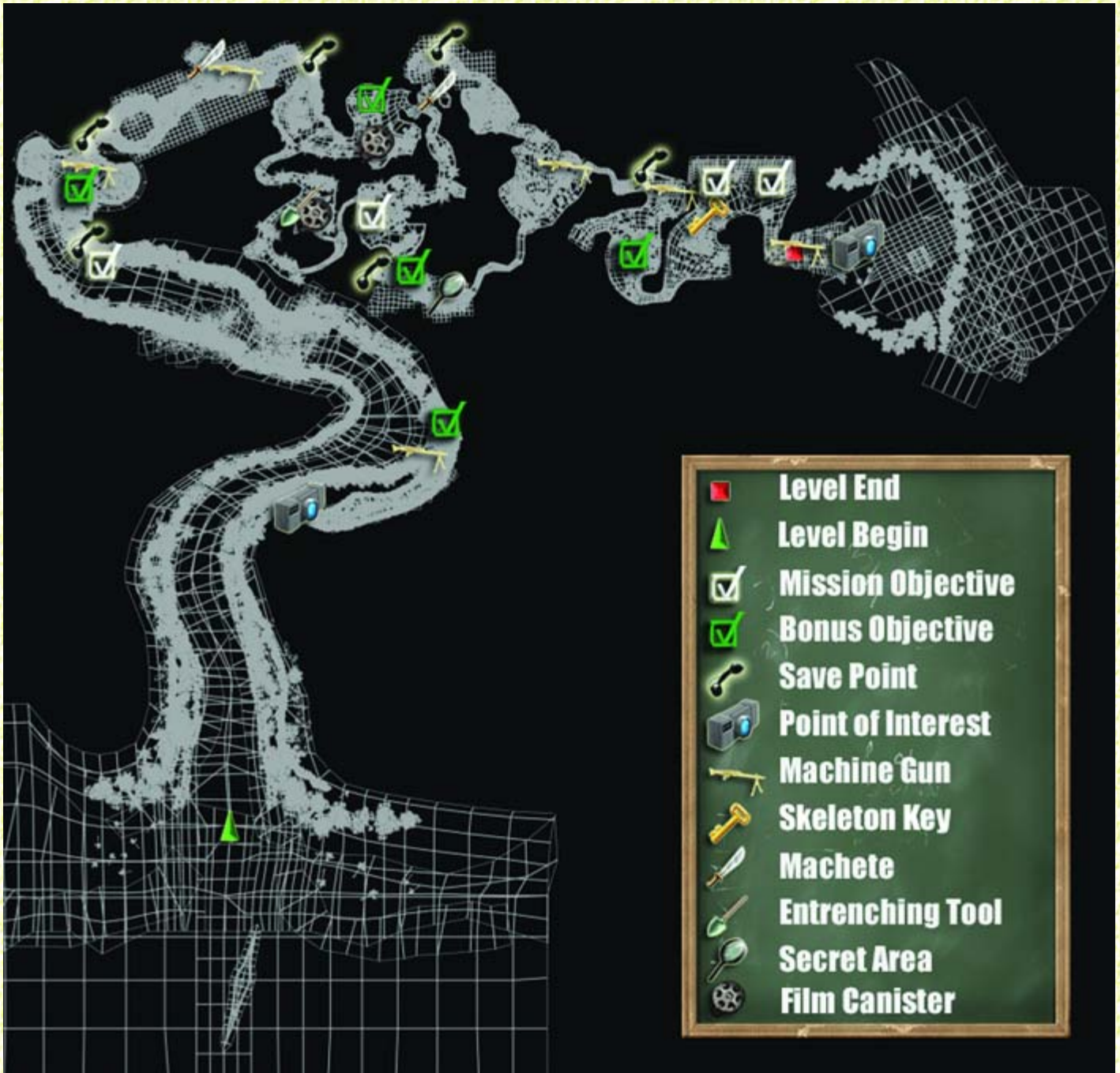
Your biggest challenge is the Japanese tank that joins the chase.

Keep lobbing grenades from the back of the truck until you score a hit. For a quick kill, toss a grenade as the tank drives by the fuel barrels. The fuel explosion coupled with the explosive power of the grenade are guaranteed to stop the tank in its treads.

The mission ends as the truck races across the bridge, just seconds before the explosive charges go off. Gunny consoles you over the loss of your brother, but is Donny really dead?



Midnight Raid on Guadalcanal



INTRODUCTION

The war has reached the island of Guadalcanal, and your job is to lead a raiding party that will land under cover of night. However, there is no advantage for the Marines here, because the enemy is entrenched in tunnels, spider holes, and tree perches, completely hidden from view until it is too late to react. It will take patience, stealth, and the superb vision to survive this night.

MISSION OBJECTIVES

- **Reach Landing Area**
- **Reach Outpost**
- **Destroy Ammo Depot**
- **Secure Depot**
- **Collect Five Intelligence Documents (Bonus)**
- **Disable Generator (Bonus)**

Medal Awarded

[NOTE]. Must achieve gold stars in all three categories to receive skeleton key for the mission.

Category	Gold	Silver	Bronze
Accuracy	75%	65%	55%
Hits Taken	Less than 50	50-99	100-150
Bonus Objectives	All completed	N/A	1 completed

Weapons

- **Springfield '03 Sniper Rifle**
- **M1911**
- **Grenades**
- **T11 Light Machine Gun (Machete required)**



MISSION STRATEGIES

The River



As the mission begins, you and your team are in an inflatable boat, motoring down the river. Visibility is extremely poor, so use your sniper zoom to get a better look at potential targets on shore. The first enemy activity is on the right, where two Japanese soldiers waded into the river.



Swing your rifle to the left and scan the shoreline for a campfire. When you find it, several enemy soldiers scramble toward the river. Take out as many as you can and prepare to disembark.

[NOTE]. Leaving the raft is optional. Watch for an order to go ashore. If you don't respond quickly, the boat will continue down river with you onboard. Both scenarios are covered in the following sidebars.

Going Ashore

Stay to the extreme right, moving in a crouch through the thick foliage until you see the first enemy soldier on the right. Shoot him before he sees you, and then inch slightly closer, panning to the left, to see the second target.



Continue along the path, up and over a small rise. When you reach the other side, crouch down and inch forward until you see a camouflaged sniper pop up from a hole, just in front of a large tree. If you don't shoot immediately, he will charge you.

Hug the right side of the tree and move just far enough to draw fire from more snipers ahead. They will advance and drop to the ground near a large boulder. It is difficult to see them through the jungle mist, but you can pinpoint your targets by following the gun flashes.



Run to the boulder and crouch down. Edge out to the right to find two prone snipers. Look for leafy, camouflaged helmets moving slightly with each shot.



[TIP]. Health pick-ups are scarce in this section of the jungle, so don't pass up a single medicinal canteen left by enemy soldiers. The soldiers also leave Springfield ammo.



Run ahead to the two boulders. Edge around the larger one on the right to spot another sniper. This one is clearly visible, giving you an easy head shot. More yelling begins after the first sniper goes down, so don't run out in the open yet.



Advance to the large tree ahead. Sneak to the right and use the roots for cover. A bunker is just ahead with Japanese soldiers defending it in force. Gunny is attacking from the shore. Depending on how long you take to advance, you can expect up to three soldiers firing from various points around the bunker. Move to the right until you can look down the trench from between two trees. You should be able to shoot another enemy soldier standing inside the bunker when he backs into view.



[TIP]. When firing into a building, you don't need a full target to justify a shot. An arm on a rifle is all you need to take down an enemy with your sniper zoom.



Grab your pistol and drop down into the trench leading to the bunker. As you step into the bunker, a Japanese officer comes at you from the left with his samurai sword. Shoot him quickly, because he doesn't have to

be directly in front of you to inflict damage with the long blade. Retrieve the first of five intelligence documents (bonus objective). Grab the medical kit and ammo, exit the bunker, and reboard the raft on the beach.

Staying in the Raft

[NOTE]. The following steps involve the same bunker described above in Going Ashore.



Use your sniper zoom to look down river. When Gunny warns you to keep alert, look to the right shore (the boat will drift in that direction). Japanese soldiers appear on the beach, but stay focused on the shore until the bunker comes into view. Shoot the machine gunner before he can draw a bead on the raft, or you will suffer heavy damage.



[NOTE]. There are two snipers above the river on a tree branch.

As the raft continues its journey, you'll hear gunfire as one of your fellow Marines is hit. While he is hanging over the edge of the boat, a crocodile finishes him off.



The landing area is just ahead, where you meet up with a second squad on the beach.

Beach Ambush

Gunny leads the way off the beach, but don't be in too much of a hurry to follow. There is an ambush up ahead, and Gunny senses something a split second before all hell breaks loose. When you see a flare go up, the shooting begins. Make sure you are behind the boulder.



Heavy fire comes from the cluster of boulders to the right.

[NOTE]. You can also follow Gunny's orders and assault the bunker from the left while the other Marines take care of the perimeter fighting. Don't stay in sniper zoom for very long, because several Japanese soldiers charge in with bayonets from all directions.



Inch out to the right of the boulder, just far enough to target the gunner inside the bunker. When the shooting subsides, collect the medicinal canteens. Work your way around to the back of the bunker (there is a narrow path to the left). Shoot the remaining soldier hiding behind the tree, and then enter the bunker. Collect the medicinal canteen, Springfield ammo, and intelligence documents.

[TIP]. Before leaving the area, retrace your steps and collect any medicinal canteens and Springfield ammo left behind.



Enter the tunnel behind the bunker and follow the left branch to find a save point. Exit the tunnel and follow the path to the left.

Alternate Path

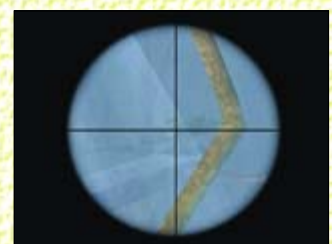
Instead of exiting the tunnel, leave the save point cave and take an immediate left into the other branch. When you emerge, turn right and follow the path. You'll encounter a pop-up sniper in a spider hole, and two more enemies farther down the path. Eventually, you will reach the truck described in the section below.

The Road



As you pass the roots of a giant tree, look ahead to see three Japanese soldiers milling about the campfire. If you shoot quickly, you can eliminate two of them before they fire a shot. Scavenge an ammo box near the campfire.

Now you face danger from above. Move slowly toward the two large, brown boulders, but don't advance too far. Look up and follow the path of the crooked branch behind the boulders. Look for a muzzle flash in the trees, and with your scope, you can see the sniper.



Stay in a crouch to move slowly past the left side of the boulders and down the incline. When you see two gray boulders ahead, look to the dirt mound on the left for a sniper popping up from his hole. Advance to the gray boulders to spot another Japanese soldier on the left, firing from behind the base of a large tree.

Keep moving ahead, staying to the right. If you are in the lead, get ready for a banzai bayonet charge when you reach the huge boulder. If you don't like sharp objects, stay back and let your fellow Marines do the dirty work. Look for more Japanese soldiers firing from behind a truck.



Approach the truck from the right, and two more soldiers attack. Move closer to the rear of the truck, but be prepared for another sword-wielding attacker bursting on the scene from behind you. This is a very dangerous area—use a pistol for faster response to close-quarters threats.



There is a machine gunner lying in the truck bed facing to the rear. While in a crouch, move slowly around the back of the truck and shoot him.



Jump into the truck and crouch down. Take control of the machine gun to cut down the Japanese soldiers pouring out of the jungle.



Hop down from the truck, turn around, and back away. When Gunny shouts the warning, "Japs to the rear!" eliminate the enemy soldiers approaching the truck.

Machete

Stand at the right front fender of the truck and look right, behind a large tree, for an area of thick foliage. Use your machete to open a path that leads to a T11 light machine gun, ammo, and medical kit.



Return to the path from behind the truck and proceed with caution. Hug the right side of the large boulder and watch out for heavy machine-gun fire. Gunny will probably take care of the shooter if you don't.



Move along the path and shoot the enemy soldier popping up from a spider hole on the left. Continue forward until you see the outpost towers.

[NOTE]. There's a safe point on the left before the outpost.

Camp



Don't rush the camp. Stay to the left of the large boulder on the right and take out the two tower snipers. Quickly return your attention to the ground as several Japanese soldiers rush your position.



Entrenching Tool

After taking out the tower snipers, look to the right for a large boulder marking a path. Wind through the jungle to reach a two-story storage building.



Clear out the sniper on the second floor and go up the ramp to the first level. Use the boxes to reach the second floor to find a film canister.



Exit the building and look for two dirt piles blocking an underground trench. Use the entrenching tool on the piles to unlock a bullet shield. The trench also leads to a secret tunnel to the barracks (another path to the barracks is outlined below in "The Easy Path to the Bunker").



Watch for two more soldiers attacking from the meadow on the left as you advance toward the towers. Eliminate the threat and continue forward. Keep sharp for another enemy hiding behind the crane.

[TIP]. There is a film canister on the top of the crane. Jump onto the tread at the back of the crane and walk up the ladder to reach the top.



Blowing up some fuel barrels draws a few Japanese soldiers out into the open where they are easy targets. But, the buildings are filled with more enemies—don't get too confident.



You'll find highly coveted grenades in the single hut behind the crane.



Draw your pistol and enter the larger hut to find a Japanese officer. Shoot him before he carves you up, and retrieve more intelligence documents. If your health is lagging, grab the field surgeon pack in the corner.



Prepare for two more enemy soldiers when you exit the hut.

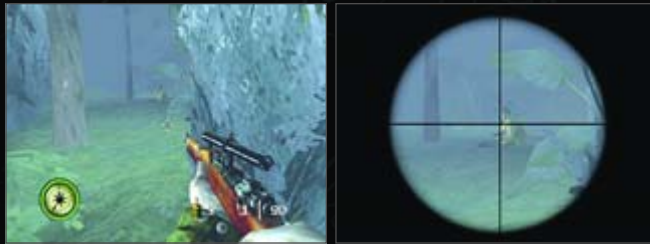


Proceed through the open gate behind the large hut. Eliminate the enemies along the path, and shoot the guard standing near the truck. The barracks are just ahead.

[TIP]. When you go through the gate on the path to the barracks, look to the left when you reach a large boulder. Walk past the lantern, and enter a cave ahead and to the left to save your game.

The Tough Path to the Bunker

When you exit the save point cave, there is a path to the left that takes you to the bunker, but directly through the line of fire. If you like living dangerously, here is the tough path. See below for an easier alternative.



Although some of the enemy soldiers on the path are easy targets, you'll also encounter several concealed snipers who pop up from the ground. Don't move through this area too quickly.



Use the few trees for cover whenever possible.



The path opens up into a meadow. Trouble is everywhere here, so find a safe place near the large boulder and survey the scene. You'll come under machine-gun fire from the bunker, and several more soldiers will attack from various positions in the meadow, including spider holes.



Eliminate the immediate threats in the meadow, before targeting the bunker until it is quiet.



Advance very slowly past the boulder and watch for multiple spider holes. When enemies pop up, knock them down. If you approach the bunker from the right side of the field, watch for a concealed sniper behind the boulder.



While facing the bunker from the path, look to the right for a lantern mounted atop two rice barrels. Follow this path around the corner and take out two enemy soldiers. Note the tunnel near the next lantern.



Continue around to the left to the back of the bunker. You will likely find one or two Japanese soldiers inside the bunker. Shoot them and enter the bunker to collect the intelligence documents.

[NOTE]. After entering the bunker and collecting the intelligence documents, take control of the machine gun and lay waste to the Japanese troops that rush the bunker. This finishing action is described and pictured after the next sidebar, when we rejoin the walkthrough in progress.

The Easy Path to the Bunker

After saving your game, go back past the lantern and follow the path to the left, slipping by a large boulder. This puts you back on the path to the barracks.



Machete

Use your Machete to hack at the foliage behind the lantern, and reveal a hidden area containing T11 LMG ammo and grenades (if you used the machete earlier, you would have the T11 LMG).



If you hear the disturbing sounds of a bayonet penetrating flesh, turn around and help Gunny with his little problem.



You'll encounter heavy resistance when the barracks come into view. Use your sniper zoom to target the enemy soldiers and nearby fuel barrels.



Walk all the way around to the back of the building. Two Japanese soldiers are threatening a native here. Shoot the soldiers before they kill the native. Grateful for his life, the native opens up a new path leading to the rear of the bunker.



Don't waste time frolicking through the jungle with the native. There are two tough Japanese soldiers on the path. Look for them as you approach a giant tree with elevated roots.

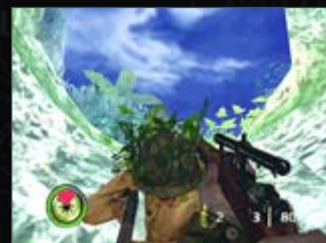


Enter the tunnel just past the tree. This tunnel is lined with fuel barrels. It can be very dangerous if you are not decisive with your movements and targeting. Enemy soldiers target the barrels if you linger in the vicinity, so keep moving and firing. As a precaution, blow up the barrels before you pass them.



You have a chance to turn the barrels on the enemy just before the exit.

Watch out for a Japanese soldier waiting for you as you emerge from the tunnel.



Prepare for enemy soldiers when you reach two large boulders. Make sure the field is clear before you approach the bunker.



If you did your job in the field, the bunker should be empty. Collect the intelligence documents and a field surgeon pack and continue the walkthrough below. All things considered, this is a much easier way to take the bunker.



Take over the machine gun and prepare for a massive rush of Japanese soldiers. Move the gun back and forth very quickly to avoid taking damage. The enemies keep coming—don't stop until the field is quiet. Heal your wounds with the medical kit and medicinal canteen in the bunker.



Exit the bunker and follow the tunnel on the left to reach the storage area. Sneak around the corner of the garage and shoot the two guards. Hop into the truck, grab the machine gun, and cut down several advancing enemy soldiers.

[NOTE]. When you exit the tunnel, there is a cave along the wall of foliage to the left, leading to a save point.



Jump down from the truck and move toward the generator building directly across from the truck. This brings more Japanese soldiers out of the shadows. Clear the field and advance cautiously toward the building. Shoot two more guards, and then disable the generator with gunfire or grenades. You have completed a bonus objective.



Gather the Springfield ammo in the generator barn. Face the destroyed generator, and look left to locate a lantern marking a path to the storage building. If you hang around this area

long enough, two or more enemy soldiers come up the path and attack you by the barn. When you set off on the path, watch for a single bayonet charge as you round the corner.



When you reach the storage area, climb up the ramp and peek around the corner into the main room. Shoot one enemy here, another behind the tables in the main room, and two more in smaller rooms in the back. Collect the field surgeon pack, T11 LMG ammo, and grenades from one of the back rooms.



Return to the stairway just around the corner from the door to the building. Target a soldier at the top of the stairs before searching the entire second floor. Look for one enemy in a narrow corridor to the left and another in the main room. Move to the back of the room and shoot the soldier standing behind the wall.

Skeleton Key

Open the red chest to unlock the multiplayer Tarver skin.



Collect the fifth and final set of intelligence documents in the officer's room at the rear of the second floor. You can take shots at the Japanese soldiers through the windows or race back downstairs, shooting at least two more soldiers as you work your way to the exit.



Watch out for a samurai-sword wielding officer when you round the corner into the back room.

[NOTE]. There is no specific order for collecting the intelligence documents. It depends solely on your path of exploration through the level.



Take the second staircase down to reach the other side of the building. Shoot an enemy soldier in the radio room and then continue out the door. More Japanese soldiers will rush the stairs.



Beginning with the tank barn, work your way around to the left, taking out the enemy resistance as you go until you reach an anti-aircraft gun. Point the gun at the supply depot and blow it up.



Swing the gun back to the left and pound the Japanese soldiers (and a tank), as they pour into the yard. You'll receive notification that the supply depot is secure, finishing your final mission objective.

Go through the gate to the left of the anti-aircraft

[NOTE]. There is a safe point on the right after the gate.



gun (it will not open until the supply depot is secure). Take over the gun and neutralize a final, frenzied, Japanese banzai charge on your position. When the last enemy soldier falls, the mission ends, and the Marines finally take control of the Guadalcanal airfield.



MISSION: 4

Midnight Raid on Guadalcanal

Pistol Pete



INTRODUCTION

Although the Marines pushed back the Japanese and took control of the airfield on Guadalcanal, the enemy is still pounding the airfield with hidden artillery, making it impossible for American fighter planes to take off. Your job is to find the artillery and take it out.

MISSION OBJECTIVES

- *Locate lost Allied patrol*
- *Find and destroy Pistol Pete artillery*
- *Rescue lost Allied patrol*
- *Escort Harrison to Pistol Pete*
- *Rendezvous with Martin Clemens*
- *Storm pack howitzer emplacement (bonus)*
- *Save Lt. Harrison (bonus)*
- *Escape across final bridge*



Medal Awarded

[NOTE]. Must achieve gold stars in all three categories to receive skeleton key for the mission.

Category	Gold	Silver	Bronze
Accuracy	75%	65%	55%
Hits Taken	Less than 50	50-100	100-150
Bonus Objectives	All completed	N/A	1 completed

Weapons

- M1 Garand
- M1911
- Grenades
- Thompson SMG



MISSION STRATEGIES

Jungle

You are leading a three-man squad down a jungle path. Follow the path until you reach a clearing with stacked wooden crates to the left. Take cover behind the boxes and look for a hidden enemy soldier firing from the northwest (to the left of the rocks).



Advance and take cover in a tree's raised roots. Look for another sniper to a large rock's right. If you need it, there's a field surgeon pack at the tree's base.



Scan the path ahead for more enemies. Look for two targets along the length of a fallen tree.



The path swings to the left, underneath a vine-covered tree that has fallen across the path. Stay to the right and look for multiple targets to the left, including a sniper partially hidden by palm leaves.



Take the right-hand path and watch for a machine-gun nest behind a sandbag pile. Take out the gunner and grab control of the gun. Japanese soldiers advance toward your position, engaging in battle with your contact, Martin Clemens, and his small squad of coastwatchers.



Follow Martin, and he leads you to a hidden path containing M1 ammo, grenades, a medical kit, and a save point. Continue following Martin until you locate the lost Allied patrol.



Use binoculars to view the valley, where the Japanese are guarding three prisoners. Move slowly through the thick leaves until you are close enough to target the Japanese soldiers.



Wipe out the guards and free the middle prisoner, Lt. Harrison. Walk behind him to untie his bonds.



A howitzer shell explodes, blowing a hole in the fence alongside the plantation house. Before proceeding through the opening, collect the M1 Garand ammo on the porch of the house, and step inside to find grenades and medical kits.

[CAUTION]. After listening to Harrison and Clemens, stay away from the northeast corner of the grove, at the intersection of the two fences. This is where the first howitzer blast lands, and you will suffer damage if you are in the vicinity.

Skeleton Key

Use your key to open the ornate chest inside the house to collect the multi-player Lt. Harrison skin.



Machete

While facing the plantation house, walk to the right side and peer under the house. This is where you will find the machete. This is the tool required to access all machete items noted in the mission walkthroughs.



Explore the smaller huts to collect M1 Garand ammo, and don't forget any medicinal canteens left behind by the fallen enemies.

Coconut Grove and Grassy Hill



As you go through the broken fence, shells explode around you, knocking down trees and branches. An enemy soldier fires from behind the thick foliage, while two others rush your position.



Neutralize the attackers, follow the fence up the hill, then continue to the right along the path to reach the meadow. The shelling is intense—don't linger in one spot for too long.

Machete

Step through the opening and follow the fence all the way up the hill. Use your machete to open a hidden path in the foliage that lets you completely avoid the devastating howitzer attack to come. When you emerge from the path, stay far to the left until you reach a large boulder. Edge past the left side of the boulder to see the pack howitzer. From here, you can use a grenade to take out the crew and commandeer the gun.



As you emerge from the tall grasses at the top of the hill, Japanese soldiers attack from the meadow. Take a few shots, and then prepare for massive artillery pounding once the howitzer team has you in their sights. It is critical to keep moving here or you risk taking a direct hit.

Bonus Objective: Storm Pack Howitzer Emplacement

[NOTE]. You can proceed to the next section of the game without storming the howitzer.



The artillery barrage is coming from a pack howitzer at the top of the grassy hill to the northeast. Your best bet to survive the barrage is to zigzag your way to the extreme left, where you can approach the gun emplacement from behind a large boulder. When you see the gun, use the boulder for cover and lob a grenade at the four-man crew to wipe them out and secure the howitzer.



Take over the gun and fire the howitzer low to hit the onrushing enemy soldiers. Angle the barrel higher to target additional troops massing in the distance. Watch for a tank that enters the meadow. The pack howitzer is equally as effective against ground troops and armored vehicles. Adjust your trajectory accordingly and take out the tank before it targets your position.



If any of the Japanese soldiers leave your field of view to either side, they will attack you from behind. You may need to relinquish control of the howitzer to deflect a samurai attack. Ignoring Japanese soldiers who survive your artillery attack would be a grave mistake.

[TIP]. After the battle, walk down the hill and look for a film canister. If you don't see it, use a grenade to blow up a rock just north of the howitzer to reveal the film.



The River



Look for a path, west of the hill, and follow it through a short stretch of jungle. When you see a large boulder, you come under heavy fire from a machine-gun nest below. Crouch down and move behind the boulder. Inch out to the right to get a good shot at the gunner.



Take out two enemies firing from across the river, and then race across the bridge to the machine-gun nest. Target a squad of Japanese soldiers attacking from the west.



Follow the path to the right, around a big rock, to find a save point, medical kit, grenades, and M1 Garand ammo.



Entrenching Tool

Dig in the dirt pile near the save point to acquire funny hats.



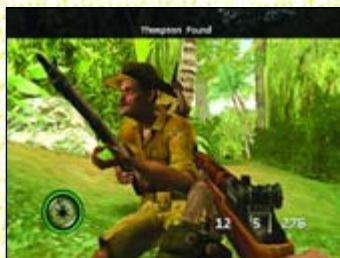
Return to the path and continue through the jungle. Look for two Japanese soldiers firing from behind a fallen log, and another that pops up from a spider hole in front of the log.



As the path swings to the left, watch out for two more snipers firing from a rise to the left of a tree.



Continue over the rise and around to the left, to encounter another pop-up sniper and three more Japanese soldiers that charge your position.



The path drops to the river. Look to the right where Martin Clemens is under attack. Help him finish off the enemy soldiers, and then meet with Clemens. He gives you a Thompson SMG, and tells you about the hidden cave where the Japanese have positioned Pistol Pete.

The Caves



Resume your path across the river and watch for pop-up snipers. Race ahead to a fallen log, crouch down, and take out three Japanese soldiers. Pick up the fallen ammo and medicinal canteens and proceed.

[NOTE]. From this point, you can stay on the main path or slip off to the left and continue behind the foliage.



Follow Martin Clemens on an uphill path to the left, taking out Japanese soldiers as you go. Clemens departs, hoping to meet up with you later at the bridge.



Shoot the small box to reveal M1911 ammo and proceed carefully around the boxes. Similar boxes conceal ammo. Continue to work your way through the cave complex. Take out a Japanese soldier ahead, and then shoot a small box on top of the pile to reveal grenades.



Continue up the path, past a lantern, and take out the sniper hiding ahead and behind the boxes. The first gun is around to the left at the mouth of the cave.



Shoot three soldiers near the gun and another hiding behind the boxes to the left.



The path winds down and around to the left, emptying into a large room. Watch for a Japanese soldier who rushes to the attack. Collect the ammo hidden inside small boxes.



Harrison sets the charges and places a detonator on the boxes. Stand directly behind the plunger and push it down. Look for a bamboo door to the north (it opens after the explosion).



Reach the mouth of the cave, shoot two Japanese soldiers on the stairs, and proceed across the bridge.

[NOTE]. There is a save point in the alcove directly behind the gun.



Collect Thompson ammo on the ground, left of the stairs, and then climb to the top where you come under fire from a bunker. Take out as many soldiers as you can with your sniper zoom, and wait for Harrison to toss explosives into the bunker.



Shoot a Japanese soldier firing from the doorway, and then collect the medical kit and M1 ammo on the ground. Go through the door and kill the enemy you spot on your left.



More fire comes from the bridge area. Look to the other side and below for several enemy soldiers.



When you reach the opposite door in the bunker, you see the second gun. Toss a grenade into the cave to clear out most, if not all, of the Japanese troops.

[NOTE]. If you fall off the bridge, clear the room, turn around, and continue to the mouth of the cave, as described below.



Finish off the survivors, and watch Harrison destroy the second gun.



Continue through the bamboo door and into the caves, where you come under heavy fire from multiple enemies. Toss a grenade or two to destroy their cover, and hopefully most of your targets.

[TIP]. Explore the caverns to find the second film canister in a small elevated cave to the west, toward the left side of the cave.



Climb the stairs to reach the final, and heavily guarded, Pistol Pete gun. Cover Harrison from heavy fire while he sets the charge.



After the gun explodes, follow Harrison out the door. Use your Thompson to spray the Japanese troops that pour into the area as you run for the bridge.



Harrison gets shot, but still manages to light a charge to blow up the bridge. As you reach, the other side the explosives detonate, sending Harrison and the bridge to the valley below, and finishing the mission.

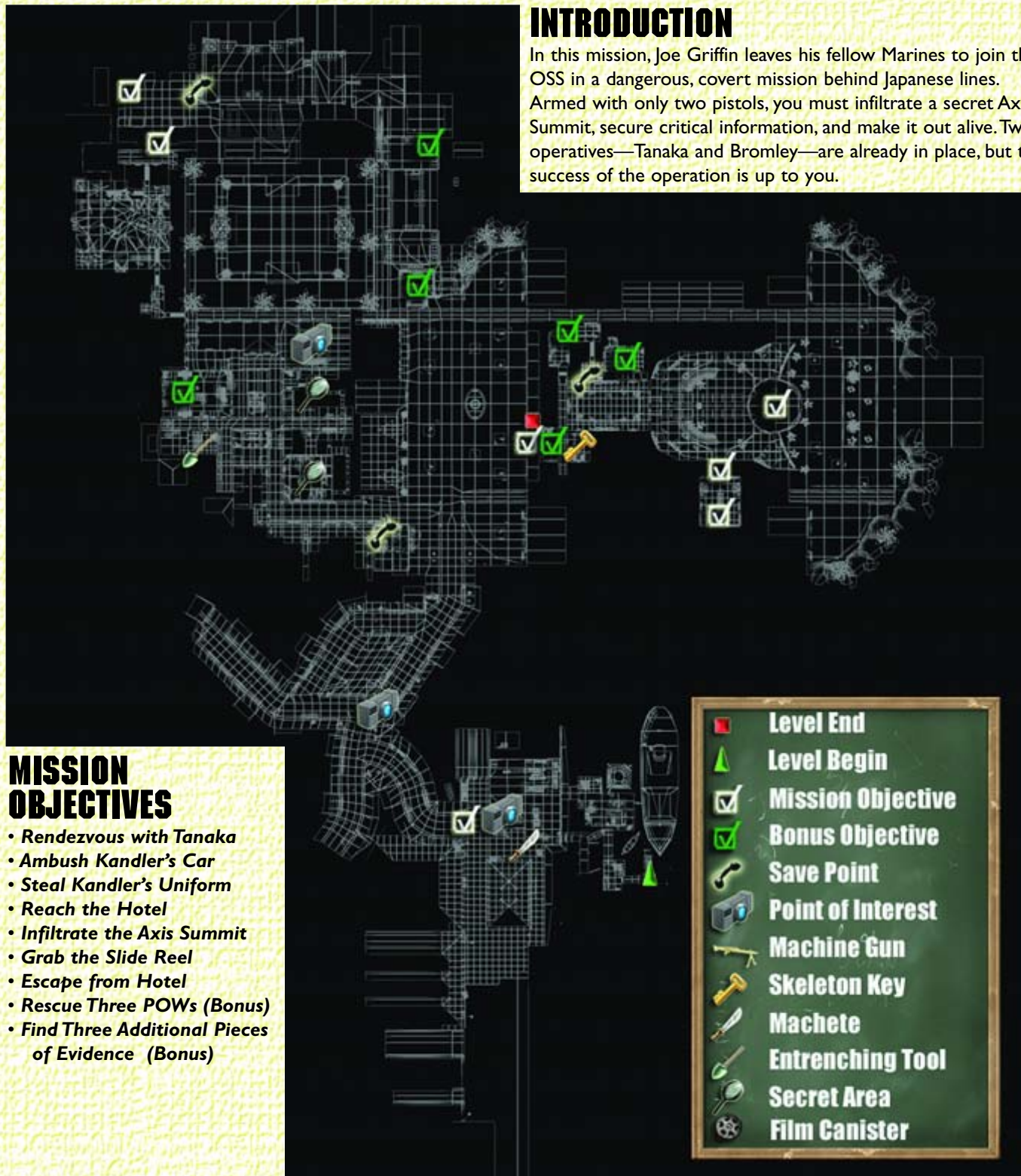
Bonus Objective: Save Lt. Harrison
After Harrison lights the charge, approach the Lieutenant and press Action to save him from the explosion.



Singapore Sling

INTRODUCTION

In this mission, Joe Griffin leaves his fellow Marines to join the OSS in a dangerous, covert mission behind Japanese lines. Armed with only two pistols, you must infiltrate a secret Axis Summit, secure critical information, and make it out alive. Two operatives—Tanaka and Bromley—are already in place, but the success of the operation is up to you.



MISSION OBJECTIVES

- Rendezvous with Tanaka
- Ambush Kandler's Car
- Steal Kandler's Uniform
- Reach the Hotel
- Infiltrate the Axis Summit
- Grab the Slide Reel
- Escape from Hotel
- Rescue Three POWs (Bonus)
- Find Three Additional Pieces of Evidence (Bonus)

Medal Awarded

[NOTE]. Must achieve gold stars in all three categories to receive skeleton key for the mission.

Category	Gold	Silver	Bronze
Accuracy	75%	65%	55%
Hits Taken	Less than 51	51-90	91-140
Bonus Objectives	All completed	N/A	1 completed

Weapons

- Welrod
- M1911
- Sten Mk II



MISSION STRATEGIES

Docks



Your Welrod pistol is equipped with a silencer, so you can take out your targets and slip away unnoticed. However, you must still plan your attacks carefully. Wait until the patrolling soldier moves off to the right, and then shoot the guard standing near the Gong alarm. Don't let the guards ring the Gong or it will alert the other guards. When the second soldier returns, shoot him and walk onto the first dock.



Look down the runway to the second dock to locate two patrolling soldiers. Wait until they are separated, and then take them out. Shoot one more soldier to clear the second dock.



Using the boxes for cover, shoot the Gong soldier on the second dock. Move behind the bundle of boxes attached to the crane cable, and shoot the patrolling guard as he walks in front of the other crane.

[TIP]. If you take damage while on the docks, look around the boxes near the second Gong station for a medical kit. You can also find M1911 ammo by walking across the planks to reach the ship and the base of the crane.

Machete

Go through the netting on the first dock, providing access to a secret path below. Drop down to the skiff and follow the planks to reach the last dock. Use the machete again to hack at the net surrounding the generator. When the net is removed, the generator short-circuits, killing all enemy soldiers on the dock.



Look to your left to spot three guards in the vicinity of a tin-roofed hut. There is a fourth guard walking behind the truck. You have two choices here. If you can get it in your sights, shoot the cluster of fuel barrels just to the right of the hut.

If you wait until the patrolling guard is in the vicinity, the resulting explosion will take out most or all of the guards. The surviving guard will respond to the explosion and move out from behind the truck. Shoot him to finish clearing the dock area.



Exit the dock area and meet up with Tanaka, who is waiting in the rickshaw near the warehouse.

Chinatown



After the rickshaw crash, Tanaka sprints down the street to reassure the Japanese patrol. Stay put and wait until he is finished with the conversation. If you move too early, you'll face heavier opposition as you move through the streets. When the soldiers leave, walk toward Tanaka, and take the first left. Use your Welrod to snipe three Japanese soldiers. Smash the boxes to collect M1911 ammo. If you need it, pick up the medical kit and medicinal canteen on the street.



Go back to the intersection and turn left. Shoot the two guards at the gate, and then proceed into the speakeasy on the left. Watch out for a soldier emerging from the door behind the desk as you enter the building.

[NOTE]. Watch out for a sniper near the roof on the Mosque Building.



Enter the room behind the desk to save your game, and then turn right and slowly exit the building. Crouch down and look to the left. Move forward just far enough to target the first soldier.



Alleyways



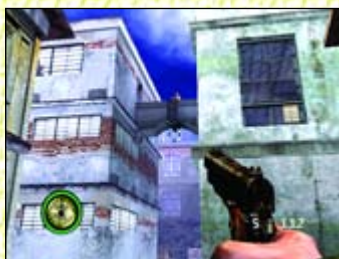
Edge out just far enough to see a rooftop sniper and two more soldiers on the ground. Eliminate the elevated target first, and then finish the two below.



Drop into the sewer, crouch down, and follow the path. Collect ammo as you go. Exit near the corner of a building and inch your way around just far enough to take aim at three more soldiers.



Advance to the end of the street and shoot a soldier standing on a covered platform to the left. Run to the boxes and take cover. You receive fire from both directions. Take out the soldiers to the left first, and then look around the corner to the right for a machine gunner firing from behind the window. You can shoot through the glass to kill this enemy.



Look back to the left and swing your sights up to the walkway between the two buildings. Take out the sniper and then run down the street under the walkway. By this time, other soldiers will have joined the fight, so be sure to check each side street as you pass. At the cluster of boxes at the end of the street, turn left, and enter the building.

MISSION: 6

Singapore Sling

[TIP]. When the Japanese soldiers are alerted to your presence, there's no need to waste Welrod ammo. Use your M1911 (there is an abundance of ammo scattered around the streets). Furthermore, the M1911 has a seven-shot clip, which gives you more speed and firepower than the single-shot Welrod.



Take out the soldiers at the top of the stairs, turn left, and cross the walkway to the next building. Grab the medical kit on the boxes if you take a few slugs in the exchange.



When you enter the warehouse, you receive fire from all directions, including the floor below.



Walk toward the room to the right. Shoot the two Japanese officers, and then free the first prisoner (bonus objective).



Take the stairs to the ground floor, collecting health and Welrod and M1911 ammo. Exit through the door on the far right. (Shoot the machine gunner behind the window if you missed him earlier).



Look to the right for heavy fire from the street and stairway. If you take some hits, turn left, and then proceed right to find a medical kit at the dead end.



Move back down the alley toward the stairway where you were receiving fire. Look to the right to find a small restaurant with a red floor. Enter the building and go down the stairs. Shoot the guard and enter the tunnel, following the path to the second warehouse.



Stay to the right as you come up the ramp, and shoot the guard to the left. Look up the ramp to your right for another target. A third soldier fires from across the room, and he will rush you if you don't take him out quickly.

[TIP]. Go up the ramp to the right to find a film canister and a box of M1911 ammo.





Finish off the remaining enemies, clean the room of ammo and health, and take the tunnel back to the restaurant. Turn right. At the end of the street turn left to see Bromley motioning for you to follow.

[TIP]. When you enter the building with Bromley, look to the left for a small room that contains a medical kit and much-needed Welrod ammo.



After Bromley offers a brief introduction, he races to a basement warehouse filled with Japanese soldiers. You can join Bromley and shoot it out on the ground or climb the platform and snipe your enemies from above.

[TIP]. When the dust settles, look for the second film canister on a table to the right of the stairs.



Climb the stairway on the far side of the basement and continue up another flight to rejoin Bromley. He hands you caltrops to throw at a German officer's car that will be coming through the deserted plaza.



When you receive the signal, toss the caltrops to cause Colonel Kandler's car to swerve and crash.



Steal Kandler's uniform and climb the stairs to the save point.

The Rooftops



Continue up the stairs to reach the rooftops. This area is teeming with Japanese soldiers. Use your Welrod to snipe the soldier on your left. (He will charge you with his sword if you don't take him out first.) Shoot the other soldiers hiding in and around the frame building with your M1911.



Advance to the adjacent platform, but watch out for snipers hiding behind the brick wall. Three more Japanese soldiers wait on the platform below. Shoot them, descend the stairs, and collect the Welrod ammo.



Walk across the planks to the next rooftop, where you find two Japanese soldiers guarding another POW. Shoot the boxes to remove their cover and finish them off. Approach the POW to free him.



Before climbing down to the next rooftop, target the fuel barrel to blow up at least one guard. Finish off the others on both rooftops. Don't forget about the guards patrolling below you.



Climb the boxes to reach the last rooftop, and then go down the stairs to enter the building on the left. Surprise the two guards, and then step into the next room.



Free the last POW and collect the Sten ammo in the crate. You'll be receiving this gun very soon, and the extra ammo is critical. Go down the stairs to meet up with Tanaka.

Hotel



After Tanaka drops you off, walk past the guard and into the hotel. Proceed up the staircase, turn left, and go through the open door to reach the conference room.



The summit begins as you enter the room. As the Japanese officer drones on, the doors suddenly burst open. In comes Colonel Kandler, looking very dapper in his boxers. He singles you out as an imposter. At the same time, Bromley drops down through the skylight and lands on the conference table. He tosses you a Sten gun and the fun begins.



Shoot the guards, and then grab the slide reel from the table.



Work your way around to the left. Now that the enemy has noted your presence, you can expect much tougher resistance, beginning with a samurai attacker as you walk through the door.



Shoot more guards as you descend the staircase. Turn right at the bottom and follow the path to the double doors. Take out as many enemy soldiers as you can see before entering the room.

[NOTE]. Explore the ballroom for health health packs.



Turn right and go through the doorway. Follow the path to the end of the hall and open the door on the right to reach the kitchen. Spray the kitchen with your Sten to take out the guard and chef. Collect the first piece of evidence, a document on the table to the left. Turn left and enter the room to save your game.



Climb the stairs to find Bromley doing battle with several Japanese soldiers and German officers. Collect the second piece of evidence from the bar..



...and then turn the corner as several enemies rush the room. Pick up the Sten ammo and walk down the corridor. Enter the first open door on the left to find two more enemy soldiers.

Skeleton Key

Use your skeleton key to open the chest and collect the multiplayer Colonel Kandler skin.



Enter the room directly across the hall and eliminate the enemy soldiers. Look for the third and final piece of evidence on the footstool to the left of the bed.



Exit to the balcony and blast away as the remaining Japanese soldiers attack you and Bromley. Tanaka appears just in time with a stolen double-decker bus. As the mission ends, you and Bromley leap to the top of the bus as Tanaka speeds away.



In Search of Yamashita's Gold



- Level End
- ▲ Level Begin
- ☑ Mission Objective
- ☑ Bonus Objective
- 📷 Save Point
- 📷 Point of Interest
- 🔫 Machine Gun
- 🔑 Skeleton Key
- 🔪 Machete
- 🛠 Entrenching Tool
- 🎞 Secret Area
- 🎞 Film Canister

INTRODUCTION

After Griffin and Bromley escape from the Axis Summit, the scene shifts to the jungles of Burma, where a specially trained group of British soldiers, known as Chindits, is preparing for an assault. Their plan is to find the location of a massive store of gold, but plans change when heavy Japanese anti-aircraft fire brings down a Flying Tiger recon plane. Now, you must race through the jungle to reach the crash site while Bromley and his team destroy the anti-aircraft guns. Your journey will take you precariously close to the fourth gun, so you must find the pilot and complete your mission before the final explosion.

MISSION OBJECTIVES

- *Locate Flying Tiger's Crash Site*
- *Find Tanaka*
- *Discover Yamashita's Gold*
- *Rescue Pilot*
- *Exit Temple before Fourth Gun Explodes*
- *Destroy Japanese Radio Equipment (Bonus)*
- *Destroy Officer's Sake Supply (Bonus)*

Medal Awarded

[NOTE]. Must achieve gold stars in all three categories to receive skeleton key for the mission.

Category	Gold	Silver	Bronze
Accuracy	85%	75%	60%
Hits Taken	Less than 50	50-99	100-149
Bonus Objectives	All completed	N/A	1 completed

Weapons

- *Springfield '03*
- *Sten Mk II*
- *Winchester Riot Shotgun*
- *M9A1 Bazooka*



MISSION STRATEGIES

Jungle



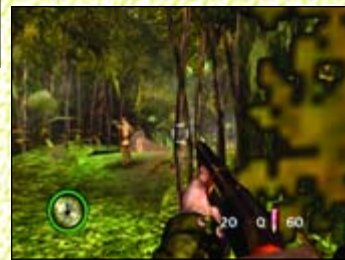
Break out the shotgun and make your way through the jungle. Continue past the two stone heads to find the first enemy resistance, just around the corner to the left.

[TIP]. Before reaching the stone heads, look to the right for a path between two large trees. Shoot the lone guard and smash the boxes to reveal Sten and shotgun ammo.



Wait for the Japanese soldiers to run around the corner at the right-hand bend to the jungle path ahead.

Continue around the corner hard to the right and look for three more enemy soldiers. Some are hidden by thick leaves and trees.



Machete



Before continuing around the bend to the right, look to the left for a cluster of low, rubber tree plants (very large leaves). Use your machete here to open up a hidden path. Follow the path around to the right, and smash three boxes to reveal Sten ammo and shotgun shells. Position yourself alongside the stone heads to ambush the Japanese soldiers firing from behind the timber, as described below.

When the path opens up into a small clearing, look ahead for several Japanese soldiers firing from behind a large piece of timber and various ruins. You still have good cover behind the trees, so take out your Springfield and pick off the enemies one by one.





Follow the path, but stay to the extreme left. Run up to and crouch down behind a fallen pillar. Use your shotgun to dispatch the targets at close range. Then take out the Springfield to finish off the distant enemies.



Proceed through the jungle until you see a slope rising off to the right. Grab your Springfield and climb up the slope to an excellent vantage point. Use your sniper zoom and clear out the Japanese soldiers in the valley below.



Pay special attention to a machine gunner behind the rocks in the center of the valley.



When the valley is clear, double back and take the low road. Don't be surprised that the Japanese have reinforced their positions, including a new machine gunner. Take cover behind the fallen pillar and clear out the enemies once again.



Walk up a small hill and around to the left, between two huge boulders. Look for a save point behind a ruined wall. Smash the boxes behind the wall and at the base of the boulders to reveal Sten and shotgun ammo.



Continue around the boulders to reach a clearing. Use your Springfield to take out the machine gunner behind the boxes on the right. Sprint up to the machine gun and turn it on the onrushing Japanese forces. Make sure to target the fuel barrels off in the distance. Be patient—the Japanese keep reinforcing their positions.



Use the boxes for cover while advancing closer to the ruins. Target the machine gun in the center of the wall or the fuel barrel. Make sure you eliminate three gunners at this position before advancing.

Ruins and Crash Site



Move to the left of the ruins and look for another machine-gun nest behind the boxes. Take out the gunner and grab the machine gun. Swing it around and finish off the remaining troops around the ruins. Don't forget to use the barrels.



When the smoke clears, climb up the hill behind the ruins and destroy the radio equipment to complete a bonus objective. Smash the boxes to collect grenades and shotgun shells.

[TIP]. Walk around behind the remaining temple wall to find the first of two film canisters.



Continue down the hill. When you see two stone heads, look to the left for a save point. As you approach the trees overlooking another valley, an explosion marks the location of the Flying Tiger crash site.

[NOTE]. There are two bamboo towers with machine gunners guarding the temple grounds, one on the right and one on the left.

Entrenching Tool

Dig in the area behind the nose of the crashed plane to acquire invisible soldiers.



Tanaka is just west of the crash site. Follow the path to the west, eliminating the Japanese soldiers as you wind your way to the temple.



Japanese soldiers stream down the steps as you enter the outskirts of the temple grounds. Fire your shotgun to handle close-range enemies, and switch to the Springfield to target the machine gunner in the bamboo tower to the right.



Climb the steps and use your Sten gun or toss a few grenades to clear out the entrance.

The Temple Buddha Rooms



Shoot the enemy soldiers positioned on the scaffolding around the giant Buddha. Then, follow the path to the left and smash the boxes to reveal shotgun shells, a medical kit, and the big prize: an M9A1 bazooka.



Turn around and walk past the entrance. Take out a single guard at the end of the hall. Continue into the Buddha room and eliminate several Japanese soldiers.



Destroy the sake barrel in the near, right corner of the room. Continue to destroy any sake barrels you find to complete the bonus objective of destroying the Japanese officer's sake supply.



Continue into the next room, shooting the guards hiding behind the boxes. Move into the next hall, which is protected by a few Japanese soldiers in the middle and greater numbers against the far wall. Smash the box at the end of the room to find shotgun shells.



Use your Springfield with sniper zoom to clear out many enemies in this long hall.



Open the large double doors and use your bazooka to take out a group of Japanese soldiers. Enter the room and clean up enemies on the left who avoided the bazooka blast.



Turn the corner, take out a lone guard, and open the double doors to the courtyard.

Rock Garden and Dining Room



Open the large double doors and use your bazooka to take out a group of Japanese soldiers. Enter the room and clean up enemies on the left who avoided the bazooka blast.



In this potentially fatal arena you must deal with two elevated snipers and several samurai-wielding officers who spring to life and charge you without fear.



While facing the Buddha, look to the far left corner for a hallway that leads to a save point. This path is rich in ammo. Smash all of the dark boxes to reveal grenades, Sten ammo, bazooka ammo, and shotgun shells.



Exit the rock garden through the hallway on the far right. Turn right to reach a viewing area with several boxes, the smallest of which contains bazooka shells.

Return to the Buddha room and open the double doors. Shoot two enemy guards and smash the boxes in the corner to collect Springfield ammo and shotgun shells.



Turn around and walk back the way you came. Open the double doors on the left—about midway down the hallway—to enter the sake barrel room. Smash the boxes to collect bazooka shells and Springfield ammo.



[TIP]. Destroy the sake barrel to count toward your bonus objective and collect the second film canister sitting on one of the containers.



Exit the sake barrel room and turn left. Follow the hallway around the boxes to reach a double door that opens to the dining area. Several shotgun blasts are enough to bring dinner hour to a sudden halt.



Don't forget to destroy the sake barrel behind the food table. You might want to sample the pie before you leave the room. It's delicious!

Follow the path to the kitchen, but watch out for two knife-throwing chefs. Destroy the final sake barrel in the corner to fulfill your bonus objective. Then smash the boxes to reveal Sten ammo, grenades, and shotgun shells.



Retrace your steps past the dining room and down the hall. When you reach a grassy patch on the floor, an explosion rocks the temple and you fall through the floor. You just discovered Yamashita's gold!



Smelting Room and Basement



After Tanaka shares information on the gold operations, make your way to the walkway in the center of the room, while steering clear of shovel-swinging smelters and soldiers. Take the stairs down on the other side to reach the detention area.



Find a spot at the top of the stairs and shoot the Japanese guards as they arrive.



Continue through the jail cells, turn the corner, and shoot several more guards. Proceed down the hall, stopping to shoot more enemies in a small room to the left.



Follow the hallway and take the next two right turns to reach the jail cell where the pilot is under interrogation. Shoot the guards and free the pilot.



Go back to the main hallway and turn right, following the ramp down to another Buddha room. Place the black lotus flower on the pedestal to open the door to the right. Before exiting, use the save point in the corner of the room.

MISSION: 7

In Search of Yamashita's Gold

Entrenching Tool

Go through the door to find the entrenching tool.



Retrace your path back through the jail and up to the smelting room. Run to the right of the stairs and continue out the door, shooting guards as you go.



As you enter the giant Buddha room, explosions rock the temple and the Buddha head topples to the ground. There is no time to waste. Use your shotgun to blast enemy soldiers out of your way as you race through the temple halls to the exit.



Fight your way around the corner to the machine gun room and take over one of the guns.



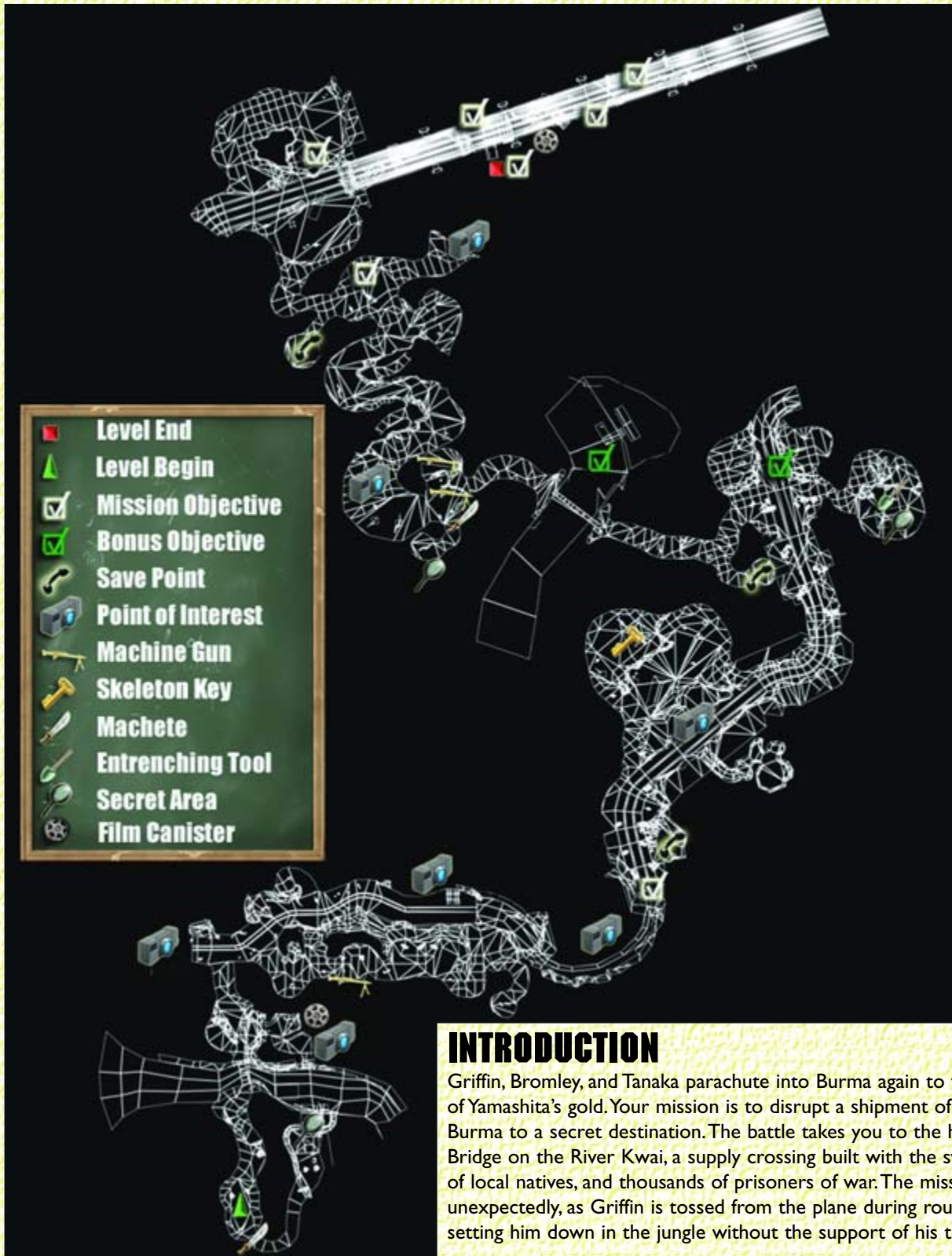
The temple yard is filled with Japanese soldiers. You must survive long enough for Bromley to arrive with his helicopter. Target the fuel barrels to wipe out multiple enemies, and keep firing as more enemy soldiers fill the yard. Bromley arrives just after the Flying Tigers pass overhead. You and Tanaka are safe, and so is the secret of Yamashita's gold.



A Bridge on the River Kwai

MISSION: 8

A Bridge on the River Kwai



INTRODUCTION

Griffin, Bromley, and Tanaka parachute into Burma again to follow the path of Yamashita's gold. Your mission is to disrupt a shipment of the gold from Burma to a secret destination. The battle takes you to the historic and tragic Bridge on the River Kwai, a supply crossing built with the sweat and blood of local natives, and thousands of prisoners of war. The mission starts off unexpectedly, as Griffin is tossed from the plane during rough weather, setting him down in the jungle without the support of his team.

MISSION OBJECTIVES

- Rendezvous with Chindits
- Find Bromley
- Sabotage Bridge on River Kwai
- Gain control of crane
- Open 3 fuel tanks
- Eliminate 10 enemies at blockade (bonus)
- Disable barge dock (bonus)

Medal Awarded

[NOTE]. Must achieve gold stars in all three categories to receive skeleton key for the mission.

Category	Gold	Silver	Bronze
Accuracy	85%	75%	60%
Hits Taken	Less than 90	90-139	140-189
Bonus Objectives	All completed	>1 completed	N/A

Weapons

- Springfield '03
- Winchester riot shotgun
- T11 light machine gun
- Grenades



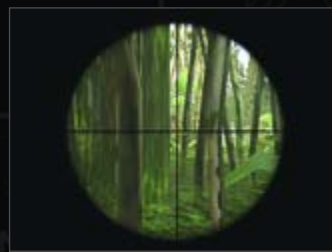
MISSION STRATEGIES

Jungle

[NOTE]. If you don't have a machete, start the walkthrough after the following sidebar.

Machete

From the start, turn around and walk past a cluster of skinny trees to the foliage. Use your machete to open a hidden path. When you see a left-hand curve ahead, crouch down and move forward with caution until you see three Japanese soldiers.



Hide behind the tall, thin stalks as you target each enemy with your Springfield and sniper zoom. Don't step out onto the path and exchange shots, or you will take several bullets.

[CAUTION].

If one of the three runs away, look for him when you reach the river. He will be firing from a small clearing below the river.

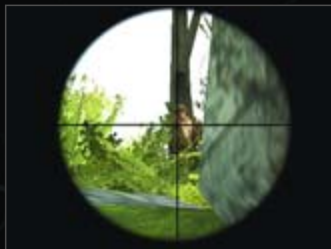


As you follow the river downstream, watch for two more Japanese soldiers below on the right. Stay in a crouch to avoid getting chopped to pieces by a partially concealed machine gunner. He pops out of a spider hole behind the last cluster of stalks to the right as you reach the bend in the stream.

Climb out of the river and smash the box on the left bank to reveal a medical kit. Continue along the path until it ends at the edge of the hill. When prompted, swing on the vine to the other side of the river. You'll hear machine-gun fire, but you should arrive at the mouth of a cave on the other side without taking any damage.

Take out your shotgun and shoot the lone guard who appears as you move into the cave. When you see a cave wall on the left, bounce a grenade or two off the wall and into an unseen cavern on the right. The blast should take out the remaining two enemy soldiers. If it doesn't, a single samurai swordsman comes around the corner in a hurry. Be ready to squeeze off a couple shots.

The reward for surviving all of this is an American supply drop that includes a T11 light machine gun, ammo, and a medical kit. If your health is low, you can get a light boost from the doughnut sitting on the boxes. Don't forget to collect the film canister.



A deadly sniper stands near a tree to the extreme right as you edge out toward the cave exit. Hug the rock wall on the right and move out just far enough for a shot.

There is more trouble below and to the right. Drop down off the ridge, but step off to the rocks on the right. If you go off the left side, the long fall causes serious health damage. Back up and take cover near the rock face on the right. Use your Springfield and methodically take out four Japanese soldiers near the train track. Collect the ammo and medicinal canteens near the tracks. Then go back up the hill to a small outcropping and a large box. Smash it to reveal Springfield ammo and a field surgeon pack. Turn around and walk down to the footbridge (rejoin the walkthrough below when we reach the footbridge).



Follow the path, and look for a pop-up sniper to the left of the hollowed-out tree on the right. Another spider-hole sniper farther down the trail on the left is tougher to kill.

[TIP]. After shooting the first sniper, try jumping into his spider hole to shoot the next one.



After grabbing the medicinal canteen left behind by the second sniper, continue to the middle of the footbridge. Take out the sniper high up in the tree (watch for the muzzle flash).



With the sniper out of the picture, look down off the right side of the bridge. Use your Springfield to take out the two soldiers on the supply dock. Shooting the fuel barrel makes this an easy task.

Railway



Travel north from the footbridge. Smash the boxes to find some shotgun shells. Using the tree for cover, shoot the sniper on the rock ledge.



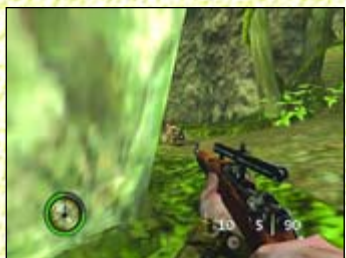
Hug the right side as you advance along the tracks. Take out three soldiers firing from behind the boxes ahead and to the left. Collect a host of supplies, including a medicinal canteen, medical kit, grenades, and Springfield ammo. Use the boxes for cover, and target another elevated sniper on the rocks to the northeast.



Follow the tracks, and watch for a trail that goes down and off to the left. Take out the two Japanese soldiers firing from behind the boxes, and collect the field surgeon pack and T11 LMG ammo they leave behind.



Return to the tracks and look up to find two snipers on a flat, rock shelf. Eliminate them and turn right. Walk a short distance back down the tracks, and look for a path leading off to the left.



Spider-hole snipers rain fire on you as soon as you set foot on the path, so acquire your targets quickly. Hug the rock face on the left, and sneak around the corner, where you can surprise another spider-hole sniper.



Continue up and around the boulders. Get behind the machine gun mounted on the rock and wipe out a squad of Japanese soldiers as they rush your position.



Grab your T11 LMG and hug the rock face as you continue around the mountain. Take out at least two more soldiers (the number depends on how many you have already eliminated).



Collect the resources left behind, and then move over to the edge, where you come under fire from a water tower sniper. Shoot him and move even closer to the edge. Look down to find a truck and another two Japanese soldiers firing up at you. You can shoot him here, but there is a more creative way to take care of him. Move back and look for the black rock, just to the right. Push it over the side to take care of the enemy soldier and his ride.



Continue around the mountain, down the path, and back to the railroad tracks. Turn right and take an immediate right into the jungle. Follow the path to find a T11 LMG (in case you missed the first one in the cave).



Go back down to the tracks and proceed to the right. As you approach the curve, you hear the sound of scraping metal. A truck comes around the bend, firing at you. Don't hang around for a fight. Run back the way you came, and keep running until you hear an explosion. The truck will careen off the side and explode.

Hellfire Pass



Go back to where the truck went off the tracks to meet up with the Chindits (your first objective). They motion for you to follow. Before going too far, look for a cave on the right, where you can save your game.



Proceed along the tracks and look for a path that drops down on the left. This path leads to a POW camp, but it is fiercely guarded by tree snipers. After the Chindits draw fire, they try unsuccessfully to knock out the snipers with their Sten guns (they may get one of them). Follow their line of fire to locate and take out the snipers.



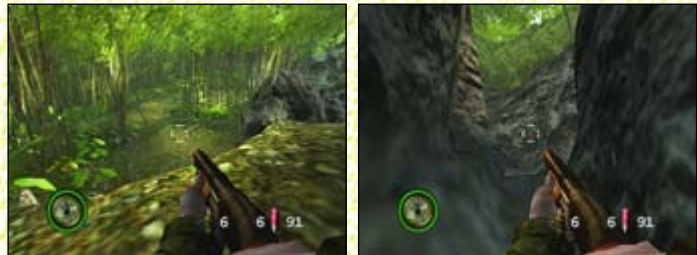
Explore the large hut on the right to collect a medical kit. Exit the hut and cautiously explore the rear area of the camp. Two nasty spider-hole snipers are waiting, so don't move out too aggressively. Take out the first one, and then crouch down. Move slowly until the second sniper shows himself.



Go back toward the front of the camp and up the hill to reach the officer's hut containing a medical kit and an ornate chest.

Skeleton Key

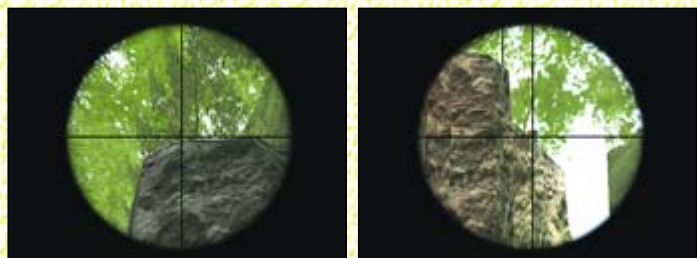
Use the skeleton key to open the chest in the corner and collect a multiplayer Chindit skin.



You now have two choices. If you retrace your steps back to the railroad tracks, you proceed to the left and then walk into a cave ahead and to the right. This path is described in the sidebar below. Your other choice is to take a path behind the officer's hut, pictured here. Drop down off the ledge and follow the path through the rocks to reach the railroad tracks, beyond the cave. You bypass the cave fighting, but this brings you closer to an even tougher battle.

Caves

The Chindits join you at the cave entrance. If you follow them into the cave, prepare for a nasty fight. A pair of Chindits die in the exchange, but if you survive, you find health and grenades in the boxes deep in the caverns.



As you approach the tracks, you receive fire from an elevated sniper on the mountain high above the tracks on the opposite side. Shoot him, and move out just far enough to target two more elevated snipers on this side of the track.



At this point you have two Chindits fighting alongside you. Turn left and continue down the track to meet up with several more Chindits. As you round the corner, look for a cluster of large rocks ahead on the right. Several Japanese soldiers are waiting here. Lob a grenade or two to soften them up before advancing. If you're lucky, you'll hit the fuel barrels and wipe out the entire squad.



There is another cluster of rocks on the left side of the tracks. More enemies are waiting there, so don't rush ahead to see if your grenade attack was successful. Instead, hug the right side, lob another grenade into the second nest, and rake the survivors with your T11. When all is quiet, duck behind the rocks to the right where the first attack occurred and take the Springfield and T11 ammo. Watch out for Japanese soldiers attacking from down the track.

[CAUTION]. It is critical that you follow the strategies for methodically attacking these areas before moving forward or the Japanese firepower will bring your mission to a premature end.



Toss another grenade behind the next rocky area to the right. If you see a big explosion, run ahead and to the left, and explore the second ambush area. Once again, watch out for Japanese soldiers attacking from positions farther down the track.



Now do you understand why this area is called Hellfire Pass? After exploring the third ambush site on the right, lob another grenade to the last rock cluster on the left. Finish off any survivors and run to this last area, taking immediate cover behind the rocks as the tower gunners open up. The Chindits take heavy casualties here, and you'll join them if you leave your cover prematurely.

Blockade



From your position behind the rocks, target the gunner and then keep your sights on the tower. The Japanese reinforce this position several times. When the tower is finally empty and there are no reinforcements in sight, run across to the rocks on the right to find T11 ammo. Target the left-hand tower and keep shooting until all of the reinforcements are gone.

[TIP]. When you kill 10 enemies at the blockade, you satisfy one of the bonus objectives.



With the blockade area secure, explore the path to the right, which leads to a POW camp. The small building on the left has some Springfield ammo, and the larger building on the lower level has grenades, Springfield ammo, and a medical kit.

Entrenching Tool

Dig in the dirt pile in the center of the camp, just to the right of the boxes, to uncover Perfectionist Mode.

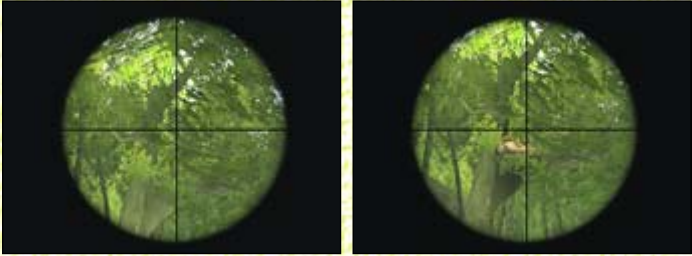


Footbridge



Leave the POW camp, go directly across the tracks, and follow the path. Look for a spider hole and sniper through the trees to the right of the path.

[TIP]. A good way to locate the spider holes is to run ahead and retreat when a sniper pops up. After locating the spider hole, you can find cover and take out the enemy from a distance.



When you reach the “V” in the path, you receive fire from a tree sniper to the right. This is a tough one, but look closely to see a uniform moving behind the leaves. When you take him out, he falls out of his hiding place. Take a hard right and look for a spider-hole sniper near the trees on the right. Pick up the Springfield ammo and continue down the path.

[TIP]. Instead of taking a hard right, go left and follow the path to reach a save point.



As you advance, you hear a train whistle and see a footbridge. If you try to march across the bridge, three Japanese snipers on the dock below will cut you down before you're halfway across. Before stepping onto the footbridge, look for a sight line between the leaves on the right.



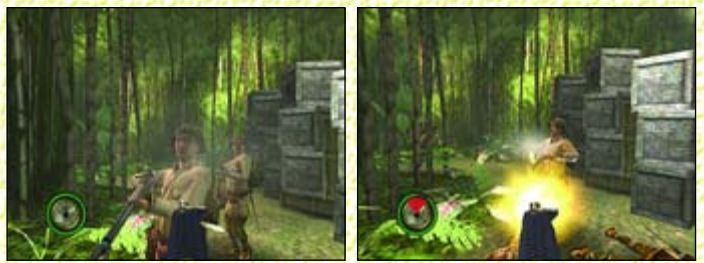
Use your sniper zoom to target two of the soldiers. Shoot both fuel barrels to blow them, and a portion of the dock, into the water.



Getting rid of the last sniper and the last section of dock is much trickier. First, run out and back to draw fire. Then, crouch down and edge toward the beginning of the footbridge, staying behind the leaves. While crouching on the first plank of the bridge (the sniper can see you when you reach the second plank), point your scope to the right of the vertical rope connector. Keep watching until you see the muzzle flash. If you look very closely, you can see the sniper loading his weapon behind a green haze. If you aim at this target, you may hit the sniper but, more importantly, you hit the fuel barrel and blow up the rest of the barge dock, fulfilling a bonus objective.



Go across the footbridge and continue along the path until you see a tall stack of boxes. Use your Springfield and pan to the right, searching between the trees to spot two Japanese soldiers—one behind the boxes and the other to the right. Take them both out with single headshots.



The soldier on the left was manning a machine gun. Run behind the boxes, take over the gun, and nail the Japanese soldiers running down the path. If one of the soldiers moves out of your range to the right, leave the gun for an instant and shoot him with your own weapon. Then, get back on the gun to finish off the stragglers. The departed soldiers leave a collection of medicinal canteens and one of them drops grenades.

Elephant Stampede



Walk around the boxes to reach the elephant. Climb aboard and take over the machine gun. During the early portion of the ride, most of the enemies are on the ground.

Machete

Before boarding the elephant, walk past the animal's tusks and use your machete to open a path into the jungle. Here you find grenades, Springfield and T11 ammo, and a medical kit.



When you see the rocky mountains on the left, swing the turret up to take out the mortar launchers before they start launching shells.



Swing the gun around and keep firing as more Japanese soldiers join the fight.



Shortly after blowing up the truck, you are reunited with Bromley.

Crane



Follow Bromley through the jungle until he points out a large crane in the distance. You must get into the crane, but first, look ahead for two tower snipers and a mortar.

[TIP]. Before following Bromley, take a small trail off to the left to find a save point.



The mortar operator is a little tough to locate. He's kneeling behind the fence, behind and to the right of the tower.



Go to the left and around the mountain to reach the crane. Use the crane to lower steel rails to the tracks, causing a massive train crash. A new objective appears: open fuel tanks (3 of 3).

BORK



After the explosion, go back down around the mountain to the scene of the crash. When a boxcar door opens and Japanese soldiers pour out, alternate grenades with bursts of your T11. It is critical that you keep up this attack to prevent any of the soldiers from dropping down and taking aim at you.



Clear the area in front of the boxcar and advance with caution to the right. Keep moving all the way around the boxcar on its side and around the wrecked flatcar. Inch your way around the car and finish off one or two enemy soldiers waiting to ambush you when you approach the open boxcar. (If your opening assault worked to perfection, there will be no survivors.)



With the machine gunner out of the way, back up to the boxcar and look through the bridge girders toward the forest. Move slowly to the left until you see the first sniper. Keep moving to the left, and slightly forward to target the second one. When you are no longer under fire, proceed to the first fuel tanker car and open the red valve to release the fuel.



Climb into the open boxcar and collect medicinal canteens as needed. Step out of the car on the other side, crouch down, and work your way slowly to the left of the crate. Peer under the car to spy a Japanese soldier. Shoot him from here. You may only see his foot, but after several shots, he will go down.



Go through the next boxcar, collecting Springfield and T11 ammo. As you approach the opposite door, shoot two more Japanese soldiers before climbing down. Before advancing, look for a sniper firing from the top of a distant boxcar.



Continue around the boxcars, but watch the ground for another soldier. Take him out, crouch, and edge around the car to the left (near the bridge). It is important to stay down and as far to the left as possible when you move around this car, because you receive fire from two directions. On the right, two snipers take aim from the forest below. While on the track, a machine gunner is waiting to cut you down from the car above you. You can't see the snipers in the forest from here. Edge around the car, swing your gun up, and take out the machine gunner first.



Move to the left, past two cars, and then back to the right to emerge in front of the second tanker car. Shoot two more Japanese soldiers, including one who is partially hidden behind the fuel car. When the area is clear, open the second fuel valve.





Walk up the twisted girder to reach the next car. Shoot two more enemies on the other side. If necessary, backtrack and collect medicinal canteens.



Follow Bromley back across the boxcars, stopping to pick up ammo, a medical kit, and the second film canister. When you catch up with Bromley inside a passenger car, leap out of the open door. You land in the water, and Tanaka picks you up in a Japanese seaplane to finish the mission.



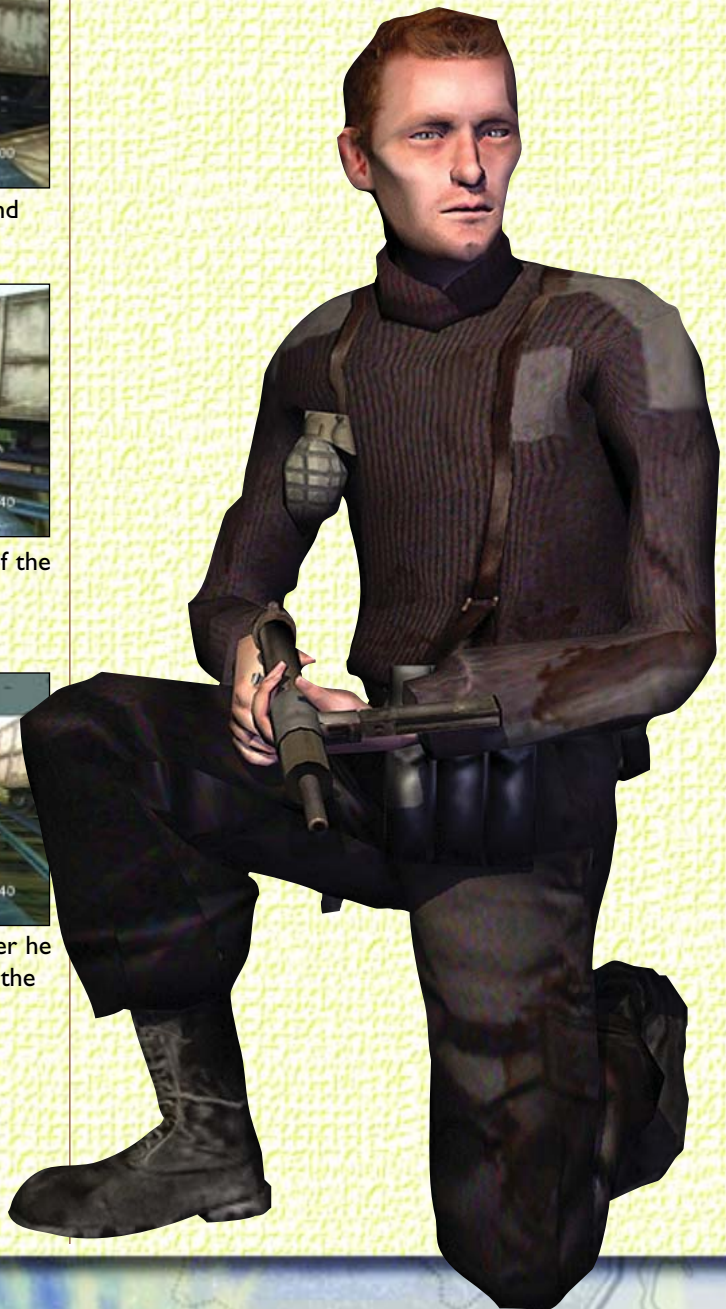
Look for two enemies when you exit the car—one high and one low.



Open the valve on the third fuel car, but watch the door of the white car to the right. Swing around quickly and shoot the Japanese officer who jumps down with his sword raised.



Proceed into the white car and meet up with Bromley. After he explains what has happened, he exits the car and destroys the last fuel car with a grenade.



Supercarrier Sabotage

INTRODUCTION

Allied intelligence reports that Yamashita's gold is on a Japanese supercarrier. Tanaka is responsible for getting everyone safely aboard the enemy ship without being detected. After making your way below deck, you and Bromley must find Shima's Gold, sabotage the carrier's fuel monitoring system, break the fuel valves, and sink the carrier. All in a day's work for Joe Griffin!

MISSION OBJECTIVES

- Open Eight Vents
- Destroy Four Fuel Monitors
- Break Four Fuel Valves
- Locate Gold
- Sink Carrier
- Send False Radio Transmission (Bonus)
- Find Three Imperial Orders (Bonus)

	Level End
	Level Begin
	Mission Objective
	Bonus Objective
	Save Point
	Point of Interest
	Machine Gun
	Skeleton Key
	Machete
	Entrenching Tool
	Secret Area
	Film Canister

MISSION: 7
Supercarrier Sabotage



Medal Awarded



[NOTE]. Must achieve gold stars in all three categories to receive the skeleton key for the mission.



Weapons
• Sten MK II
• T-99

Category	Gold	Silver	Bronze
Accuracy	50%	40%	30%
Hits Taken	Less than 150	150-200	200-250
Bonus Objectives	All completed	N/A	1 completed

MISSION STRATEGIES

Lower Deck



Go down the stairs and enter the first room on your left. Sneak up behind the lone enemy and club him with your Sten gun. Pick up the Sten and T-99 ammo (don't forget the box behind the door).



Open the vent (red box attached to the ceiling ductwork). Poke your head out of the doorway just long enough for you to be noticed. Then, retreat back into the room; wait for the rifle-toting guard to follow you, and then shoot him.



You still have to deal with the remaining sailors, and they won't be as eager to follow you. Make sure your Sten has a full clip. Sneak around the doorway in a crouch, using the pipe on the left-hand wall for light cover. Take out the remaining enemy sailors to clear the hallway.



Gather health and ammo, and proceed around the corner into the next hallway. Shoot the tan-uniformed sailors from your position at the corner. It helps to blast the boxes and destroy their cover. These sailors are armed only with pistols, but when a machine-gun-toting officer joins the fight, retreat briefly and reload.



Back up around the corner and let the officer advance halfway down the hall. Poke your head out and lay down heavy fire, especially when he is changing clips.

[TIP]. If you take too much damage during this fight, go back up to the hangar and grab the medical kit. The machine gunner will probably follow you, so be ready to fire as you climb back down the stairs.



Collect the Sten ammo and open the door on the right to collect a medical kit. There is more health in the second cabin.



Sneak around the next corner to the left and shoot the sailor at the other end of the hallway. Open the second vent.



As you turn the corner, watch for another officer with a machine gun. There is practically no cover here, but you can use the corner to reduce your exposure.



Collect more Sten and T-99 ammo, and then open the door to the sleeping quarters on the right. Fire straight between the rows of bunks to eliminate two Japanese sailors. Collect the medical kit to the right and advance with caution. Two or three sailors will escape your attack and hide along the far left row against the wall. Move to the far right and sneak between the rows. You can cause some damage by shooting through the mattresses, but it is difficult to kill the officer carrying the T-99 machine gun.



Eventually the machine gunner charges you, and you have very little time to react before you are aerated by the T-99. Eliminate the officer and collect some T-99 ammo.



When the room is clear, search for health and ammo. Don't forget the big prize: a shiny T-99 machine gun in the back of the room to the right of the shrine.



Watch for a guard when you exit the room. Pick up a medical kit in the room across the hallway, and then continue to the right. There is more trouble around the corner—stay low and present as small a target as possible. Be prepared for two sailors to rush your position after they see you.

[TIP]. Don't waste your ammo on the boxes in this section of the hallway—they're empty.



Take care of two more sailors around the corner.



Next stop is the galley, where you must neutralize the knife-throwing sushi chef who is behind the door. Switch to the T-99, enter the room, and run to the right. Take cover behind the table, but don't take too long to shoot him, because each knife hit extracts major damage.





After the sushi chef falls, eat the sushi on the table for a moderate health boost. Collect ammo from the right side of the room and then continue into the storeroom to find more T-99 ammo and a medical kit.



After leaving the kitchen, go directly across the hallway to reach the cafeteria. Three sailors in the room on the left fire at you. Clear them out and then open the third vent. You receive pistol fire from the dining room across the hall from the cafeteria. Eliminate the enemies and collect a medical kit, medicinal canteen, and Sten ammo.



Leave the dining area and turn left, following the corridor. The two boxes around the corner cannot be destroyed. The pilot training room is next, on the left. These flyboys know how to shoot, so don't take them lightly.

Entrenching Tool

Use your entrenching tool to open the fifth locker from the left and find immortality.



[TIP]. Collect the film canister from the back of the pilot training room.



Exit the room and check to the right for enemies that survived your sweep through the hallway. Turn around and walk to the end of the hallway, entering a second pilot training room on the left. Shoot the two pilots and open the fourth vent on the ductwork to the right.



Exit through the far door, walk down the hallway, and open the next door to find a save point. Go down the stairs to reach the fuel deck.

[NOTE]. Before you go downstairs, check the pause screen to see if you have four opened vents. If you have fewer than four, go back through the deck and find any that you missed.

Fuel Deck



As you descend the stairs, look for two sailors to the left. Move back up to the top of the stairs and shoot them while you are out of view.



Continue down the next flight of stairs to reach the fuel room. Target the first two guards before you enter the room. Keep firing until two more guards join the fight. When they are all gone, enter the room and go to the right to find Sten and T-99 ammo at a dead end. Turn around and walk to the stairs that take you to a catwalk over the fuel tanks.



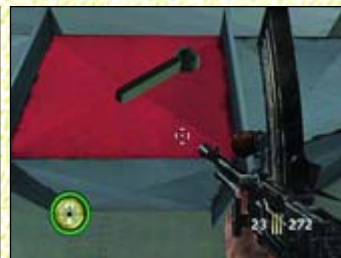
From the catwalk you can see four fuel monitor rooms. You also have targets in the rooms closest to you, both left and right. Take out the sailor in the room on the left, and then walk across the catwalk to get a better angle on the guard in the right-hand room.



Continue across to the other side, and walk close enough to the second room to shoot the sailor through the window. Make sure your weapon is full. Then walk between the two rooms and shoot the two guards who come running out from an interior hallway. Shoot one more guard in the hallway between the two rooms.



Approach the room on the left and take out another sailor still inside. Replenish your health with the medical kit, open vent number five, and shoot the fuel monitor.



Walk down the hallway to the adjacent fuel monitor room and open the sixth vent. Don't forget to shoot the fuel monitor and pick up a box of Sten ammo.



Repeat this process on the other side of the fuel room. Walk directly across the room, stopping to break each of the four fuel valves.



Now close the last two vents in the fuel monitor rooms. Shoot the guard in each room, and walk toward the corridor between the rooms. Once again, two guards rush in with guns blazing.



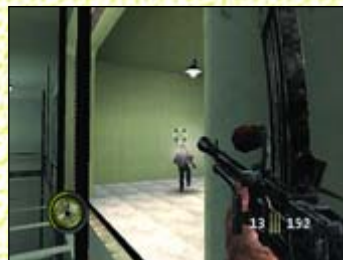
After shooting the guards, proceed into the room on the right. Grab the medical kit, open the seventh vent, and destroy the fuel monitor.



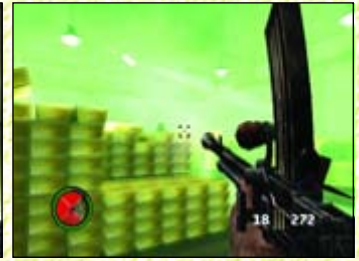
Thanks to your prep work, the room on the left is also empty, except for a box of T-99 ammo. Open the eighth vent and shoot the last fuel monitor.



Run back to the middle of the room to meet Bromley, who is ready to set his explosives. After Bromley leaves the charge, follow him off the catwalk and left toward the exit.



Ship security has been alerted, so your exit will not be easy. Join Bromley in a fight against the machine-gun carrying guards blocking your departure.



Go through the door into the gold room. This seems to be a good destination, until Japanese soldiers stream into the room. Interestingly, the soldiers are wearing gas masks. Keep firing as the room fills with green gas and you gradually lose consciousness.

Hangar Decks



Tanaka, posed as a waiter, frees you and then is captured by Shima. Bromley then captures a guard. After calling for his guards in the hall, Shima slices Tanaka's throat as a final jab at Bromley, who in turn breaks the guard's neck. Shima then runs out the door as the guards come into the room.



Shoot the guards as Shima bolts from the room. Bromley takes off, leading you to a save point and a pair of much-needed field surgeon packs.



Go back through the interrogation room and into the hallway. Climb the stairs to the hangar deck, where your presence is immediately noted. Shoot the fuel barrels on the far side of the room, but don't expect the explosion to kill all of the guards. Follow up with your machine gun.



Next, work your way around the room. You can shoot the planes to explode them, killing any enemies in the area.

[CAUTION]. Don't assume that all of the soldiers are dead because the planes are burning. Just when you think the hangar is safe, one soldier stretches out flat on the ground behind the burning plane in the far left corner. You cannot see him because of the flames, so race out to the right and kill him quickly while you still have a shred of health.



You can shoot two planes from outside the hangar, and then target the sailors who respond.



Enter the hangar and sneak around to the left. Shoot a sailor you find there.



Collect ammo and health, and then exit through the open door in the far left corner. Turn left and target two sailors—one at eye level and another on the next deck.

Machete

When all of the enemy soldiers are dead, use your machete to chop through the cargo net. Look behind the fuselage sections to find Sten and T-99 ammo and a pair of medical kits.



[TIP]. Before venturing too much farther, you may want to go back downstairs and save your game again.



Look for one more enemy soldier firing at you from between the support beams on the other side. Climb the stairs to the next deck, smashing boxes as you go to find ammo. Continue to the door on your left to reach Hangar B.





Make your way to the control tower in the center of the hangar (the access door is around to the left). Shoot two officers in the tower, collect the Imperial orders from the desk (found in the red envelope), and pull the red lever to open the door to Hangar C.



Run into Hangar C in time to see Commander Shima taking your brother, Donny, up on the elevator. It's a sad scene, but you don't have time to get emotional. Blow up the remaining planes and watch out for late-arriving guards.

Conning Tower



Climb the stairs and step out onto the deck. Shoot your way along the railing to reach the next level.



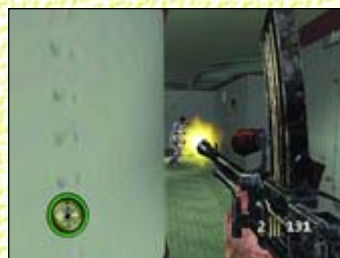
You come under attack as you climb the stairs, so be ready with a full clip. Continue down the other side, where the resistance gets even tougher.



After shooting a sailor to the left of the walkway, get ready for a serious assault by a very accurate Japanese machine gunner, armed with your favorite T-99. Once he blows apart the large crate, there is nothing between you and some very large bullets. Your best strategy is to stand your ground and fire short bursts, keeping the gun centered on his body. If you keep your finger on the trigger, you spend too much time trying to pull the gun down, giving your enemy too many free shots. There may be another sailor right behind him, so don't let up until you have a clear passage to the stairs.



The conning tower is just ahead. Take care of one sailor outside and another inside the first hallway.



Go straight down the outer hallway and all the way around, coming back to your original position. Make sure this area is clear before going down the connecting corridor to the meeting rooms. When you are ready, fill your weapon and look for a pistol-toting sailor in the right-hand room (unless you already shot him in the hallway). Collect the Sten and T-99 ammo and a medical kit.



The latrine across the way is empty, so turn right and look for the next doorway on the left. Climb the stairs and move cautiously into the large room. Although it appears to be empty, there are three sailors waiting down the hall to the right, two of them armed with machine guns. Get to the back of the room and concentrate your T-99 fire on the hallway until it is clear. There are no health pick-ups in this room, so don't take any unnecessary chances.

[TIP]. Don't forget to grab the second set of Imperial orders from the table.

Skeleton Key

Open the chest in the corner of the room to acquire the multiplayer Shima skin.



If your health is precariously low here, race out into the hallway and scoop up the medical kit and medicinal canteen, then get back to the room before you pick up a stray bullet. When you are ready to venture forth, follow the hallway all the way down and around the stairs that lead to the third floor of the conning tower. When everything is clear on the second level, go up the stairs and get ready for more action.



Climb just far enough to target two enemies at the far end of the hallway. Move up quickly and duck into the doorway on the left, which leads to the radio room. The radio operator will be waiting to the left with a pistol aimed at your head (unless he charges out in response to the shooting), so react quickly and take him out. Step up to the radio and send false coordinates, completing one of the bonus objectives.



Return to the hallway and look ahead to the left. Stay put until a sailor charges into view, and then take him out. By now, the Navigation Room at the end of the hallway should be empty. Step inside and collect the last set of Imperial orders, along with the second film canister (on the floor behind the table).



It's time to take on the captain. Step outside and make your way around to the stairs leading to the bridge. You'll hear him talking as you approach the door. Climb up very slowly until he starts firing at you with his pistol (the top of his bald head presents enough of a target for you to shoot at). After winging him, he moves to the back of the bridge. Continue up to the top of the stairs and finish him off.



Step back outside and walk to the far end of the deck, fighting your way through light resistance. Walk down two sets of stairs to reach the flight deck.



Bromley tells you to hop into a Kate torpedo bomber and take over the tail gun. While Bromley struggles to get the Japanese plane in the air, take out as many enemy fighters as possible.



After a few touch-and-go landings on the deck, Bromley finally masters the controls and you pull away from the Supercarrier. With guns blazing, send a few more enemy planes into the Pacific.



Bromley pays tribute to the departed Tanaka, as explosives tear through the bowels of the ship. Rather than settle into the coffers of Commander Shima's military regime, Yamashita's gold drops to the bottom of the ocean, where it will never be used for buying the weapons of war. As for Shima, he escapes with Donny to parts unknown...but that is a story for another day, and another *Medal of Honor*.



Multiplayer

INTRODUCTION



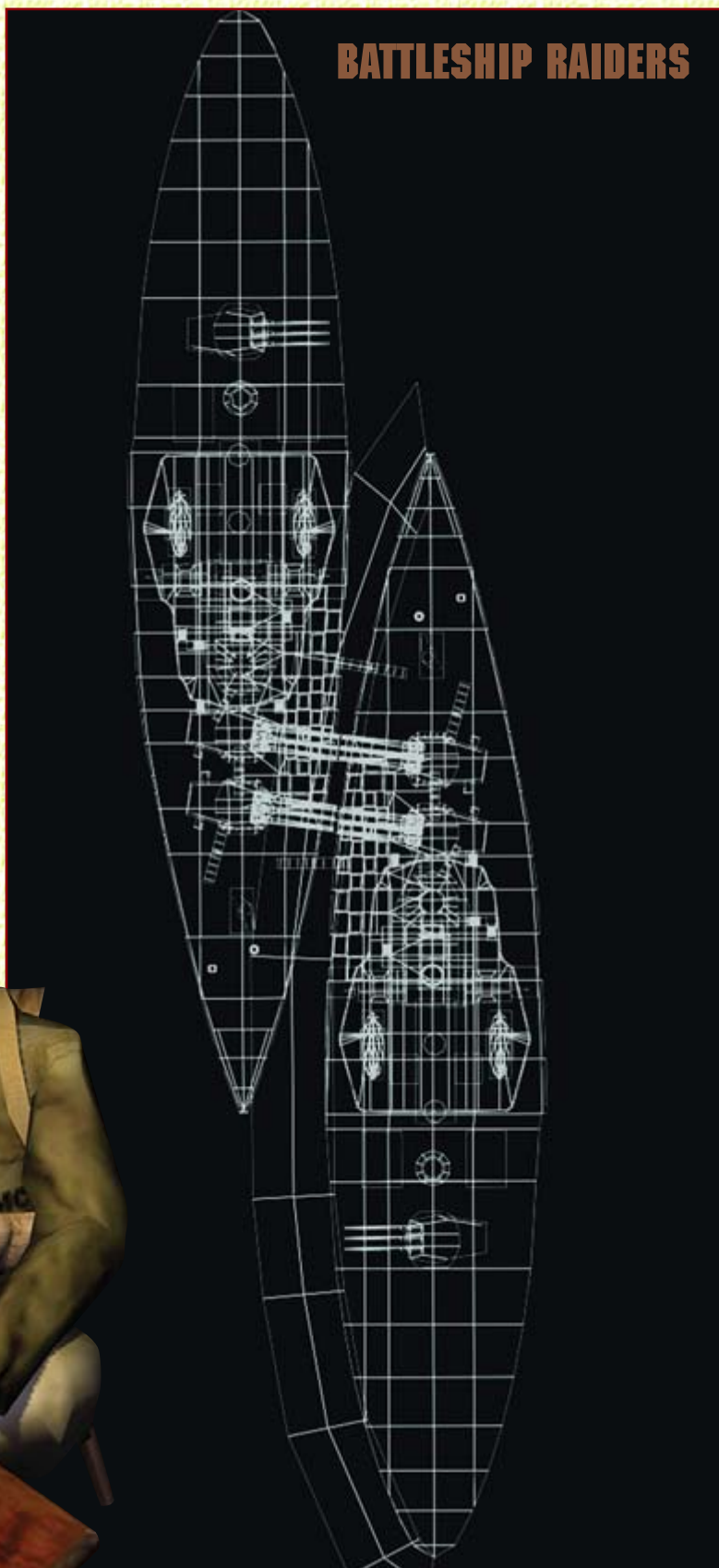
Up to four players can play on one of nine different maps. You'll recognize the maps from the single-player mission, however each map is only a segment of the

original mission map. Hence, you have the chance to focus your energies on some of the more interesting areas of the game. You can also choose from 21 different multiplayer characters, each one with unique attributes. When you earn a skeleton key for every single-player campaign mission, you can unlock an additional nine skins, for a total of thirty. In this chapter we provide the multiplayer maps and a table of characters, complete with 10 rating categories and snapshots for easy reference.

MULTIPLAYER MAPS



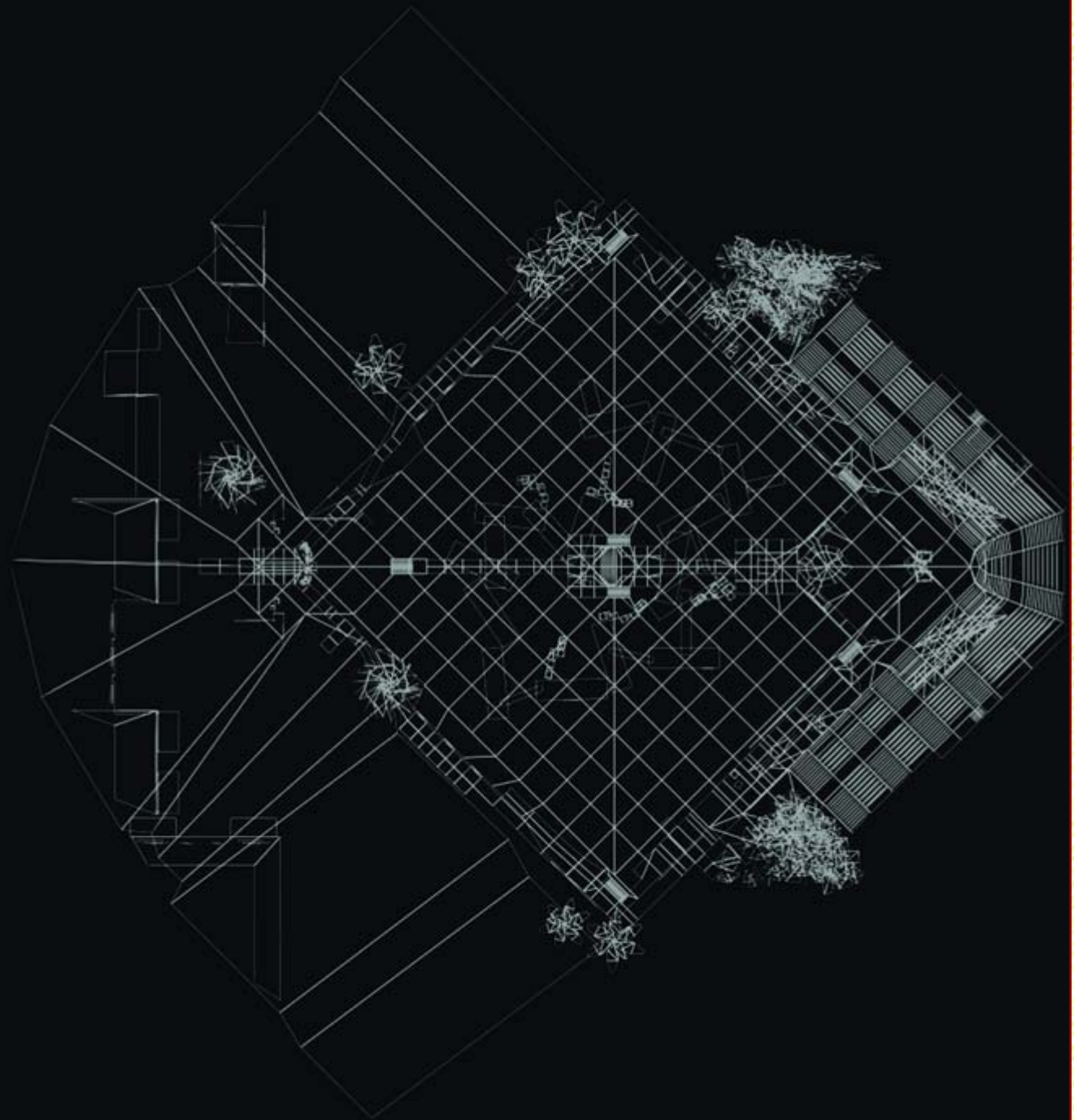
BATTLESHIP RAIDERS



MULTIPLAYER

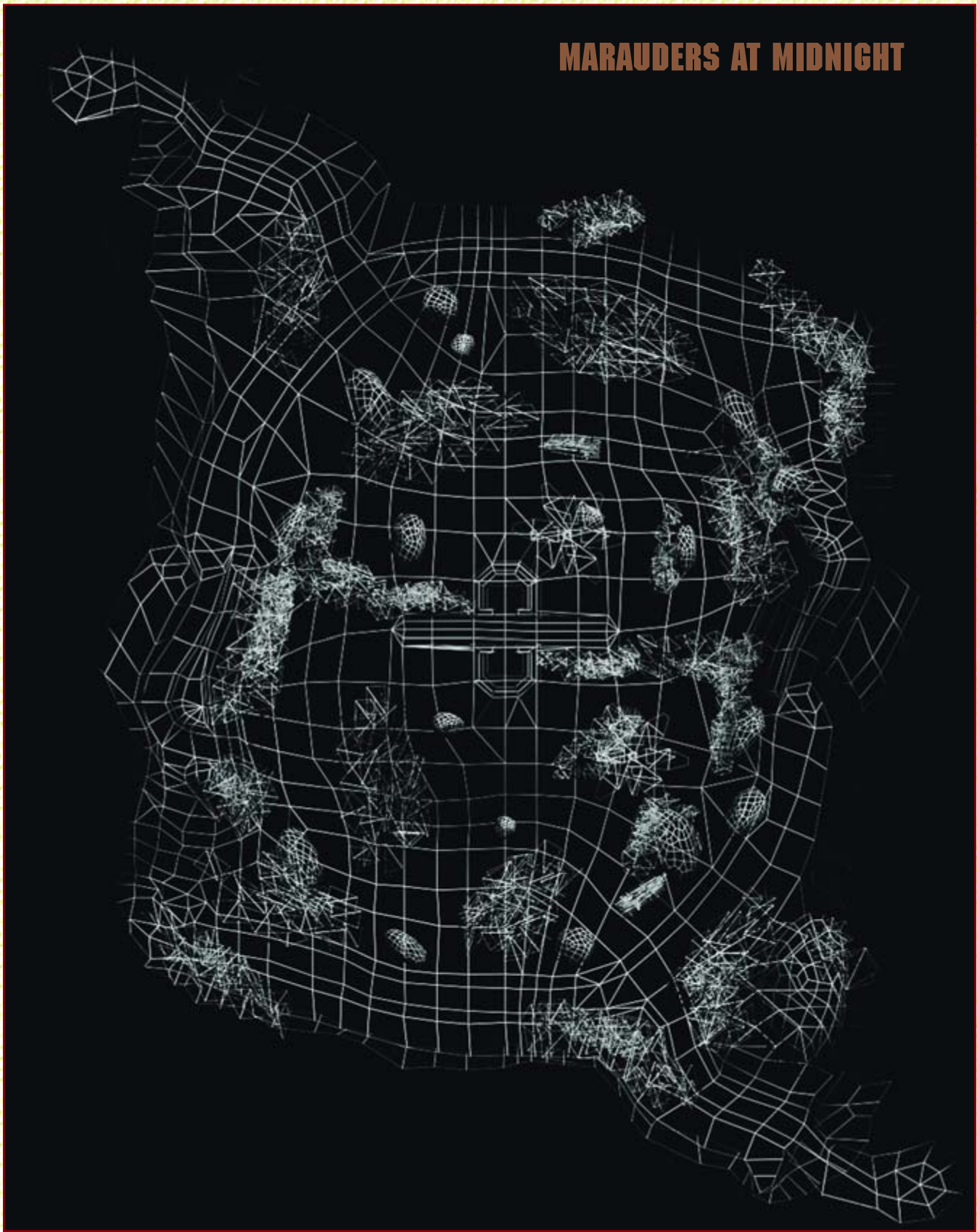


SHIMA FIELD





MARAUDERS AT MIDNIGHT



MULTIPLAYER

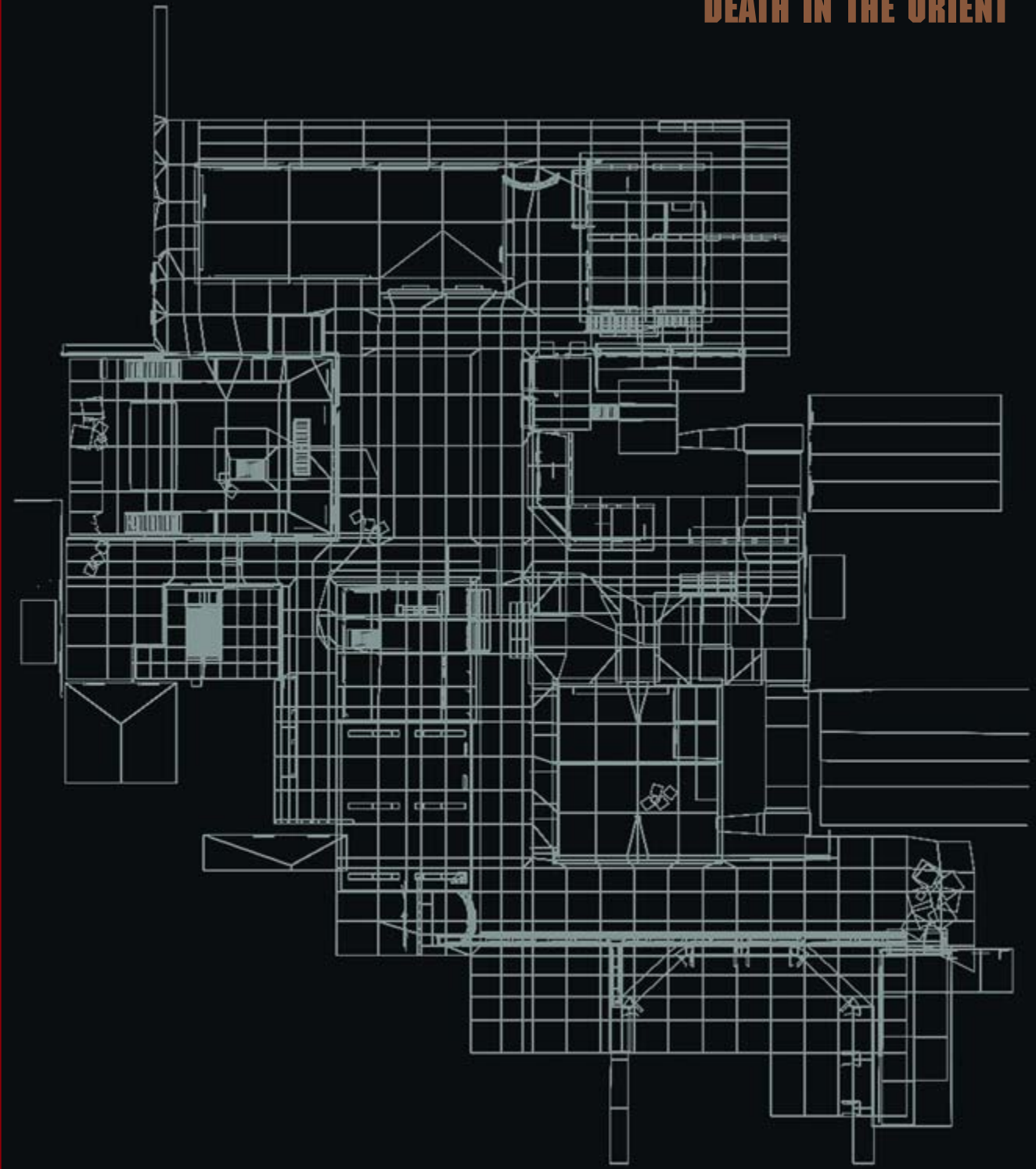


SOLOMON SHOWDOWN





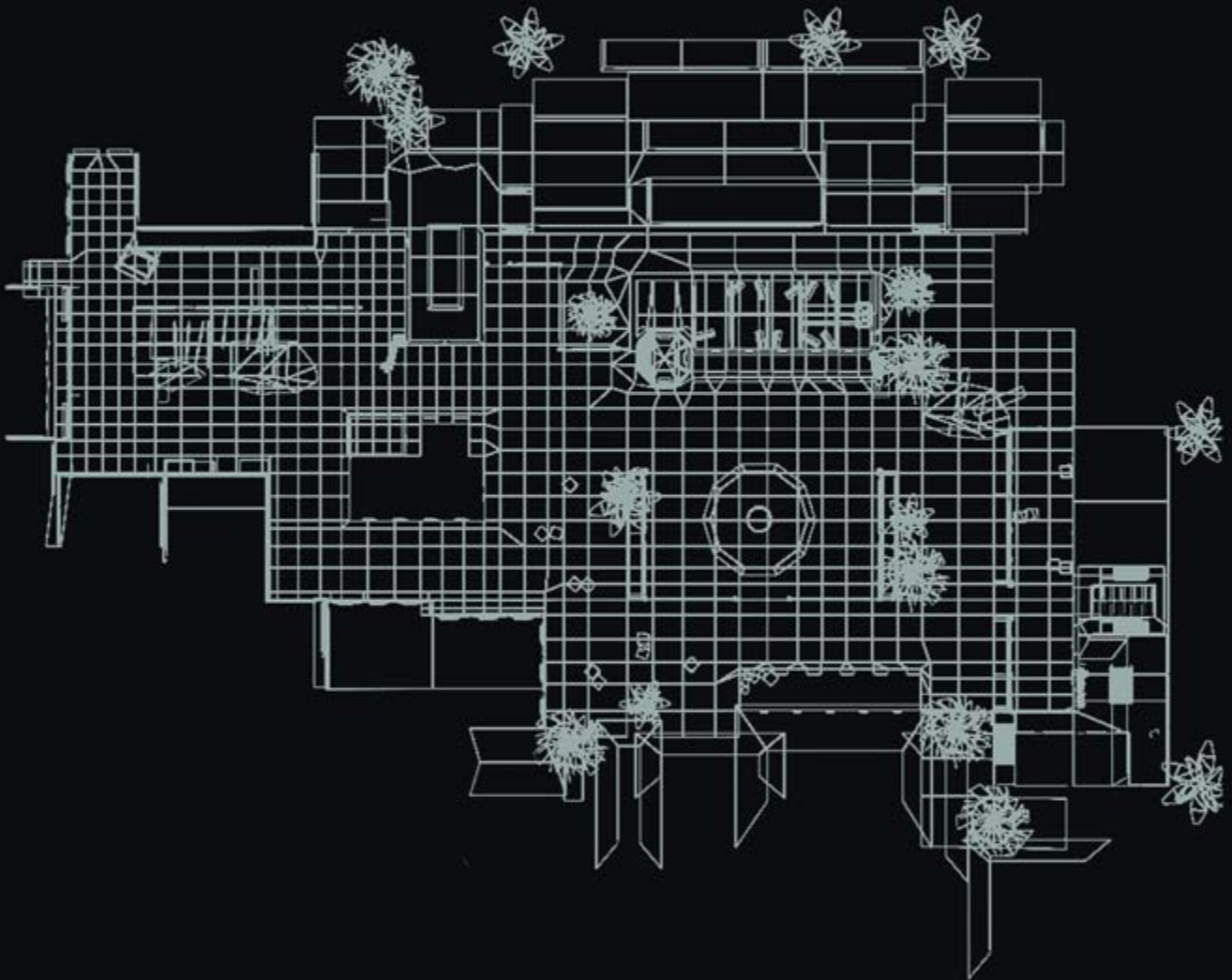
DEATH IN THE ORIENT



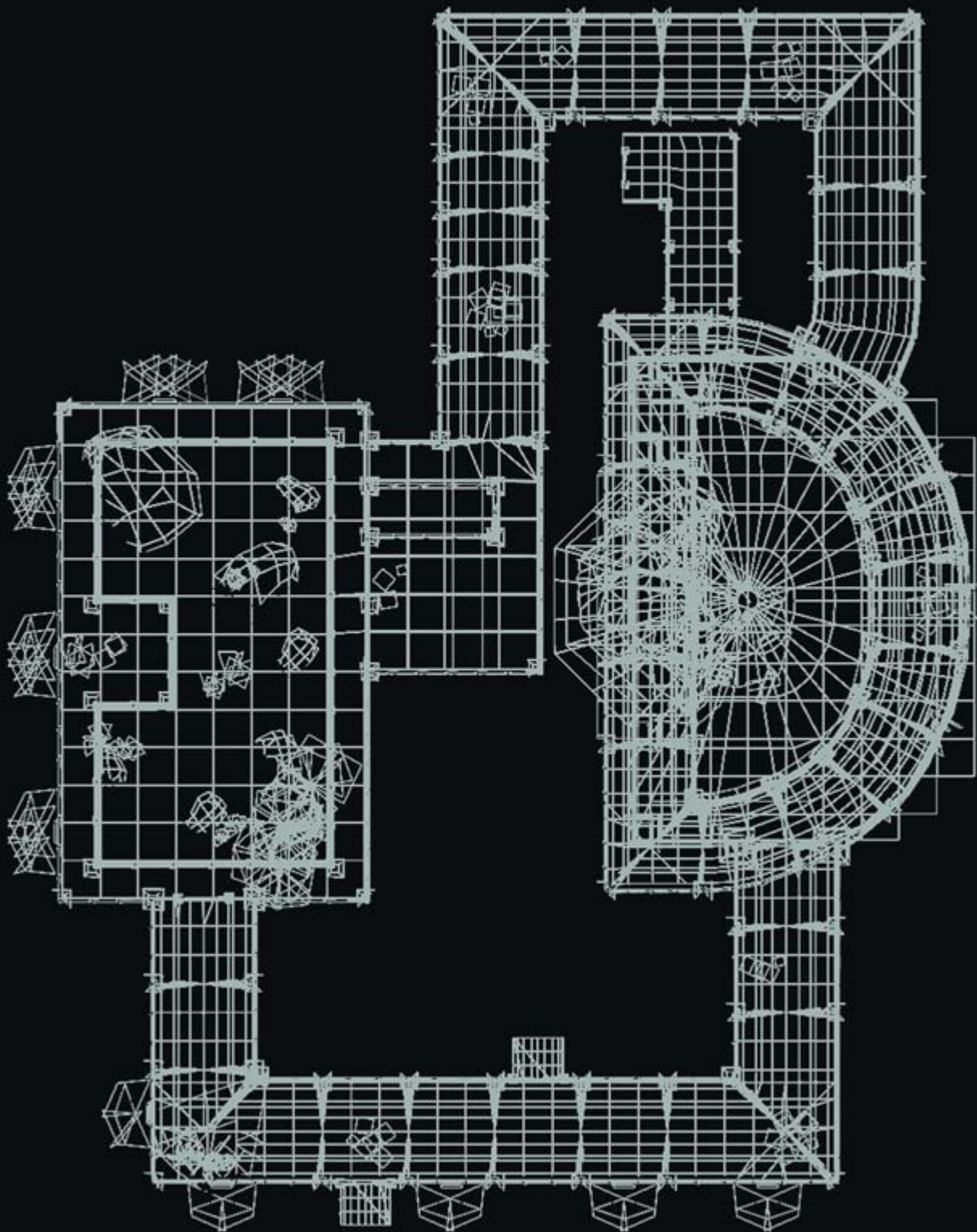
MULTIPLAYER



CALUMPIT CHAOS



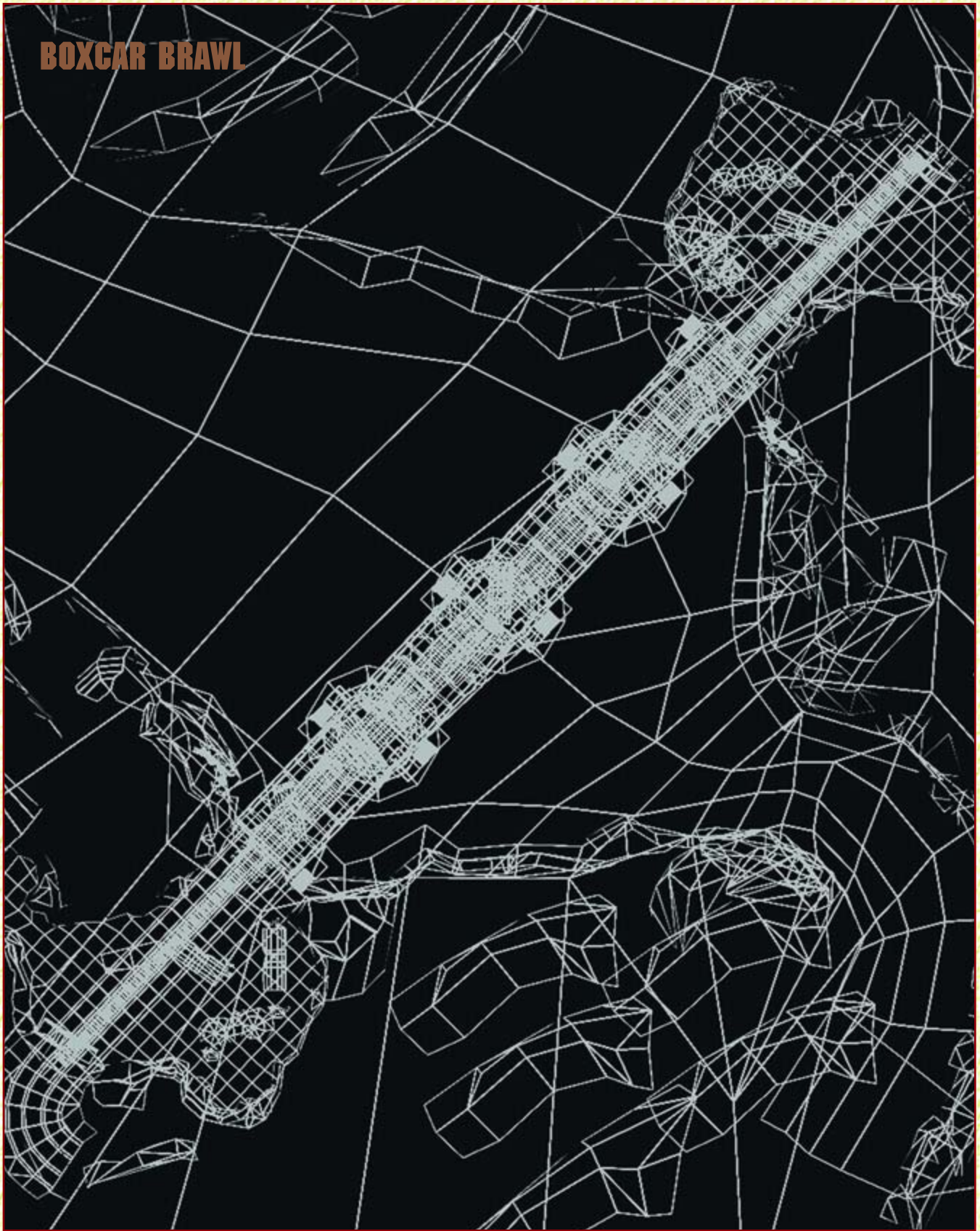
IDOL ASSAULT



MULTIPLAYER



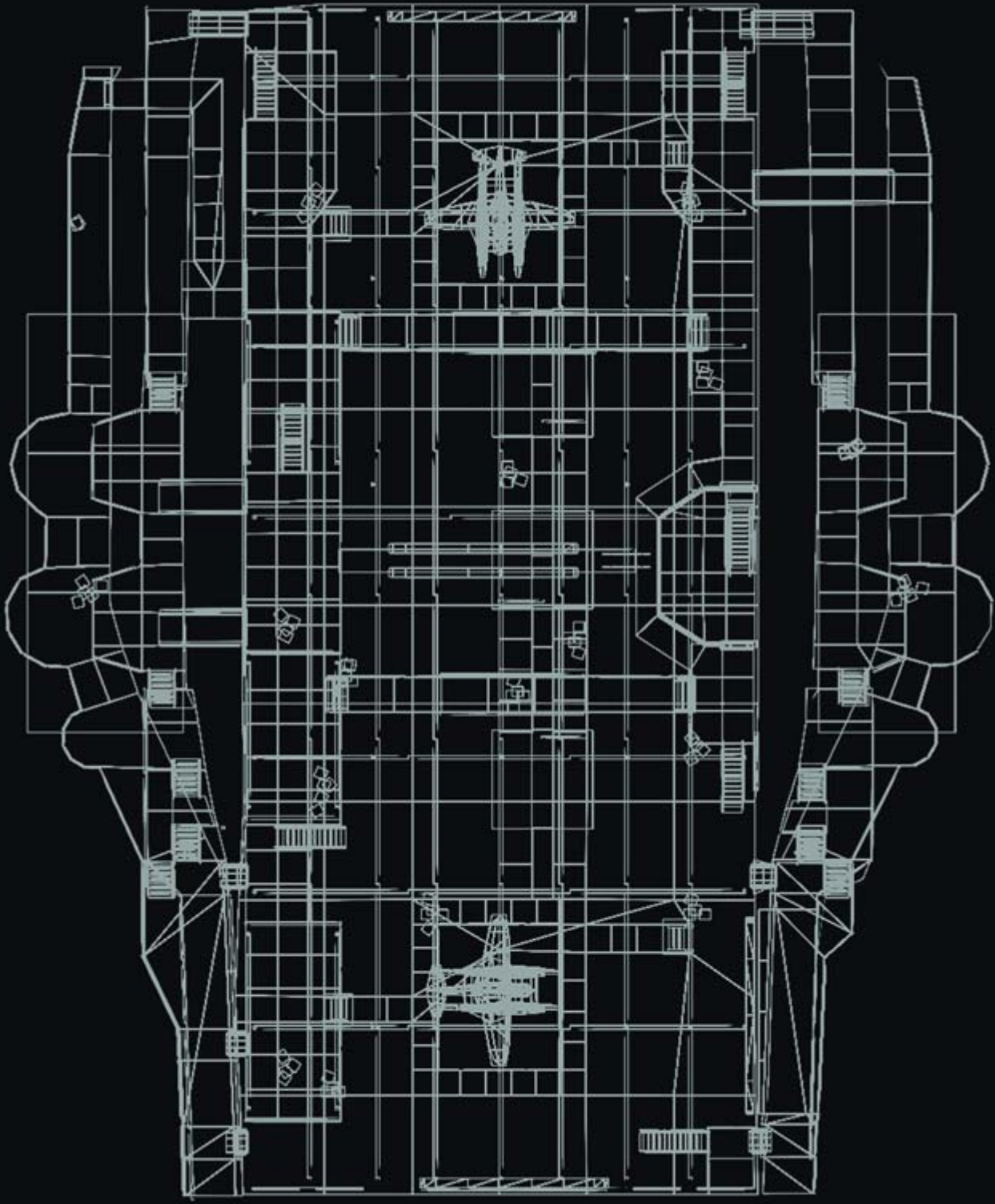
BOXCAR BRAWL



p r i m a g a m e s . c o m



HANGAR HAVOC



MULTIPLAYER


















MULTIPLAYER CHARACTERS

Key

- Accuracy:** Firing accuracy
- Aggression:** More aggression indicates a tendency to attack rather than look for more powerful weapons/ammo; also more likely to pursue enemies
- Bravery:** Higher rating indicates likelihood to attack, rather than to look for a health pack; table value is the health ratio threshold for retreating for health (higher rating means less retreating)
- Camping:** Increased value indicates preference for camping or sitting at ambush point
- Team Work:** Increased value relates to better cooperation with teammates (Team Death Match only)
- Grenades:** Increased value means more likely to use grenades
- Jumping:** Increased value means more likely to jump around when strafing
- Crouching:** Increase value indicates tendency to crouch when camping or using cover
- Fire Rate:** Higher value indicates increased rate of fire
- Dodging:** Higher value indicates better dodge chance (quicker reaction speed)


















Allies

Name	Accuracy	Aggression	Bravery	Camping	Teamwork	Grenades	Jumping	Crouching	Fire Rate	Dodging	Total Score
 Zwick	2	2	2	7	1	4	2	8	5	1	33
 Rickshaw Joe	3	7	5	2	1	1	10	1	5	1	36
 Tanaka	5	1	8	6	8	2	3	3	2	3	41
 Spinelli	4	4	5	5	6	6	4	3	4	4	45
 Tarver	2	7	7	2	5	3	6	4	5	7	49
 Raj	5	10	10	5	1	6	1	8	5	1	52
 Joe	6	5	10	2	10	4	3	2	6	7	55
 Geoff	6	6	6	6	6	6	6	6	6	5	59
 Loeffler	5	6	6	4	4	4	10	4	10	10	63
 Donnie	7	5	10	5	10	8	4	5	7	6	67
 Floyd	7	10	5	3	10	10	7	3	7	7	69
 Silas	10	6	8	9	7	5	6	6	8	6	71
 Lawton	9	9	10	5	8	5	5	8	8	7	75
 Bromley	9	10	10	6	8	9	9	6	8	8	83
 Harrison	10	9	10	10	8	7	9	10	10	8	87



Axis

Name	Accuracy	Aggression	Bravery	Camping	Teamwork	Grenades	Jumping	Crouching	Fire Rate	Dodging	Total Score
 Ishiyama (Stone Worker)	2	2	2	7	1	4	2	8	5	1	33
 Ukijima (Coral)	3	1	1	2	8	1	1	7	5	7	36
 Kaijo (Sea Creature)	5	1	8	6	8	2	3	3	2	3	41
 Kandler	2	2	3	10	2	8	4	9	4	6	45
 Kohda	2	7	7	2	5	3	6	4	5	7	49
 Toragami (Tiger)	7	10	10	2	2	6	1	6	7	1	52
 Serguei	6	5	7	2	10	4	3	5	6	7	55
 Moriya	6	6	6	6	6	6	6	6	6	5	59
 Dogan	5	6	6	4	4	4	10	4	10	10	63
 Fukami	7	5	8	10	10	2	4	8	7	6	67
 Takeuchi	7	10	5	3	10	10	7	3	7	7	69
 Heigen (Camper)	10	6	8	9	7	5	6	6	8	6	71
 Oomomo	9	9	8	5	4	1	10	8	8	10	75
 Shogun	10	10	10	2	10	10	9	2	10	10	83
 Karimura	10	10	10	10	1	7	9	10	8	10	85

Bonus Cheats

The following table includes names and descriptions for all of the cheats that you can earn by using the entrenching tool. The mission walkthroughs contain exact locations for each cheat.

Bonus Cheats	Mission	Description
<i>Immortality</i>	<i>Supercarrier Sabotage</i>	<i>Player takes no damage</i>
<i>Funny Hats</i>	<i>Pistol Pete Showdown</i>	<i>Alternate helmets</i>
<i>Invisible Soldiers</i>	<i>In Search of Yamashita's Gold</i>	<i>Only helmet and weapon are visible</i>
<i>Unlimited Ammo</i>	<i>Pearl Harbor</i>	<i>Bullets never run out</i>
<i>Silver Bullet</i>	<i>Fall of the Philippines</i>	<i>One shot kills all enemies</i>
<i>Achilles Head</i>	<i>Singapore Sling</i>	<i>Only headshots can kill enemies</i>
<i>Bullet Shield</i>	<i>Midnight Raid on Guadalcanal</i>	<i>Invisible forcefield around player stops bullets</i>
<i>Perfectionist Mode</i>	<i>A Bridge on the River Kwai</i>	<i>One hit kills player</i>

