

No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY™

Tips for using
All Gadgets



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No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY™

Prima's Official Strategy Guide

Steve Honeywell

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contents

Introduction	2	Spy Tactics	28
Background Information	2	Combat Basics	28
How to Use This Book	3	Aim High	28
Dossier	5	Aim Lower	29
The Protagonists	5	Burst Fire	30
Cate Archer	5	Reloading	31
Bruno Lawrie	6	Stealth Basics	32
General Morgan Hawkins	6	Crouching	33
Isaac Barnes	6	Walking	33
Dr. Otto Schenker	7	Hiding	34
Magnus Armstrong	7	Listening	34
Kamal	7	Quiet Weapons	35
The Villains	8	Moving Bodies	36
The Director	8	Other Spy Tactics	36
Dmitrij Volkov	8	Skill Points	36
Isako	8	Mission 1: Cate Archer Must Die . 38	
Anoop Banerjee	9	The Director	38
Pierre, the Mime King	9	Scene 1: Call It a Hunch	39
Other Enemies	9	Scene 2: I Have Bad News	42
Ninjas	9	Mission 2: Goodbye, Spy 46	
Soviet Soldiers	10	Scene 1: The Spy is Here!	46
H.A.R.M. Thugs	10	Scene 2: The Death of Cate Archer	51
H.A.R.M. Scientists	10	Mission 3: Project: Omega 52	
Evil Alliance Goons	11	The Spectre of War	52
Mimes	11	Scene 1: Welcome to Siberia	53
Calcutta Police	11	Scene 2: Causing Trouble	57
H.A.R.M. Bots	12	Scene 3: The Power Station	58
Super Soldiers	12	Scene 4: Causing Trouble, Part 2	60
Tools of the Trade 13		Scene 5: The Communications Tower	61
Weapons	13	Scene 6: Causing Trouble, Part 3	63
Melee Weapons	13	Mission 4: A Spy in	
Thrown Weapons	14	H.A.R.M.'s Way 64	
Small Arms	16	Scene 1: Outer Yard	64
Long Arms	17	Scene 2: The Old Records Building	67
Explosive Devices	18	Scene 3: Inner Yard	68
Explosives	21	Scene 4: The Old Records Building, Part 2	69
Ammunition	21	Scene 5: Inner Yard, Part 2	70
Gadgets	24	Scene 6: The Old Records Building, Part 3	72
Health and Armor	27	Scene 7: Inner Yard, Part 3	72

Scene 8: The Basement	73	Scene 3: Crew Deck	140
Scene 9: Main Records Building	75	Scene 4: Laboratories	141
Mission 5: Night Flight	78	Mission 13: Terror in the Deep . .	144
Scene 1: The Basement	78	Scene 1: Armstrong in Peril	144
Scene 2: Inner Yard	79	Scene 2: The Devil and the Deep Blue Sea . .	145
Scene 3: Outer Yard	80	Scene 3: Expect Flooding	147
Scene 4: Terrain	82	Scene 4: Fire in the Hole	149
Scene 5: Surprise, Surprise	83	Mission 14: End Game	152
Mission 6: Diary of a Double Agent . .	85	I Think We Can Presume She's Failed	152
Grasping at Straws	85	Scene 1: Man-Handled	153
Scene 1: The House where Melvin Used To Live	86	Scene 2: Sweet Revenge	157
Scene 2: Storm Rolling In	91	Scene 3: Isako's Debt	158
Scene 3: Tornado Trouble	92	Mission 15: Preemptive Strike . .	161
Scene 4: Carried Away	94	Scene 1: The Fate of Khios	161
Scene 5: After the Storm	95	Cooperative Mission 1: The Rescue .	166
Mission 7: Double Cross	96	Scene 1	166
Scene 1: Knife in the Back	96	Scene 2	168
Scene 2: The Password	96	Scene 3	168
Scene 3: Planting a Bug	101	Scene 4	170
Scene 4: Wanted	104	Scene 5	171
Scene 5: Evil Alliance	106	Cooperative Mission 2: The Super Computer	172
Mission 8: The Art of Murder . . .	109	Scene 1	172
Scene 1: The Vault	109	Scene 2	173
Scene 2: Crossfire	113	Scene 3	174
Scene 3: Invisible Walls	116	Scenes 4 and 5	175
Scene 4: The Getaway	118	Cooperative Mission 3: The Setup .	176
Mission 9: Ice Station Evil	120	Scene 1	176
Characters	120	Cooperative Mission 4: Sweep and Clear	179
Scene 1: Antarctica	120	Scene 1	179
Mission 10: The Curse of Kali . . .	126	Cooperative Mission 5: Mime to Kill	182
Scene 1: Proving Ground	126	Scene 1	182
Mission 11: The Interlopers	130	Appendix	184
Scene 1: UNITY Headquarters	130	Skill Point Advances	184
Mission 12: Undersea	134	Skill Point Awards	186
Scene 1: Submarine Bay	134		
Scene 2: Command Deck	137		



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY
PRIMA'S OFFICIAL STRATEGY GUIDE

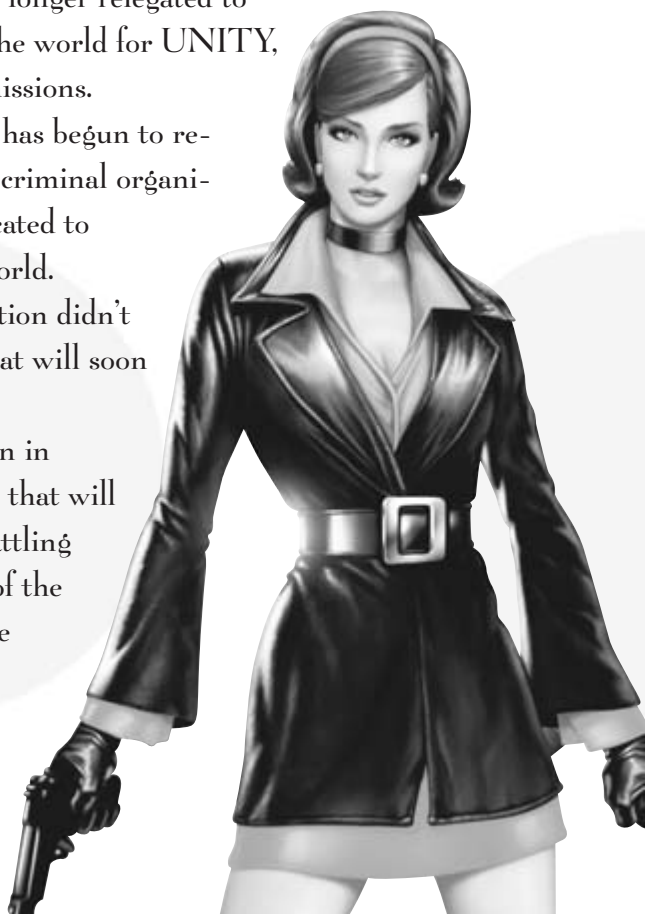
Introduction

Background Information

A year has passed since Cate Archer's first and most important major mission for UNITY. Thanks to Cate's efforts against the criminal organization H.A.R.M., the world once again has been made safe. The mark of a successful job is when the world never knew it was in danger in the first place. H.A.R.M. has been forced underground, giving Cate the respect she wanted and deserved from her peers. No longer relegated to surveillance missions, Cate now travels the world for UNITY, undertaking dangerous and important missions.

But unbeknownst to her, H.A.R.M. has begun to re-emerge. A complete restructuring of the criminal organization has made it leaner and more dedicated to enforcing its nefarious schemes on the world. Preventing H.A.R.M.'s last major operation didn't destroy the organization's plans, a fact that will soon come to haunt both Cate and UNITY.

As Cate prepares for a simple mission in Inotakimura, Japan, events are unfolding that will take her around the world, once again battling the evil minions of H.A.R.M. The fate of the entire world hangs in the balance as Cate swings into action.



How to Use This Book

This guide outlines all the basics for *No One Lives Forever™ 2: A Spy in H.A.R.M.'s Way™*. This book is broken down into four basic sections.

In the first section, you'll learn about the major players in the game and the various enemies. You'll discover the ins and outs of your different weapons and gadgets, and the best time to use each. You'll also learn tactics for combat, stealth, and general survival to help get you through missions efficiently.

In the second part, the entire path from the beginning of the first mission in Japan to the final resolution of the H.A.R.M. situation on Khios is revealed. The path shown is not the only *possible* path through a given mission, but it is the most efficient path. Many places in the game allow you to take detours or handle events differently. The walkthroughs provide a roadmap that shows you the highlights and one good way to get from start to finish. How you actually achieve your goals is up to you.

The third part of the book features the five cooperative missions. As with the single-player walkthrough, the paths show one possible way to get from start to finish. You and your compatriots may find a much different, and equally viable, path.

Finally, at the end of the book is the appendix. It lists the various skill point bonuses for achieving goals throughout the game, and the cost in skill points for your various possible improvements.





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A SPY IN H.A.R.M.'S WAY
PRIMA'S OFFICIAL STRATEGY GUIDE

One of the true joys of *No One Lives Forever™ 2: A Spy in H.A.R.M.'s Way™* is discovering the many humorous subplots and events that occur throughout the world. Many times, the walkthrough suggests that you eliminate enemies who are in the middle of conversations with each other. While playing, take time to listen to the speeches of your foes and read the intelligence items you find. Although often not listed explicitly in the walkthroughs, these elements add much of the humor and fun to this game. Don't pass them up.

As mentioned, this book is by no means wholly exhaustive in terms of showing all possible paths from point A to point B. However, by following the walkthroughs and guidelines given, you will complete all the objectives and successfully complete all the missions.

Have fun, and don't forget to keep your Gordon SMG handy!



Dossiers

The Protagonists

Cate Archer

Catherine Anne Archer, better known as Cate, has had a turbulent, often difficult, life. Her mother died in childbirth, and Cate lived for years with her wealthy father. Without her mother's influence, her father spent his fortune and quickly became destitute. He committed suicide when Cate was 14, and her life of privilege came to an end.



Cate spent the next few years in an orphanage. When she reached her majority, she turned to thievery to get back the life of privilege she once had. Cate became an excellent thief until the day she targeted UNITY agent Bruno Lawrie. She managed to elude Lawrie, but the tracking device on his watch led him to her. Rather than turn her in, Lawrie trained her and made her an undercover operative.

For some time, as UNITY's first and only female operative, Cate languished while doing unimportant jobs. Her chance finally came in UNITY's first major confrontation with H.A.R.M. Her abilities proved that she was more than competent, finally earning her the respect she deserves. Now, Cate Archer is one of UNITY's most proficient agents.



Bruno Lawrie

The top active UNITY agent is Bruno Lawrie, a man with more successful missions under his belt than any other field operative. One of his most significant recent achievements is the recruitment and training of Cate Archer. Lawrie currently maintains his position as a field agent for UNITY. While the director, Mr. Jones, is on vacation, Bruno Lawrie is the acting director of UNITY.



General Morgan Hawkins

Little is currently known of General Morgan Hawkins. A career military man in the United States, Hawkins believes in an armed, aggressive solution to all problems. He arrives at UNITY with Isaac Barnes seeking help for a current situation with the Soviet Union.

Isaac Barnes

Even less is known about Barnes than Hawkins. A powerful man in the American government, Barnes, along with Hawkins, seeks the assistance of UNITY in a situation involving the Soviet Union. Of the two, Barnes appears more level-headed and more intelligent.



Dr. Otto Schenker

Dr. Schenker, an East German scientist, defected to the West with the assistance of Cate Archer. A renowned biologist and biochemist, Schenker is responsible for the creation of biological explosives used in H.A.R.M.'s first major caper. He now works with UNITY as a physician and resident research scientist.



Magnus Armstrong

Magnus Armstrong is something of a military hero who took a wrong turn or two. Armstrong was linked to H.A.R.M., and in fact played a major part in their last significant attempt at world domination.

Armstrong has mended his ways and given up his life of international crime. He becomes a valuable contact for Cate when she needs to infiltrate H.A.R.M.



Kamal

Another H.A.R.M. operative, Kamal has become disillusioned with his life of crime. The birth of his daughter made him realize that perhaps risking his life for cheap criminal organizations isn't the best idea. A friend of Magnus Armstrong, Kamal is Cate's entry into H.A.R.M.'s Indian branch.



The Villains



The Director

The mysterious figure known only as The Director appears to be the current head of H.A.R.M. Little is known about him, although there is some evidence that he is a powerful and wealthy British man. The Director is almost always holding a large glass of wine and tends to dress in garish colors.

Dmitrij Volkov

One of the preeminent assassins in the modern world, Dmitrij Volkov is alleged to have over 1,000 successful assassinations to his credit. A known H.A.R.M. agent, he and Cate Archer have tangled before. Because of his defeat at her hands, Volkov harbors intense hatred of Cate. He is currently confined to a wheelchair.



Tsako

Almost nothing is known of this mysterious ninja. She is reputed to be a master of her trade, able to move silently and kill instantly. It is reported that she works for The Director because of a debt of honor, although it is apparent that she chafes under the direction of her current master.





Anoop Banerjee

Anoop Banerjee is the current head of H.A.R.M.'s Indian branch. Although he believes he maintains a tight ship, there is convincing evidence that Banerjee is something of an idiot.

Pierre, the Mime King

Like Volkov, Pierre is one of the world's greatest assassins. Almost nothing is known of this dangerous man or his traveling troop of mimes. Pierre is a hulking man, towering over others. He is never seen without his makeup, and no one alive has seen him without his trademark trench coat and scarf.



Other Enemies



Ninjas

You fight ninjas throughout your missions, starting from the first time you set out. Ninjas are difficult foes, primarily because of their ability to deflect small-arms fire, shuriken, and crossbow bolts with their katana. They also have an ability to jump great distances. Ninjas are best handled with stealth, because a single blow to an unaware ninja is often fatal. Ninjas carry a katana, and often have crossbow bolts or shuriken.





Soviet Soldiers

Regular Soviet military men, these troops are well-trained and capable. While not your most deadly of foes, Soviet soldiers are capable of shooting accurately. Armed with AK-47s, these enemies are determined and react intelligently when attacked. They have no form of defense, and are best handled with firearms or grenades.



H.A.R.M. Thugs

The typical H.A.R.M. thug is no different from a Soviet soldier. He has received some training and is a capable fighter with his chosen weapon, the Gordon SMG. H.A.R.M. thugs drop to the ground when confronted, making them more difficult to hit. Like Soviet troops, they have no real form of defense, and are best handled with firearms and explosives. H.A.R.M. thugs carry Gordon SMGs.



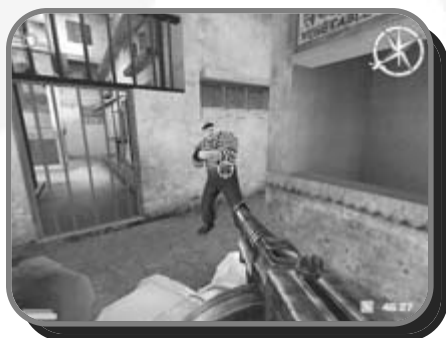
H.A.R.M. Scientists

H.A.R.M. scientists are noncombatants and generally get in the way of stray shots. They are capable of sounding an alarm, however, and must be silenced. A solid hit with any weapon dispatches them quickly. Unlike other enemies, you'll never find weapons on their bodies.



Evil Alliance Goons

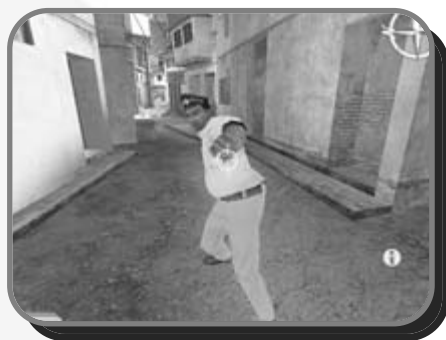
You face members of Evil Alliance on your travels through India. They are no different than the H.A.R.M. thugs and tend to fight in the same way. These thugs carry AK-47s.



Mimes

Pierre's mime troops are easily spotted, thanks to their white face paint and characteristic black-and-white striped shirts.

Mimes are similar to the goons employed by Evil Alliance and H.A.R.M. They tend to use M1921-A1 SMGs, which feature a larger clip that makes them more deadly in fights, because they can shoot more before reloading.



Calcutta Police

You run afoul of the police in Calcutta during your stay in India. You are prohibited from attacking the police; doing so results in a mission failure. The police attack with a standard truncheon and will not be daunted by anything you attempt. They pursue until you lose them, but they tire easily. When facing police, your only options are to hide from their sight or flee if they spot you.



H.A.R.M. Bots

H.A.R.M.'s security robots are perhaps your most difficult foes because they cannot be destroyed easily—it takes electric rounds from the utility launcher to do so. They attack with a high-powered laser that strips through armor and health. You cannot fight these machines; you can only hide from them and hope they don't see you. The only good thing about them is that they are slow, and if you can escape their range of sight for a few moments, they lose your trail.



Super Soldiers

H.A.R.M.'s super soldiers are huge and deadly foes immune to almost any sort of damage. A significant amount of firepower will shut them down temporarily, but they recharge and reenter battle as strong as before. Super soldiers can be permanently stopped only by using a secret serum developed by Dr. Otto Schenker.

Tools of the Trade

Any good spy needs an arsenal of weapons to survive. Cate's stock of weapons is interesting and unique, and many of them have been tailored specifically for her.

Melee Weapons

These weapons are for close combat. When using these, you run risk of injury because you must get close to the enemy for these weapons to be effective.




Katana

The katana is a sword of Japanese design, commonly thought of as a samurai sword. Slightly curved, this blade can be wielded effectively in one hand or in two. The katana is razor-sharp and deadly, perfect for silently dispatching foes. You'll often find katana on the bodies of ninjas.

Tulwar

Similar in shape to a katana, at least at first glance, the tulwar is an ancient Indian design. The blade's curve is much greater than the katana's, and the sword also features a larger pommel with a more pronounced hand guard.



Like the katana, the tulwar is useful for getting rid of enemies without noise or fuss. The main difference between the katana and the tulwar is that the attack rate on the tulwar is faster, but does less damage.



Mascara Stun Gun

This weapon is a perfect example of something designed specifically for Cate Archer. Any male operative would be self-conscious, not to mention quite suspicious-looking, if he wielded a tube of mascara. But for Cate, this item can be carried without arousing suspicion or fear in any who see it.

The mascara stun gun delivers a jolt of electricity to the target, knocking the victim unconscious for a few minutes. It's perfect for missions where lethal force isn't necessary. The major downside to this weapon is its slow reload time.

Thrown Weapons

Weapons in this category are either thrown or hurled at foes. You'll find both lethal and nonlethal devices here.

Vindicator Sportsman's Crossbow

A sport weapon, this model is tough, durable, and accurate. While it seems low-tech at first glance, the Vindicator is a serious piece of machinery designed for maximum penetrating power and accuracy. A scope can be mounted on it to further guarantee clean shots. The



Vindicator sportsman's crossbow is best used for quick, silent attacks on unaware foes. Silence is its most prominent feature. The downside is that only a single bolt can be loaded at a time, making it less than ideal for protracted firefights. The crossbow can be loaded with four different types of ammunition.

Shuriken

You will locate these throwing stars of Japanese design on the bodies of slain ninjas. Shuriken are very sharp and feature several blades to ensure a solid hit. They are most effective against enemies unaware of your presence. This is especially true of ninjas, who love to use their katana to block shuriken attacks.



Bear Trap

As the name implies, this device is used mostly for trapping wild game, particularly bears. On the other hand, it can also be used for trapping enemies. Place bear traps anywhere you wish, and any foe who steps on it will be trapped. This is far from silent; the shrieks of pain will bring others running. Remember where you've placed them, because you're just as vulnerable to stepping in one of your own traps if you don't remember their location.

Banana

Yes, a banana. Put in the right place, a banana can be devastating because of the well-known slipperiness of its peel. Bananas can be used to discourage pursuit; anyone who steps on one will spend a good amount of time dazed on the ground. They aren't lethal, but they are effective and entertaining.



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PRIMA'S OFFICIAL STRATEGY GUIDE

Small Arms

Your arsenal of pistols is small, but the presence of the CT-180 utility launcher makes this weapon category the most versatile. These weapons may not be as fun as the more powerful machine guns, but they are effective, and you'll use them frequently.

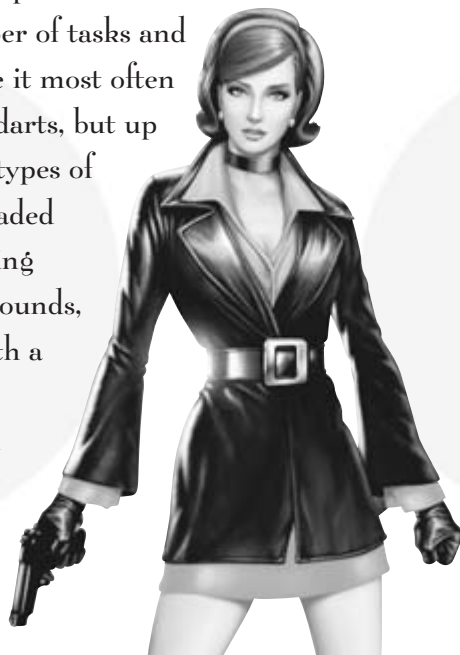
McAllister .32 Automatic Handgun

A simple pistol, this weapon is highly effective in the right hands. Boasting a nine-round clip, the McAllister .32 is reliable. It can be fitted with a silencer for added stealth. Two types of ammunition are available for this weapon, both of which you'll find valuable. Of all your weapons, you'll rely on this one more than any.



CT-180 Utility Launcher

This multipurpose weapon was designed to fit a number of tasks and functions. You will use it most often with its tranquilizing darts, but up to five other different types of ammunition can be loaded into its chamber: tracking darts, camera disabler, glue bombs, electric rounds, and A555 ammo. It can also be equipped with a scope. Along with the AK-47 and the McAllister .32, this is a weapon you'll see in your inventory frequently.



Long Arms

For mass slaughter, few things match the power of the weapons in this category. From powerful rifles to the joy of burning through clips of ammunition on full auto, these weapons offer substantial bang for the buck.

AK-47 Assault Rifle

A reliable and famous weapon of the Eastern Bloc, this Soviet-made gun is a spy's best friend. Although it is loud and burns through its 30-round clip quickly, it's also popular among the criminal fringe, making ammunition for it easy to come by. This weapon is the only automatic long arm to feature more than one type of ammunition. The AK-47 uses 7.62x39mm ammunition.



M1921-A1 Submachinegun

Popular in the 1920s and 1930s, this design is similar to the Thompson submachine gun. It features a disc-shaped clip that holds 50 rounds, more than any other weapon in the game. Many villains still appreciate this weapon thanks to its gangster association. Like the Gordon 9mm, this weapon uses FMJ (full-metal jacket) rounds exclusively, although of a .45 caliber.



Gordon 9mm Submachinegun

Boasting a 30-round clip, this weapon is common among many spies and villains. It is reliable and deadly, and considered by many to be stylish and fun to shoot, thanks to its side-mounted clip design. This weapon uses 9mm FMJ rounds exclusively. Unlike most other long arms, this weapon can be fitted with a silencer.

Bacalov Instigator Combat Shotgun

The loud report of this weapon makes it less than suitable for most spying missions. However, its raw power is sometimes very welcome. This weapon holds up to eight shells at a time, making it useful for longer fights. It has a short recovery time between shots and quick reload between clips. There are two ammo types for the shotgun.



RFA Series-4 Bolt-Action Rifle

The best sniping weapon money can buy, the RFA Series-4 is truly a deadly tool in the right hands. It features an integrated 4x scope for additional accuracy, and can be further enhanced with a silencer. The power of this weapon and its .308 ammunition makes for quick, clean target elimination. Its only drawback is the delay between shots.

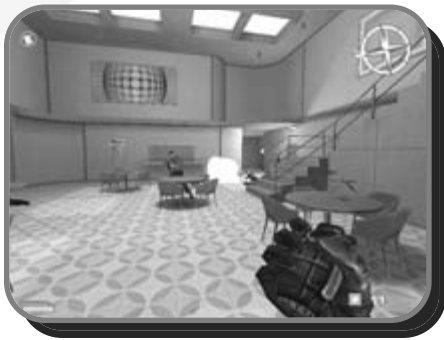


Explosive Devices

While not always fatal, these explosive devices can destroy or disable several targets at once. Of course, using them in close proximity to yourself has serious consequences.

Micromissile Launcher

Another device Santa has cooked up just for you, the micromissile launcher comes disguised as a woman's handbag. When activated, it unfolds into a significant weapon. Better than grenades because it can be aimed, the micromissile launcher is further beneficial because it is undetectable until unfolded and readied for use. Its explosive missiles are accurate and deadly.



Hand Grenade

This thrown explosive can be tossed over walls and around corners. Not subtle in the least, hand grenades are extremely effective against clustered opponents. As with all grenades, expect the fun to begin about four seconds after you pull the pin.



Acid Gas Grenade

This deadly item can be used to clear a room quickly. When it explodes, a cloud of corrosive gas is released, burning the skin of anyone unfortunate enough to be in the area. This bypasses armor, going directly to the target's health. Use these with caution.

Stun Gas Grenade

You can toss this small canister to bank off walls or around corners, as you can a regular hand grenade. When it explodes, everyone within its radius, including you if you are careless, will be temporarily stunned. This is most useful for discouraging pursuit or for disabling enemies long enough to get around them.



Sleeping Gas Grenade

More effective than the stun gas grenade, this produces an effect similar to the mascara stun gun, only in a wider radius.



Laughing Gas Grenade

These grenades cause fits of laughter to those caught in its cloud. Laughing targets are incapacitated until the effect wears off. If you must eliminate targets permanently, a laughing gas precursor makes those enemies easy targets for other weapons.

Angry Kitty Proximity Device



While it looks like a wind-up alley cat, this weapon is actually a sophisticated piece of machinery. Place it anywhere, and the Angry Kitty will wait until a viable target walks past.



Once it locks on to a target, the Angry Kitty follows, giving chase until it reaches its selected victim. When it does, it explodes, causing mayhem in a wide radius. The good news here is that the Angry Kitty will never select you as a target.

Explosives

These standard explosives are time bombs that can be placed on a variety of targets and set to explode at a later period of time. Don't be around when they go off.



Ammunition

Bolt

The bolt is standard crossbow ammunition. It features a sharp, pointed head ideal for penetrating soft targets. Standard bolts can be retrieved from soft targets about 50 percent of the time.

Fire Bolt

This crossbow ammunition is incendiary. When it strikes a target, it immediately bursts into flame, causing additional damage. Even better, it continues to burn the target, making it almost certain that any average target will drop from a single hit virtually anywhere on its body. The flammable nature of this item makes them unrecoverable after use.

Poison Bolt

The poison bolt is another type of crossbow, but it is covered with poison. Poison bolts leave behind a deadly poison cloud upon impact. This fast-acting venom courses through the veins of the victim to cause a quick and painful death. Like standard bolts, poison bolts can be recovered from soft targets about 50 percent of the time with no loss of effectiveness.

Explosive Bolt

The ultimate crossbow ammunition is the explosive bolt. As the name suggests, this item features a small explosive on the tip that discharges whenever it strikes anything. Most targets can't survive a hit from this. These cannot be recovered once they're shot. Be careful with these; hit something too close, and you'll go up in smoke with your target.

Full-Metal Jacket (FMJ) Rounds

These are designed for penetration through anything. Effective against armored targets, FMJ rounds are considered standard ammunition for most firearms, whether pistol, machine gun, or rifle. You'll find these rounds most often and you'll use them most often. The McAllister .32 automatic handgun, Gordon 9mm submachinegun, M1921-A1 submachinegun, AK-47 assault rifle, and RFA Series-4 Bolt-action rifle all use FMJ rounds.

Cyanide Rounds

Ineffective against anything that isn't a living target, these rounds feature a small capsule of poison in the tip. When they hit living targets, the poison acts immediately, causing a quick, painful death. You'll use these exclusively with the McAllister .32 automatic handgun.

Phosphorous Rounds

Used exclusively with the AK-47 assault rifle, these rounds burn on impact. This additional burning damage bypasses armor, going directly to the target. Because of this, phosphorous rounds are more effective at silencing foes, and are best used in firefights against large numbers of enemies, because this allows them to be eliminated more quickly.

Tracking Dart

Used with the CT-180 utility launcher, this device emits a low-frequency radio signal that alerts you to the target's location. Any target struck with a tracking dart will appear on your radar, allowing you to keep tabs on its location.

Tranquilizer Dart

Another item used with your launcher, the tranquilizer dart knocks enemies temporarily unconscious. This is similar to the mascara stun gun, but it can be used from long range.

Camera Disabler

Another type of ammunition for the CT-180 utility launcher is the camera disabler. When placed on an active video camera, this device renders the camera useless by playing a continuous loop. Naturally, this is most useful in stealth missions where video cameras will give away your location.

Glue Bomb

The fourth type of ammunition for the CT-180 utility launcher is the glue bomb. Similar to the bear trap, this creates a problem area on the floor. Shooting directly at your target makes the glue bomb more effective. Anyone who steps into the glue will be held in place for a short time. It's not as effective as the bear trap, but it's certainly more humane.

Electric Charge

The only type of CT-180 utility launcher ammunition that is actually lethal is the electric charge. This rare ammunition is valuable because it ignores any armor the target has, doing damage directly to the victim instead.

12-Gauge Buckshot

Standard ammunition for the Bacalov Instigator, this ammunition has a wide firing arc. This allows you to strike multiple targets with a single pull of the trigger. Because of the wide arc, this ammunition does minimal damage at long range. However, at close range, it is incredibly effective.

12-Gauge Explosive

Similar to buckshot in design, pellets in these shells explode on impact, allowing you to sweep through a large number of enemies.

Gadgets

Any spy is defined by his or her gadgets, even more so than his or her weapons. Santa and his team of toy makers has done a remarkable job of tailoring gadgets to you, allowing you to wield them without causing any difficulty around others.

Coin

This looks like a simple coin because it is a simple coin. Use this to lure guards away from their posts or to cause enemies to look away while you move past them or to get the drop on them.



Lipstick Spy Camera

This miniature camera has been cleverly disguised as a tube of lipstick—a completely functional tube of lipstick, no less. Although the pictures this camera takes will never win a prize, its compact design and ability to be used virtually without detection make it valuable on reconnaissance missions.



Compact Code Breaker

Although this device looks like a cosmetic compact, it is actually a sophisticated piece of machinery. This device can decode encrypted text and can also be used to unlock certain types of numerical locks and keypads used for security.



Hairspray Welder

Your welder has been designed to use ordinary hairspray as fuel. While this makes the device easy to transport and use unobtrusively, it also means that it's not as powerful or fast as an ordinary welder.



Nail Clipper Lock Pick

Your lock pick is disguised as a toenail clipper, the type of item that might easily be found in any woman's purse. However, instead of a nail file, yours holds a well-designed pick useful for breaking into any room or area guarded with a typical keyed lock.

Eavesdropping Bug

This electronic recording device looks like a ladybug. In fact, it can be used to monitor telephone conversations. Simply put it in place on a phone and pick it up later to hear the playback.



Multipurpose Perfume

Your perfume atomizer has been specially designed to hold cartridges of gas that can be used for several important tasks. One of these is a body remover that quickly and cleanly disposes of corpses that would otherwise be found.



Keychain Light

This keychain features a UNITY logo. When held, the UNITY logo lights up, providing a low-light flashlight, making it much easier to see in darkened areas.



Snowmobile

The fastest way to get from place to place over frozen ground is a good snowmobile. While not precisely a gadget, this can make your life a lot easier and save you a lot of time walking. In desperate situations, the snowmobile can be used to ram enemies, killing them instantly.



Health and Armor



Bandages and First-Aid Kits

You will frequently find boxes of bandages and first aid kits on your missions. These heal a small amount of physical damage. If you haven't taken any damage, you can't pick them up.

Heavy Body Armor and Light Body Armor

These items are found frequently on missions. You'll find body armor in a variety of areas. Light body armor is often found on slain foes. Both of these items will restore lost armor. Like bandages, you can't pick these up if your armor is undamaged.





No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY
PRIMA'S OFFICIAL STRATEGY GUIDE

Spy Tactics

Combat Basics

Combat is a fact of life for the spy on the go; it's a rare mission that doesn't see you reaching for a gun at some point. Knowing how to fight is important to your survival, but knowing how to fight intelligently is the difference between walking away unscathed and reaching for your last saved game.

Aim High

Your enemies in *No One Lives Forever™ 2: A Spy in H.A.R.M.'s Way™* act and react just like real people. This has several important ramifications, but for combat it means that hits to vital areas do more damage. In other words, head shots kill, chest shots wound severely, and hits to the arms and legs to make enemies mad.

There are exceptions, of course. Some weapons are powerful enough to make an enemy horizontal no matter where they hit. You won't find many survivors if you hit the target in the foot with a grenade, for instance. Similarly, a single hit with the sniper rifle to the head or torso is almost always fatal. But with firearms, particularly lower-caliber weapons, targeting accurately makes a big difference.

Hits to vital areas do more damage than hits to peripheral body parts.



Aiming is less important with powerful weapons like the sniper rifle.



If you have time to aim your shots, do so—especially if you have a scope. There are advantages to zapping your foes with a single head shot. First, a clean assassination prevents the target from crying out to alert others to your

presence or sounding an alarm. Second, it saves ammunition, an important task for weapons using ammo that's tough to find. Third, it prevents that foe from firing back at you. Fourth, and perhaps most important, it's satisfying.

All of these factors add up to something more than the sum of its parts. Clean head shots eliminate foes quickly, save ammunition, prevent you from being hurt, prevent you from being discovered, and make you look like a superior spy. After all, there's a reason your mission debriefings list your number of head shots!

Clean, accurate shooting saves time, ammunition, and trouble.



Aim Lower

The problem with aiming high is that it's inaccurate when you don't have the time to aim. If you're in the middle of combat with several enemies, or when someone is whittling away your armor and health with an AK-47, taking time to aim for the head often results in a miss.

The solution is to aim lower. Aiming for the body has several benefits, especially in intense combat situations where speed is almost as important as accuracy.



In a firefight, shots aimed for the torso score more often than those targeted at the head.



The primary benefit is that your shots will score more often. The torso is the largest part of your target, giving you the best chance of finding the mark. It's also the hardest part for the target to move. Arms

may flail, legs may run, and even the head may bob around, but the torso generally stays out in the open.

The second benefit is that hits to the torso, although less critical than shots to the head, still cause plenty of damage. It's just as serious to take a bullet to the heart as it is to the skull.

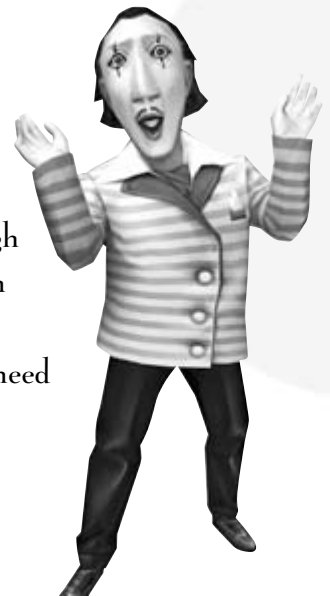
Torso hits are almost as serious as headshots—another reason to target this area of the body.



Torso hits aren't as efficient as head shots, but they are much easier to attain in the middle of a battle. More of your shots will hit the mark, and you'll wipe out your enemies faster. And ultimately, that is the most important goal when you are drawing enemy fire.

Burst Fire

Three of your weapons—the M1921-A1, the AK-47, and the Gordon SMG—are all capable of sustained fire. And although it's true that few things are as satisfying as burning through an entire clip of ammunition in a couple of seconds, this is also wasteful; it may result in your not having the equipment you need when you really need it.





Ammunition can be scarce. Burst fire allows for maximum effectiveness and maximum conservation of resources.

Fire in short bursts. A spurt of AK-47 fire, three to five rounds at a time, will cut a foe in half just as much as ten to fifteen rounds. But by using less ammunition, you'll have more for those situations where aiming your shots is difficult. Also, when using longer bursts, the last few bullets generally fly over the head of the target who's just landed facedown on the floor.

Don't think this only applies to machine guns. You can perform a similar move with your pistol. When you can't aim carefully, a quick salvo of two or three shots is often enough to silence a foe and is much more efficient than burning through an entire clip. Unless you have ammunition to spare (and you usually won't), anything more than a quick burst is a waste.



A quick burst of fire plants an enemy.



The pistol is also capable of burst firing.

Reloading

What's the worst thing you can possibly come up against? Imagine your toughest foe bearing down on you at high speed. Now imagine that same situation and you with only a couple of bullets left in your clip.



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

PRIMA'S OFFICIAL STRATEGY GUIDE

So let's say you've got the AK-47 out and you have 20 bullets in the clip. That's not bad, but wouldn't 30 bullets be better? Of course it would!

This means you should reload your weapon whenever you can. After a battle, take the time to reload your weapon so that you are prepared the next time you need it. Get in the habit of reloading whenever there's nothing around you, even if it's only to replace a single spent shell. If your weapon isn't fully loaded and there isn't anyone firing at you, reload.

There are no enemies around and the weapon doesn't have a full clip. Time to reload.



Stealth Basics

Combat isn't the only issue you handle during missions. Often you must be quiet and unseen as you complete your objectives. Use these stealth techniques in combination with combat tactics, but they're useful in their own right. After all, your enemies can't shoot what they can't see.

Stealth allows for aimed, effective shots.



The most important benefit of using stealth is that your weapons do more damage when they strike opponents who are unaware of your presence. That single bullet to the back of the head eliminates a foe who isn't on alert. The same bullet will wound an enemy actively firing at you. By being sneaky, you maximize the effects of your weapons.



Crouching

The easiest way to move without being seen is the easiest to forget about. When you must move undetected, crouch. You can't move as quickly, but you can still move. If there is something to hide behind—a crate, a counter, a wall, or something similar—do so. Enemies on the other side won't see you.



Crate crouches to stay out of view.

Crouching allows you to bypass certain enemies. It can also get you into position for better shots. Don't forget about this. Crouching is the most basic tool in your sneaking arsenal.

Walking

Just as crouching makes you harder to see, walking from place to place instead of running makes you harder to hear. This is most important on surfaces that generate noise. Running across grass isn't louder than walking across it. But the difference in noise between walking and running on metal or stone is tremendous.

Walking leaves you out in the open longer than running, but it also makes it less likely that an enemy will hear you—and less likely that the enemy will turn and fire.

Walking is slower but much quieter than running.



TIP

For even more stealth, try walking while crouched. Crouching defaults to walking speed, so crouching while running moves at the same speed as crouching while walking.

Hiding

Dark corners, shadowy alcoves, and rooms with the lights turned off are your best friends. It's tougher to search for intelligence items and ammunition, but it also makes you harder to see. If you are well hidden, enemies can walk right past without spotting you. This makes avoiding



combat possible and also makes quick, silent shots more accurate. The closer your enemy is, after all, the easier it is to expose his brains to daylight. Hiding places are useful when under fire. As long as your enemy doesn't see you run to your hiding spot, they won't be able to find you.

Dark corners and doorways make excellent places to hide.

Turn off lights in rooms to help you hide. The benefit is that you can almost always find a spot to hide. The downside is that turning off lights makes guards curious and brings them to investigate. But with the lights out, he probably won't find you.

Listening

You are trapped in a room with an enemy guard pacing outside. You don't want to peek out because that might give you away and send the guard off to sound the alarm. So how do you know when to move? Listen!

You make noise when you move from place to place, and so do your enemies. If you listen carefully, you can hear footfalls coming closer or walking away. By listening, you can hear nearby video cameras panning away from you. You can pick up conversations that give you information about where to find what you need. You can also tell if pursuit has stopped by listening. If you don't hear anything, the coast is probably clear.



Listening offers clues to the location of enemies and dangerous situations.

Many of your enemies walk in a set path. If you are patient and keep your ears open, you can learn enough of that path to run past when the enemy is sauntering away.

Quiet Weapons

Many of your weapons are designed to work silently. The katana and tulwar, the crossbow, shuriken, the .38 pistol, the utility launcher, the silenced Gordon SMG, and the sniper rifle provide silent attacks. Even better, all but the swords do this at range.

Because the weapons are silent, they won't alert enemies to your position. Not only is a surprised enemy struck by a silent weapon more likely to die, but the lack of firing report prevents other enemies from going on the alert.

You won't always have the luxury of a silenced weapon. When you do, use it while you're undetected to maximize its effectiveness. This allows you to greatly reduce the forces arrayed against you without becoming a target for massed enemy attacks.



Silent assassinations eliminate foes and prevent a general alert from sounding.

Moving Bodies

You've made your way past half a dozen guards, leaving a trail of bodies in your wake. So far, no one has seen you. But while you are crouched down in a dark corner, you hear a shout and an alarm goes off. Why? Someone has stumbled over one of the bodies.

You have the ability to move your foes' bodies after you snuff them—both corpses and unconscious enemies. Unless you are already in the middle of a firefight, move bodies to darkened locations to prevent other enemies from finding them.

You have no ability to protect yourself when carrying a body. You can't run, can't crouch, and can't do much of anything aside from walk and open doors. So there's no point in carrying a body for a long time. But there is a benefit to moving it out of obvious locations. Doing this now saves trouble later.

This body is harder to spot here than it would be in the middle of the road where it fell.



Other Spy Tactics

Skill Points

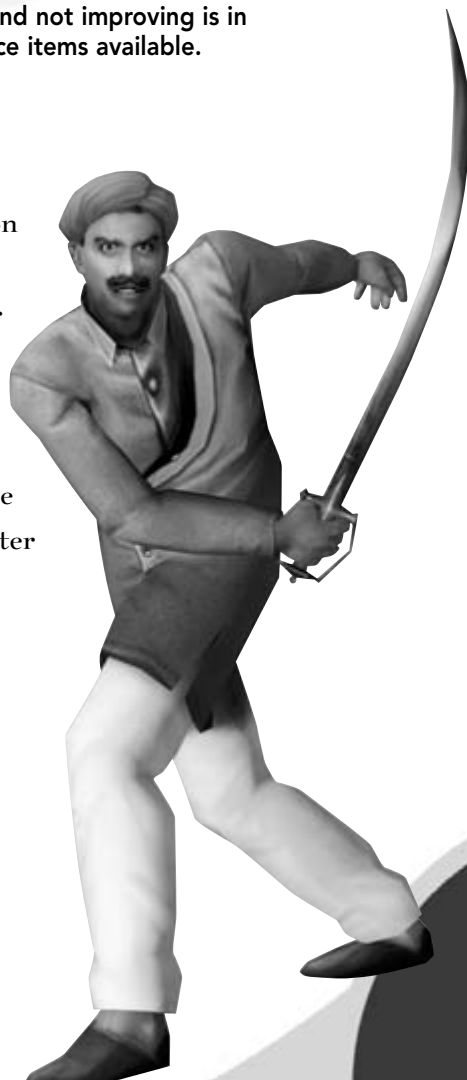
In the appendix at the end of this book is a list of the various skill point bonuses you receive for completing mission objectives. There are a lot of points to be earned from required and optional mission objectives. Skill points are always worth hunting down because you can use these to improve yourself.

There are more skill points to be found, though. Any intelligence item you locate—notes, memoranda, photographs—add 20 skill points to your total. Additionally, any spy training manuals you find give 100 skill points. These skill points work the same way as those you get from completing mission objectives.



Filing cabinets and desk drawers are repositories of skill points. Often, the difference between improving and not improving is in finding the intelligence items available.

Search out additional intelligence items on your missions. Go through desk drawers and filing cabinets and search sheaves of paper for anything you can find. Sometimes, these items offer clues for what to do next or what to look for. Even if they don't, you still receive points. By finding as many intelligence items as you can, you will earn several character improvements.



Mission 1: Cate Archer Must Die

The Director

Despite all of UNITY's efforts, the criminal organization called H.A.R.M. has not been completely eliminated. Instead, those who survived UNITY's attempt at destroying them have gone underground. It is rumored that H.A.R.M. could be resurfacing soon. It's up to you to stop this and prevent them from reasserting themselves.

Before your mission starts, you see those who oppose you. H.A.R.M. is led by a man called The Director. He is assisted by an extremely talented ninja named Isako, who has orders to eliminate you on sight.

Cate has many enemies, including some she hasn't met yet.



As for you, your job is simple, at least on the surface. You've been sent to Japan to investigate reports of an international crime convention in the peaceful, rural village of Inotakimura. It's alleged that a clan of mysterious ninjas is providing the security for this conference. You are to infiltrate the town and photograph the meeting's participants without being caught. To do this, you must first rendezvous with your contact, Isamu Hatori.

Scene 1: Call It a Hunch


Your task is to sneak into Inotakimura and find Hatori-san. This won't be easy, because the guards have been alerted to your presence. When you are done talking with your associate at the start of the mission, walk forward and get the piece of paper off the post in front of you. This instructs you to find six pages of the UNITY field manual for some additional skill points. Walk forward, and you draw the attention of a mechanical bird on the fence to your left. Speak with the bird; it's your old friend Santa. He explains that this bird is one of his new devices, a way for him to speak with you without attracting too much attention during your missions. You can ask Santa about a few things before continuing.



Cate talks to Santa via this mechanical mynah bird.

TIP

Talk to Santa about everything for extra skill points.



There's really only one path to follow here, so walk up the road and get the note from the tree. There's a second note on the left side of the bridge. Both notes are part of the UNITY field manual—four more, and you'll earn a few skill points. Also get the package sitting before the bridge. It holds three coins you can use to distract guards.

On the far side of the bridge, you get your first chance at combat. Walk forward cautiously toward the large boulder. As you near it, Santa's voice urges you to be cautious. Walking may be a lot slower than running, but it's also much quieter. Walk up to the boulder and slide left. Lean left and impale the ninja with your crossbow. Search the body and retrieve your bolt. You can also get the ninja's katana and a note from The Director. You'll find another note on the post by the gate to your right. Open the gate when you are ready and walk into the town.

There aren't a lot of places to become lost here. Head carefully to the first building on the left side of the street and walk behind it. There's a package here from Santa. It contains three poison bolts for your crossbow. Walk back to the street and look left. Skewer the ninja down the block and head to the body to search it. You encounter another of Santa's mynah birds between the first two buildings. Continue down the street. The third house holds the third page of the UNITY field manual. Get this and move on, encountering another of Santa's mynah birds on the way.

This ninja is the only thing standing between Cate and the village of Inotakimura.



Mission 1: Cate Archer Must Die



The building to the left of the one with the lantern hides a trio of both poisoned and standard crossbow bolts.

Lean out around the next corner and plug the ninja. Another runs up to investigate the body. Drill her while she's checking on her friend. Step into the next street and saunter over to the vending machines. Get the fourth page from the UNITY field manual here. The fifth page is a little farther down the street on a door on the right side. Remember the location of the body armor for later.

Continue past the next house, which has a flowerpot on the railing outside. Go right and run around the next house. Stop by the fence and listen to the two ninjas talking. When they are done, lean out and nail one, then take out the second when she investigates. There are bandages near the gate, but you shouldn't need them yet. Search the bodies, then go down the alley to the right near their corpses. The sixth and final page of the UNITY field manual is on the wall to your right just before the hole in the fence. Once you have this, sneak through the hole to the next scene.



Leaning around corners gives Cate the drop on her enemies.



Cate can pick up valuable skill points by grabbing this note before she exits the scene.



Scene 2: I Have Bad News

This scene begins with a pair of ninjas talking just around the corner from you. Wait until they finish, then lean out and drill the one still standing here. Grab the note from the post to your left. Hatori-san left it for you. It says that he's left you four encoded notes around the area, as well as a gift near a vending machine. Down the street is another ninja. Snipe her when you have a clear shot.

Walk down the street. There's a note pinned to a post to your left, but you can't read it yet. Head to the intersection and go right. Move carefully here, because there are two ninjas down the street from you. Sneak up as close as you dare and introduce the one jumping from roof to roof to a crossbow bolt. Swat her friend at the end of the street. Search the body, then walk to the vending machines nearby.

NOTE

One of the ninjas you just eliminated holds a note—the ninjas are already alerted to your presence.

TIP

There is a case of fire bolt ammunition for your crossbow near the mailbox under one of the buildings the jumping ninja stands on.

Check to see if a package is here. If there is, it contains your code breaker. Get it and return to your starting position, decoding the two notes you passed. Investigate the left branch of the street.

There are plenty of ninjas for Cate to fight in this scene.



Mission 1: Cate Archer Must Die

There's a ninja about mid-way down to eliminate. If your package wasn't by the first set of vending machines, it will be by the ones around the corner from the sweet shop.

Cate uses the compact code breaker to decipher the messages from Hatori-san.



Walk into the open doorway just to the right of the blue mailbox. Grab the note from UNITY inside, then open the door at the back of this alcove. This leads to a back street. Go left up the street and decode the note you find on the right. This tells you to leave the gray mailbox closed.

When Cate opens the right mailboxes, Hatori-san will come out in the open.



TOP

Be on the lookout for a briefcase. You can find it at the opposite end of the street from the ninja dojo, in the back alley across from the sweet shop, or in a dark alley at the east end of the street with the sweet shop. Return this to Hatori-san for an extra 300 skill points.

Go back up the street, but this time go to the right. The fourth encrypted note is on your left just ahead. It tells you to open the red mailbox across from the sweet shop. If you haven't decoded the first two messages you found, do so now. The one nearest your starting point tells you Hatori-san will meet you at the sweet shop. The one closest to the other vending machines tells you to open the blue mailbox by the sweet shop. Return to the sweet shop and open the blue and red mailboxes. With the signal complete, Hatori-san signals you from the sweet shop. Go and speak with him. He tells you that the meeting you must find has changed locations. Find out where it is.

TIP

To save time on this mission, open the red and blue mailboxes when you first come here, and Hatori-san will contact you. Grab the compact code breaker first. You'll still want to decode the messages for the skill point award.

Before you leave the sweet shop, go inside. Get the spy manual from the counter for an extra 100 skill points. Get the first aid kit and body armor if you need them. Leave the shop and go right to the gate, skewering another ninja on the way. Open it carefully and sneak inside. Look into the doorway to the right to find another UNITY note. Turn around and run past the sweet shop, back toward where you started. Continue around the street by where you found the ninja on the roof. Watch for the alley to your left. There's another ninja at the end of the street as well as a third note from UNITY on the doorway to the left.

This ninja's death brings another one running, so get rid of her and examine the tree for another note from UNITY. Continue around the corner.

There's one more ninja to get through here. She's standing directly in front of the gate at the end of the street. If you dropped the last ninja in a place where this one will see her, wait for her to move toward you and nail her away from the gate she was guarding. If not, simply sneak past her by dropping into the sewer on your left and crawling forward.

Cate takes aim at a ninja blocking her path.



Cate sneaks through the dry sewer to overhear an important conversation.

Mission 1: Gate Archer Must Die

Crawl all the way to the end of the sewer to hear the conversation between two ninjas about the new meeting location. Once you have this, return to the sweet shop, where Hatori-san meets you again. He takes you to the new location of the secret meeting.
This mission is complete.



Return to the sweet shop and open the gate at the end of the street. Pick off both guards before they sound the alarm. An encrypted note tells you of the new meeting location. Inside the house, you spot another note and body armor. Grab the scope for your crossbow from the chest.





No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY
PRIMA'S OFFICIAL STRATEGY GUIDE

Mission 2: Goodbye, Spy

Scene 1: The Spy is Here!

You now know the location of the secret meeting. You still must find the right spot to take the pictures. That's your task now—except for getting out with your skin.

This scene starts near the area where you are to take your photographs. Hatori-san warns you that there are many ninja patrols in the area. If you can avoid the bulk of them, you'll have a much easier time. When you are done talking to Hatori-san, turn around and get the two UNITY notes from the nearby walls. The second of these alerts you to a new mission objective: An additional objective is to find and erase chalk marks placed in front of three houses in the area. The package from Santa holds your utility launcher and tracking darts.

Your first problem is the pair of ninjas straight ahead. Ignore them for now and take the alley to your left, next to where you picked up the second note. Wait for the ninja to run past from right to left, and drop her when she flies past. Poisoned bolts work well for this. Go to where she was headed and peek around the corner using your crossbow scope if you have it. There are two ninjas down the street.

Cate takes aim at the ninja running past before starting to explore the area.



Handle this carefully. Load your crossbow with poison bolts and lean out. Drill both ninjas and retrieve your bolts. More importantly, erase the chalk mark on the ground in front of the building to the left of the ninja bodies. When you are done, return to where you started.

This time, instead of following the alley, go straight from your starting location. Move up slowly, because there's likely a ninja still here. Take her out and move out into the street. There's another chalk arrow here. Rub it out and move to the end of the street. Open the gate and walk in.

There's only one way to go here, but look around the building to your left for a present from Santa. Walk forward through the back areas until you come to the next street. Keep your eyes peeled for ninjas and continue forward. Check the mailbox you pass for a piece of mail. Grab it if it's here. If it isn't, you'll find it in another mailbox on the other side of the village.

Cate prepares to silence a ninja with the aid of her scope.



Rubbing out the three chalk arrows boosts Cate's skill points.



Keep following the street until you hear a pair of ninjas talking about what time it is. The third chalk arrow is on the ground in front of you; rub it out for skill points.

Find cover, and fast. When the conversation between the two ninjas finishes, another ninja comes through the nearby orange door. Find a dark alley and wait for her to pass. Pop her if you have a clear shot; otherwise, let her pass and sneak behind her through the door she came through. Pop the ninja still standing here and move in.



Cate leans out and clears the path to the inner part of the estate.

Enter the building this last ninja was guarding. Several items are here. The first, a gas grenade, is in the top sliding cupboard just left of the entrance.

Farther inside, find a letter in the chest in the back room. Under the table in the

main room, rifle through the papers and read the letter you find. If you locate the other three pieces of this, you can finish another extra objective.

Leave the building and go right. Open the gate in front of you. Go right and move around the building. Listen for the footsteps of the ninja on the boardwalk and defeat her when she comes into view. There are three buildings in this courtyard. The leftmost contains nothing valuable. Neither does the small yard behind it. Go to the central white building. Inside, look left and open the two cupboards. The top one contains bandages and the bottom holds a letter. Farther inside is another ninja and a sheaf of papers—a part of what you need to find. Return to the courtyard and turn left.

Check out the papers underneath this table for an additional assignment.



Cate turns the tables on this ninja, sneaking up on her undetected.



Again, the building in front of you holds nothing worthwhile. Silently walk around it to the left. As you approach the stairs, you hear two more ninjas talking. Crouch down and go under the stairs to the far end. Crawl out and run up the nearby set of stairs. Go into this building and get the bandages off the back shelf if you need them. This area makes a great place to hide for a few seconds while you see what's going on outside. It also makes a great vantage point to drop one of the ninjas when she walks toward the building in which you are hiding.

With this ninja down, leave this storeroom and return to the building you crawled under. Enter carefully and eliminate the ninja inside. In the chest you find another sheaf of papers needed for your extra objective. Leave and return to the building in which you hid. One more ninja patrols this area. Shoot her when you have a clear shot.



Another patrolling ninja meets her fate, thanks to Cate's crossbow.

Move forward to the white door ahead to the right. A treasure trove of items is inside. There's body armor on the shelf to the left of the door and a package from Santa containing three more poison bolts and two more fire bolts in the bottom cupboard. In the chest in the next room is the last sheaf of papers you need to claim your extra objective. In the last room is another training manual worth a bonus 100 skill points. Leave and head to the right.

TIP

When you leave this house, look into the window directly across from you. There's a package from Santa that contains a silenced Gordon SMG and 60 rounds!



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

PRIMA'S OFFICIAL STRATEGY GUIDE

Go through the door directly ahead and get the grenade from the cabinet. Leave and go left. Grab the note from the post and go through. You're very close now.

There are two ninjas on patrol outside this area. Switch to poison bolts and drop them both immediately; if either sounds the alarm, you fail the mission. Walk around to the right and stick close to the house. When you can't go any farther, grab the case by the fence for standard and explosive bolts. Get your lipstick spy camera out and snap a picture of The Director through the window. While you're doing this, the alarm sounds. It's time to get out.

Turn left and plug the two new ninja patrolling this area. When you have them, run to the large orange door, remove the bar, and open it.

Go out to return to the streets outside.

There's a ninja to your immediate left, either in the middle of the street or on the right-side roof. Have her say hello to a poisoned bolt, then head left down the street. Drill the ninja at the end of the street and continue on, being careful not to draw any attention to yourself.

Cate takes the pictures to complete her primary mission objective.



A quick shot with a poisoned bolt sends another ninja to a painful death.



TOP

It's better to defeat the first ninja here on the ground so you can search her. Alternatively, use the crossbow and scope while standing at the window you took the photographs through. You should be able to spot this ninja and slay her before you leave the compound.

Move onto the street, hiding behind the corners of buildings. The streets are teeming with ninjas, and it behooves you to pick them off from a distance. If you get swarmed, switch to the Gordon SMG. Otherwise, stick with the crossbow, because you can usually drop foes with a single bolt.



Another ninja falls to Cate's crossbow without realizing she was under attack.

TIP

An alley is to your left. If you follow it and enter the building at the end, you find a first aid kit, which is helpful if you are badly injured.

From this point, retrace your steps from the beginning of the mission back to your start position. You will find a note from Hatori-san telling you that the ninja presence was too great for him to stick around. Leave when you are ready.

Scene 2: The Death of Cate Archer

You walk to the bridge and meet Yamata-san. Unfortunately, he's ambushed just as you appear. He drops with a shuriken in his back. As you near, the mysterious Isako comes into view. It seems that neither of you has the upper hand until she moves suddenly and stabs you in the shoulder.

Isako apologizes, leaves you for dead, and vanishes without a trace.

Isako stabs Cate and leaves her for dead. This certainly didn't go as planned.



Hatori-san leaves a note, telling Cate to meet him at the bridge.



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY.
PRIMA'S OFFICIAL STRATEGY GUIDE

Mission 3: Project: Omega

The Spectre of War

Your old enemy Dmitriy Volkov lived through the cave collapse that you thought finally did him in. He's wheelchair-bound, but he's still a dangerous man. He confronts The Director and Isako concerning your death, and it's apparent that he doesn't believe you are dead.

You aren't, of course. A couple of weeks in the hospital under the care of Dr. Schenker has left you itching for action. Your mentor Bruno Lawrie has just been named the temporary director of UNITY while the current director, Mr. Jones, takes a long-needed vacation. Bruno visits you in the hospital and tells you to stay put. He's called to the UNITY war room.

Volkov is back. The collapsing cavern didn't finish him off, it seems.



The situation is getting desperate. The Americans have come to UNITY for help with the Soviet situation.



There are two Americans waiting for him. Isaac Barnes and General Morgan Hawkins have something of a problem. It seems that the Soviets have planned an invasion of the island nation Khios, a land the United States has pledged to protect. Any act of Soviet aggression will be seen as an act of war and could start a nuclear holocaust. Because you are UNITY's best available agent, Bruno has no choice but to send you in. You are to find any information you can on Project: Omega.

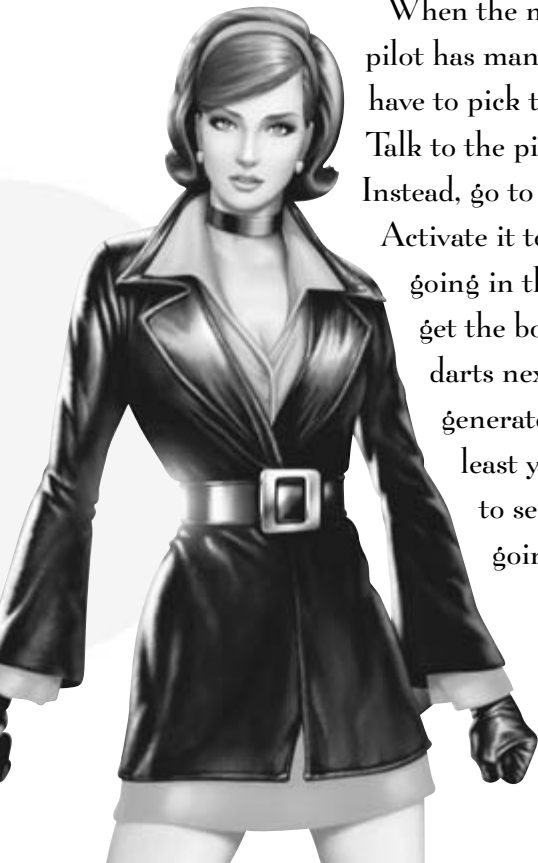
Scene 1: Welcome to Siberia

The Soviets are alleged to be coordinating Project: Omega from a remote facility in Siberia. Chances are good that there's some information on the project there. Your job is to get inside and find out anything you can.

When the mission starts, you are outside a small cabin. Your pilot has managed to forget the keys to the house, so you'll have to pick the lock to get inside. Do so, but don't go in yet. Talk to the pilot to find out exactly what you need to do. Instead, go to the back of the cabin and find the generator.

Activate it to get power going in the house and get the box of tracking darts next to the generator. Now at least you'll be able to see what's going on.

Cate finds the generator to turn on power to the house. Now she'll be able to use the radio.





No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

PRIMA'S OFFICIAL STRATEGY GUIDE

With the power on, enter the house and go to the right. Get the coin off the kitchen counter. Open the cabinets to find bandages. You don't need these yet, but you may later. Leave the kitchen and go upstairs. There's a spy manual and a bear trap on the floor. Grab both and return to the ground floor.

From the stairs, go right and through the next room and find a radio sitting on a desk; use it to speak to Bruno. He gives you the combination to the lock on the shed out back. Arm yourself with your .32 and return to the front of the house.

When you near the door, you hear a pair of Soviet soldiers pounding on the locked door that leads from the kitchen to the side of the house. Sneak out the front and go left. Lean around the corner and drop both of them, then search the bodies to find AK-47s.

With these two gone, investigate the shed in peace. It's left of the generator. Open the lock, then the door, and go inside. You find a bunch of useful items here. In total, you get the hairspray welder, the utility launcher with both tracking and tranquilizing darts, and keys to the snowmobile outside. You also get a map of the area and instructions on where to plant explosive charges. Finally, there are bandages in one of the drawers. When you have everything, go out to the snowmobile on the side of the cabin.



If you are ever at a loss for what to do next, talk to your pilot. He'll tell you the next thing you need to accomplish.

The Soviets have found the plane. Cate must get rid of these two quickly.



Unfortunately, the snowmobile is out of fuel. Your pilot tells you that you must find a gas can to get it working again. To do this, infiltrate the nearby Soviet facility. Jump over the fence behind the shed and go forward. The path splits left and right; go left. The left side is patrolled by a single soldier, but it leads to the back of the Soviet installation.

Walk around to the left to find a missing piece of fence. Crawl through and crouch down. Wait for one of the Soviet guards to come and check out this small area. Plug him with a tranquilizer dart and drag his sleeping form off to a dark corner behind the propane tank. To enter the main area of the base, go through the gate he came through. If you need it later, the area you crawled into has body armor.

A bear trap is on the shelf in front of you if you want it. Go behind the propane tank and make your way over to the locked facility surrounded by chain-link fence. Use the hairspray welder to bust the lock and go inside. Get the gas can. You can also find bandages, which you shouldn't need at this point.

This Soviet soldier will be taking a little nap, courtesy of the utility launcher and a tranquilizing dart.



The fuel can is on the other side of this locked gate. With it, Cate will be able to start the snowmobile.





Leave the way you came and return to the cabin. Get on the snowmobile and drive back to the Soviet base. There's a plank of wood resting across the propane tank near the fence. Drive the snowmobile up the plank and jump the fence. Follow the road leading to the left.

Continue going down the road across the wooden bridge. On the far side of the bridge, get off the snowmobile. Drop down to the left of the bridge so you can see underneath. Go under and crawl up the slanted plank. Look left and creep over to the first explosive location. Plant the explosive.

Crawl forward across the next plank. There's another plank to your immediate left and one to the right. Take the right, because the left plank is rotten and will break under your weight. Follow the planks to the spot for the second explosive charge and place it.

By planting the three charges under this bridge, Cate can put an end to Soviet reinforcements into the area.



and will break. Use the left plank to reach the third and final explosive location. Plant it, then turn around and return to your snowmobile. To get back, you must use the very narrow ledge to your left when you return.

Equip your utility launcher with tranquilizer darts and get back on the snowmobile. Drive forward for a few seconds and dismount. Sneak forward to the guard post. Two Soviet guards are here; tag them both with



Ignoring the fire from the Soviet soldiers, Cate lines up her jump to the far side of the Soviet installation.

tranquilizer darts and get what you can from their bodies. Go through the guardhouse and out the back door. Walk toward the snowmobiles to end the scene.

TIP

There's a coin that's worth taking on the desk.



This guard doesn't stand a chance.

Scene 2: Causing Trouble

Hop onto one of the two snowmobiles and take off down the road. You pass by a broken-down truck on the way. Ignore it and the soldier standing near it. Instead, keep the snowmobile wide open and continue driving forward. Cross the bridge you come to and continue following the road.

Past the bridge, look right to find a path leading up into the mountains. At the end of this path, you must jump the snowmobile over a chasm, so make sure you're going at top speed. Follow the next path to a second jump and continue forward.



Cate drives past the soldiers attempting to fix their truck.



To clear the jump, Cate must keep the throttle wide open.

NOTE

If you miss the second jump, you can continue by driving up the ramp next to it.



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

PRIMA'S OFFICIAL STRATEGY GUIDE

At the end of this path, you find another small cabin. Enter and grab everything. The package from Santa holds an Angry Kitty and three explosive charges. You also find body armor and a first aid kit. Read the note on the table. Take the sniper rifle from the bed. This will help if you've chosen a more violent path through this mission.



Another safe house. Cate can find information and supplies inside.

Hop onto your snowmobile and drive back to the last jump, but don't take it. Instead, go down the ramp to your right and drive across the frozen lake. Take this road as far as you can. When you come to a dead end, get off the snowmobile and climb the rocks to reach the next scene.

Scene 3: The Power Station

You have a long road ahead of you. Walk down the path in front of you, using your tranquilizer darts on any soldiers you spot. Search them to prevent them from attacking you when they wake up. Continue past the pair of soldiers standing by the campfire. Beyond them, you locate the Soviet power station.

The way to the power station is guarded. Cate needs a steady hand with the utility launcher to get past the guards.



Go through the large gap in the fence and walk up to the wooden garage to your left. Two soldiers are talking here. Creep around to the left and wait. When their conversation is over, one walks away and the other starts working on the truck. Shoot the one walking, then drop the one by

the truck. Move the bodies to a dark location and search both before continuing. Also check the back of the truck for a variety of ammunition for your weapons.



Two more guards, two more tranquilizer darts.

The next bit is tricky. Look left and spot the guard standing in front of the wooden building. He's guarding the entrance to the power station. Get rid of him as quickly as possible and drag his body away. Duck inside the building when you can. Search this guard because he holds the key ring that will allow you to enter the building.

From here, you need to get to the next building to the left. Run over when the coast is clear and duck inside. Search through the various footlockers for an explosive charge. There are several Soviets here, so silence is of the essence. Several of the footlockers are padlocked, so

switching between your nail clipper lock pick and tranquilizer darts is necessary. When you have the explosives, go back to the last building you were in.

NOTE

When you pick up the explosives, several additional Soviet soldiers arrive on snowmobiles. If you are careful, you can avoid them. If you aren't interested in keeping the body count low, this is a good time to pull out your AK-47.

TIP

When one soldier says "If they complain, we'll just resubmit," it's time to act.



Pull out your nail clipper lock pick. Open the lock on the trap door in the floor between the generators. You see the location to plant the explosives here. Do so, and leave the way you came.

You've got a dangerous journey ahead of you. Leave the power installation and return down the road you followed here. Go all the way to the rocks at the end to return to the previous scene.

Cate carefully lines up another shot. With this guard out of the way, she gains access to the power station.



There is a third soldier by the campfire when you return. He arrived on a snowmobile, which you can take if you wish. However, the terrain is difficult, so this is best avoided.

Scene 4: Causing Trouble, Part 2

Hop onto your snowmobile and drive back toward the last cabin you were in. Go up the ramp to your left and drive a bit, then turn around. Gun it and go over the ramp to the far side. Continue driving until the path ends and dumps you back on the road. Head right and cross the bridge, ignoring the guards for now. Keep going until you find the broken-down truck. Next to it, there's a path to the left.

Cate guns it to drive past the Soviets standing on the bridge.



Drive up this path to the end. You see a barricade on the road in front of you. Jump off the snowmobile and leap over the barricade. Go up the road to reach the next scene.

Scene 5: The Communications Tower

One of Santa's mynah birds appears in the tree in front of you. He tells you that the communications tower you must reach is above you to the right. There's no way to scale the cliff, so you must use the road.

As you go down the path, you run across a single Soviet guard. Silence him and continue until you reach the buildings. This area is guarded, so

you will have to move carefully. Your target is the building in the back of the area. Sneak inside and grab the explosives off the back shelf. When you are able, run out of the building and up the path to the right of where you entered. Follow this to the end.



These buildings stand between Cate and the communications tower.

TOP

You can enter the other buildings. Two Soviets are in each structure, although the ones from the back structure often leave and patrol the area. In the first building, there's body armor in a locked footlocker and a banana on a desk in the back.

You come to the communications tower at the end of the road. A guard stands outside the building on the right. Silence him immediately. You may also wish to dispatch the guard in the other building. Check the area for valuable items. The left building has a banana on the desk and a sniper rifle on the top shelf. In the right building you can find a case of phosphorous ammunition for the AK-47 and rounds for your .32 pistol.



The communications tower is lightly guarded. Cate should have no trouble here.



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

PRIMA'S OFFICIAL STRATEGY GUIDE

Back outside, go to the padlocked area of the building on the right. Use your nail clipper lock pick to break inside. Plant an explosive charge on the communications tower. Turn around and leave this area the way you came in.

When you leave the compound, Santa's mynah bird attracts your attention. He tells you that your pilot has been captured. You must liberate him if you want to leave Siberia. Follow the road in front of you back to the last installation. There are reinforcements here now, so be careful.

Your pilot is in the building directly ahead of you when you reach the installation. Plenty of guards are in the area. If you're running low on tranquilizer darts, consider going in with your AK-47 blazing. Sleeping gas grenades, if you've recovered any, will take care of several enemies at once.

Inside the building, two soldiers are interrogating your pilot. Get rid of both and talk to your pilot. He thanks you for coming to his rescue and says that if you can open the gate for him, he'll follow the road back to the cabin and the plane. Turn around, and leave. Enter the small building near the gate and activate the switch to open it. Go back to the pilot and tell him it's safe to move. You must do this several times to get him to the gate and down the road. Make sure you check for reinforcements after every time your pilot moves. Soviet replacement troops will appear several times while the pilot is trying to escape.



Sleeping gas should keep the guards out of the way while Cate looks for her pilot.

The guards are out of the way, and the pilot is free. At least, he's free to stand up. He's too scared to run without Cate clearing the way.





Shoot the gas tank of the truck to create a diversion. This sends the guards running. Also, make sure all the soldiers are dead or asleep before opening the gate for your pilot. If he is killed, the mission ends in failure.

It looks like the explosive charge placed on the communications tower was a success!



Run left from the gate and down the road. You return to the barricade where you left your snowmobile. As you near it, the communications tower explodes and falls in front of you. Crawl underneath to continue. Jump the barricade to complete this scene.

Scene 6: Causing Trouble, Part 3

This is the quickest scene yet. Follow the path you did the first time you were here and return to the cabin in the mountains. When you arrive, enter and use the radio to complete the scene and the mission.





Mission 4: A Spy in H.A.R.M.'s Way

Scene 1: Outer Yard

UNITY has analyzed the data from American intelligence and is now convinced that the details on Project: Omega can be found in the main records building in the center of the Soviet compound. Security in the area is severe, which will make it difficult for you to get in and out without being spotted. The only thing going for you is that this is a night operation, so you'll have some cover.

You start in a compound near the cabin you ended the last mission in. You can try the easy way, which is through the building to your right. This has the advantage of being simpler, but puts you more at risk from the Soviet guards. The other way is to drop into the bunker to the left. This is the preferred method of entry.

In the bunker, drop down the ladder and walk forward. You can't open the door at the end of this passage, so use your hairspray welder and saw off the two hinges; this causes the door to fall in. Walk up and look to your right. The area beyond the wooden fence is heavily patrolled, so sneak through.



The bunker on the left is the best way to enter the compound.





Cate uses her hairspray welder to knock down the door on the far end of the bunker.

Run forward and duck behind the trash dumpsters. Now it's time to be patient. Several guards walk around. The one to watch is standing by the main gate. He eventually leaves and enters the building to his right—the same building you would have entered if you chose to go through the door at the start of the mission. When he does, run out and duck into the gap in the fence to your left. Go around the building here and duck down, crawling through the hole in the chain-link fence in front of you. Sneak inside and open the footlockers to find explosives.



Cate keeps her eye on the guard at the building to the right. When he leaves, she's clear to continue.

Walk as far as you can and peek out to the right. There may be a guard walking toward you, but he shouldn't see you. From here, run to the main gate and plant the explosives you just found. Keep your eye on the guard and let him walk past to the left, then creep forward. When you return to the open area, run to your right, behind the large white building. Continue going

TIP

The building between the dumpsters and the hole in the chain-link fence houses a case of ammunition, including more tranquilizer darts.

CAUTION

Before you run from the trash dumpsters, look at the building straight across from you. Sometimes, a guard patrols in here, and he will spot you if you leave. Wait until he leaves the building before you leave the safety of the trash dumpsters.



behind the building as far as you can. You can climb in through the window at the end. It's next to the oil barrels. Move in and go to the door.

Cate's next goal is the back corner of this white building. Around back, she can climb in through a window.



Now things get really tricky.

You've got to wait until the guard outside walks away, then leave through the door and hop over the railing. Duck back around behind the building and crouch down. Again, you must wait for a short while before running forward through the open gate and heading left behind the next building. Don't stop yet. Run to the second window, open it, and duck inside. Once in the building, go through the doorway to your right and turn off the lights (the switch is by the door on the other side of the room). Now wait, crouching down directly across from the door you entered. A guard walks through the room and out the door. Continue waiting.



Cate drills this guard to clear the way out of the building.

A few minutes after the first guard goes through the room, a second guard appears. Use your handgun and shoot him in the head the moment he walks in. Search him, then crawl back into the room where you first entered this building. Head right into the next room and look out the window. There's a guard in the motor pool. You should be able to dispatch him with a single head shot. When he's horizontal, climb out the window.



Open the window before you shoot the guard, so you don't break the glass and make excessive noise.

Walk right and lean around the building. There's a guard in the distance. Drill him with a trio of shots, then hug the building and eliminate the approaching guard once he walks through the gate. Return to the gates into the motor pool, but enter the building on the right instead.

Move in slowly and quietly. In the back room, a guard may be aware something is going on, but he shouldn't know where you are. Ventilate his cranium and get the explosives from the bench nearby. Return to the outside and sneak into the motor pool.



Eliminating this guard gives Cate access to explosives.

Go to the right and climb up the ladder. Place the explosives you found on the fuel tanks, then go back down the ladder. Jump into the back of the nearby truck and get the package from Santa. There is another angry kitty and another explosive charge inside. When you are ready, leave the motor pool and go through the open gate to the right. Walk toward the open door with the note by it to leave this scene.

Scene 2: The Old Records Building

If you're quick, this scene is very fast and not too hard. When it starts, you don't have anywhere to go but forward. Grab the note and wait for the conversation inside to finish. Give the guards a few seconds to walk away, then open the door. Pick the lock on the door to your right and get the package inside. The camera disabler ammunition for the utility launcher is critical for the next part of the mission. Leave the room and take an immediate right left and go to the stairs leading up.



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY
PRIMA'S OFFICIAL STRATEGY GUIDE

A quick shot at the top of the stairs gives Cate access to the inner yard.

Crouch down at the top of the stairs and wait for the guard to walk to the staircase. As soon as you see him, snap off a few handgun rounds into his head, then crawl forward and search him. In the room beyond, you can see another guard rifling through the files. When he walks away, head over to the filing cabinet and through the door. Continue forward to leave this scene.



Scene 3: Inner Yard

Things are a little tougher this time. Walk forward and open the door in front of you. If you listen, you'll hear the video camera, which is placed above the door on the outside.

Open one of the doors and shoot the camera with your camera disabler ammunition in the utility launcher. Duck and cover for a moment and peek out at the two guards outside the fence.

Even though she can't see it, Cate knows there's a video camera on the door above her. Luckily, the camera disabler ammunition will knock it out.



Sneak back outside, turn around, and look up. Near the searchlight, you see the head of a sniper. He's dangerous, so plug him with a shot or two from your sniper rifle. With him out of the way, run around the searchlight to the white building on the other side of the street. Duck behind the tank next to the white building a place an explosive here. When this is



done, go inside the door on the side of the white building. This will put you in the kitchen.

Read the note on the refrigerator, then take out your nail clipper lock pick. Unlock the cabinet to the immediate left of the fridge and get the pack of sugar. Leave the way you came. Return to the old records building. Don't forget about the video camera above the door when you run inside.



Cate gets the sugar from the locked cabinet. This could be useful.

Scene 4: The Old Records Building, Part 2

You're back inside the old records building now. You've got a very specific task to accomplish before heading back to the inner yard. Walk out the way you entered and return to the stairs leading down. You may need to plug a guard or two on your way, but this shouldn't prove too much trouble.

At the bottom of the stairs, there's a door on your left. Take it and follow the stairs down. Drill any guards you find and keep going. In the room with the two doors, the one on your right has nothing behind it. Continue through the other door until you find the generator.



This door leads to the generator. If Cate can shut it off, she'll save herself a lot of pain later on.



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

PRIMA'S OFFICIAL STRATEGY GUIDE

Read the note here, which suggests dire consequences for anyone pouring sugar in the generator. On the other hand, there are dire consequences for you if you're caught, so adding this offense to the one of breaking in hardly matters.

Dump the bag of sugar into the tank. This shuts off the electrified fences in the inner yard. Return there now by going up the stairs and moving through the door on the right at the top of the staircase.

With sugar dumped into the tank, Cate can rest assured that the electrified fences will be out of commission long enough for her to do her work.



Scene 5: Inner Yard, Part 2

Your path is similar this time, at least at first. When you return to the inner yard, hold tight and wait. There's a guard patrolling outside. Let him walk off to the left, and when the camera pans left, run out and return to the bottom of the guard tower on the right. Again, duck inside and run around the searchlight to hide behind the fuel tank. When the coast is clear, enter the mess hall where you found the sugar.

Move into the next room and shoot the guard standing in front of the window. Grab the AK-47 off the table and search the guard. When you are done, open the window and jump through. Be watchful of the second guard tower. Enter the door directly across from you. This takes you into the barracks.

Ahead of Cate is the door to the barracks. Cate needs to slip in here for a chance at extra skill points.



Mission 4: A Spy in H.A.R.M.'s Way

A guard sleeps inside. Read the sheaf of papers under his bunk. If you can find two more like it, you'll get a skill point bonus. Check all of the footlockers, particularly the pair of locked ones near the back of the room. When you are done, open one of the windows away from the street and jump out to the back of the barracks.

Walk around the building to your left. Run past the gate in front of you on the right and duck into the second guard tower. Lean out and watch the camera near the small gate. Shoot it with a camera disabler. Open a window in the building here and slip inside. If there's a guard here, wait until he leaves before you crawl in. Open the locker in front of you and search the sheaf of papers. It appears that there are more people involved in the conspiracy you discovered. Leave via the same window.



Cate must pay attention to the camera. When it pans away, she can move freely.

Walk forward to the next building and wait. You hear a guard, who you just avoided, relieving himself. When he's done, he leaves the building and continues on his rounds. Walk around the building to the door in the front and let yourself in. There shouldn't be anyone here. Head to the shower area in the back and investigate all the lockers. You find your third conspirator and will earn the thanks of UNITY for finding three potential double agents.

Cate finds something valuable in four of these five lockers.



With this accomplished, it's time to move on. Run back around the bathroom to the gap in the wall you crawled through to get past the last video camera. You must elude it again. This time, go through the small



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY
PRIMA'S OFFICIAL STRATEGY GUIDE

gate. Run quickly to the left and around the building. You hear someone typing inside. Drill the scientist inside and enter the building. Search his desk drawers to find a combination for a safe in the old records building. Return there now.

Scene 6: The Old Records Building, Part 3

This shouldn't be too hard, especially if you've neutralized most of the opposition in this area. Return to the central area of the second floor and go straight and right to the stairs up to the third level.

Once on the third floor, go right and take the first left. Walk through the room you come to and into the next room. The safe is on the wall behind one of the desks. Open it with the combination you found. You receive a very disturbing recipe, but the skill point reward makes it worthwhile. Retrace your steps back to the inner yard.



What secrets does this safe hold? Nothing much, but the skill points are a nice bonus.

Scene 7: Inner Yard, Part 3

This is nice and quick since most of the resistance should be gone by now. Leave the structure you start in and move to the street. Go left past the bathroom and by the second guard tower. Move to the camera you stopped with your second camera disabler and go through the gate. Again, go left and around the small building.



To enter this impressive structure, Cate must find a less obvious entrance.



Get out to the road, watching out for the guards. Follow the road to the left around to the back of the building. Take the staircase down to complete your objectives for this scene.

Scene 8: The Basement

A guard sleeps behind an automatic gate. You've got to alert him without killing him. The best way to do this is to shoot the fire extinguisher. Let him open the gate and approach, then hit him with a tranquilizer dart. Claim his access card; you'll be able to go anywhere you wish. Go through the gate and get the map off the table.



Check around the table in the middle of the kitchen. The package from Santa holds two camera disablers for your utility launcher.



Cate must alert the guard behind the gate and disable him so she can steal his access card.

Wait here until another guard appears. When he does, shoot him through the head and search the body. Walk down the hall and take the

Another shot, another kill. This will look good on Cate's record at the end of the mission.



first door on the right. Go around the back of this room and eliminate the guard in the next room. He's sitting at a table, and you've got a perfect shot at him. Search the area for valuables, then return to the main



hallway. Go right and take the next door on the right. Grab the armor off the shelf if you need it.

Back in the hallway, continue to the right and take the next door on your right. It's a good idea to crouch because of the plate glass window on your left. There's a video camera at the end of the hall, so don't move for the door until it pans away from you or until you have a clear shot with a camera disabler. In this room, crawl around to the far side and go through the door. Head directly over to the door across from you and go in. Search this room thoroughly, getting the computer vacuum tube from one of the cabinets. When you have this, return to the hall, being watchful of the video camera.

A vacuum tube? It might come in handy, so Cate takes it with her.



There are multiple vacuum tubes throughout the level in cabinets or on shelves that randomly spawn in different locations.

You need to reach the far end of the hall. The laundry room to your right makes a good temporary hiding spot, especially if you turn off the light. Wait for any guards in the area to disperse, then make your way to the far end of the hall. Use the all access pass you found at the start of this area. Duck inside and go through the door on your right. Hide under the stairs until the guard walks down and leaves through the door. When he does, you're free to go up the stairs to the next scene.



If you take the door on the left, you'll find a package from Santa behind the machinery. It's an angry kitty!

Scene 9: Main Records Building

Now it all hits the fan. You've got a nasty job ahead of you and lots of guards in the area to worry about. It's time to get to it and find out some real information on Project: Omega.

Finish your trip up the stairs and open the door at the top. Peek into the hallway and go to the right to the double doors.

Open the doors and duck inside. There's a guard here, but he won't see you if you are quick. Enter the kitchen area to the right and hide for a second. When you are ready, plug the guard with a handgun shot to the cranium. Go out and search him and get the envelope off the table. Open the other doors here and return to the hallway. Head left down the hall and take the doorway to the left. Run up the stairs, but be careful of the camera at the top. This is a great place to use a camera disabler.




Cate strikes from the shadows and clears the path to the upper floor.



Cate is hidden well enough that the guards won't see her. The security code she found is what she was after.

The spot you must get to is the door directly under the camera. Sneak inside and grab the envelope from the table. This is the security code for the computer mainframe downstairs. When the camera has panned away, return downstairs and through the cafeteria. Return to the main hallway and go straight across to the door directly in front of you.



Equip your handgun or the utility launcher with tranquilizer darts. Enter the room and silence the guy behind the desk. You must pick the lock on the other door here, so do it quickly to get through.



Cate is in serious trouble now. Nikolai Zhukov is a difficult foe to defeat.

NOTE

There's a chance the security code isn't on this desk. If you don't find it here, work from room to room, using silenced weapons to take care of soldiers and camera disablers to stop video cameras. The security code will be on the top floor.

TIP

Walk into the room. If you run, you'll alert the man behind the desk, making him harder to disable. If he sounds the alarm, you can be assured that you'll run into Nikolai Zhukov. Eliminate Zhukov to get a 400 skill point bonus.

Walk down the corridor in front of you. You come to a huge mainframe computer. Place the vacuum tube you found in the last scene into the computer and enter the code you found upstairs. The room turns into a giant elevator and lifts you to the next floor.



The vacuum tube was worthwhile! Cate replaces it and can now access the computer.

Mission 4: A Spy in H.A.R.M.'s Way

Walk out when the elevator stops. All the guards in the area are sleeping, so move quietly. Open the door in front of you to find access to the computer mainframe. Go left and open the second door on your left. Grab the envelope from the table. Return to the mainframe and access it. You receive information about Project: Omega and the planned invasion of Khios. Keep in mind that the envelope with the tape on Project: Omega has multiple spawn locations, this is just one. Turn around and return to the elevator. As soon as you have the data, the alarm sounds.

The computer mainframe. With this, Cate can get the information she needs on Project: Omega. Now she just has to get out alive.



You can't take the elevator down, but you can run through to the room beyond. Along the way, you must contend with a couple of H.A.R.M. goons and a number of Soviet guards. Kill them all and continue running. There's really only one path to follow. Take the stairs down. If you haven't run into Zhukov yet, you likely will now. Return to where you shot the man behind his desk, but this time duck into the laundry room, because the stairs are blocked. Dive into the laundry chute to complete this mission.

The laundry room is marked with a yellow sign. Inside, Cate can find a laundry chute to return her to the basement.





Mission 5: Night Flight

Scene 1: The Basement

You've recovered information about Project: Omega. Now it's time to see if you can get out with your life, and the data, intact. It won't be easy, because Soviet and H.A.R.M. goons are on your trail. You depend on your early planning for this mission to succeed.

The laundry chute returns you to the basement area, in the laundry room naturally enough. Climb out of the clothes hamper. Arm yourself with the AK-47 and run over and switch off the lights. Don't worry too much about setting off the alarm here.

There are four goons to worry about: two Soviet and two H.A.R.M. One stands just outside the door, perfect for a surprise attack. When he's down, back up and wait for the others to appear. They probably won't find you, and you can snipe away at them, whittling them down to nothing. When all are no longer breathing, search them. You'll find Gordon SMGs on the two H.A.R.M. goons. If you aren't quick, more guards will appear.



Only four goons are in the basement. Cate can slaughter them with impunity.





Search the Russians to get another Security Card to make the level easier.

Now just follow the hall to the gate that requires an access pass. Leave through it and exit the door at the end of the hall. Climb the stairs to go to the next scene.

Back in the open air again. Cate has made it this far, but she's still got a long way to go.



Scene 2: Inner Yard

The terrain here should be familiar to you because you crept in here during your last mission. Climb the stairs and listen to the conversation of the two H.A.R.M. goons to your left. Lean out whenever you wish and drill them both. Although you don't necessarily want to raise an alarm, there's no other way past these two.

Run toward the truck and go through the gap in the fence beyond it. Creep around the building until you are by the gate with the video camera. Some goons are around here, so be prepared for a brief firefight. After you've dropped them all, duck through the gate, being watchful of the camera. Go through the gap in the fence to your right to the area behind the buildings. Another Soviet guard is here, so nail him as soon as you come through the fence. Go all the way to the end of the path, then carefully slide left toward the main street.



The explosion takes out a piece of the outer wall. Cate has a straight path to the next scene.



As you do this, you should see a timer, at least you should if you placed the explosives on the propane tank during the last mission. When the bomb detonates, it creates a massive hole in the wall. Before you run through it to the next scene, note that there is a bomb in the building closest to the once-electrified fence.



Cate uses the gap in the fence to avoid head-on confrontations with angry Soviet goons.

Scene 3: Outer Yard

Once again, the terrain here should be somewhat familiar. Run forward to the cover provided by the large wall. Wait for a few seconds and assess the situation. Several goons of both the Soviet and H.A.R.M. variety are in the vicinity. Plug them all and creep forward. As you approach the gate, one of Santa's mynah birds tells you to commandeer a snowmobile and return to the airplane. Sounds like a good idea.

Go through the gate. If you set explosives on the tanks in the motor pool, they'll explode after a short countdown. Use this time and the confusion to search the bodies in the area; you may not be running short of ammunition yet, but you've still got a lot of fighting to do.



The count-down has started. Cate can score extra ammo while she waits for the chaos in the motor pool.



When ready, go to the motor pool. Two snowmobiles are there. Take one and drive through the gate and all the way through the base. As you near the main gate, another countdown starts (again, if you placed explosives here in the last mission).

When the charge detonates, drive the snowmobile through the gate to the next area.

It's time to ride.
With a new snowmobile at her command, Cate can blast through in a flash.



You must have the snowmobile to complete this level. The only way to get over the fence guarding the Soviet facility is with a snowmobile.

Hop off the snowmobile. Equip either the Gordon SMG or the AK-47 and wipe out the two goons who attack after you go through the gate. When they are eliminated, get back on the snowmobile and drive forward. To the left, there is a ramp set up that you can use to leap over the gate. Do so. This isn't an easy jump, and you will need to have the snowmobile at close to top speed to make it. Once you land on the far side of the gate, drive forward on the road to complete this scene.



Once she jumps over the gates, there's nothing standing between Cate and victory, except for the next two scenes.



Scene 4: Terrain

As you may expect, most of this mission takes place on the snowmobile. The best way to get through the enemies here is simply to drive past them instead of driving over them (which would slow you down and knock you off course) or to stop and fight. Speed is your advantage, so use it as well as you can.

Follow the road. Almost immediately, you come to a bridge with a pair of H.A.R.M. thugs. Drive through and keep going. Do the same when you spot the two trucks guarded by the Soviets. Weave your way through and keep the accelerator pressed so they can't fire accurate shots at you.

The next obstacle is a bit more troublesome. They've knocked down a tree across the road. It's tough to avoid, but if you steer to the right and jump up onto the snowpack near the top of the fallen tree, you can maneuver past. Return to the road and continue.

Farther up the road are two more H.A.R.M. thugs. They are a problem because they won't leave the road, and hitting them may well send you into the precipice to your right. So, drive around them to the left and steer around the trees. Once you are past them, continue for a little bit, then stop the snowmobile and proceed on foot.



Instead of fighting, Cate is fleeing—at top speed and driving directly at her enemies.



Although these thugs aren't guarding anything in particular, they also aren't about to get out of Cate's way.



The final obstacle is the guardhouse at the end of the road. It's protected by a pair of Soviets and a H.A.R.M. thug who fire phosphorous rounds at you. Whack them quickly, because those rounds are very painful when they hit. When all are turning the snow red, go through the guardhouse. Grab the spy manual off the table for a quick 100 skill points. On the other side of the guardhouse, grab another snowmobile and start riding to the next scene.

The guardhouse is all that remains. Once Cate is through this, she's almost back to the cottage and her pilot.



CAUTION


You must work quickly at the guardhouse, because anyone you've driven past and haven't taken out will be pursuing you. Using your own phosphorous rounds against these three thugs is a great idea; doing so gets rid of them quickly.

Scene 5: Surprise, Surprise

Once again, you start on a snowmobile. Drive it forward to the bridge. When you get there, it's blocked by a truck and H.A.R.M. goons. Fortunately, you planted explosives here. Wait for the timer, and the bridge will go up and form a ramp. Hit the throttle and take the ramp. Continue forward. Stay on the road all the way back to the small Soviet base. If you wish, you can dismount and fight it out here, or you can drive through and back to your cottage.

Cate has a decision to make. She can fight these enemies here, or she can drive through and fight them on her own turf later.





Once you reach the cottage, get off the snowmobile and take out the goons surrounding the house. If you didn't fight back at the Soviet base, anyone who was there will attack you now. Take them apart before you get too close to the cottage. When you're ready, enter the house itself and eliminate anybody who isn't your pilot.

When there's nothing unfriendly breathing nearby, head for your airplane. Two more thugs guard it. As soon as you approach, a timer starts. Wipe out the thugs quickly and don't worry about searching them yet. Check out your aircraft.

It seems the thugs have sabotaged your plane. The bomb is on the left side of the fuselage. Disarm it to prevent your plane from being destroyed. When this is taken care of, return to the cottage.

There's a bomb on the plane! Unless Cate can defuse it, she's got no way to leave.



TIP

It takes about 12 seconds to defuse the bomb.

Back in the cottage, find your pilot. He's probably sitting in the chair next to the fireplace. He's also stinking drunk. Walk around to the kitchen and find the pot of coffee on the stove. Pour the coffee into the mug on the table outside the kitchen.



Once you've done this, return to your airplane. The pilot follows and gets the two of you out of there, none the worse for wear. This mission is in the books.

The pilot needs strong coffee, and a lot of it. He's been keeping himself warm with a flask of vodka while Cate was out working.

Mission 6: Diary of a Double Agent

Grasping at Straws

Your latest exploits have proven to be a little much for Dmitriy Volkov to handle. To make himself feel better, he's watching his hired help being turned into, for lack of a better term, cube steaks. It seems that he's taking the news of your survival quite hard.

The Director isn't too pleased, either. He's visibly upset with Isako, who claims that she has no reason to wish to kill you.

The Director insists, and this time tells his top agent that she must bring back proof of your demise—specifically, your head on a platter.



Volkov sacrifices a few of his men just to make himself feel a bit better.



Back at UNITY headquarters, your American friends aren't too impressed with what you've found despite all the work it required. It seems that you've run into a dead end. Or have you? UNITY has combed all known H.A.R.M. bases. However, there is still a chance.

Project: Omega was well under way in 1965. It's possible that there may be some information at the house of Melvin Blitzny, the man better known by UNITY as Tom Goodman. You're off to Akron, Ohio, despite Bruno's misgivings.

Despite all Cate's work, the Americans aren't satisfied. Still, there's a chance of information in one last place.



Scene 1: The House where Melvin Used To Live

Melvin Blitzny used to sell vacuum cleaners. He did, that is, until he was contacted by Mr. Smith, one of the chiefs of UNITY. Smith persuaded Blitzny that he would make an excellent spy, and also convinced him to completely change his life. To do this, Melvin Blitzny became a duplicate of Tom Goodman, an American spy of no small repute.

It was Blitzny who was behind much of your first major encounter with H.A.R.M. Blitzny didn't survive, but his house may still hold some clues. It's time to see if the UNITY teams who searched the house in Akron did a credible job.

Blitzny's house. For Cate, this brings back memories of her first triumph against H.A.R.M.



NOTE

Cate Archer's experience with Melvin Blitzny occurs in *The Operative: No One Lives Forever*.

You begin this scene in the basement of Melvin Blitzny's old house. Look around for light switches. Although the house is

dilapidated, the power still works. Check out the room to the left. Investigate everything, particularly the cabinet and the desk drawers. In the cabinet, you find a piece of correspondence between Blitzny and Mr. Smith. In the drawer, you find an audiotape. Find all of the Blitzny/Smith letters and all six tapes. When you are done, leave this room and climb the stairs to the main floor.

TIP

There is an ammo case to your right at the start.



Cate finds a sheaf of papers. Many more are scattered around the house.

The stairs lead into the kitchen. Check the drawers for another tape and more correspondence. When done, leave via the doorway just to the right of the refrigerator. Investigate the corner tables for another letter. On the dining room table in the middle of the room is a tape recorder. You can listen to the two tapes you've found if you wish, but you may as well wait until you have all six.



Cate finds an old tape recorder on the dining room table. This could be useful if she can find all of Blitzny's recordings.



The next room is the living room. The only thing of value here is a third audio tape, located on the mantle. Leave and check out the foyer. There's nothing here at the moment except a pair of light switches, both of which you should use. The short hallway to the left leads back to the kitchen. The small alcove on the left here is empty, but the bathroom on the right holds a spy manual worth 100 skill points. When you are satisfied you've found everything, take the stairs to the top floor.

At the top of the stairs, make a hard right and get the sheaf of papers from the closet. The door directly across from you can't be opened from the outside, so don't worry about it now. Instead, turn down the hallway and go to the next door on your right.

You're in another bathroom. The wall to the room with the blocked door is open, but there's nothing to find there. Grab the fourth audiotape from the tub and return to the hall. Go right and open the door at the end of the hall.



The upstairs hall of Blitzny's house. Cate should find the rest of the audio-tapes nearby.

Mission 6: Diary of a Double Agent

This spare bedroom has only a sheaf of papers in the drawer that's still in the bureau by the windows. Check both the closet and the bedstand drawer for batteries, and notice the body armor on the bed. You may need it later. Enter the first door on your right. This is Blitzny's room. Grab the fifth audiotape from one of the drawers before leaving. If you didn't find the batteries in the last bedroom, they will be here in one of the drawers. You can jump over the hole in the floor and check the closet if you wish, but there's nothing there. Instead, return to the hallway and again go to the door to your right.

A good spy is always prepared. Grabbing these batteries may be useful, so Cate pockets them before she leaves.




This small closet holds only one thing, but it's important. On the shelf to your left, get the sixth and final audiotape. You've cleaned out the upstairs now, because the final room around the corner from you is essentially empty. It's time to return to the basement and figure out what's going on.

On your way down, stop in the dining room and use the tape recorder to listen to all the audiotapes. Most are fairly uninteresting (not to mention tedious). The fourth, however, suggests that Blitzny has a secret "inner sanctum" somewhere in the basement. Return there now.

There doesn't appear to be a command word or trigger to open the door. To find what you need, remove the movie poster from the wall. This reveals a garage door opener. Put the new batteries into the garage door opener and press the button. The whole back wall opens up, revealing a new area.



Blitzny's inner sanctum. It would be funny if it weren't so pathetic.



There are many important items here. The first is a message from H.A.R.M. The second is the final piece of the correspondence between Smith and Blitzny. Get this, especially if you've been collecting clues. The third item is another spy manual worth 100 skill points. On the bar, find a silenced Gordon SMG and 90 rounds of ammunition. Behind the bar, there's another set of body armor. The final item, located to the right of the others, is written on H.A.R.M. stationery. It offers some slight insight into the nature of Project: Omega, naming Calcutta as its main location. Right after you grab this clue, the power goes out. Listen carefully and you'll hear ninjas. You've got to fight your way out.

One ninja is down in the basement with you. Although one isn't so bad, it's pitch-black and there's no good way to turn on the lights. Have your pistol out and shoot her when you can see the flash of her sword. This will probably take a lot of ammunition because of the poor light conditions. Get her katana when you can and make sure your pistol is reloaded before you head upstairs.



Cate stands over the bodies of three fallen ninjas. Some hold extra armor and shuriken, so they are worth searching.

Three ninjas wait for you at the top of the stairs in the kitchen. This is a tough fight, but if you continue firing and backing down the stairs, you should be able to get all three. Move on to the stairs leading up when you are ready.



You may want to conserve your Gordon SMG ammo in this scene. You are attacked by a huge number of ninja in Scene 3, and this weapon is the most useful one you have. Use it as you run through the neighborhood only when you have no other options.



Walk carefully; the stairs are very well guarded by a large group of ninjas. Your best strategy is to lure out one or two at a time and either skewer them with your katana or shoot them. If you can keep drawing them down the stairs, you'll get the chance to sneak attack them when they are looking at the bodies of their comrades.

At the top of the stairs, go left and take the second door on your right. This leads you to the bathroom. Duck under the broken wall and walk to the window to leave this scene.

Scene 2: Storm Rolling In

You thought the last scene was hard? Things only get worse now. A huge number of ninjas stand between you and your goal. Attempt to avoid most of them, but you may be forced into fighting. You must be very fast and very clever to make it to the next scene.

You start on one of the eaves of Blitzny's house. A ninja below is looking for you. Pick her off and drop down. Enter Blitzny's shed for body armor and more 9mm ammo.



If Cate is quick, she can completely avoid the ninja on the ground below.

Now run. One of Santa's birds tells you the main road is blocked.

Run as fast as you can to the front of the house. You see a group of ninjas running at you, but you don't have time to worry about this. Shoot on the run, and don't stop for anything.

Follow the street around to the right. Your path is blocked by a blue car and a downed power line. Veer left, running between the houses. Look for a gap in the wooden fence to your left and run through it.



The car on the right is blocking the street. To continue, Cate runs between the two houses.

This path will dead-end at a shed. Jump through the window. Don't worry about fighting the ninja horde behind you. Pick up the armor here.

The ninjas can't follow you into the shed, so you are safe for the moment.

Now it's pretty much a straight shot out of here. Run out the door and straight ahead. Keep your eyes left for another gap in the wooden fence. Duck through and continue going straight until you spot a hole in the fence to your right. Approach this, and the scene ends.



Once Cate jumps through this gap in the fence, she is safe from pursuit, at least for a minute or two.

Scene 3: Tornado Trouble

This scene opens with a showdown between you and Isako. Before you can start fighting, Isako vanishes, leaving you in a trailer park with a tornado approaching. You don't have a choice in fighting the ninjas this time; you must defeat all of them to continue.



Ninjas appear everywhere in the trailer park. Cate must use all of her skills to stay alive.

CAUTION

Keep your eye on the silver Airstream trailer, which eventually tips over. Don't be next to it when it falls!

When the scene starts, run forward and veer to the right. You're looking for the manager's office in the trailer park. There are letters in the front seat and on the windshield of the blue sedan parked here. More importantly, there's a combat shotgun in the back seat and a suit of body armor in the front passenger seat. On the way, you'll find ammo boxes, body armor, and first aid kits all over the place. Try to remember at least vaguely where they are so you can retrieve them when necessary.

You've now got to face all the ninjas in the area, and they continue to appear just when you think you've handled all of them. Use the combat shotgun, Gordon SMG, and pistol to get rid of the ninjas. Eventually, Isako will appear. Wound her to get her to run off.


Isako is best handled from a dead run with the combat shotgun. Keep her at a distance so she can't rip you up with her katana. Blast away at her. You can't kill her yet, but you can fight her off. Wound her, and she disappears temporarily, reappearing at another location in the trailer park. She eventually runs away and enters the

NOTE

Forget about getting anything off the ninja corpses. When a ninja dies, she'll vanish in a puff of smoke. Unless you've increased your searching abilities greatly through skill points, you won't have time to completely search a body before it disappears.



With the ninjas gone, it's down to Cate and Isako.



double-wide trailer located at the back of the trailer park (it has a sign in front of it). Make sure your armor and health bars are full before you follow her to complete the scene.

Scene 4: Carried Away

Now it's time for the showdown between you and Isako. The double-wide has been picked up by the tornado, but you don't have time to worry about this. You have to face down the master ninja, and you've only got your katana to work with.

Isako is a whirlwind in battle. Your best bet is to swing the katana while she is moving, running in for a slash, then backing away. If she's swinging her sword, chances are very good she will slash you. The best

time to get in a good strike is when her back is turned. She frequently attempts a spin move that gives you a good shot at her. Wound her enough, and she'll pull her temporary disappearing act. When she's fading out, you can get in a solid hit.

This is Cate's most difficult fight yet. Isako has few weak points and many strengths.



Remember, speed is of the essence here. If you are slow in your reactions, Isako will carve you like a Thanksgiving turkey. Don't try to go toe-to-toe with her, because you simply don't have the stamina to handle her. Quick moves in and quicker retreats are your best option.

CAUTION

Although moving around is important, don't get too close to the edge of the trailer, or you'll be swept away in the tornado!

When you reduce Isako's health bar completely, she jumps out into the storm, leaving you to your fate.

Scene 5: After the Storm

You awaken in a hospital under the tender care of Dr. Otto Schenker. He wants you to spend the next week in bed, but you've got work to do. You figure that with the help of your old nemesis Magnus Armstrong, you may be able to find a better way to gain information about Project: Omega.

Cate awakens in the hospital. Schenker is glad she's okay, but wishes she'd stay put for a few days.



You find Armstrong brawling in a pub. When he finishes his battle, you take him back to UNITY headquarters. Armstrong claims to have given up his life of intrigue, but he is willing to help you. He places a call to his friend Kamal in India. It's time to go undercover.



Magnus Armstrong agrees to help UNITY further investigate H.A.R.M.





Mission 7: Double Cross

Scene 1: Knife in the Back

A mysterious figure has appeared in H.A.R.M. headquarters. This giant mime is Pierre, one of the world's foremost assassins. Volkov has brought him in for a very special job—your assassination.

Scene 2: The Password

Meanwhile, Magnus Armstrong has contacted his friend Kamal, a disillusioned H.A.R.M. operative. Kamal is willing to help UNITY. Although he's not familiar with Project: Omega, he believes there may be some important information in the central vault of H.A.R.M.'s Indian headquarters. Bruno thinks that the best way to get into the vault is not by a direct assault. Instead, you're going undercover. Your task is to join H.A.R.M. and thereby gain access to their vaults.

You start on the streets of Calcutta with Armstrong. A mysterious figure approaches and, after a short chase, confesses that he was sent by Kamal to find you. Just when he's about to tell you where Kamal is, a knife appears in his back, and the huge mime you saw in the cutscene runs off down a side street.





Cate and Magnus have been spotted. They aren't guilty, but entanglements could make this mission impossible to complete.

Worse, the police see you and Magnus standing over the body of the fallen man and naturally assume that you are responsible for his death. You've now got to locate Kamal without being seen by the police, who are trying their best to apprehend you.

As the scene starts, you hear one of Santa's mynah birds tell you that the police are after you. If the police see you, they will give chase. Worse, if they catch you, your chance to infiltrate H.A.R.M. will be lost. You must be very careful not to run afoul of them as you move through the streets.

Walk forward toward the mynah bird and turn right. Move to the edge of the building and listen to the conversation between the two police officers. Lean out and get a look at them so you'll know what they look like; all the police wear white shirts and khaki pants. When done speaking, they walk off. Let them go and walk behind them. Go through the first large arch to your right.

When the police finish talking, Cate plans to run through the arch they are standing near.



You will pass by several people on your right. Talk to the first one. He tells you that a man bought a pink carnation from him recently, and he gives you an envelope. Read it. It's a note from Kamal that says some agents of Evil Alliance have discovered he's passing information to UNITY. Continue forward. Keeping your eyes open for police officers, walk up to the closed gate and pick the lock. Walk through and look left. You find a



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

PRIMA'S OFFICIAL STRATEGY GUIDE

staircase leading down. Creep down and get out your nail clipper lock pick. While unlocking the door, you hear a rather disturbing conversation on the other side. Once the lock is picked, pull out your pistol and open the door.



Cate prepares her nail clipper lock pick for a little work on the door down these stairs.

Shoot the man who charges out at you and grab his tulwar. Explore the entire room and pick the lock on the door here. Behind it, you find the evidence that will save Kamal from trouble with his H.A.R.M. superiors. When finished here, return to your starting position. Continue straight. You see a man standing in white clothing standing ahead of you in the distance. This is Kamal. Go up and speak with him. Kamal gives you a map and tells you he's planted material for you in a newspaper box. He also gives you 50 rupees so you can get past Crazy Harij.

There's Kamal in the distance. Once Cate talks with him, she'll know where to go next.



Return to the flower vendor. Take the left down the alley near him and go around the next corner to your right. Wait here for a minute. There's a policeman on patrol in the area, and you must wait for him to walk past from left to right. Once he's gone, walk out to the street and turn left. Walk to the man by the large gate and talk to him. This is Crazy Harij, and he lets you pass because you've given him the 50 rupees Kamal gave you.

Cate waits for the policeman to walk past. Once he's gone, she can reach Crazy Harij without being spotted.



Once through the gate, look left. There's a newspaper box here. Open it and get the bug that Kamal left you. One of Santa's mynah birds gives you

details on how to use the bug. Move back to the gate to hear a conversation between a policeman and Crazy Harij, then back away. That policeman will be walking in this area in just a moment. The best way to hide is to run past the newspaper box and open the door to the right. Run to the end of this alley and wait for the policeman to appear and walk past before leaving.

A H.A.R.M. agent named Balaji Malpani appears. He's in charge of H.A.R.M.'s passwords. Malpani is on his way to his hotel, located in another part of town. You must beat him there so you can use the bug.

Malpani is staying at the Hotel Happy Guest, which is around the corner from where you spoke to Kamal. Run there now, paying careful attention to the movements of the police. You should easily arrive before Malpani. His room is on the second floor, on the left from the stairs. Plant the bug, then go into the next room and wait.

There's the Hotel Happy Guest. Cate is way ahead of Malpani and can bug his phone without worry of being spotted.



The bug Cate needs is in the newspaper box.





No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY
PRIMA'S OFFICIAL STRATEGY GUIDE

Malpani comes to his room and speaks with someone on the phone. While he does this, pull out your pistol and lean around the corner. Listen to the entire conversation and, as soon as it's over, put a bullet in Malpani's head. Now listen to the tape. Also, search Malpani's body for the key to his safe.



A quick shot to the head ends the criminal career (and life) of Balaji Malpani.

TOP

The conversation on the phone ends soon after Malpani says "What do you think?"

Open Malpani's safe. It contains a note that suggests the password "mulligatawny" might not be the one that's currently in use at H.A.R.M. headquarters. Now armed with two possible passwords, you're ready to infiltrate the H.A.R.M. base.

Walk back down the stairs in the hotel. There's a policeman walking a beat outside. Wait until you see him walk past the hotel from left to right before leaving. Go left on the street, past where you met Kamal and then past your starting location. Continue all the way back to the gate where you spoke with Crazy Harij.

TOP

There's a closed door across the street from the Hotel Happy Guest. Behind it, you find a sleeping gas grenade.

Watch out for the policeman on the other side of Crazy Harij's gate. When you can, run straight ahead and around the corner. To avoid this policeman stand near the gate you opened earlier and wait for him to walk past from right to left. When he does, run back to the main street and go right all the way to the end. There's a large gate in front of you. To the left



of this, on the last door on the main street, is a peephole. Open it and give the password to the guard here to complete this scene.



Once Cate gives the correct password to this guard, she is ushered into H.A.R.M. headquarters.

Scene 3: Planting a Bug

You've made it in, but there's still plenty of work ahead. The man at the gate denies that you've entered a H.A.R.M. facility, that they have a chief of security, and even any knowledge of H.A.R.M. itself. However, he does tell you that the office of the man you think is the chief of security, Anoop Banerjee, is on the second floor. He also tells you that he'll retrieve his boss for you.


Just after the man leaves, Kamal gives you another bug and tells you that you must plant it on Banerjee's office phone. You've got to get in, plant the bug, listen to the conversation, and return before anyone knows that you are gone.



Kamal tells Cate to plant the bug on Anoop Banerjee's phone.

Turn right and walk down the hall all the way around the grating. Open the double doors at the end and walk through. This takes you to another open atrium in a different part of the building.

In this room, there's a door to your left that leads to a hallway, but the guard on the other side won't let you pass. Don't worry about this. Go up the short staircase in the room and through the door on the left up here. This takes you to a long hallway.



Left in the hallway is a locked gate guarded by a large thug. To your right is a double door that's guarded, and at the end of the hall is another door. Enter this door, which leads to a bathroom; although you are supposed to stay put, you do have permission to use the bathroom.

Inside, walk to the window and jump on to the ledge. One of Santa's mynah birds tells you that you must avoid being seen, or you'll be taken back to your starting position and will have to try again. Go to the end of the ledge and drop to the ground below. Hug the building on your left. Walk straight across, still hugging the wall, and go around the corner to your left. Take the first door ahead to the left. You're inside the building again and very close to Banerjee's office.

Back inside, follow the hallway around the corner to the right. Take the first left into a large, open room. The guards here should be looking away from you, so run quickly up the first set of stairs. On the landing, go right and up the second set of stairs to the second floor.

Banerjee's office is at the end of this hallway through the double doors.

Here is Banerjee's office. The phone, naturally enough, is on his desk.

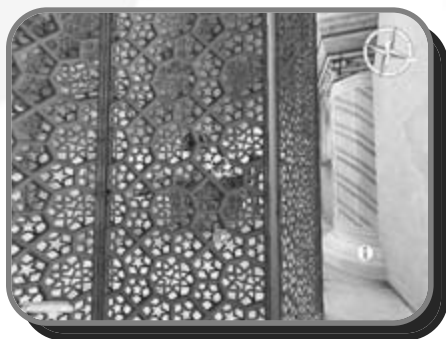
The bathroom is behind the single door on the right. From there, Cate can get out to the grounds surrounding the house.



Walk in and plant the bug on the phone. Almost immediately, the phone rings. You've got to hide. The best location is behind the screen in the back corner of the room. Wait until the conversation is over and Banerjee leaves the room. When he does, go listen to the recording. It seems that Evil Alliance has been causing problems for H.A.R.M. again.

TIP

Banerjee enters his office and answers the phone after the third ring. You've got until then to hide.



Cate hides behind a screen while Banerjee learns of his latest shipment.

TIP

Use the coin and keep an eye out for more coins scattered throughout the level

Once you have listened to the bugged phone conversation, the scene switches. You are taken in to meet Banerjee himself in a sort of impromptu interview.

As you may expect, Banerjee denies working for H.A.R.M. and also denies any knowledge of Evil Alliance. You suggest that you can bring him the contents of the Evil Alliance safe and destroy their operation. After a moment's hesitation, Banerjee agrees that such a deed would guarantee employment. Time to go back to work.

Banerjee denies any knowledge of H.A.R.M. but seems interested in the destruction of Evil Alliance.



Scene 4: Wanted

The ultimate goal in this mission is to infiltrate the headquarters of Evil Alliance. However, you've got a problem. The police are starting to put up wanted posters of you and Magnus, and neither of you blend in with the crowd in Calcutta. To start, you must follow the policeman walking his beat and remove the wanted posters before any civilians can recognize you. Of course, you must also avoid being spotted by the police.

The first poster is easy; the policeman puts it up right next to where Armstrong is standing. Wait for the cop to walk away, then go get it. While you are waiting, get your purse from Armstrong, who is more than a little perturbed you made him hold it. You'll get the utility launcher. Put a tracer on the cop with the posters. Stay here for a bit and lean around the corner.

The next part is a bit tricky. The cop walks away from you and puts up a poster. When he's done, he walks back toward you and places another one before turning up another street. Wait for him to place these two posters, then run and get both. Grab one more a little farther up the street when the second cop turns around. Go back toward your starting location and turn right at the corner.



Well, at least it's a good photo of Magnus.

TIP

You may not be able to get the second poster in time. If the civilian grabs it, scare him off by arming your pistol. This prevents him from alerting the police.

When you turn around after grabbing the third poster, you see a man standing in front of you. Walk to him and turn right down the alley he is standing by. Follow it to the end, go right, and get the poster you see on the post by the road.

The cop you are tailing has walked off to your left. Peek out to the right. There's another cop here. Wait for him to turn around, then follow the first cop and grab the poster at the end of the street. Follow the corner to the right. Get the next poster a little farther on. Turn left and run until you have a choice of going left or right.

The cop has gone right, so you should go left. Peek around the corner to the left and wait for him to place another poster. When he's done, go grab it. Follow him around the block and wait for him to hang the last poster. While he is doing this, return to your starting location. Watch out for the policemen patrolling the area.

Go past where you grabbed the second poster. You pass a boarded-up movie theater. At the end of the street, you find a gate, which you may have to unlock and open. Beyond it, locate the last wanted poster. Grab it, and Crazy Harij comes to talk to you. He tells you that Kamal wishes to speak with you. Unfortunately, Harij doesn't remember where Kamal is. Kamal can be in many different locations; you must comb the city carefully to find him.

When you turn around after grabbing the third poster, you see a



Cate stays well behind the cop placing posters. If he spots her, he'll give chase.



Another encounter with Crazy Harij. At least this time, he's not asking Cate for money.

Once you locate Kamal, talk to him. He tells you that there is an out-of-order phone booth near the movie theater. He also gives you the combination for the lock. Make your way back to the theater. The phone booth is across the street from the theater. It's blue and difficult to miss. Inside, you find a note from Kamal telling you that the abandoned theater is the Evil Alliance headquarters. Also in the package, Santa has left you a note and a map. When ready, leave the phone booth and walk past the theater. Use the hairspray welder to burn the lock off the door just past the theater. Walk forward to complete this scene.



The hairspray welder and explosives are located inside the phone booth. Cate will need everything to infiltrate Evil Alliance.

Scene 5: Evil Alliance

You've made it in. Now you must find and plant your explosives and get out. Walk forward and grab the note off the bulletin board. Listen to the conversation behind the door. What you hear is that there is an important envelope missing—you must find this to complete the area. Go through the door to your left to the back of the stage. Move in carefully and plug the goons without raising an alarm. The longer you go, and the more AK-47 ammunition you pick up before an alarm sounds, the better. Go down the stairs to your right.

Cate handles a goon with an AK-47 she took from the body of her first victim.



At the bottom of the stairs, walk forward and turn around. There's another goon in the room at the back. Plug him and explore this room, then walk back to the stairs. There's a door directly across from you. Check out what's

behind it. Go clockwise through all of the rooms in this area until you come to the last door. Open the red chest to find a crossbow and ammunition. In one of the back rooms, you'll get four explosive charges.

Return to the back of the stage above and climb the ladder near your entrance. At the back of this location, you'll find a spot to put the first bomb. When you are done, descend the ladder and the staircase. Return to the door you haven't opened. Go through it and down the short set of stairs. Open the panel in the back of the room and crawl through the opening.

You've found the boiler, the second place you must plant a bomb. Get it in place and walk through the door in this room. Go up the dark staircase. When you see the door in front of you, turn left and eliminate the thug with a silenced pistol shot. Check around him, because the envelope you need is often next to him. Open the door to the lobby and plug the goons here before continuing. Go up the stairs to your right when you are ready.



The panel opens up to reveal the boiler, the second location where Cate must plant explosives.

There's the important envelope (it spawns randomly throughout the level). Cate now has the combination to Evil Alliance's safe.



TIP

There are cyanide-tipped bullets for your pistol next to the boiler.

more important, because it leads to the projection room, the third spot you need to place explosives. Take the door off the side of the balcony to go there. Swat the goon here, place your explosive, and walk across to the other side. You must pick the lock on this door. Do so, then switch to your AK-47 before you open the door.

There's a man inside this room, and he should be your last enemy. Cut him down where he stands. On the right side of the room, you find a picture on the wall. Move it and open the safe behind it. Inside, you find Evil Alliance plans to eliminate a large chunk of H.A.R.M.'s India branch.

Return to the ground floor and walk out into the main theater. The seat on one of the chairs is folded up. Unfold it and find a secret area below the main floor. Go down and explore the film depository and plant your fourth explosive charge here. When you are done, go back behind the stage and leave through the door you entered.

The stairs have led you to the balcony. Check around for additional goons and intelligence items. Check both sides, but the left one as you face the stage is



Finally, the third bomb location. Once Cate places explosives here, she is almost ready to leave.



Cate doesn't have to place this bomb, but it adds skill points and ensures the destruction of Evil Alliance's India branch.

Mission 8: The Art of Murder

Scene 1: The Vault

You've made it this far. You've now got a security clearance that allows you to move more freely through the H.A.R.M. compound. Unfortunately, the vault you must access is off-limits to all but the most powerful of the H.A.R.M. operatives, something you aren't. You must sneak in and get what you can without being seen by your new associates.

You start this mission with Banerjee hiring you. Turn around and leave his office. You see Kamal off to your right. When you approach Kamal, he tells you to go wash your hands and suggests you use hot water. Sounds like he may be trying to tell you something.

Walk down the stairs and open the iron grate. Walk all the way down the hall and open the door at the end. This is the bathroom you used earlier. Walk over to the sink and turn on the hot-water faucet (the left one). After a few moments, the steam rises and causes a message to appear on the mirror. Get the item from the floor, then open the corner stall and get the package. You get a utility launcher with several types of ammunition and your compact code breaker.



There's Kamal. He's got some information for Cate, but he dares not tell her here.



Kamal has left Cate a clue. She finds some valuable supplies in the right-most stall.

Turn around and leave the bathroom. Walk down the hall and take the first door on your left. In this room, go down the stairs and through the door on your right. Walk down the hallway to the gated stairway. Use the compact code breaker on the lock to gain access to the stairs. Walk down, grabbing the case of tranquilizer ammunition on your way, and arm your launcher. Make sure you have the camera disabler active.

Cate shuts off the camera to gain access to the H.A.R.M. vault.



Go through the double doors and walk up to the corner. Lean around and shoot the camera disabler at the camera over the door. Quickly switch to tranquilizer ammo and put the two guards to sleep. You may as well search them and get their AK-47s. Walk up the stairs and go to the right. Get the letter off the table to protect Kamal, then turn around and head the other way. Stop at the open doorway past the stairs.

Here you've got something of a problem. When you step into this room, huge spiked plates drop from the ceiling. The space you are standing on is free of spikes, but every other area is deadly should you step forward.

Cate must figure out the puzzle of the dropping spike plates to survive this trap.



For the moment, you are safe. After the trap resets, walk to the light fixture on your right and turn it. Quickly move to the corner square next to you, because the section you are standing on is now deadly. The corner is safe, however.

CAUTION

Wait until all the traps have reset before turning a switch and moving. Turn the switch too early, and you'll activate the trap above you before you can move to safety.

Once again, wait for the trap to reset. Walk to the light fixture against the right wall and turn it. Run forward to the long, rectangular floor section in front of you, since it is now safe. Approach the back right corner. There's another light against the wall here. Turn it and jump to the corner.

TIP

If you want it, there's a spy manual in the back left corner of this room. Get it by moving from area to area along the left wall, then back to your starting position.

You're almost out now. Go to the light within reach from the last square near the exit and turn it. Move to the exit and leave. You've made it.

The rug in front of you is boobytrapped. If you step on the rug to get the note, you start to drop on a small elevator. The note says that the crazed weasels that were supposed to be at the bottom of the pit were unavailable. Instead, there are bunnies. After a few moments, the elevator will take you back to the top.



It's a good thing this trap wasn't completed. The bunnies might be "petulant," but they won't attack.



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

PRIMA'S OFFICIAL STRATEGY GUIDE

Step forward to the vault and use your compact code breaker to open it. As soon as you do, the alarm sounds. Get the information about Project: Omega off the shelf to your left and turn around. Arm either your utility launcher with tranquilizer darts or your AK-47, depending on which has more ammunition.

TIP

There is a silenced Gordon SMG, stun grenades, body armor, and a shotgun in the vault as well.

When you turn around, H.A.R.M. thugs attack you. However it happened, they've discovered your double cross. Use tranquilizer darts or your AK-47 to silence both, then grab their weapons for the battle ahead. Run out the way you came, dispatching another guard as you go. At the top of the stairs you reached by using your compact code breaker, Kamal finds you. He says that Armstrong is waiting for you out on the street.

From Kamal, go right and enter the room on your right. Silence both guards here and get a little more ammunition. Turn left and go up the stairs and out into the hallway beyond. In the hall, go right and enter the bathroom at the end of the hall.



There's the data on Project: Omega. Once Cate has it, she must fight her way out.



Kamal tells Cate to meet Magnus outside.



Cate lines up shots on two last thugs.



Once again, jump out through the bathroom window. Fill both guards in the courtyard with lead and drop down to the ground. In the distance, you see a package from Santa. Get it. There are three eavesdropping bugs inside. If you can plant them on three phones in the H.A.R.M. offices, you will earn a nice reward. Turn around and enter the door behind you.

You should recognize this area—it's how you got to Banerjee's office in the last mission. Go up the stairs, but this time, go left at the top instead of right. There are two offices on this side, both of which need bugs planted on the phones. When you are done, go down the stairs and straight.

Return to where you saw Kamal—at the top of the stairs leading to the vault. The third phone is in the room behind him. Plant the bug here and return to the bathroom and the courtyard.

Outside, hug the building to your right. At the end, you will find a small, wooden door. Open it and go through to meet up with Armstrong.



Cate prepares to plant one of three bugs in the H.A.R.M. office.

Scene 2: Crossfire

Walk forward down the alley. There are a couple of vendors arguing to your right. Ignore them and go left.



As you've probably guessed, the bulk of this scene involves spotting H.A.R.M. thugs and dropping them like bad habits. Walk forward slowly, ignoring the left and right for now. As you approach the metal gate, you'll start to drawing fire from the balconies in front of you as well as from behind. Careful taking out the goon behind you, because shooting the civilians will end the mission.

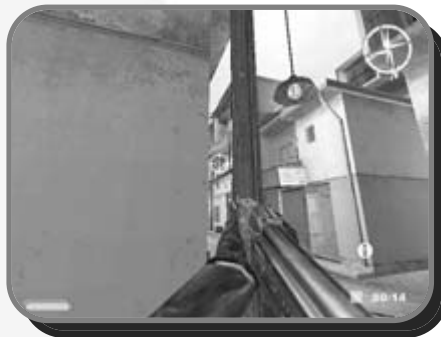
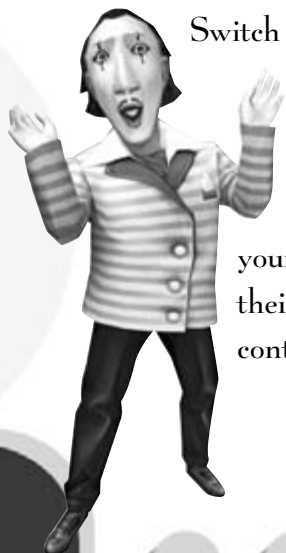
Go around the corner to the right and look carefully on the balconies in front of you. You should be able to see part of an enemy. A good shot with the sniper rifle will eliminate him. Switch immediately to your AK-47 to drop the tulwar goon and the guy with the AK-47 who come in response to the death of their friend. Move up to the corner.

Peek around to the right. There are two goons on a high balcony in the distance. You should be able to pick them off with the sniper rifle.

Switch to the AK-47. Move forward, ducking into buildings on the left side of the road. Look across and drop the guys on the balconies to your right. Grab their weapons and continue forward.



Cate takes aim at another H.A.R.M. goon.



Using the building and telephone pole as cover, Cate lines up a shot on another thug firing from a balcony.

As you do so, a few more thugs attack from the ground, including one with a tulwar who strikes from behind. A quick burst or two from the AK-47 handles them easily. Creep up to the corner and look down the next street to the left. Swat the pair of goons on the second-floor balcony on the right. Step cautiously down this street now. Take the stairs on your right and eliminate the tulwar goon.

Back on the street, go right. Jump into the corner to the left and turn around. Plug both goons who attack from the street. There is body armor in the corner of the buildings opposite you. Get it and turn around. You should be looking at the movie theater you infiltrated ahead and to the right. Step down the street, staying sharp for additional snipers, particularly the one on the second-floor balcony right across from the theater.



There's Magnus in the distance. If Cate can reach him, she'll escape the town.

Ahead of you is Armstrong behind an iron gate. Walk toward the gate. As you near it, turn around and plant the tulwar goon behind you. Open the gate and plug the sniper on the balcony to your left. Make sure your AK-47 is armed, because a series of thugs attack from the ground now. Slaughter them without mercy and follow Armstrong to the right. Continue around the street, watching out for more stray shots until you spot Armstrong again. Follow him through the door to complete this scene.



Scene 3: Invisible Walls

It's pitch-dark where Magnus has led you. Walk forward, and the two of you become trapped. Pierre, the Mime King, has staged an elaborate death trap for your benefit. But before he can drop you to your doom, he's called away by one of his loathsome mime associates.

Now's your chance to get out. Pull out your hairspray welder and burn through the hinge on the glass case. This causes the entire contraption to become off-balance. It falls, slamming into a wall and shattering. You and Magnus can get out now. Drop to the ground.

Who knows what the mime is trying to say? Certainly not Pierre.



CAUTION

Act quickly. If you don't weld through the hinge in time, you and Armstrong drop to your deaths.

On the ground, Magnus runs to a door. It's barred from the other side, but this doesn't deter him. He attempts to break it down, but succeeds only in becoming trapped behind some rubble. You must break him free from the other side.

Equip your AK-47. Right after Magnus tells you he's stuck, a group of mimes appears and starts gunning at you. Fire back and silence them, then grab their weapons. Having another good weapon in your arsenal will help you out. Take the door on the ground

Magnus has caused a minor cave-in. Cate must open the door he's behind from the outside.



floor, grab the body armor from the table on your left, and continue through the hole in the wall.

There's only one path to follow right now. Open the door on the far side of this room and enter the hallway. Down at the end of the hall is a door to the right. Open it and enter the next room. Here you find another hole in the wall. There's a beam that has dropped to the floor. Walk across it slowly. As you near the top, turn around and annihilate the mime who attacks from behind you. When he drops, jump up to the floor above.




This fallen beam is the only way for Cate to continue.

Take a right in the hallway to return to the deathtrap room. A right on the balcony leads to a pair of doors. Use the second door. You'll see a room with a pair of beams sticking out the window. Drill the mimes on the far side. Jump on the beams and walk across to the other side. Duck inside the window and drop down. Use the door on the right from here.

Take the corridor to the left. You overhear a conversation between a pair of Pierre's goons. Walk past them to the ladders. Climb up the ladder to the floor above you. At the top, follow the hallway to the end. Enter the room, snap off a few shots into the mime here, and drop down into the hole in the floor.



Cate steps over the body of a fallen mime to reach the gap in the floor.



Walk over to the window and pop the three mimes in the courtyard below. Jump through the window to the ledge. From here, you can drop down to the ground. Follow the left wall until you hear Magnus calling you. He's behind the barred door. Lift the bar to free him, and he runs past you to the main gate of the compound.

Your job now is to keep Magnus alive while he attempts to raise the bar on the gate and get the two of you out of here. While Magnus works on the gate, you must shoot anything that moves. Pay special attention to the left, because most of mimes come from there. Eventually, Magnus lifts the bar. When he does, collect as much ammunition for the M1921-A1 as you can. You'll need it. When you're ready, pass through the gate to complete the scene.



While Magnus attempts to open the gate, Cate covers him with the M1921-A1.

Scene 4: The Getaway

After your daring escape, Pierre confronts Anoop Banerjee. Banerjee stalks off, and Pierre glides right past you and Magnus. Magnus makes a grab for the Mime King and succeeds only in getting his giant coat. It appears that Pierre is a midget on a tall unicycle. He thumbs his nose at you and rides off. All you and Magnus have available to keep up with him is a rusty tricycle. The two of you jump on in hot pursuit.

The real Pierre is a midget!



Mission 8: The Art of Murder

This scene is planned. Magnus is steering the tricycle while you ride on his shoulders. Your job is to slay all of the mimes who pop up to stop you. You can take potshots at Pierre when you see him. Otherwise, your task is just to shoot anything that moves.

Get the mimes before they draw a bead on you. If they do get behind you, you have the ability to turn all the way around to swat them, but this prevents you from shooting the mimes that are in your path. Efficient shooting is the key to getting through this mission successfully, because the faster the mimes drop, the less fire you draw from them.

There are some critical points in this mission. The first is a mime who tries to block your path with a cart. Eliminate him quickly or take a long detour. The second tries to close a gate in your path. Again, shoot him repeatedly to keep the gates open. If you miss him, you'll have to shoot the lock off another gate to continue. Getting past these mimes is critical because your ammunition can't hold out forever, and more mimes mean more shots fired.

A quick burst of gunfire, and Cate claims another mime trophy.



TIP
You can only use the M1921-A1 in this mission, but you won't have to worry about running out of ammunition.



If Cate drills this guard quickly, she can prevent him from closing the gate.

Eventually, you come to the end of the scene. Pierre escapes.

Mission 9: Ice Station Evil

Characters

The evidence you've retrieved points to a secret H.A.R.M. facility in Antarctica. Your American allies suggest that time is running out, a fact that seems to please the General. You, however, would like to prevent any sort of major world catastrophe. You and Magnus head off for the South Pole, arguing all the way. Your goal here is simple—discover the true nature of Project: Omega.

Scene 1: Antarctica

The mission begins with you and Magnus entering the H.A.R.M. facility. In the room ahead you can see a wounded scientist. Talk to him. He tells you that something has gone out of control, and expires immediately. When you are done, return to the hall and walk to the end.

Cate speaks with
the wounded
scientist.



It appears to be a dead end in all directions, but if you look left, you can see an opening in the ceiling. Use the fallen objects to climb up and reach the floor above.

At the top, you come to a long hallway. Again, it's a dead end on both sides. There is another hole in the floor, though. Drop down. You're on your own for the rest of this mission. You can put away your pistol. There's only one enemy on this level, and you won't be able to do much about him.

Walk forward and go up the stairs into the dark room. Walk toward the door in front of you, then turn left. Jump over the fallen filing cabinet to the room beyond. Check the cabinet and the shelf to its right for the wrench. You need this to continue forward.

Continue down the path. There's a door and a passage to your right. Ignore the door for now. Walk to the pipes in the hallway and use the wrench on them. This turns off the steam in the hall ahead. Fail to do this, and you'll be boiled like a Maine lobster before you take 20 steps.

Turn around and enter the room directly across from you. There's a fuse on the floor. Pick it up and turn around. Go back toward the pipes, but this time enter the room on the right. Use the fuse here to restore power to the entire facility.

Cate walks forward to the hole in the floor. If she drops through, she'll reach the main part of the H.A.R.M. facility.



Cate Archer, in the H.A.R.M. facility, with the wrench.





Cate restores power to the facility with a handy fuse.

With power restored, you can continue. Leave the room and curl around to the right. Follow the hallway to the end where there's a numeric keypad on the gate. Pull out your compact code breaker and hack your way through. There's a mess hall beyond the gate. Walk past the tables to your left and up the short stairs at the end. Continue through the next two rooms and open the door you find. This reveals a badly damaged corridor. Pick your way across the floor to the gap at the end. Drop down, open the door at the top of the short staircase, and climb the next staircase to arrive in the courtyard outside.

Directly across from you in the courtyard is a building with a large hole in the wall.

Walk to it and enter. Inside, find a control panel on the wall to your right. Use the compact code breaker to access all the doors in this building. Return to the courtyard, turn left, and enter the first door you find (it's now open for you). Spend a little time wandering through the rooms in this building. You need to find a key ring, which can be in one of several different places. It will be in this building, though, and it should be out in the open. Check desks, shelves, and the ping-pong table in the back.



The H.A.R.M. courtyard. If Cate didn't think things were wrong before now, the state of the building on the opposite side should convince her.



Keys! With these, Cate has access to the many locked rooms.

Once you have the keys, walk to the small office next to the ping-pong table. Inside, you find a folder on the desk. Pick it up. It holds important details about Project: Omega. You have what you came here for.



You can't pick up this folder until you've found the key ring! Also, save your game before you pick up the folder.

Unfortunately, things just became difficult. Outside, by the ping-pong tables, a huge super soldier has crashed through the wall. He's almost completely mindless and appears to be willing and able to kill anything in his path. Right now, this means you. Let him see you to tempt him out, then run past him through the hole he made in the wall. Duck into the room to the right.

Inside, jump onto the desk and crawl up the pipe. Crouch down and move across the pipes all the way to the end. The super soldier is freaking out beneath you, but he can't see you at the moment. When the pipes end, drop off and run outside to the courtyard. Spot the wooden staircase across the courtyard and run up to the top. Go through the door and into the room beyond. Open the closet and look on the shelf. Grab the doorknob.



Here comes the super soldier. He's not mad at Cate specifically, he's just crazy.



You must return to the courtyard and move across it to the building in the center. Use the doorknob on the building and duck inside. Get the explosives off the shelf, then run back to the courtyard and up the stairs. Plant an explosive charge on the floor and hide in the closet until it detonates. You have to do all of this under threat of attack, because the super soldier will have made his way into the courtyard by this point.



The super soldier makes his way into the courtyard. Cate's got some business to take care of here, so she's got to be quick.

After the explosives detonates, run out into the room and drop down through the hole you created. Move through the corridor, being careful not to fall into the hole in front of you. This returns you to the mess hall. As you walk in, the super soldier bursts through the wall to your right. Run past him and up the stairs next to where he bursts through. If you are quick, you can get through here before the super soldier appears. The door you want is the one next to the cabinet where the scientist is hiding.

The super soldier breaks into the main facility, much to the detriment of the scientist in the cabinet.



Go forward and take the first left. Move to the second door and go in. You find a coil of wire on the cart. Grab this and leave the room. Take

the first right and go through the room in front of you. When you return to the hall, go to the electronic gate to your right. Fix the cable with the coil of wire and use your compact code breaker to open the lock.



A bad situation for Cate. She'll likely take a few hits here.



Run through to the darkened room to the end and go right. Straight ahead is a place to plant an explosive charge. Do so, and back away until the bomb detonates. When it does, turn the corner.

You've got a problem now. The explosion has pinned Magnus under some debris, and the super soldier is on its way. Your pilot arrives and

tells you that you must leave now. When the super soldier appears, Magnus grabs its leg to delay it long enough for you to leave.

Magnus holds back the super soldier so Cate and the pilot can escape.





Mission 10: The Curse of Kali

Scene 1: Proving Ground

After your escape from Antarctica, you place a frantic call to UNITY headquarters. The evidence you recovered indicates that H.A.R.M. is planning a field test of the super soldiers, targeting their own Indian branch as punishment for your successes there. You also alert Bruno to

Bruno fields a call from a frantic Cate.

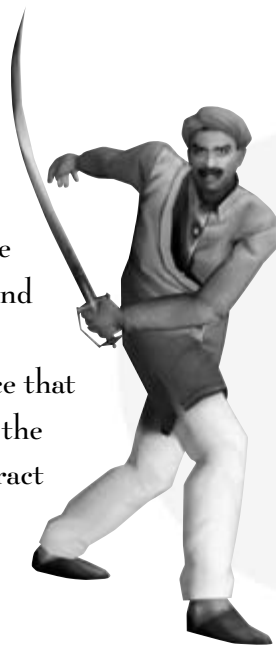


Cate and the Calcutta police agree to handle the super soldier problem.



Armstrong's situation. He promises to send an extraction team to rescue the Scotsman.

In Calcutta, the problem has already started. The super soldiers have been sent and are destroying the H.A.R.M. headquarters and the surrounding neighborhood. You tell the police that you can handle the rest of the evacuation if they can distract the super soldiers.



As the mission begins, switch to explosives and plant one on the wall in front of you. When it detonates, it clears a path through the building. Go in and open the door directly across from you. The situation here is difficult because there's a super soldier to your left when you emerge.

The trapped civilian tells you that the nearby gate is locked. Run behind the super soldier and shoot the lock. Open the door, and the civilian follows. Do this quickly to avoid drawing too much fire from the super soldier. You can probably stand a hit or two, but you still have much to do.

Run around the alley you find yourself in to the end. Ahead of you, a civilian runs past, shouting that another super soldier is chasing him. Let this super soldier come through the gate ahead of you and run around him. This is tricky, because the first super soldier will be bursting through a barricade to your right as you do so.

Keep going forward until you see the H.A.R.M. thugs. Drop them all and get the bucket they are carrying. Look around the corner to the left to find a spigot. Fill the bucket and return toward where you came from.



The gate behind and left of the super soldier is locked. Cate must shoot the lock to get through.



Cate must use the spigot to ferry water to the fires burning around Calcutta.

NOTE

The spigot is next to the staircase where you found the Evil Alliance information regarding Kamal in Mission 7.



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

PRIMA'S OFFICIAL STRATEGY GUIDE

The last civilian you saw is trapped behind burning rubble. Use the bucket of water to put out the fire. You must do this two times to put out the fire. The two super soldiers in the area make doing this difficult, so move carefully when their backs are turned.

Around the corner from the H.A.R.M. thugs is a gate blocked by more flames. Again, there is a trapped civilian near here. Continue to ferry buckets of water from the spigot back to this gate and put out both parts of the blaze. When it is out, the civilian will leave. Go back to the spigot and get another bucket of water.

Go through the gate the last civilian did and follow the road. It is blocked ahead of you, forcing you to go left. Continue running, and don't stop when the super soldier bursts from the wall to your left. Run until you see a burning cart in front of you. Dump your bucket of water on the cart and jump over it, or stay left in the alley, go up the staircase, and jump over the fire from above.



Cate uses the bucket of water to douse the flames. Putting out fires allows her to rescue civilians.



Another super soldier makes its presence known. Cate's got to keep moving if she wants to stay alive.

Follow the road around the next corner until you see the next set of H.A.R.M. goons; these ones are not from India, so they are allied with the super soldiers. Gun them down and fill the bucket from the spigot on the wall to the left. Return to the tipped cart and put out the fire there.



Mission 10: The Curse of Kali

Finally, Cate has something to shoot at that she can actually affect.



Now, back at the last spigot, look in the distance to see another fire by another tipped cart. Rush there and start putting out this fire. Another

super soldier appears, so move around the block to avoid him while putting out this last fire.

When this fire is out, Kamal appears. Run to him. He tells you that Magnus is currently in the custody of H.A.R.M. Your path of action is clear. Return to UNITY to give the super soldier data to Dr. Schenker, and rescue Magnus.



There is Kamal. Cate will get valuable information from him before this scene ends.



Mission 11: The Interlopers

Scene 1: UNITY Headquarters

The trip back to UNITY Headquarters is uneventful. You've managed to bring back quite a bit for Dr. Schenker to look at, but the forgetful scientist has managed to misplace his glasses, a frequent occurrence for him. He believes they are in the cafeteria.

You must retrieve them for him.

From Schenker's office, there's only one path to follow, at least initially. Leave the office and walk to the stairs. Go to the lower level.

You can go one of two directions here, and either will take you to the cafeteria. The path to the right, past the rest rooms, is a little easier. Follow the hall to the next set of stairs and take them down to the lobby.

The forgetful Dr. Schenker has lost his glasses. Again.



The path to the left is longer than the straight path, but both lead to the cafeteria.



If you take the other, longer path, you come to the cafeteria on the second floor. Stop in and talk to Hawkins and Barnes for a very interesting conversation before taking the stairs down into the cafeteria.

Walk across the lobby to the far side and up the small set of stairs. Follow the next hallway until you see a glass door to your right.

This is the cafeteria. Enter and look around.

The items you need are pretty obvious, but you should pick them up in the proper order. Get the pistol first, then the package from Santa, which holds a compact code breaker. Finally, when you have these items, grab Schenker's glasses. Make sure your compact code breaker is out and leave the cafeteria via the glass door. Go right.

While you are leaving, the alert sounds throughout the UNITY building. The headquarters is being raided by Pierre's mimes, and you are the only one in a position to stop them. Go to the closing gate and use the compact code breaker to open it. Switch to your pistol and return to the cafeteria.

There are three mimes coming through the ceiling. Use the corner by the glass door as cover and eliminate all three. Grab their weapons; you'll need them on the road ahead.

Once you have everything, leave through the gate you opened and run to the stairs to your right.



Once Cate picks up Schenker's glasses, things turn sour.

The first three mimes are trouble, because Cate has only a pistol.





No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

PRIMA'S OFFICIAL STRATEGY GUIDE

Duck into the room at the bottom of the stairs and retrieve the spy manual. Go back to the stairs and move out cautiously; another group of mimes waits on the landing.

At the end of the walkway you are on, a pair of mimes attacks from around a corner. Drill them both and grab their ammunition, because you likely need it. Around the next corner, another pair of mimes stands near a covering scientist. Swat both and continue forward.



The mimes just keep coming.

In the next hall are three more mimes by the elevators. One stands to the left, and the other two are to your right. When all three are taking dirt naps, go up the stairs to your right. Follow this hallway back to Schenker's office. Pinned to the door is a note telling you that the doctor is in hiding at the moment.

Turn around. Ahead is a glass door that was closed when the mission started, but it's open now. Follow the hallway here to the end and cap the mime standing guard over the scientist. Go to the computer in the back of the room and switch the power back on. This raises all the security gates.

Backtrack to the lobby. A pair of mimes attacks as you leave the computer room, but they shouldn't be too trouble. You won't have serious resistance until you near the



The computer room is critical. Once the mime here is dead, Cate can turn the power back on.

lobby and spot three behind a glass door to your left. Fortunately, they are the last three. With them gone, all power and lights are restored.

Now you've got another problem. The mimes have set four explosive charges around the UNITY headquarters, and you need to find them all. You've probably passed some already, and may have defused them. That's fine. The explosives generally appear in open areas, and there's usually at least one per floor. Check the cafeteria, the lobby and the atrium on the bottom floor. On the second floor, doors are likely places for explosives. On the top floor, the computer room is the most likely place. Other spots around the building are elevator doors and between restrooms.

With the bombs and mimes handled, you now need to find Dr. Schenker. Fortunately, this is pretty easy. Schenker is hiding in the office near the place you killed the final three mimes. Go in and talk to him to stop him from cowering in the back of the room.

Once you have defused all the bombs, you meet with Schenker again. He believes that he can come up with something to stop the super soldiers. Because there is nothing you can do about the super soldiers now, it seems like a perfect opportunity to rescue Armstrong. Unfortunately, Pierre has bugged Schenker's office and now knows your plans.



The last three mimes fall. Now Cate can put away her weapon.



Once the bombs are defused and the mimes are gone, the danger has passed.



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY
PRIMA'S OFFICIAL STRATEGY GUIDE

Mission 12: Undersea

Scene 1: Submarine Bay

While you rush off to rescue Armstrong from H.A.R.M.'s secret undersea base in the Aegean Sea, General Hawkins goes out to a local pub for a drink. Unbeknownst to him, his new drinking companion is a very dangerous man.

Meanwhile, you sneak into H.A.R.M.'s facility with the aid of one of Dr. Schenker's and UNITY's newest devices: a submarine shaped like a shark. Undetected, you climb inside H.A.R.M.'s facility. It's now your job to discover anything you can about Armstrong's whereabouts.

You begin the mission armed with a crossbow. This isn't much for a firefight, but you can reduce the odds against you by picking off the many goons stationed around the sub pen. Look around and use the scope to ensure accurate shots. You should be able to get at least four before anyone notices. Once they do, you should have no trouble silencing observers quickly.

General Hawkins has a new drinking buddy. Too bad it's The Director!



The mechanized shark submarine is an excellent way for Cate to sneak into H.A.R.M.'s facility.



It's just like a shooting gallery!



Crawl along the side of the sub pen by hiding behind the crates. You find one open worth investigating; inside are tranquilizer darts for your utility launcher, and a body remover cartridge. Continue forward to the gate and go through, then around the back of the submarine. There is an angry kitty under the sub.

There is a small office in the back corner. Investigate it thoroughly. You find several intelligence items, body armor, more crossbow bolts, and—most importantly—a key sitting on the desk. Get everything and retrace your steps to the stairs you passed.


At the top of the stairs, walk forward to the small yellow crane. Enter and use the key. The crane travels to the far end of the submarine bay. Leave and go down the stairs. Collect the package from Santa before returning to the crane.

Don't go back on the crane. Instead, go through the nearby door. Take the door to your left and go across the control room, taking out the scientist here. Exit the door on the far side of the room and go down the stairs. Search the bodies of the H.A.R.M. thugs you impaled earlier. You will need the ammunition. When you are done, return to the top floor by the control room.

Walk past the control room to the pair of doors. The one on the left leads to a ledge overlooking the submarine bay. Grab the spy manual here, then cross the hall to the next door. Follow this hallway all the way



Gate runs to the crane. She can use it to access the upper levels of the submarine bay.

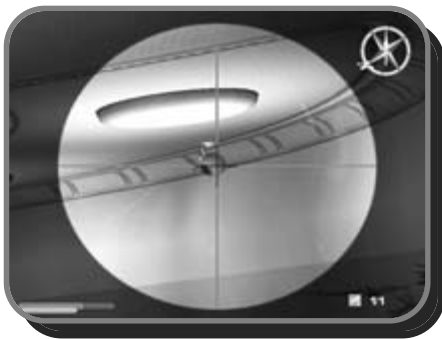


around, stopping in each room to look for items and intelligence. The most important item is in the first room on the right: a silenced Gordon SMG.

A number of obstacles lay ahead. First, there's a camera on the ceiling down the right passageway. Plant a camera disabler on it. The door past the room with the SMG holds a scientist you should eliminate.

Beyond this, a H.A.R.M. goon is in the security office.

The utility launcher scope comes in handy for taking care of cameras.



Trouble ahead. Cate must silence the goon quickly, and without being seen by the camera around the corner.

TIP

The best way to handle this is to duck into the room with the scientist and eliminate him. Switch to the camera disabler and hit the camera with it from the doorway. After that, handle the H.A.R.M. goons.

The path to the next scene is next to the security office. Follow it to continue your mission. Before you go, however, it's not a bad idea to continue searching this hallway for additional intelligence and useful items.

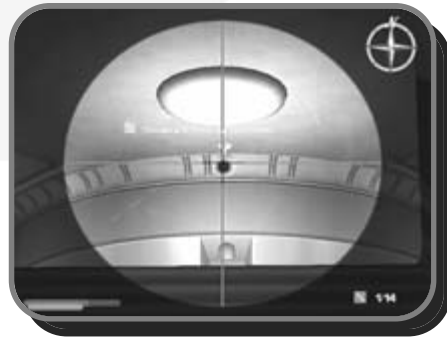


There's the path to the interior.

Scene 2: Command Deck

The path in this mission is convoluted and a bit confusing. Because of H.A.R.M.'s bureaucracy, getting anything meaningful done, like finding Armstrong's location, takes a long, frustrating time. Start by walking forward and opening the two doors in front of you.

You find yourself in a hallway. Switch to your utility launcher and creep forward. Hit the camera at the top of the stairs, then return to your starting position. Be careful; if you are spotted, the mission will be tough to complete.



A good shot with the camera disabler, and Cate's path is clear.

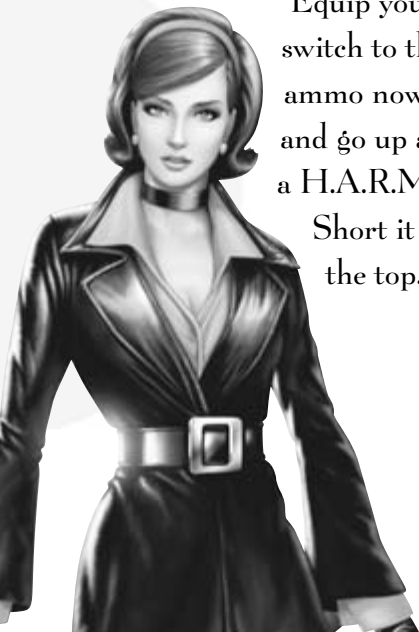
To your left you can hear some H.A.R.M. guys talking. Run down the other side all the way to the storeroom at the end. Open the cabinet and grab the ammunition for your utility launcher. The most important things here are the electrical charges, which you can use to short out the H.A.R.M. bots.

Equip your utility launcher and switch to the electrical charge ammo now. Return to the stairs and go up about halfway. There's a H.A.R.M. bot patrolling here.

Short it out and continue to the top.



Another shot with the utility launcher helps keep things safe.





The computer doesn't work. Now Cate's headaches really begin.



At the top of the stairs, go left and into the second door you come to. This is the supercomputer room. Drop the scientist with something silent and access the computer. It responds with an error. Return to the hallway.

Walk past the stairs and go to the second doorway on your right this time, which takes you to the information room. Walk to the intercom and activate it. The guy in the room beyond tells you that you need a completed request form to get the catalog to find the item number of the computer user manual. Return to the stairs and go down.

You must now find the requisition form. It spawns in random locations throughout the level. When you find it, return to the information room.



A filled-out requisition form. This is Cate's lucky day.

Use the intercom and send in the requisition form. The guy on the other side tells you that the manual you want has been checked out for four months. He gives you an access card so that you can enter the office of the guy with the manual and get it. Return to the stairs and the floor below.

Go right to the door at the end of the hall. Use the access card in the slot and enter the office. The user manual is on one of the desks. Get it, and watch out for the H.A.R.M. bot outside. Silence it with an electrical charge on your way back to the information room.

There's the manual on the desk. Now, perhaps, the computer will do what it's supposed to.



Back at the information room, return the access card. Head over to the computer room and use the computer again. Once again, you get an error message—you've been trying to use operating

system 1.0, and the computer has been upgraded to 2.0. Return to the information room.

There's a note next to the intercom this time. Your friend behind the screen is in the bathroom. Take the stairs down and go right. Follow the hallway past where you got the manual to the next short corridor on your left. Two doors are at the end. Enter the left one to find the bathroom. The card key to the scientist's office is on the sink in here.



Cate downs the scientist from the information room.

Slay or tranquilize the scientist. This is your friend from the information room. Return to the hallway and go left. Switch to your utility launcher and load camera disabler ammo. Shoot the camera over the door and go to the ladder. Climb up to arrive outside the information room.

Walk out to the circular hallway and go right. Use the access card on the slot to your immediate right. Search this office for the addendum to the user manual. It will be on or in one of the desks. Once you have this, return to the computer room.



Now that Cate has figured out the computer, her chances to save Armstrong improve greatly.



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY
PRIMA'S OFFICIAL STRATEGY GUIDE

Finally, the machine works! You discover that Armstrong is being held below and that H.A.R.M. is planning to turn him into a super soldier! You must act quickly to save him. To leave, return to the ladder outside the information room and climb down. Walk through the door under the camera and down the spiral stairs to reach the next scene.

Scene 3: Crew Deck

If you play it right and get a little lucky, this mission is pretty quick and simple. Finish walking down the stairs and go to the hallway. You hear two guys talking in the room ahead of you. Take the corridor to the left and go to the middle door. Climb down the ladder.

Walk out into the hallway on this level. Listen to the conversation between the scientist and the goon. What you learn is that H.A.R.M. uses voice-activated locks, and that one of them uses a tape recorder. You must now find that tape recorder. Start your search down here.



Look! It's the tape recorder! If she wishes, Cate can leave immediately.

If you get lucky, you can leave via the ladder down at the back of this area. However, there are many intelligence items and weapons to find on this level, and this is not the preferred point of entry to the next scene.

Return to the ladder and climb up. Check the two rooms next to you for intelligence items and the tape recorder. When you are done, return to your start position and take the door straight across from you.



Walk to the rounded corner and peek around. There's a camera in the back corner and a H.A.R.M. bot patrolling. Wait for the camera to pan away, then run under it. In the room, you find body remover cartridge from Santa. Wait here for a bit and remember this room's location.



Cate checks to see if the H.A.R.M. bot is nearby. It is, and it's in a bad location to disable it.

Again, wait for the camera to pan away, then run out. Use an electrical charge to disable the H.A.R.M. bot, then check out the three crew quarters in this area. Take the ladder at the end of the hall to reach the next scene if you are ready.



Cate disables the H.A.R.M. bot where it can't be seen.

If you haven't found the tape recorder yet, there's one last place to check. Return to the room where you found the package from Santa and climb down. Drill the guards here and search around. Watch out for the camera in the hall outside.

Scene 4: Laboratories

Where you start on this level depends upon where you left the last scene. If you left via the ladder in the hall near the crew quarters, you're in luck. It will take just moments to finish this scene and the mission.



You hear two guys talking outside. Open the door by using the tape-recorded message, then enter the hall. Perforate both goons and take the first door to your right. Open the door directly across from you and activate the button on the console.

There's the console Cate needs to activate.



Return to the hall and run all the way to the end. Open the door and go down the spiral staircase. Switch to the electrical charge ammunition with the utility launcher and walk down the hallway. Short out the H.A.R.M. bot and open the door. Activate the panel, and you're moving to the next mission.

If you came down the other way, your trip is a bit longer. To start, use the tape recorder to open the door in front of you, then enter the hall. Use the door on your immediate left and go through this room to the next one. Silence the two foes inside and return to the hall.

Switch to electrical charge ammo. Open the door to your left and disable the bot. Switch back to your Gordon SMG and walk in. There are two

H.A.R.M. goons talking here who've been through Volkov's disturbing machine. They will attack, after a fashion, so put them out of their misery.



Cate disables another bot and activates the panel on the right wall. It's time to get Armstrong.



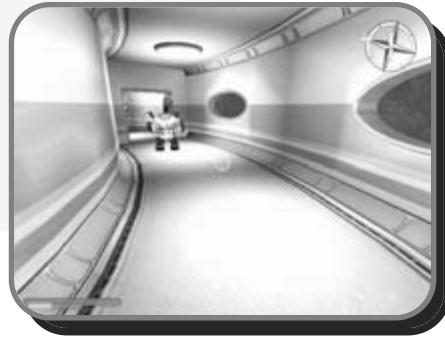
Yes, they're as disturbing as they look.

Mission 13: Terror in the Deep

Take the ladder down to the next floor. Avoid the ladders down in this room and continue straight ahead. Disable the H.A.R.M. bot, then waste the goon sitting at the desk. Switch back to your utility launcher, leave through the door, and climb the ladder at the end.

There's another H.A.R.M. bot to eliminate. Do so and continue down the hall to the door. Go through, being careful of the camera, and enter the lab area on your right. Silence anyone here and climb up the ladder on your left.

Follow the path at the top of the ladder. Enter the door on your left to reach the console. Press the red button. From this point forward, follow the path shown at the beginning of this section.



Another H.A.R.M. bot learns the true meaning of "overload."



The first path is much shorter and easier, but the second contains many more intelligence items. If you want the skill points, the more difficult path is the way to go.





Mission 13: Terror in the Deep

Scene 1: Armstrong in Peril

You've found Armstrong, but he's trapped and about to be turned into a super soldier. While you try to release him, you're attacked by Pierre the Mime King and his troupe of killer mimes. Get Armstrong out, then find a way off this base.

When this scene starts, you've got about two minutes to get Armstrong out. To do this, you must finally silence Pierre once and for all. Pierre is running around in the area below the deck you are on, and he will frequently pop up from the floor to attack you. While this is happening, his mimes appear and attack both from your level and the catwalk above.

Concentrate your attacks on Pierre. You may want to drill a mime or two if only to get their weapons, but Pierre should be your target. You can force him up to your level by activating the valves around the



Armstrong is about to be turned into a super soldier unless Cate can figure a way to free him.



Cate must keep the mimes off her back while dealing with Pierre.



room; doing this also leaves Pierre vulnerable for longer.

You won't need to shoot the little mime too many times to get rid of him, but because he is so fast and is

vulnerable for such a short period of time, he's not easy to hit. If you watch the glass floor, you can get a good idea of exactly where he'll appear next.

When Pierre finally falls, you've got another problem. Releasing Armstrong has also released a super soldier who immediately goes berserk when freed. He charges through a nearby wall and begins destroying the H.A.R.M. facility. Now, with him to contend with as well as the panicking guards, you've got to find a way off this base before it crashes down around you. A watery death isn't what you came here for.

Once the super soldier leaves, you have a choice. If you go left, Armstrong will handle clearing the path in Scene 2. If you go right, you'll move to Scene 3 and clear the path yourself.

The berserk super soldier crashes out of his cage. This won't bode well for the H.A.R.M. facility.



TIP

Going right is highly recommended. It's a much simpler mission with fewer dangers.

Scene 2: The Devil and the Deep Blue Sea

You've chosen to let Magnus take care of the flooding corridors. For a moment, you must sit tight. The super soldier pounding on the panel next to you might be a little frightening, but he won't come out. Keep an eye



on the flooded corridor. When it drains, you'll be able to open the door and move on.

When you step through the door, the ceiling of the corridor in front of you gives way. Duck into the room to your right. This room is partially flooded. Find the security card floating and pick it up, then find the ladder in the back corner and climb to the top. Watch out for the H.A.R.M. bot on the floor above you and climb the ladder when you are able. Go across this walkway and to the



Cate waits for the corridor to drain before moving on.

With the panel deactivated, the security problems Armstrong is experiencing are over. Now Cate has to see to her own safety.



locked door on your left. As you approach, Magnus calls you on the intercom. Climb the short staircase to the door on your left and use the security key to open the lock. Inside, deactivate the panel directly across from you. Inside, activate the panel directly across from you.

You've helped out Armstrong; now it's time to help out yourself. Leave the security office and go to the door across and to your left outside. Go left

Cate's path is blocked. She must move through the rooms and hope that the destruction has left her a way out.



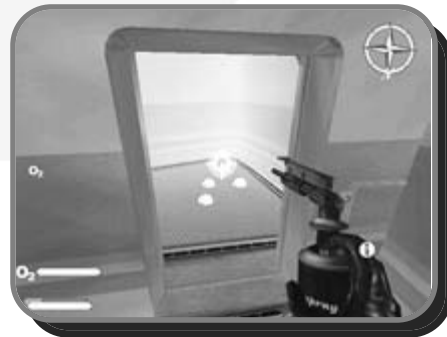
in the hall and take the next door, being very careful of the H.A.R.M. bot in this hallway. Climb the ladder and arm yourself with something better than electrical charges.

At the top of the stairs, your path appears blocked in the hallway. As painful as it's going to be, you

must crouch down and crawl under the table being zapped with electricity. On the far side of this obstacle, enter the crew quarters on your left and go through the broken wall to the next dormitory.

Return to the hallway and go left. Ignore the goons talking to your left and stay on the path through the door ahead. This leads to a store room. In the back area of the room, a ladder leads down to a flooded area. Take a deep breath and drop down.

Swim through the room and then through the two doors on your left. There's some chained oxygen tanks blocking the door. The yellow lever next to the tanks lowers the water level, making it easier to get air. Use your hairspray welder to destroy the chain and gain access to the door. Swim through to the next room. Go up the ladder on your right so you can breathe again. Leave through the door in this room. This takes you to the stairs. Climb up to move to Scene 4.



The door is open, but Cate is running out of air. Things are getting desperate now.

Scene 3: Expect Flooding

You've elected to handle the flooding yourself—a good choice, all things considered. Go down the corridor and climb down the ladder at the end, then go through the door you find. This takes you to a badly damaged and partially flooded room. Step forward and climb down the ladder into the water. Walk under the grating to your left and look forward. You should see a door with a valve on it.

This valve holds the key to draining Armstrong's corridor and flooding the room Cate is in.





No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

PRIMA'S OFFICIAL STRATEGY GUIDE

Take a deep breath and go to the door. Spin the valve to start flooding the room. Turn around and leave immediately. You need to get to the surface of the water to catch your breath before the entire room floods. Once you have restored your oxygen, keep swimming for the far end of the room.

The chamber starts flooding as soon as you've turned the valve. You must reach the ladder at the far end. You should have enough air to do this, especially if you've gotten your breath after turning the valve. You must swim under some debris to get to the ladder. When you reach it, climb it immediately.

When you climb out, start looking around for a screwdriver.

You may find it in the cabinet next to the ladder you've climbed up to leave the water. If you don't find it in this room, don't worry; it will be in a desk drawer or on a desk in a later room. Walk out into the hallway.

An intercom is on the wall to your left. Use it to speak with Armstrong. As soon as you do, four H.A.R.M. thugs appear at the back of the area and start attacking. Fire back. One goon trips through the

electricity blocking your exit. This is fine; it clears the way to the next area. When the goons are cooling to room temperature, take the door at the end of the hall and climb the ladder inside.

Cate swims for the ladder on the far side of the room.



H.A.R.M. goons appear to block Cate's path, but they don't stand a chance against her M1921-A1.



In the next room, you see a fire in the distance. To eliminate this, you must find the screwdriver. If you didn't find it earlier, it will be in this room, probably in a desk drawer. Once you have it, use it to open the yellow panel on the wall. Activate the switch inside to turn on the sprinkler system and douse the fire in the next room. When the fire is out, go through the door and run past where the fire was burning.

Run through this room to the door at the far end. In the hallway, turn left and take the next door on your left.

Climb the ladder inside and follow the path to the left and up the stairs to reach Armstrong and continue to the next scene.



With the sprinkler mechanism, Cate can extinguish the fire in the next room.

Scene 4: Fire in the Hole

It's time to get out, but the only remaining way out of this facility is via The Director's escape pod. You've got to find it before the entire base caves in around your head, leaving you too far underwater to do much but drown.

Go through the door in front of you. Ignore the H.A.R.M. goons talking to your left. Instead, use the first door on your left and walk through the break room. On the far side, return to the hallway. The door right across from you is a bathroom—worthless to you except as a place to hide. Go down the hallway to your left, being cautious of the H.A.R.M. bot patrolling the area. You don't have to plug the goon if you don't want to.



The H.A.R.M. bots are the only real resistance in this area. None of the goons are armed.

When you come to a door on your right, use it and sneak through this office. When the H.A.R.M. bot glides away (back toward where the thug was repairing the wall), leave and follow the hallway directly in front of you. Take the first door on the left and enter the conference room. There will likely be a thug here, and eliminating him may be the only way to get through.

On the far side of the room, use the door and lean out into the hallway. Cut the gas with the valve on the wall to your immediate right. This extinguishes the fire in the grating beneath you. Backtrack through the conference room and the hallway, again being wary of the patrolling bot. Out in the hall, drop down the ladder near the office you hid in earlier.



The valve cuts the gas feeding the fire.

Crawl through this space to the far end and climb the ladder. This takes you back to the hallway outside, but to the far side of the obstruction in the hall. This is the same area you entered in the previous mission; it should look familiar to you. Walk past the stairs on your left to the next grating in the wall. Open it and drop down the ladder. Again, crawl through this space, sticking to the left to avoid the fallen section and the red-hot pipes. On the far side, you emerge in a storeroom.

Leave the storeroom and go right to the next door. The back of this office has been broken down. Jump on the desk and use the fallen wall to jump over to the ladder. Climb up. This takes you to the large control room on the floor above.

The broken wall reveals a path back to the control room on the floor above.



Mission 13: Terror in the Deep

This area is patrolled by a H.A.R.M. bot and a pair of goons, so move through carefully. You must reach the door on the far end of the room. Short the bot and silence both thugs.

There is a statue of The Director in the hall. Walk up to it and examine it closely. Notice that it highlights when you look at it. Activate The Director's arm, the one holding the ever-present glass of wine. This triggers the opening of the secret escape pod. Magnus appears as soon as you open the pod.



The Director's loathsome statue is the key to the way out.

Now things really become a problem. The escape pod won't launch. Magnus decides that he's the only one with the strength to handle the problem and leaves. He swims out and helps lift the escape pod from its perch so that it can float away to safety.



Magnus Armstrong lifts the escape pod to send it to safety. With luck, he'll make it to the surface himself.

Your problems don't stop there. The escape pod is intercepted by a H.A.R.M. submarine. It seems that you've not only managed to get Armstrong drowned, but you've gotten yourself captured, too. Even worse, the rogue super soldier has managed to escape the base.



Cate's escape isn't as clean as she'd like. That's a H.A.R.M. sub intercepting her escape pod.

Mission 14: End Game

I Think We Can Presume She's Failed

The Soviets are appalled at their discovery of H.A.R.M.'s super soldier project. They attempt to call off the operation, but The Director plans to

go ahead with it anyway, suggesting that if the super soldiers do claim the island of Khios, it will be the Soviets who must pay the price.

The Soviets wish to stop the invasion of Khios, but The Director won't budge.



Dr. Schenker has completed his anti-super soldier serum just in time.



Meanwhile, back at UNITY headquarters, Barnes informs General Hawkins and Bruno that the Soviets are denying any responsibility for what takes place on

Khios. The American government has decided that the presence of a Soviet flag flying over Khios will be interpreted as an act of war. Dr. Schenker has finished his anti-super soldier serum, which is designed to boil them where they stand.



Unfortunately, you have been captured, and UNITY has no one to undertake their plan to stop H.A.R.M. They don't, until Magnus Armstrong walks into the room. He has survived his ordeal in the Aegean Sea and is willing to help.



Magnus has survived. The mission to stop the invasion falls to him.

Scene 1: Man-Handled

While all this is happening, you have been taken to H.A.R.M.'s secret lair. The Director has decided that the only suitable punishment for you is to throw you into Volkov's Man-Handler machine. While much more convoluted than a simple bullet to the head, The Director has determined that you deserve this fate because you've been such a problem.



A H.A.R.M. goon prepares to toss Cate into the Man-Handler.

He's called away by an important telephone call just as you're about to be tossed in (it's probably his mother). You're given an explanation of exactly what's to happen to you, and it sounds nasty. With no more ceremony, you're tossed in.



None of these options look appealing.



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

PRIMA'S OFFICIAL STRATEGY GUIDE

Fortunately for you (and unfortunately for one of H.A.R.M.'s goons), the machine malfunctions. Things aren't looking up, though. You're armed with only your mascara stun gun, and the entire base is on alert and responding. You must move quickly.

After you hear about the whirling blender blades, the door to the compartment you are in opens. A goon immediately flies at you. Additional goons appear to your left. If you've got enough rounds to eliminate them, use the Gordon SMG. If not, use your mascara stun gun to quiet them and collect their weapons.

Cate fights her way out of the Man-Handler room.



When it's peaceful, go up the stairs to the top of the Man-Handler and get the briefcase. It outlines the first part of H.A.R.M.'s plan for the invasion of Khios. You now have an optional objective of finding the entire invasion plan. Go down the stairs and get the note from the side of the machine. Run forward behind the machine and take the path you see to The Director's office.

A couple of intelligence items are here, but nothing of importance. Cross the bridge over the koi pond and move into the hallway beyond.

Go toward the console ahead, and turn right when you reach it. Splatter any thugs in the area and go up the slope to the series of barrels and crates. Get the folder off them to receive another optional objective: Find all the parts of H.A.R.M.'s new promotional campaign. From here,



The Director's office contains a few intelligence items and a nice koi pond.



the path to the right leads back to the Man-Handler, and the path straight ahead leads to an elevator you can't access yet. Return to the last intersection and go right.

You pass another console or two and again find yourself with a choice of directions. Go right to find Isako's room. The room is unoccupied, but it's still worth checking out. Grab a katana from the wall on your right, then go up the stairs. There's body armor to be found here. Look inside the cabinet and around the area for the second part of both the H.A.R.M. invasion plan and promotional schedule.



There are a number of man crates rolling around in the H.A.R.M. lair. Use the katana if you don't want to waste ammunition on them. If you'd rather not be attacked by them, use the mascara stun gun first, then hack them apart with the katana while they sleep.



The tunnel takes you to a training area where a pair of goons are talking. Lean out, swat both of them, and enter the room. There are plenty of weapons to pick up here. There's another Gordon SMG, an AK-47, and a pistol. There's also a suit of body armor if you need it. Continue through the room and find the end of H.A.R.M.'s promotional plans on the desk. Leave via the tunnel near this desk.



Isako's room. There are a few valuable pieces of information here, and Cate can always use a new katana.

Again, return to the last intersection and go right. The



Cate uses a scavenged stun grenade to knock out a pair of goons.



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

PRIMA'S OFFICIAL STRATEGY GUIDE

The tunnel takes you through a small break area. Beyond this, you see a lava pit. Go toward it, taking out any thugs along the way. You find a package from Santa near a console on your right. Get it, and find a pair of explosive charges. At the lava pit, you can go either right around the console or left across the bridge. Go right.

This long tunnel ends at a metal bridge with a large device at the end. Walk around it and get the briefcase—the last part of H.A.R.M.'s invasion plan. Open the panel on the back of the duct and plant an explosive charge. Run away quickly, because it will detonate in just a few seconds. Return to the lava pit.

Run back around the console and cross the wooden bridge across from you. Follow this tunnel all the way to the end. There's a metal bridge with a pair of goons guarding the far side. Cross over and send them both to the afterlife.

Plant your second explosive charge on the generator and run off. As with the first charge, this detonates in a few seconds.

Backtrack to the consoles and crates outside The Director's office. This time, take the path left up to the elevator. There will be a few goons to kill on the way back, so keep your eyes open. When you approach the elevator, the scene ends.

The first explosives target is at the end of the narrow catwalk.



Shutting off the generator helps Cate turn off the base's power.



NOTE

There are electric rounds and an angry kitty across the bridge.



Scene 2: Sweet Revenge

You arrive in another part of the H.A.R.M. lair. Move forward quietly and note the two goons to your left. Nail them both before they spot you, and raid their bodies for bullets. Move out onto the walkways over the boiling artificial lava. Take either the rightmost or leftmost one.



Cate prepares to snuff a couple of goons guarding the walkways.

At the end of each walkway, you come to an area with three cases of Gordon SMG ammunition. Switch to this weapon now if you haven't already. Collect the ammunition from both sides; you'll need it shortly. There's also an extra Gordon SMG down the right side.

Dmitrij Volkov seeks revenge, but all he's getting is the business end of Cate's Gordon SMG.



Do not step onto the platform straight back from where you silenced the two goons until you are filled up with ammunition. As soon as you step on this platform, your old enemy Dmitrij Volkov appears back by the elevator you used to get here.

Volkov is gunning for you. He's confined to his wheelchair, but he's not helpless. His chair has a rocket launcher attachment, and he's not shy about using it. Move constantly to stay out of the path of his rockets, all the while firing at him to keep him off balance.

NOTE

Your first major battle with Dmitriy Volkov occurred near the conclusion of *The Operative: No One Lives Forever*.

Use the large rock pillars to duck between salvos. Volkov's rockets should strike the pillars. Meanwhile, he continues to approach, making himself an easier target, but he is immune to explosive attacks, so plug him with the SMG.

When you've reduced Volkov's health bar to zero, his wheelchair goes out of control and spins, depositing the evil assassin into the heart of the artificial lava lake. It appears as though this time, you've really taken care of him.

As soon as Volkov goes down, a bridge to the far side of this area is activated, and three more H.A.R.M. goons appear. Gun them down and cross the new bridge. Take the elevator to complete this scene.

Scene 3: Isako's Debt

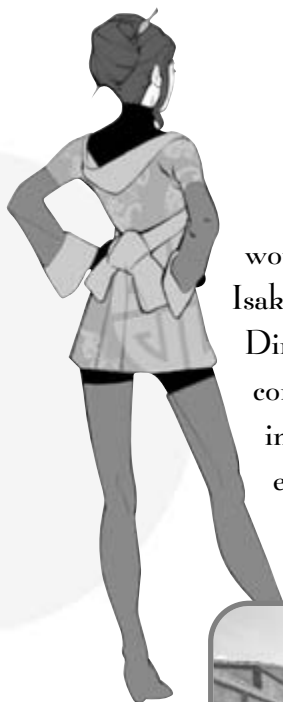
The elevator takes you to an aboveground H.A.R.M. base. Look around the rooms for ammunition and body armor, then walk through the door across from the elevator to the outside. Here, you encounter Isako for the last time.



A near hit from one of Volkov's rockets shakes the catwalk, but Cate takes no damage from the blast.



Volkov's wheelchair goes out of control, sending the criminal mastermind to a painful, fiery death.



As much as the two of you would like to avoid this battle, Isako's debt of honor to The Director forces her into combat. She'll vanish immediately, appearing elsewhere to snipe at you with shuriken.



Isako arrives to block Cate's path. Neither she nor Cate wishes to fight, but they have no choice.

NOTE

Isako's minions disappear during this boss fight.

Cate's superior firepower gives her a decided advantage in this battle.



Isako has plenty of help in this scene in the form of her ninja assassins. They attack first, wearing you down and softening you up for Isako. Blast through

them, then take the battle to Isako when she reappears. After she takes some damage, she vanishes again and more ninjas show up to attack. This keeps happening until you've taken Isako's health bar down to zero. When you have the chance, scout around the house for packages from Santa as well as health and body armor. When Isako is finally worn down, the battle ends.

TIP

Take the opportunity to reload each time Isako disappears.

Isako lies wounded on the ground when The Director arrives. He is disappointed with the performance of his retainer and prepares to shoot her. A quick toss of a shuriken from you knocks the gun out of his hand. Outnumbered and unarmed, The Director uses the ninja tactic of quick vanishing to disappear.



A well-aimed shuriken stops The Director and saves Isako's life.

Now you have Isako to deal with. Because you have saved her life, she owes you a debt of honor and will not kill you. Isako thrusts her katana into the ground and breaks off the blade, severing her ties to The Director completely. Not only have you prevented her from attacking you, but it appears that you may have gained a valuable ally for the future.



Isako severs all ties with The Director. She now owes Cate a debt of honor.

It's time to head to Khios and prevent the invasion of the super soldiers. With a bit of luck, you will get there in time.

Mission 15: Preemptive Strike

Scene 1: The Fate of Khios

So far, you have eliminated Dmitriy Volkov and stopped Isako, but The Director is still at large. Worse, the invasion of Khios has begun. It's all come down to a final battle. H.A.R.M.'s submarine has arrived at Khios and is unloading super soldiers and troops onto the island. Meanwhile, a NATO task force stands just off the coast. Armstrong is on Khios, waiting for his orders.

The Americans have pledged themselves to the defense of Khios at all costs. The threat of thermonuclear war has never been greater, a fact that pleases General Hawkins to no end. On Khios, while Armstrong prepares for his mission when you arrive by parachute.



Magnus Armstrong waits on Khios. There's plenty of dirty work ahead.



Magnus won't have to tackle this alone. Much to his surprise, Cate Archer parachutes in.



While you confer with Armstrong, The Director watches from the island's central fortress. Armstrong tells you that Dr. Schenker's formula is on its way to the island and will be airdropped to you. Until then, you are

essentially on your own against whatever H.A.R.M. forces have landed. Among those forces is the super soldier you met at Antarctica and again at H.A.R.M.'s sub-aquatic base.

The rogue super soldier is here as well. This could get particularly nasty for Cate.



The three H.A.R.M. goons give Cate a warm reception.



When the mission begins, a trio of H.A.R.M. thugs attacks from in front of you. Walk forward and whittle them down. There are a couple of ammo crates in the area, including one holding grenades. These are useful for knocking out concentrations of goons. Make sure you search the bodies for as much ammunition as you

can carry. You'll need it. When you are done with these three, walk forward down the path.

As you go down the road, one of Santa's mynah birds tells you to look for caches of anti-super soldier serum (ASSS). Around the bend, you spot three more goons running to attack. Head them off either with your Gordon SMG or grenades and continue down the road.

You come to a spot overlooking the beach below you. There are a number of goons and three super soldiers here. This is a tough situation, because you aren't able to destroy the super soldiers yet. Plug the goons and run down to the beach. Next to the supply crate, you find ammunition, an explosive charge, and a briefcase full of ASSS. Get this and retreat.



Mission 15: Preemptive Strike



Cate looks down on the scene below. This fight isn't going to be easy.

Now that you've retreated, take a minute to arm your utility launcher and load the ASSS. The note from Schenker says the serum

isn't strong enough to do the job by itself. You need to power down the super soldiers first. To do this, shoot them. Shoot them a lot. It can take almost two clips on a single super soldier to get it to smoke and power down briefly. While one is powered down, switch to the utility launcher and get rid of it. Work on one super soldier at a time until you've eliminated all three. When this battle is over, go back to the overlook and get the armor, since you likely need it.



Two down, six to go.

TIP
Watch for more H.A.R.M. goons. They'll show up periodically throughout this fight.

While you are here, plant the explosive charge on the huge rock. When it blows, it will fall onto the H.A.R.M. sub, destroying it. Continue up the

path and over the wooden bridge. This is where things start to get really difficult. Nail the two goons on the far side of the bridge and start up the path.

There's another super soldier and a thug or two at the top of the hill. Destroy everything and continue. As you run down this path, you are assaulted both by another super soldier and a horde of goons. Keep up the fire on them, and make sure you search all the bodies to keep your ammunition high.



No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

PRIMA'S OFFICIAL STRATEGY GUIDE

The path ends in a clearing containing a large number of H.A.R.M. goons and the final three super soldiers. Again, your best plan of action is to take out the goons as quickly as possible, then concentrate your fire on one super soldier at a time. This is a tough fight, so don't be afraid to retreat and draw the enemies to you. When the final super soldier goes down, explore the ruins for health, armor, and ammunition. Your job now is to rendezvous with Armstrong.



When Cate destroys the fourth super soldier, she's halfway done.

Follow the path through the ruins and eliminate the goons on the hill on the opposite side. Keep going, taking the winding path back to the center of the island and the fortress where you started. You're on the other side of the gate this time. As soon as you set foot in the courtyard, everything changes. The Director spots you and raises the Soviet flag. On the NATO sub, General Hawkins launches a Polaris missile. Worst of all, you now have to face off against the super soldier lieutenant, a much more powerful version of the super soldier.



Another nasty battle. Once this one is done, there's just the mopping up left, but it's going to take a big mop.

This battle is similar to one against a super soldier, it's just a bit tougher and longer. You will need several full clips of ammunition to get the lieutenant to power down. Once you do, swap the SMG for the utility launcher and eliminate him.



Mission 15: Preemptive Strike



The final battle with the super soldier lieutenant is a tough one, but it's not impossible.

The super soldier dies slowly, and fires off a last burst, which hits you, knocking you unconscious.

Above you, in the fortress, The Director celebrates his victory, only to have it cut short by a sudden meeting with Armstrong's fist. Armstrong replaces the Soviet flag—a short-lived victory because The Director plants a couple of slugs into Armstrong before taking off.

The real problem now is the Polaris missile that is on its way to Moscow. The Soviets have promised a full retaliation if the missile hits, something that pleases Hawkins to no end. The missile is too far out of range for the NATO subs to do anything about it. But fate takes a hand with the arrival of the rogue super soldier. Stripping the faceplate from the fallen lieutenant, the rogue puts it on and sets his sites on the missile.



Is this the end of Cate Archer?

Now able to see correctly again, the super soldier targets the Polaris missile and destroys it en route. The threat is over. Bruno and Isaac Barnes breathe a sigh of relief while General Hawkins cries over the loss of his nuclear war.



General Hawkins performs his disturbing happy dance at the thought of nuclear destruction.

Back on Khios, the strain of destroying the Polaris missile at such long range has overloaded the rogue super soldier. He walks away and falls into the sea, his job complete. Armstrong, far too tough to be killed by a few mere bullets, walks down to meet you. The world is safe once again.



The rogue super soldier takes aim at the Polaris missile.



Cooperative Mission 1: The Rescue

Scene 1

The multiplayer cooperative missions follow the same path as the single-player game. You and your compatriots travel to many of the same locales and undertake similar missions to those in the single-player game; the cooperative campaign begins in Japan, too.

Cate Archer has been attempting to infiltrate an important meeting of criminal masterminds, but has been waylaid. She is hurt somewhere near the village of Inotakimura. The Tokyo extraction team (you) assigned to get Cate out of Japan is needed to rescue her. Only with teamwork will you survive and get Cate out in one piece.

You begin this mission in Inotakimura at the same location you ended the second single-player mission. The mission layout (as far as the village is concerned) is similar to that of the single-player missions, so you shouldn't become lost. Here, your task is to get through the estate.



The fires in the distance block your path. You'll need to find an alternate route.

Move behind houses and duck inside to look for items. There won't be any intelligence items, but you can pick up weapons and ammunition along the way. If you start to run low on supplies, return to areas where you've found items in the past; weapons, ammunition, health, and armor items respawn after a few minutes.

Be careful about moving silently. It's tough enough to move alone without being spotted. When you have a partner, you must be doubly cautious. The two of you will not fit into some hiding spots.



A ninja goes down with a quick swing of the katana.

Send one person ahead to scout the way and thin out resistance when it can be done without raising an alarm. Once the first player reaches a safe place, like the inside of a house, the second character can trail after. Switch off doing this so both can find ammunition, health, and armor along the way.

Once past the large estate, go to the orange gate and open it. Enter the house on your right. When both you and your partner are there, the mission shifts to the next scene.

Scene 2

You are now in Inotakimura proper. Your goal is to get from one end of town to the other. You start by where you finished the first scene, near the sweet shop.

This scene is simple if you are careful. Go up the road and left, then take an immediate right. Your goal is the small alcove where you begin the second scene in Mission 1. Once you are both there, open the gate and walk through. This takes you to Scene 3.



Make sure you look up to spot ninjas on rooftops. Ignoring them is disastrous.

Scene 3

You start this time at the ending location for Mission 1, Scene 1. Walk into the village and cover each other from ninjas. Move up the street, using the buildings to hide behind. Leapfrogging from position to position works well. One player finds a safe spot, then the other runs past to the next safe spot. Continue like this until you come around the corner.

This gate leads outside the village. Cate lies at the end of the path.



Cooperative Mission 1: The Rescue

Follow the road to the gate out of town. Stay on the road until you find the body of Yamada-san near the bridge; he's dead. Cross the bridge and go all the way down to the small alcove area near the building. You find Cate here.



There is Cate's unconscious body. One must carry her while the other eliminates the other ninjas.

If you are carrying Cate, you won't be able to attack.



Now things become difficult. One of you must carry Cate while the other provides covering fire. As soon as you pick up Cate, ninjas begin to attack. Run as fast as possible all the way back to the beginning location for this scene.

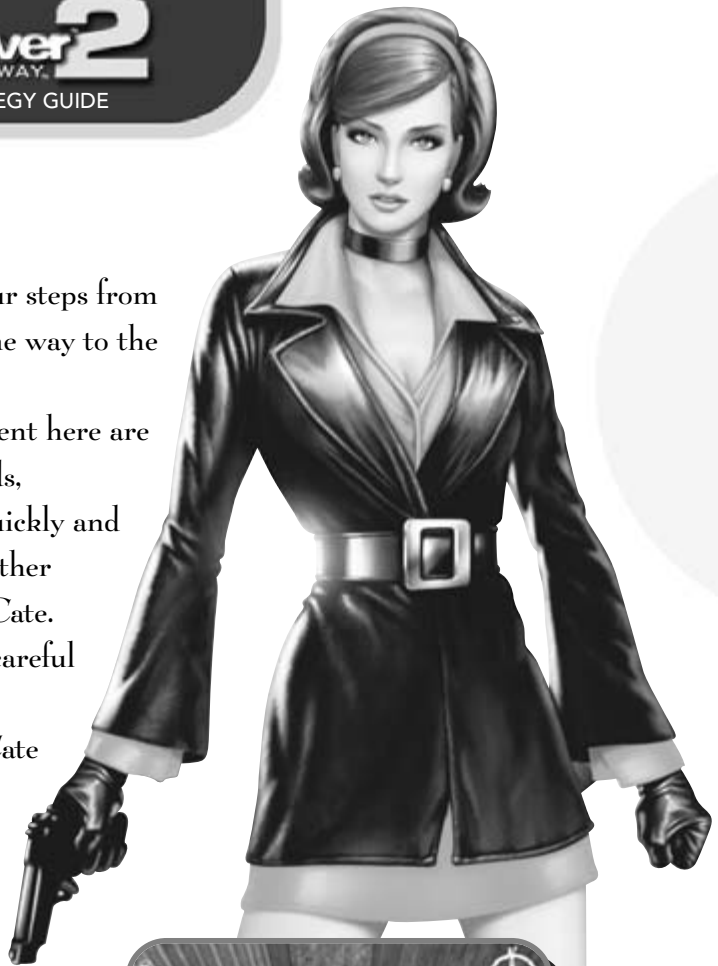
Take turns carrying Cate. Although both of you can search ninja bodies, the person carrying Cate is unable to attack. In tough spots, drop her and fight, then pick her up again when the coast is clear.

Scene 4

Your task is to retrace your steps from the starting location all the way to the other end of the scene.

The rules of engagement here are the same. One player leads, skewering resistance as quickly and silently as possible. The other follows behind, carrying Cate. The lead player must be careful not to get too far ahead, because the player with Cate can't move nearly as quickly.

Remember also to take turns carrying Cate's unconscious form. If one player is left doing most of the dirty work, he will quickly run out of ammunition and become vulnerable. When you reach the far side of the level, the scene switches one last time.



Check around for new weapons. These respawn, so everyone in your group should be able to pick up one of everything.

Scene 5

Your objective is to get Cate out alive. To do this, return to where you originally began this scene, all the way across town.

You still must carry Cate all the way through, so one player must do the bulk of the fighting while the other hauls the body.



When things get bad, both agents may be forced to fight. Cate can always be picked up again when the battle is over.

At this point, arranging trade-offs of Cate can be tiresome. Give the body either to the player who is a less accurate shot, or to the player with significantly less ammunition. The lead player should scout ahead and quell ninjas while the other trails closely behind, keeping to shadows and ducking inside buildings when possible.

When both of you return to the starting position for this mission and one of you is carrying Cate, the mission ends in success.



Cooperative Mission 2: The Super Computer

Scene 1

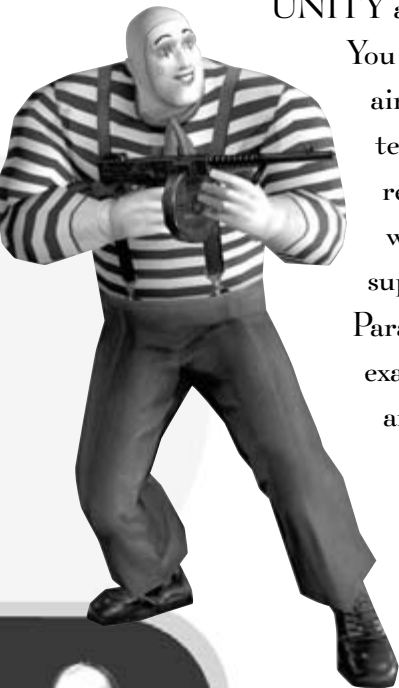
You and your partner have followed Cate to Siberia. Cate has accessed the Soviet super computer and learned all she can about Project: Omega. Your job is to destroy the computer so that it can't continue to be used against UNITY and the free world.

You and your partner are airdropped into Soviet territory near the main records building, which contains the super computer.

Parachuting isn't an exact science, though, and you will start in different locations. Your first objective should be to each find a snowmobile.



There's your partner's parachute. He didn't stick around, though. You will have to meet up at the cabin.



Once you have your snowmobile, drive it along the path from single-player Mission 3 to reach the small cabin in the mountains where you will find a host of beneficial items. Make sure your partner is able to stock up, too. There's plenty to go around in the form of body armor and sniper rifles.



There's a snowmobile. Now you can get to the cabin and prepare for your assault.

When you are both ready, take the snowmobiles back to the main road and go left to the gate. This leads to the outer yard of the Soviet facility. Open the gate. You move to the next scene when you are both inside.

Scene 2

There's evidence of Cate's departure from the Soviet installation in the form of gaping holes and explosion residue. Go through the main gate.

Cate made a big exit, which makes your entrance easy.



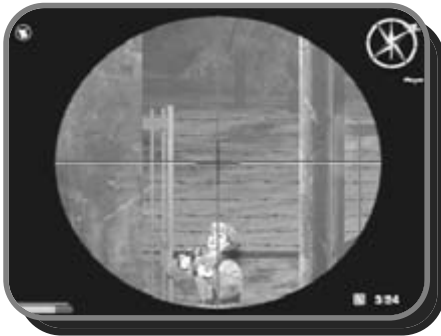
TIP

Someone will have to retrieve the welder from the building in the motor pool. It's the only way to continue.

The sniper rifles come in handy as you move through the Soviet base. Use them to take down any guards before they see you. The less AK-47 fire you draw, the better, especially because you must share the body armor you find with someone else. Continue moving in toward the old records building, picking off guards as you go.



The sniper rifles you grabbed in the last scene come in handy here.



International espionage isn't pretty. This Soviet soldier stood in your way a little too long.



The path is the same as in the single-player mission. Take the gate outside the motor pool and enter the old records building. Take the stairs on your right to the second floor and go around to the right to leave this building. Once both of you are at the exit from the old records building, you move to the next scene.

Scene 3

You're outside the main records building. Leave through the door and go to the street. Walk behind the buildings and make your way over to the large structure at the end. You can go either through the main gate or through the small gate to the left under the camera.

Once you are by the main records building, run to the back and take the stairs down. Use the welder to open the gate inside to grant access to the basement.



The main records building is carefully guarded. If you aren't sneaking, you'd better be a crack shot.

Cooperative Mission 2: The Super Computer

There are four places to plant explosives. Each is a group of bound crates. They are located around the basement of the facility, two in the hallways and two in the storage room in the back corner. Be careful when

planting the explosives, because you are vulnerable and unable to defend yourself. Have your partner stand guard while you do this, and do the same for him when he is planting a bomb.

There are four places to plant explosives. Once all four are in position, make a quick exit.



Once the bombs are placed, you won't have much time to leave. Leave the way you came, up the stairs behind the building. The bombs will go off shortly, and you'll be caught in the blast if you aren't careful. Outside, return to the old records building to make it to the next scene.

Scenes 4 and 5

As with the first cooperative mission, your task now is extraction. Retrace your steps all the way back to the cabin. When everyone is there, radio UNITY. Bruno tells you that the helicopter is on it's way, but your position has been discovered by the Soviet forces. You will need to defend the cabin until the helicopter arrives.

Soviet troops will attack from all directions. Fortunately, there's plenty of ammunition and weaponry in the cabin. When you hear the chopper, run for it. When everyone arrives beneath it, the mission will end.



You will have to hold out in the cabin if you wish to survive.



Cooperative Mission 3: The Setup

Scene 1

This time, you aren't trailing Cate. Instead, you're arriving before her to get her vital information. You're off to Calcutta, India. Through Magnus Armstrong and Kamal, you have learned that Balaji Malpani is the man in charge of the daily password for H.A.R.M.'s Indian branch. You must photograph Malpani so Cate will know what he looks like.

Armed only with pistols, you and your partner start on the streets of Calcutta. Crazy Harij is nearby, standing in front of a gate. As usual, he wants 50 rupees from anyone needing to get through. Your first job is to locate the money needed to get past Harij.



Harij will not let you pass without 50 rupees. Seems like an easy way to make a living.

You won't have to wait long before H.A.R.M. goons and Evil Alliance thugs spot you and attack. Blow them away and search their bodies. Some have 10 rupees in their pockets. Also, whack them to pick up additional ammunition and a new weapon or two.

Cooperative Mission 3: The Setup

H.A.R.M. agents are everywhere in Calcutta.



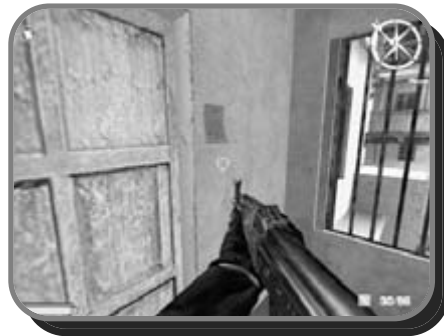
Look for rupees everywhere. You need only five bills like this to get past Crazy Harij.




Run through town to look for additional rupees. They are located in a variety of places. Check window ledges and shelves by stores as well as the ground near buildings for 10-rupee notes. When you have collected a total of five, Harij lets you pass.

Once you have passed Harij, get to Malpani's room at the Hotel Happy Guest. Keep your eyes open; if neither you nor your partner have found the key ring or the nail clipper lock pick somewhere on the level, you must locate either before you can enter Malpani's room. Both items are hidden in random locations, so keep your eyes peeled.

There is a note next to Malpani's door. Get it and read it, then enter his room. Inside is another note. This one is from Malpani's girlfriend. She asks him to meet her at her apartment. She also mentions her white carnations, asking Malpani to leave them alone.



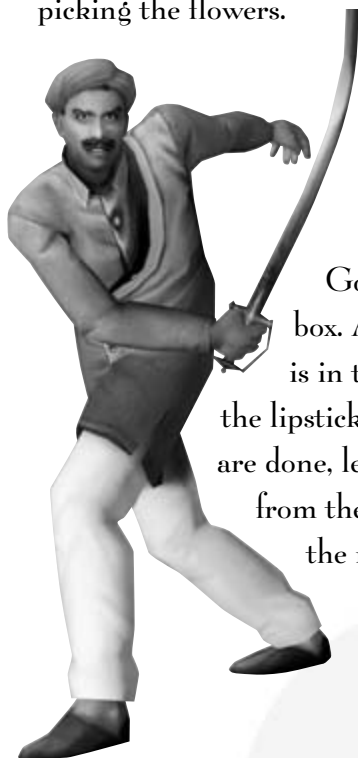
The note outside Malpani's door and the one inside give you clues about where to go next.



Her apartment is near the movie theater that houses Evil Alliance. Go back to the streets and return there. It's around the corner. The flower box is tough to spot because someone (Malpani himself, according to his girlfriend's note) has been picking the flowers.



The carnations don't look very good. Balaji should keep his hands off them.



Go up the stairs across the street from the flower box. At the top, walk onto the balcony. Balaji Malpani is in the room across the street on the top floor. Pull out the lipstick spy camera and snap a picture of him. When you are done, leave the building. Go to the café around the corner from the Hotel Happy Guest. When you both are here, the mission ends.



Once the photograph is taken, it's time to leave Calcutta.

Cooperative Mission 4: Sweep and Clear

Scene 1

The operation in Antarctica has turned sour. Although Cate has managed to escape with significant evidence about Project: Omega, firsthand experience of the super soldiers, and H.A.R.M.'s plans for its next operation, the actual situation could hardly be worse. Magnus Armstrong has been captured. You are sent to attempt his rescue. While you are there, torch the H.A.R.M. facility.

The entire facility has been trashed, and badly. Enter and look around. Check out the office in front of you for a set of keys, which you need to enter the main part of the base. Once you have them, go outside and to the next door to the left.

The keys are important. You can't enter the main part of the facility without them.





No One Lives Forever 2

A SPY IN H.A.R.M.'S WAY

PRIMA'S OFFICIAL STRATEGY GUIDE

You should recognize where you are; this is the same area as the beginning of single-player Mission 9. Climb up the rubble and walk along the top hallway, but don't drop down the hole.

Instead, take the door at the end. You come to a catwalk with a locked door at the end. You must restore power to open this door. Drop down to the floor below.



Cate's investigation of this base has brought H.A.R.M. goons in droves. You and your partners will find many targets to shoot.

Follow the path to the cafeteria. All you need to do is follow the path of rubble. In the cafeteria, you see several holes punched to the outside.



Armstrong and the super soldier are carried away by helicopter. You and your partners must find out where they're going.

Take a look. Magnus and the super soldier are currently held in a glass prison. There's nothing you can do about them, because at the moment you see them, the prison is picked up by helicopter and taken away.

While one player turns on the power, the others should guard the area from the top of the stairs.



Find out where Armstrong has been taken. Go through the holes in the wall to the courtyard exterior. Enter the door near the bottom of the wooden stairs and take the stairs inside down. Activate the generator inside to turn on power to the facility.

Cooperative Mission 4: Sweep and Clear

Return to where you climbed the rubble to the second floor. Do so again and go to the end of the catwalk. With the power on, you can use the compact code breaker to open the security door. Inside this room, find intelligence regarding where Armstrong is being taken.



Make sure the other players protects your back while you open the security door.

Locations to plant explosives are everywhere around the H.A.R.M. facility.



Once you have this, UNITY airdrops explosive charges to you. Go out to the courtyard and get them. Plant as many as you can around the H.A.R.M. facility. There are plenty of places to put bombs; you should have no

trouble placing all you can. As with earlier missions, have one player place all the bombs while the other provides protection.

Return to your starting position when finished with the bombs. When both of you are there, you leave the scene.

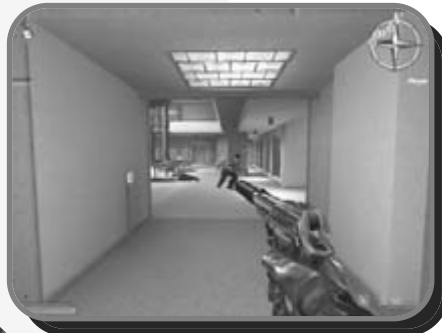


Cooperative Mission 5: Mime to Kill

Scene 1

You and your partner have returned to UNITY. Cate has handled the mime threat and has left to rescue Armstrong. You are met at the door by Bruno Lawrie, who tells you the mimes have returned and taken hostages. Your task is simple: Eliminate the mimes and rescue all the hostages.

More than any of the other cooperative missions, this one allows both players free reign over the level. There's no need to coordinate your efforts. All you need to be careful about is accidentally shooting each other or a civilian.



Pierre's mimes appear throughout UNITY headquarters. Snipe a couple quickly and commandeer their weapons.

Cooperative Mission 5: Mime to Kill

The mimes appear everywhere. A systematic scouring of the building will locate them all.



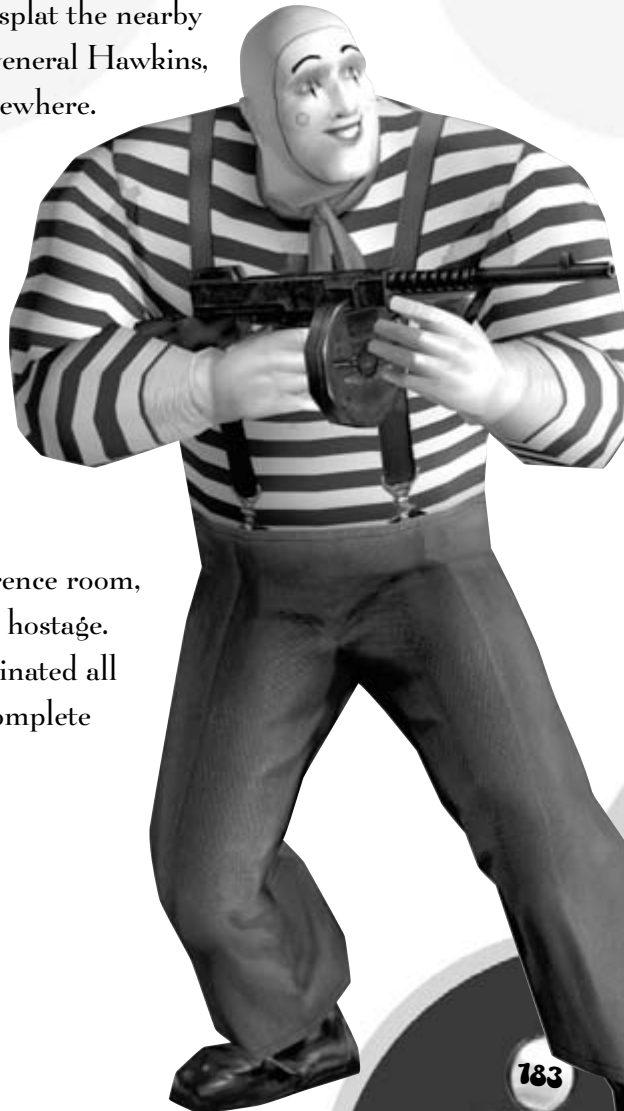
The mimes appear throughout the UNITY building in groups of two and three. They hold many of the major characters hostage. To free a hostage, all you must do is splat the nearby

mimes and activate the person. Dr. Schenker, General Hawkins, a scientist, and Isaac Barnes are all hiding somewhere.

The major characters must be located and freed to complete the mission.



Check everywhere. Every open door, conference room, and hidden corner can hold either a mime or a hostage. When you have freed all the hostages and eliminated all the mimes, convene in the UNITY lobby to complete the mission.



Appendix

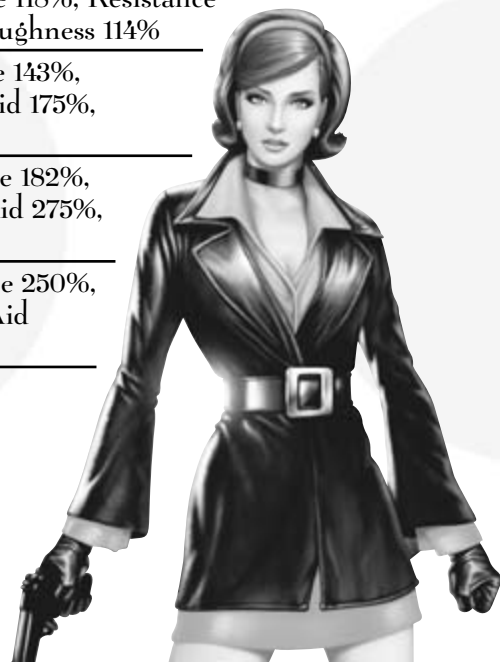
Skill Point Advances

Stealth

Rank	Point Cost	Benefits
Novice	0	Sneaking 100%, Hiding 100%, Evasion 100%
Amateur	1,000	Sneaking 125%, Hiding 125%, Evasion 118%
Skilled	2,000	Sneaking 167%, Hiding 167%, Evasion 143%
Expert	3,000	Sneaking 400%, Hiding 400%, Evasion 182%
Master	4,000	Sneaking 1,000%, Hiding 1,000%, Evasion 250%

Stamina

Rank	Point Cost	Benefits
Novice	0	Health 100%, Endurance 100%, Resistance 100%, First Aid 100%, Toughness 100%
Amateur	1,000	Health 140%, Endurance 118%, Resistance 118%, First Aid 125%, Toughness 114%
Skilled	2,000	Health 170%, Endurance 143%, Resistance 143%, First Aid 175%, Toughness 133%
Expert	3,000	Health 220%, Endurance 182%, Resistance 182%, First Aid 275%, Toughness 160%
Master	4,000	Health 300%, Endurance 250%, Resistance 250%, First Aid 400%, Toughness 200%



Marksmanship

Rank	Point Cost	Benefits
Novice	0	Accuracy 100%, Steadiness 100%, Correction 100%
Amateur	1,000	Accuracy 125%, Steadiness 125%, Correction 200%
Skilled	2,000	Accuracy 167%, Steadiness 167%, Correction 350%
Expert	3,000	Accuracy 400%, Steadiness 400%, Correction 700%
Master	4,000	Accuracy 1,000%, Steadiness 1,000%, Correction 1,000%

Carrying

Rank	Point Cost	Benefits
Novice	0	Capacity 100%, Strength 100%
Amateur	1,000	Capacity 125%, Strength 125%
Skilled	2,000	Capacity 175%, Strength 167%
Expert	3,000	Capacity 275%, Strength 400%
Master	4,000	Capacity 400%, Strength 1,000%

Armor

Rank	Point Cost	Benefits
Novice	0	Armor 100%, Repair 100%
Amateur	1,000	Armor 130%, Repair 130%
Skilled	2,000	Armor 170%, Repair 170%
Expert	3,000	Armor 230%, Repair 230%
Master	4,000	Armor 300%, Repair 300%

Weapons

Rank	Point Cost	Benefits
Novice	0	Proficiency 100%, Efficiency 100%
Amateur	1,000	Proficiency 125%, Efficiency 120%
Skilled	2,000	Proficiency 150%, Efficiency 140%
Expert	3,000	Proficiency 175%, Efficiency 170%
Master	4,000	Proficiency 200%, Efficiency 200%



Gadgets

Rank	Point Cost	Benefits
Novice	0	Proficiency 100%, Efficiency 100%
Amateur	1,000	Proficiency 125%, Efficiency 120%
Skilled	2,000	Proficiency 175%, Efficiency 140%
Expert	3,000	Proficiency 275%, Efficiency 170%
Master	4,000	Proficiency 400%, Efficiency 200%

Search

Rank	Point Cost	Benefits
Novice	0	Speed 100%, Thoroughness 100%
Amateur	1,000	Speed 125%, Thoroughness 125%
Skilled	2,000	Speed 175%, Thoroughness 167%
Expert	3,000	Speed 275%, Thoroughness 400%
Master	4,000	Speed 400%, Thoroughness 1,000%

Skill Point Awards

In each mission, you receive 20 skill points for every intelligence item you find and recover, and 100 (sometimes 200) skill points for every spy training manual you pick up, whether or not it is relevant to your mission. There are loads of intelligence items in every mission. The awards listed here are for major accomplishments and mission goals.

Mission 1

Scene	Action	Skill Point Award
1	Infiltrating village	100
1	Recovering six pages from UNITY field manual	200
2	Contacting Hatori-san	400
2	Returning briefcase to Hatori-san	300
2	Recovering four pages from UNITY field manual	200
2	Discovering new meeting location	300

Mission 2

Scene	Action	Skill Point Award
1	Erasing three dead drop chalk marks	300
1	Infiltrating the estate	300
1	Retrieving information about the leader of the ninja clan	300
1	Photographing the meeting	500
1	Escaping the village	800

Mission 3

Scene	Action	Skill Point Award
1	Contacting UNITY via radio	100
1	Sabotaging bridge with three explosive charges	500
2	Locating hunting cabin	100
3	Sabotaging the power relay station	500
5	Finding both parts of the Soviet Military Readiness Report	300
5	Sabotaging the communications relay tower	500
5	Rescuing pilot	500

Mission 4

Scene	Action	Skill Point Award
1	Infiltrating Soviet installation	200
1	Sabotaging main gate	400
1	Planting explosives at the fuel depot	300
3	Sabotaging the propane fuel tank	400
4	Sabotaging the generator	400
5	Identifying three potential double agents	200
5	Locating main records building	500
6	Opening safe in old records building	300
9	Eliminating Nikolai Zhukov	400
9	Recovering information on Project ANATOLI	300
9	Accessing central archive	500
9	Recovering information on Project: Omega	800

Mission 5

Scene	Action	Skill Point Award
2	Detonating the explosives on the propane tank	300
3	Escaping the Soviet compound	500
5	Securing the landing site	500
5	Completing the mission	500
5	Helping your pilot sober up	200

Mission 6

Scene	Action	Skill Point Award
1	Collecting the voice recordings	400
1	Collecting the correspondence between Blitzny and Mr. Smith	400
1	Recovering information on Project: Omega	800
2	Reaching the trailer park	300
4	Defeating Isako	800

Mission 7

Scene	Action	Skill Point Award
1	Obtaining the blackmail evidence against Kamal	200
1	Obtaining the password	100
1	Contacting Kamal	400
1	Using the password	500
3	Collecting the wanted posters	300
3	Finding Kamal	100
3	Retrieving your items	100
3	Infiltrating Evil Alliance headquarters	200
4	Finding the explosives	100
4	Opening the Evil Alliance safe	300
4	Sabotaging Evil Alliance's operations	500
4	Destroying Evil Alliance's secret film vault	300

Mission 8

Scene	Action	Skill Point Award
1	Bypassing the trap	800
1	Recovering information on Project: Omega	200
1	Planting bugs on H.A.R.M. phones	300
2	Surviving	300
3	Escaping the Mime King's deathtrap	400
3	Opening the door for Armstrong	300
3	Protecting Armstrong	700

Mission 9

Scene	Action	Skill Point Award
1	Entering the main H.A.R.M. facility	100
1	Finding the fuse	100
1	Gathering information on Lt. Anders	300
1	Finding detailed information about Project: Omega	800
1	Clearing an escape route	200

Mission 10

Scene	Action	Skill Point Award
1	Each civilian rescued (4 total)	400

Mission 11

Scene	Action	Skill Point Award
1	Finding Dr. Schenker's glasses	200
1	Eliminating the mime threat	500
1	Disarming all explosives	500
1	Finding Dr. Schenker	400

Mission 12

Scene	Action	Skill Point Award
1	Operating the crane	100
1	Obtaining H.A.R.M.'s new mission statement	300
2	Entering the Command Deck	400
2	Obtaining a filled requisition form	50
2	Obtaining the Super Computer manual	50
2	Obtaining the manual update Vers. 2.0	50
2	Discovering Armstrong's whereabouts	500
3	Finding the tape recorder	50

Mission 13

Scene	Action	Skill Point Award
1	Eliminating Pierre, the Mime King	800
2	Shutting off the security cameras	300
2	Clearing the path underwater	300
3	Opening the valve	300
3	Putting out the fire	300
4	Finding a way off the base	500

Mission 14

Scene	Action	Skill Point Award
1	Surviving the Man-Handler	50
1	Recovering H.A.R.M.'s revised P.R. plan	300
1	Discovering H.A.R.M.'s invasion plan	300
1	Sabotaging the power generator	400
1	Sabotaging the computer mainframe	400
2	Defeating Dmitriy Volkov	800
3	Escaping the H.A.R.M. lair	500
3	Defeating Isako	800

Mission 15

Scene	Action	Skill Point Award
1	For each super soldier destroyed	100
1	Destroying the H.A.R.M. submarine	600