

FUGITIVE HUNTER™

WAR ON TERROR



**DETAILED
LEVEL MAPS**



This game has received the following rating from the ESRB



FUGITIVE HUNTER™

Prima's Official Strategy Guide

Brandon Smith
Jonathan Dudlak

Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court

Roseville, CA 95661

(800) 733-3000

www.primagames.com



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Associate Product Manager: Damien Waples
Project Editor: Matt Sumpter
Design & Layout: Graphic Applications Group, Inc.

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ISBN: 0-7615-4197-7

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Library of Congress Catalog Card Number: 2003101377

INTRODUCTION



Fugitive Hunter™, a first-person single-player military shooter, draws its storyline from the impact terrorists have had on the nation.

You take on the role of Jake Seaver, member of an elite government task force working to wipe out terrorists and their supporters around the world. That means traveling to several countries and erasing bad people.

Jake has access to a variety of combat weaponry, and the game is built on action using this firepower.

The bulk of this guide is a walkthrough of the game, sprinkled with suggestions and strategies for completing it with the utmost ease and efficiency. This introductory section acquaints you with the fundamentals of *Fugitive Hunter™*. Use it as a reference for global gameplay features.

After the walkthrough, there are additional strategies, codes, and cheats you can try, and more information to help you through the game.

Combat Training

Welcome to CIFR agent training camp. In this section, we'll go over the fundamentals of fighting in *Fugitive Hunter™*. You'll confront enemies in two different scenarios.

In the main game, you're behind the barrel of assorted guns 95 percent of the time, firing on terrorists from a first-person perspective.



When you must capture the fugitives you're after, the game switches to a third-person fighting-game style of play. This means you're in the middle or toward the end of a stage. You don't spend much time in this third-person perspective, but it's

the most important part of your mission. Fail here and all your other work is for naught.

Basic Combat Maneuvers

There's more to combat than running and gunning. Several moves, used in the right environment, help you keep up your health while wasting bad guys.

Leaning



Press **←** and **→** while hiding behind an object or doorway to peek out and fire a few rounds. Release to snap back behind cover. This move is useful for shooting fugitives from doorways with the Flechette Gun so you can easily enter the capture sequence.

Crouching Dodge

Press **L2** on the d-pad to duck so you can fit beneath low passages. This move also serves a function in combat. When under attack, use it to dodge enemy bullets aimed at your torso or above. Time it so that you dodge after your enemies fire. Otherwise, their guns may track your movement and fire low.





Crouch and lean at the same time for serious bullet-dodging.

Tip

If you're uncomfortable with the button layout in combat, try one of the other two controller setups in the Options section of the Fugitive Hunter™ main menu.

Jumping Dodge



To present yourself as a sporadically moving target, jump in random directions during a hail of enemy fire. It's a last resort, but this move could save your life by helping you reach a protected area.

The 180



If you see red arrows on the bottom of your screen indicating a threat from behind, Press the right analog stick twice in quick succession to spin around. You face the opposite direction, poised to fire.

Position

Your position plays a big part in your offensive and defensive capabilities. Keep the following in mind as you play:

Exploit High Ground



If you see a hill, tower, accessible rooftop, or other elevation advantage, look for ways to exploit it in a combat scenario. It is easier to tag defenseless enemies on the open ground from a high vantage point.

Seek a Shield

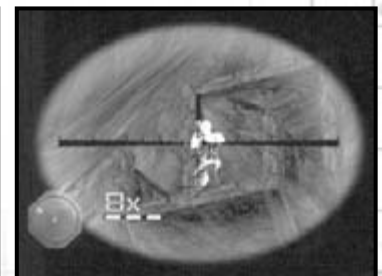


Whether it's a wooden crate, a steel fence, or a camouflaging tree, anything solid can serve as a shield or a blind in *Fugitive Hunter™*. Hide behind a shield and wait for enemies to come to you, or reload guns and plan your attack.

Note

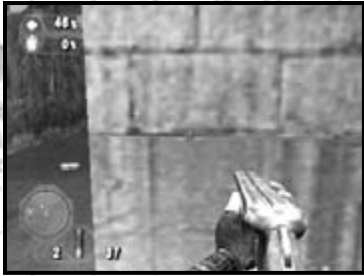
These rules work for your enemies as much as they do for you. Your foes have usually commandeered the prime positions by the time you arrive.

Work from a Distance



When you're still a great distance from a target, pop him with the Enforcer, the Sniper Rifle, or the Assault Rifle before he sees you. Fitting a scope to these guns helps (see the "Weapons Detail" section of this guide).

Be Patient in a Stalemate



When you and one enemy are around a corner from each other, do not go after him. He gets impatient with the standoff and peeks around. Pop him with a shotgun.

Capturing Fugitives

After you master the tricks that get you to your fugitive targets alive, you have to bring them in. The capture sequence begins after you engage a fugitive in close quarters. At that point, you enter a one-on-one fistfight mode to finish the job.

Offense



The key to a strong offense that knocks out fugitives is landing your Super Combos at the right times. Three combo-starting buttons help you deliver tons of damage.

Super Combo 1 (▲ + ●): A punch-dominated combo that delivers several high blows. Combo 1 is quick and attacks the target's head for good damage, but you need to be close to the fugitive to score a lot of hits.

Super Combo 2 (■ + X): Delivers several high kicks for great damage. Combo 2 starts slowly and is difficult to connect, but deals good damage if you get in enough hits.

Super Combo 3 (● + X): Another fancy punch combo that makes it easier to alternate between high and low attacks.

Certain Super Combos work better than others depending on your enemy's proximity and activity. Try each of these a few times to get a feel for the timing and potency of each attack.



Remember to vary your Super Combos after beginning them. Use your analog stick and attack buttons to change the position of your attack string and tack on extra blows. Higher-level fugitives will block and dodge your attacks

much more often, so adjusting your moves to fit their defense is critical.

Landing Super Combos

Performing a Super Combo is no big trick. Landing one for maximum damage is another story. It's important to understand your enemy's offensive and defensive behaviors. Fugitives assume one of four positions as you battle them:



Standing: In this position, the fugitive is not performing any offensive or defensive maneuvers or dodging an attack. He's simply standing defenseless before you. The first couple of fugitives you fight may do this at times, but it's rare to see later bosses in this idle pose.



Dodging: The fugitive backs away, sidesteps, or ducks under a perceived attack. If he evades your assault, he has an open window for a counterattack.

Tip

Rush toward your opponent, then back off, to draw a premature attack from him. This leaves him open for a few shots from you.

Tip

If you have trouble breaking through your opponent's defense, use a short combo of mixed high and low attacks. Catch him off guard by changing your target level, and you score.



Offensive (high or low): The fugitive directs a punching or kicking attack at your head/torso or legs/feet. Block or dodge this attack to avoid suffering damage.



Defensive (high or low): The fugitive shields his head/torso or legs/feet from a potential attack. He does not take damage if a blow connects while he's in this position.

Get familiar with these positions and learn to recognize each. To work in combos successfully, start them when your enemy is least prepared. A mistimed combo can result in missed or blocked attacks or a counterattack by your enemy.

Here's the fastest way to break a fugitive down to an empty energy bar.



Wait for the fugitive to complete a move or combo. Dodge or sidestep his attack as he performs it; blocking only delays your response time.

Lash out with a trio of jabs from the right or left side. Do not use kicks—they're slower to pull off and easier for your enemy to dodge. If you tap one punch button three times, you perform a short flurry of punches that should do the job.



Notice that the fugitive's energy meter is now flashing. If it isn't, connect one or two more times to weaken your enemy more. Launch your Super Combo. Wait for another opening (coax him into attacking, then dodge), then simultaneously press the combo-starting buttons.



The fugitive takes several hits and loses 20 to 30 percent of his energy. If he blocks or ducks mid-combo, you deal less damage and may be left open to attack.

Repeat this process until his energy is gone. It should only take two or three repetitions, especially if you land those first few punches or kicks.



Tap **X** as fast as you can to wrestle the fugitive into custody. You have 10 seconds to wrap this up, so it should not be difficult.



Your first fugitive or two won't be tough. As you progress into the game, it becomes harder to read a fugitive's moves and complete these Super Combos. Resist the urge to come out flailing at more defensive enemies. They combo you and crush your energy meter.

Defense

Your defensive game consists of blocking and dodging your enemy's punches and kicks. He, too, has a set of painful Super Combos.

Defending Against Super Combos

Avoiding or absorbing one or two blows isn't tough, but the key to staying alive is knowing how to deal with your opponent's Super Combos. Here are some survival tips:



Block once per blow. If your enemy is starting or working through a Super Combo, press **■** to block each punch or kick. If you hold down the button in an attempt to block the whole combo string, his attack usually breaks through.



Tip

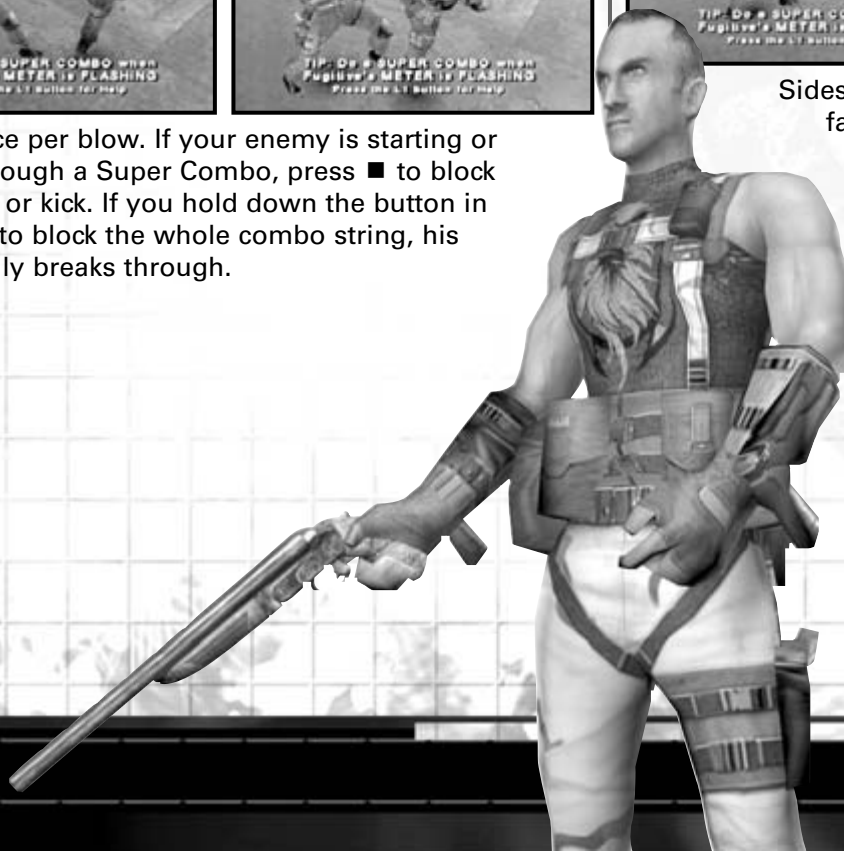
Press **↑** or **↓** with **■** to change between high and low blocks.



Dodge whenever possible. Blocking is a safe defense, but dodging an attack gives you the opportunity to launch a quick counterattack. If your opponent strikes high, press **↓** to slip underneath, then work in a low punch to interrupt his attack string. Press away from your opponent on the analog stick to take a step back. You won't be able to counter, but it gets you safely away.



Sidestep to avoid getting cornered. When you face more aggressive enemies, you're forced into the edge of the play area if you block or fall back too often. This happens a lot during a fugitive's Super Combo. Press **←** or **→** on the analog stick to slip aside and get out of that tight spot. Press the button several times to avoid a long string of attacks, because your enemy tracks quickly to your position. Follow up a well-timed sidestep with a freebie attack on an unprepared fugitive.



WEAPONS AND ITEMS

Weapons Detail

Behold! A world of weaponry at your fugitive-hunting disposal. Without these, you'd be a sitting duck out there in the nasty world of terrorist warfare. Check the statistics below. They'll help you choose the right weapon for whatever job is at hand.

Flechette Gun



Description: Tranquilizer gun
Primary Attack: Fire tranquilizer dart
Secondary Attack: Swing weapon
Ammo: Flechette Darts
Effective Range (without Scope): Short to medium
Strength: F
Accuracy: A
Versatility: D
Reload Rate: A
Ammo Distribution: C
Overall: D

Comments: The Flechette Gun should spend no more than about three minutes out of its holster. It is highly specialized, used almost exclusively to stun fugitives and temporarily knock out enemies the few times it appears in your inventory. It has very limited use in general combat.



Note

You can stun enemies with any weapon



Enforcer



Description: Small-caliber pistol
Primary Attack: Fire bullet
Secondary Attack: Swing weapon
Ammo: Pistol ammo
Effective Range (without Scope): Short to medium
Strength: C
Accuracy: A
Versatility: B
Reload Rate: A
Ammo Distribution: B
Overall: C

Comments: The Enforcer is a good entry-level firearm that is handy for precision shooting. You can rack up a lot of headshot kills with it and use it to target your enemy's limbs. Once you get the TAC Shotgun and Sniper Rifle, the Enforcer's potency pales in comparison, but it's still a very versatile weapon.

Double Barrel Shotgun



Description: Powerful shotgun
Primary Attack: Fire shot
Secondary Attack: Swing weapon
Ammo: Shotgun shells
Effective Range: Short
Strength: B
Accuracy: C
Versatility: C
Reload Rate: D
Ammo Distribution: A
Overall: B

Comments: You only get to use the Double Barrel for a short while, but take advantage of it during these times. It kills anything that moves with a single shot provided you're within about 10 feet of your target. Reload rate is slow, so use it where you can take cover to reload.

TAC Shotgun



Description: Single-barreled shotgun
Primary Attack: Fire shot
Secondary Attack: Deploy blinding flash
Ammo: Shotgun shells
Effective Range (without Scope): Short to medium
Strength: C
Accuracy: B
Versatility: A
Reload Rate: B
Ammo Distribution: A
Overall: A

Comments: The TAC is by far the most versatile, best all-around gun in the game. The magazine holds a whopping 10 rounds, it can hit a target at 30 inches or 30 yards, and ammunition is easy to find. When in doubt, whip out the TAC.

Assault Rifle



Description: Semi-automatic rifle
Primary Attack: Fire bullet
Secondary Attack: Swing weapon
Ammo: Assault Rifle ammo
Effective Range (without Scope): Short to medium
Strength: C
Accuracy: D
Versatility: B
Reload Rate: B
Ammo Distribution: A
Overall: C

Comments: Because of its poor accuracy after the second or third bullet fired in succession, the Assault Rifle is best used at short range. Several enemies carry this firearm, so it's easy to find ammo. When a Scope is affixed, you can use it like the Sniper Rifle to a headshot, but you may only wound your target and alert him to your presence.

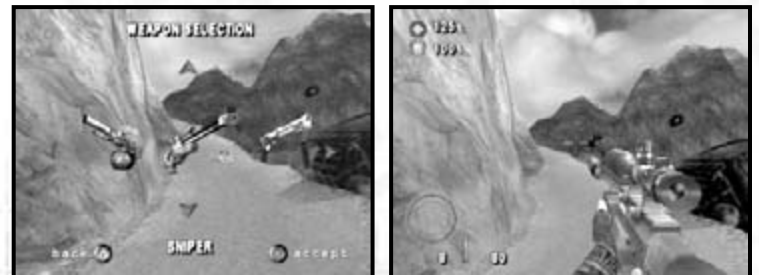
Grenade Launcher



Description: High-powered explosive cannon
Primary Attack: Fire grenade
Secondary Attack: Fire grenade
Ammo: Airburst Grenades, Homing Grenades, TV Grenades
Effective Range (without Scope): Medium to long
Strength: A
Accuracy: B
Versatility: C
Reload Rate: B
Ammo Distribution: D
Overall: B

Comments: The Grenade Launcher is the only weapon that takes multiple types of ammunition. Each grenade type is useful for different situations, but Airburst Grenades are the most versatile and most common. Its range and ammunition variety make it a very useful weapon, but grenade ammo is limited.

Sniper Rifle



Description: Long-range, high-powered rifle
Primary Attack: Fire bullet
Secondary Attack: Swing weapon
Ammo: Sniper Rifle Ammo
Effective Range: Long

Strength: B
Accuracy: A
Versatility: D
Reload Rate: C
Ammo Distribution: D
Overall: D

Comments: Highly specialized, the sniper rifle is exclusively for felling bad guys from a great distance. It comes standard with a Scope that magnifies up to 8x so you can kill without being seen or heard. Drawbacks: Ammo is scarce, and it's only suited to those limited situations when you have a long-range view of your target.

AKS-74



Description: Automatic rifle
Primary Attack: Fire bullet
Secondary Attack: Swing weapon
Ammo: AKS-74 Ammo
Effective Range: Short to medium
Strength: C
Accuracy: B
Versatility: B
Reload Rate: B
Ammo Distribution: C
Overall: B

Comments: You don't get to really use this weapon until the last stage of the game (used only briefly in the intro stage), but use it a lot when you get it. It's more accurate than the Assault Rifle and your enemies drop AKS-74 ammo. Aim for the torso and head to drop enemies in a few shots or less.



Dragon



Description: Handheld flamethrower
Primary Attack: Spew flame
Secondary Attack: Launch fireball
Ammo: Dragon fuel
Effective Range: Short
Strength: B
Accuracy: A
Versatility: D
Reload Rate: C
Ammo Distribution: C
Overall: C

Comments: Used as a tool for disposing of hazardous materials rather than a weapon the first time you acquire it, the Dragon has a short range (secondary fire is longer, but easily dodged) and eats fuel like crazy. The Dragon sets enemies ablaze with just a small squirt, forcing them to rethink their priorities—putting out the fire rather than shooting you. It can buy you some time to get away.

RPG-7



Description: Rocket launcher
Primary Attack: Fire rocket
Secondary Attack: Swing weapon
Ammo: Rockets
Effective Range: Short to long
Strength: A
Accuracy: B
Versatility: C
Reload Rate: F
Ammo Distribution: F
Overall: C

Comments: Although it's an extremely strong weapon, the RPG isn't just for faraway targets. It's handy for taking out turrets and stationary grenadiers, and it's also very potent when fired at short-range groups of enemies. You can take care of several guys with a single shot—and you have to, because ammo is in short supply.

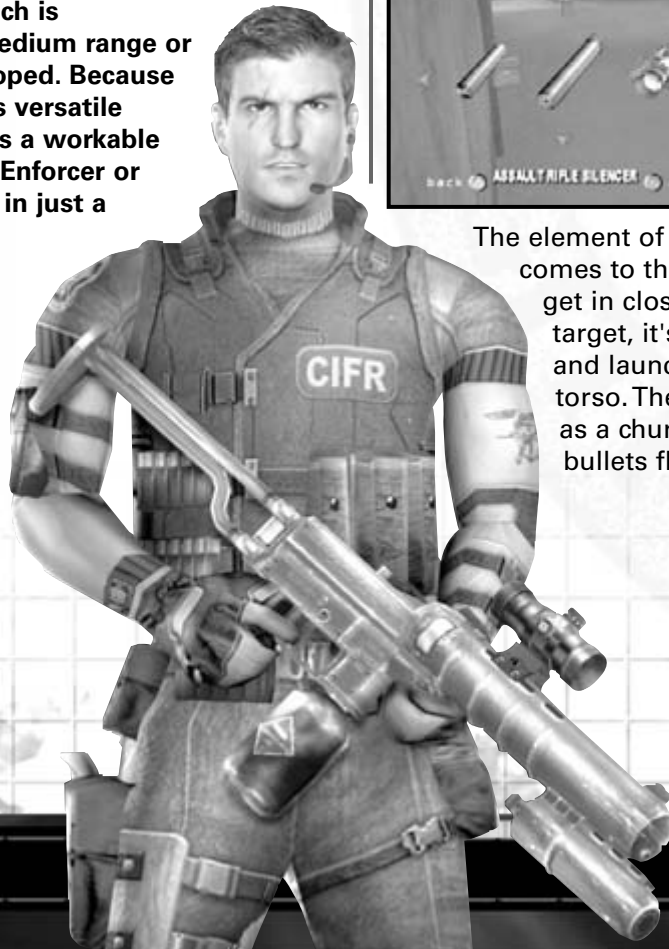
Scopes



Almost every weapon in the game can be outfitted with a nifty Scope (exceptions include the RPG-7, AKS-74, and Double Barrel Shotgun) that improves its range. Once you find the appropriate Scope for each weapon, it stays with you for the rest of the game.

Some scopes are more useful than others. Here are a few especially helpful uses to remember:

- Equip the Assault Rifle Scope, zoom in to 4x magnification, and use it like the Sniper Rifle. You can usually score headshots with it, but it doesn't always kill in one hit.
- Target turrets with the Grenade Launcher Scope before you enter their attack range. You can hit them before they hit you.
- Use the TAC Shotgun, which is surprisingly accurate at medium range or even long range when Scoped. Because ammo is abundant for this versatile weapon, the Scoped TAC is a workable substitute for the Scoped Enforcer or Sniper Rifle if you can get in just a little closer.



Silencers

At times, stealth is critical in *Fugitive Hunter*. If your enemies can't see or hear you, you can confront them on your time and your terms. For such occasions, the game has three Silencers: the Enforcer Silencer, Assault Rifle Silencer, and AKS-74 Silencer.

Enforcer Silencer



If you want to see results with the Enforcer Silencer, think headshots almost all the time. Drop your target in one or two shots so he doesn't have a chance to alert others to your position.

Assault Rifle Silencer



The element of surprise is more important when it comes to the Assault Rifle Silencer. You want to get in close. If you can sneak up near your target, it's easy to pop out in front of him and launch a trio of deadly shots to his torso. The Silenced Assault Rifle is as quiet as a church mouse, but it can still send bullets flying in no time.

AKS-74 Silencer



By the time you get this item and the gun it fits, you haven't much need for stealth. You're in the thick of combat in Afghanistan with explosives and suicide bombers blowing up everywhere. Use it to drop some enemies in the Inner Caves without them hearing you come around the corner.

Armor and Health

Keeping your health meter up is the basis of survival. Without armor, a few bullet wounds sends your health from 100 to zero. Monitor armor and health at all times and be aware of these pickups that can help you replenish them.

Light Armor Vest



The Light Armor Vest restores 50 percent of your maximum armor. Ideally, you want to pick these up anytime your armor is below 50 percent to maximize the benefit. If you're not hurting too badly (60 percent armor and above), Come back for the vest after you've taken some additional damage. You don't want to waste these pickups, especially in Hard Mode.

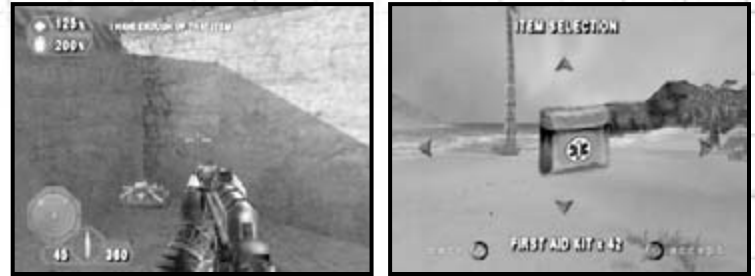
Special Armor Vest



These vests are rare and powerful. They bump your armor up to 200 percent, so you'll want to pick these up right

away. If you're near 100 percent, check out the area before you pick up the vest. Perhaps you can spend some of your current armor on making some progress through the level. Then come back and scoop up the Special Armor.

First Aid Kit

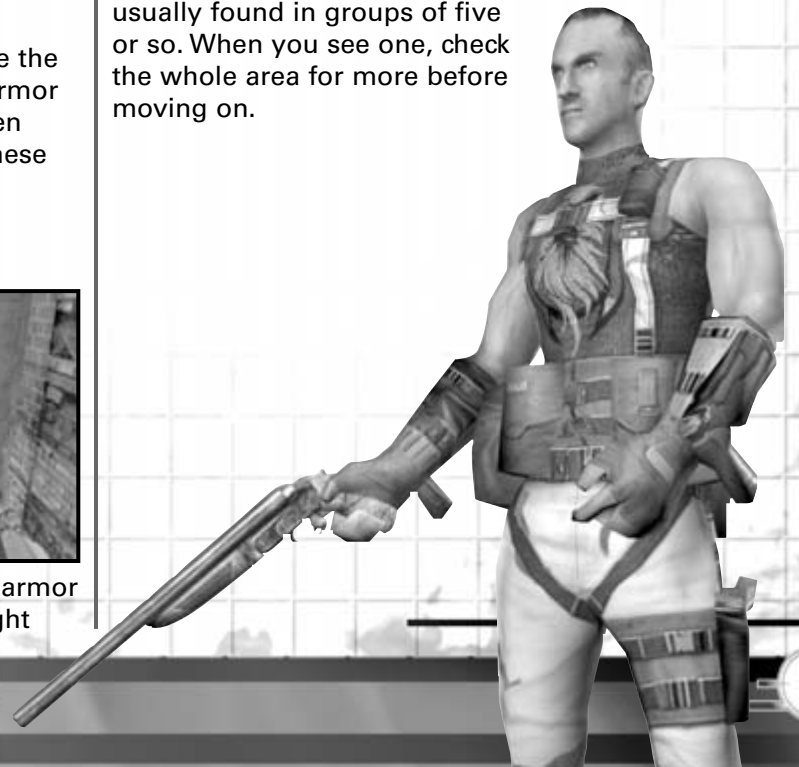


Pick this up when your health is below 100 percent and it restores up to 50 percent of your full power. If you're at 100 percent already, the item goes into your inventory for later use. Grab these only if you're below 50 percent health or at 100 percent and have room in your inventory for more.

Health Bonus



Each one of these adds a percentage point to your health, even beyond 100 percent. Pick these up as soon as you see them, because they always pump up your life. They're usually found in groups of five or so. When you see one, check the whole area for more before moving on.



AFGHANISTAN/PAKISTAN BORDER

Select New Game from the *Fugitive Hunter* main menu to get started. This introductory-level mission acquaints you with the basics of the game, including several weapon varieties, enemies, controls, and procedures for capturing fugitives. You can set your control preferences, which are outlined in the introduction of this guide, to whichever setup you prefer. For simplicity, all of the button mapping in this guide are based on control scheme "A."



An intro scene explains what's happening as your helicopter crashes in the mountains. You immediately take the role of CIFR agent Jake Seaver, who is under heavy attack by terrorist forces that are on to his position. Get off the mountain ASAP, clearing a passage through the oncoming enemies.

You start off just inside a small cave with terrorists closing in on you from the entrance. Welcome to Afghanistan!



Note

By now you may have noticed that some of these terrorists go through longer, more dramatic death throes than soap opera victims. How can you be sure the man's gonna fall for good? A dead giveaway (pardon the pun) that your man's a goner is a dropped weapon. He can't hold a piece if rigor mortis is setting in. If he's already on the ground, he probably just disappears from the field altogether, which is another obvious clue.



Your weapons are on the ground outside the cave. Before all the bad guys come a-runnin', scoop up the guns. To do so, you need only run over the weapons, but watch out for the rocket-launching dude on the mountainside.

When you've picked up your guns, you should have the Sniper Rifle with ammo, a Grenade Launcher with Airburst Grenades, TAC

Shotgun, a loaded AKS-74U, and a Light Armor Vest. Use the AKS to mow down the terrorists barreling up the hill after you—it's simple to use and a good all-around weapon. One of your foes probably drops a Dragon, a potent mini-flamethrower. Conserve your fuel for this hot gun and stow it for now.



Note

Grab as many weapons as you can carry wherever you go on this stage. When there's a break in the action, try out the primary and secondary fire functions for each gun, use different ammo types for the launchers, and mess around with your overall controls. Feel free to use up whatever you have. You won't take it with you to the next stage.

When you have a second to regroup, step back into the cave and equip your Grenade Launcher for the next wave of terrorists. Cycle through the weapons in your inventory using **▲**, or press **[SELECT]** to pause the game and bring up the Inventory menu. Fire the launcher as you would any other weapon, with **[R1]**, and use **X** to detonate the grenade when it's in the vicinity of your target. This is a great weapon for taking out three or four attackers at once.



This is also the perfect opportunity to try out the Sniper Rifle, although your ammo is limited at this time. Zoom in and out by pressing **↑** and **↓** on the D-pad to get a clear shot at your enemy's head for a one-shot kill. You get extra points for these at the end of the mission.

Not that you aren't strapped enough, but let's head back into that cave and find some more toys. Walk down the ramp back in the cave, grabbing weapons and armor along the way.

Some items you want to pick up are resting on boxes. Use **[L1]** to hop up on these crates and get at 'em. Keep in mind that explosive barrels can be used to off enemies en masse. Set these off from a safe distance with a single shot from just about any gun.



Follow the path farther into the bowels of this hillside cave for more new weapons. The RPG-7 speaks for itself. Rockets offer a huge bang but are slow and awkward, so use them sparingly. You'll also find some additional grenade types, like the TV Grenade and Homing Grenade.

A Special Armor Vest, which boosts your armor to 200 percent (yowza!), is hidden behind those crates. Torch the tubs, suit up with the vest, then make your way topside.



Note

Explosive barrels can do more than just inflict damage on bad guys (and on you, for that matter). They often serve as obstacles, sealing off new areas, and as camouflage for weapons, ammunition, and items. If you're stuck in the game or low on supplies, these tubs o' TNT might provide a solution. The only way to find out is to blow them sky high, so stand back and let the bullets fly.



Head down the path with the tire treads, opposite the cave. Use the AKS-74U or TAC Shotgun to pick off any bad guys you run into. Check out your ranges with the assorted weapons you've amassed, and especially give the alternate fire on the TAC a shot (by pressing **R2**). It momentarily blinds the enemy and freezes him in his tracks.



Watch the right-hand side of this path for Medical Kits and Light Armor vests. When you make it to the archway, pick up the Extra Continue token and use your Sniper Rifle to get a long reach on any rocket-launching enemies on the mountain's face.

Just down the hill, a small entrance leads into a mountainside cave with a big cache of weapons, along with one more Extra Continue token. Pick that up for later. Believe it or not, you also get a Scope for your Grenade Launcher here. You find Scopes for practically every weapon throughout the game—they help you get a better look at long-range marks.



Note

*Every weapon has some type of secondary fire option, and some are more useful than others. Even an empty AKS-74U, for example, can be used to bludgeon an enemy when you hit **R2**. Try the secondary fire option on all your weapons for twice the firepower.*



You might as well start setting off some of the fireworks you've picked up because the level's almost done. Go nuts with the Dragon. Note that you have to get a pretty good blaze from your target to kill him completely. The crafty guys stomp out a minor singing, so be liberal with the Dragon Fuel.

A final Light Armor vest is behind the big boulder at the bottom of the hill, opposite a glowing doorway. Get it and spin around for the door. Take out the barrels within to reveal one last Extra Continue and some Airburst Grenades. Nab them before continuing down the hill to finish the level.

If you go slowly, you see a gaggle of guys waiting at the bottom of the mountain road. Your big boss/head honcho/main target, Osama Bin Laden, is hanging out with some friends. You can take shots at him with the Sniper Rifle if it makes you feel better, but they do no damage here. Walk toward these guys to trigger the final scene of this stage.

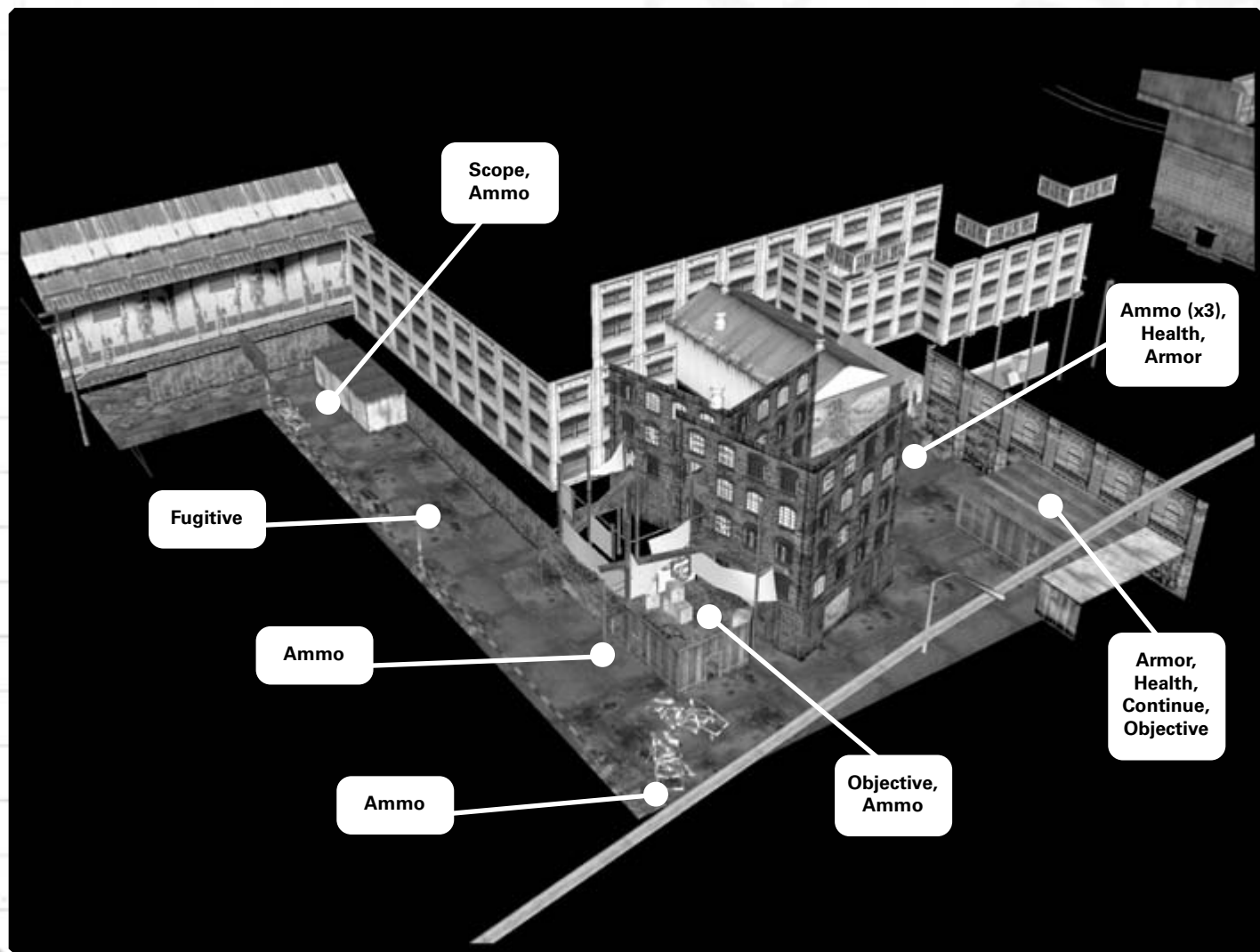


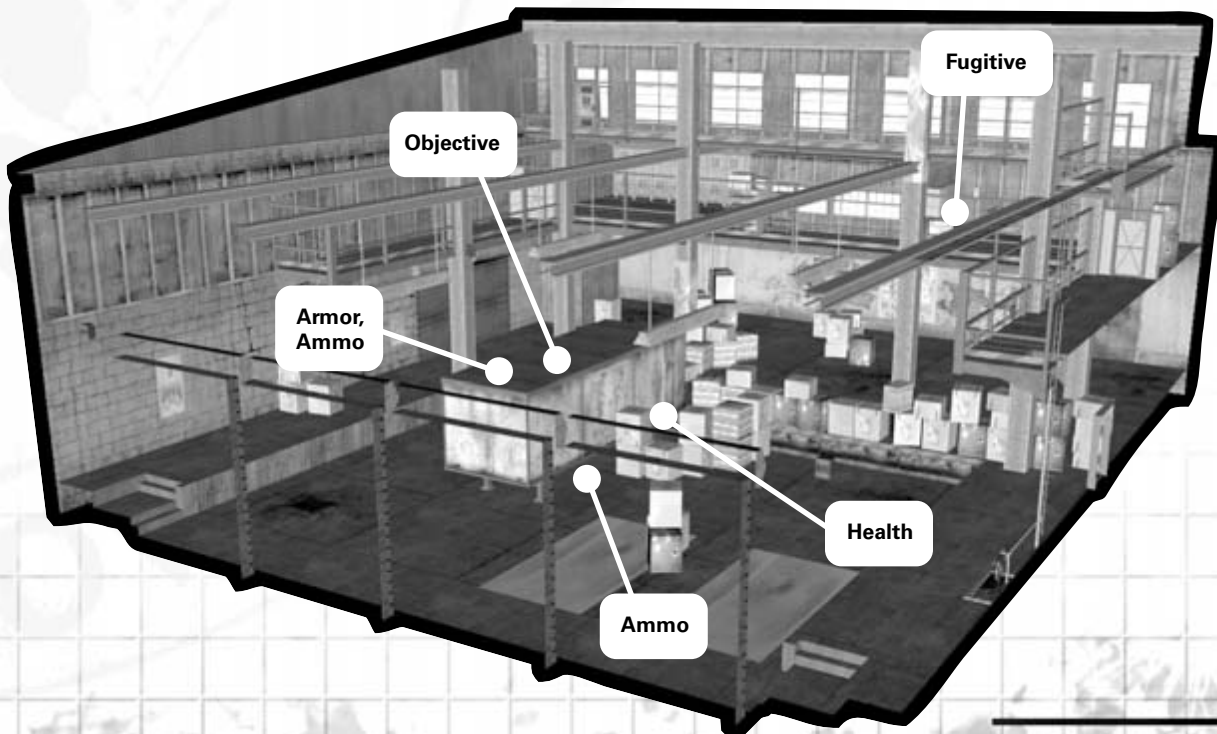
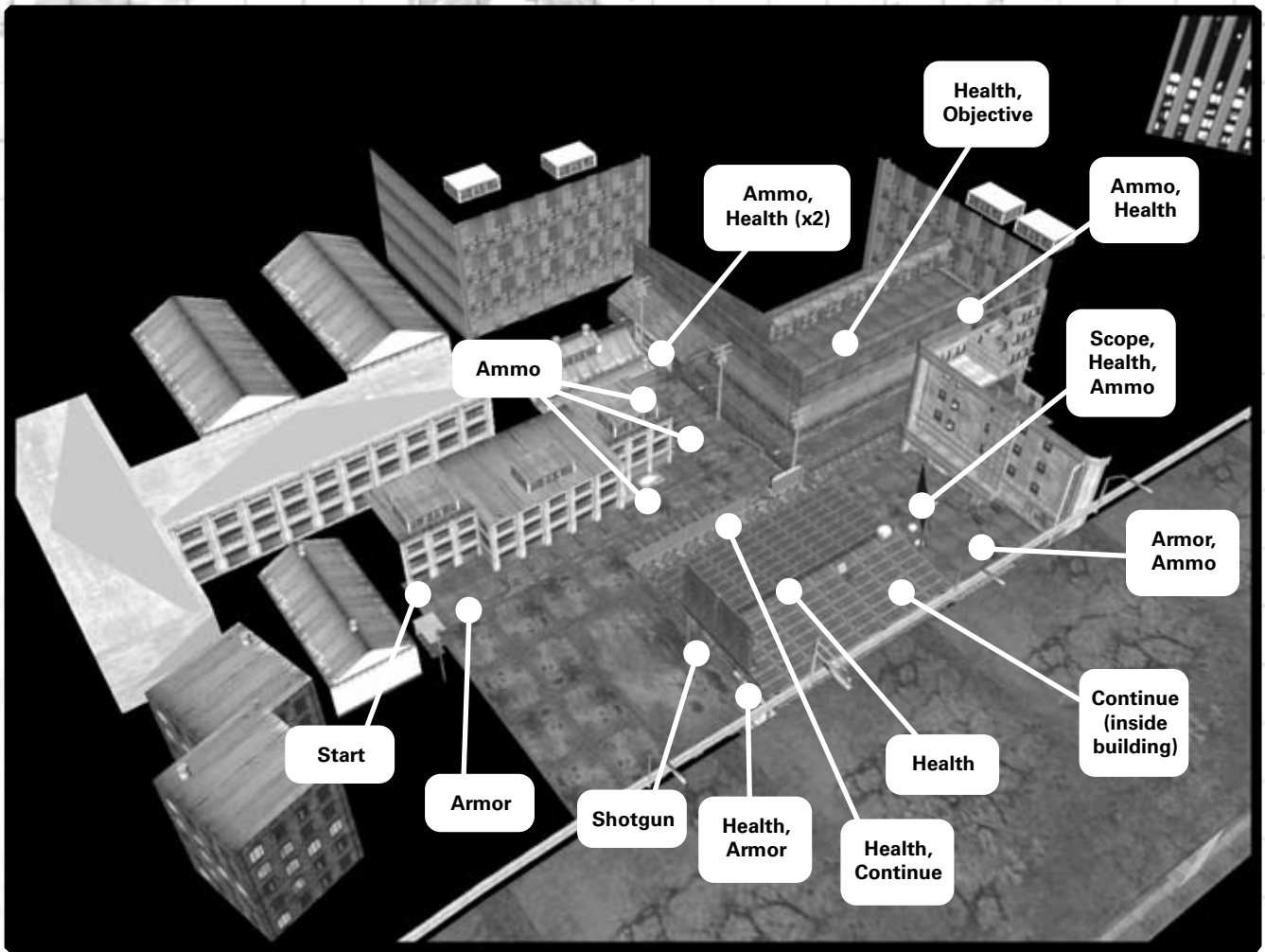
The last trial of this level is to bag an Al-Qaeda terrorist alive. This sequence introduces you to the method used to capture all fugitives in the game. For an in-depth look at the moves and strategies for capturing a fugitive, see the "Combat Training" section of this guide's introduction. When you've fought and triumphed over the boss here, you'll see a brief cut scene in which you get on a nearby chopper and head back home to the States, where your job is just beginning.

MIAMI

Ah, Florida—sunshine, beaches, fruity drinks.... Not here. Your first visit to Miami is no pleasure trip. The organization you work for, CIFR, is based in this not-so-fair city and wants you to start your criminal roundup close to home. You're after two fugitives here, both members of the Biscayne Posse, a local street gang with a penchant for orange sweats.

You find and fight the small-time Jamal Richardson right off the bat. Before you hit the streets, check out "Combat Training" in the previous section for help bagging your first real fugitive. Bad guy No. 2, Casey Webber, is hiding out in the Miami ghetto. You have to snoop around to track him down.





Fugitive: Jamal Richardson

Mission Objectives

- 🎯 Capture Jamal Richardson.
- 🎯 Collect the evidence linking the Biscayne Posse to the Utah Militia.
- 🎯 Locate the key for the alley door.
- 🎯 Locate the alley exit.



Your target for this mission, Jamal Richardson, is the first Top 10 fugitive you encounter, and it's your job to bring him in alive. As the stage opens, you witness Jamal mugging a guy. Before you rush in to intervene, look to your left.

Underneath that trailer is a Scope for your Flechette Gun and Enforcer (pistol) ammo. Use **L2** to crouch under the trailer to get them both,

then hop up and look toward Jamal (he's marked with a big flashing arrow). Your gun now has the Scope attached and you can zoom in or out using the d-pad.

All weapons and items in the game are stage-specific and come to you in this manner, so keep your eyes peeled for useful stuff along the way.

Draw your Flechette Gun and press **↑** on the d-pad to zoom in with your new Scope. You can get a good shot at Jamal from 50 feet away, but don't get back too far or the gun's effects wear off by the time you run to him. Pop Jamal on the head or torso to stun him momentarily, then lower your gun and run toward him for the capture.



Press **X** to begin the capture sequence. Remember your skills from the intro stage and refer to the "Combat Training" section if you need to. Your first objective is complete.

Objective 1 Complete

**Tip**

From here on out, you'll find a good deal of First Aid Kits scattered about the coming stages, which come in very handy. Even if your health is full, grab all the ones you find. The overflow will go into your inventory for manual use later.



With Jamal in the bag, move along on the trail of Casey Webber. As you scoot down the alleyway, an explosion turns your passageway into a wall of flame. Look left to see a closed wooden door that offers a way out. Walk up to it and press **X** to kick it down. A thug inside does a sweet wall-walking trick to evade you, so be quick to take him out. Use your Enforcer or the blunt end of your Flechette Gun (press **R2** to

attack with the butt of the gun) to knock him out of commission. He drops an Enforcer handgun, which you definitely want to pick up for the ammo. You need it, at least until you pick up a shotgun.

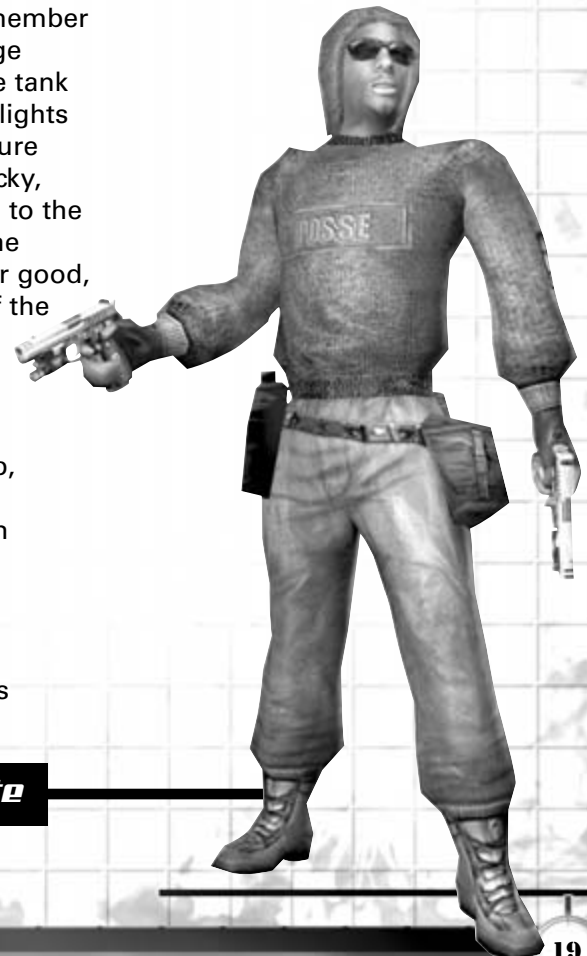
You can change the background music on the boom box in the corner of this room if you so desire. More important, the evidence you need to complete your second objective is right next to it. Grab it and head out the side door.

Objective 2 Complete

Down the road, a lone gang member stands intelligently next to a huge explosive propane tank. Plug the tank once with your Enforcer and he lights up like a Christmas tree. Make sure he's dead before you get too cocky, though. If he's not close enough to the tank, you burn him a little, and he keeps firing. When he's down for good, make for the door to the right of the exploded fuel tank.



Another gang member is chillin' within, and he's not too happy when you bust up his crib, yo. A couple of well-placed Enforcer shots drop him and win you a few goodies inside. In the corner, locate a set of keys that gets you out of this level! The game lets you know when you've got 'em, which completes Objective 3.

Objective 3 Complete

Grab the Extra Continue token and First Aid Kit before you get bum-rushed by the Biscayne thugs who are now at the door. The thug on the left has a Double Barrel Shotgun. Put him first on the list to kill, because he can deal big damage at this close range. Pick his weapon up immediately and defend the doorway with it until the coast is clear. You may have to kill four or five enemies before you can exit safely. The Double Barrel is potent, so try for a twofer and aim by the pair.



Arrows to the Action

When you're under attack, little red arrows pop up around the perimeter of the screen, indicating the direction of attack and whether your assailant is within viewing range or not. Use these cues to quickly identify and eliminate threats.






You're almost done here. Scope out the rubbish bin and crates for ammo and some armor. Watch out for the homey crawling out of the rubbish bin if you haven't killed him already. More guys come at you from the way you entered, and some from near the fence ahead of you. Keep the Double Barrel out, and reload with ● after every shot so you don't come up empty when you need shells.

You don't have to kill all these guys to move on. As soon as you get a break, run for the fence gate. There's a First Aid Kit here to help with those gunshot wounds. Nab it and press X to use the set of keys on this gate and enter the next area, completing Objective 4.

Objective 4 Complete

Fugitive: Casey Webber

Mission Objectives

-  Interview snitch.
-  Destroy the gang's weapon supplies.
-  Infiltrate warehouse.

You come face-to-face with a pile of shipping skids that make a perfect protected perch for taking potshots at the gang members down the street. Use **L2** to crouch and the d-pad to duck out from behind the large stack as you pick off guys from afar with the Enforcer. When all's clear, hop onto the top of the pile. Grab the Light Armor Vest resting up there if you need it, then slowly walk down the alley.



Enemies peek out from behind the corner of the building on your left, between the rubbish bins in the back, and from the other side of the chain-link fence to your right. When you round the corner, be wary of the Biscayne guy lobbing grenades from behind a pile of skids. He nails you head-on if you stand still—lights out.



Next to where the grenadier formerly stood, a box of pistol ammo rests atop the tall stack of skids. On the ground to the right of it is some shotgun ammo. Grab the ammo even if you're not low—it's a free lunch! Now continue back to the end of the alley. Around the corner, you find a First Aid Kit. Use it now or later—you can easily return here.

Now head to the fence and through the hole. Follow your radar's flashing dot, which represents the snitch. Move down this alleyway and around the corner to a door near the moving truck. This graffiti-laden hallway is where you need to be to get the snitch.

Dodging a Bullet

Enemies, from the Biscayne Posse to the terrorist trainees in Afghanistan, share a secret to avoid your gunfire. You see lots of them doing diving rolls from side to side. They usually fire a couple of shots as they lay out, but patience helps you catch them when they're defenseless.

When a gunman completes his lateral dive, he rolls over and gets back up. During this time, he can't fire at you and is barely mobile for almost two seconds. Learn to read the dive, judge the distance it takes, and have your pistol ready and aimed headward as the dude stands up.



Your tasks are to find the snitch—who for \$1,000 gives you information and a key to the warehouse—and to make it to the roof so you can get to the warehouse. You could stand some health and ammo as well, so take it slow and explore the area as follows: First, take out the gunman at the end of this hallway with the shotgun.



Turn down the hall to the opposite end. Starting from the end of the hall where you entered (facing the end with the gunman), head into the left-hand door. Pick up all the health bonuses and Enforcer ammo you can find, then grab the Extra Continue token in the corner. Go out the door and across the hall for some more ammo and another First Aid Kit. Kill the gang member hiding behind the boxes across the room. Now swing back to the area from which the thug was shooting at you, and go through the door.



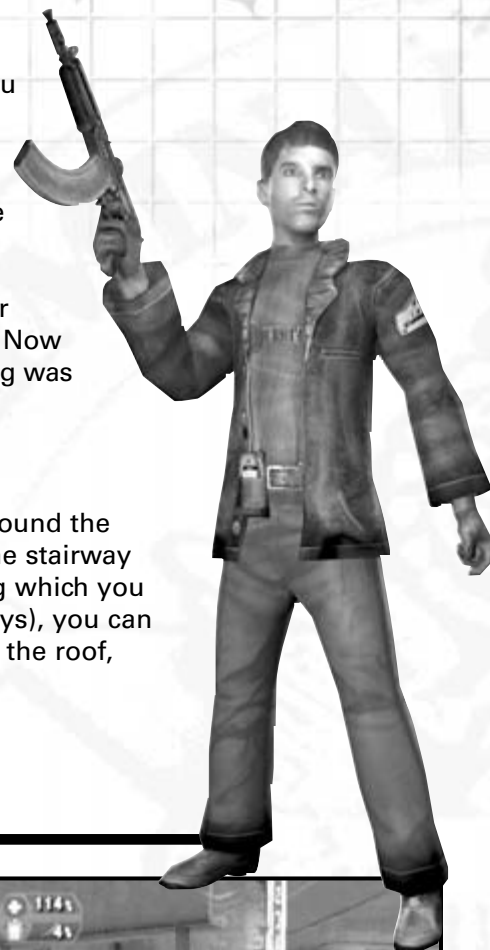
Inside, you find your snitch hanging around the corner from the piled-up boxes. Notice the stairway behind him. After a brief cutscene (during which you slip the snitch a grand for the info and keys), you can blow past the snitch and up the ladder to the roof, your first objective complete.

Objective 1 Complete

Poke your head out and get your bearings. When you pop out of the hatch, you're immediately attacked by three thugs—one on the upper roof next to you, one on the lower roof to the south (Watch out! He's throwing grenades.), and one behind the crate on the same level as the grenadier. Bust up all three and grab the Light Armor behind the crate where the thug was hiding. There's also an Airburst Grenade in the southeast corner of the lower roof



Go north across the upper roof to the other side. You see the top of that moving truck from before, and it's piled high with health and a Special Armor bonus that bumps you up to 200 percent armor. Load up and cross back to the south. Watch for gang-bangers firing from other rooftops. Use your Enforcer or Grenade Launcher to pop these guys out of their windows.





If you walk to the south end of this rooftop area, you see an American flag apparition glowing between two crates in the corner. Get high on patriotism and pick it up for limited invincibility (45 seconds in Easy Mode, 30 in Hard Mode). This buys you a lot of free-roamin' time, so immediately jump down from the roof and start taking out every guy you see. Don't conserve ammo just

because you're invincible—you've got plenty to see you through the level. The idea here is to kill quickly and grab all the health and armor on the ground.

Invincible!

Whether you're playing in Easy or Hard Mode, the American flag is a huge bonus item. Plan where you want to go after you pick it up so you don't waste it on some super-easy thugs, or an empty hallway.

Go down the alley and through the fence at the end before your invincibility runs out. Stretch it out long enough to cap a few guys behind the fence. One may be throwing grenades, and this area could cost you a life if you're not careful.

Get down around the corner, pick up all the health bonuses and shotgun ammo, then climb the metal stairs leading up the side of the building. Stop before you reach the top.



A gang member waits for you at the top of the ladder. Duck and force him to fire a couple of rounds, then ambush him as he reloads, or shoot him from your climbing position. When he's done for, it's safe to dismount the ladder and take to the roof. A gunman fires from a balcony across the way, and another is at the end of this rooftop. Tend to the balcony guy first, because he's closer.



Now take a look at the huge crate sitting in front of you. That's the weapon store you need to demolish. Shoot it once with the Enforcer or the Double Barrel Shotgun to complete your second objective.

Objective 2 Complete

Walk down to the end of the roof and walk through the door. This is the last scenario in Miami.

Objective 3 Complete

New Mission Objectives

-  Destroy the weapons shipment.
-  Find and capture Webber.

You start this area on a catwalk above the warehouse interior. Eliminate as many thugs as you can from this high vantage point. Look right and downward. Your first target stands on a catwalk below. Be careful. He has a shotgun, as do most of the goons on this level. Shotguns do a ton of damage if you take a hit at close range.

The porous catwalk floor is just big enough for your buckshot, so use your shotgun on any enemies hanging out below you. When you have things well cleared, follow the caged-in catwalk down to the ground. Along the way, check over the side on the warehouse floor for any enemies you can shoot from up here, where it's safer and easier to nail 'em.



Quiet, Please

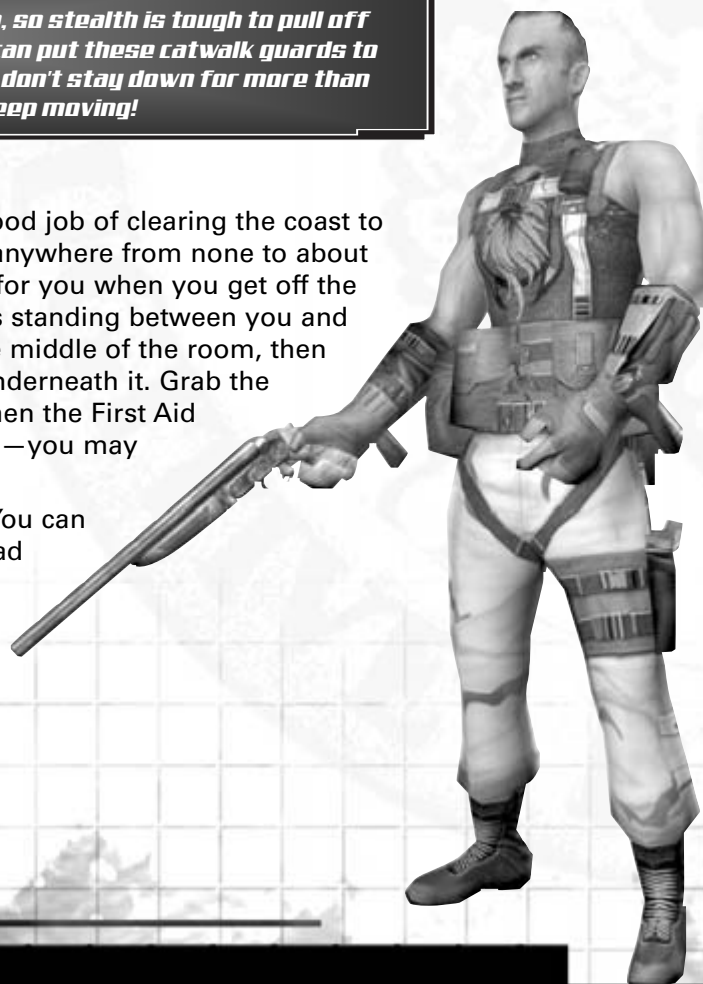
You won't have a silencer for your guns here, so stealth is tough to pull off in this area. If you have the darts for it, you can put these catwalk guards to sleep and slip by without getting shot. They don't stay down for more than about five seconds, so keep moving!



If you've done a good job of clearing the coast to this point, you have anywhere from none to about five homeys waiting for you when you get off the ladder. Kill whoever's standing between you and the truck trailer in the middle of the room, then dart over and duck underneath it. Grab the Airburst Grenades, then the First Aid Kit (behind the crates—you may have to jump).

More good news: You can clean up any loose bad

guys from under this truck—just peek out near the perimeter and shoot at anything that moves. Use explosive barrels to your advantage before they're used on you.



When you're ready, hop to the trailer entrance and start shootin'! Two thugs are in here, one with a machine gun, protecting the weapon stash you need to destroy. Use the Double Barrel Shotgun to take out the closer one, then duck behind the side of the trailer to avoid getting shot by the second one. Reload and go back in to finish the job. There's an Extra Continue token and shotgun ammo buried in the back, and the weapons objective is sitting atop a crate. Blow it up with the Enforcer and get out of there.



Objective 2 Complete



You see a set of stairs north of the corner you're in. One or two thugs guard the bottom and one guards the top. They see you coming before you can get a good shot in, so go slowly and stay out of harm's way until you're ready to take your shot with the shotgun. Use the stacks of boxes as cover as you head toward the stairs.



Draw your Enforcer or Double Barrel and look up at the top of the stairwell before you start climbing. Nip the enemy at the top in the head before you go upstairs. He rolls a barrel down the stairs that can kill you if you get in its way. Kill him, or wait for him to throw it before you climb.



On the second floor, you see an office with glass windows along the side and a thug or two in the area next to the office. Kill all dudes involved (use boxes for cover while reloading) and run to that side, getting the First Aid Kit before opening the office door.

Grilling Webber

Like most of the fugitives in the game, Weber doesn't stand out when you encounter him. To reduce the risk of accidentally killing your target (your natural instincts probably kick in when your foes start plunking you with machine guns and the like), take a second to examine him first. If you come up against a gunman who seems feisty, scroll your reticule over his bad and see what pops up in the ID window (upper-left part of the screen). If your fugitive's name shows up, it's time to pull out the Flechette Gun.

When you do kick the door in, Webber runs to the back room, shooting at you from there. One of his accomplices overturns a table in the front office for cover. Run through the first door and cut to the right to avoid getting shot by Webber. He stays in the rear until you come to him. This gives you time to pop the goon behind the table. Let him duck down behind it once, and cap him when he resurfaces to take a shot at you. Now get behind the table (where the thug was hiding) and face the door to Webber's back room.

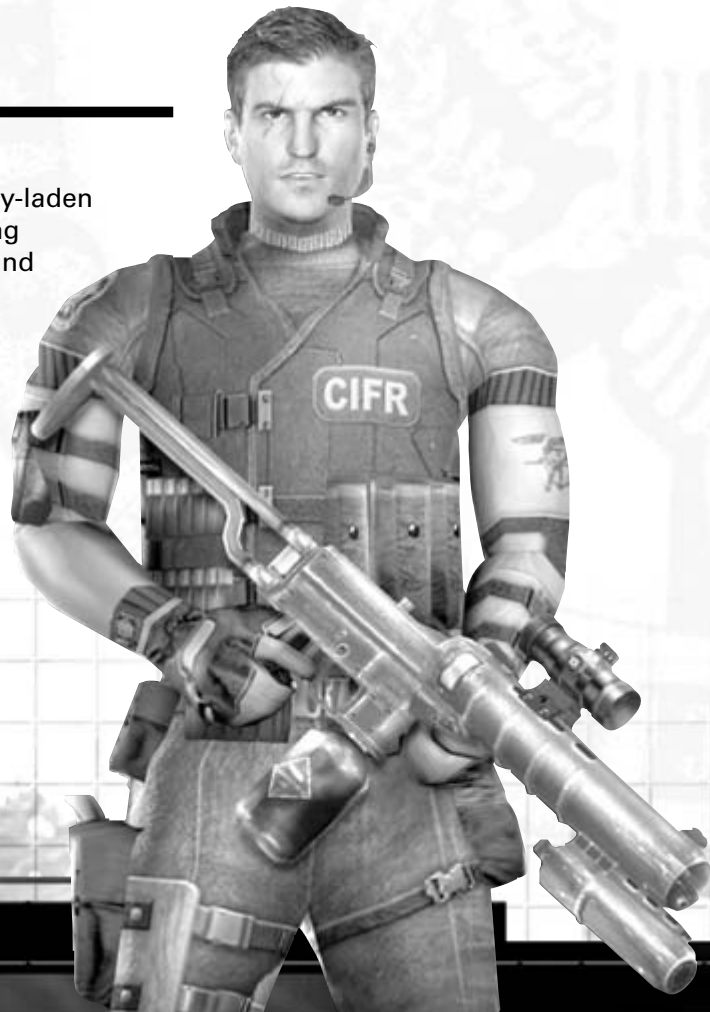


Draw your Flechette. Use the d-pad to peer in and take a shot when you hear a break in Webber's rapid firings. When Webber's hit, run in to begin the capture sequence and take him out. He's not much harder to bring in than Jamal, but is more aggressive with his combos.

Objective 2 Complete



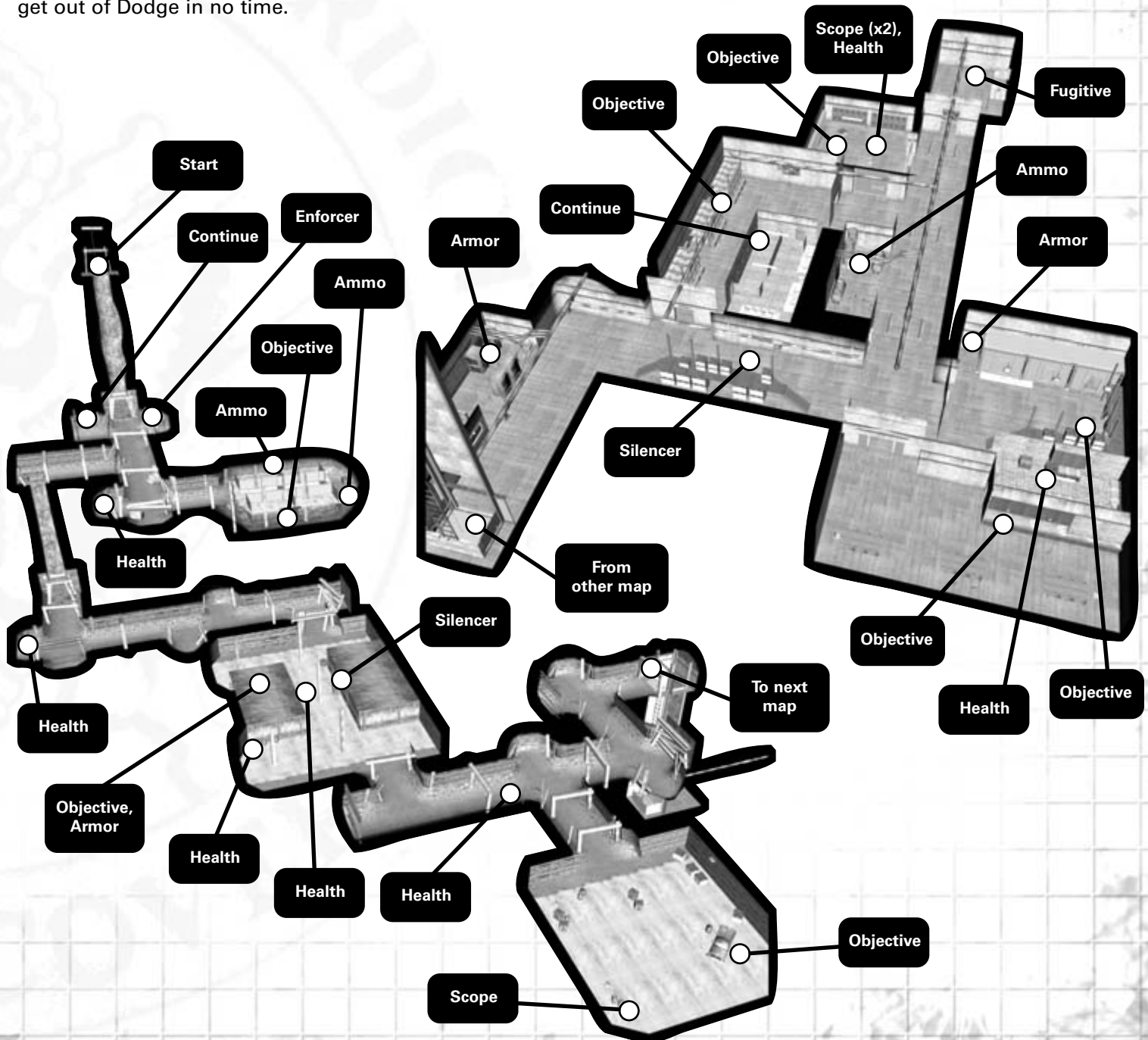
Enjoy the police brutality-laden cutscene with Jake pushing Webber down the stairs, and you're home free. With Webber in the bag, you can leave Miami for your next venue. Strap on your Old West boots and cruise on over to Utah to capture your next man, Mr. Charles Marcus.

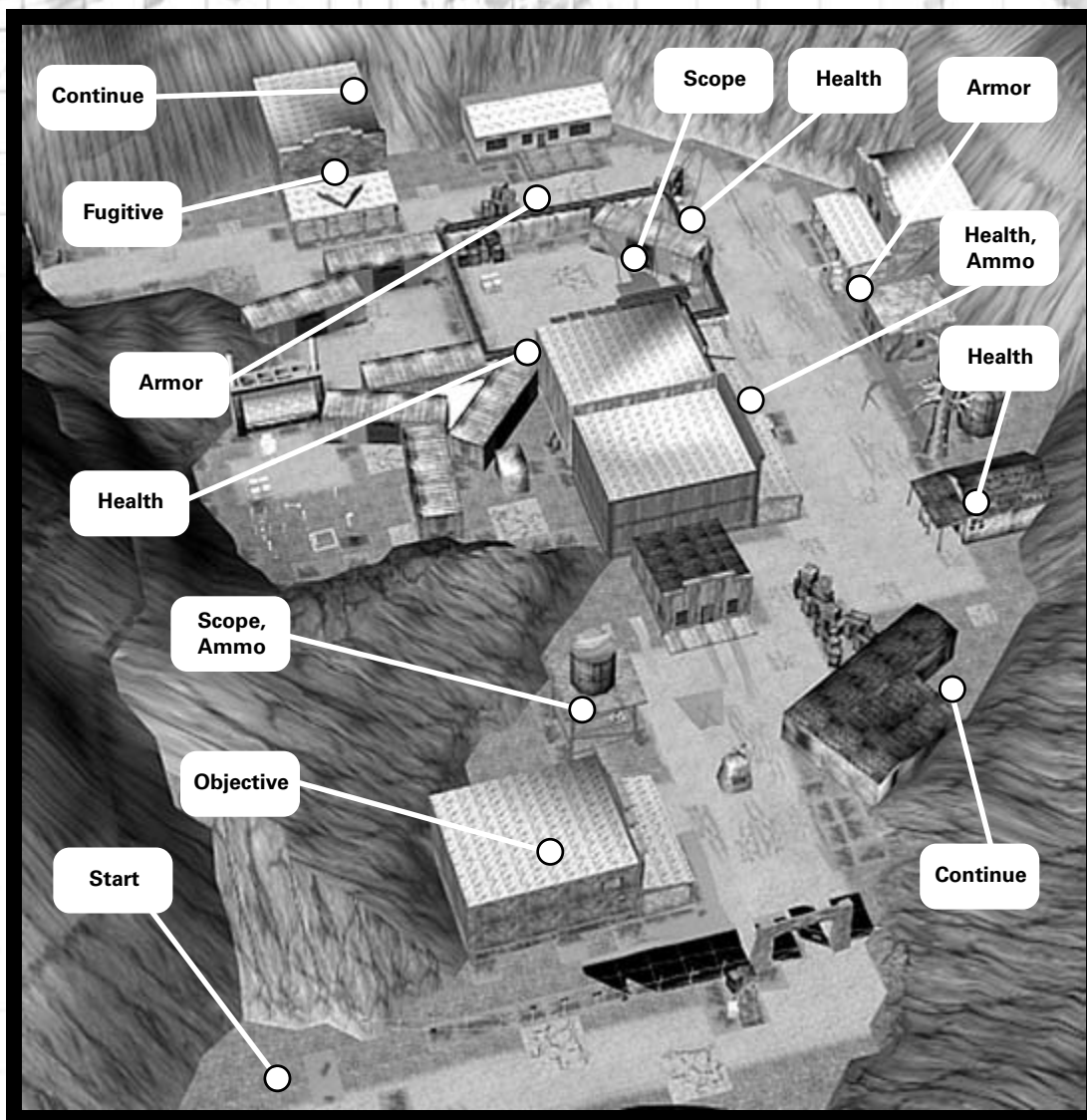


UTAH

At the main title screen, choose Continue Game to see that the first two fugitives you captured are crossed off your to-do list. The next victim in line, Charles Marcus, is a bigger catch than Richardson or Webber. You find him in Utah, along with all the comforts of a western ghost town, right down to tumbleweeds and saloon doors.




Bagging this rascal earns you the right to go after Lucas Aker, who lurks below the Old West town in a military compound. Along the way, you run into more shotgun- and Assault Rifle-carrying baddies and snipers who like to keep their distance. You need to step up your arsenal to keep up with the boys, but you can find almost everything you need on the battlefield. In this stage, enemies see you before you see them. Stay sharp, and you get out of Dodge in no time.





Fugitive: Charles Marcus

Mission Objectives

-  Eliminate window henchmen holding hostages.
-  Find and capture Charles Marcus.
-  Find the entrance to the Militia compound.



Your first task is to get rid of the henchmen who are holding hostages in the big house to your left. Take out the ground threat with your TAC Shotgun to get a clear shot at the window sniper. Kill him and walk through the gate down the way. A box of shotgun ammo is through here and to the left, across the wooden fence from where you started the level. Walk toward the town and fend off two attackers who slink out from behind the statue.



One more sniper is in the house on your left. Knock him out with your TAC, and your first objective is done.

Objective 1 Complete

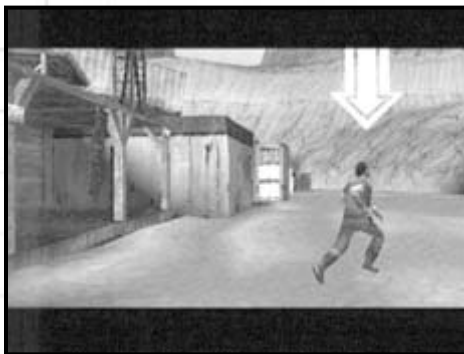
Head west, past the statue with the shovel and pickaxe. A water tower is on your left, with a ladder on the back side. Scoot up the ladder and pick up the box of Assault Rifle ammo, then look out over the town. See that huge gun mounted atop the roof below you? Fire on it twice with the TAC Shotgun to disable it. Hop off the edge and continue on without that hazard on your tail.





Tip

You probably get freaked out when you run in front of an automatic gun turret in Fugitive Hunter and it starts ripping you apart. Deal with gun turrets by killing them before they see you. One well-placed shotgun blast blows 'em up.



Walk into the open and watch the cutscene. You see Charles Marcus fleeing and walling himself off behind a trailer. Forget him for now. In front of you is a little hut with junk hanging from the awning, and there's at least one thug in the neighborhood. Kill him while he's not looking. Before going inside the shack, hang a right and go behind the wooden single-story house to the east to score an Extra Continue token. Get inside the hut, pick up all the items, and hold your position.



Pick a spot near the west door and equip your TAC Shotgun or Assault Rifle. Use the peek-out/take-cover technique to nail three key gunmen. One is atop the silo outside your side door, and two are on the second floor of the house on the corner. Watch for ground troops, too. When the gunmen are dead, you're safe to run outside again.

Run across the way and pick up the health bonuses and shotgun ammo. Then run to the end of the street, kill one last sniper in the end house, and grab the Light Armor Vest in the back corridor. Or just move down the corridor between the buildings here and hop the barricade at the end to move on.

**Note**

Normally, a shotgun's aim gets worse the farther away your target is. But the TAC Shotgun can hit some marks that are far away, especially some of these window-based snipers. You don't always have to switch to an Assault Rifle to hit enemies at mid- to long range.



Only one gunman is back here, around the shack in front of you. You can kill him (the Double Barrel is recommended for this kind of close fighting) or ignore him and run inside the shack. A stepladder leads down to a passage. Take it and you pop up the other side. Kill the two gunmen with their backs to you.

Jump on these crates and clear the big barrier to the west. Before jumping down, take aim at the two guys waiting below and finish them off from this vantage point. When it's safe, look to the north and check out the fence—it's busted near the bottom. You can squeeze under if you squat. The path is clear on the other side, so don't get too jumpy when you pop back up.



Head left and walk into the truck trailer to get a Scope for your Enforcer. You have to manually equip it from your Inventory menu. Select it, and it becomes active. Outside the trailer, a couple of washing machines serve as stepping-stones to a junk pile near the fence. Use both to jump toward the west and clear this obstacle, and you're in the final area for this part of the level.



Tip

If you have trouble landing on skinny ledges or sticking jumps on uneven crates, look at your feet as you jump. Face in the right direction, then move the analog stick so you can see the ground at your feet. This makes it easier to figure out exactly where you should take off and how you should land.



As you land on the wall's other side, turn left and shoot the gunman on the porch. He's already shooting at you. Now swing around and take cover behind the boxes. Equip your Double Barrel. Enemies come around the boxes at you, but you can peek around and surprise them. Take cover and reload after every shot.



Two more guys run at you from behind. Kill as many of the guys on the other side of the crates as you can before these two appear. You don't want to have to protect two fronts.





If you need more health, follow the path around to a First Aid Kit between two crates and a building. Otherwise, equip the Flechette Gun and open the saloon doors to find Charles Marcus. He's more defensive than your previous fugitives, but still no big deal to capture. That's Objective 2.





Objective 2 Complete

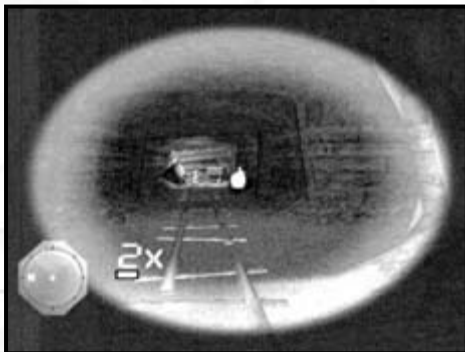
Now for Objective 3: Get the Enforcer from the front of the bar, then head out the doors and to the mine shaft on the right to access the Militia compound.

Objective 3 Complete

Fugitive: Lucas Aker

Mission Objectives

-  **Destroy the C4 explosives stash.**
-  **Find the clinic bombing evidence.**
-  **Find the link to the Militia's supplier.**
-  **Find the mine shaft leading to the lower compound.**



Down the rabbit hole, you see some activity at the path's end. If you're being shot at, use your zoomed-in Enforcer to pick off as many guys as you can get a bead on. Take out four or five guys from this safer distance, then creep forward 10 or 20 feet to get a better look at the rest. Don't walk past the side corridors unless you first kill the guys inside them.



Tip

Down here, use your Enforcer with the Scope at a distance when possible to avoid unnecessary confrontation.



Pick up the Extra Continue token in the right-side alcove and kill the guy there if you haven't already. The TAC and Double Barrel shotguns work well. Keep one loaded as you move down the hall, because guys seem to come from nowhere. Go all the way down, grab the First Aid Kit, and make a left.



Your target here is a pile of C4 explosives inside a cage on the right side. Fight the enemies here to pick up the shotgun ammo in the cage at left. Use the Scoped Enforcer to clean house from afar. Otherwise, shoot the C4 to complete your first objective, then double back to the middle of the hall you came in through. You must crawl down another mine shaft on the left, but be careful not to fall. You can catch a ladder if you go slowly.

Objective 1 Complete



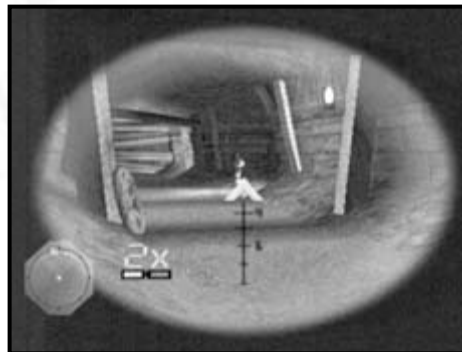
When you near the bottom of the ladder, look into the clearing and shoot the sole enemy here. Get the First Aid Kit across the way, then take cover behind one of the wooden braces. Shoot at the enemies down the hall with your Enforcer. Aim at their heads for one-shot kills. Now go down the hall and to the left.



Lots of bad guys lurk in this area. Kill a few and move quickly to get your job done. Use the Assault Rifle or a shotgun to clear out guys as you go. Make for the small building on the right. The door is down on the right. Open it and grab the Light Armor Vest and Special Features Video, then pull the package from Rojas off the table to complete Objective 2.

Objective 2 Complete

Keep heading down the hall, taking out guys from afar when possible. Stealth is useful here; use walls, objects, and beams for cover. You come to the mine shaft you needed to find—Objective 4—but you have to acquire one more object before you can go there. Fight your way past it until you come to one last open area.



Tip

If you're using the Assault Rifle, fire short bursts of two or three rounds rather than multiple shots in a row. This improves accuracy.



Run down to the pickup truck on the far-left side. Hop into the back to find a Scope for your TAC Shotgun, giving you that all-important range. Behind the truck is the last piece of evidence you need to collect here to complete Objective 3. A box of Enforcer ammo is also sitting on a crate in this room.

Objective 3 Complete



Head back to the mine shaft you found earlier. Press **X** to go to the lower compound, completing Objective 4.



Objective 4 Complete

New Mission Objectives

- Find the box of bomb parts linking Aker to Rojas.
- Find the key to the shipment receiving room.
- Determine the destination of the Stinger missile shipment.
- Destroy the Stinger missile shipment.
- Find and capture Aker.



Run forward and to the left to surprise a henchman hiding behind the machinery. Grab the Light Armor Vest behind him. Go forward and around the corner. Kill the guy on the right-side catwalk and hug the wall. A gun turret is mounted front and center on the floor. Peek out and take a few shots with the TAC to kill it. Walk up the catwalk, take out one more guy, and get the First Aid Kit. Grab the pistol Silencer below the catwalk between two boxes. It equips automatically.

**Tip**

You can attack the turret from above if you kill both the henchmen here first. This is a sure-fire way to avoid getting hit by it.



Move through the doors across the hall and nail the guy partly obscured by the beds at left. The shipment log you need to complete Objective 3 is past him and against the wall. Pick it up and run across the room through the next set of doors.

Objective 3 Complete

Surprise the enemy here with a Silenced Enforcer shot to the head. Take out the Double Barrel and head into the caged room at left. Kill two enemies, grab everything on the counters, and blast the large box on the ground—that's the Stinger missile shipment, and destroying it takes care of Objective 4.

**Objective 4 Complete**

You have to clean house now, so bring out your powerhouse weapons. Shotgun ammo helps. It's behind the tanks on the right side as you work your way down to the end of the hall opposite the blue flag. Go through the doors at left first, waste three baddies, and get the box of bomb parts (Objective 1) from the back of the room. Circle the catwalk for some health and ammo. Hop up to the highest level for a Light Armor Vest, then jump down and go out the door to the left.

Objective 1 Complete



Tip

The Double Barrel Shotgun is a slow re-loader. If you're getting wasted by bad guys while reloading, try the TAC instead. It may be worth the trade in power for speed.



The key to the final room (where Aker is hiding) is through these doors. Open the doors and hang back to shoot the first couple guys with the Enforcer. Then charge in with the TAC or Double Barrel to finish off the third. You find a magnetic key (Objective 2) on the counter and a First Aid Kit in the kitchen. Get 'em both, then march back down toward the blue flag for Aker.

Objective 2 Complete



Aker is talking to Rojas, who runs away. Shoot him with the Flechette Gun while he's distracted. When you go in for the capture, you find he's more difficult to reel in than the other fugitives. He blocks and dodges a lot and is careful with his combos. Stay mobile, avoid getting forced into a corner, and you're fine. With Aker in custody, your fifth objective is completed, and it's time to chase Rojas to the Caribbean.

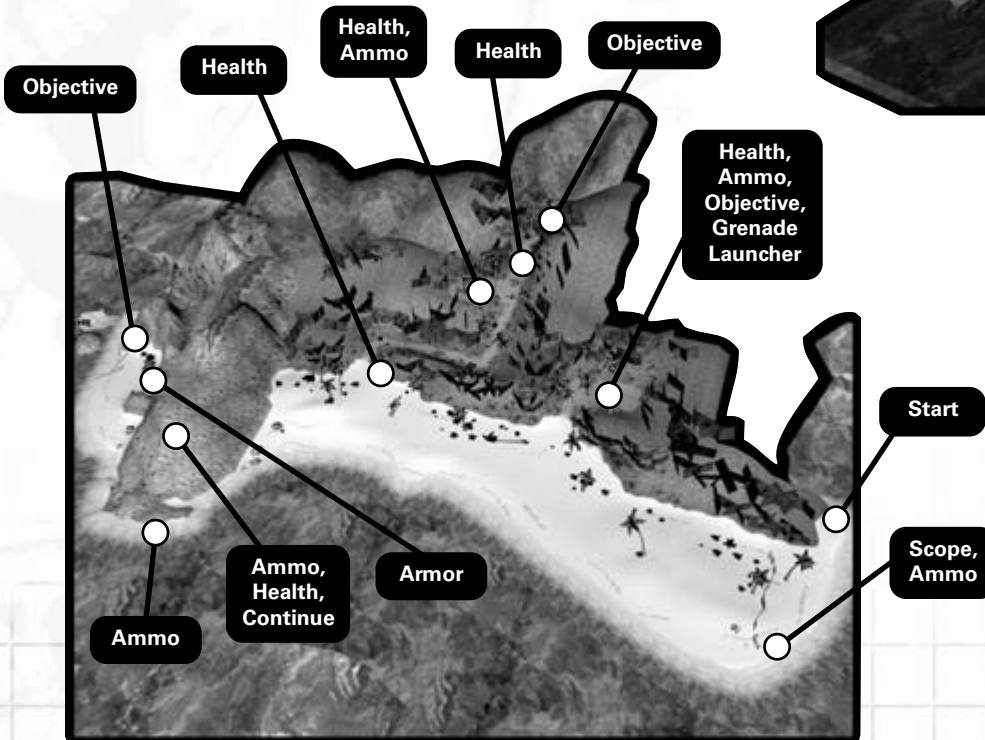
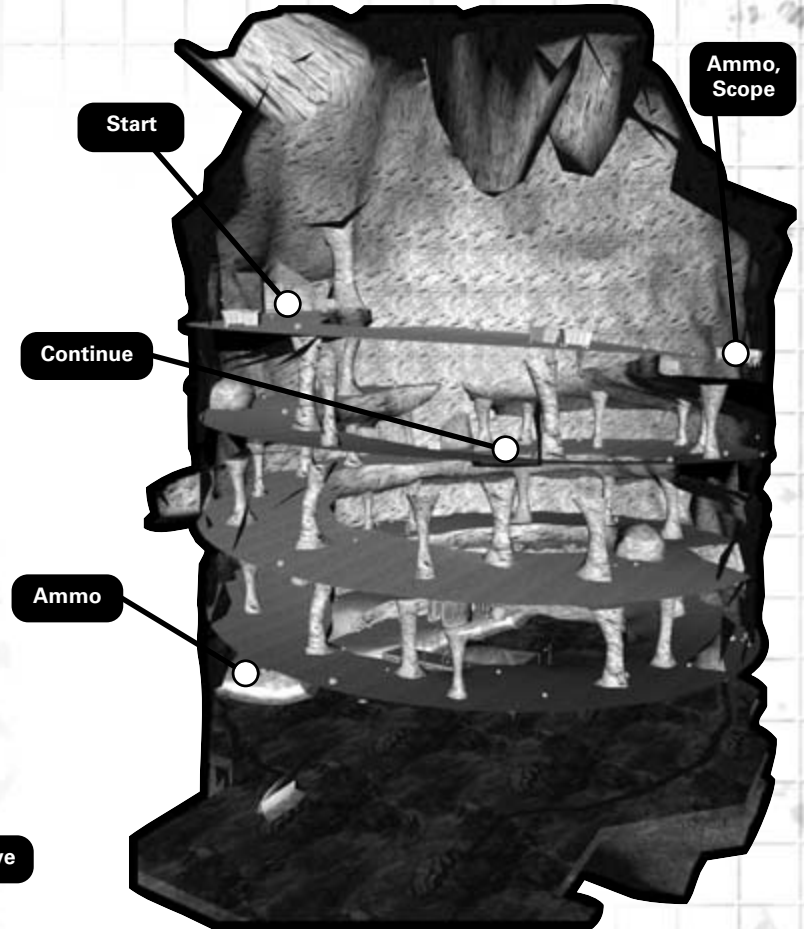
Objective 5 Complete

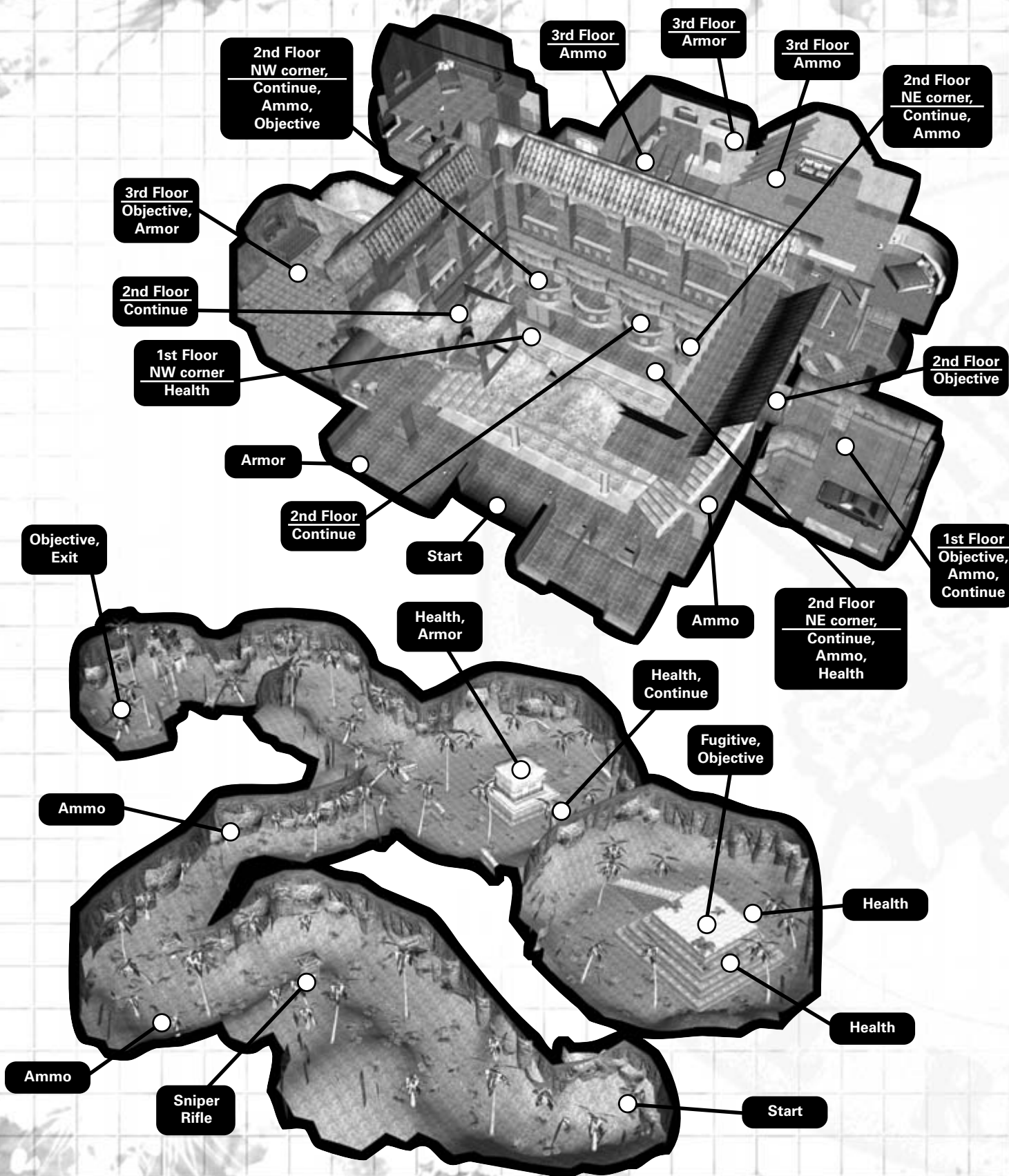
CARIBBEAN

Rojas and Perez picked the right place to hide out. Your chopper drops you onto an inviting tropical beach with white sand and palm trees. Unfortunately, you have fish to fry.

While tracking Rojas and Perez, the fog and vegetation in the jungle are both your best friend and your worst enemy. The greenery provides camouflage for you, but the mist obscures enemies who are close enough to plug you with lead. Tread lightly and use a scope to check out the path ahead.




Be on the lookout for ammo and helpful items tucked under plants, behind trees, in watchtowers, and near changes in elevation. Use your compass to keep your bearings as you explore, and follow the stone statues that provide a loose guide through this level.





Fugitive: Armando Rojas

Mission Objectives

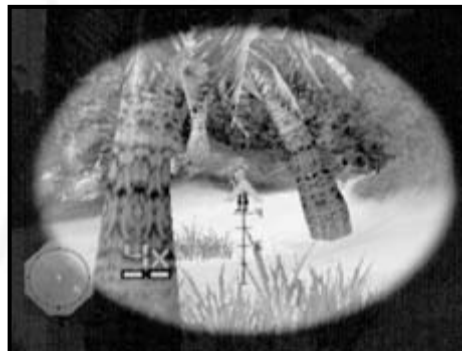
-  Take the island map from Perez's guards.
-  Make contact with Catalina.
-  Find and open the jungle gate.



Before you can chase Rojas into the jungle, you have to make contact with Catalina on this beachfront. Pick up the Scope and ammo next to the barrel if you need them. Move down along the seashore and use the TAC Shotgun to take out the lone mercenary on the sand in front of you. Pick up his Assault Rifle and make sure your Scope is attached.

Look to your right to see a clearing containing some more bad guys. Kill the first one from afar with the Assault Rifle you picked up. Cap the mercenaries as they come with the TAC. You have to kill four of them before you can make it into the alcove beyond the clearing.

The island map is here. After you kill everyone, pick it up to complete your first objective. Get all the ammo and weapons (Enforcer and Grenade Launcher) scattered here, too.



Note

You need the island map to complete your objectives, but don't look for it in your inventory. You can't use it for navigation.

Objective 1 Complete



Move down the beach and kill the solo soldier by the fallen log. To your right, two more guards stand next to another opening in the foliage. Shoot them down, but be careful—a turret is not far behind them. Don't go this way yet. If it spots you, get a lock on it with the Grenade Launcher or TAC and take it out. If it doesn't, traipse down the beach toward the rocky outcropping at the end.

Wade around this boulder bulge to find a small beach on the other side. Walk to the girl who is waiting by the campfire and talk to her. She's Catalina, your second objective.



Tip

Don't try to go back the way you came after talking to Catalina. You can't get back around. You have to climb the face of the hill behind the fallen tree.

Objective 2 Complete

Spin around and walk toward the tree lying in front of a Light Armor Vest. Duck under it to find footholds carved out of the mountainside behind it. Climb to the top and look to your right for a bounty of good junk. Check out the TV Guided Grenades and help yourself to a First Aid Kit.





Now it's down the side of the hill whence you came and back to that clearing with the turret. If you didn't toss a grenade at it before, do it now. Walk there and get ready to fight your way uphill.

Shoot the soldier who stands at the bend in the path, then equip the Grenade Launcher. You're under attack from four enemies when you round the corner. Duck out and launch a grenade into their center, and detonate it before you slip under cover.



Note

The soldiers in this area move around a lot, so you may have killed a few of these guys already. If you had a tougher time than you expected closer to the clearing, this area is probably lighter on enemies.






Peek out and survey your work. If you've done well, no more than two soldiers should be left standing—and maybe none. Clean up whomever remains with a shotgun. Now run up the hill and grab the goods from around the shed. Open the door to the shack.

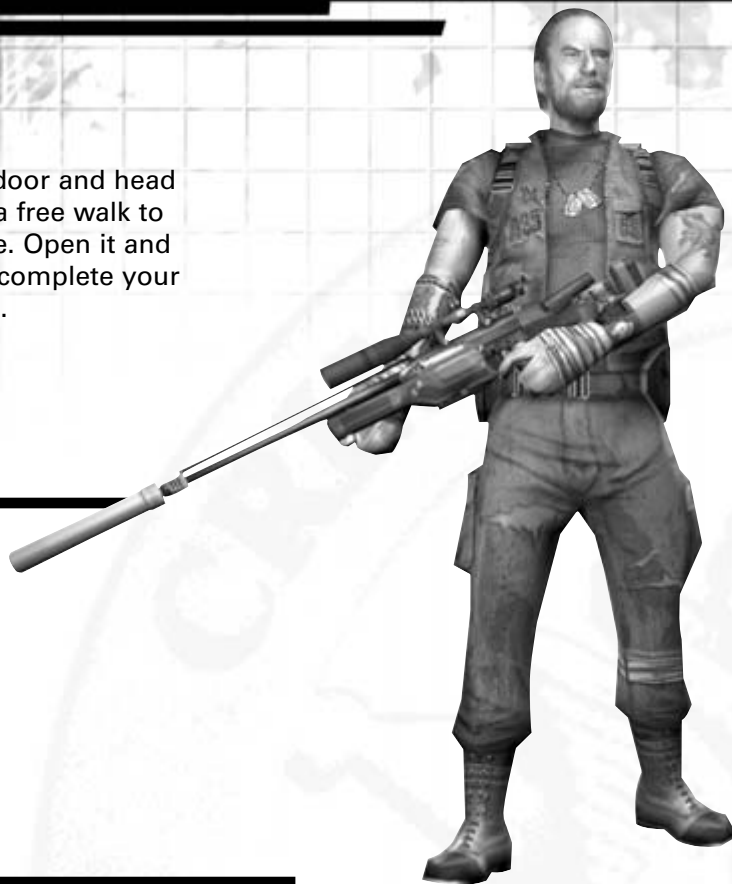


Go out the door and head left. You have a free walk to the jungle gate. Open it and step inside to complete your third objective.

Objective 3 Complete

New Mission Objectives

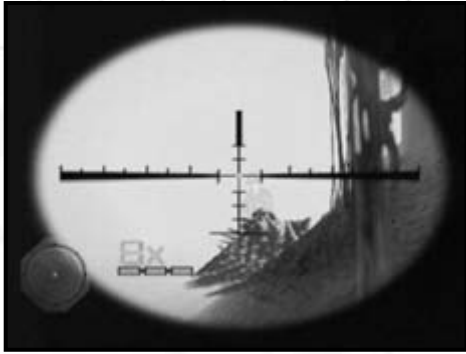
-  Destroy the satellite radio.
-  Find and capture Rojas.
-  Find the path to the clearing.



Wipe out the two dudes by the campfire here and take their weapons. Walk down the jungle path and ice another lone mercenary ahead, then look up to your left to see a sniper in the watchtower. Wait for him to take cover, fix your aim with the Scoped Assault Rifle or Enforcer, and cap him in the head when he pops up.

Climb the tower and take the sniper's gun. Use it to target the other watchtower's sniper (you can see him if you use 8x magnification and hug the tower's edge) and any enemies on the ground. The clearer your path is, the better. Hop down and grab the Airburst and Homing Grenades on the ground and in the second tower.





Kill any mercenaries you spot on the way to the open area down the path. Equip the Sniper Rifle and take out anyone you can see. The more you kill, the more are alerted to your position, so be quick.

When you've done all you can with the Sniper Rifle, target the turret on the small building's corner with the Grenade Launcher and take it out in one shot. Move in with the TAC or Assault Rifle and clean up any guys left over. Pick up everything you can find in the small building, including the grenades on the ledge. Scour the grass for goodies as well.



There is a small hole in back of the small building. Duck and go in—it has an Extra Continue inside, rotating to help you see it. Follow it through to the pyramid on the other side.



Tip

The passage to the pyramid is easy to miss. Keep your gaze low and watch for the flash of the Extra Continue.



Rojas can take a good beating. He tries to corner you and launches a bunch of combos. He may interrupt several of your combos with counterattacks. You can take a few hits, and your combos can fall short here and there, but make sure you're doing most of the damage each time. When you defeat and capture Rojas, you've completed Objective 2.



Objective 2 Complete

Hey, check it out! It's the satellite radio you need to destroy. Pull out the TAC and give it a blast. Objective 1 is achieved.

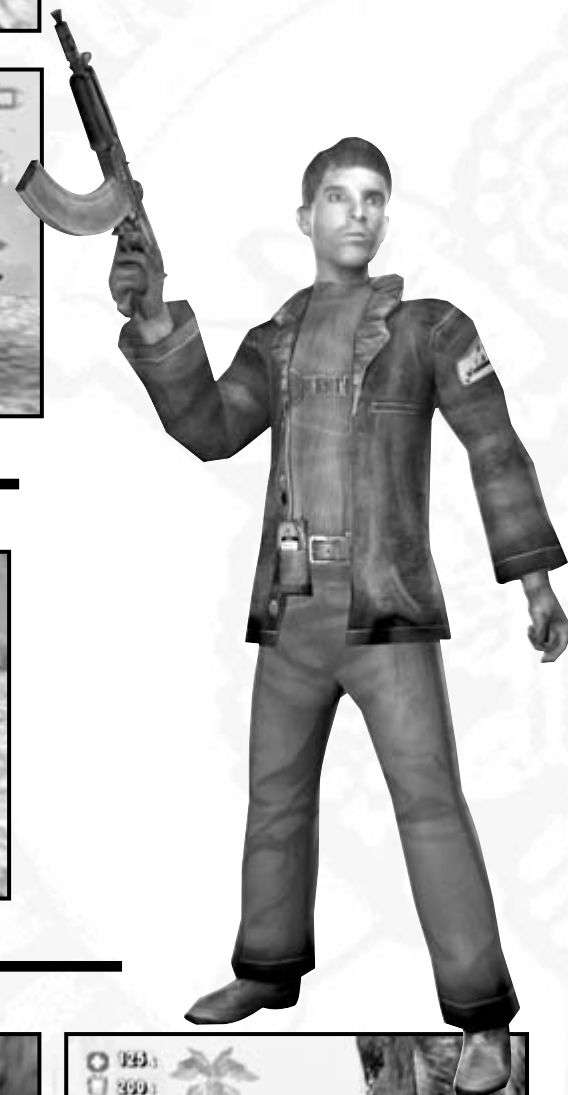


Objective 1 Complete

Now all you have to do is get the hell out of here. Drop, circling each level of the pyramid's face as you go down. Health bonuses and ammo are stashed along here. Go out the hole you came in, and head south toward the flashing dot on your radar. You see a path with a watchtower, a guy on the ground, and a turret ahead. This is the way to go.



Sweep the pyramid base and kill the four guys who are hanging out. Shoot the stairs to find Rojas messing with a satellite radio. Flash him with the secondary fire on the TAC Shotgun (or knock him with any other weapon's secondary option) to leave him open for capture.





Kill the soldier and tower guard from a safe distance with the TAC (conserve your Sniper Rifle ammo) and Homing Grenades from the tower. Follow the path to the end of this area, ducking under the fallen trees when you see them.



Tip

Don't get trapped by downed trees. If you back into something as you retreat, duck. It's probably just a felled tree impeding your backpedaling. Duck to get under its low clearance.

As you move along, kill the first two soldiers with the Sniper Rifle. The last tough part here is dispatching the seven soldiers at the end of the trail.



When the mercenaries break out, cripple a group of them with an Airburst Grenade. Use Homing Grenades to finish off the job—they track nicely and make for an easier escape to the clearing, which is in the back next to the statue. That's Objective 3.



Objective 3 Complete

Fugitive: Eduardo Perez

Mission Objectives

- 🎯 Destroy the reserve gas tank.
- 🎯 Find the aircraft access tools.
- 🎯 Disable Perez's getaway plane.
- 🎯 Find the wire transfer evidence.
- 🎯 Gain access to the hacienda.



As you press on through the jungle, your first enemy pops up from a pile of leaves. He gets up slowly, so pop him as he's rising. Move along and take out all the watchtower guards and foot soldiers with the Sniper Rifle (aren't you glad you saved that ammo?). Scour the area for ammo and get down to the bridge.

Before you get the Special Armor Vest from atop the crates across the bridge, look for the turret in the clearing on that side. Take it out before exploring the watchtower area. Get atop the watchtower next to these crates and use the Sniper Rifle to clear out the tower down the road and any enemy stragglers. Head down there and pick up the goods, especially the Sniper Rifle ammo next to the gorge.



Tip

Stockpile the ammo you pick up in this area. It's more useful in the next part of the level.

Continue down the open road ahead. You have a few guys to kill (one on the building, two on ground) when you get to the clearing. Use some of your Homing Grenades to destroy these dudes, or guide a TV Guided Grenade to the edge of the building where your first objective, the gas tank, awaits. It goes up in flames and takes an enemy or two with it.



Objective 1 Complete

Walk down to the building and take a hard right. Down a small hill is a smaller house to enter. Bust down the door and grab the wire transfer evidence from the table after killing the guard in here. Getting the evidence is Objective 4.



Objective 4 Complete

Go out the side door, kill two mercenaries by the ravine in front of you, then turn left to face four more guards running toward you. Drop them with grenades or the TAC Shotgun and run forward to the airplane hangar.

Inside the hangar, use the explosive barrels to help clear out bad guys. Find the airplane tools on top of one of the lower crates in the middle of the room (notice the vest on the tall crate) and lift the hood on the aircraft to disable it. That takes care of the second and third objectives.



Objective 2 Complete

Objective 3 Complete



Tip






Do not blast the plane. That produces a secondary explosion, but doesn't disable the plane.

Now that the plane's grounded, all that's left to do is run outside to the left and enter the gate to access the hacienda, the fifth objective.



Objective 5 Complete

New Mission Objectives

-  **Disable the hacienda's security system.**
-  **Free the captured DEA agent.**
-  **Determine Perez's European arms source.**
-  **Rescue Catalina and obtain the elevator passcode.**
-  **Use the passcode to operate the elevator.**

Inside the hacienda, use the Assault Rifle. All your enemies drop ammo for you, and the rifle is good for firing off short bursts into the mercenary forces. Grab the Assault Rifle ammo from behind the stairs, then head along the inside edge of the stairs to the room in the back right-hand corner.

Take two rights to find the room containing two mercenaries and an Extra Continue. A security panel is on the left wall (from where you walk in). Kill the enemies, then walk up to the panel to disable the security system and complete your first objective.



Objective 1 Complete



Note

The hacienda marks the first time you're offered a choice of travel directions. You won't get lost if you roam around, but hit all the key areas mentioned here.

Run out of the room and take a right at the lobby with the fireplace. Get the Light Armor Vest near the fire, then head back out of the room to the stairway near the hacienda's entrance. Take a left down the hall and get to the room in the far corner. In the back of this room is an Extra Continue and a fax from Ali Binasí identifying his European arms sources you need to collect for evidence. Grab the fax and defend yourself against attackers as you exit with Objective 3 complete.



Tip

Explore all the rooms of the house if you have the health and ammo. Plenty of ammo and Extra Continues help you later.

Objective 3 Complete



Go right, then take a left down the hall. Hurry into the right-hand room to free the DEA agent, your second objective. You have to kill all the mercenaries in the room before they assassinate him, then defend the doorway while a couple more bad guys try to bust in. When he's safe, get the First Aid Kit from the mini-room in back, then go out the door and to the right.

Objective 2 Complete



As you continue down the hall to the stairs, get the Extra Continue from behind the table at the foot of the stairs. Go up the stairs, left down the hall, and straight into the room ahead. Look out for mercenaries on both sides. Run into the adjacent room and jump to get the Special Armor Vest hanging in front of the dartboard.



Tip

If you're already well armored, make some headway and take some damage before picking up armor bonuses. You stretch your lives that much further.



Farther down the balcony is one last room you need to check out. Lean in and out from behind the door frame and kill the three mercenaries guarding the door—the TAC is the best for this. Meet Catalina in the back of the room to get the elevator passcode. That's Objective 4, and Catalina has an Extra Continue for you as well.

Objective 4 Complete

The elevator is on the second floor in the room across from the staircase; follow the white dot on the radar. Make it into the elevator, Objective 5, and you're just feet away from catching Perez.



Objective 5 Complete

New Mission Objectives

Capture Perez.



You start this area at the top of a long path leading down to Perez. You don't have to walk the whole trail, individually killing enemies. Move down the path and watch for groups of enemies across the way and in front of you. Wait until they near the explosive barrels that line the walls, then keep up a simple pattern of shooting the barrels to toast the terrorists as you go.



Tip

Use all the ammo you have, including the special grenade types you've acquired. The level is almost over.

Look for gaps in the floor that drop you one level. Keep an eye out for a couple of Extra Continues in this area. You might miss out on one (or kill yourself) if you jump off the edge too soon. When you near the bottom, you see Perez in the middle of the floor, about to escape.

Run up and stun or clobber Perez to start the capture sequence. He's easier to take down than the feisty Rojas. When he's yours, the objective is complete.



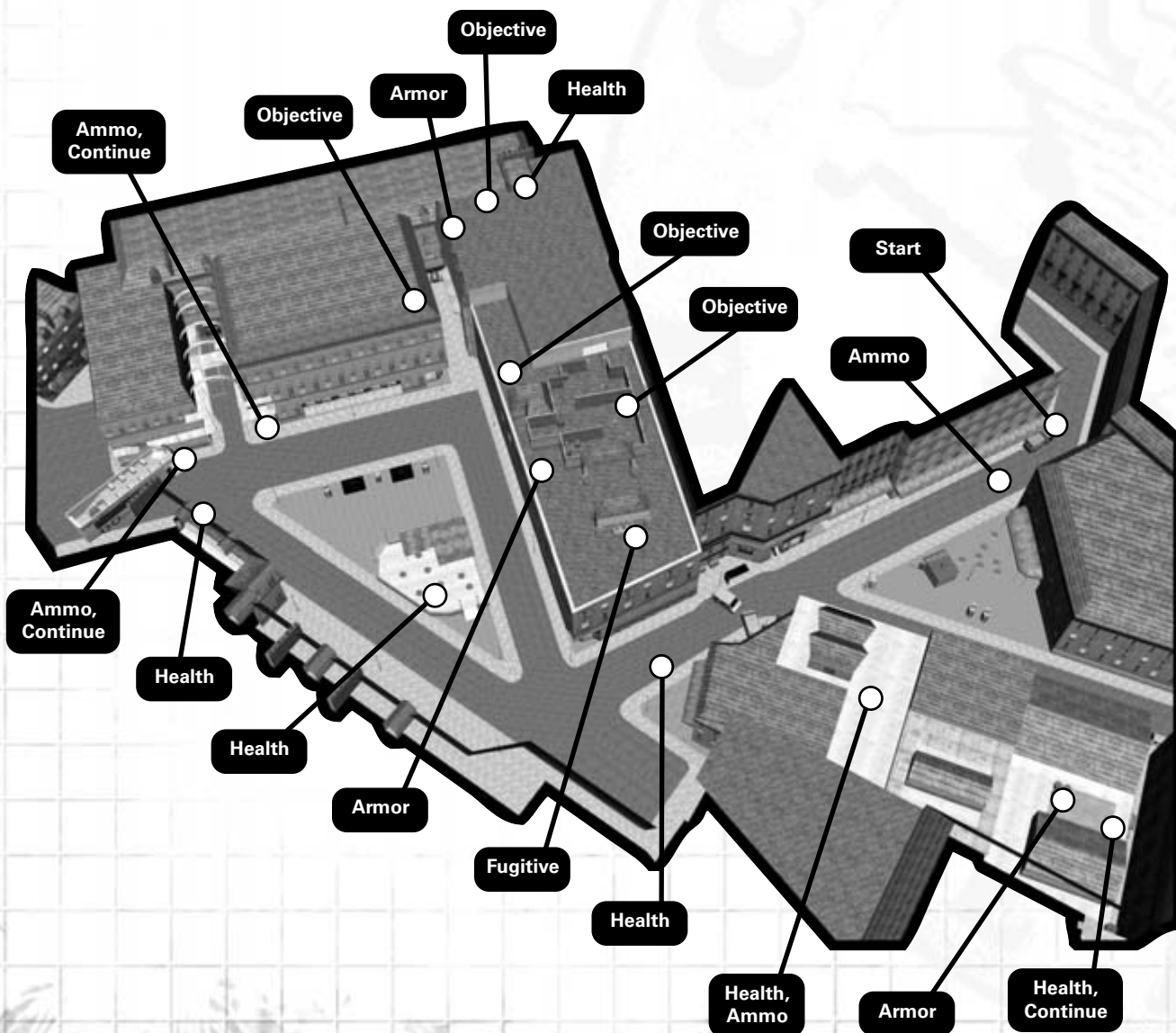
Objective 1 Complete

Whew! You're finished with the Caribbean level. Push on to Paris to track Ali Binasi.

PARIS

The terror alert level in Paris is at an all-time high: Ali Binasi is on the verge of detonating a bomb in the middle of the city. For the first time, you're fighting the clock to bring a fugitive into custody; there's no time for messing around. Choose your battles and kill only essential terrorist guards to save time and ultimately to save Paris from destruction.

Amand Aziz and Hostinec Drobek are also at large in the catacombs beneath the city. These two are your final external links to Al-Nur and Bin Laden in Afghanistan. You have to track them down as you dispose of the bio-warfare spores the terrorists store here. The Dragon is returned to your arsenal for the first time since the game's introductory stage. Learn to use it as both a tool and a weapon to do well in the Paris sub-streets.





Fugitive: Ali Binasi

Mission Objectives

 **Chase down Binasi.**

In this part of the stage, your only task is to keep on Binasi's tail so he doesn't get away and detonate his bomb. You see him using the phone booth in front of you. Approach, and he takes off down the street to the left. Give chase, keeping out your TAC Shotgun to fend off a couple of terrorists around the corner as you follow Binasi to the alley's end.



At the corner, take the staircase on the right-hand side—Binasi has fled upstairs. Don't shoot the guys on the landing or rooftops, just blow by them.



Tip

Don't stop or shoot unless you have to. In this part of the stage, you only need to kill a handful of enemies as you shadow Binasi.

At the top of the stairs, take a right into the building, then a left up the next staircase. Look out for two soldiers hiding behind sofas. The exit isn't far, so don't bother killing them. Run through the door to your right. Follow the trail of health bonuses to catch a glimpse of Binasi on the roof ahead.



Shoot the guard standing on the roof and keep after Binasi. He pauses at the edge of a rooftop, then jumps. Don't hesitate; follow him down. You take some impact damage, but keep going. Use a First Aid Kit if you need to.



Kill any terrorists who get in your way as you follow Binasi through the courtyard. Pick up the health bonuses as you chase him into the bus and out the back. Make some tight turns in and around the scaffolding and look out for two guards flanking the hall passage ahead.



Tip

Don't slow down, even though Binasi is turning and firing to get you off his back. Pause the game and use a First Aid Kit if you're near death.

When you get to the gap, hit **X** to leap across and stay on Binasi's trail into the next area. You've accomplished your first objective.



Objective 1 Complete

New Mission Objectives

- Find the three nuke disarm codes.
- Capture Binasi.



When you enter the art gallery, stay behind pillars to avoid snipers hitting you from above. Clean house with the TAC as you go to the stairs in the back right-hand corner. These lead you up toward your first objective.



Tip

Look for landmarks (potted plants, trash, anything identifiable) to help you find your way around and distinguish one area from the next. It's dark up here after you get outside, and easy to get turned around.

Notice the timer on the left side of the screen. You have four minutes to capture Binasi and disarm his bomb. First, go after Binasi. He's on the second floor in the outdoor area containing the gun turret (look for that—you hear it before you see it) and the bad guys. Catch him arming his bomb and bring him in to complete your second objective.



Objective 2 Complete







Now find the three codes to disarm Binasi's bomb. These are shown on your radar in white. One is on the balcony where the snipers were. Another is outside at this balcony's end, past the trail of health bonuses in the corner. The third is in the corner of the outdoor area with the tall wooden fences atop the walls.

When you get all three codes, you're shown disarming the bomb. That completes your final objective here, and you can move on to the catacombs.

Objective 1 Complete

Fugitive: Amand Aziz

Mission Objectives

-  Find the incendiary weapon.
-  Incinerate the bio-warfare spore samples.
-  Capture Aziz.
-  Find the gate to the next catacomb section.



Walk forward and target the Al-Sayf soldiers who run toward you. Clear the way and look to your right a little farther ahead. A small room is in sight, with a Light Armor Vest up high.

Use the two rocky outcroppings like steps, hopping from the low one to the high one, to reach the upper platform. Look through the door there and surprise the guys inside with a shotgun blast each. Kill the one on the right first—he throws grenades if you let him live. Pick up the Dragon from the room's left side. That's Objective 1.



Objective 1 Complete



Note

In the Dragon room, a small opening in the corner leads to a cool room next door. There are an Extra Continue and a Special Armor Vest among the stash there. It's worth the trip if you're not in a hurry. This room also opens to a ledge holding an Assault Rifle Scope for those who don't already have one.



If you're not there already, get to the room with the Scope on the ledge. Move down the passage, find the red barrel in the corner, and spray it with the Dragon for one second. Red barrels hold bio-warfare spore samples. Every one that goes up in flames helps you fulfill your second objective. Use the Dragon every time you find a red barrel that isn't incinerated already.

Press onward, using the doorway for cover as you pick off the terrorists protecting Amand Aziz in the next room. Rush in when it's clear and capture him with the usual methods to complete your third objective. Bust down the gate next door when he's in custody.



Objective 3 Complete



In back of the coffin-like box with the cross on it is a tunnel. Enter it and pass through, noting the Light Armor Vest in the left branch and the Extra Continue in the one to the right.



On your way out, blast the Al-Qaeda at the exit in the legs. As the enemies scatter, grab the Invincibility against the wall opposite the tunnel. Now you can take your time dusting off this area and not get hurt. Don't miss any guys on the second level.



Tip

If you're playing on Easy Mode, your Invincibility lasts 60 seconds—long enough to get you a good way through the nastiness upstairs. Make it last.







Light up the red barrels in this room before climbing the rocks to get up top. That should complete your second objective. If not, go back and check for missed barrels by following your white radar marker. If the second objective is checked off on your Mission Objectives list, move forward to the gate upstairs and go through the gate to leave. That takes care of Objective 4.

Objective 2 Complete

Objective 4 Complete

Fugitive: Hostinec Drobek

Mission Objectives

-  Jam terrorist communications.
-  Find Drobek's travel docs.
-  Find and capture Drobek.
-  Find the stairway exit.



Climb to the top of the ladder in front of you. Head down the path and take your first right, killing the terrorist guards hanging around here. On the left side, find the passage leading down and take it to the basement.

Pick up the health bonuses along the wall and creep around the corner. This room is filled with terrorist guards. Take each out individually, using the wall as cover. Kill the right-hand guy in the back by the big silver box quickly—he's a grenadier.



When the room is clear, walk to the box in the back and press X to jam the communications unit, completing your first objective.

Objective 1 Complete



Run upstairs and around the circular path to the ramp on the other side. Check for health bonuses and clear the room of terrorists. It's easier here because you have lots of natural obstacles behind which you can hide. Grab the Extra Continue and Drobek's travel documents from the box in the middle of the room and get out of there. Two objectives down, two to go.

Objective 2 Complete



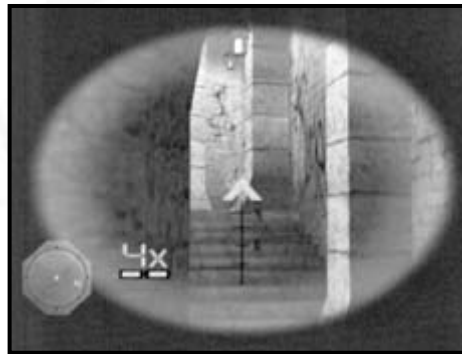
Outside and around the path is a rope leading through a small hole and get the First Aid Kit next to it. Grab hold of the rope (don't fall in the hole) and work your way down until you can see the floor. Drop and shoot your TAC at the enemies in this room. If you hold position on the rope and try to pick them off, they see you and rip you apart.



Tip

It's hard not to take a lot of damage when you drop down this hole—these guys have you surrounded. If you have trouble focusing on one of them as you're getting hit, take cover in the passage containing the doorway.

You're ready for the final run to Drobek. This hallway is lined with gunmen on either side, and they like to hide. It might seem like a good plan to pick 'em off from afar. But these guys are difficult to swat when they're obscured, and they're excellent marksmen (bad news for you).



Equip the TAC, wait for the first couple of gunmen to duck behind their pillars, and charge! Cap unsuspecting foes on either side. You can make it to the top with minimal damage if you're a good shot. If not, take it slower by taking cover behind pillars every few steps.

Pop the cage open and have at Drobek. He absorbs a lot of hits with little evident damage. Go for the face with high punches to see results. When he's in the bag, your third objective is complete. The stairway exit is in this room—take it out of here when he's in custody. Your fourth objective is complete. Say adieu to Paris and get ready for the final showdown in Afghanistan.

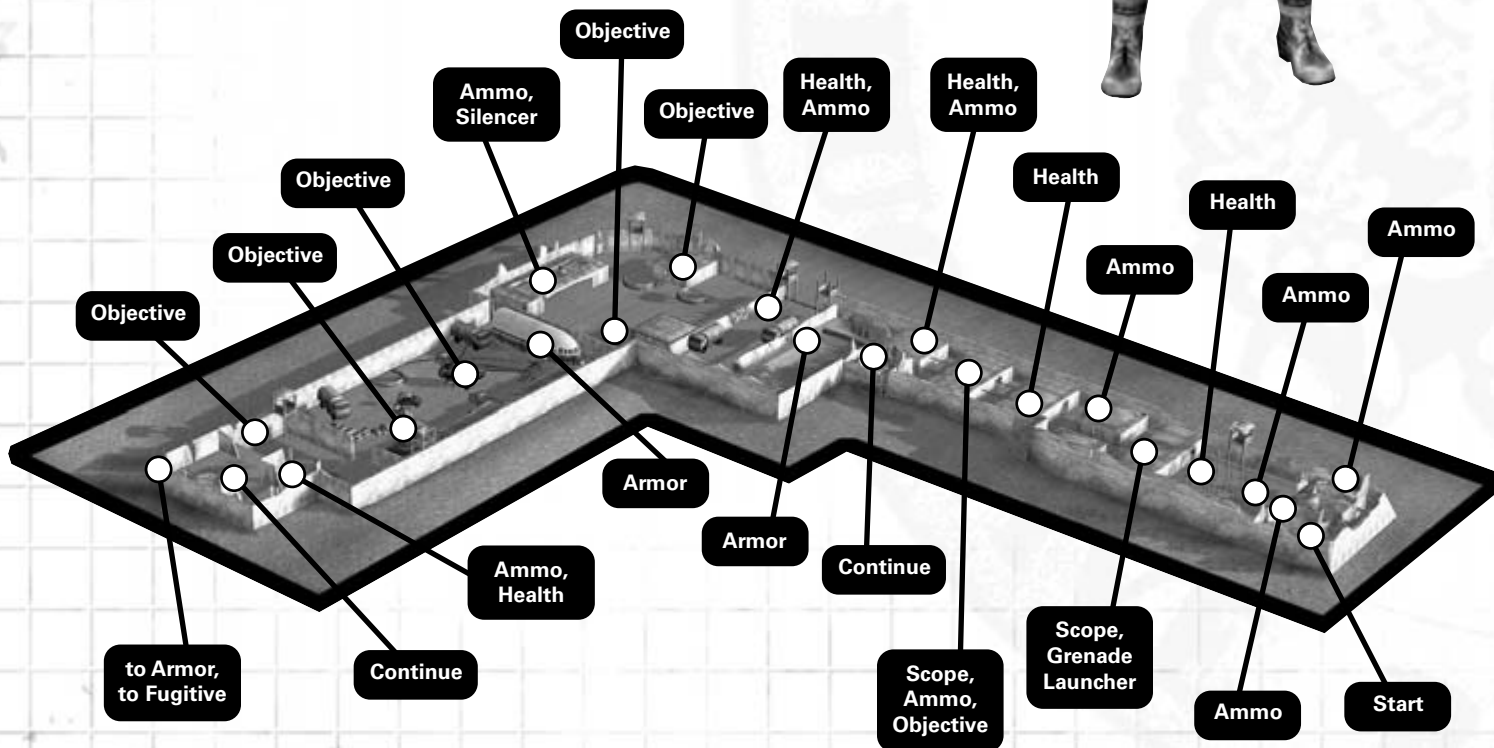


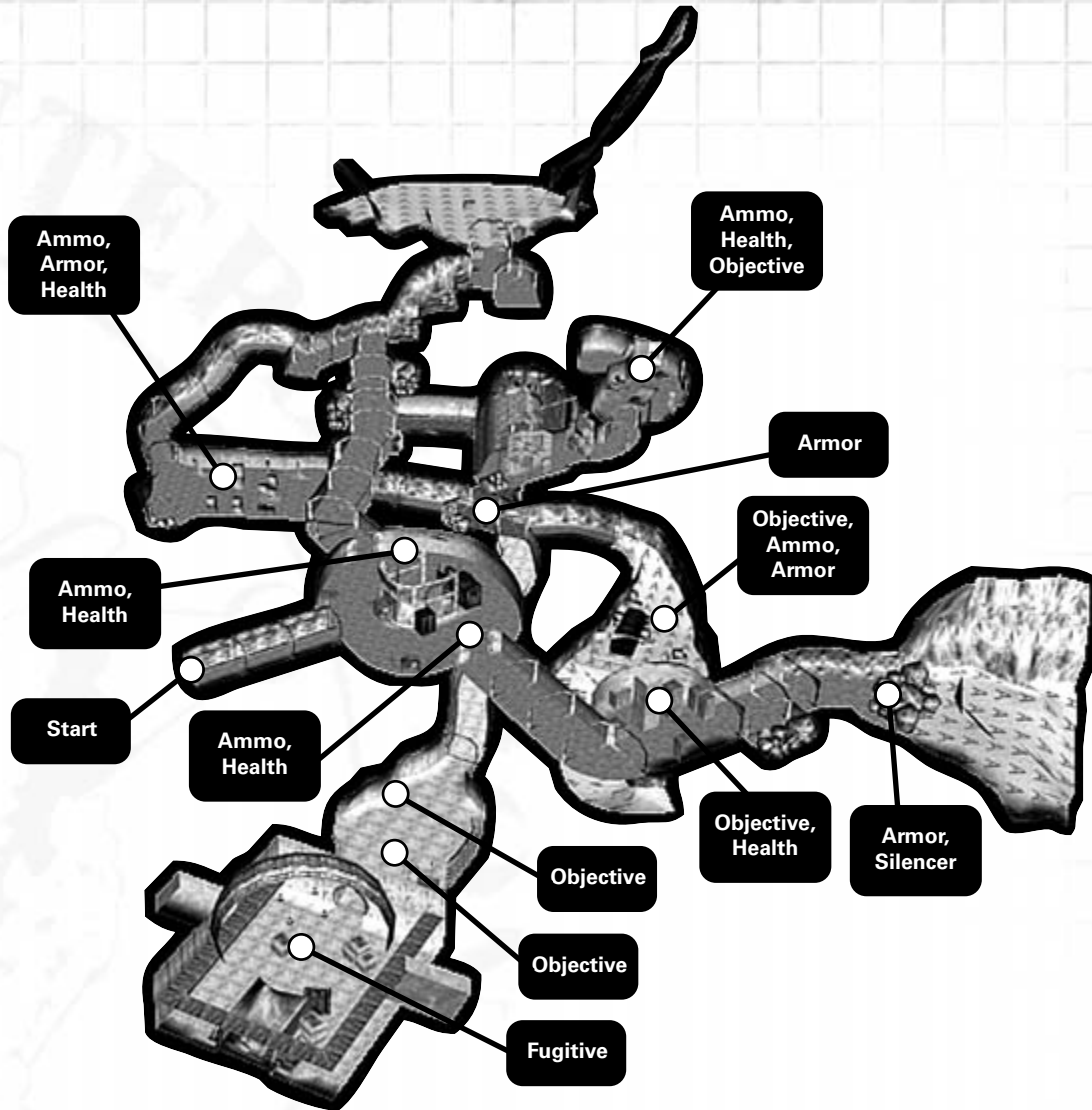
Objective 3 Complete

Objective 4 Complete

AFGHANISTAN






Afghanistan is the final stop on your world tour, but it's a busy one. Dr. Al-Nur and Osama Bin Laden are hiding in the Training Camp and Inner Caves, respectively. Getting to them takes more hunting and combat skill, as you face off against terrorists with AKS-74s and bombs strapped to their chests. Pull it off, and you go home several million dollars richer. Enjoy!





Fugitive: Dr. Muaz Al-Nur

Mission Objectives

-  Find the suitcase nukes.
-  Disable two tanks.
-  Free the imprisoned journalist.
-  Find and capture Dr. Al-Nur.
-  Get to the extraction point.



Welcome. You're the most recent addition to Dr. Al-Nur's terrorist Training Camp. Walk around the corner and see two terrorists not far ahead. The one on the left is a suicide bomber and will run toward you. Shoot him to blow him up, then pick off the second guy. As you pass the next corner and get out in the open, notice a sniper drilling you from the upper right. Take him out with your Sniper Rifle, get the First Aid Kit from behind the second barrier on the left, and head off across the training ground to a door on the right-hand side of the back wall.



Tip

In the Training Camp, you encounter lots of terrorists who are trying to blow you up along with themselves. If you see a guy running for you but not firing a weapon, shoot him while he's far away. If he gets close, you're toast.



Watch out for enemies behind crates as you work through this room. Kill the nearest one, then use his hiding spot to pick off other enemies hiding in here. Grab the Grenade Launcher with Scope from the back corner, behind the crates, before leaving.

Keep moving down the path. You don't need to go into the room on your right. Notice the guys poking out from the corners here. Keep the AKS-74 handy to dispatch them as you go. Watch for terrorists in two corners of the next room as you make your way to the doorway in the stone wall on the other side.





Tip

You just picked up a Grenade Launcher with tons of grenades. Use them.



In the next room, get the suitcase nuke piece (you find the second part later) from the table after you clear out the area. To do this, launch a few grenades in and set them off in all corners. Pick up the suitcase (and the TAC Shotgun Scope on the shelf) and get out.

Some AKS-74 ammo and a First Aid Kit lurk behind two terrorists in the room to the right. Skip that room if you're not interested. Proceed to the next open area and locate a sniper and ground troops to the right, plus one terrorist on foot to the left.

A turret is hidden in the upper-right tower, but it may not attack you until you come out farther. Use an Airburst Grenade to whack it, then duck beneath the wire mesh to score a Special Armor Vest. Don't walk on or stand up under this wire! It'll hurt you.



A First Aid Kit is behind the truck in the next area and some more Airburst Grenades are across the way. You have to kill the terrorist behind the crates to get to them. Next, use a grenade to take out the turret down the path that leads to the next open area.



Note

The enemy behind the crates here has a rocket launcher, but you can't pick it up. Don't get hit by it, and be patient—you have a chance to use the RPG-7 soon.



Peek through the crack in the wall to the right. See the Invincibility icon? Quickly round the corner, hop over the tank turret if you need to, and dash into the room to grab it. Don't worry about killing anyone until it is in hand.

When you're impervious to attack, run outside and take care of the turret midfield. Then enter the doorway of the nearby building to free the imprisoned journalist. A cutscene shows you the positions of the terrorists you need to kill. Cap the one nearest the journalist with the AKS-74, then dispatch his buddy across the room, and the journalist runs free. That completes Objective 3.



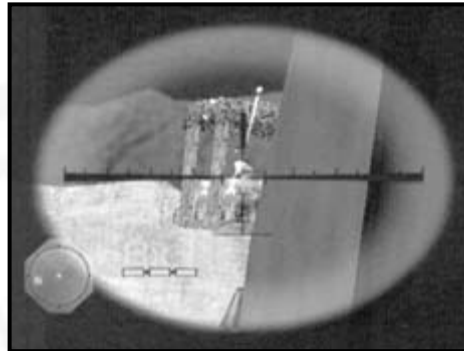
Objective 3 Complete

Make that Invincibility last longer as you sprint across the field to the tank half buried in the ground. Step on top of it and, when prompted, press X to disarm it. Book it out of there to the corner across from where you came in (due south).





Go through the opening in the wall and up the ramp that leads into the military truck here. Kill two soldiers inside, pick up the Special Armor Vest between the seats and take position near the door in the front right corner.



Across the field that lies before you, a terrorist fires rockets in your direction. Use the Sniper Rifle to take him out, ducking behind the door to avoid incoming rockets. Keep the Sniper Rifle out to take care of the machine gunner in the tower to your right. Unpack the Grenade Launcher to ice that turret on the ground to your far right. With these three dead, it's safe to come out.



Get across the field to the tank on your left, and disarm the second tank to complete Objective 2. Grab the First Aid Kit next to it. Don't worry about killing many guys along the way; you're leaving the area soon. Just pick off those who are bugging you. The Grenade Launcher is a helpful tool for spreading some fire here.

Objective 2 Complete

Get to the ramp in back of the sandstone wall by the tank. Beware of the rocket-launching terrorist on the platform above. After you kill the enemies here, get the second suitcase nuke part from the corner near the platform's edge to wrap up Objective 1. Another First Aid Kit is around the corner from the nuke part.



Objective 1 Complete



Turn around, make sure you have a loaded TAC Shotgun or AKS-74, and hop into the pit with the Extra Continue. Grab it. You fall into the underground and land near an armed terrorist. Shoot him and continue on the downward path. Three more soldiers confront you before you make it to the next room.

At the bottom of the path, an open room holds Dr. Al-Nur and more terrorists. He's shooting at you, so flash Al-Nur with the TAC's secondary fire and fight him first. He's feisty for an old guy, so be wary. If he gets you in a corner, you're done for. Capture him, dash out of the room, and head upstairs. Objective 4 is complete.



Objective 4 Complete



Note

Your difficulty in getting out of here depends on how well you cleaned out enemies before. If you went easy on the killing initially, make a speedy exit.






All that's left to do is escape. Go outside and head to the ramp that leads up to the platform where you found the second suitcase nuke part. Face the ramp as if you intended to climb it, then look left. Run to that half-broken wall to exit. You've achieved your fifth and final objective. Now it's on to tackle Bin Laden.

Objective 5 Complete

Final Fugitive: Osama Bin Laden

Mission Objectives

-  Contact air support.
-  Find the maps of Al-Qaeda targets.
-  Gain access to the Inner Caves.

This area is short and sweet. You should have no trouble. Walk up the mountain switchback until you see a rock pile on your left. Jump up here and kill the terrorist. Scoop up the Extra Continue and Light Armor Vest, then use the satellite radio here to call in air support, swiftly completing Objective 1.



Objective 1 Complete



Note

Does this level look familiar? It's the game's intro level with a few twists—you've come full circle! Go back to visit your old haunts and see what's changed.



Make your way uphill and visit the hollowed-out caves in the mountain for ammo and armor. Few enemies are here, so enjoy it. You can take a cave entrance on your left to cut to the center of the mountain caves, but there's almost no threat, so take the long way up and into the mountain to get the extra health and ammunition. When you get to the top, enter the caves and follow the path down.

You come back to the red door at the fork in the road soon, but you need the list of Al-Qaeda targets first. The list is down the stairs to your left, next to the lower-level red door. Grab it, completing Objective 2, and run back up.



Objective 2 Complete



Before you leave the area, journey down the right side and explore a little. Pick up armor and two Extra Continues (one is at the top of the stepladder leading to a balcony) before getting back to that red door and exiting the level to complete your third objective.

Objective 3 Complete

New Mission Objectives

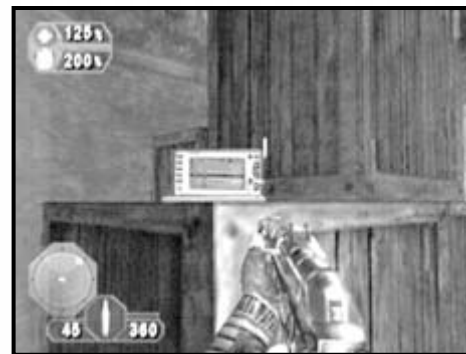
- 🎯 Collect the PDA containing the list of Al-Qaeda members.
- 🎯 Find and rescue the American Marine POW.
- 🎯 Capture two of Bin Laden's top henchmen.
- 🎯 Find Bin Laden's latest terror tape.
- 🎯 Find and capture Bin Laden.



Walk forward into the computer room, watch for the two terrorists on your flanks. Ignore the door to the left for now and make for the one in the back of the room.



Go through and collect the health bonuses on the floor, then curve around to the room with the crates. The PDA is in the back corner obscured by some boxes. Pick it up. That's Objective 1.

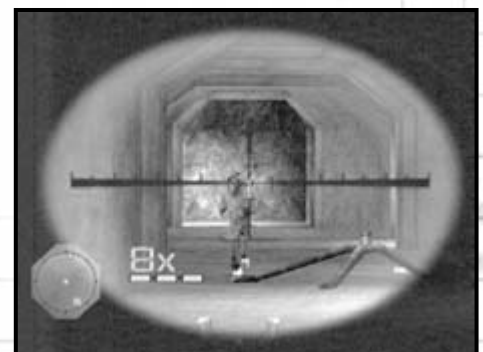


Objective 1 Complete



Before leaving this area, move to the far back of the room for a Special Armor Vest and an AKS-74 Silencer if you missed the first one. Now get back to the computer room and go through the other door.

A turret flashes down the hall. Use a rocket or grenade to take it out from long range. Keep moving down the corridor, using the Sniper Rifle to take out threats as you go. Follow the red hallway deeper into the caves. When you run out of ammo or need to fight at close quarters, switch to the TAC or Grenade Launcher.





Note

That first doorway on your right leads to a difficult and unnecessary room that's a good place to get killed. It's also a good place to pick up a Special Armor Vest. If you're feeling saucy, get in there and try it. You have to hop the crates and climb a ladder to reach the vest.



Press farther into the caves, using the explosive barrels and your full arsenal (notice you have an RPG-7 rocket launcher now) in the next room to help clear out threats.



The next branch is a green tunnel with a turret guarding the entrance. Kill it and move in. Three terrorists are in the next room, but they're not much of a threat if you catch them off guard. Look for grenades on one of the tables here, then make your way to the back to find the Marine POW, your second objective. Open her cell to set her free.



Objective 2 Complete



Back out of this room the way you came, but look for a branch in the path not far down. Here, an ornate hallway leads off to the right and a dark passage to the left. Go the dark way first, avoiding the turret in the decorative hall. One terrorist is in this passageway, and one of Bin Laden's main henchmen waits at the end in a small room.

Fight and capture this thug, then gun down the terrorist hiding between the nearby boxes and scoot around the crates in back for a Light Armor Vest. Back out of this room and make for the ornate hall you bypassed earlier.



Take out the three turrets in this corridor by bouncing a few Airburst Grenades down the hall. Run down and capture Bin Laden's second cohort to complete Objective 3.

Objective 3 Complete



Guess what? Bin Laden's latest terror tape is here on the ground, just behind the terrorist you captured by the makeshift studio. Objective 4 is in the bag.

Objective 4 Complete

Through this turnip-shaped door, your final game objective waits with no defense except a gun and his fists. Well, there are also turrets on the left and right walls, but if you have a little health and armor, go for the big man. Run in and press X to work him over.



Bin Laden's tougher than he looks, but you can take him with the same strategy you used on every other thug in the game. He won't stand up to a few good combos, so knock him out and enjoy the end sequence that follows your accomplishment of Objective 5. Congratulations! Your fugitive-hunting days are over.



Objective 5 Complete

CHEATS AND SPECIAL FEATURES

Cheats

If you're having a tough time getting through a tricky area or want to try something new after beating the game, *Fugitive Hunter™* offers a set of cheats to play with. These gameplay tweaks apply to every level and are set up from the game's Main Menu as follows:



Turn on the PlayStation2 with the *Fugitive Hunter™* disk inside. Wait for the main title screen to come up.



Press ●, ●, ●, ●, ●, ■, ■, ■, ■. When you hear a confirmation noise, press **START**. From the next menu, scroll down to "Special Features."



Choose "Cheats" from the following menu. Select the option or options you would like to turn on with **X**, then hit **▲** to back out of the Cheats Menu and into the main game.



Note

You can combine cheats in this menu any way you like. Turn on all four at once, if you prefer.



Fugitive Hunter™ has four options in its Cheats Menu:

Invincibility



Select this ability from the Cheats Menu and return to the Main Menu to either load a game or begin a new one. Select the next Most Wanted Fugitive from the list or start your game on the intro level.

Your health and armor are locked at 100 percent. You won't take damage from enemy attacks, falls, self-created explosions...anything at all. This is a good way to explore areas of the game for well-camouflaged items or hidden passages without getting killed. But you won't be able to work on your fugitive-capture techniques—you're not impervious in hand-to-hand combat.



Unlimited Ammo

This cheat gives you a full load of ammunition for every weapon you snatch up. No matter how many bullets, grenades, and rockets you fire, your ammo meter stays locked at 100 percent. You never really experience a dearth of ammo in the regular game, but some of those rare munitions, like rockets and grenades, now flow freely from your assortment of launchers.



The best use of the Unlimited Ammo cheat, in conjunction with the Unlock All Weapons cheat (see next section), is playing with TV Grenades. Visit every level and mess around with these radio-controlled missiles to explore places you can't fit into and to kill enemies in creative ways. Use the Homing Grenades, too. They do the dirty work for you.

Unlock All Weapons



Choose this option to unlock all the weapons in the game on every stage. You can use the more advanced weapons from later stages anywhere you'd like in the game. Use this one with the Unlimited Ammo cheat, as you otherwise start with no ammo for your many weapons.

Unlock All Fugitives

Turning on the "Unlock All Fugitives" option gives you access to every level in the game. To activate it, select it from the Cheats Menu and get back to the Main Menu. Now press [L1] and the game takes you to the Most Wanted Fugitives list. You can also select "Most Wanted Fugitives" from the second menu, if it's displayed.



If you haven't played through *Fugitive Hunter™* yet, save this for later so as not to ruin the game for yourself. Otherwise, have fun visiting each region and messing around (turn on other cheats while doing this for added excitement) without worrying about screwing up your progress in your own game.

Videos



Using the same method as you used to access the Cheats Menu, select Videos from the Special Features Menu. Here you can view several videos, including some behind-the-scenes footage from the making of *Fugitive Hunter™*, credits, and commercial spots for the game.



Congratulations!
*Your fugitive-hunting
days are over.*



FUGITIVE HUNTER