

GAMESPOT



EIDOS  
INTERACTIVE

# DEUS EX

## OFFICIAL GAMESPOT GAME GUIDE

BY DOUG RADCLIFFE



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# INTRODUCTION

**T**he future is here, and the world is a dangerous and chaotic place. Terrorists operate openly, killing thousands; drugs, disease, and pollution kill even more. The world's economies are close to collapse, and the gap between the insanely wealthy and the desperately poor has grown to the size of the Grand Canyon. Worst of all, an age-old conspiracy bent on world domination has decided that the time is right to emerge from the shadows and take control. No one believes it exists. No one but you.

In *Deus Ex*, a thrilling role-playing action-adventure game, you play the part of a powerful nanotechnologically augmented antiterrorist agent. It's up to you to stop the conspirators from achieving their goals.

*Inside this extensive official Deus Ex game guide you'll find:*

- ✕ **The Art of Stealth:** In this section you'll learn tactics for remaining undetected, important augmentations and skills for stealth, and how to use weapons to their optimum effectiveness.
- ✕ **The Art of Hacking:** Look here for hacker strategies and the benefits of hacking into security terminals and computer consoles. Learn the best augmentations and skills for improving hacking abilities.
- ✕ **The Art of Combat:** Here you'll find tactics for assuming a soldier's role. You'll learn the best augmentations and skills for combat, which weapons are the best, and tips on using the weapons in battle.
- ✕ **Deus Ex Walk-Through:** This section offers a complete walk-through for all 13 *Deus Ex* missions. Learn how to complete all mission objectives, with strategies for discovering alternate routes, finding hidden rooms, and completing all three endings.



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# CHAPTER 1

## THE ART OF HACKING

**S**tudying the skills of a hacker can provide many unique Deus Ex gameplay opportunities and let you bypass areas that would otherwise require combat or stealth. This section describes the benefits of computer skills and hacking security terminals, computer consoles, and ATMs.

### THE BENEFITS OF HACKING

Searching for security-terminal and computer-console passwords can be a laborious process, especially if you're attempting to remain undetected. A hacker, though, can bypass the need for those passwords and simply hack into the computer systems and gain access to the security network, e-mail, and other goal-specific options. Plus, the hacker can disable security cameras, turrets, and even open locked doors that might otherwise require lockpicks and multitools.

If you plan on eschewing heavy combat, placing skill points into the computer skill will help you avoid turrets, detection, and unnecessary searching for logins and passwords. Hackers can also infiltrate ATM systems and withdraw credits, which can be used to purchase information or equipment. A skilled hacker seeks out all ATMs (typically found in subway stations, hotels, near restaurants, etc.) and obtains as much credits as possible to trade for equipment, since it's possible you won't have the lockpicks or multitools skill to enter each restricted area you find.

### THE AUGMENTATIONS OF A HACKER

Though a hacker shares many similarities with a stealth player, there are some augmentations that can benefit the hacker's skills. Below are some suggestions when selecting your augmentations.





## SPEED ENHANCEMENT

Run silent certainly has the potential to help you remain undetected, but speed enhancement increases foot speed, which can get you to security terminals and computer consoles much quicker, decreasing possible damage from turrets and the chance of detection by nearby enemies. Plus, you can use it to make an escape or bypass difficult sections by simply running and jumping.

## ENVIRONMENTAL RESISTANCE

Occasionally trips to security terminals and computer consoles can bring you in contact with radiation or other toxic chemicals. Environmental resistance will help protect you from their hazards and is likely a better choice than aqualung for the hard-core hacker.

## POWER RECIRCULATOR

If you're hacking, it's likely you aren't spending much time exploring locked rooms for bioelectric cells and repair bots. Therefore, it's important to maximize your current energy. Power recirculator allows other systems to run much more efficiently, saving you power and eschewing the need to locate additional cells.

## EMP SHIELD

Much like power recirculator, EMP shield can help protect your bioelectric energy reserve from EMP attacks (such as those from spider bots), decreasing your need for additional bioelectric cells.

## COMBAT STRENGTH

If you're choosing to steer away from the high-tech weapons, it's likely you could benefit from the extra melee strength provided by the combat strength augmentation. Sneak up on enemies and club them with the baton or crowbar.

# THE WEAPONS ARSENAL

Though a stealth player's weaponry should serve a hacker nicely, it's also likely the hacker will have more skill points available to put toward a particular weapons discipline (since the hacker might save some from lockpicking and electronics). Any discipline could prove effective; base your choice on your particular gameplay style. Should you want the ability to quickly eliminate bots and tough enemies, consider the weapons: heavy skill and its selection of light antitank weapons (LAWs - one-use rocket launchers) and GEP guns (powerful rocket launcher).







Then again, if you're trying to remain undetected, you should consider the pistol skill for its stealth pistol and minicrossbow, or the rifle skill with the sniper rifle and all-purpose assault rifle.

## THE TURRET HEIST

Since a skilled hacker should have little trouble breaching security terminals, it's possible, and extremely advantageous, to allow the defense turrets to work for you. Though you should bypass most turrets, it's possible to set the turrets to attack your enemies (or everything) and then lure your enemies into the turrets' line of sight - eventually to get ripped apart by the turrets' firepower.

Here's a scenario: You use a security terminal to bypass security cameras and the turret in a tight hallway. You continue down the hall only to encounter a squad of guards protecting the entrance into the next section. You have several options. For instance, you could alert the troops to your presence, then run back into the hall and allow the hacked turret to attack your enemies. Or you could hack security as the enemies approach. Hackers should use turrets to help eliminate tough troops, conserving both health and ammo for the skilled hacker.





# CHAPTER 2

## THE ART OF STEALTH

**A**ttempting to sneak around enemy troops provides quite a challenge but lets you divert skills and augmentations you would otherwise use for weaponry to stealth and hacking. This section describes the benefits of remaining stealthy and how to improve your craft with augmentations, weapons, and equipment.

### THE IMPORTANCE OF KEEPING QUIET

The enemy troops you'll encounter in Deus Ex are powerful and quite intelligent. Make a racket and an enemy soldier may trigger an alarm, and soon an entire squad of troops will be searching for your position. Try not to rustle crates, disturb loud pigeons, break windows, or enter the view of security cameras for a prolonged period of time. Look for opportunities to remain crouched as enemies pass by; seek out stacks of crates or other obstacles to conceal yourself from cameras and enemies.

If you are spotted, either by a camera or a guard, you do have a few moments to mount an escape before you're detected. Guards will stop in their place and look closely in your direction (or in the direction of the noise); cameras will start a pre-alarm sequence; and bots will stand still and scan for your presence. If you can return to a hiding place during any of these sequences, you can remain hidden from enemy detection.

As you learned in the training mission, you can use objects, such as plants, jars, boxes, and basketballs, to distract enemies. Toss the object away from your position (or your desired position), and with the guard or bot distracted, resume your course to your intended destination.

By maintaining stealth, you will not only remain healthy and conserve medical kits, but you'll also be able to save valuable ammunition for other - and perhaps even more dangerous - situations. A player relying on stealth should always look for two things: a route past the current problem





and an escape route in case of problems. Most hazardous areas contain alternate means of escape, such as swimming, leaping onto stacked crates, or hiding behind walls and structures.

## THE AUGMENTATIONS OF A STEALTH ARTIST

It's important to use the augmentation canisters to improve your desired role, though they can also be effective to help offset weaknesses. There are enough augmentations to satisfy both needs. Below are some suggestions on which augmentations to select if you plan to avoid combat rather than fight:

### MICROFIBRAL MUSCLE

This augmentation enhances your arm strength, enabling you to pick up larger crates and items. This can prove effective for the stealth player. You can position crates to look for routes above a dangerous area; you can quickly move crates (without needing to slide them) to an area providing better cover; or you can pick up large crates and stick them in front of doorways, security-bot hatches, or cameras to provide additional cover and protection.

### RUN SILENT

Run silent's application is obvious. Because crawling to keep quiet can be aggravating, run silent lets you move more quickly while maintaining stealth. Its alternative, speed enhancement, is also incredibly useful for the stealth player - it lets you run faster and jump higher, increasing your chance of escaping and/or discovering alternate routes.

### RADAR TRANSPARENCY

This is a must-have if you want to remain undetected by powerful bots and security cameras. It uses a ton of bioelectric energy, however, so it should be used only in emergencies. Its alternative, cloak, is also effective because it keeps you out of sight of organic enemies. Either can assist the stealth player, though bots and cameras often possess more damage potential than human foes.

### AQUALUNG

Effective swimming can give you another escape option - just jump into water and stay concealed. There are also several areas in the game where effective swimming can help you bypass difficult areas.





## REGENERATION

Arguably the "no-brainer" of the augmentations, regeneration basically converts bioelectric energy into health, giving you a new form of both medical kit (bioelectric cell) and medical bot (repair bot). Regeneration does an excellent job in keeping JC Denton healthy, and it is effective for all types of players.

## SPY DRONE

A unique augmentation, spy drone allows JC Denton to create a small, controllable drone to explore ahead. Use the drone to scout upcoming hallways or rooms. It uses bioelectric energy very fast and can even cause EMP damage to spider bots and the like once upgraded.

## VISION ENHANCEMENT

Its alternative, targeting, isn't as useful to the stealth player - you gain information on your target, but you should be trying to avoid combat! Vision enhancement, with its ability to see through walls, is more worthwhile and an obvious choice for the stealth player.

# THE WEAPONS ARSENAL

If you are concentrating on stealth you will likely eschew most weaponry, but there are moments when combat becomes necessary, and it's important to have the right tool for the job - specifically tools that complement your desire to remain undetected. Below is a list of some weapons and their uses.

## PEPPER SPRAY

The handheld pepper-spray canister can incapacitate NSF terrorists and Majestic 12 guards, letting you finish them off with another weapon, usually a melee weapon like the crowbar or baton. The pepper spray isn't the easiest item to use, however. It's possible that your target can escape before you've used enough pepper spray to have an effect. Sneak up on your enemy and use the spray as close as possible. Keep spraying until your foe stands still. Once your enemy is incapacitated, hide the body to preserve stealth and remain undetected.

## RIOT PROD

The prod injects your enemy with jolts of electricity. Tougher enemies can withstand up to three jolts, so be sure you reload the prod before attempting an incapacitation. Attempt to sneak up on your foe before using the prod. If you are detected, it's possible your foe will get off several shots before you can use the prod. The shots may alert other enemies to your presence. The prod is extremely effective at incapacitating your enemies, but you must make every effort to remain quiet before using the device.





## SNIPER RIFLE

The sniper rifle is the stealth fan's dream. A head shot is nearly always fatal, but it's tough to maintain accuracy if you don't apply skill points to the rifle weapons skill or use weapons-modification chips to increase the sniper's accuracy. Still, the sniper rifle lets you stay far away from the enemy targets during the attack. Even if you don't get off a kill shot, it's likely you can remain undetected so you can take a follow-up shot or plan a different route.

## MINICROSSBOW

Load the minicrossbow with tranquilizer darts for an extremely effective handheld weapon (you can enhance the crossbow with a scope modification as well). Tranquilizer darts don't have an immediate impact, though; it takes a few moments for them to take effect. It's also important to make the first shot count. In all likelihood, a dart that buzzes by an enemy's head will alert the guard to your presence. An alarm might be set off and other troops might be called from their posts. If you hit with the first shot, the enemy might come looking for you but will succumb to the tranquilizer's effects. Watch closely and notice the enemy will start to retreat when the tranquilizer has taken effect - meaning the enemy is about to pass out. Move the body to maintain your stealth.

## STEALTH PISTOL

Though it doesn't do as much damage as the 10mm pistol, the stealth pistol is extremely quiet and effective in finishing off enemies affected by the pepper spray or prod. The stealth pistol also fires at a more rapid rate than the regular 10mm and has a higher clip capacity.

## LOCKPICKS AND MULTITOOLS

Staying undetected usually means entering locked doors and bypassing security systems without searching for the appropriate key or security code. The stealth player should focus on the electronics and lockpicking skills to gain the most from lockpicks and multitools found within the game environment. Each time you improve your electronics and lockpicking skills, your lockpicks and multitools become more effective and efficient. For instance, a door that once required four lockpicks might only require two with enhanced lockpicking skills.

Opening locked and security-protected doors can get you into new sections of the game much quicker and can even award you with ammunition and equipment otherwise unavailable. Searching for the appropriate key or code may steer you near enemy presence, making life





much more difficult for the stealth player. Hoard lockpicks and multitools and pump most of your skill points into improving these skills. Other points can be put into the weapons area of your choice, likely weapons: pistol (pistol, stealth pistol, minicrossbow), weapons: low-tech (melee weapons), or weapons: rifle (sniper rifle).





# CHAPTER 3

## THE ART OF COMBAT

If you're skilled in most first-person shooters, you may choose to send JC Denton on a combat-oriented career path by choosing weapon-based skills and gathering as much weaponry and ammunition as you can find. Inventory space is limited, however. Thus, it's important to make careful skill selections and use weaponry to exploit those skills.

### CHOOSING A WEAPONS SKILL

Some players may choose to be trained in all weapon disciplines, while others may select to become highly proficient in one or two disciplines. Though the choice is up to you, it's usually more advantageous to concentrate on one or two; your inventory is very limited and it's difficult to carry many weapons, especially the larger weapons such as the plasma rifle, GEP gun, sniper rifle, and assault weapons.

The weapons: rifle skill offers a very inviting choice, as there are many effective weapons associated with the skill. Improving the weapons: rifle skill improves your accuracy, damage, and reload time on the sniper rifle, assault rifle, sawed-off shotgun, and assault shotgun. Ammunition for the assault rifle and shotgun is relatively common (much more so than for the heavy weapons). Use modification chips to further enhance your favorite rifle to improve accuracy, recoil, and reload time.

The weapons: pistol skill makes a nice secondary choice, primarily because the pistol weapons don't occupy much space in your inventory slots (only one slot per weapon). The minicrossbow, while not powerful enough to take down a tough enemy, can be used as a tranquilizer and even as an alternate light source (conserving bioelectric energy since you won't need to use your light).





The heavy weapons are certainly the most exciting and a must if you wish to play Deus Ex with an intense combat flair. The GEP gun's rockets can waste security and military bots, turrets, MJ12 commandos, and troops. If you plan to use the heavy weapons with any effectiveness, it's imperative to improve the weapons: heavy skill. Improving this skill allows you to move faster with the weapon equipped; otherwise, you'll move like a turtle and open yourself up for an easy counterattack.

## THE AUGMENTATIONS OF A SOLDIER

If you plan to assume the role of a combat soldier, be sure to enhance your ability with augmentation canisters. Below are some suggestions on which augmentations to select.

### COMBAT STRENGTH

Combat strength improves melee weapon power, which is extremely useful for a soldier who's trying to conserve important ammunition for more difficult battles.

### SPEED ENHANCEMENT

Should you need to escape dangerous firefights, speed enhancement provides the means. Not only is your speed increased, but so is your jumping ability and your resistance to falling damage.

### BALLISTIC PROTECTION

Most guards use ballistic weapons, such as assault rifles and shotguns. Switching on ballistic protection provides extra protection against attacks, particularly useful when you're running low on medical kits but have bioelectric energy to spare.

### REGENERATION

Because maintaining health will consistently be a concern for you, regeneration provides an alternate means of mending wounds and regaining health by converting bioelectric energy into health.

### AGGRESSIVE DEFENSE SYSTEM

The aggressive defense system provides extra defense against powerful weapons (including rocket weapons). When you combine it with ballistic protection and regeneration, you're nearly







invincible and can stare the toughest enemies in the face while you eliminate them with your favorite firearm. Just remember that to maintain all of these active augmentations, you'll need plenty of bioelectric energy and replacement cells.

## TARGETING

Targeting provides extra information about your target's status, including locational damage. Its application to combat is obvious, and it's likely a better choice for the soldier than vision enhancement.

# THE WEAPONS ARSENAL

A soldier has a wide selection of weapons available, including an assortment of demolition devices such as the grenade/proximity bomb LAM, EMP grenades, gas grenades, and scramble grenades. As previously mentioned in this section, it's wise for you to choose a particular class of firearm and begin improving your skills. Also, use weapon modifications, typically purchased or found in locked cabinets and crates, to improve your favorite weapons. Don't use modifications on weapons you think you may give up on - you'll just waste their benefits!

## WEAPONS: LOW-TECH

A soldier probably won't have much time for low-tech melee weapons; however, don't overlook their usefulness. If you're having trouble maintaining your health status or gathering ammunition, it would be to your benefit to incapacitate enemies with low-tech weapons, which, for the most part, don't require ammunition. The prod is probably one of the most effective low-tech weapons, but it requires prod charges. Hand weapons, such as the sword, crowbar, and baton, can be effective, but they require combat strength augmentation to reach their potential.

## WEAPONS: PISTOL

The pistol class of weapons is nice because they don't take up much room in your inventory slots. But the trade-off is that they simply aren't that powerful. Pistol ammo is plentiful, but it takes many shots to finish off an enemy troop. During that time you're likely to take damage, or worse, because the enemy has time to switch on an alarm or alert other troops to your presence. The minicrossbows are good for stealth attacks, and the tranquilizer dart is extremely effective if you have an escape route where you retreat from the irritated, and quite drugged, guard.





## WEAPONS: RIFLE

The midrange rifle weapons could be considered the most diverse. Rifles take up far less room than the heavy weapons (but considerably more than pistols) and can inflict enough damage to incapacitate an enemy relatively quickly. Assault rifles can be a soldier's bread and butter with their ballistic and grenade ammunition. Use the ballistics against organic guards and the grenades against tougher commandos, men in black, and bots. Shotguns are extremely powerful at close range (the sawed-off version being the most effective) and also include ammunition (sabot rounds) that's effective against mechanized bots. The sniper rifle can be deadly in the right hands but requires improvement (either rifle skill or a weapon modification) to reach its potential. Without improvements, the sniper rifle's jittery nature can be trouble.

## WEAPONS: HEAVY

The most powerful weapons also take up the most room in your inventory slots. Placing even one heavy weapon - such as the flamethrower, light antitank weapon, GEP rocket launcher, and plasma rifle - can consume enough inventory slots to force you to sacrifice useful items, such as grenades, armor, or hazmat suits. It's a tough decision, because the heavy weapons are extremely powerful, and most are able to take down organic enemies in a single burst.

Let's start with the light antitank weapon, or the LAW. Whenever you uncover a LAW, which possesses a single shot, you should immediately empty enough inventory slots to snag it. Scout the area to find a good place to use the LAW, typically against a security or military bot, a tough enemy like a commando or man in black, or even a pesky turret. Use the LAW, then return to your dropped items and recover them into your now-open inventory slots.

The flamethrower and plasma rifle are excellent against organic targets, but their ammunition (napalm canisters and plasma clips) is quite rare. It's possible you'll spend most of the game lugging the weapon around with little or no ammunition. The flamethrower can be very effective when being surrounded by troops. One quick and wide spread should make short work of any group of enemies.

The GEP gun is perhaps the all-purpose heavy weapon that can assist in nearly every Deus Ex situation. Its homing rockets can knock out guards and commandos in a single shot. If you shoot into a crowd, you can take down multiple guards in a single burst - one shot will take down a camera, turret, or spider bot, and two shots can take down the heaviest of military bots. Should you have the inventory slots available, grabbing a GEP gun early (as early as the first mission) can make tough situations very easy. Plus, if you can't find a way through that locked door, often it's possible to blow it apart with the GEP gun.





## WEAPONS: DEMOLITION

Learning a demolition skill improves your accuracy, damage, and even your ability to disarm proximity LAMs, gas grenades, and EMP grenades. Deus Ex's grenades are extremely useful, and it's wise to save three or four inventory slots so you can maintain a collection of each type. LAMs can be used to blow open locked doors and crates. Further, you can place a LAM on a wall and lure enemies to their demise. LAMs are extremely handy, and it's wise to hold two or three in your inventory at all times.

Gas grenades can be used to incapacitate organic enemies, either to completely eliminate them or to weaken them enough so you can eliminate them with as little ammunition as possible. Toss gas grenades into tight, enclosed rooms or hallways for optimum effect.

EMP grenades can disable mechanized enemies and work especially well on spider bots. You can also use them to disable laser fields, which often set off security turrets and alarms. If you aren't using multitools or concentrating on the electronics skill, it's important to hold on to several EMP grenades in case you encounter a defense field.

Scramble grenades are used against mechanized enemies and can temporarily disrupt weapons systems, causing the mechanized beasts to attack their allies. Save scramble grenades for multiple-bot situations for best results.

## SOLDIER SKILLS

Though most of your skill points will be diverted into the weapon categories, there are other important categories that demand your attention.

### ENVIRONMENTAL TRAINING

Don't overlook environmental training! The skills here let you more effectively implement ballistic armor, thermopic camo, hazmat suits, and rebreathers, because the devices last much longer. This can be especially helpful with ballistic and thermopic camo armor.

### MEDICINE

If you're participating in combat situations, it's expected that you'll take damage... lots and lots of damage. By increasing your medicine skill, you'll regain more hit points when you use medical kits. When you couple this skill with the regeneration augmentation, you can keep yourself fairly healthy for the duration of the game.

Other skill points can be put toward hacking (computers) or stealth (electronics and lockpicking) skills to offset the need to seek out every password, code, or key.





# CHAPTER 4

## WALK-THROUGH

**D**eus Ex is a complex action-adventure role-playing game with multiple solutions to most puzzles. The following walk-through offers one or more solutions to each problem. Thorough exploration and experimentation may uncover even more solutions.

### MISSION 1

JC Denton starts on Liberty Island at a dock - he has just come off a police boat. Look to the left and you can spot the remnants of the Statue of Liberty, torn to pieces by the civil unrest of this near-future world. You begin the game with a pistol (with little ammunition) and a prod, a weapon that can incapacitate enemies with a jolt of electricity. The prod contains a limited number of charges, which can be replenished as long as you locate the ammunition. JC also carries a medical kit to repair injuries.

Move forward along the dock and you'll receive a message from Alex Jacobson. Alex instructs you to locate your brother, Paul Denton, somewhere on the dock. Make contact with Paul and receive your mission orders.

Advance a bit farther down the dock to encounter Paul Denton. Initiate conversation and receive your mission orders. Apparently NSF terrorists have gained control of Liberty Island and are holding a UNATCO agent hostage inside the Statue of Liberty ruins. Paul indicates that the powers that be wish to send you in alone to recover the hostage.

**Primary Goal:** The NSF seems to be directing the attack from the statue. Get inside and locate the threat.



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**Secondary Goals:** Meet UNATCO informant Harley Filben at the north docks. He has a key to the statue doors. One of UNATCO's top agents is being held inside the statue. Break him out, and he'll back you up against the NSF.

Paul hands over several pieces of important information, including the password "iron and copper," which you'll use when approaching the UNATCO informant Harley Filben. Paul hands over a Liberty Island satellite photo providing the relative location of the northern docks, the statue ruins, and the UNATCO HQ. Paul also offers you a choice of one of three weapons to assist you in taking down NSF terrorists and security bots. Select a weapon that complements the skill points you used at the beginning of the game.

Choose the sniper rifle if you are trained in rifle skills and you prefer eliminating NSF terrorists from afar. Select the GEP gun for use against heavy armor targets, or choose the minicrossbow to silently fire upon enemies - the minicrossbow is especially lethal when you use tranquilizer darts.

Before heading onward, check the supply crates along the right side of the docks and spot the crowbar. Pick up the crowbar and use the blunt steel weapon to bust the crates. Snatch the binoculars and the lockpick. Search the left side of the docks to find steps leading down into the water. Descend and swim toward the supply crates inside the metal cage. Use the crowbar on the crates and grab the multitool and bioelectric cell.

A UNATCO soldier, Corporal Collins, also wanders the docks. Speak with him for additional information. Corporal Collins reveals that Gunther apparently went rogue and won't pull back when ordered.

Head north along the dock and you may bump into Paul again. Initiate conversation if you wish. He speaks of a botched assassination attempt in Hong Kong but doesn't appear to have any information pertinent to your mission at hand. Alex sends another transmission soon after, indicating that NSF terrorists are everywhere in the courtyard surrounding the statue ruins.

Approach the ramp leading into the courtyard. Search the supply crates on the left to locate ammunition. Search the NSF and UNATCO bodies ahead for additional equipment, including more ammunition and a knife.





Explore the UNATCO communications van to find some supplies.

As you enter the courtyard, Alex Jacobson sends a transmission recommending the covert approach. The courtyard is filled with NSF terrorists, and it's unlikely you can handle them all with a pistol, minicrossbow, or sniper rifle. It's wise to avoid combat and to take cover behind the crates and conceal yourself in the shadows. Use the binoculars to scan ahead. Approach areas when the NSF terrorists are moving away from you (to avoid being seen). Should you choose to use the sniper rifle or minicrossbow, go for head shots with the sniper rifle (aiming could be difficult if you are not well trained) and use tranquilizer darts in the minicrossbow.





The UNATCO HQ should be your first stop, though you'll need to deal with a few NSF terrorists to reach the base. Head north and locate the crate formation to your left. Hide behind the crates and in the shadows to stay hidden from the patrolling NSF guard. Move the small crate against the others and leap up on top. Use the crowbar to bust the supply crate, then grab the gas grenade.

**TIP:** There's a secret panel on the crates below the gas grenade. Locate the panel; you must use a lockpick to open it. Inside you'll find a medical bot, which can be used to mend injuries.

Spot the entrance to the UNATCO HQ (it's revealed on the satellite photo and is marked by a sign just in front of the alley leading to the HQ). Talk with Sergeant Kaplan, a UNATCO officer patrolling just outside the UNATCO HQ. He'll offer a dialogue choice. Select "Clean 'em out" to receive information regarding some ammunition behind the UNATCO helipad, as well as the security code to the comm van (0451), also positioned behind the helipad. Should you select the other dialogue choice, which is basically to follow orders, you won't receive the code to the comm van, though you can hack your way inside. Sergeant Kaplan also offers ammunition and equipment for sale.

Head past the helipad and bust open the supply crate - there's another crowbar on the ground should you need one. There's also a locked door on the ground. Find a way to get inside (such as with a lockpick), and receive an exploration bonus and an EMP grenade. Approach the comm van and enter the code (0451). Grab the ammunition inside. Read the datacube underneath the table for information on the security system. Locate the terminal at the end of the room and enter the login (SATCOM) and password (UNATCO\_001) to operate the camera system.

Exit the UNATCO HQ and continue north through the courtyard. You'll reach more NSF terrorists and a set of crates on the right (spot the equipment on top). Dispatch the NSF terrorists with the sniper rifle or minicrossbow (or you can use the prod, knife, or pistol). Grab the ammunition and supplies from the top of the crates. Activate the datacube to get an important message from Paul.

The NSF Terrorist claims: "I've set up the turrets and cameras in the statue ruins, a hasty defense, but since we won't be here long, it should work. The security computer login is: NSF001. The password is: smashthestate."





This code allows you to deactivate the security cameras at the front entrance of the statue ruins. Should you choose this route, it's advisable to locate the UNATCO informant, Harley Filben, to get the statue ruins key. Continue past the crates into a large area with the statue ruins to your right (you should be able to see the doors and turret system).

Alex warns of a security bot in the area, which can be disabled with an EMP grenade or avoided with stealth. The bot follows a square-like patrol route around the area and can be easily avoided if you move cautiously and remain behind the bot. The statue's front door lies to the east, and one NSF terrorist is patrolling to the west. Avoid the bot and head west (avoiding or killing the NSF terrorist). Locate the small alcove near the NSF terrorist. Inside you'll find flares and a locked crate - you'll need to use several lockpicks or a single LAM explosive to open the crate. Once you open the crate, you'll gain some sniper ammo and 100 credits.



**Speak with the UNATCO informant, Harley Filben, on the northern docks.**

Though you could get into the statue with your security code and lockpicks, continue north to locate the docks and the UNATCO informant. Several NSF terrorists and a mercenary thug patrol the area. Remain out of sight and sneak around or use available weaponry to incapacitate them. Follow the path around east and locate the docks up on the left (near the patrolling security bot).







An NSF terrorist and a thug wander the docks. Eliminate them and follow the dock to the intersection at the end. Head right to spot a medical crate; bust it open to grab a medical kit. Proceed left into the small shack to encounter Harley Filben.

Speak with Harley Filben about the mission; JC automatically delivers the appropriate password. Harley hands over a photo of the NSF commander, requesting he be taken alive. Harley also gives JC the statue ruins key, which allows access through the front door. Explore the shaft and grab additional supplies and equipment. You can speak with the drifter woman in the corner to purchase more ammunition.

**TIP:** Before leaving the north docks, locate the ramp leading into the water below; it's positioned at the end of the docks and just over a sunken boat. You'll find a locked grate on the boat. Use lockpicks (expensive) or blow open the grate with a LAM. Inside you'll find a nice stash of weapons booty, including a sawed-off shotgun, accuracy weapons modification, and reload weapons modification.

Leave the north docks. If you head left, you'll reach the back entrance to the statue ruins. Simply climb the crates and ladders to the top. Or, since you have the necessary items to enter through the front entrance, you can head right and retrace your steps back to the front entrance and the security bot patrolling outside. Avoid the bot and approach the front door.

**TIP:** There is also a small command room near the crates and ladders that contains one NSF, a multitool, a clip mod, a silencer mod, and a hazmat suit.

Use the security terminal to the left of the door. Type in the appropriate login (NSF001) and password (smashthestate) and deactivate the security cameras. Also, unlock and open the front door. Break the supply crate to the right of the door for an additional lockpick.

Enter the statue ruins. You're inside a lobby area. Two NSF terrorists are located here, one on the bottom floor and one on the second floor. Explore the lobby by using stealth or eliminate the terrorists with available weaponry. Locate the staircase on the left and ascend to the second floor. You'll find a medical crate here.





Return to the first floor. Grab the items near the laser field on the first floor. Alex will send a transmission indicating that Gunther is reportedly located beyond the laser field. You can disable the field or attempt to find a way around through the vent shafts.

**TIP:** Locate the ATM and water fountain along the opposite wall from the laser field. Use the water fountain to replenish hit points one at a time until the fountain is drained. The ATM can be used once you find a working PIN. Remember its location so you can return here later in the level.

The vent shaft can be found to the right of the laser field. You can open the unlocked gate and proceed through the vent shaft or use a multitool on the laser-field controls to disable the field. The vent leads to a locked door, which can be blown open with a LAM or picked with a lockpick. The vent also leads to a back room containing several items, including a medical kit and a datacube revealing the account number (230023) and PIN (4558) for the ATM. You'll also find items in the vent along the way, including a multitool and some food (replenishes health).

Enter the NSF area of the statue ruins either through the locked door from the vent or by disabling the laser field. Two NSF agents are inside guarding Gunther's cell. Dispatch the NSF agents with your pistol, prod, or melee weapons. Don't advance toward the cell just yet. A security camera lies on the opposite wall that could alert other terrorists to your position. Look toward the cell and spot the table just to its right. The security terminal is located just next to the table. Activate the terminal and enter the login (NSF001) and password (smashtestate) from the NSF datacube. Deactivate the camera and unlock and open the cell doors. Pick up the items around the room, including an accuracy weapons modification.

Talk with Gunther, who asks for a pistol to assist your search for the NSF commander. Hand over your pistol if you wish, or refuse his assistance and keep the pistol for yourself. If you refuse his assistance, you'll receive a transmission from Alex that Gunther is 'ssafely back with other UNATCO agents.

Your final objective is to reach the NSF commander. Retrace your steps back into the statue ruins lobby and locate the large staircase. There are several ways to the top of the statue (where you'll find the NSF commander), and many of them contain dangerous NSF terrorists and proximity poison bombs. The easiest way, however, is to stay in the stairwell and continue up the staircase. You'll encounter some NSF terrorists and thugs, but their backs will be turned. Stay crouched and quietly crawl by each guard. Alex will send a few transmissions during your ascent.





**Approach the NSF commander, and he'll automatically surrender himself into your custody.**

When you reach the top, the NSF commander will automatically surrender. Interrogate him about the shipment. The commander will tell you about the plague, the shipment, and other facts regarding the Deus Ex universe and its corporation history. When you're finished with the commander, search the room and grab the augmentation canister on the crates (microfibril muscle vs. combat strength).

Retrace your steps down to the statue ruins lobby. All the NSF terrorists are dead (the UNATCO troops took them out). Don't bother searching their bodies, though; all their weapons have been confiscated. You can choose to search the statue grounds for medical crates and medical kits, but be careful when exiting through tight corridors - some are booby-trapped with proximity grenades.





Return to the UNATCO HQ and locate Paul Denton. Speak with Paul to complete the mission and receive your next objective.

**Primary Goal:** Report to Manderley's office on level two.

Enter UNATCO HQ. Read the newspaper and grab the food from the reception desk if you wish. A datacube on the desk mentions the comm van code; use it to open the van if you haven't already done so.

Head downstairs. A transmission from Alex reminds you of your goal. Follow the hall and use the water fountain on the left to mend minor injuries. Follow the hall to the retinal scanner. Use the retinal scanner and proceed inside. You're now on level one. Two UNATCO officers patrol here, and two locked doors flank either side of the hallway. Each requires three picks. You'll gain the key for these doors later, so save your lockpicks.

Move downstairs to level two. Enter the middle door (spot the secretary inside). Pick up the closet key from her desk (it automatically attaches itself to your nano-key ring). Speak with the secretary and receive your login (JCD) and password (bionicman) for the UNATCO computer system. Use the computer on her desk and enter the login and password just received to check your character's e-mail messages.

**TIP:** There's a datacube on the secretary's desk that reveals the login and password for your boss, Manderley. The login is "jmanderley" and the password is "knight\_killer." You can use any of the personal computers to check out your boss's current e-mail messages.

Enter Manderley's office and speak with him. He recommends you visit Jaime Reyes in the med-lab and Sam Carter in the armory before departing on your next mission. You can explore Manderley's bathroom for some food.

**TIP:** The key procured from the secretary's desk is used to open the two locked doors across the hall from Manderley's office. The right door leads to an ammo crate with a pepper cartridge. The left door leads to a locked grate. Open the grate for a bioelectric cell and multitool.





**Secondary Goals:** See Sam Carter for equipment. See Jaime Reyes for a medical exam.

Proceed to level three. There's a water cooler on the left. Use it to mend minor injuries until the water runs dry. Explore the bathrooms (and disturb a woman in the ladies' room) if you wish. Go into the hall across from the bathrooms and locate Sam Carter's office on the right.

Talk with General Carter. He hands you a stealth pistol, and you can request another item, such as a lockpick or additional ammunition. Make your selection and exit Sam Carter's armory. Return near the bathrooms and head down the other hallway and into the medlab.

Enter the left medial room, which includes a medical bot. Use the bot to heal injuries and apply any augmentations you've acquired thus far. Enter Jaime's office across the hall and speak with him. Once you're finished, look to the right of Jaime's desk and spot the key behind the houseplant. Move the houseplant and pick up the medlab closet key. Exit Jaime's office and enter the patient's room. Spot the locked door. Use the key and enter. Break the medical crate and pick up the medical kit.

Once you've spoken with both Sam Carter and Jaime Reyes, you're given new mission goals.

**Primary Goal:** Go to Manderley's office on level two for the mission briefing.

**Secondary Goal:** Go to the break room on level two and check in with your partner, Agent Anna Navarre.

Before you exit level three, there are other offices to explore. Head into Alex Jacobson's office; you'll receive transmissions as you walk inside. Look at the datacube on the left side table - it reveals Gunther's login (ghermann) and password (zeitgeist). Use one of the nearby personal computers and enter Gunther's information to read his e-mail messages. When you're finished, walk to the other side of the room and speak with Alex Jacobson.

**TIP:** Search the floor around the first desk on the right. Open the secret panel on the floor. Duck into the crawl space where you'll find a scope weapons modification, an office door key, and ammunition. This key opens the locked offices on level one. These offices contain an accuracy weapons modification, a lockpick, and a multitool.





Enter the offices of Anna and Gunther and search for items. You can even explore the brig if you wish.

Return to level two and enter the conference room. A locked cabinet here contains some ammunition. Enter the next door into the break room where you'll find Anna and Gunther. Initiate conversation. Once you've exhausted the dialogue, exit the room, and then enter Manderley's office to receive your new mission order.

**Primary Goal:** Go to the south dock and take the police boat to Manhattan.

Exit UNATCO HQ and return to the mission's starting point. Locate the police boat at the end of the docks, and board it to conclude the level.

**TIP:** Before you leave the first level, grab a piece of food, such as a candy bar. The easiest place to get some food is from the break room inside UNATCO HQ. For two credits you can use the food vending machine. You'll need the food once you reach Battery Park.

## MISSION 2

You arrive at Battery Park by police boat. Speak with Anna about your current mission, which is to locate a canister of ambrosia after finding a way inside Castle Clinton .

**Secondary Goal:** Locate the stolen barrel of ambrosia in Castle Clinton .

Walk forward along the docks and encounter a young boy named Josh. The kid tells you he's hungry and desires food. Select an item of food from your inventory and hand it over to him. If you don't have food, you can't assist him and receive his reward. If you can give him food, he'll reward you with the code to the vending machine behind you, near the level's start position. To the right of the vending machine is a locked panel. Open the panel (with lockpicks, for instance) and use the keypad inside with the code provided by Josh: 9183. The vending machine opens and exposes a back entrance into Castle Clinton .





**TIP:** Before you leave the docks, leap into the water near the police boat and locate the sunken crates. Break the crates with your crowbar and recover a lockpick and medkit. Use the ladder near the police boat to climb out of the water.

You can bypass the vending machine and still get inside Castle Clinton . Explore the area around Castle Clinton - you're safe from enemy attack. There are ammunition crates scattered around. One area of note is the subway station entrance where a battle between NSF terrorists and UNATCO soldiers is currently taking place. Assist the UNATCO agents. Search the NSF bodies and the small shacks near the subway entrance (but don't go down into the subway yet).



The vending machine on the docks offers one route into Castle Clinton .

There are two locked crates inside the shacks. Open them with lockpicks or explosives and recover a lockpick, a multitool, and a candy bar from one and a prod charger, a medical kit, and a flare from the other.





Explore Castle Clinton and locate the front entrance, currently under guard by Anna and a few UNATCO soldiers. Peer into the castle entrance and locate the NSF terrorists. Use a long-range weapon to take them out. If the NSF agents rush the entrance, Anna and the UNATCO soldiers will assist. Clear out the NSF presence, search their bodies, and approach the central kiosk. Be sure to open any crates you discover around the kiosk.

You'll receive a transmission from Alex upon entering the kiosk. Locate a key on one of the shelves (open the main doors of the kiosk) and spot a young boy in an adjacent room. He's hungry, like Josh. If you have food, hand it over and he'll provide some information about NSF activity.

Locate the locked crate inside the kiosk and open it with a lockpick or explosives. Inside the crate are a bioelectric cell and a datacube, which reveals the code to enter the heart of Castle Clinton. The primary lock code is 666. Use the keypad inside the kiosk that's adjacent to the floor panel. The panel opens, providing access below. Descend into the heart of Castle Clinton.

You'll emerge at two doors - the left door is unlocked and the right door is locked. Ignore the right door for now. Open the left door and peer into the hall. An NSF agent is on patrol here. Kill him from long range if possible. If he's disturbed he'll set off the alarm, alerting other NSF agents to your incursion. Search his body for a key to the control room safe (more on this later).

Move forward into the storage room, but beware of a security camera on the left wall. Stay crouched and behind crates to avoid being seen by the camera. Search the storage room for a medical crate and medical kit. Your goal lies to the right, in a small room adjacent to this storage room. The canister of ambrosia is inside. Enter the room to receive your new orders: Report back to Agent Navarre.

**TIP:** You can take the time to explore more of Castle Clinton. Your exploration will gain you some ammunition and equipment, as well as a flamethrower from one of the NSF agents. Further, you'll be able to procure the control room key from one of the agents. Just be careful around security cameras and turrets. Locate the vending machine entrance and receive an exploration bonus. When you have both the control room key and the control room safe key, return to the locked door at the beginning of the area. Open this door with the control room key (or you can use a lockpick or explosives). Inside you'll find supplies and an augmentation canister to use once you've located a medical bot.







**Secondary Goal:** Report back to Agent Navarre to receive your orders.

Return to the front entrance of Castle Clinton to rendezvous with Anna. Speak with Anna and select the dialogue choice "I'm learning as I go," and you'll receive two EMP grenades for being polite. She informs you of your next task - to free hostages from the subway stations. Use the EMP grenades to disable an electricity field.

**Primary Goal:** Free the hostages in the Battery Park subway station.

Approach the subway station. You can enter the subway from either the front entrance or the vent system located just left of the entrance. The front entrance requires eliminating several NSF agents waiting at the bottom of the stairwell as well as disabling the electricity field with an EMP grenade. Should you choose the vents, you'll emerge in the station and on the other side of the field.

Select an entrance and have your firearm ready. Look out for LAM booby-traps inside the subway; boxes of TNT are scattered around the station. Once you've neutralized the NSF threat, speak with the hostages and board the subway car.

**Primary Goal:** Report to Paul in Hell's Kitchen.

Get off the subway at the Hell's Kitchen station. Some sodas and bottles of beer are scattered around the station - you can use these to regain some hit points. Talk to the subway patrons, especially the woman Sally who has some pertinent information.

Walk up the staircase on the far side of the station and meet up with Paul, who provides your next mission orders. Paul also hands over a prod charge and the key to his apartment.

**Primary Goal:** Find the NSF's secret generator. Paul's team will raid the warehouse when the generator is destroyed and the EMP field goes down.

**Secondary Goal:** Talk to the locals in the bar or the clinic for clues to the location of the generator.

As you ascend the stairs out of the subway station, Alex sends a transmission with an additional mission objective.





**Secondary Goal:** Investigate the hostage situation in the 'Ton Hotel, at the southeast corner of the block. Rescue the Rentons, if they are still inside.

Explore the streets of Hell's Kitchen. You can locate ammo and equipment from various places. NSF terrorists and UNATCO agents do battle in the area. Assist the UNATCO agents and search all bodies for ammo and new weaponry (including an assault rifle).

**TIP:** Locate a datacube inside a garbage-filled alley. The datacube reveals an ATM account number (947761) and PIN (2867). Use the account number and PIN on the ATM inside the hotel to withdraw 62 credits.

Locate the entrance to the 'Ton Hotel. Speak with the guard, who provides some details on the situation inside the hotel. Enter the hotel and spot the ATM and computer console across the hall. Head left into the lobby and spot the counter clerk to the left. Descend the stairs and approach the clerk, Gilbert Renton. As you do, you'll spot an NSF agent behind him. Terminate the agent.



NSF terrorists are holding hostages inside the 'Ton Hotel.





Gilbert mentions more NSF terrorists on the second floor. Enter Gilbert's office and locate a key inside the mail slots. This opens a locked door on the second floor of the hotel. You can also use the water cooler here to mend minor injuries.

**TIP:** Locate a datacube on the second-floor balcony, behind some plants, for an ATM account number (543654) and PIN (5544).

You can ascend to the second floor via either the main staircase or the barren elevator shaft. The elevator shaft allows you to get behind the NSF agents and adds an element of surprise. The shaft also contains a few crates with ammo and supplies. Use the ladder to reach the second floor and use a long-range weapon against the NSF agent inside (currently holding a female hostage). Terminate the NSF terrorists, and speak with the hostages once they're freed.

Locate the locked door near the elevator shaft - this is Paul's apartment. Use your key ring to get inside. Read the datacube on the table to receive the code to a secret painting panel in Paul's room: 4321. Locate the painting across from the table. Move the painting to reveal the keypad. When you enter the code, a secret room will open to the left. Grab the ammunition and supplies. A datacube on the floor reveals Paul's login (pdenton) and password (chameleon). Use the personal computer here if you wish.

**TIP:** The key from the hotel office opens a second locked door on the hotel's second floor. Inside you'll find food and some supplies. There's another locked door in the room. Use explosives or lockpicks and grab the medical kit and bioelectric cell from inside.

Exit the 'Ton Hotel and return to the city streets. Locate the entrance to the Underworld Tavern. Enter the tavern and speak with the patrons. There are two people of note. Jock, a pilot, stands to the left of the bar and will give you some information for a couple of beers (purchase them at the bar). Janey, a female standing near the pool table, speaks of her friend who's in danger from a man named Johnny.

**Secondary Goal:** A man named Johnny took a woman into an alley west of the Underworld Tavern. Investigate the situation.





Exit the Underworld Tavern and locate the alley where a man and woman are engaged in conversation. As you approach, you'll discover that the conversation isn't particularly friendly. Initiate dialogue with the man. Threaten him with the "10 seconds" dialogue choice; he'll run off. Speak with the woman, who's actually Sandra Renton, the daughter of the hotel clerk. Speak with her two times and receive the password into the Smuggler's hideout: bloodshot.

You can also gain similar information by entering the free clinic and speaking with the bums inside. Yet another opportunity can be found in a basketball court where a bum is being manhandled by two thugs. The free clinic also contains some water fountains and medical kits inside a locked cabinet.

It's time to head into the Smuggler's lair. Locate the entrance near the subway station; it's a set of stairs leading down to a door. Use the intercom and JC will automatically say the password, "bloodshot," as long as you've received it from the Underworld Tavern, the free clinic, or when you rescued the bum. Walk inside and use the lift to descend.

As you enter the Smuggler's domain, Alex sends a transmission warning you of booby traps. A blue laser field lies ahead. Disable the field using multitools on the control panel to the laser field's left. Don't ignore the various crates scattered around. Proceed down the stairs and into the Smuggler's room. Speak with him. He hands you a key to the underground NSF labs and requests that you help his friend, Ford Schick, who's being held there.

**Secondary Goal:** Rescue the Smuggler's friend, Ford Schick, from a secret laboratory in the sewers. The sewers are accessed by the grates in the streets.

**TIP:** Before leaving the Smuggler's lair via the lift, walk up the staircase into his bedroom. Locate the security panel behind the bed. Use several multitools or code 432 to bypass the panel, which opens a secret cabinet to the left of the bed. Inside the cabinet you'll find a clip weapons modification, a medical kit, and thermopic camo armor.

You can enter the underground lab via either the manhole cover near the subway station or the hotel. Both lead you to the same area. Let's take the subway station route.





Locate the manhole cover adjacent to the subway entrance. Use your key ring (and the key provided by the Smuggler) to open the manhole. Descend the ladder inside, and descend the next ladder as well. At the end of the murky tunnel you'll spot a red laser field and a defensive turret. You can get past the laser field in a number of ways, including using an EMP grenade, disabling the laser field via the control panel, or simply running through and risking damage from the turret.

Follow the hall to another ladder and laser field. Don't worry about disabling this laser; simply ascend the ladder quickly and reach the top. Grab the ammo and assault rifle (if you need one), and search the dead bodies. Check the datacube here for the entry code: 2167.

Open the hatch near the turret, using explosives or lockpicks, and operate the keypad with the code: 2167. A grate just to the left of the keypad opens. Crawl through and emerge inside a new tunnel. You'll find red laser fields here. Avoid them by ducking and crawling under them. Use the keypad at the end of the hall and enter the code 2167 to proceed. Avoid the camera in the next hall and ascend the ladder at the end. You'll emerge inside a large, circular room on a catwalk overlooking a chasm.

Several guards patrol the area. After stepping off the ladder, look to the left and spot a guard close by. An easy way to incapacitate a guard without making noise is to use the prod. Wait until the guard is walking away from you, then sneak up on him and use the prod. Locate the door along the left wall; enter inside and use the prod on the guard inside.

Search the room for items. View the datacube to receive the login (MJ12) and password (coupdetat) for security terminal access. Exit the room and stay along the right-hand wall. Locate the security terminal. Operate the terminal and enter the login and password you just acquired. Disable all the cameras and unlock and open all the doors. Additionally, rotate the bridge to provide access into the next tunnel.

**TIP:** You can get over to the other side without rotating the bridge, but you must traverse the toxic sludge in the chasm below. Unless you're prepared to take some damage, use the security terminal to rotate the bridge.

Cross the bridge and follow the hallway. The cameras should be disabled here if you previously used the security terminal. Incapacitate any MJ12 agents here and use the keypads - code 2167.





Enter the water treatment facility, where two MJ12 agents wait inside. Eliminate the guards and receive a transmission from Alex. The area contains a number of doors - a door on the left is protected by a security pad, a door ahead leads to the captured Ford Schick, a door on the right leads to a few crates, and two doors on the far right lead to a back room with two more MJ12 agents. Bust into the security door on the left for some supplies and equipment, and enter the two doors on the far right (deal with the MJ12 agents) to gain some items and a datacube with an MJ12 computer password.

Proceed into the door ahead to locate Ford Schick in the chemical lab. Speak with him and offer to escort him out. If you've cleared the area of MJ12 agents, tell Ford to proceed out while you cover him. Follow Ford through the plant until he states that he's gone far enough and you can proceed without him. Navigate your way out of the lab, either through the subway or hotel entrance, and return to the city streets.

**TIP:** Return to the Smuggler and tell him you rescued Ford Schick. For a reward, the Smuggler will offer to sell you some items at a discount price.

It's time to search for the generator. To get to it, you must go through the Osgood building. Locate the building and enter either through the front door, using explosives or a lockpick, or by breaking the window to the right. Crawl inside and explore the rooms for weapon and supply crates. Use small crates to leap on top of crate stacks so you can reach all items.

**TIP:** Locate a locked door inside one of the Osgood rooms. Use a LAM or multitool to break into the small closet. Inside you'll find an augmentation upgrade and some ammo.

The Osgood building provides access to the warehouse and generator, and there are several ways to proceed. Two ways lead over the roof while a third leads through some tunnels. Each way is filled with different dangers, including turrets and NSF agents. Move with caution and attempt to eliminate NSF terrorists from long range, either with a sniper rifle, a minicrossbow, or even a stealth pistol. Navigate the rooftops. Look for opportunities to enter the buildings for exploration bonuses and equipment. Your eventual goal is the building with all the antennas. Reach the building, but move cautiously to avoid NSF detection. Either avoid or eliminate the terrorists.





Locate the generator building by its satellite antennas.

**TIP:** Explore the roofs to locate a datacube that reveals the code for an office inside the generator building. The code is 9923.

The generator building includes several floors. You begin at the roof and must make your way down. Move slowly and eliminate the NSF terrorists. Alternatively, you can attempt to sneak by them by crouching and using the crates and other objects as cover. Make your way down each set of stairs.





**TIP:** The basement, the floor underneath the generator, contains an office. Enter inside by using the code from the datacube found on one of the building roofs (9923). Grab the items inside. There's also a safe, which can be blown open or opened with lockpicks. Inside you'll find an augmentation canister for either speed enhancement or run silently. Move carefully through the basement because it's littered with turrets and laser fields.

Destroy the generator either with a LAM or by shooting the explosive barrels around the room. Make sure you can take cover before the generator blows because the resulting explosion is fairly intense. As soon as the generator explodes, Alex sends a transmission instructing you to retreat back to the roof and meet Gunther and the helicopter. Retrace your steps back to the roof. Speak with Gunther, then board the helicopter (piloted by Jock from the Underworld Tavern) to complete the mission.

## MISSION 3

The level begins just outside UNATCO HQ on Liberty Island. Speak with the bodyguards that emerge from the headquarters' entrance. Alex sends a transmission instructing you to report to Manderley.

**Primary Goal:** Report to Manderley.

Make your way through the UNATCO HQ to level two and enter Manderley's reception area. You'll find Anna Navarre here. Manderley isn't prepared to see you just yet. Approach his office door and listen in on his conversation with a mysterious man. Once the man has finished and exits Manderley's office, head inside to receive your reward from mission two and instructions for mission three.

**Primary Goal:** Locate the airfield where the NSF has moved the ambrosia. Investigate the subway system, because the terrorists may be hiding underground.

**Secondary Goal:** Report to Sam Carter to receive your equipment.







When you're finished with Manderley, head down to level three and visit Sam Carter's armory. Speak with Sam and he'll hand you an accuracy weapons modification, multitools, and assault rifle ammunition (and an assault rifle if you don't already possess one).

Next head over to Jaime Reyes in the medlab. Use the medical bot to heal your wounds and install any augmentations you have acquired. Talk with Jaime Reyes before you depart.

Walk through Anna's office to reach the brig. You'll find the mysterious man interrogating an NSF terrorist. Remain stealthy or the mysterious man will spot you. If he does, a bodyguard will mention the incident once you leave UNATCO HQ.

When you're finished inside UNATCO HQ, retrace your steps back outside and approach the helipad. Board the helicopter - you're being sent back to Battery Park.

Once you land, explore Battery Park (you were here in mission two) and locate the subway entrance. Walk down into the subway and locate the familiar bum patrolling the station - it's Harley Filben.

Speak with Harley. He'll react depending on how you treated him in the first mission (did you fulfill your promise and not harm the NSF commander?). He mentions a keypad in the phone booth and might have information about it. You can pay him the money for the information or go searching yourself. If you pay Harley, he'll tell you to see Curly in Shantytown (the small shacks above the subway station), and he'll provide a password: underworld.

Exit the subway station back outside into Shantytown. Search the small huts until you locate Curly. Speak with him. JC will automatically give the password: underworld. Curly speaks about the "mole people" and tells you the code to the phone booth, which will lead you underground. The code is "m-o-l-e" or "6653" on the keypad. Curly also mentions that you should locate Charlie once you arrive.

**TIP:** If you don't want to pay Harley the credits for the information, you can search Shantytown and locate a locked crate. Open the crate and find a datacube revealing the code 6653.





Head back into the subway station and use the phone booth keypad. Enter the code 6653 and ride the phone booth, actually an elevator, into the underground.

You'll emerge inside the Brooklyn Bridge subway station. Follow the tunnel and ascend the ladder at the end. After emerging, head right and locate Charlie Finn. He says he'll help you out, but you have to do him a favor first. He needs to get to the water valves blocked by a cave-in, so you must blow apart the cave-in with a LAM, turn the valves, and return to him for information.

**Secondary Goal:** Open a fresh water supply for the homeless in Brooklyn Bridge Station. The valve is in a utility room at the north end of the train tracks that has been blocked by a cave-in. Clear the cave-in with LAMs, find the valve, and report back to Charlie Finn. The Rooks might have LAMs.

If you have a LAM already, you can head to the corner, locate the cave-in past the door, and toss a LAM inside. If not, you'll have to acquire a LAM from a subway patron.



Kill the drug dealer, Rock, for El Rey, and you'll receive a LAM as your reward.





Head upstairs and talk to the Rooks, a local gang that hangs out at the subway station. Locate El Rey in the dark section of the floor and speak with him about acquiring the munitions. He says that if you perform a job for him, he'll give you a LAM. He wants the local drug dealer, Rock, assassinated. Agree to perform the job and return to the first floor of the subway station.

**Secondary Goal:** Kill the drug dealer in the Brooklyn Bridge Station for the Rooks, then inform El Rey.

Locate the drug dealer in the corner (adjacent to the junkie). Speak with him if you wish. Safely kill Rock, using a prod or a sniper rifle, for instance. Return to El Rey and grab your reward.

**TIP:** You can also get a LAM from the junkie. If you have a vial of zyme, trade it to the junkie for a LAM. Or you can purchase a vial from the drug dealer (or take it off his dead body) and give it to the junkie for a LAM.

Once you've blown apart the cave-in, walk inside and turn the two valves. Return to Charlie and speak with him. He gives you the code, 5482, to use on a keypad in the women's bathroom. Proceed into the bathroom (across the tracks) and locate the keypad under the sink. Enter the code and head into the revealed area.

Head forward and down the ladder. The NSF patrol down here, so it's wise to be cautious before charging in. Sneak up on the NSF troops and use a prod or pepper spray, or use a more powerful weapon like the shotgun or assault rifle. There are several NSF terrorists in the area, so stay alert. Try to defeat as many as you can find before locating your next contact. You don't want any NSF terrorists disturbing your conversation!

Locate Kevin Bradley (he starts out in the room with the pool but may migrate somewhere else if startled by gunfire). He states that you should see the NSF leader, who's hiding out in a hut in the southern end of the area. You have to find a secret panel behind some cardboard boxes to reveal the NSF leader's location.

Make your way down to the southern end of the area. There are various items to gather here, so be sure to explore everywhere and pick up anything useful. In the southern room, destroy or move the boxes and trash, and spot a brick near the floor. Move the brick and enter the opened





room. The NSF terrorist leader is inside and surrenders as soon as you approach. Talk with him to get information, then pick up the mole bathroom key on the table. Collect the other items and head out.

Locate the bathroom at the other end of the area, back where you started. Use your key ring on the right-hand bathroom door to unlock it. Enter inside. Alex sends a transmission to inform you of your whereabouts - apparently you're in tunnels that will eventually emerge onto an airfield.

Continue ahead and you'll reach an intersection. Both the left and right paths end up at the same point but contain different obstacles. Head left to deal with a laser field and right to come across some steam vents. Use the crates to leap on top of the steam vents, which will get you safely over to the other side.

The next hall contains a camera and an NSF terrorist near an alarm. Move with caution and stay out of the camera's view. Take out the NSF agent and search his body for the sewer door key. Open the sewer door and head inside. You can complete the next section in two ways. Either proceed ahead, past the laser field (use an EMP grenade or disable the laser field at the control panel), and jump over a catwalk. Or open the vent (to the left of the sewer door), crawl inside, and swim your way through a few tunnels to reach the other side. Both ways lead near the same place. Be careful to avoid the EMP grenade attached to the wall at the end of the jumping area. If you choose the swimming route, open the door when you've reached the end and grab that same EMP grenade before it explodes.

At the end of the tunnel you'll spot two security bots. Use an EMP grenade to disable them or wait until their backs are turned before proceeding through the tunnel. Hide in the alcoves to the right to avoid detection. Make your way into the room at the far end and to the left.

**TIP:** Once you're in the far room, use a metal crate to block the passage you just entered through. If a security bot detected and chased you, the crate can block the bot's entry into the room.

Locate the multitool and datacube under the pipes. The datacube reveals a login (etodd) and password (saintmary) for a personal computer. Continue forward and you'll receive a message from Alex telling you that you're nearing a helibase. Keep moving until you reach a door with windows. Spot the NSF terrorist inside.





That's not the only terrorist inside, so don't charge into the room. There's also a camera above the door that can alert the other terrorists to your presence. Open the door and dispatch the NSF agent from long range. Expect others to emerge from the left or right. Let them come to the door, then finish them off with a close-range weapon or incapacitate them with the prod or pepper spray. Search their bodies for items - one may have a key to the security doors.

Before exploring the base, approach the canister of ambrosia in the room's center. Alex sends a message that there are three missing canisters. You've found the first; now you need to locate the other two.

**Secondary Goal:** Locate the three missing barrels of ambrosia. UNATCO will send a team to recover them.

Explore the first-floor offices and recover any supplies and equipment you find. Head to the second floor; there may be an NSF terrorist in the bathroom. Take him out and recover a key to the security doors, though it's likely you already have one.

Open the locked second-floor doors with the key ring. One office leads into a control room with some supplies. Spot the houseplant and move it away from the button. Use the button to open a secret panel and grab the weapons and items inside.

Your eventual goal, after searching all the rooms, lies out on the helipad, which you can access through the doors just beyond the ambrosia barrel. There are NSF terrorists outside, so defeat them with your best weapons or abilities. There are two routes to the airfield, which is your next destination. You can choose to take the elevator, located east of the helicopter, or you can take the manhole, located northwest of the helicopter. The elevator route is easier, because you won't be doing any dangerous swimming, which could cause damage if you aren't well trained. Both routes take you near the same location, though the swimming route plants you exactly where you want to end up at the airfield.

Reach the airfield with either route and you'll receive a message from Alex and a new mission objective.

**Primary Goal:** Assassinate Juan Ivanovich Lebedev.





The airfield is filled with security bots. You likely don't have enough weaponry to take them all out, so it's best to try to avoid them whenever possible. Use binoculars to gauge their distance and direction, then attempt to move in behind them and stay out of their view (you can use the nearby barrels as assistance in destroying the bots). Alex provided an airfield map with his latest transmission. Locate the boathouse on the map, as it's your eventual destination. Use the scattered crates in the center of the airfield as cover against the bots. Dispatch any NSF agents you come across and avoid the corners of the airfield because cameras and turrets lie here that could alert the NSF terrorists to your presence.



**Enter the barracks with caution - two NSF terrorists are patrolling inside.**

Move cautiously into the boathouse, either through the front door or a side window. One NSF terrorist patrols the docks, and he's packing a flamethrower. Use a long-range weapon to take him out. Search his body for the east-gate key.





**TIP:** You can acquire the east-gate key without killing the NSF terrorist patrolling the dock. You'll find a key on the crates to the right of the front door. Use the window entrance to more easily acquire the key.

Head east to the east gate. Look out for NSF terrorist patrols there. Open the locked control panel with your key ring, and use the switch inside to open the east gate. Proceed inside the barracks. Two NSF terrorists are inside. If you didn't disturb them before entering the barracks, you should have an easy time eliminating them now.

Explore the barracks, but pay special attention to the staircase. Walk behind the staircase and spot the brick on the bottom section of wall. Operate the brick to open a passage into a storage room. Grab the items and the barracks dormitory key.

Walk to the second floor of the barracks and use the key ring to enter the locked door. There are four lockers here; one is unlocked. Search the unlocked locker for a datacube revealing the hangar keypad code: 5914. The other lockers contain flares, ammunition, and multitools.

Locate the keypad at the end of the hall and enter the code. Enter the hangar and receive a message from Paul, who's working for the NSF now! Speak with Paul in front of the 747. He will explain himself and attempt to convince you not to follow UNATCO's wishes. When you're finished, approach the 747 and ascend the staircase inside.

Find the stairs leading up to the control room and grab the key to the private quarters. Walk to the end of the plane and use the key ring to open the door. Locate Juan Ivanovich Lebedev inside. Anna joins you. You have a choice: You can follow UNATCO's wishes and kill Juan, or side with Paul, your brother, and spare Juan's life. If you assassinate Juan, Anna congratulates you. If you let him live, Anna kills him anyway.

**TIP:** Locate a datacube inside Juan's private quarters. It reveals information about a suspension crate and its code: 9905. You may have also found a datacube with the same information inside the helibase.





Take out Juan or let Anna finish the job for you.

Once he's dead, retrace your steps through the plane and locate the stairs down into the cargo hold. Here you'll find the last ambrosia barrel. Approach it to complete the mission objective. A repair bot here will recharge your bioelectric energy. Also, a suspension crate at the end of the hold contains an augmentation canister. Use the code (9905) obtained from the datacube in Juan's room to open the crate. Grab the canister, which augments either EMP shield or ballistic protection.

**Primary Goal:** Go to the helicopter at the airfield.

Gunther and Jock are waiting for you back at the airfield. Retrace your steps out of the 747, the hangar, and back out onto the airfield. Follow the map to the helipad and speak with Gunther. Board the helicopter to complete the mission.







## MISSION 4

Arrive at UNATCO HQ and receive a transmission from Alex. He instructs you to report to Manderley.

**Primary Goal:** See Manderley for a debriefing.

Descend into UNATCO HQ as you have done before. Locate Manderley's office on level two. Talk with the secretary, who tells you about Paul's defection and asks you to locate Jaime Reyes and tell him that Walton Simons is looking for him.

**Secondary Goal:** Tell Jaime that Walton Simons is looking for him.

Enter Manderley's office and speak with him. He mentions that your next assignment will take place in Hong Kong.

**Primary Goal:** Meet Jack at the helipad to be taken to a new assignment in Hong Kong.

Before heading to the helipad, explore UNATCO HQ to locate Jaime Reyes and complete other conversations. Head over to the break room, located on level two and adjacent to Manderley's office. You'll find Jaime Reyes here in conversation with Walton Simons - apparently they've already found each other. Eavesdrop on their conversation, then speak with both Walton and Jaime two times to exhaust all conversation opportunities.

When you're finished with Jaime and Walton, head to level three and Sam Carter's armory. Speak with Sam and he'll offer some weapons or ammunition (depending on what you've accumulated so far). Gather the equipment and prepare to head out to the helipad.

**TIP:** Head over to the medlab before you meet up with Jock at the helipad. Use the medical bot inside to replenish your health or install any augmentations you've gathered.

Exit UNATCO HQ and walk up to Jock and the helicopter. Board the helicopter and Jock will mention that he has changed the mission orders. You aren't going to Hong Kong; instead, you're headed to New York to assist your brother, Paul. Apparently he's in trouble and needs your assistance.





**Primary Goal:** Your brother's in trouble. Go to his apartment in Hell's Kitchen and see if he needs your help.

Jock drops you off on the 'Ton Hotel roof and sends you a transmission clarifying your new mission. Locate the ladder off the hotel roof and make your way down the fire escape. Enter the 'Ton Hotel front entrance. Walk to the clerk's desk to find Gilbert and Sandra Renton arguing about JoJo and her lifestyle. Enter the clerk's office and speak with Gilbert, who asks for a pistol for protection. Give him a pistol if you wish (not necessary). Proceed to the hotel stairs and up to the second floor.



Meet your brother, Paul, in his 'Ton Hotel room.

As you ascend the stairs, JoJo starts to descend toward the clerk's office. Follow JoJo, but not too close. Listen in on the argument between JoJo and Gilbert, which soon escalates into a shoot-out. If you gave Gilbert a pistol, he should defeat JoJo. If not, finish off JoJo yourself, or help Gilbert finish off JoJo. Once the sequence is completed, proceed up the stairs to the second floor and into Paul's room.





Use your key ring to enter Paul's room. Talk with Paul, who's sitting on the far side of the room. He attempts to explain his defection and offers a challenge: Head into a captured NSF base and locate some information he left behind that could prove UNATCO's shady side.

**TIP:** Before you leave Paul's room, move the painting and enter the secret code you discovered in a previous mission: 4321. A secret room opens to your left. Collect the ammunition and the augmentation upgrade inside.

**Primary Goal:** Investigate the captured NSF base to the west behind the bar to see if Paul is telling the truth about UNATCO. If he is, help the rebels by sending a distress signal from the satellite transmitter.

Exit the 'Ton Hotel onto the Hell's Kitchen streets. The road to the NSF base goes through a long tunnel (spot the barricades in front of the tunnel). Follow the tunnel around to a guard standing in front of the NSF base. Tell him you're just looking around. Approach the base and receive a message from Paul. Enter the NSF base.

Before you explore the base, locate the repair bot on the right. Use the repair bot to recharge your bioelectric energy. Start exploring the base. Look in the bathrooms. The women's bathroom contains the NSF HQ basement key. Search all the crates, including a supply crate that contains a hazmat suit, which protects you from environmental hazards.

Ascend to level two and locate the locked door there. Use a lockpick on the door. Read the datacube inside the room, which provides the login (tjefferson) and password (newrevolution) for the NSF base security system. Another locked door leads to a balcony with ammo crates, which contain assault-rifle ammo and sniper-rifle ammo.

Head up to level three and enter the control room. Read the datacube for information on halon gas, which has filled the computer room. You can enter the computer room with the halon gas still active if you use the hazmat suit (or if you excel at augmentations dealing with environmental protection). Alternatively, in the corner of the room, locate the button that will vent the computer room. Press the button to remove the halon gas from the computer room. Enter the computer room and use the security terminal. Turn off the camera and open the basement door, which opens near the repair bot you used in the garage.





**TIP:** The NSF HQ basement key you found in the women's bathroom opens this door into the basement.

Head down to the first level of the NSF base and enter the door you just opened. Proceed into the basement door. You have two options here. You can attempt to traverse the laser fields and turrets, either by jumping and hiding or by using multitools to disable some of the laser fields, which makes the task easier. Or you can lockpick or blow open the locked door. Inside you'll find ammunition and a security terminal. Use the security terminal (with the tjefferson and newrevolution login and password) to deactivate the cameras, then open the doors. Head forward through the tunnels and enter a last laser-field section. Use multitools to disable the fields. Leap over the fields (or run through them) and hide in the alcoves.



Use the computer consoles on the roof to adjust the satellites and send the transmission.





Enter the back room at the end, which is your final destination. Read the datacube on the ground for Paul's information about UNATCO. A locked cabinet can also be found in this room. Lockpick the cabinet or blow it open with explosives. Grab the ammunition inside and check the datacube for extremely important information: the codes to activate the satellite and communications system on the NSF base roof.

**TIP:** The login and password to move the dish are mcollins and revolution. The login and password to send the communication are napoleon and revolution.

Exit the basement and ascend to the roof via the staircases inside the base. Enter the structure adjacent to the satellites. Use the personal computer here and enter the login (mcollins) and password (revolution). Press all the buttons to align the satellites, then open the communications door. Proceed inside and use the second personal computer. Enter the login (napoleon) and password (revolution). Press the button to send the communication. This broadcasts the message, and it also triggers transmissions from both Paul and Walton Simons - Walton's notWaltonpleased with your latest accomplishment and the UNATCO troops are now after you!

**Primary Goal:** Meet up with Paul and help him leave New York.

It's time to head back to the 'Ton Hotel, but the UNATCO troops in the NSF base and scattered throughout Hell's Kitchen have been ordered to attack you on sight. Make your way out of the NSF base. This can be accomplished in a number of ways, including fighting your way out, sneaking your way out, or using a speed enhancement to run and jump your way out. Get back to the 'Ton Hotel and ascend the staircase into Paul's room.

Speak with Paul. Moments after you begin the conversation, men in black knock on Paul's door. Paul instructs you to exit via the window. If you do, Paul will die. Stick around and defeat the men in black. You also have to clear the hotel lobby to ensure Paul's safety. Whether Paul lives or dies doesn't affect the game much. You'll see him in the next mission should he survive. Paul tells you to escape to Battery Park and provides a code giving you access to the subway system.

**Primary Goal:** Find Jock's helicopter in Battery Park, the only way out of New York not controlled by UNATCO. The code to the Hell's Kitchen subway station is 6282.





**Majestic 12 agents burst into Paul's room during your conversation. Assist Paul in fending them off or flee out the open window to safety.**

If you die any time during your escape to Battery Park, you're instantly transported to the next mission. Sneak your way around the UNATCO patrols and security bots until you reach the subway system. Use the keypad and enter the code 6282. Anna will intercept you in the subway. You must fight her. If you kill her, she won't appear in the next mission. If she kills you, you're transported to the next mission. If you make it to Battery Park, you'll encounter Gunther. Eventually you'll be transported to the next mission, either by being captured or killed.

## MISSION 5

You wake up in a Majestic 12 cell. Anna will approach the window and speak with you, if she's still alive. Wait until she leaves and approach the cell door. You'll receive a transmission from Daedalus, who tells you he can cut the power to the cells and open the cell door, but only temporarily.





**Primary Goal:** Escape from the Majestic 12 facility.

Exit the door once it opens and escape into the hall. Enter the unlocked cell and grab the two bags of soy food. Use them to replenish some of your health. The MJ12 guard at the desk moves to the front of the room. Take this opportunity to grab the baton from on top of the crate. Bust open the crate and get the prod. You'll also find a knife nearby. Read the datacube on the table for the codes to the detention cells (4679) and detention block door (4089).



Approach the cell door to receive a transmission from the mysterious Daedalus.

Use the detention cell code (4679) to open the last cell block. Use the medical bot here to replenish you health. Search the dead body for lockpicks and a ps20. Open the adjacent cell to free the NSF terrorist; his name is Miguel. Take out the MJ12 guard if you haven't already and grab his pistol. Take the pistol ammo from the desk.

There's a camera to the right of the front desk. Duck and avoid the camera as you proceed out of the detention area. Miguel offers his services, so ask him to join you if you wish. Use the key-pad next to the main door and enter the code 4089 to exit. You'll receive a new message from Daedalus detailing your objectives here.





**Primary Goal:** Get the datavault from your brother's body. Tracer Tong will need it to defeat the killswitch.

**Secondary Goal:** Find the equipment taken from you when you were captured by UNATCO.

To get to the armory you have to go through robot maintenance. Follow the map provided by Daedalus or use the signs around the complex to locate robot maintenance. A mechanic and an MJ12 agent patrol the lower floor of robot maintenance. Spot a supply crate to the right and snag the bioelectric cell and scramble grenade (effective against bots). Sneak across robot maintenance by remaining silent and crouching behind crates. Before entering the far hall, grab the multitool on the crate near the hallway.

Two security bots patrol the armory perimeter. Avoid them by hiding in the alcoves and remaining behind the bots. Locate the armory door, which includes a security keypad. Use the multitool found in robot maintenance to bypass the door lock. Enter the armory. Eliminate the MJ12 agent here with your prod, baton, or pistol.

There's an operational camera inside the armory. You can collect the multitools from the armory, then disable the camera. Alternatively, you can just sneak around the armory as you collect your items. Pick up as much as you can. There are several new weapons to collect, if you wish to use them.

**TIP:** Head up to the second floor of the armory for additional equipment and ammunition. Further, use a multitool on the security crate to gain the plasma rifle. It's a huge gun that takes up a significant amount of space in your inventory; further, it's very heavy and slows you down when active.

Your next destination is the medical area and nano lab. The easiest way to get there is through the vent system underneath the base. Locate a floor vent (there's one by the detention center) and navigate through the base's underbelly. As you pass under rooms, Daedalus lets you know your current location. Move through the vent until you reach the nano lab. Exit the vent and take out any MJ12 agents here.







The armory contains mainly items of weaponry and equipment, including this plasma rifle.

**TIP:** In one of the labs you'll find a security crate containing an augmentation canister. Open the crate with a multitool and grab the canister, which includes defense system or spy drone.

Explore the labs. You'll find a medical bot in one that can heal wounds and install augmentations. Your eventual goal is the surgical ward, where you'll find Paul (alive or dead). Talk to the scientists and locate Dr. Moreau, who reveals the code into the surgical ward: 0199. Alternatively, you can hack your way inside with multitools. Search other offices for a datacube revealing the security terminal login (mj12) and password (invader).





Walk up to Paul to complete the mission objective. Daedalus sends a transmission and reveals the code to the exit door: 1125. Locate the exit near the command center (move through the vents again). Avoid the guard dogs and MJ12 patrols and exit the door. Run past the reception area and continue until you reach UNATCO HQ.

You'll emerge inside UNATCO HQ - the MJ12 base was the restricted level four. Avoid the UNATCO guards and ascend to level three. Locate Jaime Reyes inside the medical lab and speak with him. He'll offer his assistance, either here or in Hong Kong. He also gives you an augmentation canister, which can activate either regeneration or energy shield. Use the medical bot inside the medical lab to install the augmentation and heal wounds.

Locate Sam Carter's armory and speak with him. He won't offer assistance, but he will let you into the armory to gather supplies. Go inside and pick up anything you can carry. Use the repair bot to recharge your bioelectric energy.

Head over to Alex Jacobson's office and speak with him. He tells you that the only way you'll be able to escape is if you kill Anna Navarre. Alex will provide a key used to unlock UNATCO HQ's main doors, but only if you dispose of your former partner. Anna is extremely powerful, so it's wiser to find an alternate means of eliminating her than just brute force.

Ascend up to level two and enter Manderley's office - Manderley's currently in a conversation with Walton Simons. Talk to them both. When the conversation concludes, talk to Manderley, and he'll attack (probably as you attempt to leave). Eliminate Manderley. Use his personal computer and enter the login (jmanderly) and password (knight\_killer) discovered in a previous mission. Activate the selection for "Decrypt Agent Anavarre's Killphrase" to get the first part of Anna's killphrase: flatlander.

Proceed back down to level three and enter Anna and Gunther's office. Use Gunther's computer and enter the login (ghermann) and password (zeitgeist) you discovered in a previous mission. Select the option to decrypt the second part of Anna's killphrase: woman.

Head up to level one and encounter Anna near the exit. If you have both parts of the killphrase, JC will acknowledge her with "flatlander woman," which kills Anna Navarre. Head down to level three and speak with Alex. Now that Anna's dead, he hands over the level-one entrance key to UNATCO.





Proceed up to level one and use the key ring on the exit door. Walk past reception and exit UNATCO HQ. Walk over to the helipad and speak with Jock, who's currently in the helicopter. You'll get on board and head out to Hong Kong and Tracer Tong.



Kill Anna Navarre with your weaponry or by researching her killphrase.

## MISSION 6

You begin just outside the helicopter inside a secret MJ12 facility. Apparently you didn't make it to your destination! Jock sends a message that the helicopter has been captured.

**Primary Goal:** Deactivate the weapon lock on Jock's helicopter. The remote control panel is on Flight Control Deck One.

Explore the hangar; you aren't in immediate danger from MJ12 troops. There's a repair bot in the hangar, so be sure to recharge your bioelectric energy before proceeding.





Before you enter the barracks or attempt to enter the flight control deck, it's wise to do some exploring underneath the hangar. There are gas systems here that can be used to send gas throughout the ventilation system and knock out some of the MJ12 guards, making your job a little easier. Locate the floor panel near the repair bot and open it. Duck into the floor shaft and follow the overhead pipes. Before you proceed, locate the hazmat suit found in the other direction. Follow the overhead pipes and take the first left.

You're now in the area where you'll release the gas. Jock sends a transmission warning you to be careful with the equipment here. Retreat into the vents (you don't have the code yet for the gas system) and continue down the shaft following the pipes to the next right. Open the grate and crawl into a small room. This is the munitions bay. Get supplies from the table (including a key to the munitions bay door should you wish to exit the traditional way) and read the datacube to receive the code to purge the gas: 99871.

Return to the gas keypad and insert the code. Gas is immediately released in the vents underneath the hangar, barracks, and flight control deck. Have a hazmat suit ready or you'll suffer some damage. Alternatively, you can activate environmental protection augmentation and use the repair bot to replenish bioelectric energy.

Your next destination should be the barracks. There are several entry options, one being the front entrance from the stairs just off the hangar and several being through the ventilation system. The front entrance provides potentially the most danger from counterattack. If you've got the firearms (LAMs, gas grenades, etc.), a frontal assault will work just fine. But be prepared to use weaponry against the MJ12 agents as they pour out of the barracks entrance. You could also use the vent system to reach exactly where you want to be - the upper floor of the barracks. Search the third locker on the barracks upper floor for the important flight-control-deck key.

**TIP:** The first locker on the barracks upper floor contains some credits and the key to the munitions bay door.

Ascend the barracks stairs and continue up to reach the flight control deck. Though you could explore flight control deck two, your goal lies on flight control deck one. Follow the signs and use your key ring to open the door. Face the hangar and spot the switches on the control panel: weapons lock and munitions bay. Ignore the munitions bay switch, as you have already explored that area. Instead, press the weapons lock switch and prepare to get back to the hangar as quickly as possible.



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Jock, now free from the weapons lock, sends a transmission telling you to stay away from the southern door because he's firing a missile! Jock launches missiles from the helicopter that impact on the south door. The resulting explosion exposes a hole providing access to the elevator. Security bots are released after the explosion. Avoid them or attempt to destroy them. Make your way through the hole and to the elevator. Open the elevator door and press the down button. This takes you to the next section: Wan Chai market.



Explore the Wan Chai market before proceeding to the compound.

Once you arrive at the market, you receive transmissions from both Jock and Daedalus with new orders.

**Primary Goal:** Look for clues to finding Tracer Tong at the compound that Paul used to visit, to the east of the Wan Chai market. Find Tracer Tong somewhere in Hong Kong.

Explore the market if you wish. Read the datacube at the newsstand and receive a layout of the market in image form. You can also visit Canal Road and witness a gang fight and investigate an automobile accident to receive an exploration bonus. There are many other places to explore and supplies to grab. For instance, break into the police station (you'll have to fight the officers inside) and grab the ammunition and equipment inside.





Your immediate goal, though, lies near the large red wall east of the market. As you approach, Jock sends another transmission confirming your location. Walk around the structure until you find the locked entrance and the guard, Gordon Quick. Speak with the man about your brother; unfortunately, Gordon demands some assistance before he's generous with information.

**Primary Goal:** Find and examine the Dragon's Tooth sword as proof regarding whether or not Maggie Chow is telling the truth.

Gordon sends you off with a valuable piece of information: Maggie Chow lives at 1313 Tonnochi Road. Return to the market and follow the signs to Tonnochi Road. Proceed into the next section and once again follow the signs to Tonnochi Road and to the next section.

**TIP:** This section between the market and Maggie Chow's complex contains several interesting secret areas. Explore these canal streets to discover a fisherman's hut, which contains some supplies, and a large boat, which contains even more useful items. When you reach the boat, use the lantern above the cardboard box to expose a hole in the ship's hold. Move the cardboard box and crawl through - there's a repair bot here to replenish your bioelectric energy.

Explore the streets branching off Tonnochi Road until you spot the Queen's Tower Luxury Suites at 1313 Tonnochi Road. Enter inside and speak with the receptionist if you wish. Read the datacube on the table for some information and search the break room for a handful of credits. Approach the elevators and read the directory. Click on the bottom two items: undergoing renovations and Maggie Chow. You learn the elevator code to check out the renovations is 3444, and Maggie Chow lives at the top of the penthouse elevator.

Checking out the renovated floor isn't mandatory, but it makes for some interesting exploration. Use the keypad next to the elevator and enter 3444. Take the elevator up to the abandoned floor. Speak with the woman and give her some credits if you wish. Read the datacubes to gain information, including the login (queenstower) and password (security) to the Queen's Tower security system.

**TIP:** There's a locked gate on the renovated floor that leads to some laser fields and crates. It's dangerous to try to head through this area. You'll understand the significance of the area after speaking with Maggie Chow!





Use the penthouse elevator to ascend to Maggie Chow's residence. Exit the elevator and speak with the maid, May Sung, and follow her to Maggie Chow, who's in the living room area. Speak with Maggie about your brother, Paul, and the information provided by Gordon Quick. Maggie points you to the police station in the market and provides a code, 87342, to the police vault. Apparently there's some important information inside.

**Secondary Goal:** Find evidence in the police station in the Wan Chai market that will settle the triad dispute. Bring it to Maggie Chow to earn her trust.

Instead of obeying Maggie Chow's command, you could gain much more by snooping around her apartment. Head upstairs and locate the conference room. Read the datacube to reveal that Maggie's security password is no longer "Tai'Pan." Examine the books on the table for further clues about Maggie's password. One book is called Tai'Pan, and the other is called Insurgent. If her password used to be "Tai'Pan," then maybe it's now "Insurgent."

**TIP:** Explore the other rooms in Maggie's apartment to gain some credits.

Locate a security terminal and insert Maggie's login (mchow) and password (insurgent). Switch off the cameras and open the door shown in camera one. This leads to the secret MJ12 section of Maggie Chow's apartment!



A thorough search of Maggie Chow's apartment reveals the Dragon's Tooth sword.





Now that you've opened the door, MJ12 agents might hear you. Quietly retrace your steps down to Maggie Chow's living room. Sneak around (turn on run silently if you're augmented) and remain quiet as you approach the hallway near the apartment entrance. Spot a paper lantern on the ceiling next to a wall at the end of a hall. Operate the lantern, which opens the door into the MJ12 section. Again, you must remain very quiet or MJ12 agents will be all over you (as well as Maggie herself... and the maid!). You're now in the room with the Dragon's Tooth sword - apparently Maggie has it after all! Tracer Tong sends a transmission requesting that you procure the sword.

**Primary Goal:** Retrieve the Dragon's Tooth sword and await further instructions from Tracer Tong.

Remain quiet around the sword cabinet. There are two primary ways of getting to the sword. You can either hack the controls with multitools or use the nearby personal computer console to open the cabinet. Enter Maggie Chow's login (mchow) and password (insurgent) and use the switches to release the sword from its protective cabinet. Pick up the sword (you'll likely need inventory slots) and receive a message from Tracer Tong to deliver the Dragon's Tooth to Max Chen.

**Primary Goal:** Demonstrate Maggie Chow's guilt to the Red Arrow by showing Max Chen the Dragon's Tooth sword. Find Max Chen in the Lucky Money club in the mall near the Wan Chai market.

**TIP:** Before you leave Maggie Chow's apartment and the secret MJ12 area, check out the hologram in the corner. Press the button to view a message from Walton Simons to Maggie Chow. Also, before you head into the Lucky Money, swing by the police station and check out what's in the vault (you'll need to use multitools to get in the station, if you haven't already, and you'll have to deal with the officers inside). The vault contains some equipment, weapons, and information on crime activity.

Return to the Wan Chai market and locate the ramp down to the Lucky Money. Follow the hall to the Lucky Money entrance. Speak with the hostess and pay the cover charge. Talk to the patrons if you wish. Ascend to the second floor and find the hallway adjacent to the bar. Follow the hall into a back conference room. It's here you'll find the path to Max Chen, who's flanked by two bodyguards. Talk with Max about the Dragon's Tooth sword and Maggie Chow.







**Primary Goal:** Tell Gordon Quick how the Red Arrow responded to the news about Maggie Chow. He should be near the Luminous Path compound next to the Wan Chai market.

**TIP:** One Lucky Money patron is a disgruntled employee of the Quick Stop food shop near the Lucky Money entrance. He tells you the security login and password: management and code324. If you wish, you can break into the Quick Stop and switch off the security system and open the safe. There's also plenty of food inside to replenish your health.

After you finish the conversation with Max Chen, MJ12 agents and commandos (tough, well-armored MJ12 agents) burst into the Lucky Money. Max Chen and his bodyguards (and the heavily armed bouncer upstairs) can take out most of them. Search all bodies for extra ammunition and equipment. Be careful when exiting the Lucky Money, as another commando charges from just outside the Lucky Money. You may want to use explosives to finish him off or lure him to Max Chen's bodyguards.

Head back to the Wan Chai market and the compound you visited previously. Talk to Gordon Quick, who's still at his guard post just outside the compound. He gives you the code to the Luminous Path compound and states that Tracer Tong is inside waiting for you. Use the code, 1997, in the keypad and proceed into the compound.

Gordon mentions that you will find Tracer Tong's lab near the sparring room. Head inside the compound and follow the stairs and hallway to the right. Follow the hallway and descend into a large room featuring barracks, tables, and a large sparring area.

**TIP:** Search the beds for items, including a medical kit.

Press the button on the west wall to open the passage into Tracer Tong's lab. Locate Tracer Tong and speak with him. He instructs you to walk out into the operational theater so the killswitch can be removed.

**Primary Goal:** Go to the center of the operational theater so that Tracer Tong can deactivate the killswitch and restore augmentation functionality.





Exit the lab and head down the left path into the theater. Walk into the center of the theater and allow Tracer Tong to activate the process. When the process is complete, return to Tong for new orders.

**Primary Goal:** Get the ROM encoding for the Dragon's Tooth sword from the basement laboratory at Versalife.

Tracer Tong provides the elevator code to Versalife, 06288, and gives you a computer account - login "JCDenton" and password "sanctuary" - to check e-mail. Use his personal computer if you wish, then head back out to the Wan Chai market.

**TIP:** Explore Tracer Tong's labs for supplies, equipment, and ammunition. You'll also find credits and a key to Jock's Tonnochi Road apartment if you feel like doing some exploration. Further, Alex Jacobson is down below near a medical bot, which you can use to mend wounds and install augmentations. You can speak with Alex for some information.

Return to the Lucky Money entrance ramp and you'll find the elevator leading into Versalife. Operate the keypad and punch in the code provided by Tracer Tong: 06288. Enter the elevator and press the up button.

You'll arrive in the Versalife lobby. Your goal is to gain access to the MJ12 basement laboratory at Versalife. There are several means of doing so.

1. Break into the security office and defeat the guards inside. View a datacube inside that provides the login (all\_shifts) and password (data\_entry) to the Versalife computers. Use any of the personal computers to produce a fake identification so you can get access to the basement laboratory and the code: 6512.
2. Locate Hundley on the second floor and speak with him. You can bribe him with a substantial amount of credits for access to the basement laboratory. He'll provide the entry code: 6512.
3. Ascend to the third floor of Versalife and speak with the only employee at the computer consoles. He's extremely dissatisfied with his job and requests that you assassinate Hundley. Go find Hundley (he's in the black suit), kill him, and return to the employee for the code to the basement laboratory: 6512.





You'll find the elevator to the basement laboratory on the top floor of Versalife down a hall adjacent to the disgruntled employee. Use the keypad and enter the code 6512. Press the down button to descend into the MJ12 lab. Supervisor Harrison greets you upon your arrival and mentions that you're free to explore.

This area features a few major sections, some of which are interconnected by a vent system that runs through the labs.

1. Locate the lounge by turning left from the statue in the lobby and heading up the elevator. The lounge features two important items: a datacube revealing the login to the MJ12 computers (mchow) and a key to the magnetic augmentation chamber.
2. Head right from the statue in the lobby to ascend stairs into a psionics conference room and break room. The psionics conference room contains a locked cabinet with an important datacube revealing the master password to the computer system: damocles. You'll also discover the code to the augmentation chamber: 5878. Breaking into the cabinet disturbs the scientists and calls security, so be prepared for a fight! A datacube in the rec room reveals the login (mj12) and password (security) to the security terminals.
3. The statue contains a keypad providing access into the labs. Crack the security keypad with a multitool and proceed down the staircase. There are three primary labs to explore: the first lab, which provides the nanotech blade ROM, the environmental-subjects lab, and the radiation lab, which contains augmentation canisters.

**TIP:** Here's something fun to do in the environmental-subjects lab. Locate the key to the environmental-subjects cells, which is resting on a table inside the lab. Use your key ring to open up the cells and watch the unusual test subjects run rampant, knocking off MJ12 scientists and troops.

With the personal computer login (mchow) and password (damocles), you can use the first lab to upload the nanotech blade ROM, and you're finished with the area. But, it's useful to explore the radiation lab and its augmentation canisters.





You can open the radiation lab door with the key found in the lounge and then use the code from the psionics lab to open the main chamber. It's heavily radiated inside, so be prepared to take damage if you don't possess a hazmat suit or don't have environmental-protection augmentations. Use multitools to release the canisters. Alternatively you could use multitools to get inside, but it's rather expensive.

Another way to get inside is to use the personal computer nearby and enter the mchow login and damocles password. Use the menu selections to open the doors and canisters and to turn off the radiation. Grab the canisters and install any you don't already possess, which should include targeting vs. vision enhancement and radar transparency vs. cloak.

Once you've uploaded the nanotech blade ROM at the first lab, you'll receive a transmission from Tracer Tong to report back. Unfortunately your trip out of the MJ12 lab will be tough because the upload alerted security to your foul play. Exit the lab and then Versalife (watch out for further resistance here) and proceed to the Luminous Path compound and into Tracer Tong's base. Talk to Tracer, who has another mission for you.

**Primary Goal:** Gain access to the level-two labs at Versalife and locate information on the structure of the plague virus.

Tracer supplies the code into the level-two Versalife labs, 55655, and mentions a second entrance on Canal Road. It's much easier to take the back entrance than attempt to fight your way through the remaining security guards.

Exit the compound and follow the signs to Canal Road. Head to the northern end of the tunnel and locate the maintenance door on the left. Use the keypad and enter the code 55655. Inside the maintenance room you'll find a multitool and a flamethrower.

Unlock the grate and drop into the hole. You'll land in some water. Leap onto the pipes and into the tunnel ahead. Make sure you read the datacube on the ground revealing a door code leading to what it refers to as "the gizmo." The door code is 768. Head left down the tunnel.

You'll receive a transmission from Daedalus with an additional mission: destroy the universal constructor that's producing the "Grey Death" virus. He says the code to overload the constructor is 525.





The maintenance door on Canal Road provides a back way into Versalife.

**Primary Goal:** Destroy the universal constructor used for manufacturing the plague virus.

Continue down the tunnel until you locate the crawl space on the right. Crawl through it and receive a transmission from Tracer Tong to locate the computer at the end of the hall. The nearby ladder and grate lead into a hallway; don't bother going this direction. Instead, locate the keypad and either use a multitool or punch in the code from the datacube: 768. Observe the doors opening and follow them into the red tunnel.

Go to the end and hit the switch on the left wall to lower the ramp. The ramp lowers, obstructing a staircase leading down. You need to follow this staircase. Hit the switch again to raise the ramp, and quickly run out and hide to the left (there's a camera to the right). The ramp will raise and allow access to the stairs. Follow the stairs down and approach the laser field.





If you trip the blue laser field, you'll alert the two security bots and the MJ12 commando nearby to your presence. You can attempt to destroy the bots or bypass the laser field with an EMP grenade. There's also a control panel to the right you can bypass with multitools. Or you can attempt to make a break for it and head into the storage room at the end of the hall and to the right. A button labeled "Robot Maintenance" will deactivate the bots. Just be careful around the MJ12 commando and have sufficient firepower ready.

**TIP:** There's a security terminal nearby. If you have sufficient computer-skill points you can hack the terminal and open passage to some augmentation canisters down below.

Use the personal computer overlooking the universal constructor device. Insert the login mchow and the password damocles. Upload the virus schematic and then open the universal constructor chamber.

Proceed through the side tunnels and receive transmissions from both Tracer Tong and Daedalus. Use the ladder on the left side to climb down. Go down one floor to the augmentation canisters, which you can get with multitools or by hacking the security system up above. One canister includes power recirculator vs. synthetic heart. Continue down the stairs to the bottom and use the medical bot here to mend wounds and install augments.

Go out into the chamber and encounter Maggie Chow (if she's still alive). She will attempt to stop you - prepare for a battle! Use the keypad console and enter the code 525 to start the cascade sequence. The explosion opens up a passage down below. Leap down (have a hazmat suit ready because the radiation level is high) and locate the cylindrical tunnel leading to nontoxic water. Swim down and fall into a pool with a dead diver. Grab his minicrossbow and tranquilizer darts if you wish. Swim into the tunnel and encounter the alligator-like karkian. Use the just-acquired tranquilizer darts or another weapon to defeat him. Follow the tunnel and you'll emerge somewhere on Canal Road.

Climb out onto the walkway and follow them through tunnels until you reach familiar territory. As you move you'll likely receive transmissions from Tracer Tong about new discoveries.

**Primary Goal:** Report to Tracer Tong for information on Stanton Dowd and the Illuminati.





Return to the Wan Chai market, the compound, and finally Tracer Tong's lab. Speak with Tong to complete the mission. He informs you that Jock's waiting with the helicopter out in the compound to return you to New York and your next task.

**Primary Goal:** Board Jock's helicopter in the Luminous Path compound.

Exit Tong's lab and walk out into the compound. Board Jock's helicopter to complete the mission.

## MISSION 7

You've arrived back in New York at Hell's Kitchen. Approach the ladder to receive orders from Tracer Tong.

**Primary Goal:** Get to the Underworld Tavern and meet with Harley Filben.

You're on top of the 'Ton Hotel. Locate the ladder and descend the fire escape. Hostile troops are patrolling the city streets. Get down quickly and take cover behind the crates and garbage cans. Look for opportunities to incapacitate the nearby guards. The quickest way to the Underworld Tavern is to drop down off the fire escape and spot the door against the right wall. This is the back door into the Underworld Tavern.

Enter inside and proceed to the bar - you may pass by Harley Filben first, but there's an important character standing adjacent to the bar. Speak with the soldier next to the bar. His name is Vinny and he can provide assistance in your next mission. He knows the guards at the naval base and can put in a good word for you. Offer to help him and you'll reap the rewards in the next mission.

Explore the back rooms of the Underworld Tavern to find Harley Filben. Talk with him about the Illuminati and its members to get information on Stanton Dowd. He asks for assistance in knocking off a UNATCO spy, Joe Greene, the reporter you may have seen in the Underworld Tavern in a previous mission.

**Primary Goal:** Meet Stanton Dowd at the Osgood and Sons storefront, near the tunnels leading to the warehouse district.

**Secondary Goal:** Kill the traitor, Joe Greene, in the free clinic.





Killing Joe Greene isn't necessary, and it doesn't offer much. However, the free clinic is worth exploring for the medical bots alone. Avoid the guards patrolling the streets and enter the free clinic. You'll find Joe Greene in the lobby area. Take him out if you wish. Enter the patient rooms and use the medical bot if you need healing or need augmentations installed. If you do kill Joe Greene, return to the Underworld Tavern and tell Harley Filben.



Locate Stanton Dowd hiding in the shadows near the old Osgood and Sons building.

Your main objective is to locate the now-destroyed Osgood and Sons building. It was leveled in the previous raid so it may be a bit tough to find. Once you locate the former structure, walk inside and locate Stanton Dowd hiding in a corner to the left. Speak with Dowd about your next mission. He also provides two important images to the upper and lower decks of the PCS Wall Cloud, which is your target.

**Primary Goal:** Scuttle the PCS Wall Cloud by destroying the five tri-weld seams with explosives and by reversing the bilge-pump flow. Pumping water into the bilges will destabilize the ship's weight distribution and cause the hull to split open.







**Secondary Goal:** See the Smuggler for explosives for scuttling the super-freighter. Bring Stanton Dowd some ambrosia to counteract the Grey Death.

Stanton indicates that you'll need at least five LAMs or rockets to take out the PCS Wall Cloud and suggests seeing the Smuggler before you leave. If you're already well equipped with LAMs and rockets, you can bypass the Smuggler. If you need to visit him, he's down the stairs just beyond the subway entrance. Disable his laser field and descend into his chambers. Speak with him and he'll sell you some LAMs. Explore the rest of his residence for additional items.

**Primary Goal:** Once you obtain items from the Smuggler, get back to the hotel roof and take the helicopter to the Brooklyn Naval Shipyard.



Harley Filben, seated in the Underworld Tavern, provides information and a small mini-mission.





After speaking with Stanton, you'll receive a transmission from Jock that MJ12 troops are converging on the area. Avoid them if possible (you may witness them fighting the police presence) and return to the alley where you arrived. Jump up onto the fire escape (could require speed enhancement or a box to leap from) and ascend to the roof. Board Jock's helicopter and prepare to arrive at the naval shipyard.

## MISSION 8

Jock drops you inside an abandoned lot next to the naval base. He indicates that there's a grate in the wall that should take you toward the base's main gate. Locate the grate, open it, and crawl through.

**Primary Goal:** Enter the main building on the north side of the dockyard. There may be more than one entry point.

**Secondary Goal:** Find the ammo-storage warehouse and raid ammo bunkers for more LAMs or rockets.

There are basically three ways to get past the main gate.

1. Locate the trashcans alongside the building. Stack one on top of the other and then place a third next to your stack. Leap onto the one and then onto the stack and finally onto the roof of the guard station. From here you can leap over the fence and over the main gate.
2. The easiest way past the main gate is just to talk to the soldiers out front - as long as you offered to help Vinny, the soldier in the bar from the previous mission! The soldiers will give you the key to the main gate and you can use the key ring to walk right inside.
3. Another way to get past the main gate is through the tunnel system below the gate. Locate the grate, open it, and descend into the tunnels. You'll pop out on the other side of the main gate.

Once you're inside the main gate, stay to the right and prepare to enter the first warehouse ahead.





**TIP:** There are two supply trucks on the right side of the courtyard. Use lockpicks to enter them, then grab some ammunition and a medical kit.

It's not vital that you explore this warehouse, but thorough investigation will net you the ammo-storage key. Enter the warehouse and avoid the troops. Slip into the security office on the left. There's a camera inside, so prepare to stay crouched. Snag the ammo-storage warehouse key from inside the room.

**TIP:** There are a few other worthwhile things you can do inside the security room. For instance, use a lockpick on the desk drawers, specifically the left cabinet, to obtain a key to the commander's office. Also, hack the security terminal (if you have sufficient computer skill points) so you can deactivate some of the security bots patrolling the base and switch off several cameras.

To get into ammo storage, locate the staircase leading just above the security office. There are some ammo crates here. Exit through the door and cross the bridge to the door ahead. Use the key ring to unlock the door, which leads into ammo storage. You may have to incapacitate a guard before proceeding inside.

Inside ammo storage you may encounter some bots, unless you were able to hack security and disable them. Enter the control room on the left side and press all labeled buttons to open the bunkers. Inside the bunkers you'll find several items of ammunition and equipment, including more LAMs, rockets, and a LAW one-use rocket launcher, which is an excellent weapon against the security bots patrolling the base.

Exit ammo storage the way you arrived. You'll have to leap over the bunkers and the raised platforms to reach the catwalk. Return to the previous warehouse and exit out into the courtyard. Head west to the next buildings.

It's here you'll find the base commander's office. Break in using multitools or by busting the window with a melee weapon. Read the datacube for a copy of Millennium Magazine. Use your key ring on the right-hand locked door to enter the commander's office. Here you'll find the key to the weapons storage inside the right drawer, the code to the east warehouse (2249), and the security code login (Walton)Walton and password (Simons) inside the middle file cabinet.





Exit the base commander's office and proceed to the next building over. To get in you can enter the code obtained in the base commander's office, use multitools, or simply bust in through a window. Inside you'll find a repair bot and other items of equipment.

Now it's time to reach the ship. There are several means of reaching the PCS Wall Cloud.

1. Head through the main entrance just beyond the crane. Ascend the steps and break into the security keypad with multitools. Follow the hallway past the bathroom and out onto the docks. Look out for guards here and spot the ladder that will take you to the ship's deck high above.
2. Locate the entrance to the crane and use the lift to take you to the top. Enter the crane's control room and use the button to lower the boom over the rooftop. Cross the boom to the roof and blow open the vent grate. Follow the vent grate to a room overlooking a huge fan and several spiders. Destroy the fan and spiders. Descend and follow the spinning tunnel - more spiders here! Follow the tunnels down into a maintenance room. From here you can either exit onto the docks and use the ladder to reach the ship or take the elevator here to a control room and adjust the crane. Follow the vent system to a vent overlooking the crane. Open the vent and hop onto the girder you just moved and finally onto the ship's deck.
3. Locate the tunnel entrances (there's one just outside the ammo-storage warehouse), then follow the tunnels into the sewer system and emerge in the water just below the ship. You'll have to avoid several dangers inside the tunnels, including laser fields, turrets, toxic waste, and gas grenades on the walls.

**TIP:** To avoid most of the guards on the ship's deck, climb the ladders near the front of the ship. You can also leap into the water and swim to the far side of the ship (away from the dock) and locate two ladders there, one leading to the front of the ship and one leading to the rear.

Your goal lies at the front of the ship; ramps here lead into the ship's cabin and eventually to the bridge. If you started at the ship's rear, you must eliminate or avoid several guards to reach the ship's front. When you do, ascend the ramp into the ship. Eliminate or avoid the sailors here.

Explore this floor. There's a lab with an ambrosia vial (which you can give to Stanton Dowd to counteract the effects of Grey Death) and a safe containing an upgrade augmentation canister. Explore the other rooms and lockers for additional food and equipment.





Ascend the stairs to the next floor, which includes the sick bay, electronics bay, and armory. Head into the sick bay first. Use the medical bot here to heal wounds or install augmentations. The sick bay includes an important datacube, which reveals the engineering bridge code as 9753 and an important key providing access to the lower decks.

Locate the grate near the floor. Open the grate and crawl through the tunnel to the electronics bay ahead. Use the repair bot to recharge your bioelectric energy. Read the datacubes here and receive the ops code: 83353.

Enter the armory either by using a multitool or by exploring the captain's quarters and obtaining the code: 71324. Grab all the supplies and ammunition in the armory.



Once you board the PCS Wall Cloud, your goal is to get down into the engine room, shown here.





Ascend another floor and eliminate or avoid the sailors and guards. Hack the security terminals here to switch off cameras and disable security systems. Explore the bridge area and locate a datacube revealing the code to the captain's quarters: 65678. You can also obtain a key to the security-area access panel.

Enter the captain's quarters with the code you just obtained. Inside you'll find the armory code (71324), a lower-decks key, and a login (kzhao) and password (captain) to the personal computer system.

Exit the bridge and descend the staircase until you reach the lower-decks door. Use your key ring to open the door, then proceed through.

You're now in the engine room as part of the ship's lower decks. Look at the image of the lower decks provided by Stanton Dowd to gain your bearings. You're currently in the westernmost room of the lower decks. There are two tri-weld seams to destroy here with LAMs or rockets. Guards patrol here as well; eliminate them or attempt to avoid them.

You'll find the tri-weld seams in the northwest and southwest corners of the room. Gain access to the southwest-corner seam either by leaping over the wall with crates and a speed enhancement or by gaining access to the engineering bridge. To get to the bridge, locate the keypad and enter the bridge code (9753) and ascend the ladder to the bridge. Cross the bridge and break the window in the next room. Climb out onto the pipe and follow it to the southwest corner of the engine room. Drop down and blow apart the tri-weld seam with a LAM or rocket. The tri-weld seam in the northwest corner is much easier to locate. Simply walk to that corner and blow apart the seam with a LAM or rocket.

Exit the engine room to the east. Turn north and follow the hallway until it turns east. Spot an electrician and repair bot at the end of the hall. Approach them and learn that the bridge inside is electrified and too dangerous to pass over. You can repair the bridge by shutting down two control boxes, one inside the room and one underneath the floor.

**Secondary Goal:** Cut the power to the transformers that are shorting out the overhead walkway. Two control panels must be shut down, one of them underneath the floor.

Use the repair bot to replenish your bioelectric energy, and pick up the multitool and the key to the heli-bay ops room door next to the electrician.

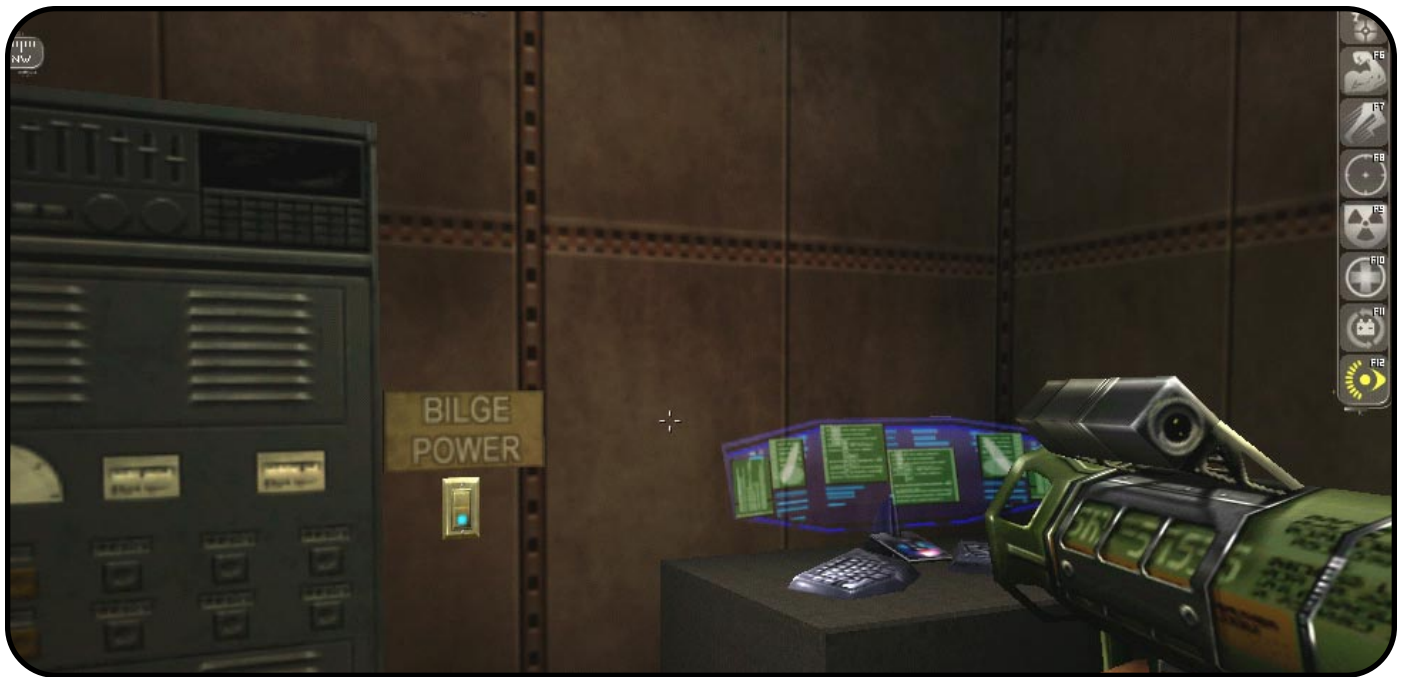




Bypassing the transformers and using the overhead walkway isn't vital, but it does provide a good route into the helipad area. Locate the first control panel to the right of the entrance. There's a spider bot here, obviously malfunctioning, which you must destroy. Use a multitool to shut down the control panel. Locate the grate in the floor on the left side of the room and crawl inside. There's a laser field that you can disable or use an EMP grenade on. You'll find the second control panel just beyond the field.

Once you've disabled both control panels, return to the room. Locate the tri-weld seam against the right wall and destroy it with a LAM or rocket. Ascend the stairs to the bridge and approach the door. Enter the door by hacking the keypad, using the ops code, or using the ops key. Descend the ladders to the helipad floor and avoid the guards here (or defeat them and gain locker keys). Use the repair bot to replenish bioelectric energy, and follow the lower-decks map to find the tri-weld seam. Destroy the seam with a LAM or rocket. You now only have one seam left!

**TIP:** You can have some fun in the cooling-fan area, which connects the helipad to the room with the malfunctioning bridge. Leap onto the cooling fan and float to the top of the area. Use the vent system here to move about the ship. You'll also find some supplies inside the cooling station.



The bilge pump room features two tasks: reverse the pump flow and destroy the tri-weld seam.





Return to the engine room and proceed south and then east into the bilge pump room (marked clearly on Stanton's lower-decks map). Be prepared to eliminate some guards inside the bilge pump room. Approach the personal computer console on the left side of the room to receive a message from Tong. Press the bilge power switch to the left of the computer. Hack the personal computer or enter the login (kzhao) and password (captain) obtained from the captain's quarters. Press the reverse-flow button. Locate the tri-weld seam in the room and use a LAM or rocket to destroy it. It should be the last seam. If you've reversed the bilge flow and destroyed all the seams, you'll receive a message from Tong to escape the ship - it's breaking apart!

**TIP:** Before you destroy the last tri-weld seam, leap onto the bilge pumps in the center of the room and jump over to the balcony containing the medical crate. Follow the hall into a secret room with an augmentation canister, a GEP gun, and other useful supplies.

You can escape the ship in nearly every fashion you could enter the ship. Here's one way: Retreat out of the engine room and ascend to the upper decks. Leap off the ship into the water or descend the ladders. Locate the maintenance door on the right side of the docks and enter. Ascend the ladder and climb to the top. Locate a security terminal at the top and enter the login (Walton) and password (Simons) previously obtained. Open and unlock the nearby doors. Go through the door and encounter spiders near the spinning tunnel. Defeat the spiders and enter the fan room. Destroy more spiders and the fan. Ascend the ladder to the upper area and enter the grate. Blow up the exit vent hatch and crawl out onto the roof. You'll receive a message from Tong, and Jock will arrive shortly in the helicopter. Board the helicopter and Jock will take you to a cemetery on the lower east side of New York. It's time to meet up with Stanton Dowd.

**NOTE:** If you used the crane and roof route to reach the ship (meaning you already destroyed the fan and spiders), then you won't encounter the same obstacles on your return. In fact, your escape will be that much easier.

Jock drops you off in the cemetery. Approach the front gate and use the switch to summon the gatekeeper. He'll open the gate for you.







The crane provides one route to the roof and Jock's helicopter.

**Primary Goal:** Meet Stanton Dowd at his family crypt under the graveyard.

Locate the Dowd crypt on the west side of the graveyard. Open the crypt door and descend the stairs to locate Stanton Dowd.

**TIP:** Explore the gatekeeper's shack for a few items, including a multitool and a medical kit. You'll also find some ammunition scattered around the graveyard.

Approach Stanton Dowd and talk with him about the PCS Wall Cloud and the Illuminati. If you snagged the ambrosia vial in the previous mission, JC Denton will automatically hand it over during the conversation. Stanton suggests heading to Paris and making contact with the Silhouette.





**Primary Goal:** Take the helicopter to Paris. Make contact with the Silhouette in the Paris catacombs.

Before exiting the crypt, open the caskets for some ammunition and supplies. Search the Dowd casket for an alternate route out of the crypt (as well as some supplies and exploration bonus points). As you near the exit (either the way you came in or the ladder inside the casket's alternate route), Jock notifies you that the MJ12 have arrived and set up a disruption field, preventing the helicopter from landing. You must find that disruption field in order to escape.

**Primary Goal:** Disable the EM disruption field that is preventing Jock from landing. The source seems to be a small building just inside the cemetery gate.

Avoid or eliminate the MJ12 troops patrolling the courtyard. Return to the gatekeeper's shack and blow up the bookcase to the left of the front door with a LAM or rocket (if you listen closely you can hear the electronics behind the bookcase). The resulting explosion should disable the field and allow Jock to land. Quickly board the helicopter to avoid the newly arrived MJ12 troops.

## MISSION 9

Jock lands on an abandoned skyscraper in Paris and instructs you to make your way down into the catacombs.

**Primary Goal:** Make contact with the Illuminati in Paris, where the former Illuminati leader, Morgan Everett, is rumored to be in hiding.

Your first objective is to reach the ground floor. You have two means: the elevator and the empty shaft. Hacking the elevator keypad is an option. Alternatively, you can locate the small rooftop shack and enter its locked door with a lockpick or explosive. Inside you'll find the code to the elevator: 4003. If you want to attempt the empty shaft, just leap down to each side ledge until you reach the bottom.

When you reach the bottom, ascend the staircase to meet Aimee, the odd woman. Speak with her to learn the code to the sewer access door (0001) and to learn about a problem with "mutants" in the sewer system. Offer to help her, and you'll receive a secondary objective.

**Secondary Goal:** Kill the four greasels in the sewers, then inform the frightened woman who lives in the apartment ruins.





**TIP:** Use the crates to leap on top of the shelves in Aimee's room to locate a hidden bioelectric cell.

Descend the staircase and continue down until you reach the sewer area. The area before the sewers is filled with radiation. Grab the hazmat suit adjacent to the sewer door or be prepared with environmental training or augmentation. Use the code 0001 (or use multitools) to open the sewer door. Proceed through along the left wall to locate the exit. You can take the time to bust crates and gain supplies if you wish, but monitor your health carefully. A repair bot at the end of the radiation zone can recharge your bioelectric energy.



**Aimee can provide some information if you help her out against the nasty greasels.**

Return to Aimee and tell her that you took care of the mutants. She offers a clue to the next area: Rockets are being stored in building 14 across from the entrance to the catacombs.

Proceed back into the sewers (passing through the radiation zone again) and be sure to use the repair bot if you need additional bioelectric energy. Follow the sewers to the end and use the ladder to ascend to the grate above. Open the grate and peer outside. Three MJ12 commandos patrol outside. Be prepared to either eliminate them or avoid them by staying in shadows and behind obstacles.





Before heading to the catacombs, there are some places and people to visit. Break inside office building 14 (if you killed the sewer creatures, then Aimee mentioned this building). Locate the locked cabinet in one of the offices and read the datacubes to obtain the security login (rzelazny) and password (shadowjack) and the warehouse key. Another locked office contains an ATM account number (2221969) and PIN (dullbill).

**TIP:** Explore the warehouse downstairs in the building before using lockpicks to gain access to the locked office. There's an office key in the warehouse.

There's a warehouse downstairs in the building, which can be opened with tools, with the key, or via the security system (with the login and password obtained from the cabinet). In the warehouse you'll find the key to the locked office above, a repair bot for replenishing bioelectric energy, and an antitank weapon that could prove useful against the MJ12 commandos and bots above.

Explore the Metro subway station for further information and supplies. Talk with Dafoe, the arms dealer, to the left of the entrance. He offers to sell you some items for a fairly high price, but if you do him a favor, he'll reduce the price to just one-third of the original.

**Secondary Goal:** Kill the three MJ12 soldiers in the metro station next to the underground mall. Report back to Dafoe.

Make your way through the metro cautiously and deal with the security bot and MJ12 troops. Once you've killed them, return to Dafoe and you can purchase his items at a much cheaper price. Take time to explore the metro and locate an ATM and a medical bot.

It's now time to head into the catacombs. Locate the entrance across the street from building 14. Either lockpick or blow open the front door or head around to the rear window and bust it open. Start down the stairs and locate a datacube before you reach the next section - the datacube contains a map layout for the catacombs. Continue down the stairs into the catacombs.

Tong sends a transmission as you arrive, stating that the MJ12 might be down here - unfortunately, he's correct! Move with caution as MJ12 troops and commandos patrol the catacombs. Use the catacomb map obtained from the datacube to make your way carefully to bunker one, the Silhouette hideout. Spot the unusual brick on the wall (resting underneath a lockpick). Move the brick to open the passage into bunker one. Walk inside and speak with the Silhouette members. Locate Chad inside the central room.





When you enter bunker one, locate Chad to receive your next mission.

Speak with Chad and mention your mission. Chad speaks about members of Silhouette being held by the MJ12 in bunker three. He hands over the blast door key, which provides access to the locked door north of bunker one, as well as a map to the catacombs (if you didn't obtain one from the sewer tunnels).

**Secondary Goal:** Free the members of Silhouette being held in bunker three. Protect the hostages as they try to make it back to the Silhouette bunker. After the rescue attempt, inform Chad of the hostages' fate.

Exit bunker one and proceed north (using your key ring on the blast door) and be careful as you advance against the MJ12 troops and commandos. Explore the halls carefully and find a locked crate that contains a datacube revealing the catacombs security login (hela) and password (rag-narok). This information can also be found near bunker three.





**TIP:** Stop by bunker two and speak with the bum inside. He has some supplies for sale.

You'll find the path into bunker three blocked by a laser field and turret. Explore the area around bunker three to locate a repair bot behind a locked gate. Blow apart the gate, and the repair bot will enter the room and fix a damaged circuit. Gather the supplies from the room and use the bot to replenish your bioelectric energy for optimum augmentation use.

Get past the laser field with an EMP grenade or with multitools (or simply making a break for it). MJ12 troops and commandos patrol bunker three. A pool offers a shortcut into the back area of bunker three, but it's a long swim, so be sure you possess some swimming skill (or some medical kits). Search bunker three for the catacombs sewer entry key and a security terminal. Use the login and password you discovered to toggle the cameras and turrets (or you can hack the terminal if you have sufficient computer skill).

It's wise to knock off all the MJ12 enemies before releasing the hostages (lure them out one by one, if you're not combat skilled). The hostages charge out of the cell and head straight for bunker one. If there are MJ12 troops running around (or turrets active), the hostages could be in danger. Release the hostages and follow them back to the Silhouette bunker. Once they arrive, speak with Chad to receive your next goal.

**Primary Goal:** Find Nicolette DuClare. She is known to frequent Club La Porte de l'Enfer.

Follow the catacombs map to the sewers and receive a transmission from Tracer Tong. Drop into the hole at the end of the sewers to enter Paris, which is now under martial law. Follow the tunnels to two ladders, one to the left and another to the right. Use the right ladder; it leads to a safer section of the streets, but you will need a lockpick or explosive to open it.

The streets are littered with MJ12 troops, commandos, and bots. Furthermore, the Paris police patrol the streets. If you're seen breaking into buildings or performing other illegal activities (such as shooting an MJ12 troop), you could come under fire from the police as well as the MJ12 presence.

There are several interesting areas to explore in Paris before hitting Club La Porte de l'Enfer. Here are some of them:





The restaurant patrons can provide the security login and password to the MJ12 terminal.

**The Restaurant:** Locate the restaurant on the southwest side of Paris. In the kitchen you'll find a datacube with an ATM code (account number 001506; PIN naga066). Speak with the restaurant customers - the man, woman, and child - to learn the MJ12 security login (streetstation17) and password (werewolf).

**Leone:** In an alley you'll find Leone, who has some information on Renault, a man looking for a professional thief. Renault hangs out in the hostel.

**The Hostel:** Locate the hostel north of the metro station. Locate a hotel key on the second floor to open a nearby locked door. Inside you'll find credits and an ATM code (account number 004418; PIN morbus13). Renault is located in the bar area. Talk with him and learn he wants some zyme vials stolen from the bakery, building 15. He offers 50 credits per vial.





**Secondary Goal:** Get the zyme from the bakery and sell it to Renault.

**The Bakery:** Break into the bakery when the police aren't watching. Grab the vials of zyme from the bakery oven and sell them to Renault.

**Building 12:** Break into building 12 and obtain an ATM code (account number 002639; PIN aramis01) from an upstairs cabinet.

**Building 11:** A weapons dealer lives in building 11 (you'll hear this information from several parties). Bust inside and obtain some supplies as well as an ATM code (account number 005133; PIN salem008).

**Security Station:** Locate the MJ12 security station. Many troops hang out near the station, so it will take patience to reach the computer system. Use the computer and enter the code provided by the restaurant patrons (streetstation17, werewolf) to disable the MJ12 bots.

Once you're finished exploring Paris, prepare to enter Club La Porte de l'Enfer. Enter through the front entrance and speak with the doorman. There are a few ways to get inside. You could simply purchase the key from the doorman. Or you could lockpick the nearby grate and crawl into the doorman's office, then snag the key from the table and crawl back out. Alternatively, you could incapacitate the doorman and grab a key off his unconscious body.

You could also bypass the nightclub door by spotting the other grate inside the doorman's office. Crawl through the shaft to emerge in the women's restroom. Head through another grate to reach the nightclub's back offices.

**TIP:** An accountant in the nightclub's back offices has information on the weapons dealer in building 11.

Speak with the club's guests before heading up to the second floor. The nurse dancer offers some information for a handful of credits. And Cassandra offers the vault code to the back offices for some money - the vault code is 1966. Head back into the offices, using the keypad to enter, and obtain some supplies. Another patron, Antoine, offers some supplies for money.

Head up to the second floor and locate the young woman. Speak with her about Nicolette DuClare. She says she'll find Nicolette and have her meet you behind the club.







**Primary Goal:** Meet Nicolette behind Club La Porte de l'Enfer.

Exit Club La Porte de l'Enfer and head around back. Here you'll find Jock's helicopter and the young woman, who's really Nicolette DuClare. Speak with Nicolette and then with Jock to get moving into the next section of the mission.

**Primary Goal:** Search the DuClare chateau for evidence of Morgan Everett's relationship with Beth DuClare.

You'll arrive with Nicolette at the Chateau DuClare just outside Paris. Speak with Nicolette then proceed toward the chateau.

There are two ways into the chateau, either the front door or back door. The front door requires you to use a lockpick or explosive to open it. Locate the back door and just use a melee weapon (or explosive) to break open the boards. Enter the chateau and receive a transmission from Tracer Tong.

**Primary Goal:** Find Beth DuClare's secret computer room, which should contain clues to the whereabouts of Morgan Everett.

Here are some key areas in the chateau:

**Downstairs computer room:** Though it's not Beth's secret computer room, enter the downstairs office and listen for Nicolette to provide her login (nicolette) and password (chad). Use the computer to read her e-mail.

**Upstairs bathroom:** You'll find a key to Nicolette's bedroom here.

Behind vase on upstairs table: When you walk past an upstairs table, Nicolette mentions that Beth used to hide a key behind the vase. Move the vase and grab Beth's bedroom key.

**Beth's bedroom:** Upstairs you'll find Beth's bedroom. Enter and listen for Nicolette to mention the painting. Move the painting to reveal a secret compartment. Grab the DuClare basement key and a datacube revealing Beth's computer login (bduclare) and password (nico\_angel).





**TIP:** You can also reach Beth's bedroom using the dumbwaiter in the kitchen. Or if you have enough lockpicks, you can simply break your way in!

The stairs leading to the basement can be found in the kitchen. Use your key ring on the basement door (once you've obtained the key from Beth's bedroom) and enter the basement. Locate the candelabra on the wall. Use the candelabra to open a secret area. Enter Beth's secret computer room. Use the computer with Beth's login and password and select "Transmit Meverett Meeting Signal."

**TIP:** Use the security terminal in Beth's secret computer room to open up the augmentation-canister suspension crates.

After sending the signal, you'll receive a transmission from Morgan Everett to meet him in the DuClare family crypt.

**Primary Goal:** Find Nicolette and get the key to the family crypt.

Locate Nicolette, who should be close by, and speak with her. She'll hand you the key to the DuClare crypt.

**Primary Goal:** Go to the family crypt in the maze behind the chateau and await further instructions from Morgan Everett.

Exit the chateau through the back door and enter the maze. Jock sends a message that the MJ12 have arrived - there are a few MJ12 commandos patrolling the maze! Avoid or eliminate them and make your way into the crypt at the end of the maze. Follow the sewers to begin the next mission.

## MISSION 10

The sewer system leads to the Templar's cathedral. Morgan Everett instructs you to use the computer and upload the last piece of the Grey Death puzzle.





**Primary Goal:** Access the computer system so that Morgan Everett can complete work on a cure for the Grey Death.

**Secondary Goal:** Recover the gold from the Templar's cathedral, which is now occupied by the MJ12.

Follow the sewers to the ladder. Ascend the ladder. Your first objective is to get inside the main gate. As usual, you have a few options. First, you can enter the building by leaping up on the crates. Once inside, ascend the plank to the second floor. Here you'll find the gatekeeper's key. Return to the gate and open it with the key. Second, you can lockpick the gate. Or third, you can walk inside the building and past the gate, then break the windows and drop down beyond the gate.

The MJ12 are in control of the cathedral, and you'll spot them at this perimeter. There's an MJ12 commando patrolling ahead, MJ12 snipers on an overhead bridge, and a large security bot patrolling farther down the alley.



You can snag some items from the security station, but be prepared to deactivate the alarm if you break the glass.





On the left side of the alley you'll find a small security station behind a pane of glass. If you break the glass to gain access to the items and security terminal inside, the alarm will sound and alert the MJ12 guards. Disable the alarm sounder with a multitool and deactivate it as soon as the alarm sounds. The door across from the security station can be blown open or lockpicked, and it leads to the upper bridge where the MJ12 snipers are stationed.

Move cautiously past the security bot. Use an EMP grenade to disable the bot or a few rockets to destroy it. You'll pass the metro station, but don't bother heading inside just yet. Continue past the metro to the bridge that leads to the cathedral itself.

**TIP:** You can leap off the bridge and take a long swim toward the cathedral. You'll bypass some MJ12 troops and bots. The swim is extremely long, so be sure you have swimming skill, a rebreather, or aqualung augmentation, or plenty of medical kits.

As you near the cathedral, you're provided with a map of the grounds. Advance toward the cathedral slowly and avoid the MJ12 troops and bots. There are plenty of planters and obstacles to hide behind.

Your initial goal should be the monk's quarters, indicated clearly on the map - on the right side of the cathedral grounds as you enter. Approach the monk's quarters and listen for a transmission from Tong. There's a trestle adjacent to the monk's quarters entrance. Climb the trestle to the roof and listen for more transmissions, including one from Gunther Hermann, who's tracked you to the cathedral!

Bust the windows on the roof and drop down into the library. Snag the cathedral main-door key from the table. There's an MJ12 sniper in the next area to the left of the library exit. Sneak up on the sniper and incapacitate him with a prod or other silent weapon - you don't want to disturb the commandos in the monk's quarters. However, the monk's quarters should be your next destination, if you have the weaponry to take out the commandos.

Luring the commandos to a proximity LAM may prove effective, or you can simply take them out with a rocket or the assault-rifle's grenade launcher function. Search the monk's quarters for another cathedral main-door key and a datacube revealing three important codes: Sidon's Vault, 1942; Fountain of Wisdom, 0022; and Number and a Secret, 34501, 08711. Sidon's Vault is the gold vault, the Fountain of Wisdom is the computer room, and Number and a Secret is the code to the security terminals and personal computers.





Explore the area above the library and locate the path to the adjacent tower. Knock out additional MJ12 snipers here. You'll pass by the blast door leading into the gold vault. Use the keypad and enter the code 1942. A laser field blocks access into the gold vault. Disable the field with multitools or EMP grenades, or simply run through the field and hide from the turrets and cameras. Along with supplies, you'll find a repair bot and a security terminal in the gold vault. Use the login 34501 and the password 08711 to disable the cameras and turrets.

**TIP:** Before entering the second vault, explore the staircase to find two unlocked doors. In one you'll find a woman in black. Defeat her and search her room for a cathedral main-door key, a datacube containing vault codes, and a security terminal.

Locate the other vault door near the gold vault and enter the code 0022 on the keypad. The Fountain of Wisdom vault is actually the computer room. Descend the staircase into the computer room.

**TIP:** Pick up the fire extinguisher just inside the vault door. Gunther Hermann is inside the computer room and he uses a flamethrower!

As you approach the computer console, Gunther Hermann will emerge from behind the pillars. Defeat Gunther with your firearms. Use the staircase as a choke point. Once you defeat your former colleague, approach the personal computer console and use the code acquired from the datacube: 34501, 08711. Select the option "Establish System Uplink." Turn around and approach Walton Simons' image. Speak with Walton Simons, then ascend the staircase out of the computer room. You'll receive a message from Morgan Everett instructing you to head over to the metro station.

**TIP:** You can kill Gunther by simply saying his kill phrase, but only if you had Jaime Reyes stay at UNATCO when escaping from level 5. Also, you can lure Gunther into Sidon's vault where the turrets will easily kill him.

**Primary Goal:** Go to the metro station and await further instruction.

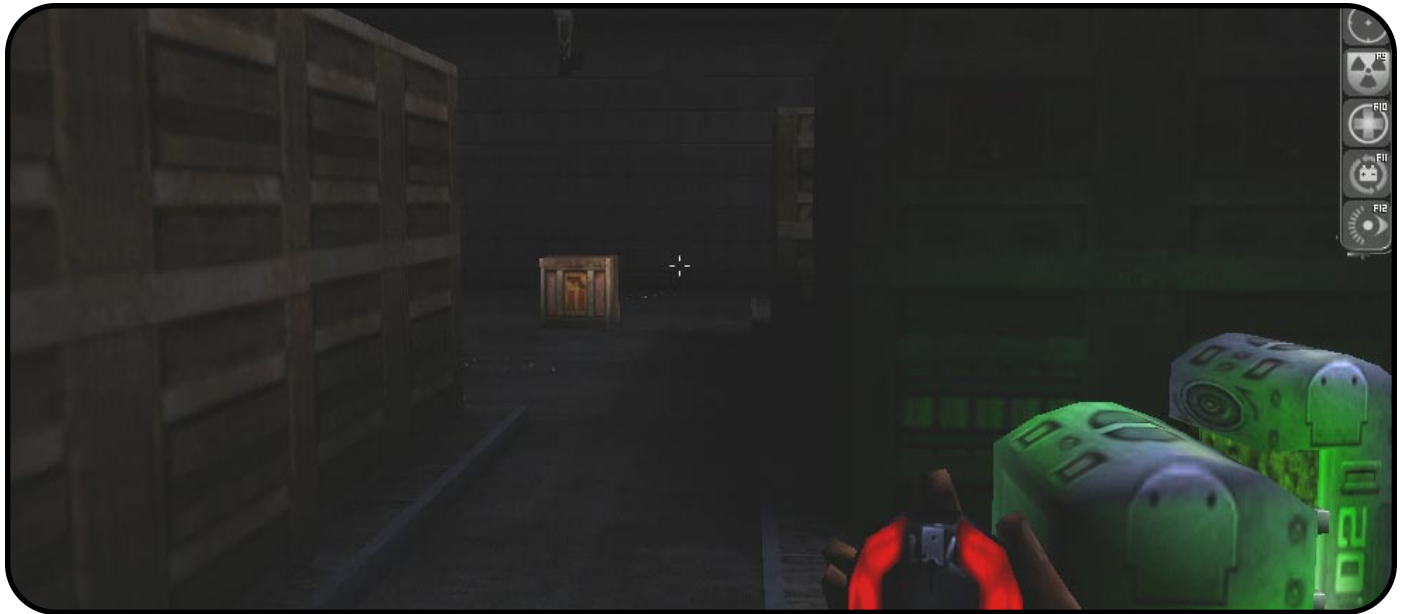




Exit the cathedral (use the main doors or the tower entrances) and head back toward the metro. Take care to avoid any remaining MJ12 troops and bots. Enter the metro station and receive a transmission from Morgan Everett with your orders.

**Primary Goal:** Meet Toby Atanwe, Everett's associate, in the metro station.

Enter the metro and proceed down. Here you'll find Toby Atanwe. Speak with him and accept his offer.



Locate the gold vault to complete Morgan Everett's request.

**TIP:** Before heading down to Toby, explore the waiting area and speak with the technician. He's selling some equipment. Also, use the furniture to leap onto the ledge above the technician. Here you'll find a book with an ATM code.

After arriving at Everett's hangout and speaking with Toby, search the floor and locate the aquarium hatch key. There's also a secret door in the bathroom, but don't bother with it quite yet. Head downstairs and locate the two labs: Alex's lab and Morgan's lab. The aquarium is nearby, and you can use the hatch key to swim inside and gather some supplies.

Speak with Alex Jacobson. Search his room for a datacube that contains the hideout's security password: pynchon. You won't find the login, but you can infer that it's "Meverett," after Morgan Everett. There's also a medical bot in Alex's room that can be used for healing and installing





augmentations. Operate Alex's computer and enter the login and password you just discovered: Meverett, pynchon. You'll gain the suspension codes (2384, 6426) that will allow you to grab augmentation canisters and upgrade canisters.

Enter Morgan Everett's lab and speak with him. He provides your next mission and instructs you to hurry to the helipad and rendezvous with Jock. He hands you the helipad maglock key.

**Primary Goal:** Meet Jock at the helipad. Leave for Vandenberg Air Force Base.

Head over to the helipad (near the level's entrance) and notice the dead mechanic. Speak with the other mechanic and notice his odd behavior. Return to Morgan and inquire about the strange mechanic. Learn that the mechanic is a possible infiltrator.

**Secondary Goal:** Kill the phony mechanic, who infiltrated Everett's estate.

Return to the helipad and kill the mechanic with any weapon.

**NOTE:** If you fail to notice the odd mechanic, Jock will perish in a later mission from a bomb on board the helicopter. If you notice and kill the odd mechanic, Jock will see the bomb as soon as you take off.

Return to Alex's room and locate his vault in the rear. Use multitools on the keypad or open it with the code 8001. Inside you'll find the mirror lock mechanism key as well as Morpheus, a strange artificial intelligence. Speak with it.

Head over to the first-floor bathroom and the secret mirror. Use the mirror to reveal the locked gate. Use the mirror lock mechanism key to unlock the gate. Enter inside and locate a datacube revealing the code to Morpheus' chamber. Also, you'll find Lucius Debeers here, a wise man kept alive by artificial means for Morgan's benefit. Speak with Lucius and learn about his cold condition.

**Secondary Goal:** Tell Everett that Lucius Debeers is cold.

Return to Morgan Everett's lab and tell him about Lucius' condition. Morgan mentions that he has no plans to revive Lucius even though the technology is available.





**Secondary Goal:** Tell Lucius that Everett does not intend to revive him.

You can choose to return to Lucius and tell him the truth (Morgan has no intention of reviving him) or lie to him. Further, you can use the security terminal and enter the login (Meverett) and password (pynchon) and switch off the biosupport. Morgan won't be too pleased.

When you have finished exploring Morgan Everett's base, head to the helipad and board Jock's helicopter.

## MISSION 11

You'll land at the Vandenberg base. Immediately speak with scientist Carla Brown about the current situation. Carla provides information about the base, including the fact that there are two control panels with the code 5868 that activate base power.

**Primary Goal:** Destroy the two MJ12 military bots and two MJ12 security bots. Base will remain under lockdown until the bots are destroyed.

**Secondary Goal:** Activate backup power for the X-51 scientists' bot security system.

You begin on the roof with several options. If you're equipped with the GEP rocket launcher (or other explosives), you can peer over the roof and spot the four MJ12 bots patrolling the courtyard. The roof provides a relatively safe vantage point to target them. But if you don't have explosives, don't worry - you'll have other opportunities to take out the bots.

To get to ground level, you can leap down to the ledges that run along the building until you reach the floor. Or you can choose to use the staircase, but be prepared to deal with a camera and turret. Once you reach the base grounds, head to the southwestern corner of the base and locate the power station. Move cautiously and sneak around the MJ12 troops patrolling the grounds and facilities. Locate the keypad in the southwest section and punch in the code provided by Carla Brown: 5868. This is your first step in restoring backup power. The second keypad is located inside the structure.

Locate the entrances into the main structure. Commandos flank the front entrance, so it's impossible to sneak inside using the front doors. There's a side door that can be lockpicked or blown open. Once you're inside the door, shift the crates around to get through the grate and enter the lobby. There are active cameras and turrets in the lobby, so be prepared to hide behind the tables. Take the south door into the next hallway.







One power switch is located outside the main structure; the other, shown here, is found inside the building.

A laser field obstructs the hall, which leads to the hazard lab. Use multitools to disable the control panel, use an EMP grenade to disrupt the laser field, or simply run through it. Be prepared to deal with the MJ12 troops that lie behind the field and are maintaining control of the scientists. If you need to be stealthy, use a sniper rifle or tranquilizer darts.

Talk with the female scientist there, Stacy Webber, to learn the code to the security system (command, zebra42). There's also a locked door nearby where another scientist is hiding. Enter the room and speak with the scientist to learn the tunnel security-system code (tunnel01, omega2a).

You can enter the hazard lab, which is currently flooded, and disable the control panel to cut off the electricity shooting into the water. This will allow you to gather the items and reach the security terminal safely (use the "command, zebra42" code to disable the cameras and turrets). There's also a security terminal just outside the main lobby.





Head north from the main lobby into the other entrance. Two MJ12 troops are standing with a man in black. You can attempt to sneak around them or use the box of TNT nearby to your advantage. Shoot the TNT and blow them all to bits. If any are still running around, finish them off with any weapon. Keep moving to the end of the hall and locate the second backup power keypad. Insert the code, 5868, and receive a transmission. Restoring backup power has restored power to the base security-bot hangar outside, but you'll have to open the doors manually.

**TIP:** You can explore the second floor of the base if you wish, but you don't need to head there until later in the mission. There are MJ12 troops patrolling the second floor.

If you're unable to take out the MJ12 bots yourself (with explosives), the base security bots provide an invaluable service. To open the bot hangar doors, exit the main base either through the front entrance or one of the side entrances and sneak out to the bot hangar. If MJ12 bots are still roaming around, you must avoid them by sticking in the shadows or by using an augmentation to conceal you from bot radar. Locate the switch outside the hangar to open the side door. Proceed inside and use the two buttons to release the military bots. The base bots will exit the hangar and tear up any MJ12 troop or bot in their path. Once all four MJ12 bots are destroyed, you receive new mission orders.

**Primary Goal:** Go to the communications center to gain access to Gary Savage.

Locate the communications center outside near the security-bot hangar. Enter inside to receive new information.

**Primary Goal:** Find Gary Savage, who's believed to be in the control room.

Once you're inside the communications center, locate the tunnel hatch in the back. There's also a datacube nearby revealing the tunnel security code if you haven't already found it: tunnel01, omega2a.

**TIP:** Open the lockers near the tunnel hatch to procure an augmentation upgrade canister.





Open the tunnel hatch and proceed down. As you move, you'll receive a message from Morgan Everett elaborating on your current objective.

**Primary Goal:** Uplink Daedalus to the military computer near the control room on the second floor of the command building.

Proceed down the hall and spot the security terminal. Insert the code you obtained from the datacube or the scientist (tunnel01, omega2a) and disable the camera and turrets. There are also spider bots nearby, so be prepared to either run past them or disable them with EMP grenades (or, of course, you can destroy them).

Continue down the hall until you reach the laser field. You can bypass the laser field with multi-tools or disable the field with an EMP grenade. If you trigger the field, spider bots rise from the floor and attack.

**TIP:** A locked door provides access to a flooded generator room with some supplies. You can also reach the flooded generator room via an unlocked vent grate past the laser field.

Approach the maintenance access. You can proceed ahead through the radiated room (you'll need medical kits, hazmat suits, or environmental training), but be prepared to take damage. Alternatively, you can take the maintenance access and climb the pipes over the radiated section. Fall down into the supply room. Collect supplies and eliminate the spider bot. Place crates on the lift and raise the lift to level two. Leap up to the top level and proceed onward. Locate the dead scientist ahead and snag the control room key near his body. Ascend the ladder and open the hatch. You're now back inside the main building.

Locate the staircase or elevator and ascend to level two, where the command center is located. Speak with the scientist out front if you wish, then use your key ring to unlock the control room. Enter inside.

Descend downstairs and speak with Sam Carter, your armory friend from UNATCO. When you're finished, continue down to the ground floor and speak with Gary Savage. He tells you the login (Gsavage) and password (Tiffany) needed to operate the main computer.





Speak with Gary Savage to learn your next important task.

**Primary Goal:** Bring up the Vandenberg computer system, which is needed to operate the universal constructor and to allow Everett to defend Daedalus.

The computer system is busting at the seams with electrical sparks and short circuits. Time your advance through the computer room on the right-hand side and try not to get shocked. There's a bypass control panel in the back corner that eliminates the sparks from this lower section if you use multitools. Your goal is the switch in the middle that lowers a lift in the rear. Hop on the lift and ascend to the second level. Once again you can use multitools on the bypass control panel ahead to disable the sparks. Approach the computer console and enter Gary Savage's login (Gsavage) and password (Tiffany). Select the option "Uplink Milnet."

**Primary Goal:** Go to the control room to receive a communication from Bob Page.

Return to Gary Savage and Sam Carter and observe the message from Bob Page. He has kidnapped Gary Savage's daughter, Tiffany, and is holding her for ransom in an abandoned gas station. He wants Savage's equipment to complete the universal constructor. Talk to Gary Savage and offer to rescue Tiffany from the MJ12.



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**Primary Goal:** Rescue Gary Savage's daughter, Tiffany, from the gas station where Majestic 12 is holding her. Meet Jock at the front entrance to Vandenberg, northeast of the base.

Exit the base from the front entrance and head to the northern corner of the base and spot Jock's helicopter. Talk with Tracer Tong and then with Jock to enter the helicopter and proceed to the abandoned gas station.

After exiting Jock's helicopter, approach the bums ahead and speak with them. The bum hands you a sewer access key providing access to the gas station. He also offers some supplies for sale. Use the sewer key on the door near your start position (you could also use lockpicks). Climb the ladder inside and open the grate at the top. Emerge in a small, enclosed area near an MJ12 patrol.

**TIP:** You can also get up to the gas station by jumping on the debris by the collapsed bridge and climbing up the metal beams. You'll arrive close to MJ12 commandos and troops going this route, however. Be careful once you reach the top.



Speak with the bums by the campfire to learn one way into the gas station.





You have several options in rescuing Tiffany, who's in the garage northwest of the station. It's not vital that you rescue Gary Savage's daughter; you can complete the mission even if she's killed. However, should you successfully rescue Tiffany, Gary Savage will give you an augmentation upgrade canister in the next mission.

Rescuing Tiffany requires the utmost in stealth and caution. If you disturb the MJ12 troops too much, the alarm will sound and Tiffany will be killed moments later. Here are some of your options if you choose to rescue Tiffany:

1. Stay outside and along the perimeter of the gas station and garage. MJ12 commandos patrol just outside the garage. Time your advance while the commando is walking away from the garage entrance, on the northwestern side. Quietly sneak to that door and use lockpicks to open it. Ready a weapon, preferably a LAM grenade, rocket launcher, LAW, or assault rifle grenade. A man in black and an MJ12 troop occupy the room. The man in black presents the most challenge, so eliminate him first. The MJ12 troop will sound the alarm and then knock off Tiffany, so you can't hesitate. Stay inside the garage and allow the commandos to come to you.
2. Reach the roof either by climbing crates or by locating the ladder access inside the gas station. Open the grate above the garage and drop down next to Tiffany.
3. You can also use the roof to drop down against the garage door instead of sneaking around the base perimeter.

Don't let Tiffany run out without clearing out the enemy presence. Jock will arrive once you have Tiffany and will blow apart the gate protecting the junkyard. Run to Jock and board the helicopter to complete the mission.

**TIP:** Before you board the helicopter, search the shed inside the junkyard. Here you'll find some credits and a repair bot. To get inside the shed, bust a window then jump onto a crate and crawl through the window. A nearby locked truck also contains supplies.





## MISSION 12

Touch down at the naval base and receive your orders.

**Primary Goal:** Steal a minisub from the URV module submerged just offshore, then make your way to the ocean lab. From the recently damaged MJ12 ocean lab, recover the schematic Gary Savage needs to complete a universal constructor.

To reach the URV module, take a swim - it helps to have some swimming ability as well as a minicrossbow to combat the divers. Swim toward the divers; they are patrolling the area near an accessible entrance. Should you wish to explore the area first, be aware of the two patrolling military bots and a handful of MJ12 troops. A locked door on the southern side offers some supplies should you choose to lockpick or bomb your way inside.

Avoid the divers or eliminate them with a minicrossbow. Locate the ladder hanging into the water and cautiously ascend. The initial room contains an MJ12 trooper, an alarm mechanism, and a turret. Enter the area slowly and attempt to disable the MJ12 trooper (with a prod or pepper spray for instance) before he can activate the alarm. Or sneak to the opposite side of the ladder to locate the door leading out to a catwalk that will eventually end at the URV bay.

The catwalk presents its own form of danger. An MJ12 guard with a flamethrower patrols the catwalk. Sneak up on him and take him out with a prod or just rip into him with any powerful weapon. A sniper is patrolling the area behind you, though, and could cause you significant damage if you're seen. Work your way to the next door and enter inside. Get down the lift as soon as possible, and avoid or eliminate the MJ12 guard patrolling the lift. Once inside the lift, press the button and descend.

When you emerge from the lift, you'll receive a message from Gary Savage. There's a security camera overhead, so be prepared to hear the alarm if you walk out into the hall. A security terminal on the left can be hacked; disable the cameras and the turrets, or rig the turrets to attack MJ12 troops that await you in the next section.

**TIP:** Use the crate near the security terminal for cover from the security camera while you perform the hack.





Avoid or eliminate the MJ12 troop patrolling the next hall and enter the room at the end, which contains ambrosia and virus containers as well as a scientist and some other MJ12 troops. Speak with the scientist, Dr. Brittney Prinzler, and obtain the URV security login (tech) and password (sharkman). A terminal lies in the next room. Use it to open the URV bay doors and disable the cameras. Speak with the other scientist here and view the datacube, which is an additional source of the security information. Enter the next room and approach the minisub. Use the minisub to board and enter the ocean lab.

Collect the supplies from the room and hack the security terminal if possible. Approach the window to receive a transmission from Gary Savage indicating your destination. Ascend to the second floor and read the datacube. Proceed up another floor and be careful. The turrets are malfunctioning and will shoot on sight. Enter the room and quickly scurry into the left door. If you have explosives, you could destroy the turret, though it's probably better to save the weaponry and just run by. But if you're able to destroy the turret, hack the security terminal inside the room to switch off the cameras in upcoming rooms. When you reach the next hall, follow it until you spot the path to the left.

A turret lies at the end of the hall. Unfortunately, you must get down this hall to pick up a key near the dead MJ12 guard. You can destroy the turret with explosives or advance against the weapon by using the crate for protection. Snag the key next to the dead MJ12 guard. It's the key to the greasel laboratory.

**TIP:** The doors on either side of the turret and greasel lab lead to supply rooms. The left door requires lockpicks, however, and contains an assortment of ammunition and equipment.

Follow the initial hall to its end and approach the locked door. Use your key ring to open the door and enter the greasel laboratory. There's a security camera inside unless you disabled it using the security terminal near the first turret. Annoying greasels - small green beasts with a toxic attack - pounce around the room. Avoid or eliminate the greasels and descend the ladder to a flooded room. Another greasel swims down here. Eliminate the beast.

Your eventual goal is the locked door to the left, which is locked by a security keypad. If you have multitools, you can use them to unlock the door. However, if you follow the other door, you can obtain a datacube with the code to the locked door. Follow the other door through a hall and







into another flooded room with greasels and several dead bodies. Avoid the greasels and spot the datacube on the floor. Read the cube to gain the tunnel code. Return to the door and enter the code on the keypad to unlock the door.



Look out for the greasels occupying the greasel laboratory.

**TIP:** Explore the flooded room with the datacube for a locked door. Behind the door you'll find a medical crate with a medical kit.

Receive a message from Gary Savage as you enter the next hall. Open the door ahead and avoid the electricity sparks. Read the datacube to obtain the security-terminal login (oceanguard) and password (kraken). Continue through the corridors until you drop into a large cavernous area. Don't charge out and explore too quickly because there are greasels and krakian roaming around that could pose a problem if you're not well equipped or are heavily damaged from combat.

Your goal lies behind the door on the other side. You can choose to lockpick the door or search the cavern for the key. Unfortunately, the crew access key is located in a room on the right side of the cavern along with a very large krakian that does insane amounts of damage with each





attack. Rockets can eliminate the large krakian in a few hits. Alternatively, you can lure the krakian over the tracks that run along the middle of the cavern. A lever by the far door activates power to the tracks and can kill pursuing krakians and greasels.

Enter the door using the key or lockpicks and head down into the hall. Descend the ladder to the right (a nearby locked door contains some armor). Follow the hall to the lift, and feel free to explore the crew rooms for some supplies. Descend on the lift and follow the hall to the door at the end and into the next section. Read the datacube on the floor and approach the blue laser field.

If you trigger the laser field, spider bots are released into the hall. You can disable the field with an EMP grenade or by using multitools on the control panel. Alternatively, you can lockpick the grate across from the laser field and crawl inside the vent. Locate the floor grates inside the shaft. Open the grate, destroy the fan with a weapon, and drop down past the laser field.

Get past the field either way and approach the exit hall at the end. You'll enter a large area with several dead bodies and a large patrolling spider bot. You can destroy the spider bot with heavy weapons, if they're available; however, it's relatively easy to avoid the spider bot because it's slow.

**TIP:** There are two supply areas around the large spider bot. Head to the lift on the left to enter a heavily radiated area with several supply boxes. The lift on the right leads to a supply room occupied by spider bots.

The middle lift will get you to your goal. You can proceed up the lift now if you wish, but there's a large gap you have to cross to reach the computer area. A security terminal found here can activate the bridge, but you'll need to hack the terminal or find its login and password. A datacube inside the hazardous water below contains the code: mj12, skywalker. Once you're in the water, leap onto the pipes. If you possess speed enhancement augmentation, you might be able to jump across the gap.

**TIP:** A dead body floating above the datacube is carrying an augmentation upgrade canister that can come in very handy due to the difficulty of this level.

Approach the computer console and either use the login (mj12) and password (skywalker) obtained from the datacube or hack the device. Select the option "Access UC Schematics." You'll receive a transmission with new orders.





**Primary Goal:** Meet Gary Savage and Jock at the top of the sub base's command module, just onshore.

Return to the minisub. You'll see a communication from Bob Page as you move. Gary Savage sends a message that another sub is approaching. Continue back through the crew center and the labs, confronting any additional troops. When you reach the minisub, you may face Walton Simons. You can fight or flee. Use the minisub to escape the crew area and head back to the URV lab.

Proceed down the other hallway (which you bypassed before) and avoid or eliminate the MJ12 troops. Continue to the roof of the building and meet up with Gary Savage and Jock's helicopter. Talk to Jock to board the helicopter and proceed to the missile area.

**TIP:** If you rescued Tiffany from the gas station, Gary gives you an augmentation upgrade canister as a reward upon completing mission 12.

Arrive at the missile silo and receive your orders.

**Primary Goal:** Abort the launch of the nuclear missile.

You're provided with the access code to the silo doors: 8456. Guard dogs patrol the perimeter of the base, but it's fairly easy to eliminate them without causing too much commotion. Approach the shack on the southwestern side of the grounds. Listen in on the guards' conversation for clues. If you have the weaponry, it's possible to burst in and take out the guards. Inside the shack you'll find credits and the front gate key.

You can ascend to the second floor and access the base interior from there; however, the ramps put you in danger from the sniper in the tower as well as the bots that patrol the base grounds. The front gate offers more cover against the bots.

Your goal lies down the lift or beyond locked door inside the semi-enclosed fence. Before you head there, it's useful to explore the other shacks inside the base grounds, but stay cautious around the bots. One shack contains a repair bot, but you can't enter via the door because it's blocked by debris. Break a window and enter by stacking crates and climbing through. Another shack contains the truck doors key, which can be used to enter the truck trailer and obtain supplies.





The lift and locked door inside the enclosed fence lead to the same area. When you reach the bottom of the lift or staircase (through the locked door), approach the blast doors and enter the code 8456 on the keypad. Enter launch command and avoid or eliminate the MJ12 guards. There's a locked door just inside launch command (a bathroom), which contains a scientist and a datacube revealing the security login (elder) and password (armageddon).



Press the abort switch inside launch command.

**TIP:** There's a way to enter the bathroom without using lockpicks. Climb the ladder and leap into the bathroom from the higher floor.

Enter launch command and hit the abort switch to cease the launch.

**Primary Goal:** Reprogram the missile to strike Area 51.

Access the security terminal and either hack the system or enter the login (elder) and password (armageddon). Select the option "Initiate New Launch."





**Primary Goal:** Go to the launch tube and make sure MJ12 does not sabotage the missile launch.

Proceed to the missile silo. As you approach the long tunnel leading to the tube, several MJ12 enemies emerge from the other end. You can choose to defeat them with weaponry or bypass them by opening the grate in the floor. Follow the shaft into the water-filled lower section of the silo.

Approach the silo lift. Howard Strong is attempting to disrupt the launch on floor two. There's a repair bot on floor four, should you need bioelectric energy. Eliminate Howard Strong to ensure the missile launch.



Defeat Howard Strong to ensure the nuclear missile launch.

**Primary Goal:** Meet Jock outside the silo.

Return to the roof of the silo and meet up with Jock and his helicopter. Talk to Jock to complete the mission.





## MISSION 13

You arrive at Area 51, which is partially damaged from the missile. Approach the sniper tower and receive a transmission from Tong.

**Primary Goal:** Get access to the Area 51 bunker. Get past the blast doors north of the helipad.

Your goal is to get into the Area 51 bunker in the northern section of the base. This can be accomplished in a number of ways. A couple of bots patrol the northern section; you must either avoid or eliminate them.

**TIP:** You can break into the building marked "Restricted" to get ammunition to use against the bots. The shed contains a LAW rocket launcher. Use the armament from the shed to help clear the military bots from the perimeter of Area 51.

When you approach the northern buildings, Walton Simons approaches (if you didn't eliminate him in the previous mission). Use the weaponry from the shed (one rocket blast should do it) if you don't possess ample firepower.

Enter the building marked "Command 24" and obtain the tower key. You can open some lockers for ammo and multitools. There's also a floor grate with a supply room underneath - descend for a LAW rocket launcher, an upgrade canister (behind a security keypad), and a datacube revealing the security login (a51) and password (xx15yz).

With the tower key in hand, return to the level's start position and enter the tower. Inside you'll find LAMs (attached to the walls), a repair bot on floor two, and a security terminal on floor three. Use the terminal with the login (a51) and password (xx15yz) to open the Area 51 blast doors.

Enter the opened blast doors and arrive at an intersection, where you'll encounter security bots. To the right you'll find the power room, which you must visit first to restore power to the elevator. There's a repair bot in the power room, along with some spider bots. To turn the power on, enter the right-hand building, cross over to the left, and use the button. With power restored, follow the left path at the intersection and head down the lift to the Area 51 bunker.





There's an alternative route to the bunker. Enter the hangar in the northern area of the base and avoid the commandos and men in black inside. Locate the cistern and open the grate at its base. Crawl inside and break the fan. Drop down to the water below. Follow the path (a security terminal here can be hacked) and continue down the lift. Get past the laser field by disabling it with an EMP grenade or bypassing it with multitools. Finally, descend the ladder at the end to reach the Area 51 bunker.



Your first goal at Area 51 is to reach the bunker door, shown here.

You're nearing Deus Ex's final sequence. Three factions - Morgan Everett, Tracer Tong, and the AI Helios - will request your assistance. Each leads to a different ending sequence. Once you arrive at Area 51's Sector 4, you'll have an opportunity to choose your path. The events leading up to Sector 4 will be the same for all endings.

Open the bunker and proceed inside. A camera and a turret are in the next room, along with a laser field that releases spiders if triggered. Avoid or bypass the security devices and follow the hall until a generator explodes to your right. You'll receive a transmission from Bob Page. Approach the generator to receive a transmission from Morgan Everett, who makes the first ending offer. In the process, you'll receive the crew-complex security code: 8946.





Head north at the fork and locate the barracks. Use the code 8946 to enter inside. Collect the supplies from the room and use the medical bot if you're wounded.

**TIP:** One of the sleeping areas is locked by a security keypad. You can find the code on a datacube inside the recreation room. The code to open the sleeping area is 0169. Inside you'll find the Section 3 access key and an upgrade canister.

Continue east from the barracks and enter the recreation room with the access code 8946. Be prepared to battle an MJ12 troop and a woman in black if you decide to enter the recreation room. You can avoid the battle by simply not entering the recreation area. A security terminal inside the recreation room can be hacked to disable the cameras and turrets in the hall outside.

Follow the corridor south and spot the MJ12 guards. If you're fully equipped, you can take on the guards. Alternatively, you can lure them to the deactivated turret, which you can activate with the security terminal inside.

**TIP:** A floor grate near the generator that exploded as you walked by provides access to an underground tunnel that can be used to bypass the guards - as long as you use stealth!

Approach the Sector 3 access door and use the key or lockpicks to open it. Push the lift button and be prepared to face MJ12 guards and a man in black. Eliminate them or avoid them by scurrying to the lift. Go down the lift into Sector 3 and the next area. You'll encounter Tracer Tong who makes the second ending offer.

Enter the warehouse ahead. Don't charge into the room unless you're prepared to deal with the karkian beasts. You need to get to the upper section of the room. You can climb the ladder in the southwest corner and follow the upper catwalk. Or you can use the forklift just in front of your start position. Press the button and jump onto the lift. At the top of the lift, enter the grate and drop into the stairwell.

At the top of the stairs, enter Station 17. There's a security terminal here, which you can hack. Or you can wait until you find the code (just follow the doors and read the datacube revealing the code: area51, bravo13). Use the security terminal to open the augmentation containment in the same room, to turn off the nearby cameras, and to open the reactor B13 door.







**TIP:** Climb to the top of Station 17 and locate a datacube revealing the code to an explosives locker: 4225.

As you explore the upper areas of Sector 3, you'll receive a message from Helios offering passage into Sector 4.

**Primary Goal:** Talk to Helios at the Aquinas Hub to gain access to Sector 4.

Enter the reactor lab on the ground floor and locate the mechanic. Speak with the mechanic to gain the code to the Aquinas Hub: 1038.



The artificial intelligence Helios offers a deal - complete his request by unlocking the routers in Sector 4.





Return to the staircase and ascend to the Aquinas Hub door. Use the code 1038 and enter inside. You'll find some optional things to do here, including busting into the supply cabinet or hacking the computer to read e-mails. Climb down the ladder and receive a message from Stanton Dowd. Deal with the enemies here and continue down the hall toward Aquinas Control and receive another message from Helios. There's also a repair bot here to replenish your bioelectric energy.

Walk out onto the lift and ascend to level three. Walk out onto the catwalk and speak with Helios, who offers the third ending option. Go back to level two and return to Aquinas Control. MJ12 commandos attack, and Helios releases security bots to assist. A trolley with enemies arrives through the left door. Head out of Aquinas Control and down the hall. Beware of the alien creatures near the ladder. Locate the datacube, which contains the map of Sector 4.

The catwalk and stairwell overlook a hall leading to the Sector 4 door, but it's guarded by a large spider bot. You'll have to either avoid or eliminate the bot to reach the Sector 4 door.

**TIP:** Open the locked door located along the stairwell to grab boxes of TNT. You can use the TNT to destroy the spider bot; simply lure the spider bot near the stairwell and toss the boxes on top of the mechanized beast.

Approach the Sector 4 security door on the ground floor. It automatically opens (courtesy of Helios). Enter and read the datacube on the ground. Proceed through the door and approach Station 5 to receive a message from Gary Savage.

Head through the next hall and door and enter the cloning chamber. Enter the northern chamber to trigger the door explosion and message from Bob Page. Roaming around is a medical bot that can be used to heal injuries.

The hall is caved in to the east, so you must head north and approach the door protecting the alien creatures. Defeat the aliens and cross the toxic chamber. Use multitools to bypass the security keypad on the opposite door.

**TIP:** There's a security terminal just before the chamber. Hack the terminal and turn off the environmental conditions of the room. You can also open the door, eschewing the need for multitools.





You're now inside Sector 4. Follow the headers below to complete each Deus Ex ending.

## MORGAN EVERETT ENDING

Secondary Goal: (Join the Illuminati) - Kill Bob Page and clear the way for the former Illuminati leaders to restore an age-old secret government. Rule the world with compassion and an invisible hand alongside Morgan Everett. Bring down the four blue-fusion reactors in Page's bunker, then go to the central control room on the upper level to cut all power to his defense system.

Morgan Everett offers an Illuminati-run future if you assist him in eliminating Bob Page while keeping Area 51 intact. As you approach Bob Page's containment field, Alex Jacobson sends a transmission revealing the deactivation code to the blue-fusion reactors: 7243. Bob Page speaks to you once you approach, and he activates two nearby turrets, which can be destroyed with explosives.

**TIP:** The three levels of Sector 4 contain universal constructors that are producing enemies: spider bots for level one, greys for level two, and krakians for level three. You can disable the constructors by blowing apart or lockpicking (electronically) the door into UC Control. Turn the switch to close the blast door leading to the constructor and to prevent more creatures from being created on that particular floor.

Navigate the three floors of Sector 4 to locate the four blue-fusion reactors. You'll find one south of Bob Page's containment field, down the hall and the stairs. Once you enter the deactivation code, security bots are released. You can prevent them from bothering you by placing the large crates (strength enhancement required) in front of the release hatches.

The next two reactors are located on the middle floor. Use the lift and leap onto the middle-floor ramp as the lift descends. Locate the blue-fusion reactor in the middle of the floor. The other reactor is located in the radioactive room. There's also a repair bot nearby to replenish bioelectric energy.

The final blue-fusion reactor is located on the bottom floor. Follow the stairs from the middle floor to the bottom floor and use the deactivation code to complete the sequence.





Locate the four blue-fusion reactors and deactivate them to complete Morgan Everett's ending.

Your final goal to complete the Illuminati ending requires you to return to the top floor. Use the lift to ascend to the top floor and enter the infusion control room. Hit the switch inside the control room and exit the room to complete the game.

## TRACER TONG ENDING

Secondary Goal: (New Dark Age) - First go to the coolant control room at the northeast corner of Sector 4 and cut off the coolant to the reactors, then return to the reactor lab in Sector 3 to finish the job. Destroying the global communications hub will plunge the world into another dark age - dark but perhaps far from global tyranny.





Your first task in completing Tracer Tong's request is to locate the coolant control room door at the bottom floor of Sector 4. Use multitools to get past the security keypad or locate the datacube revealing the code, 2242, on the second floor near some lockers.

Enter the coolant room and you'll encounter an MJ12 commando. Deal with him using your weaponry. Alternatively, you can use a switch on the console to produce a flame. Approach the console at the end of the hall and press the "Flush System" button. Proceed back to Sector 3.

**Secondary Goal:** (New Dark Age) - Go to the reactor control room. Activate the three ion injectors, then initiate the antimatter-matter reaction. Run.



Protect yourself from radiation before approaching the fail-safe buttons at the bottom of each reactor.





Enter the reactor room in Sector 3. Tracer Tong indicates that you must activate the fail-safe switches at the bottom of each reactor. The reactors are radioactive, so have medical kits ready (and activate other defenses such as environmental protection and regeneration). The alien creatures also inhabit the reactor area; avoid or eliminate them. Press each fail-safe button at the bottom of the reactors, then proceed up to the control room. Hit all the switches. As you start hitting switches, the mechanic attempts to prevent you from doing so. Take him out and press the final switch to complete the game.

**TIP:** There's another way to deal with creatures that roam around the floors of Sector 4. Locate the bot security terminals and hack them. Select the option to release the security bots, which will emerge from hatches and battle the creatures.

## HELIOS ENDING

**Secondary Goal:** (Merge with Helios AI) - Deactivate the uplink locks on the Aquinas router at the east end of Sector 4, thus allowing Helios to exchange information with your augmentations. Together with Helios, administrate the world with absolute knowledge and reason.

Approach the Aquinas router on the first level of Sector 4. You'll receive a message from Helios with further orders. You must search around and discover a way to get past the main door into the area in which the routers are located. If you go down the grate in the floor near the highest blue fusion device, you can descend a ladder to a maintenance area, where there is a datacube with the code to open the substation's front door, which also works on the main router door itself.

Use the lift near the router and enter the substation. Bob blows up the generators inside the room. You can bypass the electricity sparks with the control panel. Use the security terminal and the login and password provided by Helios to open the routers.

Operate each router and receive another message from Helios. He instructs you to go to the computer console and enter the login (icarus) and password (panopticon). Select the option "Engage Primary Router."

**Secondary Goal:** (Merge with Helios AI) - Return to Sector 3 Aquinas Hub to merge with Helios and rule Earth with benevolence, wisdom, and absolute power.

Once you have finished unlocking the routers and using the computer console, proceed back to Sector 3. Return to the Aquinas Hub and use the lift to ascend to level three, Helios' level, and approach the AI to complete the game.



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