

# PRIMA'S OFFICIAL STRATEGY GUIDE

INCLUDES ALL-NEW  
SINGLE-PLAYER  
CAMPAIGN

## COUNTER STRIKE™

### CONDITION ZERO™

**CONDITIONS OF READINESS:** Tarkentines derive the 5 different readiness states or "Core Functions" using a classic 130-pattern (single-action automatic pistol).

**Condition 0 -** A round is in the chamber, hammer is cocked, and the safety is on.

**Condition 1 -** Hammer is cocked and locked, "rounds a round is in the chamber, the hammer is cocked, and the wooden thumb safety on the side of the frame is applied.

**Condition 2 -** Hammer is cocked, the thumb safety is down.

**Condition 3 -** The thumb safety is down and hammer is down with a round in the chamber.

**Condition 4 -** The thumb safety is down, hammer is down and no round in the chamber.



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# COUNTER STRIKE™

## CONDITION ZERO™

PRIMA'S OFFICIAL STRATEGY GUIDE

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#### Acknowledgments

This is dedicated to my niece, Rachel. Thanks to Ben for help with the maps. Thanks to my experts: Chris, Roy, Paul, Ben, and Ryan.  
-Tom Ham

Thanks to Jess Cliffe, Doug Lombardi, and Quintin Doroquez at Valve Software for their fantastic assistance over the course of this project. Thanks also to Jill Hinckley, Teli Hernandez, and Marianne Rogoff at Prima for all of their help and support, and to the entire Valve staff for making such a killer game!  
-Stephen Stratton

**Prima Games wishes to thank Valve Corporation: Doug Lombardi, Quintin Doroquez, and Jess Cliffe.**

ISBN: 0-7615-4297-3  
Library of Congress Catalog Card Number: 2003104847  
Printed in the United States of America

03 04 05 06 GG 10 9 8 7 6 5 4 3 2 1

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## BACKGROUND ON COUNTER-STRIKE

The first beta of the *Counter-Strike* mod for *Half-Life* was released in the summer of 1999 by two amateur mod makers, Minh Le and Jess Cliffe. Since then, it has grown to be one of the most popular online multiplayer games. At any given time of day, hundreds of thousands of players all over the world are playing *Counter-Strike*. What's so special about it? One word: realism.



***The first iteration of the Counter-Strike models.***

*Counter-Strike* puts players in the role of a counter-terrorist or a terrorist in real-world situations. Although not as class-specific as *Team Fortress Classic*, *Counter-Strike* is the epitome of team-oriented, tactical gameplay. Its balance between real-world weapons, ammo and equipment, and team-based gameplay is truly revolutionary.



Forget about picking up health-restoring items or rail guns, this is real-world stuff. For example, aiming your AK-47 at a target doesn't automatically mean a kill. Players have to take into account recoil and adjust their aim accordingly. Deflecting bullets is another factor. Just when you think you're under cover behind a building or vehicle, you're pelted by bullets that have gone through the building or vehicle. The kicker is the "one shot and you're dead" factor. One well-placed sniper shot, and you're toast.

This is just a miniscule sample of the gameplay involved in *Counter-Strike*. It's this

type of suspenseful, edge-of-your-seat gameplay that makes *Counter-Strike* what it is today.



## PLAYING COUNTER-STRIKE

Playing *Counter-Strike* is truly unlike playing any other online multiplayer game. When two teams square off, the intensity and suspense is unmatched, whether the situation involves rescuing a hostage or defusing a bomb.

The action in *Counter-Strike* centers on a variety of maps or situations. Each map has its own set of objectives. A team can win a round by eliminating its opponents, but the most satisfying way to win a map is by completing all your team's objectives.

For example, on a hostage rescue map, it's the terrorists' job to prevent the counter-terrorists from rescuing the hostages. The counter-terrorists' job is to rescue the hostages and bring them to a safe area. Other maps feature bomb-defusing situations or VIP escorts.

If your team wins a round, you get money to buy weapons, ammo, and equipment at the start of the next round. Once everyone is outfitted, another round begins.



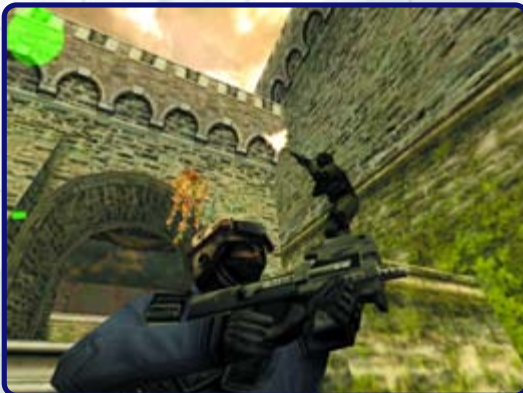
Often, many players who are good Deathmatch players are not particularly good at *Counter-Strike*. The reason is that many Deathmatch players can't master playing as a team. You can usually identify these people in a game. They're the ones who immediately start running when a round starts or who abandon the team. These players don't last very long.

At the other end of the spectrum are beginning players who play from the back, shooting whatever enemies their teammates fail to hit. To them, holding on to their newly purchased weapon is paramount, even taking precedence over the game's objectives.

The key to being a successful *Counter-Strike* player is to learn how to support and



attack with your team. Experienced players know their weapons' limitations as well as their strengths, and know how to effectively use equipment such as grenades and flashbangs. These are all important skills if you want to be a good *Counter-Strike* player. The old adage about the chain being only as strong as its weakest link holds true in this game.



## WHAT IS CONDITION ZERO?

For players who don't want to go online and face the fierce competition of experienced *Counter-Strike* players around the world, there is *Counter-Strike: Condition Zero*, *Counter-Strike* for the single player.

In a nutshell, *Condition Zero* takes all the action, suspense, and tactics of the multiplayer game and tailors it for one player—you. Valve Software and Ritual Entertainment have worked together to bring to the single-player game 18 inventive, non-linear “Tour of Duty” missions, each with its own set of unique Challenges to overcome. There’s also the “Deleted Scenes” mode—a linear, story-driven, single-player experience with 12 different Counter-Terrorist missions to undertake.

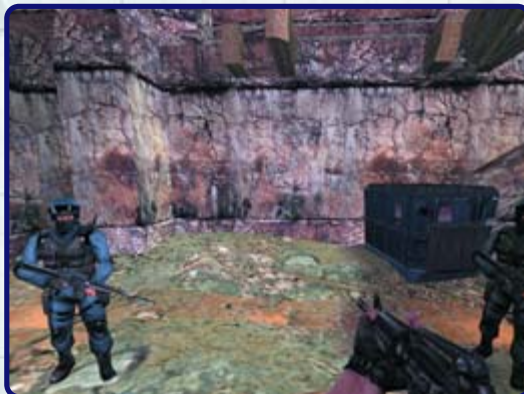
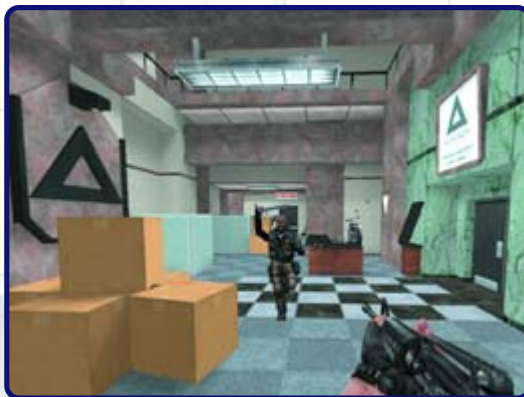




*Condition Zero* is a game that all *Counter-Strike* fans will want to play. It not only challenges the player to think on a cooperative level against finely tuned AI opponents, but it also gives them an opportunity to play with new maps, new weapons, and new equipment.

In addition to the new items in *Condition Zero*, players can expect advances in visual quality. All the player models have been revamped to 1,300 polygons (compared to 75 polygons before). The level of detail is so fine that you can see beard stubble on the faces. All models have full lip-synching as well.

*Condition Zero* has new gameplay mechanics and new animations to match—including falling down stairs, off ledges, and the tops of buildings.



In *Condition Zero*, players have a greater sense of purpose, compared to the multiplayer game, and a sense of urgency that doesn't come across as well in the online game. In *Condition Zero*, failure has greater consequences and successes offer great rewards.

As a counter-terrorist, you take on the role of an elite specialist trained in the use of state-of-the-art weaponry and high-tech counter-terrorism devices. You're surrounded by other highly trained counter-terrorism operatives such as the U.S. Navy SEALs, the British SAS, the French GIGN, the German GSG9 and the Russian Spetsnaz.

You're thrust into intensive counter-terrorist situations around the globe. Each scenario in *Condition Zero* features completely different stories, with no direct interconnections. Once a mission is successfully completed, you're inserted into a new scenario, at a different time and place, and as a different specialist. Upon completing *Condition Zero*, a gamer knows what it's like to be every member in an elite counter-terrorist unit.

## WHAT INSPIRED COUNTER-STRIKE?

### IT STARTED WITH A MOD...

The brilliance of mods is in their flexibility to expand on what's already been created. Whether it's a new add-on pack with bonus levels or a patch that adds weapons and enemies, mods always enhance the gaming experience. Creating mods and add-on packs gives developers the opportunity to try out a new idea on a truly captive audience. It's not unusual for publishers and developers to find that the mod is more popular than the original game it was made for.



*Rocket Arena* for the original *Quake* is a perfect example. *Quake* was popular, but the number of gamers who played *Rocket Arena* was staggering.

The popularity of mods can be explained several ways. Some gamers get bored with the original game; a mod breeds new life into tired games. Or the game is a great title that got even better with the addition of a cool mod. Another possibility is that the developers didn't have time to put all the features in the original version before its release. A mod supplements what's already been developed.

The reasons for creating a mod may vary, but the outcome is consistent: The gamer gets a better playing experience. And that's something we all can live with.

## ***It's All About Your Teammates***

Cooperative multiplayer has been the way to go with mods. If a new mod highlights team play, it's likely to do very well. Players who have vowed never to play a Deathmatch game again have found they can't put a cooperative game down for a second.



*Team Fortress* for *Quake* was the first mod to bring the idea of team play to reality. *Team Fortress's* emphasis on teamwork and strategy, coupled with its blend of original weapons and new character classes, created a whole new level of multiplayer gaming. Not satisfied with just having the feature on *Quake*, the creators of the original *Team Fortress* brought their skills over to *Half-Life* and took multiplayer gaming to a new level with *Team Fortress Classic*.

### TEAM FORTRESS CLASSIC



Players again were given different classes (eight total), but this time, the classes were specialized for individual playing style. If you liked to run and shoot and cover a lot of ground, then maybe the Scout class was for you. If you preferred to hang back and defend, being a Pyro was more your style.

The strengths and preferences of each class and the varying objectives for each map encouraged players and their teammates to work together. This social aspect added a new kind of strategizing and interaction to the game. *Half-Life* was and still is a blast to play, but *TFC* has added that extra dimension.



**Demo**



**Engineer**



**Pyro**



**Scout**



**Sniper**



**Heavy Weapons**



**Medic**



**Soldier**

One popular map in *TFC* was *Hunted*. It featured three classes of players—assassins, bodyguards, and, of course, the hunted. Players had to guard the hunted player and safely escort him to a designated area, all the while gunning down assassins who were out to get him. This not only inspired team play, but it also brought on an incredible adrenaline rush while playing. This addictive mix eventually opened the way for *Counter-Strike*.





# GETTING STARTED IN CONDITION ZERO

## GAMEPLAY MECHANICS AND BASIC TRAINING

The goal of *Condition Zero* is to put its player in the role of a highly trained counter-terrorism operative. This entails more than just being able to defuse a ticking bomb or shoot at a target from a hundred yards. There is more to the experience than what is conveyed in the multiplayer version of *Counter-Strike*.

Before you jump into the missions, get familiar with some essential elements of the game. Your shooting and sniping skills come in handy later, but first you need to learn basic maneuvers, play with cool new toys, and try out some new gameplay enhancements.

## TRAINING

This section walks you through the Training section of *Condition Zero*. We go over all the new gameplay elements introduced in the game. These techniques and skills aren't difficult to learn, but mastering them enough to use them effectively in the field is the true goal.



## THE COUNTER-TERRORIST TRAINING FACILITY



Load up *Condition Zero*: Deleted Scenes, and then click on **New Game**. A dialogue box asks you to select either the Difficulty Level or the Training Room. Select **Training Room** and click **Play**.



Once the level loads, you appear in the lobby of the Counter-Terrorist Training Facility. The guard asks you to wait while your identity is verified. That done, the two double doors in front of you open. Proceed through the doors into the Counter-Terrorist Training Facility.



As soon as you enter, an instructor tells you to go to the elevators. Proceed straight down the hallway. As you walk, look around. This is where the "best of best" are trained to deal with the dregs of society.



Make a quick right and proceed straight toward the elevators. As you approach, the doors open. Step in and take a short ride to the basement. When the elevator doors open, your training officially begins.

## BASIC MOVEMENTS

As you enter, you're asked to proceed straight ahead. Follow the arrows on the floor to a door. As you approach, the door rises.

The door closes behind you. The instructor then explains what's required of you for this training exercise.



First, he tests your ducking ability. While pressing the Duck key, move underneath the two barriers in front of you.



Now you're instructed to jump on the boxes ahead of you. Press the Jump key and jump on the boxes until you reach the ventilation screen at the top.





The screen on the ventilation shaft lifts. You now have to perform a Duck Jump—three moves in succession. Move forward, hit Jump, then immediately hit Duck. If you've done it correctly, you're now standing inside the ventilation shaft.

Make your way to the end. Step out onto the metal platform.



Next task: Climb up and down a ladder. To descend the ladder, walk right into it and press Down. At the same time, use your mouse to move your perspective so you're looking down at the floor below. You then start to descend the ladder.

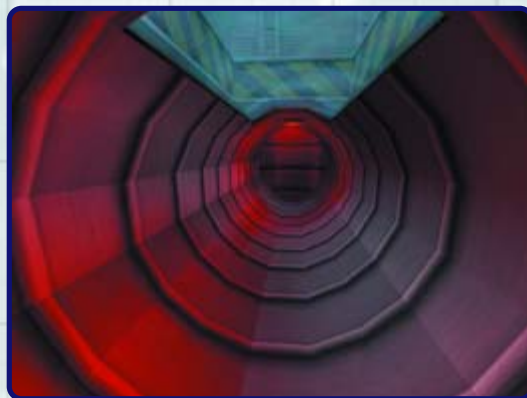


The same principle is used to ascend a ladder. Just walk up to it, move your perspective so you're looking up the ladder, hit Forward, and you start to climb the ladder.

After you climb down the ladder, you see a set of pipes going up the side of a water tank. The instructor asks you to climb the pipes. To do so, walk into the pipes and press Forward. You automatically climb them.

To climb down the pipes, hit Back.

At the top of the tank, the instructor asks you to jump into the tank of water and swim toward the bottom. To swim, press Forward and use your mouse to move around. You can swim from side to side using your Strafe keys.

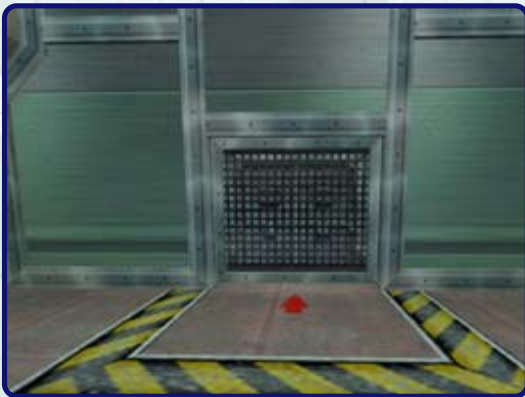


\* At the bottom of the tank is a small hole illuminated by red lights. Swim into it, through it, and up through the passageway beyond until you get to the end. Then jump out of the water.



You're standing in front of a steel door. To the right of the door is a switch. Walk up to it and press your Use key. The light turns green and the door opens. Walk through.

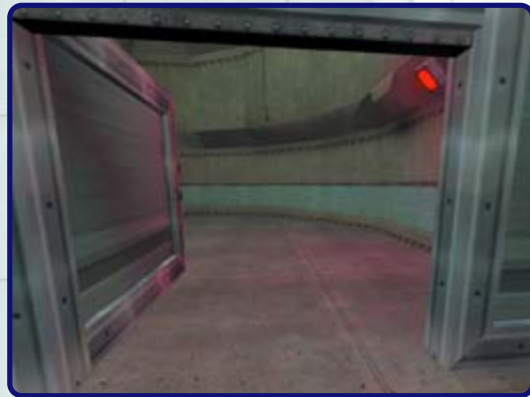
## MOVING OBJECTS



The next part of the Training is new to the world of *Counter-Strike*. As you approach the gate, it rises to reveal a steel box in your path. The instructor asks you to move the box by pushing it. Pushing the box is easy. Just walk up to it and press Forward. As you walk forward, the box moves. Push the box until you reach the next room.



Now let's see if you can grab a box and move it around. Approach the gate. Again, it rises as you walk up to it. The instructor asks you to grab the box and pull it toward you. To grab the box, press and hold Use. As you hold Use, press Back to move backward. The box moves with you. You can use your Strafe keys to move the box from side to side. Periodically release Use to see where you are going. When you have a bearing on where the box should go, go back and grab it again.



Pulling that box out reveals another switch. Walk up to it and press Use. You hear a door open.



## MANIPULATING OBJECTS



After walking through the door, you come to a room with a control wheel on the wall. Walk up to it and press Use. While you're holding down Use, the control wheel slowly starts to turn. As it turns, the door rises. Release the Use button as soon as the door reaches the top. Walk through quickly into the next area. Follow the arrow on the floor to your next exercise.

## OPENING DOORS



To open a door, walk up to it and press Use. Walk up to the door in front of you and open it.

Once you're through the door, turn around and hit Use again to close it. You have to be close to the door to close it. Now walk into the next training area.

## CONTROLLING HOSTAGES AND CIVILIANS

Here you learn how to get civilians to cooperate with you and how to control hostages—useful when you need to have hostages follow you to a Hostage Rescue Zone. Hostage Rescue Zones are identified by red markers on a map and by a green "R" in the upper left-hand corner of your HUD.



Walk through the training area until you see two hostages standing together. Walk up to each one and press Use. The hostages respond by saying, "Let's get the hell out of here!" They now follow you wherever you go.



Take them to the Hostage Rescue Zone that you saw earlier in the exercise. Walk through it. The hostages stop in the zone and say, "Thank you!" Proceed into the next room, where a civilian is waiting.



To get through the door, you must order the civilian to access a panel and open it for you. Just as you did with the hostages, walk up to him and press Use. He responds by saying, "OK!" Take him to the door, and he opens it by fiddling with the panel. Walk through to the next area.

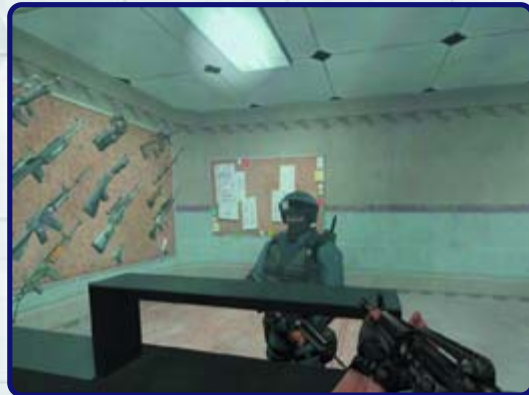
## OFFENSIVE WEAPONS TRAINING



This is the fun part of training—getting to play with weapons and tactical equipment. You learn how to effectively use a rifle, sniper rifle, high-explosive grenades, flashbangs, and smoke grenades.



## BASIC SHOOTING



In the Live Firing Range, the instructor tells you to approach the weapons counter and pick up your first weapon. Walk up to the Maverick M4A1 Carbine to pick it up. Then walk to the next counter to pick up ammo. The bottom right-hand corner of your HUD shows how much ammo you have in your clip and how much you have in reserve. Once you've loaded your weapon, proceed to the Firing Station behind you.



You're instructed to shoot three targets in succession. You can hit Reload if you need to. After you shoot three targets, you're asked to use Alternate Fire.

### • TIP •

When firing, notice the crosshairs on your screen. When you fire your rifle wildly, the crosshairs begins to spread apart, to almost twice the original size. The wider the crosshairs, the less accurate your shot. When you use short, controlled bursts, the crosshairs maintain a tight formation for accurate targeting.

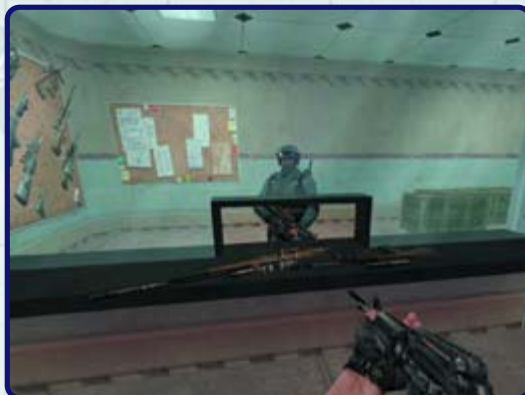


### • TIP •

Reload during a pause in the action. Reloading in the midst of a firefight can be fatal.

Using Secondary Fire is easy, just hit the Secondary Fire button and your M1 Colt Commando is automatically equipped with a suppressor. This greatly improves your aim and gives you a steadier shot. With Secondary Fire activated, the instructor asks you to shoot three targets again. When you shoot the final one, the door closes. Go back to the weapons area to retrieve your next weapon.

## SNIPING



You are now holding the Magnum Sniper Rifle. It's time to cap targets! Go over to the ammo counter and pick up some clips. Once again, check out your ammo status in the bottom right-hand corner of your HUD, then go to the Firing Station.



Shoot five targets with the sniper rifle. To zoom in on a target, hit Secondary Fire. When you have your target in sight, pull the trigger.

After you shoot all five targets, the door closes. Go back to the weapons area for your next lesson.

## GRENADES

*Condition Zero* uses three types of grenades—the same three that are used in *Counter-Strike*.

The first is the HE-Grenade (High-explosive Grenade). Mainly used to clear out a room or destroy equipment or boxes, HE-Grenades can harm your team members as well as hurt or kill enemies. Before you throw one, make sure it's safe to do so.

Pick up the HE-Grenade and proceed to the Firing Station. The instructor asks you to toss the grenade at the target. After you throw the grenade and hit the target, the door closes. Go back to the weapons counter and pick up a flashbang and a smoke grenade.



Flashbangs temporarily blind enemies—you and your teammates, too, if any of you look at the flash. Turn away right before the flashbang goes off to limit the blinding effect. Use the same precautions you use with the HE-Grenade—make sure that it is safe before you throw it.

Smoke grenades also impair the enemy's ability to attack, and are a great way to lay down cover in the midst of a big firefight.

To practice throwing a flashbang or smoke grenade, proceed to the Firing Station and throw both. Once you've thrown both items, the door on the other end of the room opens. Head straight through for the next training exercise.

## EQUIPMENT

In this area of training, you learn about and test the new types of equipment used in *Condition Zero*.

### Health and Armor Meters

When playing *Condition Zero*, numerous enemies will fire at you, and as a result, you will take damage. Knowing how much damage you've suffered and how much more you can take is crucial to success in *Condition Zero*.

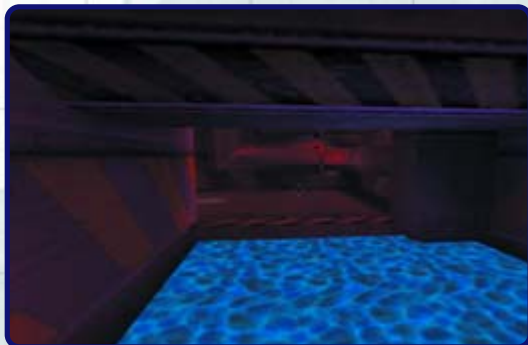
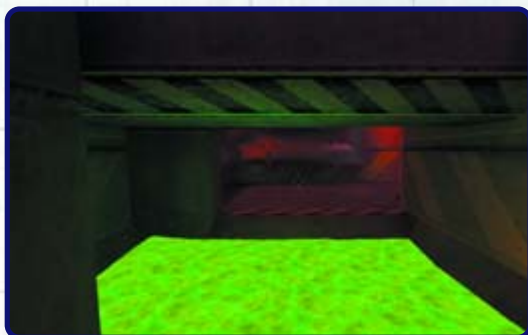
You can easily see how much life you have left by looking at your health indicator at the bottom left of the HUD. The number 100 means you are at full health. If the number hits 0, you're dead.

Next to the health meter is your armor meter. This indicates how much Kevlar you have on. When you first put on Kevlar, the

meter reads 100. As you take damage, the armor meter goes down first. When your armor has been depleted, your health starts to go.

### Damage Indicators

Players can determine where attacks are coming from by using damage indicators, which appear around your crosshairs. If you are being attacked from the rear, the damage indicator beneath your crosshairs lights up. If you're being attacked from the left side, the damage indicator to the left of the crosshairs lights up. Learn to use these indicators as you play.



To start this training exercise, proceed straight and pick up the Kevlar armor in front of you. Just walk over it to put it on. You hear the sound of the vest being donned.

Next, the instructor asks you to walk through the adjoining hazards area. This exercise teaches you how to read your health and damage indicators.

Proceed through the hazards area. Take note of the various hazard damage indicators (heat, steam, cold, and electricity). These are very useful during your missions. Now walk into the next room.

### NOTE

**Hazard damage indicators light up when you are being damaged by something other than weaponry.**

\* **Heat damage indicator:** This lights up when you walk through fire or steam.

\* **Cold damage indicator:** This lights up when you walk through extremely cold water.

\* **Radioactive damage indicator:** This lights up when you walk through radioactive waste.

\* **Electricity damage indicator:** This lights up when you come in contact with live electrical wires.

**When you see a hazard damage indicator light up, get to safety as quickly as possible.**

### Med Kits

Throughout the maps, Med Kits hang on walls. To replenish your health, walk up to a Med Kit and press Use.



Although most Med Kits only have enough supplies for one health recovery, some Med Kits have enough for multiple recoveries. When the Med Kit is empty, you can't use it anymore.

After walking through the hazards area, your health is probably low. Walk up to this Med Kit and press Use. Watch as your health increases.

After you've replenished some of your health, a door opens. Walk through it to the next training area.

## COUNTER-TERRORIST SPECIAL EQUIPMENT

In this section, you learn how to use of some new items that are only found in *Condition Zero*. These are not offensive items or weapons, but are used specifically to help you out in various situations and missions. These items add another level of gameplay in the world of *Counter-Strike*.

### Blowtorch

Occasionally in *Condition Zero* you have to open a locked door or clear away some debris. A Blowtorch does the job quickly.

## NOTE

The Blowtorch can only be used in Blowtorch zones, indicated by a Blowtorch icon in the upper left-hand corner of your HUD.



Walk up to the table and pick up the Blowtorch, then walk toward the locked door.



To use the Blowtorch, aim it at the lock and press your Fire key. After a few seconds, the lock comes off and the door opens. Walk through to the next training area.

### Radio-Controlled Bombs

Like the Blowtorch, Radio-Controlled Bombs are unique to *Condition Zero*. They are used to destroy barricades, boxes and other seemingly indestructible objects.

### NOTE

Radio-Controlled Bombs can only be used in Radio Bomb zones, indicated by a Radio Bomb icon in the upper left-hand corner of your HUD.



Walk up to the table in the room and pick up a Radio-Controlled Bomb. Then walk to the generator and place the bomb on the red flashing icon by pressing Fire. These flashing red icons appear throughout the various maps and missions.



An animation runs (showing placement of the bomb). After you set the bomb, a remote control appears in your hand. Walk behind the steel barrier behind you and press Fire to activate the remote detonator and set off the bomb. Sit back and watch the fireworks.



After you blow up the generator, move into the next area.

### SAT Enabled Digital Camera

At times during a mission, you need to take reconnaissance photos for intelligence. These digital images are also helpful to get tactical data about your enemy. Regardless of the situation, operatives need to know how to take pictures effectively.

## NOTE

The Satellite Enabled Digital Camera can only be used in a Camera zone, as indicated by a Camera icon in the upper left-hand corner of your HUD.



Pick up the SAT Enabled Digital Camera. With camera in hand, go over to the table, where you see some documents. As you approach the table, the Camera icon appears in the HUD's upper left-hand corner. Press Fire to take a picture. A "click" indicates the picture was taken. A door opens to the next training area.

## Fiber Optic Camera



The Fiber Optic Camera is used to analyze tactical situations without compromising your position. You see what is going on, and can zoom in to get more information.

## NOTE

You can only use the Fiber Optic Camera in a Fiber Optic zone, indicated by a Fiber Optic icon in the upper left-hand corner of your HUD.



Pick up the Fiber Optic Camera. With the camera in hand, walk up to the closed door. As you approach the door, look for the Fiber Optic icon to light up.



Press Fire, and you see what is going on behind the door. You can move the camera around with your mouse. To zoom in, press the Secondary Fire key. This zooms you in a little more. To turn off the camera, press Fire again.



Now turn around and walk toward the door in front of you.

### SNEAKING AROUND

Being a highly trained counter-terrorist doesn't always involve shooting and throwing grenades. Some situations require you to be stealthy and hidden from enemy view.



### •TIP•

In this area, use Duck in conjunction with Walk to move very slowly and silently in a crouch. If you run, the guard hears your footsteps.

In the next training area, you must sneak around a guard and walk through a room without being detected. Your Fiber Optic Camera comes in handy. Go to the other side of the room and walk out the door.

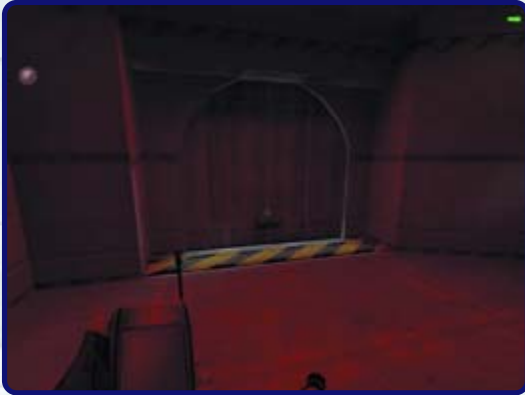


Crouch and walk quietly to the first Fiber Optic Zone. Turn on your camera and learn the guard's walking pattern. When he's out of view, click off your camera.



Straight ahead of you are two large crates, stacked one atop the other. Walk to the right side of these crates. Now walk behind the row of boxes and shelves. Continue to crouch and walk slowly around and to the left.

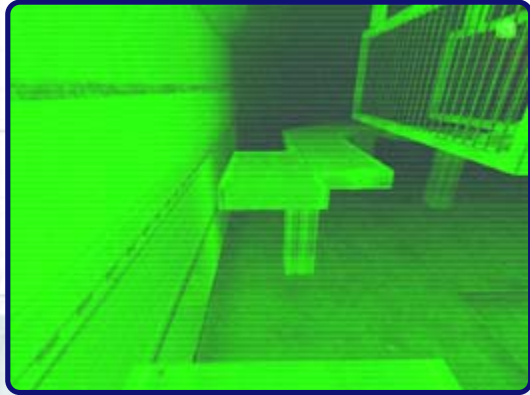




Another Fiber Optic Zone pops up. If you want, turn on your camera so you can see where the guard is. Once the guard walks by, slowly walk out into the room and then immediately turn right. Proceed straight and walk toward the door. The door opens, and the exercise is over. Move toward the next training area.

## Nightvision

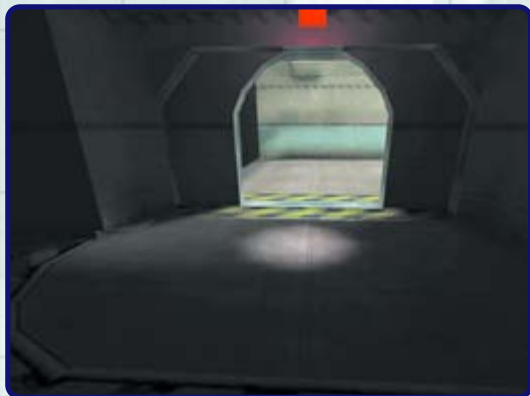
In low or no-light situations, use your Nightvision. Press your Nightvision key to activate it.



You must move through the next area using your Nightvision. To jump across, press Forward together with Jump.



When Nightvision is not available, you must use lighted weapons to help you see. Here you equip yourself with a lighted shotgun.



To activate the flashlight on the shotgun, press your Secondary Fire button. Move through  
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the winding path in the room. You have to jump here, but it's not difficult. Move forward until you reach the door. When you approach the door, it opens. Move inside to the next training area.

### Radio

The Radio is used to contact your counter-terrorist teammates from the field.

### NOTE

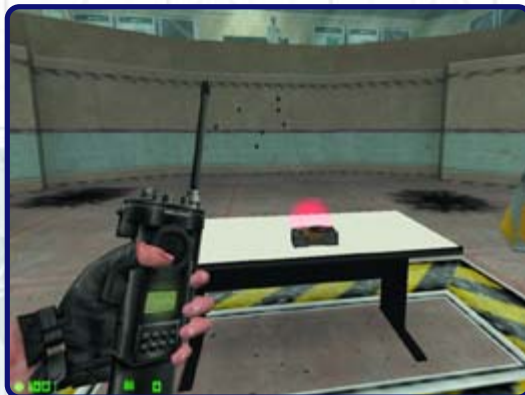
The Radio must be used in a Radio Zone, as indicated by a Radio icon in the upper left-hand corner of the HUD.



Go to the table and pick up the Radio. Turn around and walk toward the striped door. As you walk, the Radio icon appears. Press the Fire button. It calls in your teammates. Proceed to the last training area.

### Defusing Bombs

Our final training area is Bomb Defusing. This is an important skill and one that a counter-terrorist uses often.



As you enter the room, the instructor says the bomb on the table has just gone live. Your teammates rush to cover you; it's your job to defuse the bomb. Walk up to it and hold down Use. After a few seconds, the bomb is deactivated.

### NOTE

In a mission, you know bomb defusing is called for when a Defuse icon appears in the upper left-hand corner of your HUD. When you see this icon, a bomb is in close proximity.

Congratulations! You have just completed the Counter-Terrorist Special Training Course.



## THE COUNTER-TERRORISTS

### WHO ARE THE COUNTER-TERRORISTS?

The developers of *Counter-Strike* wanted more than a basic game with touches of realism. They wanted to give *Counter-Strike* unheard-of realism and believability that no other modification (or original game, for that matter) offered at the time. To accomplish this, the creators needed facts. Who are these counter-terrorists? What types of situations do they handle? How is this incorporated into the game?

This section answers those questions and many more. We delve into the inner workings of the special operations forces featured in *Condition Zero*, including the weapons and equipment they use. We find out what makes elite soldiers tick.

### COUNTER-REVOLUTIONARY WARFARE

What motivates terrorism? It could be nationalism, religion, or politics. Some terrorism stems from a fight for a homeland, or from religious fervor, or revolutionary radicalism. Whatever the underlying reason for it, terrorism threatens our society every day.

By the 1980s, more than 1,000 terrorist acts were committed each year. Governments quickly recognized a need for a strong corrective force. The counter-revolutionary warfare (CRW) unit was born. CRW operatives usually were selected from candidates with military or police

backgrounds. Training was rigorous and, at times, ruthless. The failure rate among applicants averaged 80 percent. Only the elite made it through.

Successful operatives are on alert 24 hours a day, seven days a week, ready to respond to any terrorist threat. Their skills range from hostage rescue and rifle support (sniping) to explosive ordnance disposal and covert surveillance.

These CRW units are powerful resources against the threat of terrorism. Whether they're executing a hostage rescue onboard a 747 or assaulting a terrorist headquarters on a city street, their lethal effectiveness and tenacity make the world a safer place.

### MUNICH OLYMPICS 1972

In the early 1970s, Western democracies found themselves under the threat of attack from numerous terrorist organizations. Terrorist groups had sponsors in the Middle East and Communist Eastern Europe who were determined to undermine the West. In September 1972, they showed the world what they could do.

To receive maximum publicity and worldwide attention, the terrorists attacked the Munich Olympic Games. On September 5, 1972,



armed members of the Palestinian group Black September took advantage of low-level security at the Olympic Village in Munich. They murdered two Israeli athletes, took nine others hostage, and demanded the release of approximately 200 jailed members of their group and safe passage to Egypt. If these demands weren't met, they would begin executing the hostages.

The German police had never dealt with a situation of this magnitude, so they did what they thought was right. They accepted the terrorists' demands and took them to the airport by helicopter. When they reached the airport, snipers opened fire, killing two terrorists and wounding several other people, including the helicopter pilots.

Taking shelter in the helicopters, the remaining terrorists engaged in a firefight with German military personnel. The result was the death of all hostages and terrorists.

The massacre of Israeli athletes at the Munich Olympics in 1972 revealed, on a global scale, the tragic lack of effective recourse to a terrorist threat.

### THE START OF COUNTER-TERRORISM

The Olympic rescue operation was a failure. All the terrorists died, but so did all 11 Israeli athletes. In response, Germany set up a dedicated anti-terrorist group, *Grenzschutzgruppe 9* or GSG-9.

After the horrible events in Munich, virtually every nation was prompted to create an anti-terrorist group to deal with such situations. Although many European countries had special forces, none had counter-terrorist experience.

These new units worked hard to set up new tactics and procedures to respond to terrorist acts. Several units stood out for their skill in this new type of warfare. Units such as the British Special Air Service (SAS), which originated as a raiding force in World War II, and the German GSG-9 were considered the best of the best.

The counter-revolutionary warfare teams eventually gave way to the counter-terrorist unit. Whether composed of regular infantry personnel, special operations groups, or law enforcement personnel, most Western units model their composition, structure, discipline, and weaponry on the British SAS. Nowadays, every developed country has some form of counter-terrorist unit.

## COUNTER-TERRORIST UNITS IN CONDITION ZERO

If you've played *Counter-Strike*, you're already familiar with the units in the game.

- 
- U.S. SEAL Team 6 (DEVGRU)
  - German GSG-9
  - UK Special Air Service (SAS)
  - French Groupe d'Intervention Gendarmerie Nationale (GIGN)
- 

*Condition Zero* adds two more: the Russian Spetsnaz and the Japanese Kidotai.

Players new to *Counter-Strike* often question the differences between units, wondering if one is better than another. The only differences are in player models. Some think if GSG-9 members excel at sniping in real life, the skill carries over into the game. Or if

# CHAPTER 3: THE COUNTER-TERRORISTS

real U.S. SEAL forces are good with rifles, they're more accurate with rifles in *Counter-Strike* as well.

The *Counter-Strike* units exist not to confuse players, but to give the game variety. Think how boring the game would be if everyone looked the same. And because the game is based on real-life counter-terrorists, the developers wanted to feature the cream of the crop.

## U.S. SEAL TEAM 6 (DEVGRU)



The U.S. Navy's Special Warfare Command comprises three branches: the U.S. Navy SEAL (Sea-Air-Land), the SEAL Delivery Vehicle Teams (SDV), and the Special Boat Squadrons (SBS). SEALs are specialists in unconventional warfare operations in a maritime setting,

encompassing not just coastal areas, but also lakes, rivers, and swamps. They also operate up to 20 miles inland.

The Navy's special warfare capability is provided by its SEAL teams, which are supported by SBS and SDV teams. The U.S. Marine Corps also has an elite unit, the Marine Corps Force Reconnaissance.

In 1980, during the American hostage situation in Iran, the Navy established SEAL Team 6 in response to the failed Delta Force rescue attempt. The unit was designed for maritime counter-terrorism and hostage rescue

scenarios. In the 1980s, SEAL Team 6 was placed on alert on numerous occasions, including the hijack of the *SS Achille Lauro* in 1985 and during the Beirut hostage crisis.

SEAL Team 6 was disbanded in the late 1980s after its founder and commander, Capt. Richard Marcinko, was convicted of various charges of unlawful acts while in charge of the unit. The unit was later reconstituted as the Naval Special Warfare Development Group (DEVGRU), to evaluate new tactics, weapons, and equipment.

Based in Little Creek, Virginia, DEVGRU has about 300 members divided into three assault groups: Red, Blue, and Gold. A Special boat unit that operates fast insertion boats is designated Gray. New members being trained for service in the other groups are assigned to a Green unit.

## SEAL Weapons

The SEALs use a wide variety of weaponry suited to the situation.

### PISTOLS

**9mm SIG-Sauer P226**

**.45mm M1911A1**

**.357 Smith & Wesson revolver**

**9mm HK P9S**

**.45 HK Mk23 Mod 0 Special Operations Forces offensive handgun, designed specially for the U.S. Special Operations Command (USSOCOM).**

### ASSAULT RIFLES

**Colt CAR-15, often fitted with an M203 grenade launcher attachment.**

**M16A2**

**7.16mm M14**

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## SNIPER RIFLES

**7.62mm Remington M40A1**

**7.62mm M86**

**M24**

**7.62mm M21**

**.50-caliber McMillan SASR.**

## SHOTGUN

**Remington Model 870, 12-gauge shotgun used for boarding ships, for combat in jungles, and at close quarters.**

## SUBMACHINE GUNS

**Heckler and Koch MP5 family**

**MP5K-PDW (specifically designed for SEAL use)**

## MACHINE GUNS

**7.62 M-60 machine gun**

**M2HB .50-caliber heavy machine gun**

In response to the terrorist incident at the Munich Olympics in 1972, the German GSG-9 was officially formed on April 17, 1973, as a paramilitary arm of the German police force.



## GERMAN GSG-9



Members of the GSG-9 are volunteers, either from the army or the border police, and all undergo a six-month training program before being declared operational. In addition to their physical training, operatives are

expected to have a good knowledge of police and legal matters.

## GSG-9 Weapons

Weapons used by the GSG-9:

### PISTOLS

**Ruger .357 magnum revolver**

**9mm (0.35in) Glock 17**

**HK P7, P9, and P9S**

**Walther P5 and P88 models**

### ASSAULT RIFLES

**HK MP5**

**SIG SG 551-1P Special Operations assault rifle**

**HK G8 assault rifle**

### SNIPER RIFLES

**HK PSG-1**

**Mauser SP86**

**Mauser SP66**

## UNITED KINGDOM SPECIAL AIR SERVICE (SAS)



Without question, the SAS is among the most feared and respected special forces units in the world. Based at Credenhill, Hereford, the 22 Special Air Service's training has made them a legend in the special operations community. Their mindset is reflected in their motto: "Who dares wins."

In existence since 1941, the SAS gained worldwide recognition when it stormed the Iranian Embassy in London on May 5, 1980. The unit successfully rescued a number of hostages and killed five terrorists in the process.

The SAS has more than 700 highly trained operatives in its ranks, divided among four Sabre (fighting) squadrons. Each squadron has 16 members, who normally deploy in four-man teams or eight-man patrols, depending on the tactical requirements.



## SAS Weapons

The SAS uses the most firepower of any counter-terrorist unit.

### PISTOLS

**Browning HP**

**Glock 18**

**SIG 226 and 228**

### ASSAULT RIFLES

**M16 A2 assault rifle with 40mm (1.57in) M203 grenade launcher**

**Colt M4 carbine**

**Colt Commando**

**HK G3, G8, and G41**

**Steyr AUG**

### SNIPER RIFLES

**Accuracy International PM**

**Tikka M55**

**SSG 3000**

**Barret .50 long-range**

### SHOTGUN

**Franchi SPAS 12 and SPAS 15**

**Remington 870**

### SUBMACHINE GUNS

**HK53 submachine gun**

**Ingram Model-10 submachine gun**

**UZI submachine gun**

### MACHINE GUNS

**Entire range of the HK MP5**

**M249 Minimi light machine gun**

**Ameli light machine gun**

**HK13E light machine gun**

**Ultimax 100 light machine gun**

**Browning M2 .50-caliber heavy machine gun**

## OTHER

**LAW 80 anti-tank rocket launcher**

**M72 anti-tank rocket launcher**

**Milan anti-tank missile**

**81mm mortar**

**MK-19 automatic grenade launcher**

**SB 40 LAG automatic grenade launcher**

**20 mm (0.79in) AMW  
(Anti-Material Weapon)**

## FRENCH GIGN



Formed in 1974, the *Groupe d'Intervention Gendarmerie Nationale* (GIGN) is one of the world's most active police counter-terrorist units. With only 87 operatives, this small but highly

efficient unit carried out over 650 operations between 1974 and 1985, freeing more than 500 hostages, making more than 1,000 arrests, and eliminating dozens of terrorists in the process. However, success came at a price. The GIGN lost five operatives and many more were wounded.

The GIGN recruits exclusively from the ranks of the gendarmerie (police force), and all volunteers must have a pristine record and a minimum of five years experience. On average, only 7 percent of all applicants are accepted. New recruits attend a 10-month training course before being made operational within one of

the four 15-man groups that make up the GIGN. In addition to these teams, the GIGN has a command and support group and a special hostage negotiation cell.

Although GIGN is a police unit, it operates all over the world and has seen action in countries where France has an interest such as Djibouti, Lebanon, Sudan, and the Island of Comoros. GIGN members regularly train in alpine, desert, and urban conditions.

## GIGN Weapons

### PISTOLS

**Beretta 92F pistol**

**SIG P-288 handgun**

**.357 magnum revolver**

### ASSAULT RIFLES

**French FAMAS assault rifle**

### SNIPER RIFLES

**Barret .50 long-range**

**FR-F1**

**McMillan 12.7**

### SHOTGUN

**Remington M870**

### SUBMACHINE GUNS

**HK MP5 SD**

**SIG 551**

**FAMAS 5.56mm**

### OTHER

**HK 40mm grenade launcher**

## RUSSIAN SPETSNAZ



At the height of the Cold War, Spetsnaz operatives were the most feared of all special forces units from the former Soviet bloc. Experts at sabotage and reconnaissance, their original purpose was to pave the way for the main Soviet attack of western Europe. Since the

break-up of the Soviet Union, the unit has been restructured to operate more like the U.S. Special Forces and the British SAS.

Spetsnaz units are trained to infiltrate objectives by both overt and covert methods and can operate up to 620 miles behind enemy lines without support. Their primary role is to locate targets for other forces, but they can, if necessary, launch independent attacks. Typical targets include mobile missile sites, Cruise missile bases, radar sites, and lines of communication.

The basic Spetsnaz unit comprises eight to ten soldiers under the command of one officer. Within each team are specialists in communication, reconnaissance, sniping, and demolitions. Every member of the team has been cross-trained, to ensure that a mission can continue even if a specialist is lost.

Spetsnaz are renowned for their ability to kill or maim opponents using their hands or feet.

## Spetsnaz Weapons

Many Spetsnaz missions take place behind enemy lines, so operatives tend to travel on the light side.

A typical load-out includes either an AK-74 or AN-94 assault rifle, a silenced 9mm (0.35in) pistol, ammo, a knife, and up to 10 grenades. In addition, each team carries an SVD sniper rifle, RPG-16 grenade launcher, under-rifle grenade launcher, SA-14 MANPADs, plastic explosives, anti-personnel mines, and an R-350M burst transmission radio, which has a range of more than 620 miles.

## JAPAN KIDOTAI



Japan formed the Kidotai in April 1996 in response to a sarin gas attack in the Tokyo subway by the Aum Shiri Hyo religious sect. The Kidotai consists of 200 personnel divided among 10 platoons. Kidotai members have extensive knowledge in counter-terrorist

work and have a particular expertise in rescuing hostages from aircraft, buildings, and vehicles.


## Kidotai Weapons


The Kidotai's weapon of choice is the HK MP5 SD.


# COUNTER-TERRORIST WEAPONS

The variety of weapons used by real-world counter-terrorists is broader than necessary for the purposes of *Condition Zero*, so developers included only the most widely used weapons.


## PISTOLS


NAME	K&M .45 TACTICAL	
COUNTRY OF ORIGIN	GERMANY	
LENGTH	9.65"; 16.57" WITH SUPPRESSOR	
WEIGHT UNLOADED	2 LBS., 10 OZ.	
BARREL	5.87"	
MAGAZINE	12-ROUND DETACHABLE BOX	
MUZZLE VELOCITY	866 FT./SEC.	
ALTERNATE FIRE	SUPPRESSOR	
USE	STANDARD-ISSUE PISTOL. SUPERIOR ACCURACY, EXTREMELY FAST RATE OF FIRE (ROF)	

NAME	9X19MM SIDEARM	
COUNTRY OF ORIGIN	AUSTRIA	
LENGTH	7.32"	
WEIGHT UNLOADED	1 LB., 5 OZ.	
BARREL	4.49"	
MAGAZINE	17- OR 19-ROUND DETACHABLE BOX	
MUZZLE VELOCITY	1,115 FT./SEC.	
ALTERNATE FIRE	BURST FIRE	
USE	POPULAR CHOICE FOR A SIDEARM. CHEAPER THAN THE K&M .45 TACTICAL, BUT THE ROF IS NOT AS FAST.	


NAME	NIGHT HAWK .50C	
COUNTRY OF ORIGIN	ISRAEL	
LENGTH	10.75"	
WEIGHT UNLOADED	4.4 LBS.	
BARREL	10.5"	
MAGAZINE	7-ROUND DETACHABLE BOX	
MUZZLE VELOCITY	1,380 FT./SEC.	
ALTERNATE FIRE	—	
USE	THE MOST POWERFUL HANDGUN IN THE CT ARSENAL. PACKS A HEAVY PUNCH THAT DOES CONSIDERABLE DAMAGE. A PROPERLY PLACED HEADSHOT IS AN INSTANT KILL.	


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NAME	228 COMPACT	
COUNTRY OF ORIGIN	GERMANY	
LENGTH	6.61"	
WEIGHT UNLOADED	1 LB.	
BARREL	3.62"	
MAGAZINE	7-ROUND DETACHABLE BOX	
MUZZLE VELOCITY	902 FT./SEC.	
ALTERNATE FIRE	—	
USE	WAS DESIGNED FOR LAW-ENFORCEMENT AGENCIES. KNOWN FOR CONSISTENCY AND ACCURACY. IT'S EXPENSIVE, BUT A BETTER ALTERNATIVE THAN THE 9X19MM SIDEARM.	

NAME	ES FIVE-SEVEN	
COUNTRY OF ORIGIN	BELGIUM	
LENGTH	7.8"	
WEIGHT UNLOADED	2 LBS., 4 OZ.	
BARREL	4.42"	
MAGAZINE	20-ROUND DETACHABLE BOX	
MUZZLE VELOCITY	2,133 FT./SEC.	
ALTERNATE FIRE	—	
USE	ALTHOUGH IT IS THE MOST ACCURATE OF THE PISTOLS, IT LACKS THE FIREPOWER OF OTHER PISTOLS.	

## SHOTGUNS

NAME	LEONE 12 GAUGE SUPER	
COUNTRY OF ORIGIN	ITALY	
LENGTH	47.24"	
WEIGHT UNLOADED	7.7 LBS.	
BARREL	26"	
MAGAZINE	8 SHELLS	
MUZZLE VELOCITY	1,250 FT./SEC.	
ALTERNATE FIRE	-	
USE	DEADLY AT CLOSE RANGE. USES A SPREAD FIRE; SLOW RELOAD.	

NAME	LEONE YG1265 AUTO SHOTGUN	
COUNTRY OF ORIGIN	ITALY	
LENGTH	39.79"	
WEIGHT UNLOADED	8.3 LBS.	
BARREL	18.5"	
MAGAZINE	6 SHELLS	
MUZZLE VELOCITY	1,250 FT./SEC.	
ALTERNATE FIRE	—	
USE	FASTER ROF THAN LEONE 12 GAUGE SUPER. LOADS MUCH QUICKER. GREAT FOR CLEARING A ROOM.	

### SUBMACHINE GUNS

NAME	K&M SUBMACHINE GUN
COUNTRY OF ORIGIN	GERMANY
LENGTH	30.11"
WEIGHT UNLOADED	7 LBS., 6 OZ.
BARREL	8.85"
MAGAZINE	30-ROUND DETACHABLE BOX
MUZZLE VELOCITY	2,460 FT./SEC.
ALTERNATE FIRE	-
USE	HIGH POWER AND HIGH CYCLIC RATE MAKES THIS THE PERFECT WEAPON FOR MOST MISSIONS.



NAME	SCHMIDT MACHINE PISTOL
COUNTRY OF ORIGIN	AUSTRIA
LENGTH	11.10"
WEIGHT UNLOADED	2 LBS., 14 OZ.
BARREL	5.12"
MAGAZINE	15- OR 30-ROUND BOX MAGAZINE
MUZZLE VELOCITY	1,247 FT./SEC.
ALTERNATE FIRE	-
USE	THE SCHMIDT MACHINE PISTOL HAS A HIGH RATE OF FIRE, BUT IT'S NOT VERY POWERFUL. IT IS THE CHEAPEST SUBMACHINE GUN.




NAME	ES C90
COUNTRY OF ORIGIN	BELGIUM
LENGTH	19.69"
WEIGHT UNLOADED	5 LBS., 10 OZ.
BARREL	10.35"
MAGAZINE	50-ROUND DETACHABLE BOX
MUZZLE VELOCITY	2,346 FT./SEC.
ALTERNATE FIRE	-
USE	FAST-FIRING WEAPON WITH THE HIGHEST MAGAZINE CAPACITY OF ANY SUBMACHINE GUN. BEWARE OF THE STRONG RECOIL.





NAME	K&M UMP45
COUNTRY OF ORIGIN	GERMANY
LENGTH	27.17"
WEIGHT UNLOADED	4.63 LBS. 7.87"
BARREL	30-ROUND
MAGAZINE	DETACHABLE BOX
MUZZLE VELOCITY	1,005 FT./SEC.
ALTERNATE FIRE	-
USE	HIGHER FIREPOWER THAN THE K&M SUBMACHINE GUN, BUT IT HAS THE LOWEST FIRING RATE OF ALL THE SUBMACHINE GUNS.




## RIFLES

NAME	CLARION 5.56	
COUNTRY OF ORIGIN	FRANCE	
LENGTH	29.92"	
WEIGHT UNLOADED	8 LBS., 6 OZ.	
BARREL	19.2"	
MAGAZINE	30-ROUND BOX	
MUZZLE VELOCITY	3,035 FT./SEC.	
ALTERNATE FIRE	-	
USE	AN EXTREMELY POWERFUL RIFLE, VERY HIGH ROF AND HIGHLY ACCURATE. GREAT FOR ALMOST EVERY KIND OF MISSION.	

NAME	MAVERICK M4A1 CARBINE	
COUNTRY OF ORIGIN	USA	
LENGTH	39.625"	
WEIGHT UNLOADED	7 LBS., 14 OZ.	
BARREL	20.0"	
MAGAZINE	30-ROUND DETACHABLE BOX	
MUZZLE VELOCITY	3,260 FT./SEC.	
ALTERNATE FIRE	SUPPRESSOR	
USE	THE LONGER BARREL MAKES FOR MORE SILENT SHOTS, BUT REDUCES ACCURACY. GOOD FOR CLOSE COMBAT AS WELL AS OPEN AREAS.	

NAME	BULLPUP	
COUNTRY OF ORIGIN	AUSTRIA	
LENGTH	31"	
WEIGHT UNLOADED	7 LBS., 15 OZ.	
BARREL	24.45"	
MAGAZINE	30- OR 40-ROUND DETACHABLE BOX	
MUZZLE VELOCITY	3,280 FT./SEC.	
ALTERNATE FIRE	1.4X ZOOM SCOPE	
USE	VERY ACCURATE RIFLE, EXCELLENT AT SHORT RANGE AND AT LONG DISTANCES. CAN SHOOT THROUGH THIN WALLS AND BOXES.	

NAME	SCHMIDT SCOUT	
COUNTRY OF ORIGIN	AUSTRIA	
LENGTH	39.57"	
WEIGHT UNLOADED	7 LBS.	
BARREL	19"	
MAGAZINE	5-ROUND MAGAZINE BOX	
MUZZLE VELOCITY	2,800 FT./SEC.	
ALTERNATE FIRE	2.25X/6X ZOOM SCOPE	
USE	VERY EFFECTIVE SNIPING RIFLE FOR HEADSHOTS. NOT AS POWERFUL AS THE MAGNUM SNIPER RIFLE, BUT CAN SHOOT THROUGH THIN WALLS AND DOORS.	

NAME	MAGNUM SNIPER RIFLE
COUNTRY OF ORIGIN	UNITED KINGDOM
LENGTH	48"
WEIGHT UNLOADED	14.3 LBS. 25.79"
BARREL	10-ROUND
MAGAZINE	DETACHABLE BOX
MUZZLE VELOCITY	2,790 FT./SEC.
ALTERNATE FIRE	2.25X/9X ZOOM SCOPE
USE	THIS IS THE MOST POWERFUL SNIPER RIFLE IN THE LOT. INCREDIBLY ACCURATE AND CAN SHOOT THROUGH MOST WALLS AND PEOPLE.



NAME	KRIEG 550 COMMANDO
COUNTRY OF ORIGIN	SWITZERLAND
LENGTH	44.48"
WEIGHT UNLOADED	15.47 LBS.
BARREL	25.59"
MAGAZINE	30-ROUND DETACHABLE BOX
MUZZLE VELOCITY	3,100 FT./SEC.
ALTERNATE FIRE	2.25X/6X ZOOM SCOPE
USE	IT'S THE WEAKEST OF THE SNIPER RIFLES, BUT IT CARRIES THE MOST ROUNDS OF AMMO—A PERFECT GUN TO LAY DOWN COVERING FIRE IN A HOSTAGE RESCUE SITUATION.




## MACHINE GUNS


NAME	ES M249 PARA
COUNTRY OF ORIGIN	BELGIUM
LENGTH	40.94"
WEIGHT UNLOADED	15 LBS., 1 OZ.
BARREL	18.35"
MAGAZINE	100- TO 200-ROUND DISINTEGRATING LINK BELT OR 30-ROUND BOX MAGAZINE
MUZZLE VELOCITY	3,035 FT./SEC.
ALTERNATE FIRE	—
USE	THE ORIGINAL MACHINE GUN FROM COUNTER-STRIKE HAS A VERY LARGE AMMO CAPACITY. ALTHOUGH IT'S NOT AS ACCURATE AS OTHER WEAPONS, IT'S USEFUL TO CLEAR AREAS AND LAY DOWN SUPPRESSING FIRE.





# CHAPTER 3: THE COUNTER-TERRORISTS


NAME	GENERAL MG 60	
COUNTRY OF ORIGIN	USA	
LENGTH	43.5"	
WEIGHT UNLOADED	23 LBS., 3 OZ.	
BARREL	22.04"	
MAGAZINE	DISINTEGRATING LINK BELT	
MUZZLE VELOCITY	2,805 FT./SEC.	
ALTERNATE FIRE	–	
USE	NEW TO THE <i>CONDITION ZERO</i> ARSENAL IS THIS BAD BOY. LET IT WARM UP WHEN YOU FIRST FIRE THE GUN, IT WON'T BE AS ACCURATE. AFTER YOU SHOOT OFF SOME ROUNDS, THE BLAST RADIUS BECOMES TIGHTER, IMPROVING ACCURACY.	


## OTHER ITEMS

NAME	LAW ROCKET	
COUNTRY OF ORIGIN	ISRAEL	
LENGTH	34" (EXTENDED), 26.37" (CLOSED)	
WEIGHT UNLOADED	5.5 LBS.	
BARREL	–	
MAGAZINE	ONE ROCKET	
MUZZLE VELOCITY	376 FT./SEC.	
ALTERNATE FIRE	–	
USE	IT'S MAINLY USED AS AN ANTI-TANK WEAPON, BUT IN <i>CONDITION ZERO</i> YOU CAN USE IT TO TAKE OUT STRUCTURES, LARGE OBSTACLES, OR A ROOM FULL OF TERRORISTS.	

NAME	TACTICAL SHIELD	
COUNTRY OF ORIGIN	—	
LENGTH	—	
WEIGHT UNLOADED	—	
BARREL	—	
MAGAZINE	—	
MUZZLE VELOCITY	—	
ALTERNATE FIRE	K&M .45 TACTICAL	
USE	PRIMARILY USED FOR PROTECTION, THE TACTICAL SHIELD PROTECTS A CT FROM INJURY IN A HOSTILE SITUATION. IT DEFLECTS MOST PISTOL AND SUBMACHINE GUN FIRE, BUT NOT HEAVY RIFLE, MACHINE GUN, OR SNIPER FIRE. YOU CAN FIRE A SECONDARY WEAPON WHILE THE SHIELD IS LOWERED, BUT NOT WHILE IT'S IN FRONT OF YOU.	

NAME	HE-GRENADE	
COUNTRY OF ORIGIN	-	
LENGTH	-	
WEIGHT UNLOADED	-	
BARREL	-	
MAGAZINE	-	
MUZZLE VELOCITY	-	
ALTERNATE FIRE	-	
USE	AN EXPLOSIVE DEVICE DESIGNED TO BREAK INTO FRAGMENTS. HAS A BLAST RADIUS OF 5 TO 10 YARDS. TIME DELAY IS USUALLY 2 SECONDS. GREAT FOR CLEARING A ROOM.	

NAME	SMOKE GRENADE	
COUNTRY OF ORIGIN	–	
LENGTH	–	
WEIGHT UNLOADED	–	
BARREL	–	
MAGAZINE	–	
MUZZLE VELOCITY	–	
ALTERNATE FIRE	–	
USE	USE SMOKE GRENADES TO OBSTRUCT ENEMY VISION OR LAY DOWN COVER. TIME DELAY IS USUALLY 2 SECONDS.	

NAME	FLASHBANG	
COUNTRY OF ORIGIN	-	
LENGTH	-	
WEIGHT UNLOADED	-	
BARREL	-	
MAGAZINE	-	
MUZZLE VELOCITY	-	
ALTERNATE FIRE	-	
USE	USE FLASHBANGS TO TEMPORARILY BLIND THE ENEMY. THROW IT INTO A ROOM WITH MANY ENEMIES TO GIVE YOURSELF SEVERAL SECONDS TO MOVE IN AND ATTACK. TIME DELAY IS USUALLY 2 SECONDS.	



# THE TERRORISTS

## THE BAD GUYS

As a Counter-Terrorist, it's inevitable that you encounter Terrorists. These guys are the bottom of the barrel, the worst of the worst. Well-organized and well-funded, they can instill fear and panic into society. They are the parasites of the world and it's up to you to eradicate them.

In *Condition Zero*, you encounter six Terrorist groups of various origin, each with its own motivation. If you've played *Counter-Strike*, you're familiar with some of them. We go over each group, explaining what makes them tick. Some unleash terror for political reasons; others seek financial gain. Whatever their motives, it's always essential for Counter-Terrorists to know their enemies before engaging them.



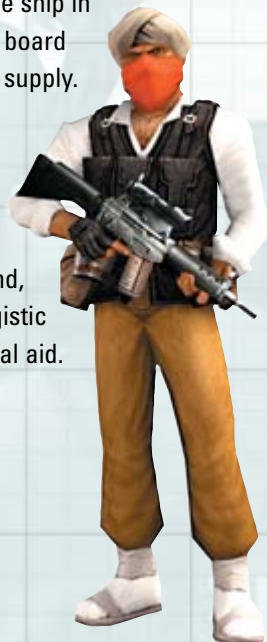
### L337 KREW

**Origin:** Somewhere in the Middle East

**Focus:** A fundamentalist Terrorist organization whose members believe that their evil plans will allow them to take over the world. Has carried out Terrorist attacks in more than 20 countries, killing more than 2,000 people.

Targets have included the United State, the United Kingdom, France, and Israel. Major attacks included the 1989 hijacking of Fly Friendly Airlines Flight 983, whose pilot was executed on national television, and an attack on a Greek luxury cruise ship in which they killed all on board by poisoning the water supply.

**Strength:** Several hundred members, spread throughout the world. Political support from Libya and Syria and, since 1987, training, logistic assistance, and financial aid.



### PHOENIX CONNEKTION

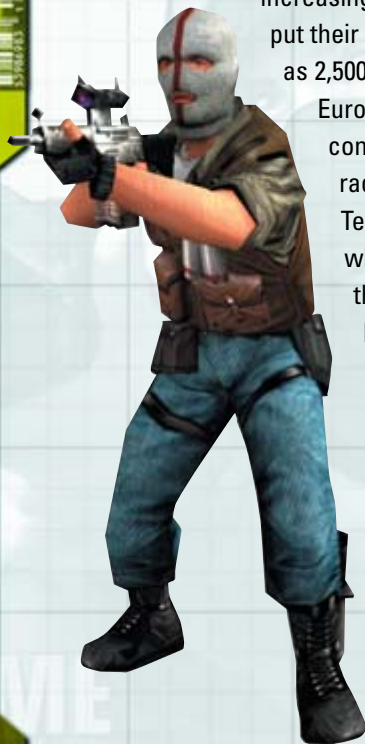


**Origin:** Formed after the breakup of the Soviet Union, the Phoenix Connektion reputedly will kill anyone who gets in their way. They are one of the most feared Terrorist groups in Eastern Europe.

**Focus:** Responsible for more than 100 murders, and believed to have been

involved in the 1985 murder of U.S. Army Col. James Clancy in Berlin. Has carried out Terrorist acts in several countries including Spain, Yugoslavia, Romania, and the Czech Republic. Masters at sniping, and also adept with explosives and reconnaissance.

**Strength:** Not known, but their numbers are increasing. Latest estimates put their numbers as high as 2,500 across Eastern Europe. Possible connection to a radical Japanese Terrorist group, which would expand their reach to the Far East.



### ARCTIC AVENGERS

**Origin:** Swedish Terrorist faction founded in 1977. Notorious for their bombing of the Canadian Embassy in 1990.

**Focus:** Shortly after the Brotherhood was founded, the Arctic Avengers outgrew it and formed their own radical faction. Currently spread across Sweden, Switzerland, and Austria, the Arctic Avengers have claimed responsibility for 300 politically targeted assassinations and 2,000 civilian deaths. Their most notorious act was the destruction of an assisted-living complex in Vienna, Austria, in which 478 people were killed.

**Strength:** Although membership is only 400 at present, they have thousands of supporters and sympathizers. They receive funding through private benefactors and have clandestine recruiting meetings in various embassies across Europe. The Arctic Avengers are masters of destruction and are adept at hand-to-hand combat.



## GUERRILLA WARFACE



**Origin:** A Terrorist faction founded in the Middle East, Guerrilla Warface has a reputation for ruthlessness. Its members' distaste for the American lifestyle was demonstrated in their 1982 bombing of a school bus full of rock n' roll musicians.

**Focus:** The Guerrilla

Warface is the largest and best equipped Terrorist organization in the world. Established in 1968 as the military wing of the Reza Military Regime, its primary focus is to destroy free enterprise and capitalism—thus its obvious disdain for the United States. The Guerrilla Warface is also believed responsible for bombing eight shopping malls in the Midwest and sabotaging two football stadiums.

**Strength:** Approximately 1,500 to 2,000 armed members and a larger number of supporters, mostly in rural areas. Has been known to receive financial aid from Syria and Libya.



## URBAN MILITIA: NEW IN CONDITION ZERO



**Origin:** Founded in the United States by ex-members of the military and police force.

**Focus:** Fed up with U.S. politics, the Urban Militia took matters into its own hands. Its members

are experts in sniping, assault, and covert operations, and have killed more than 1,000 government employees and key government officials, including a key Cabinet member. Was responsible for bombing the Office of Taxation in Washington, D.C. The Urban Militia has also carried out numerous cross-border Terrorist attacks into Canada using such unusual means as hot-air balloons and motorized hang gliders.

**Strength:** A relatively small group comprising only 300 members, the Urban Militia is nonetheless highly effective. The members' military and police backgrounds make them extremely efficient. Privately funded by unknown sources, the Urban Militia uses the most advanced weapons and technology.





### AUN SHINRIKYO



**Origin:** Part of a cult founded in 1972, the Aun Shinrikyo aim to take over Japan, then the world.

**Focus:** They offer support to any radical Terrorist leader in Japan, and assisted in the

release of sarin gas into the Tokyo subway system in 1995. They managed to carry on board six packages and released the gas simultaneously. Their present activities are not known.

**Strength:** The Aun Shinrikyo claim to have 5,000 members in Japan with 20,000 worldwide. The group's actual current strength level is unknown. Experts in chemical warfare, the Aun Shinrikyo can also handle demolition and sniping. It has been rumored that the Aun Shinrikyo receive funding from a radical Chinese organization.




# CHAPTER 4: TERRORIST WEAPONS


## TERRORIST WEAPONS


Knowing your enemy's arsenal helps you in your missions. As a Counter-Terrorist in *Condition Zero*, you use some of these Terrorist weapons as well. Note in the following tables that the Terrorists have some of the same weapons as the Counter-Terrorists.


You will find, however, that the specifics of the Terrorists' weapons are different from those of the Counter-Terrorists. The developers have done an excellent job balancing out weapons between the two sides.


### PISTOLS

NAME	K&M .45 TACTICAL	
COUNTRY OF ORIGIN	GERMANY	
LENGTH	9.65"; 16.57" WITH SUPPRESSOR	
WEIGHT UNLOADED	2 LBS., 10 OZ.	
BARREL	5.87"	
MAGAZINE	12-ROUND DETACHABLE BOX	
MUZZLE VELOCITY	866 FT./SEC.	
ALTERNATE FIRE	SUPPRESSOR	
USE	STANDARD-ISSUE PISTOL. SUPERIOR ACCURACY, EXTREMELY FAST ROF.	


NAME	9X19MM SIDEARM	
COUNTRY OF ORIGIN	AUSTRIA	
LENGTH	7.32"	
WEIGHT UNLOADED	1 LB., 5 OZ.	
BARREL	4.49"	
MAGAZINE	17- OR 19-ROUND DETACHABLE BOX	
MUZZLE VELOCITY	1,115 FT./SEC.	
ALTERNATE FIRE	BURST FIRE	
USE	POPULAR CHOICE FOR A SIDEARM. CHEAPER THAN THE K&M .45 TACTICAL, BUT THE ROF IS NOT AS FAST.	


NAME	NIGHT HAWK .50C	
COUNTRY OF ORIGIN	ISRAEL	
LENGTH	10.75"	
WEIGHT UNLOADED	4.4 LBS.	
BARREL	10.5"	
MAGAZINE	7-ROUND DETACHABLE BOX	
MUZZLE VELOCITY	1,380 FT./SEC.	
ALTERNATE FIRE	—	
USE	THE MOST POWERFUL HANDGUN IN THE CT ARSENAL. PACKS A HEAVY PUNCH THAT DOES CONSIDERABLE DAMAGE. A PROPERLY PLACED HEADSHOT IS AN INSTANT KILL.	

NAME	228 COMPACT	
COUNTRY OF ORIGIN	GERMANY	
LENGTH	6.61"	
WEIGHT UNLOADED	1 LB.	
BARREL	3.62"	
MAGAZINE	7-ROUND DETACHABLE BOX	
MUZZLE VELOCITY	902 FT./SEC.	
ALTERNATE FIRE	—	
USE	DESIGNED FOR LAW-ENFORCEMENT AGENCIES. KNOWN FOR CONSISTENCY AND ACCURACY. IT'S EXPENSIVE, BUT A BETTER ALTERNATIVE THAN THE 9X19MM SIDEARM.	


NAME	.40 DUAL ELITES	
COUNTRY OF ORIGIN	ITALY	
LENGTH	–	
WEIGHT UNLOADED	–	
BARREL	4.7"	
MAGAZINE	15-ROUND DETACHABLE BOX	
MUZZLE VELOCITY	1,280 FT./SEC.	
ALTERNATE FIRE	–	
USE	DEVELOPED SOLELY FOR ACTION SHOOTING, THE DUAL ELITES IS A DEADLY COMBINATION FOR ANYONE ADEPT AT RUNNING WHILE SHOOTING.	


## SHOTGUNS


NAME	LEONE 12 GAUGE SUPER	
COUNTRY OF ORIGIN	ITALY	
LENGTH	47.24"	
WEIGHT UNLOADED	7.7 LBS.	
BARREL	26"	
MAGAZINE	8 SHELLS	
MUZZLE VELOCITY	1,250 FT./SEC.	
ALTERNATE FIRE	—	
USE	DEADLY AT CLOSE RANGE. USES A SPREAD FIRE; SLOW RELOAD.	


NAME	LEONE YG1265 AUTO SHOTGUN	
COUNTRY OF ORIGIN	ITALY	
LENGTH	39.79"	
WEIGHT UNLOADED	8.3 LBS.	
BARREL	18.5"	
MAGAZINE	6 SHELLS	
MUZZLE VELOCITY	1,250 FT./SEC.	
ALTERNATE FIRE	—	
USE	FASTER ROF THAN LEONE 12 GAUGE SUPER. LOADS MUCH QUICKER. GREAT FOR CLEARING A ROOM.	

## SUBMACHINE GUNS

NAME	K&M SUBMACHINE GUN	
COUNTRY OF ORIGIN	GERMANY	
LENGTH	30.11"	
WEIGHT UNLOADED	7 LBS., 6 OZ.	
BARREL	8.85"	
MAGAZINE	30-ROUND DETACHABLE BOX	
MUZZLE VELOCITY	2,460 FT./SEC.	
ALTERNATE FIRE	—	
USE	HIGH POWER AND HIGH CYCLIC RATE MAKES THIS THE PERFECT WEAPON FOR MOST MISSIONS.	

NAME	MAC 10	
COUNTRY OF ORIGIN	USA	
LENGTH	10.5"	
WEIGHT UNLOADED	6 LBS., 4 OZ..	
BARREL	5.75"	
MAGAZINE	30-ROUND DETACHABLE BOX	
MUZZLE VELOCITY	900 FT./SEC.	
ALTERNATE FIRE	—	
USE	IT'S PROBABLYTHE UGLIEST SUBMACHINE GUN IN EXISTENCE, BUTTHE MAC 10 HAS AN EXTREMELY HIGH FIRING RATE. UNFORTUNATELY, IT'S NOTTHE MOST ACCURATE GUN IN THE <i>CONDITION ZERO</i> ARSENAL.	

NAME	ES C90	
COUNTRY OF ORIGIN	BELGIUM	
LENGTH	19.69"	
WEIGHT UNLOADED	5 LBS., 10 OZ.	
BARREL	10.35"	
MAGAZINE	50-ROUND DETACHABLE BOX	
MUZZLE VELOCITY	2,346 FT./SEC.	
ALTERNATE FIRE	–	
USE	FAST-FIRING WEAPON WITH THE HIGHEST MAGAZINE CAPACITY OF ANY SUBMACHINE GUN. BEWARE OF THE STRONG RECOIL.	

NAME	K&M UMP45	
COUNTRY OF ORIGIN	GERMANY	
LENGTH	27.17"	
WEIGHT UNLOADED	4.63 LBS. 7.87"	
BARREL	30-ROUND	
MAGAZINE	DETACHABLE BOX	
MUZZLE VELOCITY	1,005 FT./SEC.	
ALTERNATE FIRE	–	
USE	HIGHER FIREPOWER THAN THE K&M SUBMACHINE GUN, BUT IT HAS THE LOWEST FIRING RATE OF ALL THE SUBMACHINE GUNS.	

## RIFLES

NAME	IDF DEFENDER
COUNTRY OF ORIGIN	ISRAEL
LENGTH	38.54"
WEIGHT UNLOADED	9 LBS., 9 OZ.
BARREL	16.11"
MAGAZINE	35- OR 50-ROUND DETACHABLE BOX
MUZZLE VELOCITY	3,117 FT./SEC.
ALTERNATE FIRE	—



NAME	CV-47
COUNTRY OF ORIGIN	RUSSIA
LENGTH	34.21"
WEIGHT UNLOADED	9 LBS, 7 OZ.
BARREL	16.34"
MAGAZINE	30-ROUND DETACHABLE BOX
MUZZLE VELOCITY	2,330 FT./SEC.
ALTERNATE FIRE	—
USE	STANDARD WEAPON OF THE TERRORISTS, THIS INEXPENSIVE AUTOMATIC RIFLE IS ANOTHER ACCURATE WEAPON, ALTHOUGH NOT AS REFINED AS THE IDF DEFENDER. GREAT FOR CLOSE COMBAT AS WELL.



NAME	KRIEG 552 COMMANDO
COUNTRY OF ORIGIN	SWITZERLAND
LENGTH	32.56"
WEIGHT UNLOADED	7 LBS., 11 OZ.
BARREL	14.64"
MAGAZINE	20- OR 30-ROUND DETACHABLE BOX
MUZZLE VELOCITY	2,900 FT./SEC.
ALTERNATE FIRE	2X ZOOM SCOPE
USE	VERY ACCURATE RIFLE, EQUALLY DEADLY AT SHORT RANGE AND LONG DISTANCES. RECOIL CAN REDUCE ACCURACY. CAN SHOOT THROUGH THIN WALLS AND BOXES.





NAME	SCHMIDT SCOUT
COUNTRY OF ORIGIN	AUSTRIA
LENGTH	39.57"
WEIGHT UNLOADED	7 LBS.
BARREL	19"
MAGAZINE	5-ROUND MAGAZINE BOX
MUZZLE VELOCITY	2,800 FT./SEC.
ALTERNATE FIRE	2.25X/6X ZOOM SCOPE



VERY EFFECTIVE SNIPING RIFLE FOR HEADSHOTS. NOT AS POWERFUL AS THE MAGNUM SNIPER RIFLE, BUT CAN SHOOT THROUGH THIN WALLS AND DOORS.


# CHAPTER 4: TERRORIST WEAPONS


<b>NAME</b>	MAGNUM SNIPER RIFLE	
<b>COUNTRY OF ORIGIN</b>	UNITED KINGDOM	
<b>LENGTH</b>	48"	
<b>WEIGHT UNLOADED</b>	14.3 LBS. 25.79"	
<b>BARREL</b>	10-ROUND	
<b>MAGAZINE</b>	DETACHABLE BOX	
<b>MUZZLE VELOCITY</b>	2,790 FT./SEC.	
<b>ALTERNATE FIRE</b>	2.25X/9X ZOOM SCOPE	
<b>USE</b>	THIS IS THE MOST POWERFUL SNIPER RIFLE IN THE LOT. INCREDIBLY ACCURATE AND CAN SHOOT THROUGH MOST WALLS AND PEOPLE.	

<b>NAME</b>	D3/AU-1 SEMI-AUTOMATIC SNIPER RIFLE	
<b>COUNTRY OF ORIGIN</b>	GERMANY	
<b>LENGTH</b>	40.7"	
<b>WEIGHT UNLOADED</b>	8.58 LBS.	
<b>BARREL</b>	18.5"	
<b>MAGAZINE</b>	20-ROUND DETACHABLE BOX	
<b>MUZZLE VELOCITY</b>	[QUERY: MUZZLE VELOCITY TO COMEXX]	
<b>ALTERNATE FIRE</b>	2.25X/6X ZOOM SCOPE	
<b>USE</b>	EQUIVALENT TO THE CT'S KRIEG 550 COMMANDO, THE D3/AU-1 IS THE WEAKEST OF THE TERRORIST'S SNIPER RIFLES. IT CAN FIRE MULTIPLE BURSTS AT LONG DISTANCES, HOWEVER, GREAT FOR LAYING DOWN COVERING FIRE.	





## MACHINE GUNS

<b>NAME</b>	ES M249 PARA	
<b>COUNTRY OF ORIGIN</b>	BELGIUM	
<b>LENGTH</b>	40.94"	
<b>WEIGHT UNLOADED</b>	15 LBS., 1 OZ.	
<b>BARREL</b>	18.35"	
<b>MAGAZINE</b>	100- TO 200-ROUND DISINTEGRATING LINK BELT OR 30-ROUND BOX	
<b>MUZZLE VELOCITY</b>	3,035 FT./SEC.	
<b>ALTERNATE FIRE</b>	-	
<b>USE</b>	THE ORIGINAL MACHINE GUN FROM <i>COUNTER-STRIKE</i> HAS A VERY LARGE AMMO CAPACITY. ALTHOUGH IT'S NOT AS ACCURATE AS OTHER WEAPONS, IT'S USEFUL TO CLEAR AREAS AND LAY DOWN SUPPRESSING FIRE.	


NAME	GENERAL MG 60	
COUNTRY OF ORIGIN	USA	
LENGTH	43.5"	
WEIGHT UNLOADED	23 LBS., 3 OZ.	
BARREL	22.04"	
MAGAZINE	DISINTEGRATING LINK BELT	
MUZZLE VELOCITY	2,805 FT./SEC.	
ALTERNATE FIRE	—	
USE	NEW TO THE <i>CONDITION ZERO</i> ARSENAL IS THIS BAD BOY. LET IT WARM UP WHEN YOU FIRST FIRE THE GUN, IT WON'T BE AS ACCURATE. AFTER YOU SHOOT OFF SOME ROUNDS, THE BLAST RADIUS BECOMES TIGHTER, IMPROVING ACCURACY.	


## OTHER ITEMS

NAME	LAW ROCKET	
COUNTRY OF ORIGIN	ISRAEL	
LENGTH	34" (EXTENDED), 26.37" (CLOSED)	
WEIGHT UNLOADED	5.5 LBS.	
BARREL	–	
MAGAZINE	ONE ROCKET	
MUZZLE VELOCITY	376 FT./SEC.	
ALTERNATE FIRE	–	
USE	IT'S MAINLY USED AS AN ANTI-TANK WEAPON, BUT IN <i>CONDITION ZERO</i> YOU CAN USE IT TO TAKE OUT STRUCTURES, LARGE OBSTACLES, OR A ROOM FULL OF TERRORISTS.	

NAME	HE GRENADE	
COUNTRY OF ORIGIN	—	
LENGTH	—	
WEIGHT UNLOADED	—	
BARREL	—	
MAGAZINE	—	
MUZZLE VELOCITY	—	
ALTERNATE FIRE	—	
USE	MAIN USE IS AS AN EXPLOSIVE DEVICE, DESIGNED TO BREAK INTO FRAGMENTS UPON DETONATION. USUAL BLAST RADIUS IS FIVE TO TEN YARDS. TIME DELAY IS USUALLY TWO SECONDS. GREAT FOR CLEARING A ROOM.	

# CHAPTER 4: TERRORIST WEAPONS

NAME	SMOKE GRENADE	
COUNTRY OF ORIGIN	—	
LENGTH	—	
WEIGHT UNLOADED	—	
BARREL	—	
MAGAZINE	—	
MUZZLE VELOCITY	—	
ALTERNATE FIRE	—	
USE	USE SMOKE GRENADES TO OBSTRUCT ENEMY VISION OR LAY DOWN COVER. TIME DELAY IS USUALLY 2 SECONDS.	

NAME	FLASHBANG	
COUNTRY OF ORIGIN	—	
LENGTH	—	
WEIGHT UNLOADED	—	
BARREL	—	
MAGAZINE	—	
MUZZLE VELOCITY	—	
ALTERNATE FIRE	—	
USE	USE FLASHBANGS TO TEMPORARILY BLIND THE ENEMY. THROW IT INTO A ROOM WITH MANY ENEMIES TO GIVE YOURSELF SEVERAL SECONDS TO MOVE IN AND ATTACK. TIME DELAY IS USUALLY 2 SECONDS.	





# CONDITION ZERO: TOUR OF DUTY

In *Condition Zero*'s exciting Tour of Duty mode, you're in command of a small squadron of select Counter-Terrorist operatives. You and your team of specialists, often outmanned and outgunned, must thwart the Terrorists' brutal plans of world dominance.

The refreshing Tour of Duty mode is perfect for those who enjoy short, pseudo-multiplayer Counter-Terrorism missions. Although you're playing solo, the computer's advanced A.I. (Artificial Intelligence) is so spot-on, and the missions are designed so much like online multiplayer matches, you'll often forget that you're playing through a single-player game!

## THE BASICS



*Condition Zero*'s Tour of Duty missions are short, single-objective matches based on rounds of play, similar in some ways to

online Deathmatches or CTF tournaments. However, unlike most popular Deathmatch-style games, you do not automatically re-spawn after being shot down. Instead, the round continues until there is a clear victor (Terrorists or Counter-Terrorists), and the conditions for victory differ with each unique mission. This puts the focus on team-based strategy rather than individual glory—the higher good is the good of the team.



You do not begin a round with a large amount of weaponry. You will only have a melee weapon (combat knife), a pistol (standard-issue),

one clip of ammo, and a large stack of cash. This meager firepower probably won't get the job done, so you'll have the option to buy additional equipment at the start of each round by pressing the "Buy" key.

You must purchase equipment quickly—the round begins after five short seconds of buying time. After the five seconds are up, you may still purchase equipment if you have cash to spare and are standing near your team's starting position (look for a "shopping cart" icon on the left side of the screen). Don't spend too much time gearing up, or you'll lag behind your teammates and give the opposition the upper hand. As you complete your objectives and thwart the Terrorists, you will earn more money to purchase better arms at the start of the next round.

## STARTING A TOUR OF DUTY MISSION



### Options Menu

After loading *Condition Zero*, select **Options** once the Main Menu appears so that you can tailor

your keyboard/mouse/video/sound controls and various other options to your liking. When you're happy with the game settings, click **Apply**, then **OK**.



### Profile Menu

Click on the top Main Menu option, **Play Counter Strike: Condition Zero**, to begin a new Tour of Duty

game. You're taken to the Profile Menu, where you can choose to create a **New** profile, or to **Resume** or **Delete** an existing profile. Click **New** to create a new profile, then enter the name for your profile and select the desired level of difficulty (Easy, Normal, Hard, or Expert). Check the box next to **Enable Tutor**

to play with helpful tips that appear in the upper-right of your screen (a great option for newbies).

## NOTE

You must clear each of the 18 missions on all 4 difficulty levels in order to complete the Tour of Duty mode. You earn an award each time you clear all 18 missions on any difficulty level. When you collect all four awards, you complete Tour of Duty mode.

The difficulty level you choose has a dramatic impact on every mission. Your weapons will damage your teammates when the difficulty is set to **Hard** or **Expert**. Each mission's special Challenges change according to the difficulty level you've selected as well. It's wise to start out on **Easy** difficulty before moving on to **Normal**, **Hard**, and **Expert**.



### Tour of Duty Menu

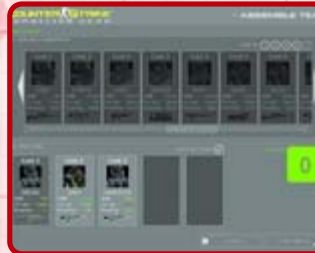
Under the Tour of Duty Menu, you can view and play 18 unique Tour of

Duty missions. Each Tour of Duty is broken down into three separate missions. Only the first Tour of Duty is available at the start—clear all three of its missions to unlock the next Tour of Duty. Highlight the first Tour of Duty mission, “Dust,” then click **Assemble Team** in the lower-right corner of the screen to advance to the next menu.

## NOTE

When you highlight a mission on the Tour of Duty Menu, the mission's special Challenges appear on the right side of the screen. Put this information to good use when assembling your team of Counter-Terrorist operatives.

## ASSEMBLING YOUR TEAM



### Assemble Team Menu

Create a team of up to five Counter-Terrorist specialists from this menu.

Each available operative is purchased by using **Reputation Points**. The more points an operative costs, the better his overall skills. You begin with two Reputation Points on Easy and Normal difficulty, six points on Hard, and eight points on Expert. You earn an additional point each time you successfully clear a mission. This is fortunate, because the matches steadily become more difficult.

Each available Counter-Terrorist operative has his own **Skill** rating (his overall experience at Counter-Terrorism ops), **Co-Op** rating (determines whether or not he will follow your orders), and **Bravery** rating (determines whether or not he gets spooked by enemy fire, numbers, or other hazards). Each operative uses a specific primary weapon, indicated by the icon below his statistics.

Check your teammates' stats and their primary weaponry before starting each match. Give the matter some thought and choose the best operatives for the mission at hand. Every player develops unique preferences when it comes to building a team, so experiment. When you're ready, click **Start Match!** in the lower-right corner of the screen to begin play.

### NOTE

You're unable to select high-cost teammates right off the bat. As you progress through the missions, operatives that have a higher Reputation Point cost will become available.

## MISSION OBJECTIVES



Each Tour of Duty mission throws you into one of two types of Counter-Terrorism operations: Prevent a Terrorist faction from planting and

detonating a bomb, or rescue hostages being held by ruthless Terrorists. Your work is cut out for you in either mission. The way to achieve ultimate victory is to keep your cool, use your head, listen to your teammates, and stick with the pack.

### "PREVENT A TERRORIST BOMBING" MISSIONS



Terrorist bombings are catastrophic events that bring ruin to the lives of countless innocents. In *Condition Zero*, a bomb cannot be

planted just anywhere—two specific, well-marked areas in each level are the only places where bombs may be planted by Terrorists (Bomb Site A and Bomb Site B). Your job as leader of your Counter-Terrorist strike force is to prevent the bombing at all costs. There are two ways to accomplish this.

## KILL ALL TERRORISTS



While there's only one bomb to worry about, several Terrorists are working together in an effort to detonate that bomb. Just

like your team of operatives, the Terrorists are well-trained and work as a single-minded force to carry out their vicious deed. For example, if the bomber is shot down, another Terrorist will grab the bomb (a beige-colored backpack) and carry out their destructive mission while fellow Terrorists lay down covering fire.

## DEFUSE THE BOMB



Killing all of the Terrorists is an automatic victory, unless they managed to plant the bomb first. If the bomb has been planted at Bomb

Site A or B, you must defuse the bomb before its timer expires (you have about 30 seconds to defuse a newly-planted bomb). If you're still alive and kicking, your teammates *will not* defuse the bomb for you, even if they're right next to it and it's about to blow.

When you receive a message saying that the bomb has been planted, run like the wind to the closest Bomb Site. Defuse the bomb quickly. Equip your melee weapon or a grenade to run at maximum speed; press and hold the "Use" key to defuse the bomb. Your team always wins the round if you successfully defuse a planted bomb—even if a few Terrorists are still lurking about, the true threat has been eliminated.

# CHAPTER 5: CONDITION ZERO: TOUR OF DUTY

## "RESCUE THE HOSTAGES" MISSIONS



Hostage situations are highly dangerous, because loss of innocent life is a serious risk at all times. In these

missions, you must lead your team deep into a Terrorist-fortified facility and cautiously search for the harried hostages. As with the "Prevent a Terrorist Bombing" missions, there are two ways to achieve victory in a hostage situation.

### KILL ALL TERRORISTS



The Terrorists don't have a bomb to plant this time, so there's no threat except the Terrorists themselves. Your team wins the round as

soon as every one of them has been killed.

### RESCUE THE HOSTAGES



Rescuing the hostages is a difficult task, and it's all up to you—your teammates will only rescue hostages if you've been killed. First,

make your way past Terrorist guards to reach the captives. There are typically four hostages in all. The number of unrescued hostages is shown at the bottom-center of the screen, represented by "people" icons. Typically, two are held at one location, and the other two somewhere else (they appear as blue dots on your radar). Naturally, these areas are almost always heavily guarded by trigger-happy Terrorists.



Once you find hostages, press the "Use" key to have them follow you. You can lead several at once, so try not to make too many trips back

and forth. Hostages cannot enter tight crawlspaces or make difficult jumping maneuvers, so take a direct route back to your team's starting position. Your team loses the round if all hostages are killed, but wins if you lead all surviving hostages back to the extraction point.

## CHALLENGES



Each Tour of Duty mission features special Challenges that you must overcome, beyond the regular mission objective of preventing a

bombing or rescuing hostages. The Challenges vary from one game to the next, some far more difficult than others. You can view a mission's Challenges at the Tour of Duty Menu, while the next mission is loading, and during breaks between rounds.

Each time you complete a special Challenge, you hear a unique, hornlike sound. You can check your Challenge progress during between-round breaks. Complete all Challenges in any order and outscore your opponents with several round victories to win the current mission.

### CHALLENGE TYPES



There are three basic types of Challenges you are required to overcome, which are often made more complex with

the addition of certain stipulations.

- **Kill Challenges:** You must kill a specified number of Terrorists. This is a cumulative process, so your kills always carry over to the next round unless stipulations deem otherwise.
- **Time Limit Challenges:** Your team must win at least one round of the match within a specified time limit.
- **Rescue Hostages Challenges:** You must rescue a specified number of hostages. This is a cumulative process, so the number of hostages you've rescued always carries over to the next round. If you're required to rescue all of the hostages, you must do so in one single round, which is far more difficult.

### CHALLENGE STIPULATIONS



Stipulations make basic Challenges harder to overcome, especially when a Challenge features multiple

stipulations. Become familiar with each type of stipulation to succeed on the battlefield.

- **Specified Weapons:** This stipulation requires you to use a specific weapon (or class of weapon) in order to meet the Challenge. The required weapon could be anything, from a sniper rifle to a Tactical Shield. Be sure to purchase a decent pistol if you're required to use the latter.
- **Headshots:** This stipulation demands that you kill a certain number of Terrorists by shooting them in the head. Take careful aim and make sure your crosshairs are small for a clean headshot kill.
- **Flashbang-Blinded:** This stipulation requires your enemy to be blinded by a flashbang grenade's blast when you kill him. The flashbang doesn't need be yours, but you should buy one at the beginning of the round.
- **Without Dying:** This stipulation demands that you perform the Challenge without dying. Your kills are still cumulative, but you lose them if you're shot down. You must then restart the Challenge. Staying behind cover, keeping to the rear of your group, and knowing when to fall back will help you accomplish Challenges with this stipulation. Keep in mind that your health is replenished at the start of each round,

so use this to your advantage. There's no shame in finding a safe spot to hide, waiting for the next round to begin.

- **Survive the Round:** Some "Kill" and "Time Limit" Challenges carry this stipulation, which requires you to meet the Challenge in a single round (kills are not cumulative) and survive. Implementing a mixed strategy of fast-paced attacks and hasty retreats will help you meet Challenges with this trying stipulation. Bide your time, find highly-defensible spots to camp at, and wait for the opportune moment to make your move.

## TOUR OF DUTY TIPS



Familiarize yourself with the following tips and strategies, which mean the difference between victory and defeat in the

Tour of Duty missions. Practice these nuggets of advice to maximize your Terrorist-fighting capability.

- **Know Your Objectives:** There's nothing worse than being caught off-guard. Knowing the situation at hand helps you to act decisively throughout the mission, so study the objectives and Challenges carefully before you begin.
- **Pick the Right Team:** A team full of shotgun-toting operatives won't be effective at long-range combat, and a team of only two specialists can easily be overrun by large numbers of Terrorists, no matter how skilled they are. A team of cowards might not stick around or charge the front when necessary, and a team with no co-op skills can be picked apart in short order. Think carefully and weigh all your options when assembling your team of specialists.
- **Watch and Learn:** Unsure if the teammates you've chosen are really any good? Want to see what type of opposition you're up against? Curious for good camping spots? Use Spectator Mode after you've been shot down to learn all these important things and more!
- **Stick With Your Team:** Tour of Duty missions aren't Deathmatches—they're team-oriented tactical

operations. Blazing your own path through a level singles you out, and weakens you and the team as a whole. Keep in tight formation and use radio and radar to avoid losing contact with your buddies.

- **Buy Equipment Quickly:** Don't waste time buying gear at the start of a round. Think about what you need before the mission begins so you can purchase items quickly.
- **The Right Gear for the Job:** If you're playing a bomb-defusing game, always buy a **Defusal Kit**. They allow you to disarm a bomb much faster. Buy **Kevlar** at the start of each round to prevent an untimely demise.
- **Don't Forget the Ammo:** Running out of ammo is terrible. Reload your weapon at the end of each round and purchase additional ammo at the start of the next.
- **Weapon Accuracy:** If you hold down the primary fire button on a rapid-fire weapon such as a sub-machinegun or assault rifle, your target crosshairs quickly expand, indicating that the weapon's recoil is making you shoot wildly. You won't be able to hit a distant target if your crosshairs become too large, so crouch down and fire in short bursts, keeping your cool and a careful eye on the size of your crosshairs.
- **Speed Is Key:** In any situation, you can give yourself the upper hand if you get your team in position before the Terrorists arrive. Equipping your melee weapon or a grenade at the start of each round is wise, as it allows you to run faster than normal. Whenever you require speed instead of firepower, switch to a melee weapon or grenade.
- **Go for the Bomber:** The ball is in your team's court if the enemy's bomber is killed and made to drop the bomb. Now the Terrorists must come to you in order to grab the bomb and fulfill their mission. Set yourself up quickly and be ready to ambush them!
- **Too Late Is Too Late:** Say you've been running around for 20 seconds trying to find and defuse a planted bomb. At that point, the cause is already lost—you cannot possibly reach and disarm the bomb in time. Be smart and run far away to avoid dying in the catastrophic blast, saving your equipment and money for the next round.
- **Play It Safe:** Going caveman on your enemies will get you killed so quickly, you'll end up watching the action more often than being a part of it. Keeping your cool and outsmarting the Terrorists is much

better than losing your head and switching to "berserk mode." Your team is often outnumbered in the Tour of Duty missions, and consequently outgunned, so learn to play a conservative game until you've thinned the Terrorists' ranks.

## TOUR OF DUTY MISSIONS

Those were general ins-and-outs of the Tour of Duty missions. Tips and tactics for each individual match follow. The rest of this chapter offers useful strategies for completing each mission, including tips on the best ways to complete the most difficult Challenges for each match. Good luck out there!

### FIRST TOUR OF DUTY

#### MISSION 1: DUST



**Mission Objective:** Prevent a Terrorist Bombing!

- **Easy Challenge:** You must kill an enemy.
- **First Normal Challenge:** You must kill 5 enemies.
- **Second Normal Challenge:** You must kill an enemy and survive the round.
- **Third Normal Challenge:** You must win a round in less than 75 seconds.
- **First Hard Challenge:** You must kill 7 enemies.
- **Second Hard Challenge:** You must kill 2 enemies and survive the round.

- **Third Hard Challenge:** You must win a round in less than 60 seconds.
- **First Expert Challenge:** You must kill 10 enemies.
- **Second Expert Challenge:** You must kill 2 enemies with headshots and survive the round.
- **Third Expert Challenge:** You must win a round in less than 45 seconds.



Dust is a small level that starts out near Bomb Site B. Any primary weapon works well on this map due to the wide open spaces (great for rifles and machine

guns) and the tight, dark corridors (shotguns and grenades).



Either take up position at Bomb Site B, or head through the nearby archway and turn right to defend Bomb Site A. You should have a good five seconds to

set up an ambush for the Terrorist bomber. Find cover and hide until the Terrorists make their move, then cut them down without mercy.

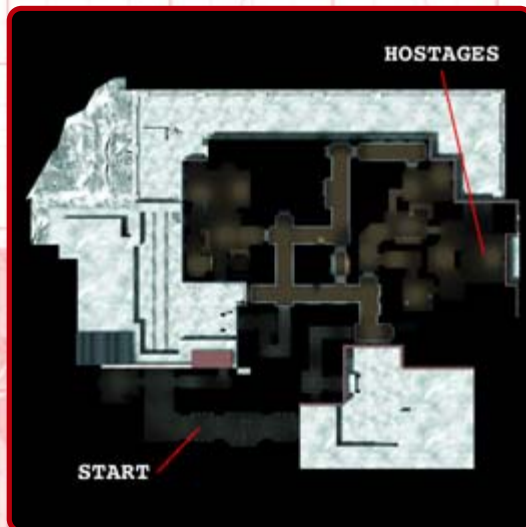


If you'd rather defend the bridge area, purchase a rifle and head through this archway. Make a right and follow the path. You eventually come out in a good position to defend the bridge area from the Terrorists. This is a great spot to rack up headshot kills during the more difficult Challenges, and you can easily fall



back and find cover at your team's starting position if needed.

## MISSION 2: OFFICE



**Mission Objective:** Rescue the Hostages!

- **First Easy Challenge:** You must kill an enemy with a submachine gun.
- **Second Easy Challenge:** You must rescue a hostage.
- **First Normal Challenge:** You must kill 5 enemies.
- **Second Normal Challenge:** You must kill an enemy with a submachine gun.
- **Third Normal Challenge:** You must rescue 4 hostages.
- **First Hard Challenge:** You must kill 7 enemies.
- **Second Hard Challenge:** You must kill 2 enemies with a Schmidt Machine Pistol and survive the round.
- **Third Hard Challenge:** You must rescue all of the hostages.
- **First Expert Challenge:** You must kill 10 enemies.
- **Second Expert Challenge:** You must kill 2 enemies with headshots with a K&M Submachine Gun and survive the round.
- **Third Expert Challenge:** You must rescue all of the hostages.



The Office is a hostage-situation game. A small group of Terrorists have holed up inside an office building, taking staff as hostages.

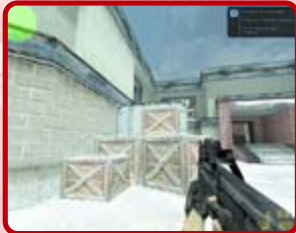
There's no need to worry about speed here; awareness and stealth are

# CHAPTER 5: CONDITION ZERO: TOUR OF DUTY

your two best friends. Once you enter the building and reach the upper floors, walk around to minimize movement noise and sneak up on your enemies. Expect the Terrorists to be well-hidden and ready for you, especially in rooms where hostages are being held.



There are three basic ways to access the office building. You can run up the steps near the hostage extraction point, use the front entrance, or jump up the stack of boxes in the courtyard to enter through the second floor window. Take the shortest route into the building from your starting location.

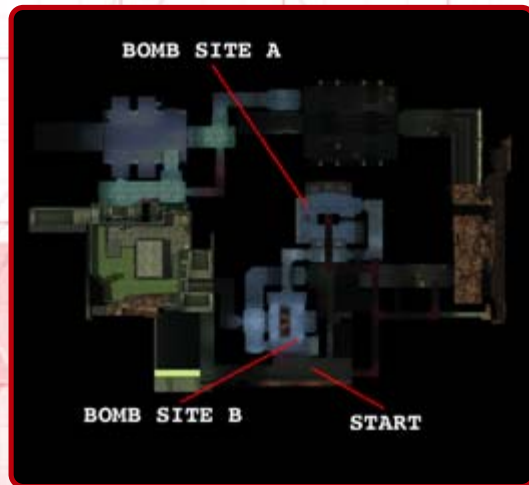


The hostages have been split into pairs and are located deep within the office building (they appear as the blue dots on your radar). There's plenty of cover for you to duck behind inside the building, but watch out for Terrorist campers as you enter the darker, hostage-holding rooms. Lead the



hostages back to the extraction point and constantly order your team to "fall back" when attempting a "Rescue Hostages" Challenge.

## MISSION 3: PRODIGY



**Mission Objective:** Prevent a Terrorist Bombing!

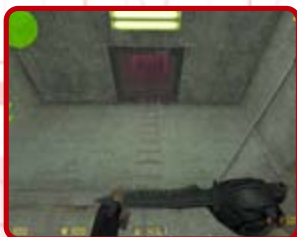
- **Easy Challenge:** You must kill an enemy with a sniper rifle.
- **First Normal Challenge:** You must kill 5 enemies.
- **Second Normal Challenge:** You must kill an enemy with a sniper rifle.
- **Third Normal Challenge:** You must win a round in less than 75 seconds.
- **First Hard Challenge:** You must kill 7 enemies.
- **Second Hard Challenge:** You must kill 2 enemies with a Schmidt Scout and survive the round.
- **Third Hard Challenge:** You must win a round in less than 60 seconds.
- **First Expert Challenge:** You must kill 10 enemies.
- **Second Expert Challenge:** You must kill 2 enemies with headshots with a Schmidt Scout and survive the round.
- **Third Expert Challenge:** You must win a round in less than 45 seconds.



Prodigy is a good-sized level, mostly made up of tight corridors, hallways, and rooms of various shapes and sizes. Your team begins each round at

Bomb Site B. Knowing your way around this level gives you a huge advantage, especially if you learn the fastest routes between Bomb Sites A and B (this

also helps you to accomplish the difficult "Time Limit" Challenges). Since there are few open spaces in this level, shotguns are very effective—though there's nothing wrong with packing an assault rifle, which is perfect for those long, defensible hallways.



A network of tall, red air ducts allows you to move quickly about the level. These air ducts have many exits, but you must use the ladders at Bomb Sites A and B in order to enter them. Navigating this level is much easier once you get good at moving through the air ducts, so give them a try.



The long, crate-filled hallway near Bomb Site B is a great spot to set up camp and pick off a few Terrorists, especially when attempting the "Kill"

Challenges that require the use of a Schmidt Scout. Purchase a rifle and stand behind a crate at the start of the round. Pick off Terrorists at the other end of the hall, ducking behind a crate or falling back when necessary.



The set of stairs at the opposite end of the dark, crate-filled hallway takes you through several short hallways and small rooms. Follow the signs and you'll

eventually end up at an upper balcony that overlooks Bomb Site A. This is another great place for rifles, and a good spot to watch over the bomb Site.

## SECOND TOUR OF DUTY

### MISSION 4: TIDES



**Mission Objective:** Prevent a Terrorist Bombing!

- **First Easy Challenge:** You must kill an enemy with a shotgun.
- **Second Easy Challenge:** You must win a round in less than 90 seconds.
- **First Normal Challenge:** You must kill 6 enemies.
- **Second Normal Challenge:** You must kill an enemy with a shotgun.
- **Third Normal Challenge:** You must win a round in less than 75 seconds.
- **First Hard Challenge:** You must kill 8 enemies.
- **Second Hard Challenge:** You must kill 5 enemies with a Leone YG1265 Auto Shotgun.
- **Third Hard Challenge:** You must win a round in less than 60 seconds.
- **First Expert Challenge:** You must kill 12 enemies.
- **Second Expert Challenge:** You must kill 5 enemies with a Leone YG1265 Auto Shotgun without dying.
- **Third Expert Challenge:** You must win a round in less than 45 seconds.



Tides is a compact fortress with several rooms, hallways, and courtyards. Your team begins each round at Bomb Site B. Long-range primary

# CHAPTER 5: CONDITION ZERO: TOUR OF DUTY

weapons, such as a sniper rifle, machine gun, or assault rifle, work well. Since this level is small, the enemy is aggressive and comes at you quickly. Accuracy, awareness, and a large team of skilled operatives help get you through this exciting mission.



Head up the steps from the starting point and run through the central doorway and the short series of hallways that follow. You come out at the

upper walkways of a courtyard, where Bomb Site A is located. This is a good location to camp with a rifle, allowing you to quickly access and effectively defend both Bomb Sites against the Terrorists.



If from the starting point you take the hallway to the left of the central doorway, you come to a similar courtyard—don't get these two areas mixed up.



This is another good place to set up camp and pick off enemies as they approach. If your teammates tell you the Terrorists are

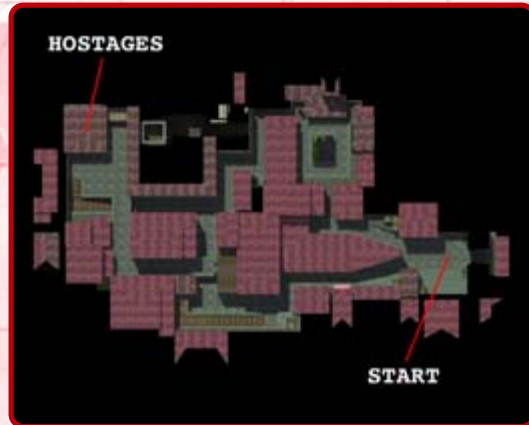
moving to Bomb Site A, run toward the large double doors of the upper walkway, take a right, and move quickly through the dark hallways to reach bomb site A with speed.



The level's dark hallways are great places for those who are attempting to beat the difficult "Kill" Challenges that

require the Leone YG1265 Auto Shotgun. Set up camp in a dark corner or behind some decent cover and blast any Terrorist that runs past. This is a good way to beat the "Time Limit" Challenges as well, but you'll want to carry a decent pistol as a secondary weapon in case you're caught in an open courtyard.

## MISSION 5: ITALY



**Mission Objective:** Rescue the Hostages!

- **First Easy Challenge:** You must kill an enemy with a sniper rifle.
- **Second Easy Challenge:** You must rescue a hostage.
- **First Normal Challenge:** You must kill 6 enemies.
- **Second Normal Challenge:** You must kill 2 enemies with a sniper rifle.
- **Third Normal Challenge:** You must rescue 4 hostages.
- **First Hard Challenge:** You must kill 2 enemies with a Night Hawk .50C.
- **Second Hard Challenge:** You must kill 4 enemies with a Magnum Sniper Rifle.
- **Third Hard Challenge:** You must rescue all of the hostages.
- **First Expert Challenge:** You must kill 6 enemies with headshots with an ES Five-Seven.
- **Second Expert Challenge:** You must kill 6 enemies with a Magnum Sniper Rifle.
- **Third Expert Challenge:** You must rescue all of the hostages.



Italy is a medium-sized level wherein you must rescue hostages from a group of skilled Terrorists who are packing serious firepower.

Spend a few rounds familiarizing yourself with Italy's layout before you go for the wins. Pick a versatile weapon that can be used effectively from long range or in close quarters. If you're attempting to clear the more difficult "Kill" Challenges, purchase a Magnum Sniper Rifle and the proper pistol for the Challenge instead.



The shortest route to where the hostages are being held is found by running up the street to the right from your team's starting position and cutting through the small village square.

You may encounter Terrorists along the way, so be prepared to stop and fight. You're close to the hostages and their Terrorist captors when you hear opera music coming from a wooden building located at a distant corner of the city.



The Terrorists have holed up in a highly-defensible building (the one with the opera music), and there's at least one sniper guarding the building's perimeter.

Take out the sniper first, then carefully head into the building to extract the hostages. Order your teammates to "fall back" as you charge out of the building with the hostages; they'll cover you.



The long streets leading toward the hostage building are perfect spots to pick off Terrorists with a sniper rifle. These are also some of the best

places to rack up kills for the more difficult "Kill" Challenges.



Sneak into the second floor of the hostage building by jumping up the crates that are stacked next to it. The jump into the building's second-floor window is tricky; you need to press the "Duck" key while jumping toward the windowsill in order to land on it and climb inside.

## MISSION 6: INFERNO



**Mission Objective:** Prevent a Terrorist Bombing!

- **Easy Challenge:** You must kill an enemy with a pistol.
- **First Normal Challenge:** You must kill 6 enemies.
- **Second Normal Challenge:** You must kill an enemy with a pistol.
- **Third Normal Challenge:** You must kill an enemy with a sniper rifle.
- **First Hard Challenge:** You must kill 8 enemies.
- **Second Hard Challenge:** You must kill 3 enemies with a Krieg 550 Commando without dying.
- **Third Hard Challenge:** You must kill a flashbang-blinded enemy.
- **First Expert Challenge:** You must kill 12 enemies.
- **Second Expert Challenge:** You must kill 3 enemies with headshots with a Krieg 550 Commando without dying.

# CHAPTER 5: CONDITION ZERO: TOUR OF DUTY

- **Third Expert Challenge:** You must kill a flashbang-blinded enemy and survive the round.



Inferno places your team on the streets and alleyways of an old, decrepit town that's been overrun by Terrorist madmen. Your team begins each round

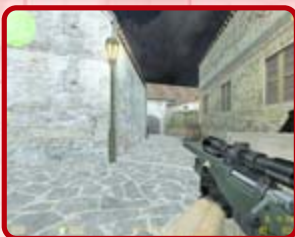
between the two bomb sites, forcing you to rush to one or the other in order to defend against the Terrorist bomber. This level features several long, open roads—perfect areas for sharp-shooting Counter-Terrorists to strut their stuff. Take this into account while assembling your team of specialists and purchasing your primary weapon for the mission.



Both bomb sites feature plenty of cover to hide behind. Bomb Site B can be defended from elevated balconies. Use these environmental objects to your advantage and set up camp at one of the Bomb Sites, waiting for the Terrorists to arrive. Sniper rifles are very effective in these



areas, so completing the “Kill” Challenges that require the use of sniper rifles are made a bit easier. Try blinding the Terrorists with a Flashbang grenade as they close in for easier kills—this is especially helpful when attempting to complete “Kill” Challenges that require enemies to be blinded when shot down.



The city's lengthy roads are good spots to build up sniper rifle kills as well. When defending one of the long streets, be sure

to set up camp in a defensible location; one that allows you to fall back to safer ground if the enemy begins to swarm in.

## THIRD TOUR OF DUTY

### MISSION 7: DUST II



**Mission Objective:** Prevent a Terrorist Bombing!

- **First Easy Challenge:** You must kill 2 enemies with a sniper rifle.
- **Second Easy Challenge:** You must win a round in less than 90 seconds.
- **First Normal Challenge:** You must kill 7 enemies.
- **Second Normal Challenge:** You must kill 2 enemies with a sniper rifle without dying.
- **Third Normal Challenge:** You must win a round in less than 75 seconds.
- **First Hard Challenge:** You must kill 9 enemies.
- **Second Hard Challenge:** You must kill 3 enemies with a Magnum Sniper Rifle without dying.
- **Third Hard Challenge:** You must win a round in less than 60 seconds and survive the round.
- **First Expert Challenge:** You must kill 14 enemies.
- **Second Expert Challenge:** You must kill 5 enemies with a Magnum Sniper Rifle without dying.
- **Third Expert Challenge:** You must win a round in less than 45 seconds and survive the round.



Dust II features a different layout than its predecessor, but it's still a small level and the two bomb sites are still very close to one another. Any weapon can be

used effectively here due to the wide clearings and tight corridors, but long-range and sniper rifles often prove to be the most useful weapons, especially the latter. Your team begins each round between the two bomb sites, so run to one or the other and take cover. Listen to radio chatter and be ready to ambush the Terrorist bomber. Stay close to the bomb sites as you defend against the aggressive Terrorist force.



Both of the bomb sites feature good areas to set up camp, but Bomb Site B is a bit easier to defend. Take up position at Bomb Site B at the start of the round,

keeping a careful watch over the entrance to the dark hallway from which the Terrorists usually emerge. The only downside is that you cannot easily retreat from Bomb Site B.



The Terrorists can't reach Bomb Site A as quickly as they can Bomb Site B, but they can enter Bomb Site A from several different locations, which can make

the site difficult to defend. There's enough cover at Bomb Site A, so purchase your long-range weapon of choice and set up camp in an area that gives you a good view of any approaching Terrorists.



If you're playing to beat a difficult "Time Limit" Challenge, forget about defending the Bomb Sites and enter the double doors near

the starting location instead. The Terrorists often approach from the higher ground up the long, sloping street beyond the double doors—camp near the large crate and duck behind it when necessary as you pick off Terrorists from long-range. Keep in mind that you can always fall back behind the double doors if you're about to be overrun.

## MISSION 8: MILITIA



**Mission Objective:** Rescue the Hostages!

- **First Easy Challenge:** You must kill 2 enemies with a shotgun.
- **Second Easy Challenge:** You must rescue a hostage.
- **First Normal Challenge:** You must kill 7 enemies.
- **Second Normal Challenge:** You must kill 2 enemies with a shotgun without dying.
- **Third Normal Challenge:** You must rescue 4 hostages.
- **First Hard Challenge:** You must kill 9 enemies.
- **Second Hard Challenge:** You must kill a flashbang-blinded enemy and survive the round.
- **Third Hard Challenge:** You must rescue all of the hostages.
- **First Expert Challenge:** You must kill 14 enemies.
- **Second Expert Challenge:** You must kill a flashbang-blinded enemy and survive the round.
- **Third Expert Challenge:** You must rescue all of the hostages.

# CHAPTER 5: CONDITION ZERO: TOUR OF DUTY



Militia starts you off in a rocky, mountainous area that surrounds a small military base. This is a hostage-rescue situation and you must infiltrate

the base. Militia is a great game because there are so many different ways to enter the base—you can charge the front door, sneak around the side, drop in through the skylights on the roof, or use the dark sewage tunnels that run underground if enemy snipers are keeping watch over the base's perimeter. The Militia level features an assortment of large clearings, long underground tunnels, and tight spaces inside the military base, so any weapon may be used effectively here. You've got plenty of options, so come up with your own plan for storming the base, one that suits your unique style of Counter-Terrorism.



Approaching the military base where the hostages are being held is always dangerous. Terrorist snipers often wait to pick you off if you carelessly charge the front door.



The plentiful sewage tunnels allow you to sneak up to the base, but you may encounter Terrorist guards in the tunnels, where

there's very little protection against enemy fire. Shoot first and ask questions later in these dark tunnels.



Securing the area in front of the military base opens up several options. You can now enter the base through the front door, climb the ladder to the left and



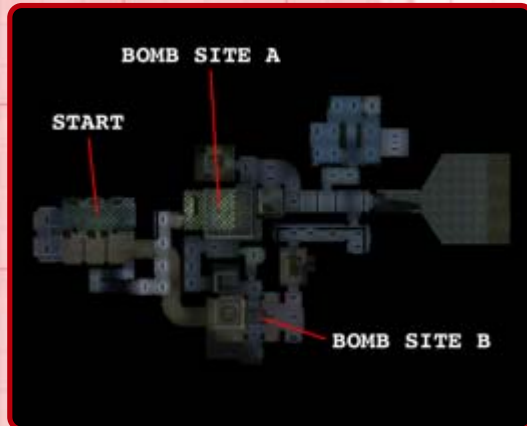
reach the roof and upper floors of the building, or sneak around the right side of the base and enter through the back door.



The hostages are being held inside the base, and are found near the rear of the building. There are bound to be Terrorists lying in wait, so blind

them with a flashbang and cut them down as you move through the base. The Leone YG1265 Auto Shotgun works wonders inside the confines of this dark building, making it a great place to beat the "Kill" Challenges that require the use of a shotgun. Order your team to "fall back" as you exit the base with the hostages so they can cover your retreat.

## MISSION 9: STADIUM



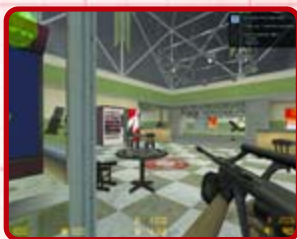
**Mission Objective:** Prevent a Terrorist Bombing!

- **First Easy Challenge:** You must kill 2 enemies with a Bullpup.
- **Second Easy Challenge:** You must win a round in less than 90 seconds.
- **First Normal Challenge:** You must kill 7 enemies.
- **Second Normal Challenge:** You must kill 2 enemies with a shotgun without dying.

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MISSION 8: MILITIA / MISSION 9: STADIUM

- **Third Normal Challenge:** You must win a round in less than 75 seconds.
- **First Hard Challenge:** You must kill 9 enemies.
- **Second Hard Challenge:** You must kill 3 enemies with a Bullpup without dying.
- **Third Hard Challenge:** You must win a round in less than 60 seconds.
- **First Expert Challenge:** You must kill 14 enemies.
- **Second Expert Challenge:** You must kill 5 enemies with an ES Five-Seven without dying.
- **Third Expert Challenge:** You must win a round in less than 45 seconds and survive the round.



Stadium is a small, enclosed area, and its tight spaces and long corridors allow any weapon to be used effectively. Your team begins in an

area between the two Bomb Sites, forcing you to move quickly and get your team into a defensive position before the Terrorist bomber shows up. Since this area is fairly small, you'll encounter the Terrorists a few short seconds after reaching either Bomb Site.



The stadium's "kitchen" and "lobby" areas are its two bomb sites. Heading up the stairs and running down the long, curvy hallway is the shortest route to the lobby bomb site, which is Bomb Site B. Purchase a long-range weapon if you're going to defend the lobby, and ready it as soon as you reach that



bomb site. The Terrorists usually reach the lobby just a few seconds after you do, so take cover and make accurate, long-range shots to pick them off.



Ignoring the stairs and taking the hallway near the starting position eventually brings you to the kitchen area, which is Bomb Site A. The kitchen bomb site is a tight, dangerous area where intense firefights always break out, but there's an abundance of cover to hide behind and many ways to

retreat from the room if your health is low. Crouch down and move from one defensive location to the next, watching carefully and firing on any Terrorist you see. This is the best route to take when you're attempting to complete the mission's difficult "Time Limit" Challenges.

## FOURTH TOUR OF DUTY

### MISSION 10: CHATEAU



**Mission Objective:** Prevent a Terrorist Bombing!

- **Easy Challenge:** You must kill 2 enemies with an M249.

# CHAPTER 5: CONDITION ZERO: TOUR OF DUTY

- **First Normal Challenge:** You must kill 8 enemies.
- **Second Normal Challenge:** You must kill 3 enemies with an M249.
- **First Hard Challenge:** You must kill 10 enemies.
- **Second Hard Challenge:** You must kill a flashbang-blinded enemy and survive the round.
- **Third Hard Challenge:** You must kill 3 enemies with an M249 without dying.
- **First Expert Challenge:** You must kill 16 enemies.
- **Second Expert Challenge:** You must kill a flashbang-blinded enemy and survive the round.
- **Third Expert Challenge:** You must kill 5 enemies with an M249 without dying.



Chateau is a large compound with many rooms, hallways, and open clearings. The numerous windows of the Chateau can be

shot out and used as crafty entrances to quickly reach different areas of the building. The Terrorists in this mission are well-trained and enjoy working together, often traveling as a lethal unit.

The two bomb sites can be difficult to defend because there are many ways to access them, but at least there's no shortage of cover. Your team begins each round just outside of the Chateau—stick close to your buddies and follow the plaques on the Chateau's walls to quickly reach the bomb sites, then defend them with powerful, accurate, long-range weaponry.

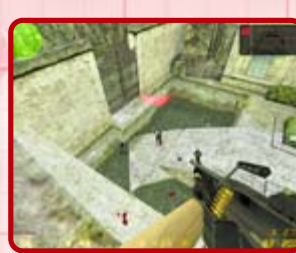


Many of the Chateau's "Kill" Challenges require you to use an M249 machinegun, which is a great weapon for the level. You can't run very fast with the

M249, so equip the Knife or grenade at the start of each round. Head for one of the bomb sites and take up a defensive position.



Bomb Site B is a square-shaped room of the Chateau with an upper balcony. It's closer to your team's starting position than Bomb Site A. Run up the steps and defend



Bomb Site A is a good-sized outdoor courtyard that's difficult to defend from the ground. The Chateau surrounds the bomb site, providing you with many excellent camping spots. Shoot out one of the windows on the first or second floors and defend the Bomb Site from above. Step away from the window if you begin to draw enemy fire and move to another one.



You can easily blind enemies with a flashbang when they arrive at a bomb site, making those types of "Kill" Challenges less of a chore. Take up position at either bomb site as described above, and toss the grenade down at the Terrorists when they move to plant the bomb. Pick off the blinded Terrorists with a long-range weapon, then quickly fall back and wait for the round to end.

## MISSION 11: HAVANA

**Mission Objective:** Rescue the Hostages!

- **First Easy Challenge:** You must kill 2 enemies with a pistol.
- **Second Easy Challenge:** You must rescue a hostage.
- **First Normal Challenge:** You must kill 8 enemies.
- **Second Normal Challenge:** You must kill 2 enemies with a Night Hawk .50C.



- **Third Normal Challenge:** You must rescue 4 hostages.
- **First Hard Challenge:** You must kill 10 enemies.
- **Second Hard Challenge:** You must kill an enemy with a Knife.
- **Third Hard Challenge:** You must rescue all of the hostages.
- **First Expert Challenge:** You must kill 16 enemies.
- **Second Expert Challenge:** You must kill an enemy with a Knife and survive the round.
- **Third Expert Challenge:** You must rescue all of the hostages.



Havana is a hostage-situation game that takes place at a large, run-down concrete building and its surrounding streets and alleyways. As

with previous hostage situations, your team begins each round outside the main structure, and you must carefully work your way inside, eliminating any Terrorists who have taken up defensive positions within. Any weapon can be used effectively in this game, as there are many tight hallways, stairwells, and a few open clearings. Select a team of highly-trained operatives for this delicate mission—your teammates must respond to your commands, so make sure they have high ratings in **Co-op**.



You can take three main routes toward the central courtyard, beyond which the hostages are being held. Each route is marked with a numbered plaque on the wall. The route marked as "1" brings you to the courtyard from the left side, and route "2" allows you to approach the courtyard from the middle.



The route marked as "3" takes you on a longer trip around the right side of the area, which is an open street that's often guarded by a Terrorist or two. Pick off any enemies from long-range and then enter the courtyard from the right side. This is a good route to take if you're going for the "Kill" Challenges that



require the use of a pistol (be sure to purchase a Tactical Shield for these Challenges as well).



There's a shortcut to the hostages. From route "3," look for a pipe you can climb up in the back alley. Climb the pipe and walk across the tiny ledge, jumping onto

the nearby wooden planks to reach the hostages in sneaky fashion.



The courtyard area is very dangerous, so don't hang around there for very long. Move quickly through the courtyard, running up the curved steps

to reach the upper floors of the building beyond, where the hostages are being held. Duck for cover if you're caught up in enemy crossfire—the covered gazebo is a good place to lay low for a few seconds. Follow your radar toward the hostages and bring them back to the extraction point as fast as possible.

## MISSION 12: COBBLESTONE



**Mission Objective:** Prevent a Terrorist Bombing!

- **First Easy Challenge:** You must kill 2 enemies with a Tactical Shield.
- **Second Easy Challenge:** You must win a round in less than 90 seconds.
- **First Normal Challenge:** You must kill 8 enemies.
- **Second Normal Challenge:** You must kill 3 enemies with a Tactical Shield.
- **Third Normal Challenge:** You must win a round in less than 75 seconds.
- **First Hard Challenge:** You must kill 10 enemies.
- **Second Hard Challenge:** You must kill 3 enemies with a Tactical Shield without dying.
- **Third Hard Challenge:** You must win a round in less than 60 seconds and survive the round.

- **First Expert Challenge:** You must kill 16 enemies.
- **Second Expert Challenge:** You must kill 5 enemies with a Tactical Shield without dying.
- **Third Expert Challenge:** You must win a round in less than 45 seconds and survive the round.



Cobblestone is a fast-paced mission because it takes place on the wide walkways and open courtyards of a small, outdoor facility. You face a hefty number of

Terrorists in this game, so be sure you've got a large team of well-trained operatives watching your back. The two bomb sites are right next to each other—your team begins each round at Bomb Site A, and Bomb Site B is a short run from there. Shotguns can be used effectively in the dark hallways, but an accurate long-range weapon is usually your best bet when defending the open bomb sites.



Run through the double doors to the right of the starting area as soon as the round begins to reach Bomb Site B and take up a defensive position there. The Terrorists enter from the dark hallway up the steps, so keep a careful watch and pick them off as they run out of the hallway.



Alternatively, run through the dark hallway opposite the double doors and camp there to get the drop on any Terrorists that move toward Bomb Site A. Fall back if the Terrorists begin to swarm the hallway and quickly find a good spot to camp and defend Bomb Site A.



Many of this mission's "Kill" Challenges require the use of the Tactical Shield. Purchase your pistol of choice to use with the Tactical Shield and try for

long-range headshots. Bring the Tactical Shield up whenever you begin to draw heavy fire. If you run out of ammo, back off with the shield in front of you and find some cover so that you may reload your weapon without taking damage.



The Magnum Sniper Rifle is helpful when attempting to complete the difficult "Time Limit" Challenges because one shot brings down any target. Get behind

some cover and use the Magnum Sniper Rifle from long range to pick off Terrorists as your teammates lay down covering fire.

## FIFTH TOUR OF DUTY

### MISSION 13: AZTEC



**Mission Objective:** Prevent a Terrorist Bombing!

- **First Easy Challenge:** You must kill 3 enemies.

- **Second Easy Challenge:** You must kill 2 enemies with a Magnum Sniper Rifle.
- **Third Easy Challenge:** You must win a round in less than 90 seconds.
- **First Normal Challenge:** You must kill 9 enemies.
- **Second Normal Challenge:** You must kill 3 enemies with a Magnum Sniper Rifle.
- **Third Normal Challenge:** You must win a round in less than 75 seconds.
- **First Hard Challenge:** You must kill 12 enemies.
- **Second Hard Challenge:** You must kill 3 enemies with a Schmidt Scout without dying.
- **Third Hard Challenge:** You must win a round in less than 60 seconds and survive the round.
- **First Expert Challenge:** You must kill 18 enemies.
- **Second Expert Challenge:** You must kill 5 enemies with headshots with a Schmidt Scout without dying.
- **Third Expert Challenge:** You must win a round in less than 45 seconds and survive the round.



Aztec is a good-sized level of long hallways and wide clearings set in an ancient temple. Your team starts out in an area between the two bomb sites; closer to

Bomb Site A. Snipers excel at this level, so either select a sniper as a teammate or purchase a sniper rifle for yourself at the beginning of the round. If you're not the sniper type, make sure you at least pick up an accurate long-range weapon. Try to stay away from the lower, watery areas of the level and focus on defending the bomb sites instead.



The wooden bridge just beyond Bomb Site A is a great place to set up camp and pick off unsuspecting Terrorists as they cross the bridge or

# CHAPTER 5: CONDITION ZERO: TOUR OF DUTY



run through the swampy area below it. If necessary, you can quickly reach Bomb Site B by heading through the wide archway at Bomb Site A.



Bomb Site B is a wide-open area that can be difficult to defend when a large group of Terrorists move in to attack. The Terrorists usually

approach from the far set of double doors across, so find some cover and keep a steady watch, picking them off as they move into view.



Many of Aztec's "Kill" Challenges require the use of a sniper rifle, which is a perfect weapon for the level. The Schmidt Scout is largely ineffective

unless you score headshots, so zoom in and aim high. Sniper rifles also tend to drop Terrorists quickly, allowing you to complete the "Time Limit" Challenges as you go.

## MISSION 14: DOWNED

**Mission Objective:** Rescue the Hostages!

- **First Easy Challenge:** You must kill 3 enemies.
- **Second Easy Challenge:** You must kill 2 enemies with a Clarion 5.56.
- **Third Easy Challenge:** You must rescue a hostage.
- **First Normal Challenge:** You must kill 9 enemies.
- **Second Normal Challenge:** You must kill 3 enemies with a Clarion 5.56.
- **Third Normal Challenge:** You must rescue 4 hostages.
- **First Hard Challenge:** You must kill 12 enemies.



- **Second Hard Challenge:** You must kill 3 enemies with a Clarion 5.56 without dying.
- **Third Hard Challenge:** You must rescue all of the hostages.
- **First Expert Challenge:** You must kill 18 enemies.
- **Second Expert Challenge:** You must kill 5 enemies with headshots with a Clarion 5.56 without dying.
- **Third Expert Challenge:** You must rescue all of the hostages.



In the Downed mission, a plane full of friendlies has crashed in a jungle area. Terrorists have captured the four surviving crew members and are

holding them hostage at the abandon mines located deep within the jungle. The enemy has also fortified the small, run-down village near the mines. There are several highly trained Terrorists to deal with in the Downed scenario, so select a large team of skilled operatives to assist you in this mission.



Your goal is to infiltrate the mines and bring the hostages back to safety. You must either travel through the abandon village or past the crashed



airplane to reach the mines. The route through the village usually brings you into contact with a few Terrorists—move quickly through this area, using the dilapidated buildings as cover when necessary.



The mines are a collection of narrow tunnels and tiny rooms, so shotguns and grenades are very effective. The hostages are located in different rooms and their Terrorist captors are set up to defend them. Don't charge carelessly through the mines; move with precision and stay alert. Try to sneak up on the first Terrorist or two, but expect them to swarm in shortly after shots are fired.



Many of the "Kill" Challenges demand that you use a Clarion 5.56 rifle, which is a solid weapon for Downed. The more difficult versions of these Challenges demand that you kill a certain number of enemies without dying. The safest way to do that is to hang back and pick off Terrorists from a distance, letting your teammates draw their fire. Heading through the rundown village often allows you to pick up a few quick kills en route to the mines.

The expert version of this Challenge requires you to kill enemies with headshots. Try switching to the Clarion's "burst fire" setting for better accuracy and easier headshots.

### MISSION 15: AIRSTrip

**Mission Objective:** Prevent a Terrorist Bombing!

- **First Easy Challenge:** You must kill 3 enemies.



- **Second Easy Challenge:** You must kill 2 enemies with a Tactical Shield.
- **First Normal Challenge:** You must kill 9 enemies.
- **Second Normal Challenge:** You must kill 3 enemies with a Tactical Shield.
- **First Hard Challenge:** You must kill 12 enemies.
- **Second Hard Challenge:** You must kill 5 enemies with a Tactical Shield without dying.
- **Third Hard Challenge:** You must kill 2 enemies with a Krieg 550 Commando and survive the round.
- **First Expert Challenge:** You must kill 18 enemies.
- **Second Expert Challenge:** You must kill 5 enemies with headshots with a Tactical Shield without dying.
- **Third Expert Challenge:** You must kill 2 enemies with headshots with a Krieg 550 Commando and survive the round.



The Airstrip is a good-sized level with many wide clearings and a few narrow, winding pathways. There isn't much cover along the trails, but their dense vegetation serves as effective camouflage. Your team starts each round at Bomb Site B. A large wooden bridge connects the two bomb sites, both located in large clearings littered with crates and other objects you can duck behind for cover.

A strong defensive game is your best bet at the Airstrip, considering the high defensibility of the bomb sites. A sniper rifle works wonders in this level, but any long-range firearm will serve you well.



There are two different ways of reaching the wooden bridge area from your starting location (Bomb Site B). You can take the main trail that leads directly to the bridge, or sneak through the sewage pipe to pop out below the bridge.



Hang around the bridge area and get into position so that you may fire on the Terrorists as they approach from the lower trail. This is a good spot to accumulate quick and easy kills for the various "Kill" Challenges of the mission—fall back to the highly-defensible Bomb Site B if you've taken serious damage to avoid being killed.



Cross the wooden bridge and run to Bomb Site A after you've secured the bridge area. The Terrorists usually try to plant the bomb at Bomb

Site A, which is a large, open area surrounded by small buildings. There's plenty of cover for you to utilize at this bomb site—find a good camping spot and drop each Terrorist that enters the clearing from a distance.

## SIXTH TOUR OF DUTY

### MISSION 16: PIRANESI



**Mission Objective:** Prevent a Terrorist Bombing!

- **First Easy Challenge:** You must kill 5 enemies.
- **Second Easy Challenge:** You must kill 3 enemies with an M249.
- **First Normal Challenge:** You must kill 10 enemies.
- **Second Normal Challenge:** You must kill 3 enemies with an M249.
- **First Hard Challenge:** You must kill 15 enemies.
- **Second Hard Challenge:** You must kill 5 enemies with an M249 without dying.
- **Third Hard Challenge:** You must kill an enemy with an HE grenade.
- **First Expert Challenge:** You must kill 20 enemies.
- **Second Expert Challenge:** You must kill 5 enemies with an M249 without dying.
- **Third Expert Challenge:** You must kill an enemy with an HE grenade and survive the round.

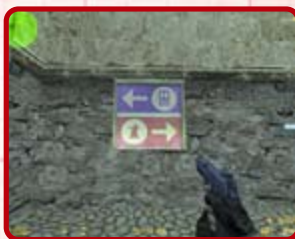


Piranesi is set at the open roads and large courtyards of a massive city, where long-range weaponry is very effective. Your team begins each round in a tiny area

between the two bomb sites. The bomb sites in this level are similar: located in separate outdoor

courtyards on small, stone landings at the top of short flights of steps. These bomb site courtyards are great places for snipers to set up camp and pick off Terrorists as they enter the area, so including a sniper in your team of Counter-Terrorists is a sound strategy for this mission.

Piranesi is a large level, and it's easy to become lost in it at first. Avoid traveling far out in search of the Terrorists; remain close to the bomb sites and let the enemies come to you, cutting them down as quickly as possible. This doubles as effective strategy for clearing the "Kill" Challenges that require the use of the M249 machinegun.



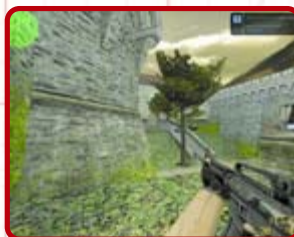
This level becomes much easier once you learn to recognize and follow the colored signs and flags on the walls of the city. The **red** signs will lead you to Bomb Site A; **yellow** signs direct you toward Bomb Site B.



There are many elevated areas to explore in Piranesi. It takes a bit longer to reach these areas, as you've got to make your way through cluttered, confusing buildings. Once you're in position, however, they give you a better angle at the action in the streets and courtyards below. Try tossing HE grenades at enemies below to complete those "Kill" Challenges.



Bomb Site B is closer to your starting position than Bomb Site A. You can reach Bomb Site B quickly and set your team up well before the enemy arrives, but avoid camping behind wooden barrels that shatter when hit by gunfire. If your teammates tell you that the bomber is heading for Site A, run back toward the starting position and cut across the street, following the red signs as you go.



Bomb Site A can be difficult to defend from the ground due to the upper balconies of the nearby building—Terrorist snipers just love firing on you from

these elevated areas. Fortunately, you can greatly reduce the chances of being picked off by these sneaky snipers if you camp right next to the building.

### MISSION 17: FASTLINE



**Mission Objective:** Prevent a Terrorist Bombing!

- **First Easy Challenge:** You must kill 5 enemies.
- **Second Easy Challenge:** You must kill 3 enemies with a submachine gun.
- **First Normal Challenge:** You must kill 10 enemies.
- **Second Normal Challenge:** You must kill 3 enemies with an ES C90.
- **First Hard Challenge:** You must kill 15 enemies.
- **Second Hard Challenge:** You must kill 5 enemies with an ES C90 without dying.
- **Third Hard Challenge:** You must kill a flashbang-blinded enemy and survive the round.
- **First Expert Challenge:** You must kill 20 enemies.
- **Second Expert Challenge:** You must kill 5 enemies with headshots with an ES C90 without dying.
- **Third Expert Challenge:** You must kill a flashbang-blinded enemy and survive the round.

# CHAPTER 5: CONDITION ZERO: TOUR OF DUTY



Fastline takes place in an abandoned subway station. Your team begins each round at the train bomb site, which is just a short distance from the bomb site near the escalators. Any weapon can be used effectively at Fastline due to the wide variety of open areas and tight hallways. An extra sniper in your team of long-range combat specialists might improve your odds at repelling the Terrorists when they charge through the lobby.



This dangerous environment, because of the abundance of ventilation shafts and crawlspaces, allows the Terrorist bomber to sneak around undetected. For the most part, avoid entering the ventilation shafts since you can travel between both Bomb Sites quickly without them.



You come to the station lobby if you take a right past the steps from starting position. You often face a swarm of Terrorists that emerge from the hallway directly across the lobby—a powerful, accurate long-range weapon comes in handy here. Find some cover and pick off as many Terrorists as you can, falling back toward the starting position if necessary.



Head to the left up the steps from the starting position and follow the short hallway to reach the escalator bomb site. This is a smaller area

than the lobby; it's a good location to rack up kills with a submachine gun during those types of "Kill" Challenges. Take up a defensive position behind one of the thick pillars as you fire on the Terrorists, and watch out for enemies that drop in from the nearby ventilation shaft in the ceiling.



It is imperative that you take into account the ES C90's strong recoil when attempting to clear those types of difficult "Kill" Challenges. Crouch down and fire in short, controlled bursts to keep your crosshairs small. Landing headshots can be difficult with this weapon, but are made easier if you find a dark, defensible spot to ambush the enemy (such as ventilation shafts). Run away if you become badly wounded and wait out the start of the next round.

## MISSION 18: TORN



**Mission Objective:** Prevent a Terrorist Bombing!

- **First Easy Challenge:** You must kill 7 enemies.
- **Second Easy Challenge:** You must kill 3 enemies with a sniper rifle.
- **First Normal Challenge:** You must kill 15 enemies.
- **Second Normal Challenge:** You must kill 3 enemies with a Krieg 550 Commando.

- **Third Normal Challenge:** You must kill a flashbang-blinded enemy.
- **First Hard Challenge:** You must kill 20 enemies.
- **Second Hard Challenge:** You must kill 5 enemies with a Krieg 550 Commando without dying.
- **Third Hard Challenge:** You must kill an enemy with a Knife and survive the round.
- **First Expert Challenge:** You must kill 25 enemies.
- **Second Expert Challenge:** You must kill 5 enemies with headshots with a Krieg 550 Commando without dying.
- **Third Expert Challenge:** You must kill an enemy with a Knife and survive the round.



Torn is a medium-sized level set at a decimated city. Your team begins each round on a small rooftop between the two bomb sites. Long-range weaponry and a

large team of skilled operatives are a must for this challenging mission. You're able to reach the bomb sites much faster than the Terrorists are, so play a defensive game and let the Terrorists come to you.



To quickly reach Bomb Site A, drop off of the rooftop you start out on and run past the picnic table, turning left around the following corner. Turn left again before passing the well and run down the long street to arrive at Bomb Site A. Take up position on the small porch when defending this bomb site, firing on any

enemy that enters through the side hallway.



Bomb Site B is a bit more difficult to find. From the starting location, run down the steps and continue forward down the long street. Round the corner and run down the short flight of steps, then turn left and enter the dark area where Bomb Site B is located. Use the darkness and large pillars to your



advantage when defending this site against the Terrorist bomber.



The atrium area is located between the two bomb sites, and is a good place to camp and pick off several Terrorists. Do this from the upper walkway so

that you may duck down behind the short wall when you need to reload. This is a perfect spot to work on completing many of the difficult "Kill" Challenges for the level, especially the ones that require the use of a sniper rifle.





# CONDITION ZERO: DELETED SCENES

Now that you've played through the Tour of Duty mode, have a look at the game situations or missions that you encounter in *Condition Zero: Deleted Scenes*.

If you've played *Counter-Strike*, you're already familiar with these missions and situations, but the developers have tailored them for the single-player game.

In *Condition Zero*, you are the star, the center of the action. If a bomb needs to be defused, you defuse it, not another player. If hostages need saving, you're the one to do the job.

## BOMB DEFUSING

In *Counter-Strike*, the bomb-defusing maps involve Terrorists trying to plant a C4 explosive at a target. It's the job of CTs either to prevent planting of the bombing by killing all the Terrorists or to defuse a bomb already planted.

Whether you're playing *Counter-Strike* or *Condition Zero*, when you see an object that's ticking or beeping, it's a pretty safe bet that it's a live bomb and ready to blow. You'd better defuse it.



## HOSTAGE RESCUE

Hostage rescue is another game scenario from the original *Counter-Strike*. As a Counter-Terrorist, your job is to save a handful of hostages held captive by Terrorists in various environments.

*Condition Zero: Deleted Scenes* features several missions that require some sort of hostage rescue. You won't necessarily have to escort them to a Hostage Rescue Zone in every mission. Most missions conclude successfully when you neutralize the Terrorist threat.

A key point is to avoid injuring or killing any civilians or hostages. If you kill too many, the mission ends and you have to start over. Remember, you're here to rescue and protect, so watch your fire.

In case you don't know what a civilian looks like, here are some examples:



## THE MISSIONS

Now that you're familiar with the types of missions and situations you come across in *Condition Zero*, test your skill and knowledge in the real world. These are actual missions; human lives are in your hands. But don't worry. You're a well-trained machine.

*Condition Zero: Deleted Scenes* comprises 12 adrenaline-pumping missions set in locales around the world. Each mission starts off with a briefing, either by a commanding officer or another member of your Counter-Terrorist team. The briefing tells you the location, type of mission, and extraction time. Some missions take place during the day, others in the middle of the night.

You're also given your start-of-mission load-out. Additional weapons, armor, and ammo become available as the mission progresses.

### World Map

The World Map mode serves as your information hub for the entire game. From the World Map you can see where each mission takes place in the world and read an overview, what the primary objectives are, and what team is the tactical unit. In addition, it shows what missions haven't been completed.

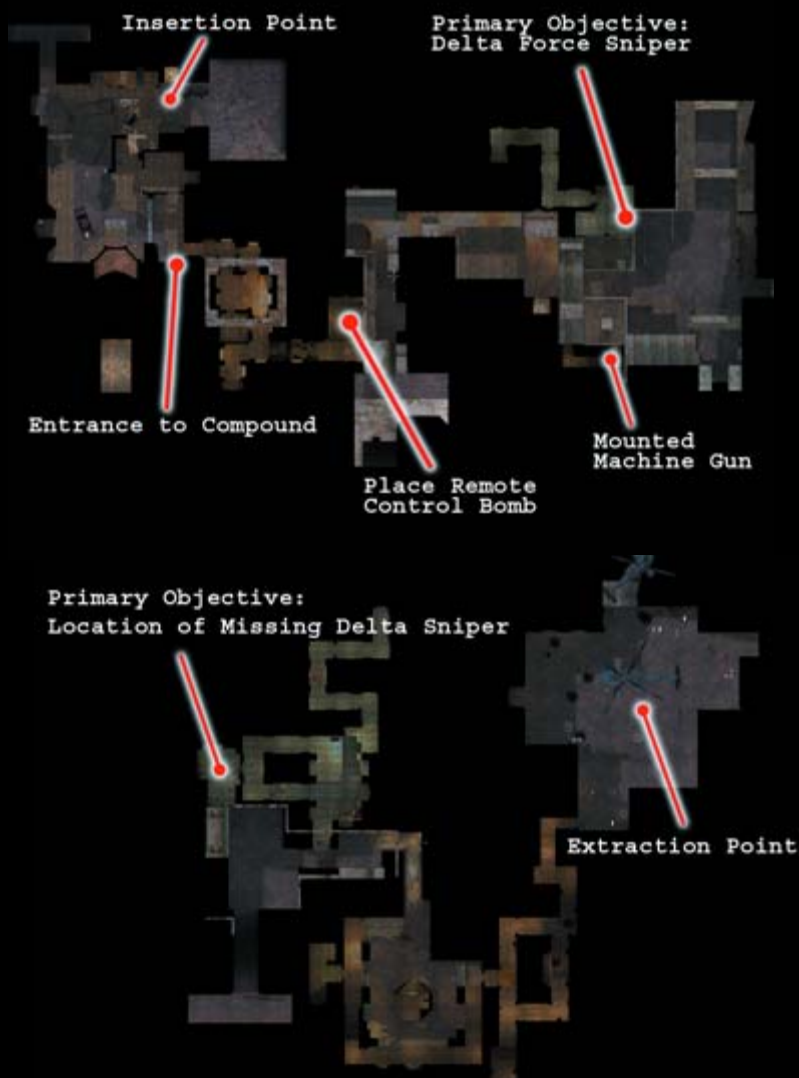
Once you've completed a mission in *Condition Zero*, it becomes unlocked on the World Map (shown by the green colored icon).

This means you can go back and play it as many times as you wish. The missions that haven't been unlocked are represented by an orange icon. Your current mission is shown in blue.

Once you're locked and loaded, your first mission starts. Good luck!



## MISSION 1: RECOIL



### OBJECTIVES

1. Move away from the crash site and locate Bravo team.
2. Meet up with the rest of the team at the extraction point.
3. Neutralize hostiles occupying Landing Zone.
4. Rescue Delta Operator back at his last known location.
5. Get to Evac Landing Zone.

## CHAPTER 6: CONDITION ZERO: DELETED SCENES

You're a member of a U.S. Ranger team on your way to raid a L337 Terrorist camp. On your way to the camp, your Black Hawk helicopter is shot down by RPG fire. The mission begins with you standing beside your downed Black Hawk.

Your primary mission objective is to locate and retrieve any survivors and take them to the extraction point. There is also a Delta Force Operative that you must find. Good luck!

As the mission begins, you're standing beside the crashed Black Hawk. You're told by your commanding officer that multiple hostiles are zeroing in on your position; move from the crash area and rendezvous with Bravo team. With your M4A1 Carbine in hand, walk out and to the right into the open area.



A Terrorist is firing at you. Take him and then turn around. Another Terrorist comes through the door swinging a machete. Kill him and head back to the open area.

As you enter this area, you are attacked from many directions by a handful of Terrorists. Several attack from the front, another from behind a box at the center of the area and of course, a sniper is here, too. Kill them all with your primary weapon then head for the double doors.

As you approach the double doors, make a right and proceed straight (don't worry about those double doors, they were locked). As you run up to the door on your right, it swings open and a grenade is thrown out. Wait till it explodes and then run in and kill the Terrorist behind the door. There is another Terrorist inside attacking from behind a box, kill him too.



After killing the Terrorist, make a right and head inside the next area. As soon as you enter the area, doors to your left swing open, revealing two Terrorists inside. Take them both out. Inside the room is ammo. Pick it up and head out of the room.



To the right of you are two boxes against the wall. Notice they're hiding a hole in the wall. Shoot the boxes to destroy them. Hit the Duck key and crawl through the hole in

the wall. Once on the other side, pick up the Radio Controlled Bombs on the shelf, the ammo on the green crate, and then use the First Aid Kit on the wall. Walk out of the room and to your right.

As soon as you step out of the room, you'll hear an explosion and then see a Terrorist get thrown back. Going right, you run into a couple of Terrorists. Kill them and pick up the First Aid Kit on the ground. Turn around and walk through the newly created hole in the wall into the next area.

Once you enter this new area, Terrorists shoot at you through the barred window. Kill them quickly.

Since all of the doors are locked on this level, you'll have to find another way out. Walk up the wooden plank in the middle of the room to the upper level.



As soon as you reach the top, turn left. On the wall in front of you is a flashing red icon. Walk to it and place a Radio Controlled Bomb there. Step back to a safe distance and set it off with your detonator. If you need to replenish health, there is a First Aid Kit. Walk through the hole you just created to the outside.



Once you step outside onto the ledge, watch for a sniper across the way. Shoot him down before he does you. Jump down and pick up the ammo on top and beside the

wooden box. Be sure to eliminate the Terrorist that runs up on you after you pick up the ammo. Walk down the corridor and make a right turn at the end of it.

There are more Terrorists shooting at your from a distance down the corridor. You can easily take them out by shooting at them with your primary

weapon. Walk straight for a little bit and then turn left. Climb up these pipes to the top.

Once you reach the top, another Terrorist will be up there waiting for you. Take him out. Pick up the First Aid Kit on the ground and the ammo on the green box. Climb down the pipes and head down the corridor.

You are attacked by several Terrorists as you approach the next area. A group is on the ground level near you and another is shooting from above. Watch for grenades. Take them all out with your primary weapon.



As you enter this area, walk through the door on your right. There you find ammo and a First Aid Kit. Replenish your health and walk out and straight. Eliminate the Terrorist in front of you and continue walking straight. You you're attacked by more Terrorists as you approach the next area.

It turns out that these Terrorists were hiding a SCUD missile launcher. As you approach this area, you hear jet fighters flying toward you. Before you know it, bombs are dropped and the SCUD missile is destroyed right before your eyes. Dust the sniper that was guarding the SCUD missile. Once this area is clear, walk straight out and to the right, but be careful, there is a mounted machine gun firing at you.

After you've taken out the Terrorist shooting at you from the mounted machine gun, walk down into the next area. You are attacked by another Terrorist as you approach the lower area. Kill him and then make your way for the open door beside the mounted machine gun. Take out the Terrorist who opened the door and walk inside.



Once inside, pick up the ammo and the three HE grenades in front of you. Use the First Aid Station there as well. Head toward the symbol on the wall and then up

two flights of stairs. Watch out for the Terrorists waiting for you up top. Walk through the door at the very top which leads to the outside.

Here, you're attacked by a few Terrorists—one across the way and two near you. Take them all out and then walk across the small bridge onto the roof of the adjacent building.

There is a door in front of you after crossing the bridge. Open the door and walk through it. Inside is the missing Delta Sniper. On the table in front of you is a General MG 60 Machine gun, ammo and an armor pickup. If you need to, there is a First Aid Station on the wall. Once you're locked and loaded, head out the door into the next area. Your mission now is to get to the extraction point.



Once out the door, follow the interior hallway around. Make a few rights and lefts before getting to an open area where you're fired upon by Terrorists.

Watch for the sniper up top and the Terrorist firing at you from down the long hallway. Follow the hallway around and use the First Aid Station on the wall. Continuing around, you see another First Aid Kit on the ground. Use it if you need to then head out the open doors to the outside.

As soon as you step outside, you'll be fired upon by a sniper to your left. Kill him and proceed straight and around. Watch out for the Terrorist who runs at you as you enter the next area.

Entering this area, a Terrorist sniper will fire at you from the upper right. Kill him and then back your way around to the rear of this area. There you find two more Terrorists firing from above. Kill them and then walk to the front of the tower.



The Delta Sniper informs you that he's going to stay behind and look for additional Terrorist activity. He instructs you to move ahead to the extraction point. If you need to, there

is a First Aid Kit inside the tower. As soon as you walk out, a suicide Terrorist runs at you. shoot him before he blows himself up.

## CHAPTER 6: CONDITION ZERO: DELETED SCENES



Walk to the rear of the tower and look for a small grouping of boxes. They lead to the balcony, but the top of the box is too high to jump to.

If you look to the left of the pile of boxes, you see another box. Jump on it, then turn to face the other boxes. Run and jump to leap the gap. Jump from box to box to get to the second level.

On the second level, proceed to the left and continue down the hall. You must get to the extraction point. You come across a few Terrorists who are no match for you. Continue down the pathway, rounding corners, until you get to a staircase leading down to the extraction point.

You hear your commanding officer say, "The area is too hot. Cannot extract." This is your signal to clear out any remaining Terrorists. A few members of your Ranger squad are in the middle of the open area. Save them if you can, but the mission will not fail if they die. When you've cleared out the Terrorists, retrieve ammo, armor, and health.



After you clear out the Terrorists, your commanding officer tells you they've lost contact with the Delta Sniper. You have to go back and search for him. Now that you're healed and packed with reserve ammo, you have no problem dealing with more Terrorists.

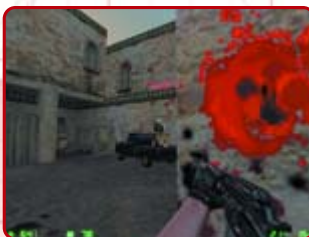
As you head back for the Delta Sniper, you meet up with heavy resistance. Take out this group of Terrorists and continue down the corridor. Head back to the tower where you last saw the Delta Sniper.

Maintaining your present course, you meet up with more Terrorists. Quickly kill them and head out this door. Unfortunately it's blocked by two boxes. Shoot the boxes and then walk out into the open area. The tower (where you last saw the Delta Sniper) is to your right; head to the left.



### •TIP•

Before you reach the two wooden boxes blocking the door, is a door to your left. Open it and take out the Terrorist inside. To your right is a secondary weapon, ammo, and a First Aid Kit.



Two Terrorists fire at you as you head left down the wooden walkway. Eliminate them and continue to run down the corridor.

As you approach the clearing, you see a technical (a truck with a mounted machine gun on it) cruise by you. Don't worry about that just yet. Your immediate concern is the Terrorist to your left who is firing at you. Kill him first, then concentrate on the technical. Don't worry about destroying the gun. Just take out the guy behind it. After you've taken him out, go to the door to the left, which is where the Delta Sniper is being held.



Before you go in to rescue the Delta Force sniper, make sure you're fully loaded. The room has three Terrorists, two in front of you and one behind the door. Rush in and take them out, but be

careful not to kill the Delta Sniper. If he dies, the mission fails.

After the Delta Force sniper thanks you, approach him and press Use to instruct him to follow you. Escort him to the extraction point without getting him killed. There is ammo and a First Aid Station if you need it. When you're ready, take him back to the extraction point.

As soon as you step outside with the Delta Sniper, watch for the sniper up top. Take him out and head for the extraction point. When he's safely there, the mission is completed.

### •TIP•

As you take the Delta Force sniper to the extraction point, periodically check to make sure he's behind you. He's not armed, so he stays back if you're engaging an enemy. But you don't want to make it all the way to the extraction point, turn around, and find he's not there.

## MISSION 2: LOST CAUSE



### OBJECTIVES

1. Use Fiber Optic Camera to locate hostages.
2. Report hostage positions to CNC.
3. Enter compound and provide support to assault team.
4. Clear path for assault team to the docks.
5. Radio for boat extraction once area is secure.

## CHAPTER 6: CONDITION ZERO: DELETED SCENES

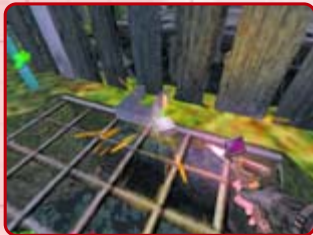
Filipino extremists have captured German nationals and are threatening to kill them if their demands aren't met. A joint German/U.S. operation has been set up to rescue them from the militia's base deep in the jungle of the Philippines.

Your first objective is to sneak under the building and use your Fiber Optic Camera to find the hostages. After this, assist the second Assault team (which is escorting the hostages) by clearing out a route to the docks. Finally, you get a bit of free time to eliminate any Terrorist stragglers before you return to the docks for extraction.

You're up against Guerrilla Warfare in this mission. They are deadly and ruthless. Watch for trip-wire bombs and ambushes. Good luck!

The mission starts outside the Terrorist camp. Remember you have to save those hostages so let's get moving. Since you don't want to startle the guards, the best way in is from underneath.

Walk past the shack in front of you and make your way to the right toward the bamboo trees. As you're walking straight, you notice a metal grate on the ground. Although it is a perfect way to get in, it's locked. You'll have to find a blowtorch to take the lock off.



Turn back around and head for the shack you passed walking in. Walk, do not run, into the shack—there is a guard sleeping inside. Walk to the table and pick up the blowtorch on the table. Turn around and head back to the metal grate. Switch to your blowtorch and press your primary fire button and aim your crosshairs at the lock. After a few seconds, the lock flies off. When the grate opens, jump down. You've broken into the camp!

When you jumped down, you are now waist deep in murky water in a trench that leads underneath a wooden wall. Press Duck and proceed through the trench beneath a large complex above you. You hear the wooden planks above you creak. Don't worry about it. Keep silent and walk forward. Make your way around any obstacles you come to. Do not engage any enemies. You're told when to engage.

Go through the opening at the end of the trench. Now you're beneath the area where the hostages are supposedly kept. You hear creaking above you and the mumble of

conversation. As you walk under the floor, you notice light coming through several cracks. Walk to them, and the Fiber Optic Camera icon appears. Press Primary Fire button to activate your camera, and zoom in with Secondary Fire. Confirm the presence of the hostages.



After you identify the hostages, you see your Radio icon. Switch to your radio and hit the primary fire button. This radios your team members and tells them

where the hostages are being kept. Your first objective is complete.

After you radio your team, you're warned to be on the lookout for threatening enemy activity. Switch to your primary weapon and head up to the building's interior. As you walk toward a wooden ramp that takes you upstairs, get ready to engage several Terrorists. Dispose of them, and then head up the ramp.

At the ramp's top, a group of boxes blocks your path. To the far left is an opening. Duck Jump to the other side of the boxes. Be careful of the Terrorist on the other side. Quickly kill him and proceed to the next area.

You're standing in a hallway. Down the hall is a doorway with a set of red barrels beside it. To the left is a dead end. As you walk down the hall toward the doorway, the red barrels explode. Don't worry—they were supposed to do that. As you walk down that corridor, look at floor. There is a wire running across the floor, don't walk into it

whatever you do—it's a trip-wire bomb. Either jump over it or shoot it from a distance so you don't get injured. Once you've dealt with the trip-wire bomb, proceed forward and then left into the next room.



### NOTE

Avoid trip-wire traps by jumping over them or ducking underneath the wire, but if you have to run from an enemy and forget the wire is there, you might trip it and set off the explosive. Terrorists also can set off the explosive, and if you're in the vicinity, you get blasted, too.

The safest way to deal with these explosives is to shoot them from a distance. This sets them off and keeps you out of danger.



Before you walk through the door, be prepared for Terrorist resistance inside. Deal with them by shooting the red barrels inside the room. They explode, taking out

any Terrorist stupid enough to stand in front of them. If one of the Terrorists manages to get into the hallway, cap him and move on.

Go in the room you just destroyed and walk to the table next to the Med Kit. Pick up the ammo and the YG1265 Auto Shotgun. If you need health, walk to the Med Kit and heal your wounds. Armed with the shotgun, walk through the hole created when the barrels exploded.



As soon as you step into the hallway, a Terrorist appears to your right. Take him out but don't move yet. If you look down, you will see another trip wire attached to an

explosive device. If you walk into it, you either die instantly or suffer massive injury, depending on how much health you have. Think before you proceed.

After you deal with the trip-wire bomb, move into the hallway. Another Terrorist greets you. Dispense with him, and notice a trip-wire bomb at the foot of

the door he's standing in front of. Don't worry about opening it—a Terrorist does that momentarily. Around the corner, your path is blocked by debris and fire. You can't go there, so turn around and head down the hallway.



Heading down the hallway you just came from, you find a room holding members of your team. They tell you that they will tend to the hostages. Your job is to clear the path

to the docks so the hostages can be extracted safely. Check out the back of the room before you leave. You find an armor pick-up, more ammo, and a smoke grenade.

On your way back out, use a Med Kit to your right to replenish your health if you need to. Head out the door when you're ready. Don't go left—that way leads to a dead end. Proceed back down the hallway toward the door with the trip wire bomb in front of it.

Just as you approach the door, you hear an explosion and a Terrorist appears, shooting at you. Wait to go outside after you take him out. After a few seconds, another Terrorist comes through the door, kill him.



If you decide to go outside through the door, you will immediately be met with a Terrorist across the way with a LAW Rocket. More than likely, if he connects with it, you will die immediately. So don't go outside just yet, there is a better way.

To the left of the doorway is a wooden ladder that is built into the wall. You may miss it since it is not the standard metal ladder that leans against the wall. Reload your weapon and climb it. Be prepared to take out the two terrorists up there. One is on your left and the other is on your right.

## CHAPTER 6: CONDITION ZERO: DELETED SCENES



Once you've taken care of those two terrorists, pick up the First Aid Kit there. As you walk around the upper area, you notice an open window. Don't

stand still in front of the window (the Terrorist with the LAW Rocket will get you). Stand to one side and slowly sneak around and pick off the Terrorist with the LAW Rocket. It's important to kill him quickly because he will get a shot off and kill you instead. While you're up there, take out the sniper across the way. Climb down the ladder and head out the door into the next area.

As you head outside, make a left and walk down the stairs. In front of you is a watchtower with a sniper peering down at you using his laser sight. Instead of trying to shoot the sniper, shoot the red exploding barrels beside him. This kills him and destroys the tower.

### •TIP•

You don't always have to engage the enemy with your primary or secondary weapon. If you have a grenade, you could use that. Counter-Terrorists can use anything to their advantage. If you see red barrels near a group of Terrorists, shoot the barrels and take the Terrorists all out at once. Improvise!

After killing the sniper, walk to the right of the big boxes in front of the window. You see a small box that you can jump on. Jump onto the bigger boxes then walk to the window.

At the window, perform a Duck Jump and go inside.

You're fired on by a single Terrorist to your left. Notice that he is standing next to red barrels. Shoot the barrels and let the explosion destroy him. Your path down the hallway is blocked, however. You have to find another way around.



Head the opposite direction. As you round the corner, look out for the trip-wire bomb at your feet. Take it out with a well-placed shot. After you trigger the trip-wire bomb, a

Terrorist appears in front of you. Dispose of him, then make a right and proceed up the stairway.

Turn the corner to enter the stairway, where a Terrorist waits for you at the top. Take him out and continue up. At the top of the stairs, you can either go left or right. To the left is a room with two Terrorists inside. There's also a trip-wire bomb at the entrance. If the Terrorists inside see you, they rush you and trigger the bomb.

Lure them out and take them out in the hallway. That way you're safe from the trip-wire bomb. Once the two Terrorists are disposed of, go inside the room and pick up the ammo on the box. If you need health, use the Med Kit there as well, then head out of the room. Be careful, another Terrorist appears to prevent you from leaving; take him out as well.



At the end of the hall, you'll see another Terrorist standing in front of a group of red barrels. Shoot the barrels and take him out. The explosion tears an opening in the floor. Jump down to the floor below you. As you investigate the area, you notice another hole. Jump down that hole, which puts you underneath the building.



Hold the Duck button and look around. You spot an opening to another room. Still ducking, walk to it. When you stand up in the hole, you're face to face with a Terrorist. Take him out and perform

a Duck Jump to get out of the hole. More than likely, you need health. There's a Med Kit on the far wall.

Be careful, though. As you walk past the door of the room, a Terrorist is there waiting to shoot you. Kill him first, then go to the Med Kit. After you replenish your health, walk out of the room into the next area.



As you walk out, there's a blocked hallway to your right, so you can only go left. Head left and walk around the corner. There, you come to another trip-wire bomb, this one at

head level. You have two options: Walk underneath the wire or try to shoot at it from a distance. The choice is yours.

As you clear the trip-wire bomb you come to another blocked walkway, going to the right you encounter another Terrorist. Take him out and walk down the hallway into the next area.

Follow the hallway until you come to a long hallway facing two Terrorists. Take them both out. As you walk down the long hallway, watch out for the Terrorist that jumps through the window on your right. Once all terrorists are killed in this area, proceed to the opening on the left that leads outside.



Three Terrorists are there when you step outside—two on the ground and a sniper across the way in a window. Use whatever weapon you like to take them out. If you need health, there is a Med Kit inside. Be careful—it's next to a trip-wire explosive. Shoot the trip wire explosive from a distance to safely access the Med Kit. Once your health has been replenished, head outside.



Outside, another Terrorist fires at you from behind a boarded-up window. Your choice: Either shoot him through the openings in the boards or shoot the boards and then shoot him when it's clear.

You are now in an open area with two opened windows and one metal box beside you. Push the metal box toward the first window (the one where the sniper was standing). You can maneuver the metal box by using your Use key in conjunction with your

strafe keys to get the box flush with the building. Once the metal box is flush with the building, Duck Jump your way in. Pick up the Smoke Grenade inside. Now jump back out into the open area.

Now maneuver the metal box against the side of the building where you shot out the wood planks from the window. When it's flush with the building, jump on it and Duck Jump in the window.



As you enter this room, walk straight. Ammo is sitting between the last two sets of beds. As soon as you pick up the ammo, you hear "Let's go!" Turn around to see two Terrorists attacking you. Kill them, then go to either of two Med Kits (one by the window and another by the last bed) to heal before heading out to the next area.

As you walk out, another Terrorist appears. Kill him and head up the stairs. On your way up, be aware of the trip-wire bomb at floor level. Take a few steps back and shoot it from a safe distance. At the top of the stairs is another trip-wire bomb. Deal with it anyway you like. Proceed toward the flashing red icon on the boxes.



The flashing red icon means you need to place a Radio-Controlled Bomb here. But you don't have one in your inventory right now. You need to find one. Remember this location—you have to come back

to it later.

Head down the hallway in front of you. As you approach the end, a Terrorist runs past. Chase after him and take him down. Behind you are several more Terrorists. Shoot them, too.

Enter this room via the passageway and get ready for major resistance. As soon as you enter the room, a truck with a mounted



## CHAPTER 6: CONDITION ZERO: DELETED SCENES

machine gun comes barreling through the wall. As you enter the room there will be Terrorists to your right and Terrorists to the left (which are outside). Kill them all by any means necessary.

After clearing out the inside, it's time to deal with the Terrorists outside. Be careful of the kamikaze Terrorists with explosives strapped to their bodies (there are two of them out here) and the two snipers.

There is a machine gun emplacement in the back of this outside area. If you can, walk up to it and press the Use key. Now you have control over the machine gun. Use it to kill any stragglers that shoot at you. Once they're all dead, make your way toward the group of boxes in front of the open window.



Jump on the boxes and make your way inside the window. To your right is a First Aid Station; replenish your health and walk through the doorway into the next room.

Going right, you enter a large room with a couple of Terrorists inside. Take them out. Behind a fenced area inside the room is a wooden shelf holding the Radio Controlled Bombs. Walk over to them and pick them up.



As soon as you pick them up, another Terrorist appears behind you. Take him out and walk out the screened door to the room where you were before (the one with the truck with the

mounted machine gun). Walk around the truck and to the left and head back down the hallway to the flashing red icon. Watch out for the Terrorist that is waiting for you near the boxes. Now that you have the Radio Controlled Bombs, it's time to plant them.



Back at the boxes with the flashing red icon, place the Radio Controlled Bomb by pressing the Primary Fire button. The bomb is set automatically and

the radio detonator appears in your hand. Get to a safe distance and hit Primary Fire again. This sets off the bomb, destroying the boxes and clearing the path for you to move on.

After you blow the boxes, you're greeted by two Terrorists. Cap them both and enter the room. To the left is a crate with a D3/AU-1 Semi-Auto Sniper Rifle. Pick it up, along with more ammo. A Med Kit is here if you need to replenish health. Turn around and head toward the back of the room where there are wooden planks covering a hole in the floor.

Walk up to the wooden planks. If you look carefully, you will be able to see red exploding barrels. A Terrorist fires up at you. As quickly as you can, shoot one of the red barrels. This takes out the Terrorist and clears the wooden planks so you can jump down to the next floor.



After you jump down through the hole, you will see this hallway in front of you (which leads to the outside). Proceed straight with caution.

As you walk outside, you are immediately fired upon by a Terrorist in front of you. There is also a sniper firing at you from his watch tower. Take out the sniper by shooting the red exploding barrels at the base of the watch tower. More than likely, the Terrorist at the foot of the tower avoided the explosion, so take him out as he runs up to you.

After the sniper tower is destroyed and you killed the Terrorist that was running up on you, walk down the small flight of stairs and make your way outside and to the right.

Immediately you're attacked by two terrorists (one next to you and other a little ways ahead). Both of them are standing in front of red exploding barrels. Shoot the red exploding barrels and watch as each Terrorist gets blown away.



When the dust settles from the explosions, you're shot at by a single Terrorist on the roof. Once you've taken him out, two more Terrorists emerge from inside the building. Once you've killed them, a window on the upper level opens to reveal a sniper. Kill him as well.

Looking around this area, you notice there is no place for a proper extraction. The collapsed sniper tower has blocked your way to the docks. You'll have to find another way.

Looking at the right side of the building (the building you just came from) you see a wooden ladder. Climb it and then Duck Jump into the window where the sniper was. Once inside, walk down the hallway into a small room. There you are met by a single Terrorist. After you take him down another appears in the doorway. Once he's killed, replenish your health and head back outside through the doorway to your left.

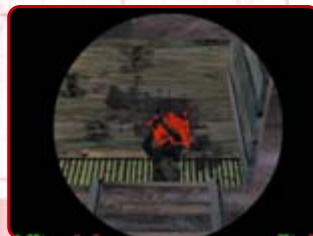
Now you're standing on a wooden deck. Follow the deck to the right and then jump down into another room where two Terrorists are hanging out. After the two Terrorists are killed, the doors swing open to reveal yet another Terrorist. When he's killed, go back and pick up the ammo on the table and replenish your health at the First Aid Station. Now head back outside.



As soon as you step outside, you are attacked by a couple of Terrorists with automatic weapons. Take them out but watch out for the Terrorist in the window across the way. He fires at you with his LAW Rocket. Switch to your sniper rifle to take him out. Once the area is clear, follow the wooden walkway to the building across the way.

As you approach the building, the path is cut off. Jump into the water and swim across. Keep holding the Jump button while pressing Forward. This keeps you above water as you make your way across.

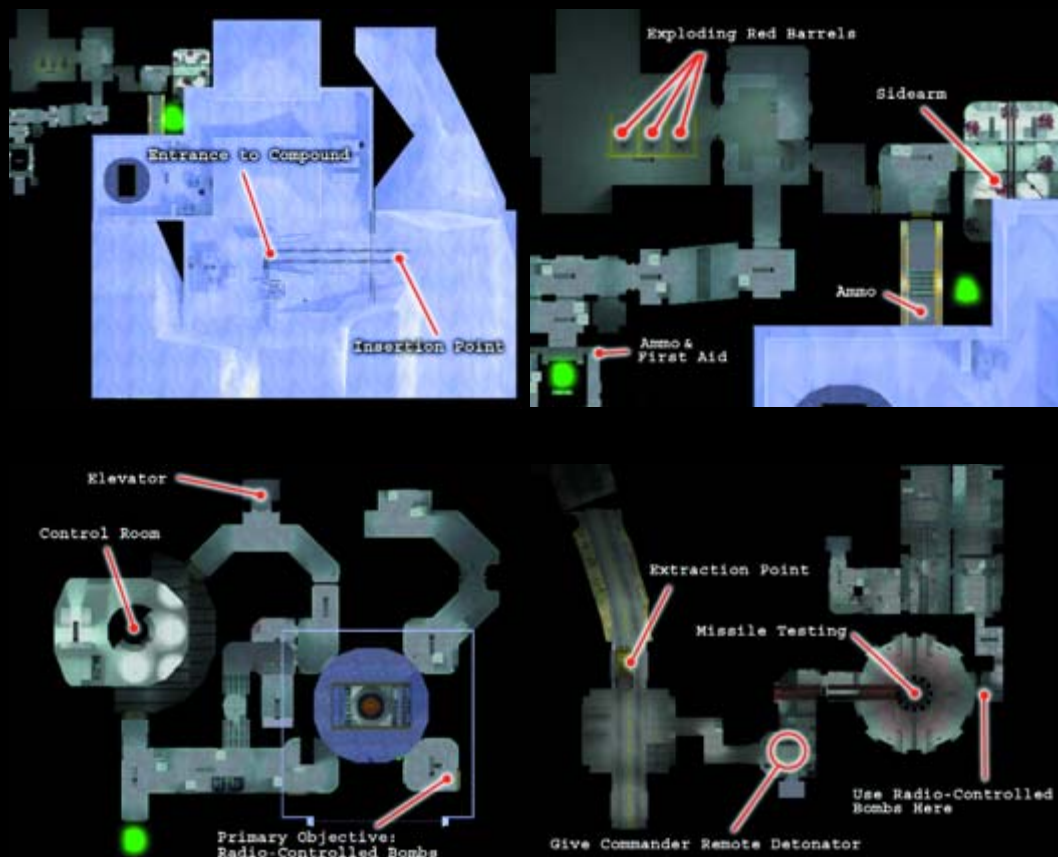
As you approach the building you see a wooden ladder going up. If you look up, there is a Terrorist up there waiting for you. Kill him and climb the ladder. There is one last Terrorist at the top of the ladder.



Walk to the open window and the Radio icon comes up. Switch to your Radio and press the Primary Fire button. This notifies your team that it is now safe to bring out the hostages for extraction. Way to go!



## MISSION 3: SECRET WAR



### OBJECTIVES

1. Proceed to bunker building and enable power generators.
2. Proceed to control center inside the facility.
3. Locate Radio Controlled Bombs.
4. Proceed to fuel line via elevator.
5. Bomb the fuel line.
6. Give bomb detonator to Spetsnaz Commander.
7. Evacuate the missile silo.
8. Eliminate the Hind.

Under orders from the new Soviet president, all nuclear missile silos are to be disarmed and dismantled. As a member of the elite Russian Spetsnaz, you and your team are heading to Soviet Missile Silo Site 6 of Regiment 42. The silo operators have been out of contact for some time now. The commander suspects aging equipment for the lack of communication, but he's sending in the Spetsnaz to check it out.

What seems to be a routine disarm-and-dismantle mission quickly turns into all-out combat. Some folks apparently don't want to relinquish control of this particular missile silo.

The mission starts with you standing at what appears to be a military fortification. Your team regroups by a panel near a door and notices there is no power. Your commanding officer orders another operative to blast the door with a Radio-Controlled Bomb. Moments later, the bomb goes off and the door opens. Head into the building.

As you enter the compound, you notice there is no one about. No engineers, no scientists—nobody. Even your commanding officer says it's too quiet.



Your commanding officer orders you to search for the power generator and turn it on. There is a door that leads to the other buildings, but it seems to be locked. The commanding officer orders another operative to unlock it for you. After he does so, you can walk up to the door and open it. Outside, walk across and go inside another building via the opened door.

Proceed downstairs and make your way to the right, where you see a power generator that isn't running. Next to it is a switch. Walk up to it and press Use. The lights come on.



When you turned the power on, a door opened automatically behind you. You enter a room that shows signs of a struggle. Blood is everywhere, as are bodies of workers and engineers.

Your radio suddenly comes on. Your commanding officer yells that the team is under attack by a large number of Terrorists. Two men have already been killed, and the team is retreating inside the compound. You must find an alternate path to the control center.

The commander continues to say at least two other groups are in the silo. One of them wants to steal the warhead; the other wants to launch it. The groups are fighting each other right now. Your job is to find a way down to the lower levels of the silo, disarm the nuke, and find a way to destroy the launching equipment.



But there's no exit from this room you're in—the doors are locked. Walk to the end of the hallway you're in and then make a left into the doorway.

Make another left and pick up the HE Grenade on the table. Walk past the dead scientists and then turn right at the last bank of servers.

Walk toward the back of the room to see a steel box. Jump on top of it. Walk to the adjacent metal boxes in front of you and then to your right. Push the Forward button to climb and reach the steel pipes above you.



Once on top of the steel pipes, walk across them to the other side. You will have to hit your Duck key about halfway across.

After you reach the other side, perform a Duck Jump to your right and pick up the single ammo clip sitting on top of the server. Jump to ground level and pick up the sidearm on the table (next to the dead scientist).

To the right of the dead scientist is a switch. Activate it by using your Use key. This opens the locked door in the hallway where you first started.

There are a couple options of getting out of this area. Either shoot out the pieces of glass around this window and then perform a Duck Jump out of it and then go out the door.

Or jump on the table and then on top of the metal boxes and through the opening there. Either way, it's up to you. Walk through the door you just opened.

## CHAPTER 6: CONDITION ZERO: DELETED SCENES



As you enter the next area, you see two doors, one open and one closed. Down the corridor beyond the open door, a group of Terrorists runs from you. They

close the door at the other end, leaving one of their number behind to take care of you. Obviously, they didn't know he would face the best of the best. Kill him and pick up ammo near his body. Turn around and head back to the closed door.

As you approach, you see a switch next to the door. Walk to it and press Use. The door opens, revealing a Med Kit. Replenish your health, then walk over to the other door in the room. It, too, has a switch nearby. Press Use to open the door, and enter the next area.

This holding area has many red barrels. Any stray shot could cause a chain reaction. Walk to the right and pick up a flashbang and extra ammo. Across the way, Terrorists fire at you. Ordinarily this wouldn't be a big deal, but this time you're surrounded by explosive barrels.



Suddenly there's a big explosion. The red barrels begin to explode, one after another. If you stand there, you die. Turn around and look for a hallway in front of you. When you find it, run! Make your way to the clearing and turn around to see what you managed to escape.



As you nearly escape the explosion, you come to a firefight between two groups of Terrorists. Not taking any sides, kill them all with your weapon of choice. After

they've been dealt with, proceed down the hallway. Watch for the Terrorist standing in front of the First Aid Kit.

Compose yourself, get health at the First Aid Kit, and stock up on the ammo behind you. A set of

double doors to your left is barricaded. You have to find another way around.



To the right of the double doors is an area where you can execute a Duck Jump. Jump up and you see a Terrorist firing at you. Take him out and jump to the other side. As you jump to the next room, Terrorists attack. The room holds two opposing Terrorist groups, and they're fighting each other until you show up. Then they all start shooting at you, so be prepared. When you've neutralized them all, get the health and ammo scattered about. Then jump down the hole in the middle of the room to the floor below.

Another Terrorist attacks as soon as you land. Take him out, then walk over to his body. A Kreig 552 Commando awaits you, complete with ammo. Replenish your health and head down the corridor, where another Terrorist greets you. Using your new Commando, kill him and move on.



Moving down the corridor, you come to another door. It opens automatically as you approach. Take out the Terrorist inside with your Commando. Make your way around the room and go

through another door. Now you are in the silo, standing next to the missile. Several more Terrorists are there to greet you, one in front of you and a couple more above you. Eliminate them, using either your Commando or your initial primary weapon, the K&M Submachine Gun.



Then go through the open door on this level. As you approach, you see Terrorists in the adjacent room. Dispose of them. In your path is a door blocked by two steel boxes, one atop the other. Go to the switch nearby and activate it with Use. As the door comes down, it crushes the two boxes.

Climb the boxes with a Duck Jump and get to the other side. Another Terrorist waits for you. Pop him, then replenish your health with the Med Kit and get the ammo in the area before proceeding up the stairs to the next area.

As you ascend the stairs, you encounter another Terrorist who is easily taken out. Straight ahead is another one, shooting at you. Notice he's standing next to a red barrel. Shoot the barrel and save time.

Continuing straight, you arrive in the middle of a major firefight between two groups of Terrorists. Using your Primary Weapon, take them all out. Be aggressive and forceful—aim for headshots.



### TIP

During the firefight, a stray bullet may hit a pipe and cause steam to shoot out. Walking by it injures you and, depending on how much health you have, kills you. Beside the broken pipe is a valve. Walk up to it, and press your Use key to turn it. This shuts off the steam, thus making it safe for you to walk across.



After you kill the last Terrorists at the end of the hall, make a right and head for the closed steel door. It opens as you approach it. It's the only door in the area that opens—all

the others are locked. Enter the Control Room, where you meet up with additional Terrorist forces. Be prepared for intense firefights.



When the Control Room is secure, your teammate informs your commanding officer that the controls for the missiles have been destroyed—there is no way to stop the

launch of the missile from your present location. You must take out the launch equipment manually...with explosives.

Your commanding officer radios you that the enemy has killed your squad mate with the explosives needed to blow up the launching equipment. Your only chance to stop the missile from launching is to get those Radio-Controlled Bombs and set them off under the missile, destroying the fuel lines to the rocket jets. Head out of the Control Room and down the hall.

You pass a closed elevator. Remember its location for later. Continue straight to a broken door with a sparking switch next to it. Activate the switch with Use and the door rises. Watch out, though, because it falls, too. Time your passage through it so you don't get injured. Get through the door and into the next area.



Pick up the ammo on the table in the next room. Proceed through the door there into the next area.



Before you enter the next area, you will be attacked by a couple of Terrorists. Quickly take them out and head out to the missile silo.

Standing on the platform that surrounds the missile, make your way around the missile and walk through the open door behind it. Watch for the sniper above you. Take him out before he takes you out. Walk through the open doorway and into the next area.

## CHAPTER 6: CONDITION ZERO: DELETED SCENES



back to the elevator. Use the First Aid Kit if you have to.

Running back with the RC Bombs, you'll come across some heavy resistance. Take them out and keep heading for the elevator.

With the bombs in your possession, get back to that elevator you saw before near the Control Room. Once inside the elevator, walk up to the control panel and hit the Use key to activate the elevator.



A short elevator ride delivers you to the pre-launch area, where your team members are in the midst of a firefight with a bunch of Terrorists. Watch for snipers on the upper levels. The name of the game here is survival by any means. Pick up the Commando on the ground in front of you (if you don't have it already) and the ammo. Do whatever you can to get through this area; you have to prevent the missile launching.

A metal gate is locked, but you need to get to the other side of that fence. Kill the two Terrorists on the other side. Look around for a group of boxes that you can climb on to reach the pipes and from there to the other side of the fence.



On the other side, stacked metal boxes block your path. You can hear gunfire from the other side, but you can't get to the source of it.

Walk to the forklift and press the Use button next to its control stick. This sets off a sequence in which the forklift drives its metal forks into the staked metal boxes, knocking them over. Run to the fallen boxes and do

Duck Jumps to get on the other side of them. As you jump down from the boxes and head into the next area, be especially careful of the sniper up top. Head into the next area, where you can replenish your health and restock your ammo.



Radio-Controlled Bomb and walk to the flashing red icon. Hit Primary Fire to set the bomb. With detonator in hand, walk back up the stairs to a safe distance, then hit Primary Fire again to detonate the bomb. Move on to the next area.



You're now at the base of the missile. The Terrorists are preparing their pre-launch tests. You must eliminate them all. A couple of Terrorists are in front you, and others are to the right and left, including a sniper. Periodically, the missile performs an engine test. You do not want to be underneath the engine when it is performing a test. You'll know when not to go underneath it. When you've offed all the Terrorists here, go up the ladder into the engine room.

In this area, you meet your commanding officer, who instructs you to plant bombs quickly on the fuel line. Make your way around and climb the ladder to the fuel line. A flashing red icon indicates where you need to place the Radio-Controlled Bomb. After you place the bomb, your commanding officer asks you to give him the detonator, because the radio signal won't penetrate the blast doors.

Walk up to him and press Use to give him the detonator. He stays behind to make sure the bomb goes off. He then opens the blast doors and orders you to get out of there.



### • TIP •

Before you head out of this area, climb up the ladder beside the elevator. Up top you will find a First Aid Kit and ammo. After your health is replenished and you're locked and loaded, head back down the elevator and then out the door.

You come into an open area to see several Terrorists rushing at your remaining team members. It's the Terrorists' last stand. Kill them all, keeping in mind that the missile is about to explode.

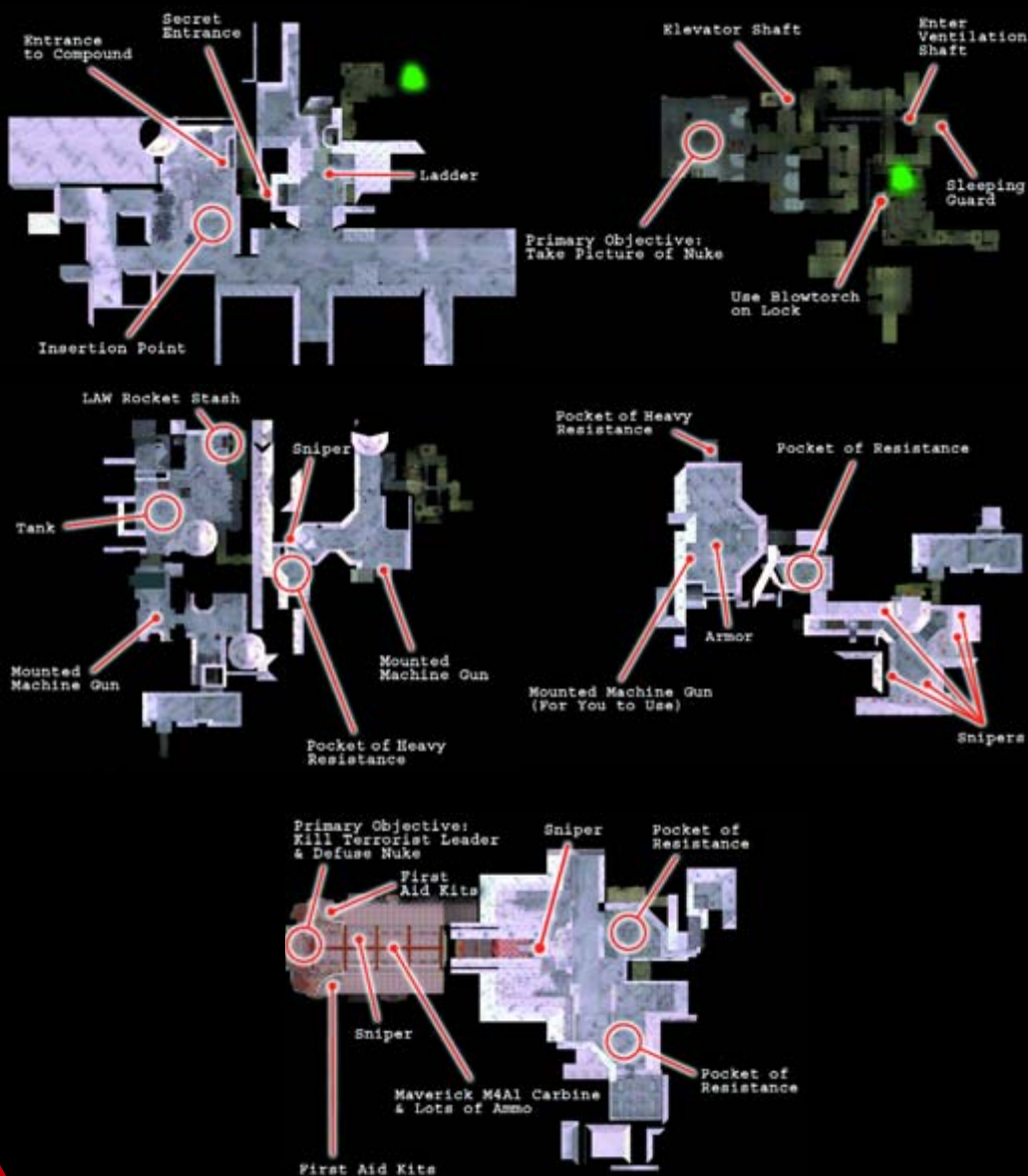
When all of them are dead, a team member says it's time to evacuate. Sit back and watch as you drive away and the compound explodes to dust. But it's not over yet.

As you drive away, the Terrorists have one more surprise for you. To the left is a Russian attack helicopter headed your way. It starts shooting at you. Mount the machine gun and bring it down, unleashing as many bullets necessary to knock it out of the air. If you take too much fire, a Med Kit is on the truck behind you.

When the helicopter is down, the mission successfully concludes.



## MISSION 4: BUILDING RECON



### OBJECTIVES

1. Infiltrate warehouse undetected, locate and photograph missing nuke.
2. Go after the leader and recover the nuke.
3. Eliminate all opposition.
4. Defuse the nuclear bomb.

You're in an elevator as the mission starts, having just arrived at the police headquarters in Ventspils, Latvia. Walk around the office and head to the briefing room in the back, where your commanding officer explains the mission details.

A nuclear bomb has been smuggled out of the former Soviet Union and has found its way into the hands of a suspected Terrorist organization. The first objective is to sneak into the Terrorist base and confirm the existence of the nuclear device. The second objective is to eliminate any Terrorists and their leader.

Just outside the Terrorist base, you're instructed to sneak in and avoid alerting any guards. Your primary objective is to find the nuclear device and take pictures of it for verification.

One of your team members opens a trapdoor—your way in. Duck and walk through the trapdoor and down the corridor. To your right is another opening. Go through it to the next area.

Two guards in front of you are talking. Using your Fiber Optic Camera, check out their habits and walking patterns. You have to sneak by them to enter. You have no weapons other than your wits.



After you sneak past the guards, make a right into the complex and continue down the path. Don't go out into the open in the next area, lest the guards see you. Look to your left to see another opening in the wall. Duck and crawl through.

At the other end, use your Fiber Optic Camera. You can only use your Fiber Optic Camera in the proper zone. Check the upper left-hand corner of your HUD for the icon.

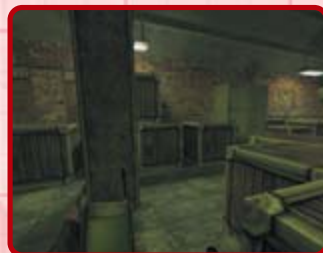
Get familiar with the guard's patterns. When his back is turned, run across and climb the ladder in front of you. At the top is another ladder. Climb that one as well.



At the top, go right. You see a wall with a crack at the base. Use your Fiber Optic Camera there. You see a sniper sleeping on the job, but don't wake him up yet.

Now turn around and head for the door. Notice that it's latched and locked. Switch to your Blowtorch and cut through the lock. When the lock snaps off, run inside the Terrorist base.

Go up the stairs, down the hall, and through a door that leads to a storage area. Again, you hear guards talking at a distance.



Toward the rear of this area is a ventilation shaft. Notice the lock on it. Jump on the box in front of it, switch to your Blowtorch and get rid of the lock. Walk into the ventilation system.

### TIP

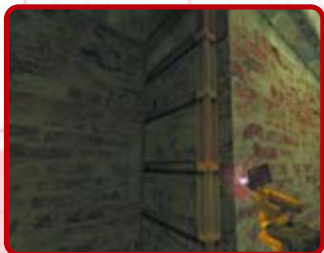
If you set your controls to Always Run, turn that option off for the first part of this mission. When you run, you make noise. When you make noise, you alert guards to your presence. Instead, walk and Duck at the same time—you're virtually silent. When the game shifts gears and you need to kill everything in sight, switch Always Run back on.



As soon as you walk two steps in the ventilation shaft, the bottom gives way. You fall through to the bottom level. Don't worry—it's easy to get out.

## CHAPTER 6: CONDITION ZERO: DELETED SCENES

Turn around to see a passageway. Duck and walk through. Look up to see three steel bars blocking your exit. Switch to your Blowtorch and cut them away. After you create an opening big enough, jump out.



As soon as you land, go straight and climb the ladder to your right. This takes you into another part of the ventilation system.

Crawl straight until you hear more guards talking. Look at your HUD to see if you're in a Fiber Optic Camera zone. If so, you can spy on the talking guards. Wait for them to move away before jumping out of the ventilation shaft.

When you jump out, go to the right and hide behind the boxes. Use your Fiber Optic Camera to make sure the guards aren't coming back. When it's clear, walk to your right and through the door.

You hear a guard snoring over to your right. Best not to wake him.

To your left, you see an open ventilation shaft. That's your goal, and getting there takes a little fancy footwork.



As you walked in the room, two boxes were immediately to your left. Jump on the first box, then to a metal shelf to your right. Diagonally from that metal shelf is another metal shelf that stands shorter. Jump there next. Now you're in front of the ventilation shaft. Duck to enter, and climb the ladder.



The ladder leads to another ventilation system. Step off the ladder and head down the corridor. At the end is another ladder. Descend it to another ventilation corridor.

This corridor leads out to the next area. Walk slowly and keep pressing Duck to avoid drawing any attention.



Walk around to your left and make your way through these double doors. Immediately to your left is a power switch. Walk up to it and press Use. This turns off the power to the electrical fences so you can climb them without injury. Exit this room and turn right.

In front of you is a fence with some boxes in front of it. Jump on the first set of boxes and go to the fence. Jump over the fence, then walk up the stairs in front of you.



At the top of the stairs, walk past the locked door and up another flight of stairs.

As you approach the top, you hear a guard wake up. He thinks you're somebody else and falls back asleep. But you have to get past him without waking him up again.



Head back down the stairs and look to your right about a third of the way down. Look over at the other staircase (the one you want to get to). Part of the railing is missing. Jump up onto the ledge in front of you, then onto the adjacent staircase to bypass the guard. Climb the stairs to the next area.

Walk through the door at the top of the stairs. You start to hear someone speaking, but don't worry—no one is in the room. On the table, pick up the Knife, the MAC 10, the Nighthawk .50C, and ammo, then walk over to the big glass window.



Look down to see the Terrorist leader speaking to his troops about their newly acquired nuclear device.

Switch to your camera and take a picture of the Terrorists by pressing Primary Fire. After you take the picture, your commanding officer says, "Picture received, Intel processing. OK, we have confirmation of a nuclear weapon inside the warehouse, all teams get into position." Get ready now, the action is going to get crazy.

### •TIP•

Switch on the Always Run option now.



With your Primary Weapon locked and loaded, look at the double doors in front of you. Someone on the other side of it is trying to get in.

Before you know it, the door busts open and two Terrorists are shooting at you. Take them down and head out of the room.

You're on a ledge looking down. You can only go down from here, so jump. When you hit the floor, a Terrorist fires at you from the right. Take him down. Walk into the storage room and pick up the ammo and a Med Kit. Walk out of the storage room and face the elevator.

The elevator is broken, so use the elevator shaft to get to the next level. Atop the elevator is a small passage that leads there.



unit, then jump on the metal frame surrounding the elevator and make your way into the elevator shaft.



Step back to see where you need to go—the passage is above the elevator. Walk to the boxes on the left and jump on them. Now walk on top of the boards on the shelving

In the shaft, you see a small passage to your left. Press Duck and crawl through. Take the ladder at the end of the passage down until it ends.

At the bottom of the ladder is an open area of the elevator shaft. Step out on it. When you step forward, bullets pierce the wall to your right. Don't move yet—there's going to be an explosion.



The elevator door bursts open, leaving a huge hole where the door used to be. Step up to the hole and take out the Terrorists you see on the other side, then jump up and walk through what's left of the elevator door.



Pick up ammo to your left and head out to the next area.



Now you're fighting alongside other SAS members. As you enter the area, you walk into the middle of a major firefight between your team and the Terrorists. Shoot at all the Terrorists you see.

# CHAPTER 6: CONDITION ZERO: DELETED SCENES

When all the Terrorists are dead, walk over to this team member, who is trying to open a door he saw the Terrorist leader run through.



When he gets the door open, three Terrorists on the other side open fire. Your team members take some of them down, but you have to get in there and shoot

them yourself. Once inside, take a right and head down the corridor.



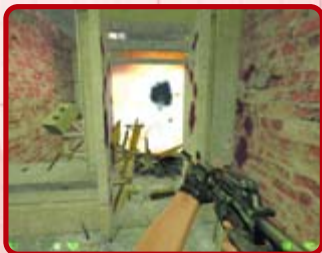
You come across three of your team members, one of which is dead. You're later informed that the nuclear device is missing, and the leader took it with him. So now you

must get the nuke as well as kill the leader.

Walk over to your dead comrade and pick up the Maverick M4A1 Carbine and some armor next to him. If you need it, a Med Kit is also there.

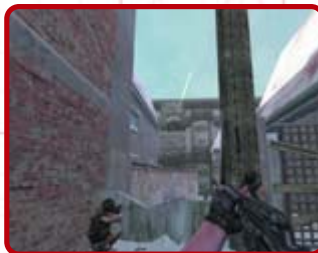
Against the far wall is another locked ventilation shaft. Switch to your Blowtorch and get rid of the lock. Jump up and crawl through the ventilation system to its end.

You crawl into a room with a single Terrorist. Take him out. Dependent on how he fell when you shot him, a number of things can happen. If you shot him near the door, he



might've fallen through the door, thus clearing a way for you. If the Terrorist fell forward, the door is intact. Either shoot the door with your primary weapon or, if you want be dramatic about it, follow these steps.

To your left, part of the floor is sunken. Jump down into the sunken place. In the corner is an HE Grenade. Pick it up, turn around, and face the door. Throw the grenade through an opening between the pieces of wood. The explosion blows the door out, giving you an exit.



As you step out of the room, a blocked entrance is to your right. Go straight, bypassing the debris, and head outside. Once outside, you see some of your team members,

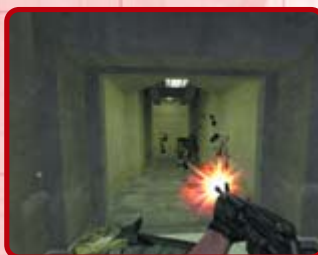
who tell you they can't get out because they're pinned down by mounted machine gun fire. They've called for air support. Wait here for a moment until air support arrives.

You'll know when it gets here.



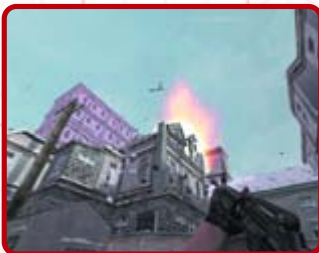
Once the mounted gun is dealt with, proceed out the door after your teammates. Numerous Terrorists immediately engage you.

Shoot them down, and support any teammates under attack. Proceed through the city, watching for snipers in the windows and on rooftops. Look for this door and, after you kill the Terrorists guarding it, go through it.



As you walk through the door, look down at the end of the hall where the leader of the Terrorist group is firing at you. See his backpack? That's the nuke.

After firing some rounds at you, the leader runs off, leaving his crew to deal with you. Continue down this hall, taking out Terrorists as you go. Get the Med Kit from the right if you need it. Go to the end of the corridor and head outside.



Outside, you come to a locked gate. Walk around it to the right. Proceed down the corridor and head up a short flight of stairs.

In this open area, a sniper and some Terrorists at ground level attack you. Your team calls in air support to take out a building. Sit back and watch the fireworks.

To your right, a couple of Terrorists fire at you and your team. Take them out and look over the area to make sure no other Terrorist threat is around.

As you walk back, you see a little armory filled with ammo and LAW Rockets. Unfortunately, the gate is locked. You have to find another way in.

As you head back toward your team, an enemy tank crashes through the wall. Don't fire at it. Nothing you have works against it. The force of the tank coming through the wall toppled a utility pole on this booth. When you look inside, you see a secret passageway that goes beneath the booth. Step down and go underground.



See the water in front of you? It's really cold and if you step in it, it hurts you. You can run though it to a safe area unless you're low on health, in which case you could die immediately.



To get across safely, jump on the small ledge that runs along the walls. Follow that around to a box you can jump on. From there, jump from box to box until you get to a ladder leading up.



additional ammo and a LAW Rocket. You'll use this on the tank. Walk out the now-unlocked gates and head over to the tank. Take out that tank with your LAW Rocket.



After destroying the tank, make a left and head toward the newly formed passage out of this area. Walk through the passage and make a right. You see more ammo and another Med Kit. Once you're locked and loaded, head through the passage in front of you.

### TIP

Go back and pick up another LAW Rocket after you destroy the tank. You can only carry one at a time, but a LAW Rocket is a good thing to have when you find yourself pinned down later in the game.



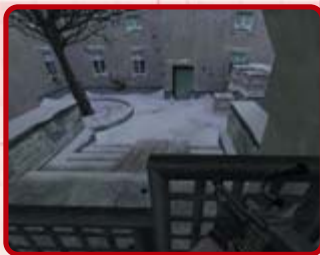
A frozen pool of water is in front of you, along with two Terrorists. Kill them both. Before you walk another step, the fence explodes open to a mounted machine gun. Either use your LAW Rocket or peg the gunner with a headshot, but the easiest and fastest way to deal with him is shooting the red exploding barrel beside him. After taking care of that business, figure out a way across that frozen pool.

# CHAPTER 6: CONDITION ZERO: DELETED SCENES

You can run across quickly, but the ice breaks as soon as you step on it, exposing that damaging cold water. Instead, walk over to the boxes on the left, jump on them then jump down on the other side, safe from harm.

When you've crossed the pool, walk up the stairs and pick up some goodies—ammo and a General MG 60. With your new toy in hand, head out to the next area.

You immediately face a couple of Terrorists; kill them with the MG 60. Walk into the courtyard to find more Terrorists. You now have an assortment of primary weapons to use to kill all the Terrorists. Watch for snipers, too.



When all is quiet, you need to climb over this door in front of you.

Before climbing over it, deal with the handful of Terrorists who try to stop you and the ones on the other side of the door.

Maneuver the metal box to the right of the door so it lies flush with the door, then jump over the door to the other side.



Locate a group of boxes on your right. Jump from box to box, and get over the wall into the courtyard.

Some Terrorists are in a passage to the left of the courtyard. Take them out and shoot the red barrel. The door in the passage is locked, so you have to find another way around.



Step back and look for an open door to an inside room. Go inside and pick up armor, ammo, and a Schmidt Scout Sniper Rifle. There's a Med Kit there, too.

As you walk past an armoire, the doors open and reveal another locked ventilation shaft. Switch to your Blowtorch and get rid of the lock, then crawl on through.

On the other side, pick up some more ammo and head outside to the right.



Be on your toes in this area. Several snipers attack from all sides. Keep a lookout and take them out as quickly as you can. It's all over with one good shot to the head.

You take out five snipers through this area.

Your path through the city is obstructed by debris. Press Duck to walk under it and keep going straight. Before you make the right into the next area, be sure you're locked and loaded.

When you turn down that corridor, you come face to face with numerous Terrorists armed with automatic rifles and machine guns. A couple of hits from a machine gun and you're dead.



Use your sniper rifle on these guys. Switch to Secondary Fire when you're not in the line of fire, then slowly sidestep into your enemy's view. Take one out, then step back to cover.



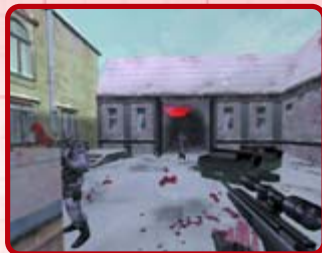
Clear the hall, then head to the next area. Watch for a sniper on your left. On the other side, pick up some ammo and use a Med Kit. Turn and head out to the big courtyard.



When you step outside, you meet up with some resistance. Take out the Terrorists with whatever you have. As you walk around the fountain, some of your team

members drop from a helicopter to help you. Provide backup if they need it.

Head around the fountain and go toward the rear of the courtyard. You see a red barrel there. Shoot it and watch some enemy units go flying. Reload your weapons, and get ready to face some heavy fighting.



As you approach two doors at the back, they swing open to reveal several Terrorists inside. Kill them all.



After you deal with all the Terrorists, head through this open door. Go down the stairs and to the left, where two Terrorists wait to greet you. Kill them both and move on.

As you head down the main corridor, doors to either side of you open and Terrorists shoot at you. No team members are in this area, so if a door opens up, it's a bad guy. Shoot him down.

In the second room on this hallway, you find some grenades, ammo, and a Med Kit. The room is easy to find—a Terrorist comes out of it first.

Head back out into the main hall and keep moving forward.

More Terrorists try to stop you—gun them down and keep on running. A door swings open as before, and a Terrorist lurks behind it. Kill him, then check out the room.

Inside are ammo and a CV-47. With weapon in hand, head out to the main corridor and up the stairs at the end of it.



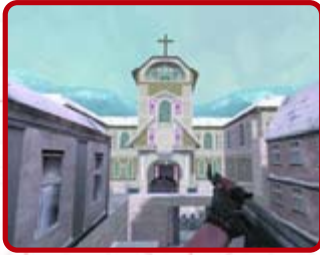
As you head up the stairs to the outside, more Terrorists meet you. Take them out with your new CV-47 and keep moving forward.



Another set of stairs is at the end of this corridor. Ascend them and open the door at the top. Inside that door, make a right and head back outside. Be prepared for some Terrorists standing in your way.



# CHAPTER 6: CONDITION ZERO: DELETED SCENES



The leader, with the nuclear device, is headed for that church in front of you. Get there as quickly as possible.

Make a quick right from where you're standing and head down the steps. At the bottom is a Terrorist. Shoot him (and his friend to the right) and proceed into the area.

Replenish your health with the Med Kit on the wall if you need to. Get the armor, ammo, and all three types of grenades from the crate in front of you. Head out of that area and go straight ahead.

A Terrorist fires at you from above. Take him down, then take a passage to your left, which goes under the building.

On the other side of the passage are several Terrorists. Kill them and keep moving forward. You're almost at the church.

The church is in view. As you approach it, a sniper peers at you from high up on the church. Shoot him down and watch as he is impaled on the iron cross. The force of his body hitting the cross jars the iron doors open. It's time to go to church.



As you enter, replenish your health with the Med Kit and pick up the armor. Terrorists immediately attack you; kill them swiftly.

The route through the church has numerous turns, but you can only go in one direction. Take out Terrorists as you move forward.

The leader of the Terrorist organization planted the nuclear bomb on the pulpit.

To successfully complete this mission, you not only have to kill the leader, but you also have to defuse the bomb.



To beat the leader, keep moving. First, take out the sniper on top. Make sure you have ammo. Ammo pickups are abundant in front of the pulpit, so get them.

The leader can take many hits. If you have to reload your weapon, keep moving to avoid his fire.

The leader, too, has to reload at some time, and that's when to strike. When you see him start to reload, rush up and pummel him with machine gun fire. He dies reasonably readily.

Walk up to the nuclear device and hit Use to defuse it. When the green light turns red, you've successfully defused the bomb.



MISSION 4: BUILDING RECON

## MISSION 5: DRUG LAB



### OBJECTIVES

1. Breach compound.
2. Plant RC Bombs on all processing equipment.
3. Locate alternate entrance to compound.
4. Provide cover for teammate while hostage cells are opened.
5. Take hostages to outside Evac zone.

## CHAPTER 6: CONDITION ZERO: DELETED SCENES

In this mission, you're a member of an elite U.S. SEAL team going into Bogotá, Colombia to take out the primary operations facility of one of the biggest drug czars. Your team is headed to the cartel's main production, packaging, and shipping centers. The drug cartel also has taken two political hostages, so this mission involves hostage rescue as well as search-and-destroy.

The mission begins on board a helicopter, where your SEAL commander gives you the lowdown on what's about to happen. After your briefing, the mission begins.

You're dropped in the heart of the Colombian jungle. It's dark, rainy, and filled with Terrorists. Your primary objective is to breach the compound.

Go straight, and cover your guys in front. Move quickly, staying alert to the land mines and the sniper in the tower. Move to the drug facility and get to the stairs that lead to a room at the top.



### •TIP•

Move from side to side as you run to make it harder for the sniper to hit you.



A Terrorist greets you at the top of the stairs. Blast him with your Leone 12 Gauge Shotgun. Notice some pieces of wood are missing from the floor.

Lucky for you, the Leone 12 Gauge Shotgun is strong enough to shoot through wood. Blast a bigger hole in the floor and jump down.

After you land, shoot the pieces of wood in front of you and step outside. Be ready for another Terrorist to your right.



No sooner do you kill that Terrorist than another one comes up. Deal with him quickly, because the sniper who missed you earlier sees you now and is determined to get you. Make your way up to the sniper tower and take him out. Get the ammo in the tower and the Med Kit from the ground beneath. Now make your way toward the back, where two Terrorists fire at you from behind a fence.

As you approach the fence, you see a couple of red barrels. Shoot the barrels and make an entrance for yourself. Now you can take out the two Terrorists who were firing at you before. Follow the path to an underground part of the compound.



Along the way to the other side, you come across several Terrorists. Handle them and keep moving. Look around to find a Leone YG1265 Auto Shotgun and shotgun ammo. There is also a First Aid Kit here. Head up the path to a door with red barrels near it.

As you approach the house, the door swings open. A Terrorist waits there to shoot you. Pop him, but be careful not to detonate the barrels. Walk through the door into the next area.



Once inside, go to the room in front of you. Eliminate the Terrorist inside, then pick up the Schmidt Scout Sniper Rifle from the table. The door is locked, so don't bother trying it. You have to get out the old-fashioned way—shoot out the window and Duck Jump through.

First, however, take out the two snipers who are outside waiting for you. When both are dead, jump outside.

Outside, another Terrorist at ground level shoots at you. Take him out with your sniper rifle. Walk over to his body to find a Med Kit and ammo. Retrace



your steps, looking for pieces of wood covering a hole in the wall. Shoot out the wood and press

Duck to crawl into the hole.



On the other side, go straight. You meet up with two members of your team, and your commander orders you to take out the water-pumping

equipment with Radio-Controlled Bombs. Walk up to the flashing red icon on the water-pumping equipment. Switch to your Radio-Controlled Bomb and press Primary Fire. With detonator in hand, move to a safe distance and set it off. The door to the right opens so you and your teammates can go through.

On the other side of the doorway, your commander tells you that a Terrorist guard has a LAW Rocket in the window. You must find another way around and take out the guard. The rest of the team stays in position while you work alone.



After speaking with your commander, turn around and walk back toward the door. Look at the ground to your right. At the foot of the building is a metal grate. It's a perfect way in, but it's locked. Switch to your Blowtorch, press Primary Fire and center the lock in your crosshairs. After a few seconds, the lock snaps off and the metal grate slides down. Click on your Night vision and head into the grate. You have to hit Duck to get in.



Keep going until you see a covered hole in the floor ahead. Shoot the wooden planks covering the hole and jump out. Come up and give the waiting Terrorist above a face full of pain. Jump out and pick up the K&M UMP45 and ammo sitting there. Take out the Terrorists at the other end, pick up the Smoke Grenade on the floor, and proceed to the next area.

The next area has another box puzzle. The main objective here is to get in the next room (which holds two Terrorists) and destroy the water-pumping equipment. The door is locked, so you have to move the metal box by pressing and holding down Use next to the window. Shoot out the pieces of wood and Duck Jump into the other room. Take out the two Terrorists with a grenade before you enter.



Inside, replenish your health with the First Aid Kit. Go over to the water-pumping equipment, switch to your Radio-Controlled Bomb, and plant it on the flashing red icon. When the bomb is detonated, the explosion opens a door. Go through it into the next area.



Now take care of that guard with the LAW Rocket. Get upstairs the best way you can. Be prepared for several Terrorists along your path. You have an arsenal of

weapons building up, and the best weapon for close combat is the auto shotgun. The guard with the LAW Rocket is at the very end of the hall. Watch for his rocket fire. If he connects with one well-placed shot, you're dead. Shoot him dead and move on.

Now that the LAW Rocket Terrorist is out of the way, you can move on to the others. Stay on the upper level and deal with the Terrorists coming at you. They come from the left, right, and across the open area. Get to the water-pumping equipment and attach a Radio-Controlled Bomb where you see the flashing red icon. Detonate it from a safe distance. Then head down the hall, to the right, and down the stairs to the lower level.

## CHAPTER 6: CONDITION ZERO: DELETED SCENES

If you need it, there is a First Aid Kit on the far wall as well as more ammo in the room next to it. Replenish your health and reload here.

The lower level winds around, so be alert for Terrorists hiding in corners. Once you're out in the open, you meet up with some of your team members. Note that the hostages are kept on this level.



As soon as you enter this area, be prepared for intense firefights. Not only do the Terrorists attack you on this level, but they also shoot at you from above. The main objective here is to cover your teammates as they release the hostages. Make sure nothing happens to your man. Take out the Terrorists any way possible.



When you've eliminated all the Terrorists, you have to destroy some contraband. You see a flashing red icon on top of a table in the center of the room. Switch to your Radio-Controlled Bomb and plant it on the table. Detonate it and watch the sparks fly.



After you destroy the contraband, head outside and back up your team as they deal with the last remaining Terrorists. Watch for snipers and get the Terrorists hiding in the adjacent building.



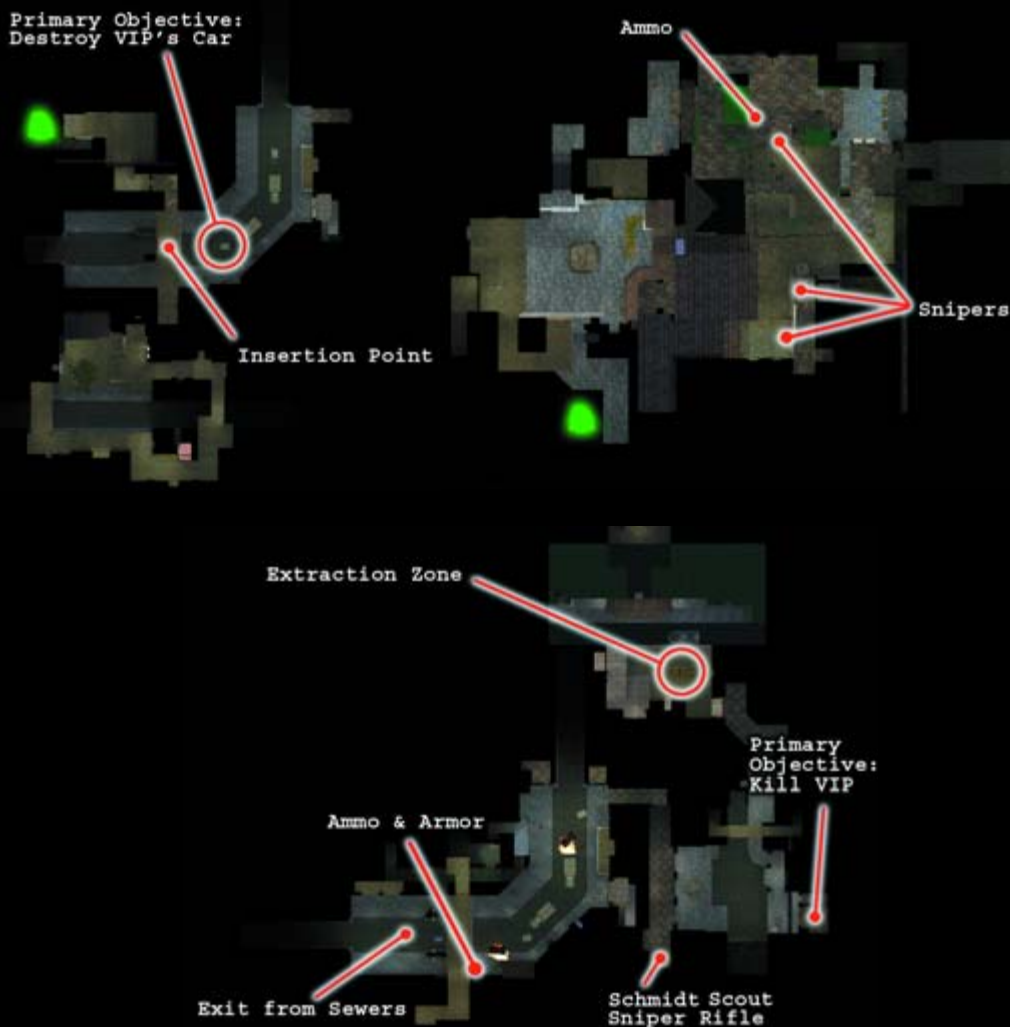
Your commanding officer instructs you to destroy the last of the water-pumping equipment. When that's destroyed, go back inside and rescue the two hostages.

As soon as the hostages are dropped off at the Hostage Rescue Zone, two more Terrorists appear behind the far wall. Either shoot them individually or shoot the red barrel between them. It's up to you, once they're all killed, the mission is a success.



MISSION 5: DRUG LAB

## MISSION 6: MOTORCADE ASSAULT



### OBJECTIVES

1. Upon commander's signal, take out the lead car in convoy with LAW Rocket.
2. Suppress resistance.
3. Locate and eliminate the VIP.
4. Provide cover for the ground team.
5. Eliminate VIP behind bulletproof glass.
6. Get to the extraction point.

# CHAPTER 6: CONDITION ZERO: DELETED SCENES

Good day and welcome to Italy. A European militia has taken over part of the city, and the local government has asked you and your team to go in and dispose of them. This is a black-ops mission, and your main objective is to take out the Terrorist leader and all members of his militia. Make sure there are no survivors. Good luck.

You start atop a bridge looking down at a city street. Your commanding officer informs you that an approaching motorcade is transporting a known Terrorist leader. Your team must eradicate him and his group. The screen then fades to black.

When the game comes back up, you're standing behind your team. Run to the overpass and look onto the main street. Your target will soon be arriving. Your commanding officer tells you to wait for his signal to take out the lead car. Do not fire until you get the signal from your commanding officer.



After you blow up the front car, all hell breaks loose. Terrorists appear from the other vehicles and begin to fire at you and your team. Eliminate them, taking care to get the sniper

across the way. During the firefight, you see the Terrorist leader getting away. You can do nothing to stop him. You get another chance at him later.

After you shoot the last Terrorist on the street, the gate to your left bursts open, revealing two Terrorists firing at you and your commanding officer. Take them both out. You later get instructions to take out the VIP. Your commanding officer tells you to take the lead and proceed down the corridor and around into the next area. Watch for snipers.



Enter through this door and head upstairs. You meet a lot of resistance up to this point, and this building also harbors Terrorists. Replenish your health with the Med Kit before heading upstairs.



Upstairs, you run into a couple of more Terrorists. Shoot them, then walk to the open window where you can pick up ammo and look down on the destruction you have caused. Go through the open door into the next area.



Outside, you stand on a balcony. To get to the next area, walk across this plank. Perform a single jump to land on it. Walk across and jump down and activate the switch in front of you, and activate the switch in front of you.



The switch opens the metal double gate below you. Return to the balcony, jump down to the street, and walk through the gate.



As you walk down the corridor, you meet a couple of Terrorists. Dispose of them and keep going to a room with two windows and a locked door. Pick up the ammo and use the First Aid Kit

on the wall. Go up to the window and watch as your team engages a group of Terrorists. In the next instant, a Terrorist swings open the door and starts shooting. Kill him and step outside to provide backup for your team. Take out any remaining Terrorists, and don't forget the sniper in the window.

After all the Terrorists in this area are dead, get to the upper level, facing your teammates. A sniper in the tower greets you as you arrive; shoot him down. The next part is tricky. The door you want to go through is locked.



Look around and you notice that a ledge big enough for a person to walk on goes around the whole area. Jump to the ledge near you and edge around it until you see the locked

gate. Jump on the far side of the gate, pick up the Leone 12 Gauge Super Shotgun, then proceed to the next area.



The path leads you to a lower level where you encounter a handful of Terrorists. Watch for the sniper in the window. After dispatching the Terrorists, go to the left and pick

up ammo. Head through the sewer system, taking out any Terrorists you find there. Reload under cover. There is a First Aid Kit hidden in the sewers, if you look around you can find it. Take the ladder out of the sewers.

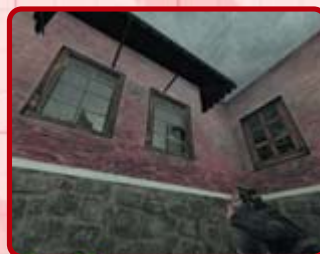
You're standing in front of the carnage you created at the start of the level. Blown-up cars, debris everywhere—it's not pretty. Go toward the back of the area, keeping an eye out for the Terrorist leader. Also watch for militia stragglers and two snipers in the windows, and eliminate them. Look for an armor pick-up, ammo, and a First Aid Kit to the right of a flaming car. After you've cleaned up the street and are



locked and loaded, keep going toward the back and walk toward the docks on the right.

The leader of the Terrorist organization is close. As you enter the dock area, be prepared for an attack by several Terrorists. A

handful of them are on this side of the water; more are on the other side. Use your Primary Weapon against these guys or pick up a Schmidt Scout Sniper Rifle that is lying on the ground in front of you. As soon as you enter the dock area, run to the end. There are First Aid Kits and ammo there as well. Watch for snipers on the upper levels, too. When you've taken care of all his minions in the area, turn your attention to the leader inside the building. The bridge is blown out, so jump on the gondola and cross to the other side.



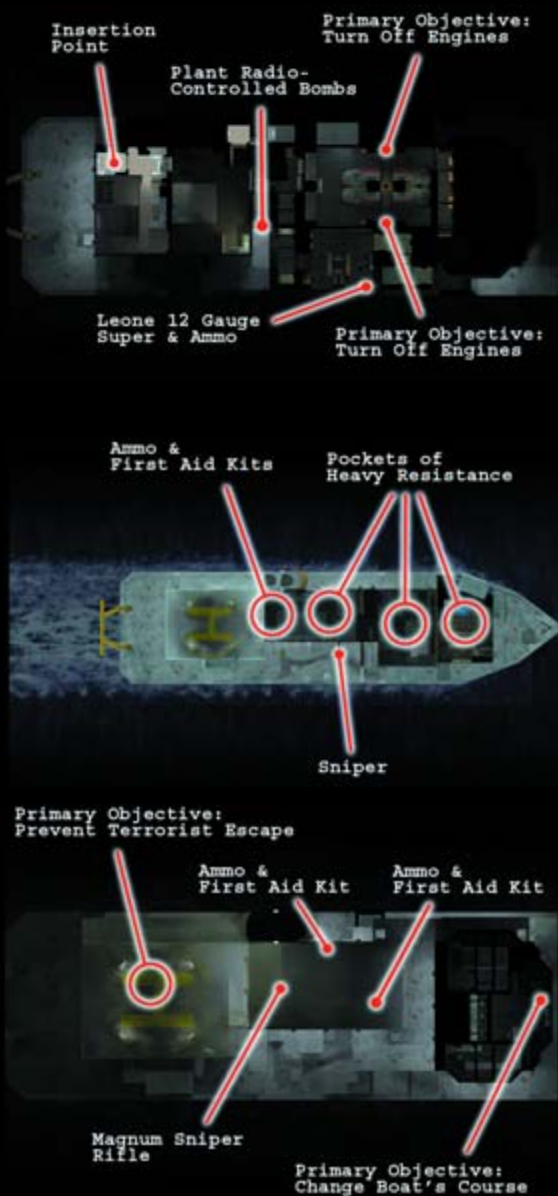
Look closely at the building where the leader retreated, and you see a hole in the window. Throw a grenade in and he's toast. But your job isn't finished. No

sooner do you kill the leader than two more snipers and a couple more Terrorists appear behind you. Take them out and head through the double metal doors toward the adjacent dock area.

You confront more Terrorists on the way. Take out the snipers in the towers. You cannot board the extraction boat until all terrorists in this area have been taken care of. The mission ends when the last Terrorist is killed. Good job, sir!



## MISSION 7: THIN ICE



### OBJECTIVES

1. Locate and disable vessels engines.
2. Proceed to bridge and steer the vessel from shore.
3. Prevent terrorist from escaping.

You're a member of the Russian Spetsnaz on a mission that begins aboard a hijacked Russian nuclear-powered icebreaker. The ship is speeding southwest through the Barents Sea on a collision course with the Norwegian city of Vardo on the Russo-Norwegian border. Your job is to prevent the icebreaker from crashing into the city. Good luck!



The mission begins in a secured room. You managed to sneak in through a ventilation shaft. Now you have to get out and stop the ship, but the door out is bolted shut.

Switch to your Blowtorch and torch the lock off. Move to the other room and pick up the K&M Submachine Gun, the rounds of ammo, and the Flashbang Grenade. Then head out the door.

You immediately encounter two threats—a Terrorist and a gun emplacement. Quickly take out the Terrorist, then the gun emplacement. If you're injured, go back to the room you just left to use the Med Kit there. As you head out onto the deck, you run into a couple of more guards, who are easily disposed of. Make a left toward the blue shipping boxes.



Jump to the uppermost shipping crate and walk across it. Stop at the edge and you see a crate in front of you with four ammo boxes and Med Kit next to it. Run and jump on

the boxes to retrieve the ammo. Step down to use the Med Kit.

Next, go to the door with the flashing red icon. Attach a Radio-Controlled Bomb and detonate it. After the explosion opens the door, a couple of Terrorists come through it. Shoot them and proceed inside.

Take out the Terrorist waiting there. Move through the corridors toward the adjacent deck. You know you're close when the flooring changes texture. Knock off a few Terrorists and pick up the Leone 12 Gauge Super Shotgun and ammo



Downstairs in the engine room, you're looking for three green switches. Walk up to one and press Use, and it turns red, indicating it has been deactivated. Deactivate all three switches to turn off the ship's reactors, then head out the metal gate. Be careful when you activate the first switch, there is a mounted machine gun on the ceiling that turns on you. Take it out with a couple of shots. With the engines now cut off, go up the stairs and through the double doors into the next area.



You must gain access to the bridge, and to do that you have jump around a bit. The doors are locked, so break the glass to get through them. Look at the

staircase and see there's a piece you can stand on. Duck Jump onto it, and then crawl onto the deck. Before you jump to the other side, to take out the mounted gun on the ceiling. After you jump over, you'll have to deal with a few Terrorists along the way, but the area has plenty of ammo pick-ups, an HE Grenade, and a couple of Med Kits. There is also a Night Hawk .50C in one of the offices; pick that up as well. Replenish your ammo and health if necessary, then get out of this area and onto the deck outside.

# CHAPTER 6: CONDITION ZERO: DELETED SCENES

Once on deck, head for this door. Terrorists fire at you from behind the boxes on the right, but don't bother going over there. The boxes are too high for you to shoot the Terrorists. You could throw a grenade over if you have one, but it isn't necessary. Go through the door, taking out the gun emplacement.

The main objective here is to get to the outer deck alive so you can get to the bridge. Don't bother trying to open any of the doors inside—they're all locked. Eliminate a few more Terrorists and pick up some more ammo. Once outside, look for a metal ladder going up.

After climbing two sets of ladders, you come to a short deck where a couple of Terrorists wait for you. Take them out and walk down a small flight of stairs. At the end is another ladder going down.



Descend it, and get rid of the Terrorists with machetes and automatic weapons. There is ammo in an open storage container in front of you.



Drop down the hatch, which puts you in a storage room. Mixed in with the perishables are assorted Terrorists, all with automatic weapons. Use your primary weapon on them. Then exit through the door

and head down the corridor. You kill several more Terrorists on your way to the bridge as well as picking up a bunch of ammo and another HE Grenade.

Climb the ladder to the top, which puts you in the galley. Pop a couple of Terrorists and head for the back door. Run up the stairs to the bridge, knocking off a few more Terrorists on the way.



## TIP

You can get off the ladder about halfway up. There you find additional ammo, a Flashbang Grenade, and a First Aid Kit. Once you're stocked up, get back on the ladder and go up.



Once on the bridge, approach the wheel at the control panel and press Use to turn it. Good job! The ship has changed course. Now go after the Terrorist leader. First, walk over to the flashing red icon on the door and place a Radio-Controlled Bomb. Detonate it and go to the next area.



You enter a small room with a ladder. Before you climb the ladder, pick up the armor sitting on top of a control panel. After, you climb to the upper level where you face a sniper.

After you kill him, take his Magnum Sniper Rifle. Walk to the right and pick up ammo for it. Take out the terrorist that spots you from across the way.

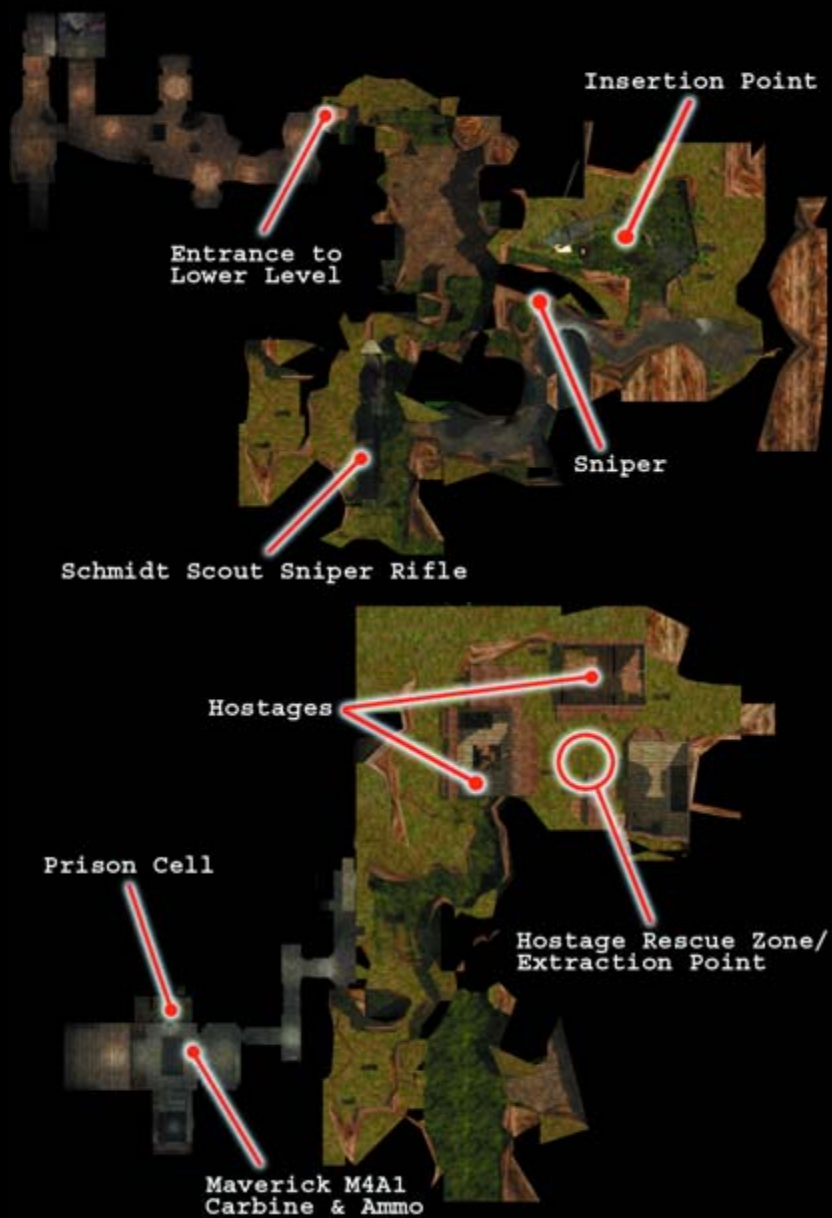
As soon as you pick up the Magnum Sniper Rifle, you see a military aircraft take off. Shoot it down; the Terrorist leader is inside. To take him down, shoot it with your Magnum Sniper Rifle. It's not going to be easy, as you'll reload and replenish your health many times. Don't worry, there are plenty of First Aid Kits lying around.



The key is to keep moving. Occasionally the plane fires rockets at you. It's better to duck and dodge than to take a hit. You must hit the plane a number of times to take it down.

When the plane explodes into flames, the mission is a success. Good job!

## MISSION 8: DOWNED PILOT



### OBJECTIVES

1. Search for survivors of helicopter crash.
2. Proceed ahead into mining facility.
3. Move on and locate pilots.
4. Find way to escape from prison cell.
5. Escort hostages to rescue zone.

## CHAPTER 6: CONDITION ZERO: DELETED SCENES

In this mission, you're headed to Puerto Iguazu, Argentina, as a member of the elite German GSG9. Your mission is to rescue two downed helicopter pilots. Expect heavy resistance from numerous Guerrilla Warfare Terrorist outposts. Good luck, sir.

The mission opens aboard a Black Hawk helicopter. As you head toward the mission, your commanding officer tells you that the location of the downed helicopter and the pilots is unknown. If the pilots have been taken hostage, you are instructed to eliminate their captors.

We found out where the helicopter crash-landed. After examining the wreckage, your commanding officer concludes that the pilots were taken hostage. Trails of blood lead to the right. Go investigate. Shoot away the wood that blocks the path and head to the right, upstream, following the blood on the ground.

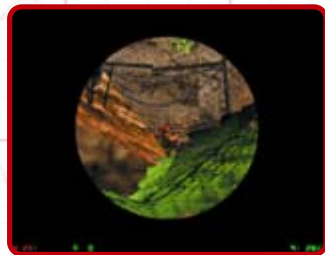
On the path, you encounter Terrorists. Take them out with your Clarion 5.56. Watch for the Terrorist on higher ground. As you proceed to a clearing, you run into a couple more Terrorists. Take them out. Head straight until you reach a downed airplane.



As you approach it, be careful of proximity mines on the ground. Walk around them. Enter the fuselage of the plane and take out the Terrorists inside. Shooting the red barrel eliminates a couple of them. Walk to the back of the plane and retrieve the Schmidt Scout sniper rifle and ammo. Kill a handful of Terrorists here, then exit this area by jumping on the small ledge beside the plane. Jump on it, then on top of the cockpit. Next, hit your Duck key and go under the fence to the next area.

As you head down the path, a tree branch blocks your way. To get by, switch to your Knife and press Primary Fire with the branch in your crosshairs. After a few hits, the branch falls and you can proceed straight.

The next area is tricky. Around the corner from you are a sniper and a Terrorist with a LAW Rocket. When you step around, they attack. Adding to the difficulty are a couple of proximity mines and another Terrorist waiting to your left. Jump on the rocks to the right of you and slowly strafe to the right with your Scout sniper rifle's zoom activated. As soon as you see the Terrorist with the LAW Rocket, take him out. Next, kill the sniper above him on the right. Hopefully, the Terrorist on the left has come out to attack. If not, jump over the mines and onto the rock in front of you. Shoot him down and then proceed across the bridge. This area has two Med Kits, too.



Make your way across the bridge, taking out the sniper to the left. Another Terrorist across the bridge is easy to eliminate. Cross the bridge.

After you cross the bridge, head down the path. A tree branch blocks you; use your Knife to get rid of it and proceed.



You come to an underground facility populated by several Terrorists. Dispose of them with your Scout Sniper Rifle, Clarion 5.56, or your sidearm.

Behind the cart on the track is a switch. Go to it and press Use. This operates a winch that lowers another cart to the lower level. Run over and jump down onto the cart for a ride to the lower level.



MISSION 8: DOWNED PILOT

At the bottom, follow the track into the next area where two Terrorists await you. Take them out and head up toward the ladder. Another Terrorist lurks near the ladder. Cap him and climb up.



The ladder leads to a room containing a door with a switch next to it. Walk to it and press Use to turn the switch from red to green and unlock the door. Replenish your health with

the Med Kit here if you need to. Walk through the door to the next area.

When you open the door, a couple of waiting Terrorists meet you. Take them out and proceed to the room in the back to find several more Terrorists. Kill them and reload.

Now that you have taken care of the Terrorists, go to the bunk beds in the corner. You see a vent with some bars in front of it. Shoot the bars to open the vent. Jump on the crate next to the bunk beds, then onto the top bunk and head into the vent. At the other end of the vent, a Terrorist waits. Kill him.

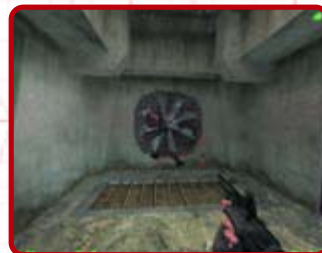


Shoot the bars and jump down to see a set of steel double doors with a flashing red icon. You don't have a Radio-Controlled Bomb to place, so remember this spot. You'll be back through here soon. For the moment, head out of this room and into the next area.



In the next room, you come across a couple of Terrorists. Take them out and head toward one of the PCs in the room. On one is a red screen with a "Locked" image on it. Go up to it and press Use to change the screen to green. You just unlocked a door behind you. Walk out that door into the next area.

Down the hall is a room containing a single Terrorist. Shoot him once and he flies into the spinning fan behind him. Watch as the fan shreds him. To the right is a door. Walk through it to the next area.



When you open the door, Terrorists attack you. One Terrorist is in front of you behind some boxes; two more are to the left. Take out another behind a metal grate with your sniper rifle, if you like. When you've cleaned them out, head to the left, out of the room and into the next area.



You find more Terrorists. Destroy them and look for a Kreig 552 Commando toward the back of the room, along with ammo and Med Kits. To the right, a switch is attached to a

generator. Walk up to it and press Use. This hoists the mining cart in the room. Don't try to catch up to it—jump down the hole into the next area.

You land in a dark corridor. Follow it to a ladder. Climb it. At the top, another grate leads into another area. Shoot through the grate then detonate the red barrel with a shot to take out the nearby Terrorist. Jump down from the grate and head down the stairs.



## CHAPTER 6: CONDITION ZERO: DELETED SCENES

At the bottom of the stairs is an area containing a handful of Terrorists to kill. On the far wall is a valve close to the floor. Press Duck and then your Use key to turn the valve. The locked door in the room opens. Walk through it to the next area.



In the next room, there are a couple of Terrorists. Take them out and look for a wooden shelf holding Radio-Controlled Bombs and a Blow Torch. Get the items, then exit and head down the stairs.



Terrorists abound in this area. On the upper level are snipers, and a couple are on the same level with you. Kill them, then head up the ladder.

On the upper level, enter the office. Watch out for the flooring—it gives way, so jump into the office. On the wall is a switch. Walk to it and press Use to open a door on the lower level. Jump down and head out the opened door.

You enter a room with Terrorists in front of you, beside you, and looking down at you from the upper level. After you have eliminated them, look for a flashing red icon on the wall



to your right. Place a Radio-Controlled Bomb on the flashing red icon, go back to a safe place, and hit the detonator. Walk through the hole you just created.



When you enter, you encounter a Terrorist. Take him out and walk to the end of that hall. On the left side is a flashing red icon. Place another Radio-Controlled Bomb and set it off.

In the next room, a metal gate is locked. To open this door, switch to your Blowtorch and torch the lock off the gate. The gate swings open.

Look to your right to see another flashing red icon, this time on the floor. Set another Radio-Controlled Bomb and detonate it. Jump into the water and follow the crawlspace around to find an ES C90 SMG. Pick it up, then return to the opening and jump up to the dry floor. Head out of that room and down the hall to the other end.

At the end of the hall is a green crate. Jump on it and shoot out the metal grate above it. Perform a Duck Jump to get to the upper area. Shoot a Terrorist there and jump down.



Pick up the Maverick M4A1 Carbine on the floor in front of you.

Next to it is a Leone YG1265 Auto Shotgun. Pick it up, too, and cap the Terrorist behind the metal fence. When you kill him, the tank behind him fires a shell, blowing out a chunk of the wall. Jump through the hole into the adjacent area.



Go to where the office was, on the upper level, heading up the stairs you took to get down here. New Terrorists are in the area; take them out and head straight. Your objective is to



detonate a Radio-Controlled Bomb on the set of steel double doors you saw earlier. You may have to backtrack. Set the bomb, detonate it, and walk into the next area through the hole you just made.



Head down the stairs and make a right. You engage two more Terrorists. Reload and replenish your health with the ammo and Med Kit here, then head up the stairs at the end of the hall.



As you head upstairs, a Terrorist throws grenades at you. Take him out and continue into the kitchen, then into the adjacent room. Kill the Terrorists inside and two more standing behind the gated area. Open the door to the gated area by walking into it. After the Terrorists are dead, approach the PC with the red screen and hit Use to turn it green. Walk out of the gated area.



As soon as you exit, you hear a Terrorist say, "Turn on the gas! Sleep tight, you bastard!" Look at the vents to see green gas being pumped into the room. All the doors are locked. The screen begins to fade. You're knocked out. Don't worry—there was nothing you could've done to avoid this.



When you wake up, you're in a prison cell without weapons or armor. Inside the cell is nothing but an old mattress. Through the window, you see a guard walking about.



Part of the cell wall is missing bricks. If you walk into it, the wall collapses, revealing a passage to the adjacent area. Look around the

new area to spot a Knife. Now you have a weapon! Walk to the door and get ready to draw some attention to yourself.

While standing at the window, press Use to alert the guards. If you keep pressing Use, the guard gets annoyed with you and opens the door to deal with you. Kill him with the Knife and get out of the cell.



Deal with the other guard inside. When he's dead, go to the table on the left and pick up a pistol.

The commotion has attracted attention, so prepare for Terrorists to open

the door. Deal with the one in front of you by shooting the red barrels. As you head into the room in front of you, pick up the Maverick M4A1 Carbine.

With your Maverick in hand, take out the room's remaining Terrorists. To your left is a Leone YG1265 Auto Shotgun and ammo. This area contains Med Kits, armor, and a big ammo pick-up. Climb to the top and through the door above into the next room.



Beside you are a couple of boxes. A Duck Jump gets you to the top of one of them. From there, jump and grab hold of the ladder. Climb to the top and press Use to open the door to the next room.

The door in this room is locked, so you have to find another way out. Ahead of you is a set of filing cabinets. Perform a Duck Jump and get on top of them. Shoot out the metal grate and perform another Duck Jump into it. You probably won't need to shoot out the metal grate on the other side (because more than likely you just did). Crawl through and jump down.



## CHAPTER 6: CONDITION ZERO: DELETED SCENES



When you jump down into the room, two Terrorists in a gated area attack you. Don't worry about getting access to the gated area, just shoot them through

the fence. Once they're dead, go through the door to the kitchen.

Kill the Terrorists in this area and head through the open door to the outside, taking advantage of a Med Kit. Meet up with the rest of your team.



Once outside, take out the snipers above you—the ones peering at you with laser sights. After they're dead, your commanding officer informs you that Intel has found the pilots at a compound ahead.



As you enter the compound, bullet fire bombards you. Keep moving. Terrorists come at you from all sides. Just run and find cover. Your teammates take out some Terrorists,

but you have to do most of the work. Get into the front building and head upstairs. Take out the two Terrorists upstairs. Look out the window to see two more snipers to kill.

On the floor are broken pieces of wood. Maneuver your way down to get the Terrorists hiding below. When they're history, head outside through the open door.



Outside, you hear shooting. Follow the sound of gunfire to Terrorists who are engaging your team members. After you dispose of them, walk inside this room. In

the back is another Terrorist. There you see a red barrel, shoot it and make it explode. The explosion clears the doorway for you to go inside. Take out the Terrorist in front of you and pick up the ammo there. Going in the now open door, find the first captured pilot. But before you go for the pilot, take out the two Terrorists in the room.



MISSION 8: DOWNED PILOT



Walk to him and press Use to get him to follow you. Take him to the Hostage Rescue Zone, where your commanding officer is standing. As you walk him over

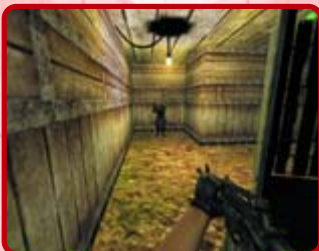
there, Terrorists open fire. Make sure they don't kill the hostage. After you drop him off, find the last pilot.

Be warned, after the first pilot is rescued, two steel doors open and Terrorists armed with automatic weapons attack. Shoot them down and proceed in where they came out from.



Pick up the ammo and First Aid Kit to your right. Head up the stairs to your left. Three Terrorists are waiting. After you take them out, walk onto the roof of the building and jump to the adjacent building via the roof.

When on the roof, jump around the compound via the rooftops. Look for the wooden fence and jump down behind it.



Duck into the hole in the ground, which takes you underneath the building. You emerge inside the building where the Terrorists are holding the last pilot. Jump out and

walk to the pilot; press Use to get him in tow.

As soon as you get the hostage, a Terrorist breaks through the door. Take him down and guide the hostage out of this area.

On your way to the Hostage Rescue Zone, be prepared for some heavy fighting. Numerous Terrorists do whatever they can to keep you from delivering the hostage. Use all available weapons to destroy the Terrorists.



When you drop the last pilot at the Hostage Rescue Zone, the mission is over. Your commanding officer radios in a helicopter to take you away.



## MISSION 9: HANKAGAI



### OBJECTIVES

1. Stay alert for trouble.
2. Take out hostiles while VIP is escorted to safety.
3. Meet up with VIP protection team.
4. Check ally for hostiles.
5. Protect the VIP.
6. Go after the gang leader.
7. Rescue hostage.

MISSION 9: HANKAGAI

For this mission, you are part of the Japanese Counter-Terrorist team. The primary goal of this mission is to prevent the assassination of a prominent Japanese businessman. Your job is simple: Make sure the VIP lives and eliminate any threat you see.

The mission opens near a Japanese shopping mall. The VIP has begun inspecting the new facility. Assassins soon appear, attempting a ground-level attack. The VIP escapes the initial attack and is escorted to higher ground. You're instructed to go down to the ground level and eliminate any threats.

As you head to ground level, a couple of Terrorists attack you. Dispose of them and continue to the ground level. As you enter an open area, you're fired upon from all sides. First, take out the Terrorist on the balcony in front of you. Next take out the Terrorist to your right. Look for a third Terrorist on another roof, and don't forget the guy who comes out of the restaurant. After you take care of the threat, head back upstairs and regroup with your team.

As you head back to where you started the mission, your commanding officer informs you that the VIP is being attacked and that your assistance is needed. Make your way around the shopping mall's upper level and head down a set of stairs to meet with one of your team members. Walk up to him and press Use, and he gives you some ammo.

When your team member gives you the ammo, the Terrorists attack again. Take them out and get the stragglers around any corners. If you don't clean them all up, your commanding officer repeatedly asks you if you've taken care of them. Once the area is clear, head opposite of the way you just came in.

The assassin attempts to take out the VIP. Shoot the assassin to prevent the VIP from getting killed. You won't be able to kill the assassin just yet, a couple shots from you and he runs away. It's imperative that you prevent the VIP from getting killed.



As you swing around, you encounter a couple more Terrorists. Take them out with well-placed headshots and keep moving forward. There are ammo pick ups on a bench to your left. Again, make sure the VIP is safe. Eliminate all hostiles. Move forward and head toward the back of the area, where you run into two more Terrorists. Kill them and look for a ladder on the left wall.

Climb up the ladder and crawl into the vent. Crawl through the ventilation system until it ends in an open vent. Jump down and head down the long hall in front of you. After you walk through the door at the end of the hall, make a left to find two doors. Walk through the door on the right; it takes you to the next area.



As you emerge, head down the hall. Gun down a Terrorist around the corner and keep going straight. Around the next corner, a Terrorist with a LAW Rocket shoots at you. Cap him while he reloads. The explosion of the LAW Rocket collapses the walkway you're on, but it creates another one. Jump down and head down the new walkway to a First Aid Kit on your right. Around the corner at the dead end is ammo. Turn around and head back to the next area.



After you've reloaded, follow the street downhill. As you round the corner, watch for a sniper peering down at you. Kill him and proceed to the next area.

# CHAPTER 6: CONDITION ZERO: DELETED SCENES

You now face two Terrorists, one at ground level and the other on a stair landing. Take them both out. After you've killed them, you notice there is no way to get out—all the doors are locked.



Near the garbage dump, you see a fence. You have to get to the other side. Look around to spot a metal box. Grab the box by pressing Use. Maneuver the box so it is flush with the fence. Push and pull the box over to

the fence. When the box is as close as you can get it to the fence, Duck Jump onto it, then Duck Jump over the fence. Move forward to the next area.

Now your main objective is to track down and kill the assassin. As you jump down from the fence and make your way around the corner, you see the assassin get away.



Two of his henchmen come at you. Deal with them, then head toward the next area.

As you head in to the open area, watch for attacks from Terrorists above you. One is on a set of stairs to your left and the other is in a second-story window. Kill them both and head up the stairs on the left.

At the top of the stairs is a bush. Duck Jump to it and you see a Leone 12 Gauge Super Shotgun. Pick it up and jump down to head to the next area.



Around the corner, a Terrorist waits on the left side next to the Med Kit. Take him out and then replenish your health if you need to. Get ammo here as well.



After you replenish your health, a sniper and another Terrorist at ground level immediately shoot at you. Eliminate them as best you can. You may take some damage, but hopefully there's a Med Kit left here. Now you have to find a way to get over that fence.

Look to your left to see another metal box. Walk over to it and hit Use. Maneuver the box so it is flush with the fence, then jump onto it. Don't try to Duck Jump onto the fence—it's too high. Instead, turn and face the barrels.



Jump on the barrels, then face and jump to the planters by the windowsill to the right. Now you can walk across and jump down on the other side of the fence. Watch your back! A Terrorist is coming.



After you've killed him, get a sniper rifle. Remember the window where the Terrorist sniper fired at you? You need to get there. Across from the garbage dump and down the road to

the right is another steel box. Go over and drag it over to the garbage bin.



MISSION 9: HANKAGAI

Jump up on the metal box and onto the bin. Next, face the window and jump onto the ledge. You may have to take a running start from the garbage bin. Don't worry—you make it.



Toward the back of the room you see a D3/AU-1 Semi-Auto Sniper Rifle. Pick it up, armor. Once suited up and loaded up, jump out the window to return to ground level.



### NOTE

Ammo and an armor pick-up are on the balcony above the cigarette machine. To get there, jump up on the bench, then perform a Duck Jump onto the cigarette machine. Another Duck Jump gets you to the balcony. The ammo and armor are along the back wall.



By now your commanding officer is probably yelling at you for not moving fast enough. Get moving! Head down to the other end of the street. The road stops at a metal fence. As you approach the fence, you see the assassin run into a garage across the way. A couple more Terrorists attack you. Finish them off.

Here's another puzzle: How do you get over the fence? You guessed it—the metal box. Walk to the garbage bin, where you last used the metal box. Drag or push the metal box (it's easier to push it) so it's flush with the metal fence. Perform a Duck Jump onto the ledge to the right of the fence, then jump up onto the fence. Jump down and head to the left.



Notice a ventilation shaft to your right. You have to find a way in there to gain access to the garage. Continue walking forward and you come to another metal box on your left.

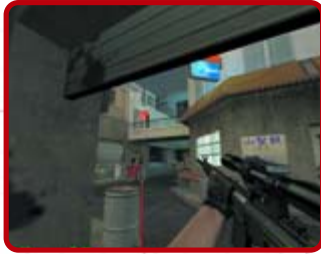
Drag the metal box to the ventilation shaft. Shoot away the vent covering, then perform a Duck Jump into the shaft. Crawl through to the other side. Jump down into the garage and to pursue the assassin.



As you round the corner, you encounter a few more Terrorists. Take out the one going for the garage door controls, then take out the two behind you. There is ammo and a Med Kit back there.

# CHAPTER 6: CONDITION ZERO: DELETED SCENES

At the door, look for a red light behind a metal grate. Shoot the metal grate to expose a switch. Walk up to the switch and press Use to turn the switch green and open the garage door. Proceed outside to the next area.



When you step out, a sniper on the upper level attacks. Kill him, then head under the walkway to confront several more Terrorist attackers. Kill them and get to the back of the area.

More Terrorists appear as you enter. Destroy them and head down a small flight of stairs. At the bottom of the stairs is some ammo. Take it if you need it and keep moving forward.



At the next open area, you contact a handful of Terrorists. Kill them and walk toward the metal gate.

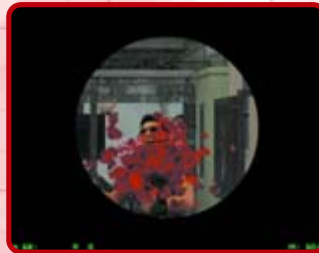
As you approach, you see the assassin has taken a girl hostage. If you keep following him, he says he will kill her. The gate is locked, so turn back around and head toward the other end of the corridor, where a Terrorist attacks.



As you run back to the gate, look to your right. There is a switch at the top of the stairs. Go up to it and press your Use key. This opens the metal gate, allowing you to proceed to the next area.



After you deal with him, the gate swings open and a few more Terrorists charge at you. Take them out with your sniper rifle. Watch for a Terrorist sniper in the upper level.



Go down the corridor to the left and then a flight of stairs. At the bottom of the stairs, you see the assassin behind a fence, still holding his hostage.

Press Alternate Fire on your sniper rifle and aim for his head, but don't hit the girl. If you take too long, he kills the hostage and the mission fails. If you kill him before he harms the girl, the mission is a success.

MISSION 9: HANKAGAI

## MISSION 10: TURN OF THE CRANK



### OBJECTIVES

1. Enter the house.
2. Give the briefcase to the drug lord.
3. Proceed into the warehouse.
4. Eliminate Moses Sepulveda.

## CHAPTER 6: CONDITION ZERO: DELETED SCENES

Welcome to your first drug-related mission. You go in under cover to purchase some methamphetamines from Señor de las Drogas and the group leader, Moses Sepulveda.

As the mission begins, you're holding a briefcase of money in front of Moses Sepulveda's house. Go to the door and press Use to ring the doorbell. A militia member answers the door and invites you in. Enter and go back to the kitchen.



In the kitchen, you're asked to open the case and show the money. Hit Primary Fire and the case opens automatically. When Sepulveda is satisfied, he says

he will be happy to do business with you. That's your team's cue to barge in and bust up the place. Get ready—it's about to get crazy in here.

The leader managed to get away, but you deal with him later. You automatically switch to your pistol. Members of your team break into the room in front of you, immediately engaging Terrorists. Jump through the broken window in front of you to the outside.

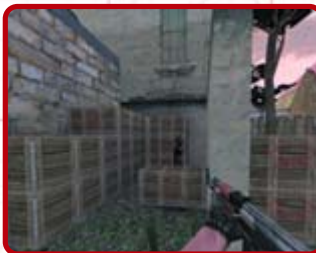
As soon as you land, a Terrorist is to your left. Take him out. Across the way, on the upper level of the warehouse, are a sniper and a couple more Terrorists with automatic weapons.

Deal with them as best you can, then go through the open door to the kitchen area.



Walk toward the back room of the kitchen area, where you see some ammo to your right and a Med Kit in front of you. The most important item back here,

however, is the CV-47 on top of the washing machines. Pick it up and head back outside.



Look around the grounds and make sure no more Terrorists lurk about. There's one hiding by some crates and another right by the warehouse in front of you. If you need ammo, there is some

on a box behind the junk car. When you're locked and loaded, go back inside.

You can't get back in to the compound on the ground level, so go in from the top. Getting up there is easy. Look for this rusted car in front of the warehouse. Jump on its hood, run over it, and jump onto the ledge of the warehouse.

On the ledge, look for the structure with the electrical generators on top. It's a smaller building, in front. Run off the ledge and jump on that building. Atop the generators, face the warehouse.

Now run and jump to the roof of the garage. It's easy; hit Forward and then Jump. Make sure you're running, not just walking. After landing, head left and walk toward the corner of the warehouse, where you see a trapdoor on the roof. When you look down into the warehouse, a Terrorist shoots up at you. Kill him, and then jump down.



On your way down, grab some Med Kits from one of the boxes if you need to. At ground level, a couple of Terrorists shoot at you. One comes at you; the other is behind some boxes. Once they're dead, walk around into the main part of the warehouse.



### • TIP •

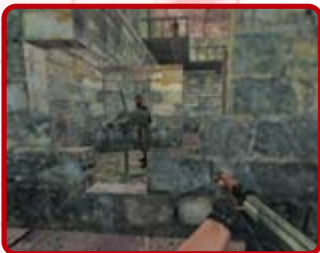
If you're drawing fire and you don't know from where, look up. You're attacked from all sides in this multi-level warehouse, including from above. Make it a point to look in all directions as you walk through unfamiliar areas.

Continue to explore the compound, checking behind corners and searching every room. Ammo is scattered about in this level; pick it up when you need it. Terrorists operate at full force here, so kill them swiftly.

Head for a stone wall with missing pieces. You can easily kill the Terrorist behind it. If you look carefully, you'll see a new weapon in there too, but you can't get to it just yet. Keep moving to the next area.

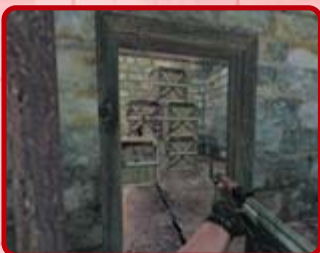


As you swing around the corner, you're met with a Terrorist welcome. Take out the guy rushing you, but hold off entering the next area. At the other end are two threats: a

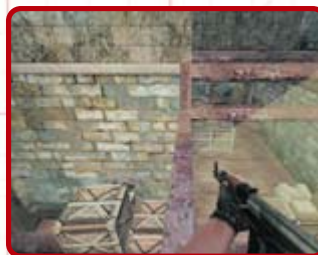


sniper above you who is easy to see because of his laser sight, and another Terrorist behind a mounted machine gun. A couple of hits from the machine gunner and you're dead. Aim for his head. When you destroy him, the mounted gun no longer poses a threat. Move forward to the next area.

Now it's time to get that machine gun. Opposite the mounted machine gun is a room full of boxes. Go there. Perform a Duck Jump on the first box in front of you and make

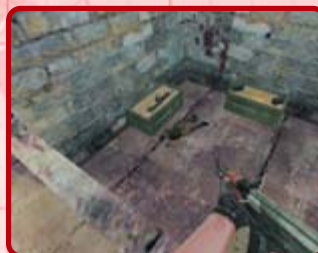


your way to the top. Once you've made it to the top, turn to face this flat ledge. Jump on it. Next, turn to your left and perform another Duck Jump on top of the small ledge.



Turn to your left and walk along the ledge to the end. At the end of it, turn slightly to your right and perform another Duck Jump on the adjacent steel beam. Once on the

beam, walk slowly and make your first left onto another beam. Walk straight and then make another left. You're making a square here—moving toward the machine gun behind the broken wall.



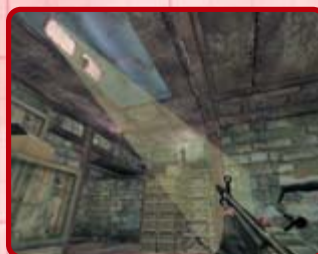
Walk along the beam you're on and move against the wall. When you're against the wall, step back two steps—just so you can see the two bullet magazines at the top of the screen. Now this

next part is tricky. Run off the beam toward the broken wall. What's important here is that you press and hold the Duck button at the instant you jump off. If you do this correctly, you land on top of the broken wall. All you have to do now is step down and claim your new weapon.

On top of one of the boxes is a General MG 60 machine gun. Pick it up and you're ready to rock and roll. Get the ammo pick-ups here as well. Go to the wall and jump on the boxes to get out of the area, then take the path ahead and deeper into the warehouse.



With your new weapon you engage numerous Terrorists in this next area. Some charge at you; others shoot at you from afar. Check higher levels for



## CHAPTER 6: CONDITION ZERO: DELETED SCENES

snipers. An office on this level has armor, ammo, and Med Kits. Cleanse the area of any Terrorists, and then look for a set of boxes that almost reaches the warehouse ceiling. You climb those boxes in a minute. First, look for a metal box nearby.

Push the metal box flush with the tall stack of boxes. Jump on the metal box, then to the next box, working your way to the top. Pick up the armor on your way up. At the top, jump onto the wooden area and head through the door.



When you first walk through the door, it looks quiet and peaceful. Then, suddenly, two Terrorists appear from below and shoot out the floor you're standing on. It's OK—your fall is broken by boxes immediately under you. Take out the two Terrorists and make your way down to the ground level.

As you move through the ground level, be prepared to meet up with more of Mr. Sepulveda's henchmen, including snipers and suicide Terrorists. Shoot them with either primary weapon. Move to this point and shoot the red barrels.



After you wreak havoc on Mr. Sepulveda's warehouse, he issues a challenge to come get him. You gladly oblige. Go toward the back of the warehouse and then up to the upper level. Getting there is the hard part—a host of Terrorists comes at you from all sides. Get to the big staircase and head upstairs.



At the top are an ammo pick-up and a Med Kit. Look for an armor pick-up, too. When you're locked and loaded, head over to the right, out of the room and into the boss's lair.



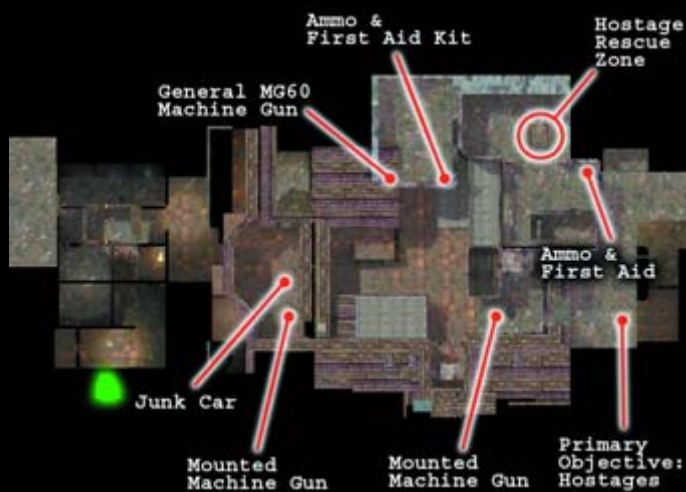
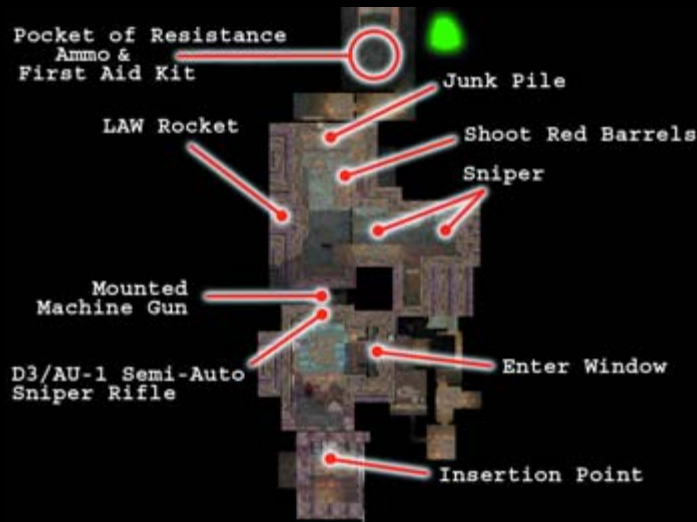
As soon as you enter, a single Terrorist attacks. Cap him and head inside. Unlike your previous enemies, Moses Sepulveda can take a lot of damage. You may think you've

scored some clean headshots, but he keeps shooting at you. Strafe and shoot—he moves in every direction to avoid your fire. Avoid his fire and you eventually kill him, which ends the mission successfully.



MISSION 10: TURN OF THE CRANK

## MISSION 11: ALAMO



### OBJECTIVES

1. Proceed to embassy.
2. Locate alternate entrance.
3. Locate hostages.
4. Move hostages upstairs to rescue zone.
5. Suppress hostiles until Landing Zone is clear for Evac.

# CHAPTER 6: CONDITION ZERO: DELETED SCENES

This mission takes place at the U.S. Embassy in Yipiti, Boshistan. Two U.S. officials have been taken hostage and are being held in a neighborhood behind the embassy. You've been sent in to extract the hostages and eliminate any Terrorist threat.

You start outside the U.S. Embassy. The negotiator informs you that the hostages are believed to be near the King Kabob Restaurant. You're instructed to make contact, take the hostages to a secure location, then radio for extract.

As you follow your team into the compound, Terrorists attack you. One comes right at you, and the others attack from the rear. Get the guy in the window above you.

After dealing with the Terrorists, your team has to get into the compound. While members of your team try to open the locked double door, look for another way in.



Go over to the garbage bin and climb on it. Climb the pipes and get to the broken roof in front of you. Make your way around the compound by jumping from

windowsill to windowsill. Your goal is the window above the doors your team is trying to open.

Go in that window. On the floor is a D3/AU-1 Semi-Auto Sniper Rifle and ammo. Pick them up. Continue into a small alcove at the rear of the room where you can peek through a crack in the wall and see a Terrorist and a red barrel. Shoot at the barrel to take out the Terrorist. This makes getting through a later area much easier since this Terrorist is manning a mounted machine gun. Now jump out the window ready to continue with your mission.

Walk back to the garbage bin, climb on it, and climb the pipes again. This time go left at the top and get on the wooden ledge.



Walk carefully along the ledge toward the double windows. When you get close, the windows open and two Terrorists shoot at you. Kill them, then go to the window and jump down inside. Replenish your health with the Med Kit and head out the door.

The next room doesn't have much except some ammo. The floor is broken apart. If you look down, you see a Terrorist hanging out on the floor below. Kill him, then drop through the hole in the floor.

The room is empty except for wooden crates. Look around for a ventilation shaft. Shoot out the vent cover, jump up onto the crates, then Duck Jump inside.



Look around for a ventilation shaft. Maneuver one of the metal boxes up to the wall, under the vent. Shoot out the vent cover and Duck Jump in before those grenades kill you.

Crawl through the ventilation system until you come to another vent. Shoot its cover out and take care of the Terrorist on the other side. Pick up the ammo and grenade here, and use the Med Kit. Then head out the door to the next area.



In the next hall, a Terrorist is to your right. Cap him and head down the long hall, where several more Terrorists attack. Kill them, too. Use Med Kits along the way if you need to. Go

into the next room, where you find ammo and another Med Kit.

As you walk through the door to the next area, several Terrorists shoot at you. One is in an upper window and two are at ground level. Eliminate all of them, then move toward the garbage bin.



Jump onto it, then onto the couch on its side. From the couch, jump to the generators in front of you. From there, jump onto the wooden box, then up to the ledge. Finally, jump into the window from which the late Terrorist was shooting.

You're now in a room empty of anything except a Med Kit on the wall. To the right is a door. Go through it and pick up the ammo on the box. Notice that the window has been blown out, giving you a bird's-eye view of the compound.

For a little target practice, whip out your semi-automatic sniper rifle and pick off Terrorists standing guard. Be careful; if you stay in the window area too long, a Terrorist with a LAW Rocket gets you. Take him out first (he's in the far left window). Watch out for the sniper in front of you. When you're done here, go to and descend the ladder in the next room.

No sooner do you head down the ladder than a Terrorist opens the door into the room. Take him out. Get the grenade on the table and a Med Kit on the wall. Exit the room and prepare to kill some more.



Immediately to the right after you get out of the room are two Terrorists—one at ground level and the other, a sniper, in the window above. Kill them both.

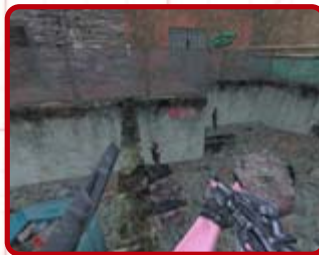
When you walk out, a Terrorist below you in a gutted area starts shooting. Silence him.

Another man has a mounted machine gun above you. Don't shoot him—shoot the red barrel beside him. He dies quickly.



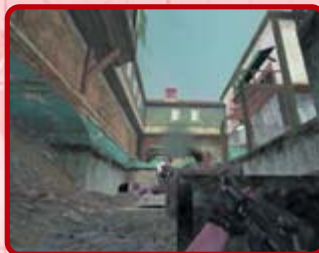
To get to the compound's other side, you need a little help up. Go to one of the metal boxes and push it to the gutted area, maneuvering it as close to the garbage bin as you can get it.

Jump on the metal box, then up on the bin. Face the broken part of the wall, then jump on the ledge.



When you step on the ledge, a host of Terrorists open fire. Two are behind you, the other is next to a bunch of red barrels. Shoot the barrels to end that Terrorist's life, then

turn around and pop the other two. Take out the sniper in front of you, too. Near the two Terrorists behind you are a Med Kit and ammo.



After you get those goodies, a bunch of Terrorists fire at you. Shoot them one by one, or throw a grenade into the group. Once they're dead, go to the junk pile in front of you.

As you approach the junk pile, another Terrorist shoots down at you. Quickly dispose of him.



To get out of this sunken area, shoot the red barrel. The explosion causes one of the platform supports to come crashing down, creating a makeshift bridge and allowing you to walk out onto level ground.

Walk over to the Med Kit, and pick up the ammo on your way out of this area.



As you head out of the open area, you see a closed door. Open it and go inside.

There is a Smoke Grenade here. Just as you pick it up, a Terrorist attacks from down the corridor. Kill him and move forward.

In the next area you confront several Terrorists—one in front, one hiding behind a wall. Kill them. After the threat has been eliminated in this area, head outside.

# CHAPTER 6: CONDITION ZERO: DELETED SCENES

Several Terrorists, including one on a mounted machine gun to your right, ambush you. The others rush at you. Avoid taking too much fire from the machine gunner—he can kill you with just a few shots. More Terrorists are in the windows on the upper levels, so keep an eye out.



Go to the junk car in the middle of this area. Using it as a platform, run and jump to the upper level. As you jump, watch for a Terrorist to open a window behind you. As soon as you land safely, take him out.



Run into the destroyed building and up the left side. Shoot the Terrorist behind the stone column, then walk until you see a piece of wood that extends to the

upper level. You'll use this wooden piece as a bridge to the upper level, but first you have to deal with the mounted machine gun firing at you. Step outside and deal with the gunner, taking care not to take too many hits. When he's dead, go back and use the bridge to get to the next area.



At the upper level, pick up the ammo you see on the ground, then walk through the hole in the wall to the right. Take out the Terrorist you find lurking there.

You're in another rubble-filled room where wooden planks cover gaping holes in the floor. If you walk around the big pile of debris, you find a ES M249 Para machine gun. Pick it up, along with some ammo on the crate, and use the Med Kit if you need it.



Walk over to the wooden planks covering the hole in the floor. Shoot out the planks and drop to the next level. Take out the Terrorists you find down there and

get the armor, ammo, and Med Kit. When the Terrorists are all dead, head outside.

Immediately to your left is a Terrorist to shoot, and he has company: a mounted machine gun on the opposite corner and several Terrorists in your immediate vicinity. To deal with them, use your primary weapon and sidearm, fire short, controlled bursts, and always aim for the head.



As you kill Terrorists, look for ammo and Med Kit pick-ups. When you're done, look for these stairs and head up to the next area.



As you walk into the next area, a handful of Terrorists attack you. Some attack you straight on, others run away and regroup. When you've killed them all, head down the

corridor. Pick up the ammo and use the Med Kit on the table if you need it.

As you make your way around the corridor, you see two hostages cowering in the corner. Walk up to them and press Use to get the hostages to follow you. Take them to the secured area.



Go up the stairs, make a right, and head into the open area. The Hostage Rescue Zone icon appears on your HUD. Walk through there with the hostages. There is also a Radio Zone in this area. Use the

Radio to call in about the hostages. Your commanding officer informs you that a helicopter is on its way for extraction.

Your final objective is to make sure no Terrorists shoot down the rescue helicopter.

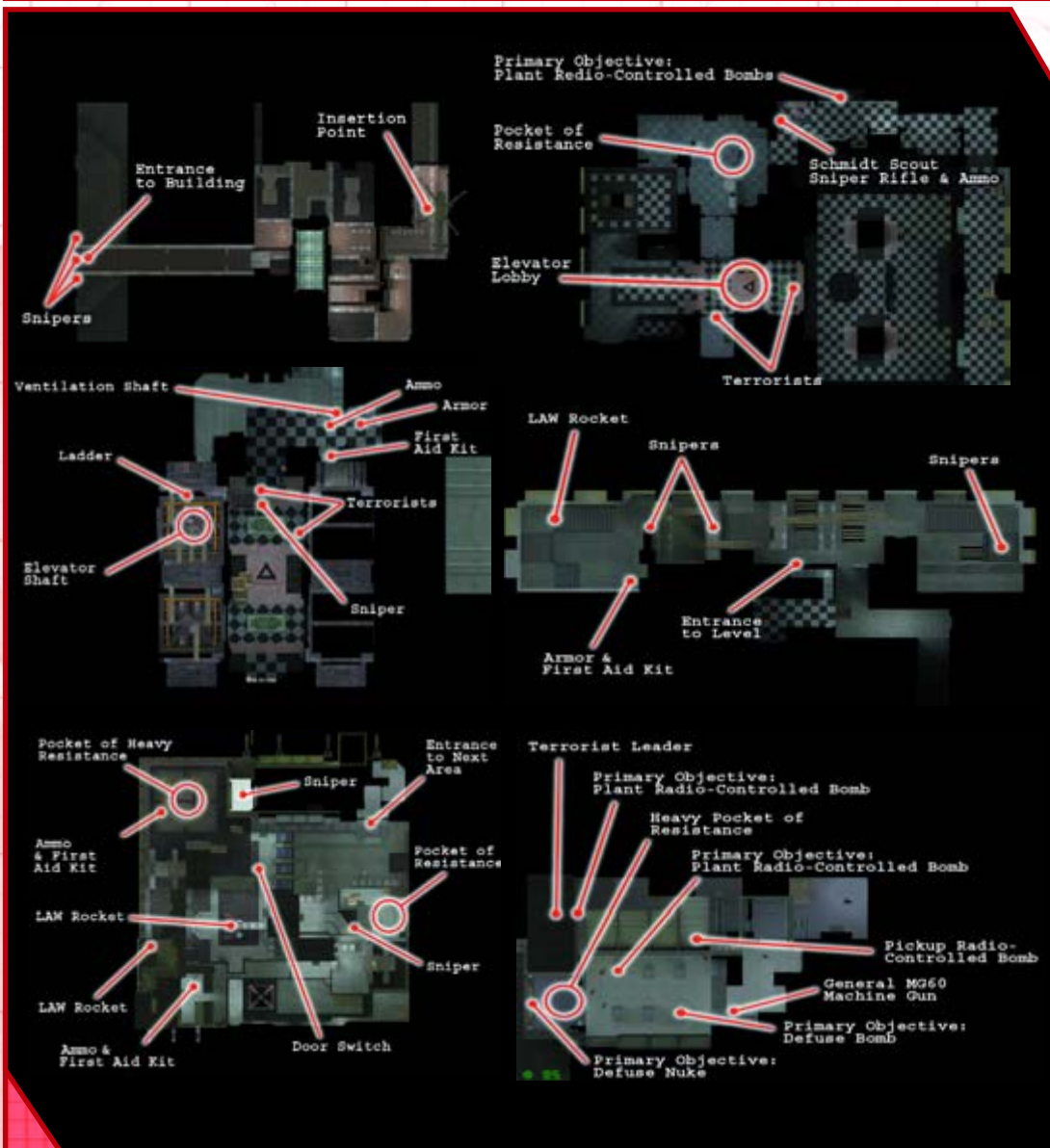


Walk out to the balcony so you have a good view of the outside area. Your radio indicates that the helicopter is inbound. Terrorists begin to appear from all sides, so keep a close eye on all rooftops and shoot down any Terrorist you see. Make sure the helicopter is safe from any gun or rocket fire.

When the pilot feels it's safe to do so, he lands the helicopter and extracts you.



## MISSION 12: RISE HARD



### OBJECTIVES

1. Find way into skyscraper across from this building.
2. Locate Radio Controlled Bombs.
3. Proceed to 3rd floor and disable the building security.
4. Disable gun emplacements with RC Bombs.
5. Proceed to elevators.
6. Exit elevator and proceed to the roof.
7. Avoid helicopter fire.
8. Get to top of building and recover nuke.
9. Fight the terrorist leader.
10. Defuse bombs on communication equipment.
11. Defuse nuclear warhead.
12. Eliminate terrorist leader before he can remote detonate nuke.

Welcome to the last mission in *Condition Zero*. It's been an intense ride so far, and this last mission is the most difficult. But you're a member of the elite SAS, so this is walk in the park for you.

You're up against Urban Militia and its radical leader. Terrorists have taken over a high-rise office building and fortified its entrance with mounted artillery. To top it off, they have set a nuclear device to go off in the next two hours. This is right out of the worst-case scenario book. You get more instructions inside.



The mission begins on the roof of an adjacent office building. Follow your fellow SAS team members as they make their way across the roof and head toward the hijacked office

building. Some Terrorists open fire, holding up your team. Back up your team and shoot to kill. Get to the walkway that leads to the hijacked building.

Head across the walkway to an open trapdoor at the end, eliminating any resistance. Watch out for three snipers in upper-level windows. Jump down the trapdoor to the next area.



You're in a lobby with two sets of double doors. Walk through the set behind you to gain access to the building. In front of you is a Med Kit, use it to replenish your health. Your commanding officer informs you that a civilian contact on that floor will give you equipment that you will need later. Go find him.

Turn back around and head right. At the first workstation, pick up some ammo. Kill a couple of Terrorists who attack you, then head into the office area.



As the corridor starts to break to the right, go to the left. Look around and pick up the smoke grenade. Head back out and down the corridor near the fire extinguisher.



Several Terrorists attack, some from afar and others by rushing up to you. Kill them with your primary weapon or your sidearm. You can use the smoke grenade you just picked up, which makes the Terrorists lose sight of you. When the Terrorists are dead, go into the office area and make a left toward the soda machines.



### TIP

Look around in the office area. Not all areas have items, but in some you find bullets, Med Kits, and even armor lying around.



As you pass the soda machines, check out the desk to your left for a Leone YG1265 Auto Shotgun and some ammo. Pick those up and head back down the corridor.

Walk through the door ahead and prepare to meet more Terrorists. Kill them swiftly and walk along the window side of this office area. Make your next right, then left into another open area. Prepare for Terrorist fire. A grenade is on the table in front you. Watch out for the Terrorist with the LAW Rocket.

# CHAPTER 6: CONDITION ZERO: DELETED SCENES

## TIP

Look around for ammo and Med Kits. You need them in this mission.

Head back out through this opening in the wall and walk toward a group of boxes. To your left is a side room with a Med Kit and some ammo pick ups. As soon as you enter, several Terrorists tear through the office wall behind you. Kill them, then walk over to the armor pick-up. Go through the gaping hole in the wall into the next area.



When you walk through the hole, two Terrorists appear to your left. Cap them and watch for two snipers above you as you walk forward.



Down the corridor, a slew of Terrorists attack you. One has a LAW Rocket and the rest have automatic weapons. Watch for HE Grenades and flashbangs. Either lure the gunmen toward you or use the office furniture as cover. Check desks for ammo.

Go to the end of this corridor and replenish your health with the Med Kit.



After you use the Med Kit, go back down the corridor and make your first left. Pick up the grenade on the table to your left and keep going straight. Turn to your right, and you see your

civilian contact—shot dead. In front of him are some Radio-Controlled Bombs. Get them.

As you approach the body, the Radio icon appears in your HUD's upper left corner. Switch to your Radio and press Primary Fire to notify your

commanding officer that you found the civilian contact. He tells you to proceed to the elevators. Walk back down the corridors toward this floor's lobby area.

As you enter the lobby area, you see an open elevator door on your left. Enter the elevator.



You ride down to the third floor. Your commanding officers order you to disable the security system so ground forces can get in.

The elevator stops and the doors open, revealing a group of Terrorists waiting for you. Kill them and head to the right. Walk up to and open the silver double doors.

Dispose of the two Terrorists behind the doors, but don't get killed by the machine gun fire. Use the Med Kit to your right, then pick up the Schmidt Scout on the floor and the ammo on the table.



As you look at the security system control panel in this room, you notice a flashing red icon. Switch to your Radio-Controlled Bombs and set one on the security system

control panel. After you detonate the bomb, your commanding officer tells you to take out some machine gun emplacements on the side of the building. Head for the door at the other end of the room.

As you approach the door, a couple of Terrorists come through. Mow them down, and go down the hall and to the right toward a long corridor.



Several Terrorists are firing at you, and at the end of the corridor is a lone sniper. Use your new sniper rifle to take care of these guys.

When the corridor is clear, move down it and put two Radio-Controlled Bombs on the two machine gun emplacements. When you've detonated them both, your

commanding officer tells you your team has found the nuke on the roof. Head back the way you came and get on the elevator. A handful of Terrorists will try to keep you from making it to the elevator. Kill them all.



The elevator doors close and you start your ride up to the roof. Around the 40th floor, the elevator suddenly stops. Your commanding officer informs you that the Terrorists figured out how to

shut down the elevators. Find a way out and get to the roof.

Soon after you receive that communication from your commanding officer, a Terrorist machine-guns through the elevator door. Get out of the way of the bullets and take him out. Survey the outside area as best you can by stepping from side to side. A couple more Terrorists are out there.

After you get the last one, look behind you. An escape ladder has dropped from the roof of the elevator. Before you climb out of the elevator, eliminate the Terrorist waiting for you up there.



After you kill that Terrorist, climb out of the elevator. The main goal of this part of the mission is to reach the roof. Multiple ladders are along the elevator shaft—the trick is to get to them safely. You

encounter some Terrorists on the way, and must deal with them, but you also have to get to the roof as quickly as possible. That nuclear bomb is ticking.

When you climb out of the elevator, look to your right to see a ladder ahead on the opposite wall. Before you move from where you are, dispatch the two Terrorists standing in the open elevator door to your left. Jump down to the platform between the two elevators.

From there, jump over to the next elevator, then to the ladder. Climb the ladder to its top.

At the top, turn around and look out into the elevator shafts. Across the way you see another ladder going up the shaft's left side. You can't jump over to it. The platform is too far away.



Look to the far right end of the platform you're standing on, and you see a small ledge, just wide enough for you to walk on. Walk to the right side of the platform you're standing on, then walk out onto the small ledge. Make your way around until you reach the platform. Approach the ladder and climb it to its top.



At the top, look to your left to see the next, somewhat hidden ladder. No ledges lead to it this time.

This next part may sound impossible, but it isn't. Do you see the two Med Kits over there? You must run and jump the width of the elevator shaft and land on that platform. It's a hard fall, but that's what the Med Kits are for.

After you make the jump, you have to get to the ladder. Look at its base, and you see a metal ramp that extends down to the platform you landed on. Duck Jump onto the ramp, then walk up to the ladder. Again, climb it to the top.



At the top, turn right to see a ventilation shaft. That's where you want to go. Walk over the steps to get to it. Shoot out the vent cover and hit Duck to get in.

# CHAPTER 6: CONDITION ZERO: DELETED SCENES

You are now beneath the 43rd floor. After you make it inside the ventilation shaft, go right. You come across a piece of debris. Inspecting it, you decide you can use it as a step to get out from under the floor. When you climb out, a couple of Terrorists shoot at you. Take care of them, then walk to the only open elevator door on this floor.



As you approach the open elevator door, you notice that the elevator inside is going up and down. Don't look for a switch to turn it off—there isn't one. The next

ladder is on the right side of the shaft, and the only way to get there is through this door. You have to get on the moving elevator, then jump off at the right time to get to the ladder.

Wait until you see the elevator approach. Walk to the open elevator door and watch the elevator go down past you. When you see the yellow bar on top of the elevator, move forward and walk on top of it. It's that easy.

## •TIP•

While you're riding the elevator up and down, look over at the stationary elevator across from your moving elevator. Just beyond it is some ammo. If you're short on ammo, jump off the platform, land on the stationary elevator and jump over to pick up the ammo. Then get back to the moving one.

Ride the elevator up and down a few times until you get your bearings. The ladder, to your right, has a platform at its base that you can jump to. Walk to the edge of the elevator top and wait until the platform comes into view. When you think you're close enough to make it, jump to it. Walk over to the ladder and climb up.

## •TIP•

Near the top of the ladder is another small platform with a Med Kit. Replenish your health there if you need to, then finish climbing the ladder to the top.



At the top of the ladder, step out into the elevator shaft. To your right, some Terrorists fire at you from an open elevator door. Shoot them down. Walk along the ledge as you did

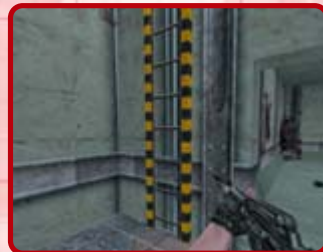
before, and enter the 46th floor. Finish off any remaining Terrorists on this level, then walk to the half-open elevator door.



As you approach the half-open doors, they fully open to reveal a Terrorist firing at you. Shoot him down. Walk on the ledge on the left side onto the platform from which he was

shooting at you. Climb up the ladder in front of you. At the top, turn right to see a door labeled "Authorized Personnel Only." Walk in.

Two Terrorists greet you as you enter. Kill them with some well-placed headshots, then walk to the table and pick up more ammo. Locked and loaded, exit the room through the door on the opposite side.



To your right is another ladder. Climb it all the way to the top.

MISSION 12: RISE HARD

At the top, you turn around to see several pieces of wood laid across the elevator shafts. Walk across them.



Walking across a piece of wood is easy, but you must not stop until you're standing on the metal frames. The wood holds only long enough for you to get across.

Look down and to your right to see an open elevator door. You need to jump there.



Get a running start from the narrow platform you're standing on now, then hit Jump and press Forward. If you timed it right, you land safely on the floor's outermost ledge. Walk in and take out the three Terrorists inside.

Walk through the open double doors and make a right. Just ahead is an armor pickup and to your left is some ammo. If you need to replenish your health, a Med Kit is here as well.

As you enter this area, your commanding officer warns you to stay away from the gunship outside. Air support is en route. That means stay away from the helicopter with the machine guns!



Both doors are locked in this area, so you're traveling by ventilation shaft. The vent is opposite the Med Kit at floor level. Shoot out the vent cover and press

Duck to get in. Go through the ventilation system to the other side.



The next part of the level is difficult. Not only do you have to deal with numerous Terrorists, but you also have to deal with an enemy gunship firing at

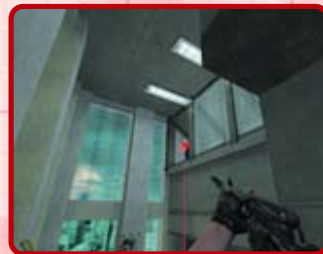
you through the windows. The key is to run, shoot, hide, and repeat. Keep an eye out for Med Kits and ammo.

Your main objective here is to gain access to the roof. To do so, you have to climb the staircase in the middle of this area.

After you shoot out the vent cover to get into this area, run across and pick up the ammo and smoke grenade on the ground. Throw the smoke grenade toward the wooden boxes in the middle of the room. This makes it harder for the gunship to see you and also slows down the Terrorists.

Shoot any Terrorists who get in your way as you head for the stairs. If the gunship opens fire at you, run by a wall so it can't spot you. On the floor beneath the stairs is a Med Kit if you need it. After you've dealt with the Terrorists in this area, climb the stairs to the next area.

At the top of the stairs, turn around and pick off a sniper aiming at you. Turn back around and take out the Terrorists firing at you from above. Run across the wooden planks and head for the door on the other side.



As you walk through the doorway, you run into a Terrorist. Take him out. Around the corner, watch out for a Terrorist on the far side with the LAW Rocket. One shot from him and

you're dead. Strafe from side to side to avoid getting hit by the LAW Rocket.

# CHAPTER 6: CONDITION ZERO: DELETED SCENES

After you've downed the rocket-toting Terrorist, move forward and pick up the Med Kit to your left. Head back out and get ready to take on several more Terrorists. After killing them, go to the Med Kit and get some health back. Pick up some armor and another smoke grenade, too. When you're ready, climb the stairs to the next area.

As you climb up, a sniper fires at you from the top of the stairs. Kill him, then move forward. At the top of the stairs are more wooden planks. Cross them to the passageway to your right. If you need health, another Med Kit is all the way at the end of the planks, past the passageway.



Inside the passageway, a couple of Terrorists come at you, and as you continue forward, another Terrorist opens a door in front of you. To your right at the top of the stairs

are two more Terrorists. Kill them all, then walk through the opened door. Pick up ammo and armor, and use the Med Kit if you have to. Then exit the room and go up the stairs to your left.

At the top of the stairs, you're outside and almost to the roof. Keep pushing forward. A couple of Terrorists are on your level here and a sniper is above you. Take them all out and enter the door in front of you.



You're in a hallway with boxes. Shoot the boxes and run to the end of the hall. As you approach a door, you hear a Terrorist yell, "He's in here," and gunfire blows open the door. Take out the two Terrorists in front of you. To get outside, you may have to shoot away parts of the door.

Immediately shoot the Terrorist to your right, then take out the sniper above.

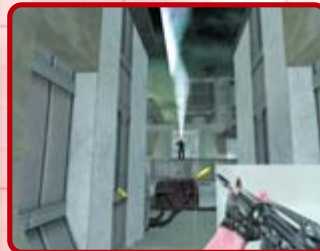
As soon as you eliminate the last Terrorist in this area, your commanding officer informs you that you have air support. Your team distracts the gunship to give you enough time to get to the next area.



This next part is nerve-wracking. Jump up on the ledge, then walk along it to the next area. Avoid getting killed by a Terrorist or falling off.

As soon as you jump up on the ledge and start moving forward, a Terrorist opens fire. Kill him and continue forward. Another Terrorist with a LAW Rocket is a little way up. Kill him, too, and keep going.

When the ledge widens, you're in front of a glass window with Terrorists behind it. They shoot at you through the glass. After you kill them, walk through a door to pick up ammo and a Med Kit. After you reload your weapons and restore your health, get back out on the ledge and turn right.



A few feet to the right, you come to an open area. Get off the ledge and move forward. Almost immediately, a Terrorist with a LAW Rocket attacks. Kill him, then the other

Terrorists nearby. Proceed into the open area ahead.

Here, you're attacked from all sides—left, right, and above. There is no right way to go about it, but don't get killed. Your goal is a ladder opposite of where you entered this open area. Keep an eye out for ammo and Med Kits.



MISSION 12: RISE HARD



When you finally get to the ladder and climb it, you find the door at the top is locked. Jump back down and turn left, then left again, and head toward the back. On your left is a switch with a

green light. Walk up to it and press Use. The light turns red and door opens. Go back and climb the ladder again, and go through the now-open door.

You approach the helipad on the roof. As you enter this area, Terrorists attack from ahead of you and to your right. Watch for snipers, too. As you walk onto the helipad, you must contend with more Terrorists. Kill these guys.



### •TIP•

When you think you've cleared an area of Terrorists, walk around to double-check. Snipers don't fire arbitrarily like other Terrorists. They wait until you're in range. Walk around to find them by drawing their fire, then eliminate them.

After you dispose of all the Terrorists, stock up on ammo and restore your health with the Med Kits on the ground.

Just when you think you're making progress, you hear the leader of the Terrorist group yell out to you that the nuclear device has been armed and that you don't have a chance. Get back to work!



To the right of you, a metal door swings open. Lo and behold! More Terrorists. Shoot the unfortunate ones who come through the door, then go through it into the next area.

When you enter, a Terrorist with a LAW Rocket fires at you. Take him out with your sniper rifle. Go through this area to the other side, where you can replenish your health with a Med Kit. Climb the ladder to your left to the next part of your mission.

At the top of the ladder, walk forward. You make some left and right turns, eventually coming to a clearing where you can pick up some ammo and Med Kits.



If you step into the open, you're in the sights of a sniper and draw automatic weapons fire. Take these guys out any way you can. For the distant Terrorists, use your sniper rifle.

As before, there isn't any one correct way to get through here. Just eliminate all the Terrorists without getting yourself killed. Use the environment as cover and fire in short, controlled bursts. Don't worry about deviating from the correct path; you only can go in one direction—straight.



Go straight, making your way across the roof of the building. You eventually want to get to this building. Go up the stairs and head through a door on your right, where you find a Med Kit.

Replenish your health, then go ahead.

As you walk to the next area, you get smacked on the back of the head. The screen goes black. You're knocked out cold.

When you awake, you're facing the leader of the Terrorist organization. You have no weapons and you have to listen to the Terrorist leader's horrible accent.



To his left on the ground is a Knife. Looks like it's going to be a Knife fight. Keep moving and strafe around him. When he winds up to strike you, back up

## CHAPTER 6: CONDITION ZERO: DELETED SCENES

and get out of the way. You're faster than he is with your Knife, so you can inflict some damage.

Just when the fight starts to get good, the Terrorist leader runs away. You can't catch him, so go through the double doors and kill the Terrorist there with the Knife. Go over to the Med Kit and replenish your health.

After you regain some health, pick up the General MG 60 machine gun and ammo. Once locked and loaded, head into the next room, where you meet up with some bad Terrorists.



The main objective here is to disarm two bombs that have been planted in this area. One is on the server tower to your left, and the other is in the back on the right. Unfortunately, you have to defuse the one in the back first.



Ordinarily this wouldn't be a big deal, but you have to do it quickly and several Terrorists are determined to stop you.

### NOTE

**You must kill all the Terrorists before you can disarm the last bomb. Even if a Terrorist survivor isn't attacking you, you can't defuse the last bomb here unless he's dead.**



After you defuse the second bomb, the double doors on the other side of the room open, revealing several Terrorists inside. Kill them as quickly as

possible, because now you have to disarm that nuclear device that is ticking away. Don't worry about picking up the health in the back corner until you have defused the nuke. Every second counts here.

After you defuse the nuke, take care of the leader. Head outside, after first picking up your sidearm and ammo in the corner.



When you step outside, both sets of double doors open, revealing two Terrorists with machine guns. Do whatever it takes to kill these Terrorists.

When they're dead, take out the leader. Walk up to where the leader is, and you see a flashing red icon on a building support. Turn around and run to the opposite end of this area to a box, which holds some Radio-Controlled Bombs. Pick them up and head back to the flashing red icon.



Place a bomb on the icon, then detonate it. Watch as the building support explodes and the Terrorist leader falls to his death. You've just beaten the game!





# COUNTER-STRIKE MULTIPLAYER GAMEPLAY AND STRATEGIES

## PLAYING *COUNTER-STRIKE* ONLINE

Now that you've mastered the single-player game of *Condition Zero: Deleted Scenes*, take what you've learned, go online, and play against real folks. But before you venture online, read this section to learn some strategies that keep you from looking like a newbie. We all know that's not a pretty sight.

### THE BASICS

Playing *Counter-Strike* online is a different experience from *Condition Zero: Deleted Scenes*, but is similar in many ways to *Condition Zero: Tour of Duty*. *Counter-Strike* is based on rounds and, unlike similar shooter games in which you respawn immediately after dying, you don't respawn until the round is over or one team wins.

You don't automatically receive a loadout of weapons before each round, either. Players have to purchase their weapons, armor, and ammo with money earned during the game.

*Counter-Strike* has a reward system in which specific actions have a specific monetary value. If you kill an enemy, for example, you're given \$300 for your trouble. If

you're a Terrorist and your team manages to bomb a specified target, each member of your team gets \$2,750. If your Counter-Terrorist team rescues all the hostages, each team member gets \$2,000. The maximum amount you can have in your bank is \$16,000.

## PLAYING *COUNTER-STRIKE* WITHOUT GOING ONLINE

Your first time playing *Counter-Strike* might be overwhelming. The gameplay dynamic is unique in its own right, and without excellent familiarity with the controls and maps/missions, new players are prone to getting their butts kicked.



Lucky for you, the developers of *Condition Zero: Deleted Scenes* have included the ability to play with Bots offline. Utilizing state-of-the-art artificial intelligence, the developers have successfully recreated the excitement and suspense of online *Counter-Strike* gameplay. So all of you newbie players out there who don't feel like embarrassing yourself online with real people can now practice until you feel good enough to go against the real deal.



## STARTING A BOT MATCH



After loading *Counter-Strike*, this screen comes up. Hit Options so you can remap your keys, change your name in the game, adjust video modes, etc. When you've changed everything to your liking, press Apply and then OK.

Let's start from the top. Click on New Game. A splash screen comes up with three tabs: Server, Game, and CPU Player Options. We're going to go over each one here.

### SERVER

Here you are creating a server to play *Counter-Strike*. First you have to decide which map or mission you want to play. There are 27 maps that ship with *Condition Zero: Deleted Scenes*. And of those 27 maps, one map is a VIP or Assassination mission, nine are hostage rescue missions, and seventeen deal with defusing bombs. If you have no preference, use the Random setting.

#### TIP

For future reference, if a map name is prefixed with "de" as in "de\_inferno" that means it is a map in which you defuse a bomb. If a map name is prefixed with "cs" as in "cs\_italy", it means the map is a hostage rescue. VIP or Assassination maps are denoted with "as".

Underneath that is an option for Include CPU (Bots) in this game. Check the box to play with Bots. Below that, the game asks how many CPU players you want on your server. To start off, put in 9 (that means 10 players, 5 per side, including you).

After you've set the parameters, it's time to set the level of Difficulty. For new players, we suggest putting it on Easy. The Bots aren't too aggressive on this level and their aim isn't that great. If you've played CS before, go for Normal or even Hard. Only the best of the best should try it on Expert.



### GAME

The next tab is the Game tab. Don't be intimidated by all of the different fields here. For the purposes of playing a Bot match by yourself, leave everything to its default setting. When you start creating public games (where other "real" people can join you) then you should change settings such as Win Limits, Buy Time, and Level Rotation. For now, leave it the way it is.



### CPU PLAYER OPTIONS

This part is important. This is where you set what the Bots will or will not do. Look at it like programming on the fly.

#### Bot Name Prefix

All the Bots in the game have fake names, like Billy, Joe, Jim or Bob. The Bot Name Prefix allows you to add something before the name.

So if you wanted to add a Clan affiliation or other distinguishing name or symbol, you can do it here.

### Bot Join Team

The default setting for this is Random, which means when Bots are added to a game, they randomly pick a side. You can change this option to either CT or Terrorist. Again, it's better to leave it on Random.

Under that option are two more checkable boxes—Bots Join After a Player Joins and Bots Can Go Rogue.

When Bots Join After a Player Joins is checked, Bots automatically join the game to fill up the remaining player slots that you've set up before the game started.

When Bots Can Go Rogue is checked, it means the bots will "run and gun". Rogue CPU players refuse radio commands, are always on the go, and only pursue scenario objectives as a last resort. Long-time players refer to this type of behavior as "going Rambo".

## STARTING THE GAME

When you're ready to go, click the Server tab again and hit the Start button. Welcome to the world of *Counter-Strike*.



## GOING ONLINE AGAINST HUMAN PLAYERS

If after playing against Bots you feel confident enough to play *Counter-Strike* online, click on the second option, which is Servers. Here the game automatically pings active CS servers with the best connections to you. Look at the Latency column. You want the lower numbered games. The higher the number, the slower and choppier your game.

Once you find a game with available slots, you can either double click it or click on it and then hit Connect. Good luck!

### Spectator Mode

With the popularity and the high level of competition that *Counter-Strike* has created, Valve Software feels that *Counter-Strike* is much more than a game, it's more like a sporting event.

When *Counter-Strike* was first released, it was only limited to Free-Look and Chase-Cam. Free-Look allows the player to fly around like a bird without any boundaries. With Chase-Cam, the player watching can only lock on one player at a time. Valve Software felt they needed to up the ante, so they created Spectator mode. Imagine watching a game with sports broadcast capabilities—that's Spectator Mode.

### In the Game

Spectator mode appears every time you die.

The camera is set at the default Auto-Director mode, which gives the player the best view of



the action. When you die, a message appears on your screen, Press Duck for Spectator Menu. After you press the Duck key, several options appear at the bottom of your screen.

Under the first column is Options. Under Settings you can decide what player-specific details you want to see. Whether or not you want to see the Chat Messages or Players' names, it's up to you.



The next option is Picture in Picture. Just like on a TV set, you can watch the action on the larger part of your screen while checking out a view of the map in the upper left-hand corner. Or click Auto-Director. This option lets the game decide which camera to use. It shows the most dynamic camera angle, giving you the best seat in the house.



### Switching Cameras in Spectator Mode

While in Spectator Mode, players can choose from six different camera views. Players can select which camera view they like from the choices on the far right of the Options screen.



### Switching Cameras in the Game

In addition to changing the cameras in Spectator Mode, you can change them in the game as well. To do this, do not press Duck immediately after you die. Instead, press the Jump key. This automatically switches you between the different camera modes. Also, by pressing your Primary and Secondary Fire buttons, you can cycle through each player in the game.

## THE MAPS

When you play *Counter-Strike* online, you play various maps, also known as situations. The most popular map types in *Counter-Strike* are hostage rescue, defuse bomb, and VIP escort maps.

If you've played *Condition Zero: Deleted Scenes*, you're already familiar with these situations, but now you're playing with teammates. It isn't just you saving the hostages or defusing the bomb. You have to work as a cohesive unit to get the job done.



That means if you see a teammate going for the hostages, you must cover him and make sure he has a clear path to the Hostage Rescue Zone. If a teammate is planting a bomb, you must cover him and make sure no Counter-Terrorist tries to stop him.



Sure, you can head out on your own and try to kill everyone on the other team, but that's a sure-fire way to get yourself killed. Learn to support your teammates. The whole dynamic of teamwork, patience, and tactics is what makes *Counter-Strike* so compelling to play online.



## PISTOL ROUND

Each new *Counter-Strike* game starts with a Pistol Round. Team members start with a default sidearm and \$800. If you're a Counter-Terrorist, you get the K&M .45 Tactical; if you're a Terrorist, it's the 9x19mm Sidearm. You can use your cash to upgrade; many players like to purchase the Night Hawk .50C because it has more firepower. If you want to take the more conservative approach, pick Kevlar for \$650. Once the countdown reaches zero, the round commences.

Some *Counter-Strike* players aren't fans of the Pistol Round. It's not as exciting as a heated firefight with automatic rifles and machine guns, and many people just hate using sidearms. Others think the Pistol Round involves more luck than skill—an opinion that is far from the truth.

Experienced players agree that the first round is the most important round in the game. It separates the good players from everyone else.

Anyone can use an automatic rifle or machine gun. All you have to do is point and hold the Fire button. To use a sidearm, you have to click Fire repeatedly. Combine that with strafing, jumping, and aiming, and you find there's more skill involved than you initially think.

The next time you play *Counter-Strike*, observe who the leader is after the Pistol Round. More than likely, the person in first place has multiple kills and no deaths. Most of the time, that person owns the map for the rest of the game.

## WEAPONS AND EQUIPMENT

For a refresher course on each weapon and what it does, check out Chapter 3: The Counter-Terrorists and Chapter 4: The Terrorists. There you find detailed explanations of all the toys in *Counter-Strike*.

In this section, we go over the differences between *Condition Zero: Deleted Scenes* and *Counter-Strike* and give some weapon tips for multiplayer gameplay.



## PRIMARY AND SECONDARY WEAPONS

In *Condition Zero: Deleted Scenes*, you carried more than one primary weapon—up to three primary weapons at once, in fact. In *Counter-Strike* you don't have that luxury.



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Some of the missions in *Condition Zero: Deleted Scenes* were pretty easy because you had the firepower to plow through and kill the bad guys. The online world presents a more level playing field. Every player, on both sides, is limited to one primary weapon and one sidearm. It all comes down to individual skill.



## AMMO

Another big difference is that *Counter-Strike* has no random ammo pick-ups. In *Condition Zero*, ammo was lying around for you to grab. In *Counter-Strike*, you have to buy all your ammo at the start of the round. If you run out after the round has started, you're out of luck. If you find yourself with a dead weapon, drop it and pick up another one.

## EQUIPMENT

Just as you do your primary and secondary weapons and ammo, you have to purchase equipment in *Counter-Strike*. In *Condition Zero: Deleted Scenes*, you could pick up HE-Grenades and flashbangs during the missions. But the multiplayer game forces you to plan ahead and buy your equipment at the start of each round.



## ARMOR

Armor pick-ups were free in *Condition Zero: Deleted Scenes*. In some missions, you were equipped with armor at the start. In others, you found the armor in hidden areas. In *Counter-Strike*, armor is another piece of equipment you have to pay for. Get into the habit of buying it.

At the start of a round, the first piece of equipment you should buy is Kevlar. If you have extra cash, pick up a helmet as well. If you protect the chest, neck, and head, you can take additional hits without getting killed. No matter how much armor you have, however, if you're pegged with a headshot, you're dead.

## GRENADES

You're limited as to how many grenades you can carry in *Counter-Strike*. You can only hold three grenades, and they have to be of different kinds. You can't have three HE-Grenades in your loadout. You can, however, have one flashbang, one smoke grenade, and one HE-Grenade.



Some servers allow purchasing two flashbangs, but none allows two HE-Grenades.

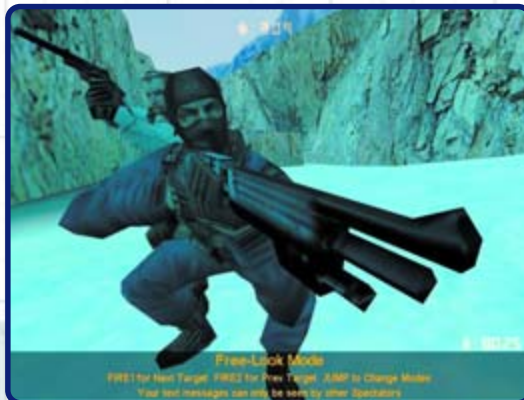
If you have three HE-Grenades and you know where players are camping out, you can throw your grenades and not worry about facing them.

## TIP

Here are some proven tips for the multiplayer game. Read them carefully, and think about them while you're playing. In the end, they make you a better *Counter-Strike* player.

- Buy Kevlar and a helmet. We can't stress that enough.
- Stock up on ammo for both your primary and secondary weapons. Nothing is worse than being stuck with a dead weapon.
- In close-quarters maps such as Office or Italy, use the Leone YG1265 Auto Shotgun to clear rooms. It has little recoil and the closeness makes for easy kills.
- Don't throw any grenades, especially flashbangs and HE-Grenades, when teammates are around. Flashbangs blind your teammates and leave them vulnerable; HE-Grenades can injure them.

- Throw an HE-Grenade into a room you think is occupied by the enemy to injure them and make them easier to kill. The downside: If the room is empty, you've alerted the enemy to your presence.
- Make sure the grenades you throw don't bounce back at you or your team.
- Fire automatic weapons with short, controlled bursts. All automatic weapons have recoil, which you have to take into account, and protracted firing lessens accuracy.
- Use a sniper rifle to cover a large area. Find a good vantage point and wait. It's not considered camping because you're providing cover fire for your teammates. Make sure you cover their backs.
- Practice with your favorite weapon. Most experienced *Counter-Strike* players stick to one weapon. Don't neglect all the others, however.



## ATTACKING

*Counter-Strike* is all about attacking and timing. Being the best first-person shooter in the world doesn't mean a thing in *Counter-Strike*. It involves a way of playing that is unlike anything out there.

The way you attack or defend depends on the map you're playing. The battle plan for a hostage rescue map is different from a map where you have to defuse a bomb.

Here are attacking and defending guidelines to help you in your multiplayer experience. These guidelines are only for guidance and reference. Everyone develops a personal attacking and defending style, and you will, too, after you've played for a while.

The most important guideline for the attack is to be first. *Counter-Strike* focuses on one shot/one kill, so getting that first bullet in is critical. If you hesitate, you're dead.

If you're sniping, don't worry about getting the glorious headshot. When you have an enemy in your crosshairs, pull the trigger. Who cares if you shoot him in the leg or butt? A kill is a kill!

If you're a new player, don't rush ahead all the time. Stick to the middle of the pack and



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provide cover fire for your teammates. If you get a kill or two in, that's wonderful, but don't worry about having a low score. Getting the fundamentals down is more important than a high kill count.

Another crucial element in attacking is knowing your maps. Experienced *Counter-Strike* players know the maps like the backs of their hands. They know every hiding spot and dark corner, and are always aware of their surroundings. Don't worry if you don't get it right away. Practice, practice, practice.

### HOSTAGE RESCUE MAPS

#### *Tips for Counter-Terrorists*

The role of a Counter-Terrorist in a hostage rescue map varies. More than likely the Terrorists are guarding the hostages; they're staying put and waiting for you to come to them. They know perfectly well what the mission entails and are more than content to sit back and camp.



The best approach? Soften them up with grenades and rush in blasting. First, communicate with your team and decide which direction you're headed, and stick with it. Nothing is more detrimental to a plan when a team is scattering in all directions.

#### **TIP**

- \* Lay down cover with HE-Grenades and flashbangs. Smoke is a good cover when running up hallways.
- \* Watch for snipers in windows and long corridors.
- \* Strafe from side to side when running up long corridors. You can jump to make it harder for the sniper to get you, but jumping slows you down. Stick to strafing.
- \* Keep a sniper back at the Hostage Rescue Zone and watch for Terrorists chasing after the hostages being rescued.
- \* If you're the CT rescuing the hostages, look behind you and from side to side to make sure no Terrorists are around.
- \* Get all the hostages safely to the Hostage Rescue Zone. If the team saves all the hostages, each member gets \$2,000!



#### *Tips for Terrorists*

There is no shame in camping on a hostage rescue map. The CTs may ridicule you, but a Terrorist's mission is to prevent hostage rescues, and that usually involves camping.

Some Terrorists like to attack the oncoming CTs. This has a twofold purpose: It slows down the CTs, and it gives the rest of the team a better idea of where the CTs are coming from.

### •TIP•

- Move the hostages. This is sneaky, but it's a good way to fool the CTs. Rumor has it that newer versions of *Counter-Strike* allow only CTs to move hostages. For now, Terrorists can move them.



- Camp at the Hostage Rescue Zone. Again, not honorable but effective. You know the CTs have to bring the hostages to this area, so wait and pick them off before they get to the Hostage Rescue Zone. Don't camp in the middle of the zone—crouch just to the right or left.



## DEFUSE BOMB MAPS

On these maps, Terrorists usually start on the offensive and then go on the defensive after the bomb is planted. A good CT strategy is to rush the bomb sites and wait for the Terrorists to come.

### **Tips for Counter-Terrorists**

Run as fast as you can to the bomb sites. When the round begins, switch to your knife and start running. Once you get to the bomb site, pick a good spot and wait for the Terrorists to come to you.

### •TIP•

- Buy a Defusal Kit. On the Equipment Menu, you see a Defusal Kit for \$200. Equipped with it, a CT can defuse a bomb in half the usual time. What's cool is that once you buy a Defusal Kit, it stays with you round after round as long as you don't get killed. If you die, you lose the Defusal Kit.
- Pick up loose Defusal Kits. When a CT with a Defusal Kit dies, it lies next to his body. Pick it up. Now you can use it.
- If you kill the Terrorist with the bomb or you see the bomb on the ground, stay put. Notify your team members that you're guarding it. The Terrorists have to plant the bomb, so they come around looking for it.



- Cover a teammate who is defusing the bomb. If someone else is providing cover, run to the periphery and make sure no other Terrorists are running toward you. Remember: This isn't about you, it's about the team winning the round.



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## Tips for Terrorists

If you have the bomb, run as fast as you can to the bomb site and plant it. Right when the round starts, switch to your knife and run!

### • TIP •

- If you're not comfortable with the bomb at the start of the map, switch to it in your inventory and press the Drop Weapon key. Another team member comes by and picks it up.



- Find a hiding place near the planted bomb and wait for the CTs to try to defuse it. When the bomb starts to beep at a faster rate, run to avoid getting blasted.



- If you see the bomb on the ground, pick it up. If your team destroys one of the designated targets, your team wins (plus each member gets \$2,750).



## DEFENDING

Although attacking is the biggest part of *Counter-Strike*, defending is another important part of the game. Online success depends on being able to defend yourself and effectively use the environment. Here are some defense tactics to consider.



## TIP

- \* There is no shame in retreat. If you enter a room and get fired on by multiple players, it's suicide to stand and shoot back. Turn around and find a hiding place. Crouch down and shoot. Put them on the defensive.
- \* Pitch a grenade at pursuers. Doing this slows them down considerably.
- \* Always shoot into dark corners and hiding places. You never know who could be hiding in there.



- \* If your primary weapon is a sniper rifle and you're being chased, switch to your secondary weapon. You have a better chance of killing your attacker with your pistol.



- \* If you didn't kill anyone during the round, don't worry about it. You still have your weapons and you still get cash.

## TOP TIPS FROM TOP PLAYERS

There's no better way to learn the ins and outs of *Counter-Strike* than from players who live, breathe, and sleep the game.

You can find these players online. Do a server search to find them, usually late at night. Look for their call signs and ask what's up. Mention that you read their tips in this book. Chances are, they'll be more than happy to show you the ropes.

## THE PANEL



**NAME:** Benjamin Trapp

**CALL SIGN:** [ASS]ASSVTLightning

**AGE:** 26

**OCCUPATION:** Designer

**YEARS OF PLAY:** 4

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**NAME:** Paul Fecteau

**CALL SIGN:** PaulBearer

**AGE:** 30

**OCCUPATION:** Restaurant Manager

**YEARS OF PLAY:** 4



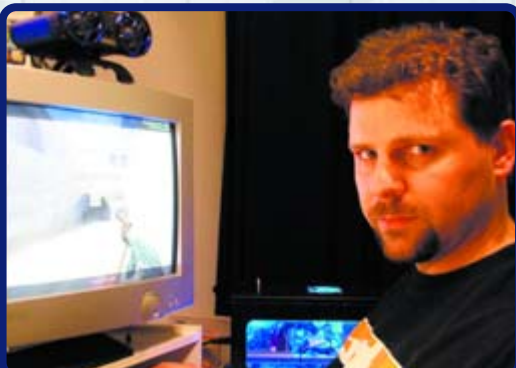
**NAME:** Roy Draper

**CALL SIGN:** [ASS]DigiFad

**AGE:** 25

**OCCUPATION:** Web Developer/Server

**YEARS OF PLAY:** 4



**NAME:** Chris Knight-Griffin

**CALL SIGN:** Soylent\_Green

**AGE:** 33

**OCCUPATION:** Sales

**YEARS OF PLAY:** 4



**NAME:** Ryan McDonald

**CALL SIGN:** Johnny\_Bravo

**AGE:** 27

**OCCUPATION:** Editor at GameSpot.com

**YEARS OF PLAY:** 4



## THE QUESTIONS

We asked our *Counter-Strike* experts the five questions listed below. Pay close attention to their answers. These players have proved themselves in the world of *Counter-Strike* and their experience is invaluable.

1. What are your top gaming tips for a newbie CS player?
2. Which side do you like to play and why?
3. What's your favorite weapon? Why?
4. What strategies do you use in *Counter-Strike*?
5. Aside from a new graphics engine (the Half-Life engine is showing its age) what new gameplay elements would you like to see in the next version of CS?

## THE ANSWERS

### Question 1: Top Tips for Newbies

**Trapp:** Don't camp indefinitely, keep moving. Do one thing at a time—either shoot or move, because jumping and firing at the same time severely decreases your accuracy.

Fire in short bursts, don't hold the trigger down. Also avoid trying to get glamorous headshots. Unless you're zoomed in for a high-percentage sniper shot, it's usually more effective to aim at an opponent's hips or waist and let your recoiled aim climb the target naturally.

Pick the right weapons for the right missions. On larger maps, sniper rifles make sense. In close-quarters missions, shotguns are more effective. Remember to use grenades to your advantage.

Use scripts of binds to make the mundane and repetitive process of buying weapons at the beginning of each round happen faster. Scripted aliases can help streamline team communications, too.

**Draper:** Learn to run away. When your health is getting low and you are being ambushed by a group of three bad guys/gals, realize that it is

time to run away and look for other ways to deal with the enemy.

Campers equal easy targets. Most advanced players know every hiding spot, so learn to move around. If you must camp, be ready with the trigger, but don't get too much adrenaline pumping through the veins. Most people who camp get really anxious when they hear noises, and end up firing too early or too late.

Stick with the top dogs. You have a better chance of taking out an enemy as a group. Learn to work with your teammate, however. Nothing angers players more than a newbie running behind them and giving away their position.

Crank up your volume and listen. A lot of players charge around, so you can hear when they are near. If you hear noises other than the ones you are making, be ready to bust a cap.

Learn to burst-fire. Never hold the Fire button. Few weapons in the game keep a tight grouping when you hold the Fire button. As you become more familiar with a weapon and its grouping, you can raise your aim a bit to go for the quick headshot kills.

**Fecteau:** Know your maps. They are the key to the game, just as knowing the battlefield in real life allows you to know where your enemies are coming from.

Study your and your opponent's weapons. If you don't know their limits and capabilities, you're screwed.

Whenever possible, have two or three points that you like to work from on each map, but don't always go to the same spot. Switch it up, because once you frag someone who doesn't know that spot, they will be looking for you next time.

When headed for your destination, switch to your knife. You can run faster than if you have a pistol or rifle.

Pay attention to your ammo. It always sucks to be in the [heat of battle] and get killed because you have to reload. Here's a quick tip: Switch to your pistol when your primary weapon runs out of ammo, and finish off your opponents while they're reloading.

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**Knight-Griffin:** Watch how the lead players are playing. Follow their movements and see what they're doing to get the kills. They probably have different strategies for each map.

Know your loadout keys. Some servers don't have a Weapon Buy time set, so if you don't have binds already set, know what key buys what.

Use short, controlled bursts while firing.

Don't reload after shooting 10 rounds; wait till you are completely out before reloading.

Always remember to buy armor and secondary ammo—I cannot stress this enough.

**MacDonald:** When firing at an enemy, make the first shot count, and only fire short, controlled bursts.

Learn the maps! It's all about knowing where to go, where and when to expect enemy contact, and where to plant or defuse the bomb.

Don't just buy a K&M Submachine Gun every time you can afford it. Sometimes it's better to save up for a couple of rounds to buy a better weapon. Plus, please, for the love of God, spend the money you have on Kevlar. It can very often make the difference in making it through the round. Also, if you're a CT, buy the Defuse Kit. It also can make the difference between winning and losing a round.

Learn when it's best to run and when it's best to sneak. The most effective weapon you have in CS is your brain. Don't just run full speed directly at the enemy spawn point. More often than not, the best CS players are the ones with the most patience and the craftiest strategies.

Learn from your mistakes, if someone is in the same spot every time, put the sneak on them and take them out.

### Question 2: Terrorist or Counter-Terrorist?

**Trapp:** Terrorist. Terrorists have cooler mission objectives and weapons.

**Draper:** I'm a swapping fool. My team choice is based entirely on the map being played and the challenge involved in completing the map's mission. For example, on Militia, I tend to join the CT force because it is more of a challenge

to reach the hostages, and I have learned various strategies to allow me to do well. On Dust, I join the Terrorists in the effort to plant the C4 in either of the two planting zones.

I also try to swap to the team that is getting spanked. If the CTs are up 8 rounds to 1 and the players on the T's have horrible scores, I regularly swap and try to help change the tempo.

**Fecteau:** I like to play on the Counter-Terrorist side. There is just some sense of satisfaction in knowing that you saved the world for a few minutes.

**Knight-Griffin:** I like being on the CT side. They're fighting the good fight. I always like to kill Terrorists.

**MacDonald:** When playing CS, I typically find myself joining a server as a Terrorist if the teams are balanced, because I find it more interesting to attack than defend. If one side has the advantage, I'll go with the weaker team to try to balance it out.

### Question 3: What's Your Weapon of Choice?

**Trapp:** M4A1 Carbine. It's one of the few weapons that remain relatively accurate when you hold down the trigger, and it has a good balance of aim and firepower. The K&M Submachine Gun comes a close second—nice rate of fire and accuracy.

**Draper:** My favorite weapon is, without a doubt, the M4A1 Carbine. It is certainly not the most powerful weapon in the game, but it is very accurate. And the silencer comes in handy in certain situations. However, I must admit that "knives-only" provides good times.

**Fecteau:** Well, that depends on the map. If I am playing on a large map with a lot of distance between me and the enemy, I use the Bullpup. You get rapid fire with a scope. It's almost the best of both worlds. But if I am playing in a tight little map with no room to move, give me a shotgun. At close range, one or two pumps and



they're finished. With a rifle, it could be five or six shots before they're dead.

**Knight-Griffin:** I like using the M4A1 Carbine because it has a high rate of fire and is extremely accurate. I like using the AK-47 as well, but the recoil is a real [pain] sometimes.

**MacDonald:** I guess my favorite weapon in CS is the dreaded Magnum Sniper Rifle. I like to use it simply because I am extremely proficient with it and it works wonderfully at long ranges. Plus one well-placed shot is all you need.

### Question 4: Got a Favorite Strategy?

**Trapp:** Anticipate your opponents' actions. Know where they typically camp, where they set up ambushes and snipe from, and how quickly they reach certain targets. Your best tactic is always surprise, so if an opponent spots you, get out of the area and flank them, or show up where they don't expect you to appear.

The worst thing you can do is get noticed and stay in the same place, exchanging withering fire until whoever has the least health finally succumbs. If flanking is not possible, it's often advantageous to exhaust your opponent's patience and make them leave the safety of cover and come to you. I don't promote extensive camping, but it has its time and place (when protecting a planted bomb, for example).

In addition, I like to wander off by myself where I can creep quietly and not have another teammate reveal my position. I try to avoid the less-skilled players and keep the more experienced players nearby for backup.

**Draper:** I'm pretty suicidal in CS. I tend to be the guy who rushes through the door first. But I have learned when to turn around and try a new route. When I am wearing the headphones, I use the "listen" tactic to jump around a corner and tag an unsuspecting opponent. That is much more fun when no teammates are around, so I like to go the opposite way than the team. I'm an [ASS] like that.

**Fecteau:** Each time I play, it is different. It depends on the map, the group I am with, and my mood. Sometimes I rush in and kill everything or die right away, but other times I sit back and let everyone else do the work and kill that last poor bastard.

**Knight-Griffin:** First couple of rounds I'll watch the opposing team to see where they go, to see if they ignore blind spots or ambush points. If there are any, I'll go to those locations. Second, I'll follow a newbie and let him or her get killed first to flush out the opposing team. Last, I'll hold my grenades in reserve and use them when the opposing team's health is very low.

**MacDonald:** I play CS the only way it should be played, which is to accomplish the team goal of winning. If it's the first round of a match, I'll buy a Desert Eagle and some extra ammo and either run with my teammate who has the bomb or cover the most likely bomb site as a CT. Once you've figured out how to consistently hit opponents in the upper torso and head, the game is all about timing and positioning on each map.

As a CT, I have several spots at each bomb site on every map where I know I'll have the angle on an attacking group of terrorists. As a Terrorist, it's all about protecting and planting the bomb. A good team that works together to get the bomb planted can almost always overpower a CT team trying to protect a bomb site, because the CTs have to try to guard two of them.

One thing I try to do on either team is let my teammates know where I am and when I see the enemy, so that if I am killed, they know that there is obviously a problem in that spot. I also use the first few rounds to feel out not only the enemy team, but also my team. If players on my team are proficient with the Magnum Sniper Rifle, I'll switch over to an automatic.

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### **Question 5: What's on your Counter-Strike wish list?**

**Trapp:** More variety in missions, perhaps involving three or more team scenarios or smaller squads competing for the same objectives. Missions that build on each other (or phased missions that involve related steps to achieve a bigger objective). Better communication interfaces (video chat?) Maybe the ability to customize and broadcast your character's skin. More realistic simulations of flashbang and grenade effects, taking fire, and injuries. Make movement and accuracy reflect your character's health.

**Draper:** A new graphics engine! Oh, wait. You said "aside" from that. Hmm. I'm so afraid that CS will be ruined by any major changes that I want to say I like it the way it is. But we all know updates are needed. The target boxes of characters have been improved with new releases, so we can't complain much about that anymore. I would love to see the first-person swaying that is becoming more common in similar games.

An improved server list would be outstanding. More training maps would help the newbies. The addition of bots would help keep servers active, in my opinion. Down with the cheaters. Injury effects would make the game more realistic. And we can never get enough missions, missions, and missions.

**Fecteau:** More VIP maps. Some more sniper-intensive maps would be nice, too.

**Knight-Griffin:** I'd like to see larger arenas, more players, and most important a customizable player option. More weapon choices would be nice, too.

**MacDonald:** In the next version of CS, I'd like to see the game become more organic. If you get close to an edge now, you see the character model just kind of unrealistically hangs over the edge. I guess what I am looking

for is more realistic interaction between the characters and their environments. If this falls into the realm of the obvious, wanting the game to look better, so be it. Counter-Strike in its current form is already one of the greatest games out there.

