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Game Hints and Tips



Operation 1: Casino. Monte Carlo

Sark is having a meeting with former K-Directorate agent Anna Espinosa about “the machine” – its your job to find out all you can on the mysterious four hundred year old device. You start the level dressed as a waitress, looking onto a bar and lounge, with people moving about between the two whilst others play pool. You receive a transmission from Vaughn – Dixon is in the lounge waiting for you with the op tech for the mission. The first task is to find him. From where you start, Dixon is on the platform to your right sitting back with a couple of drinks. Once you speak to him, he points out Sark’s driver in the corner smooth talking some girl he met in the bar. Go to the head waitress standing at the bar and order another drink for the driver, only when she turns away, using the op tech option, pour the tracer serum into his drink and then take it over to him. If the waitress catches you, don’t worry, she assumes you just spilt something and gets you a fresh drink. You might want to talk to some of the people in the bar, as a few of them offer hints and tips about the level, especially the two men at the bar, one of which works for the company who installed the Casino’s security cameras.

Once the driver has the drink, move towards the right hand side of the bar and watch for the waitress to move away. Once she is across the room, go behind the bar and through the double doors into the kitchen. Now this is where things get tricky. There are two guards patrolling. Sneak to the left, and as the guard walks away from you, follow him and go into the freezer. Once inside, use your op tech to change Sydney’s outfit (it’s the coat hanger symbol) as the cold takes away your health. In the freezer you will find an ice pick sitting on one of the shelves – pick it up, and move to the back of the freezer where you will find the disk frozen inside a block of ice. Smash it, and pick up the disk. Once you have the disk, the noise startles the guards and both come in to investigate. You can either fight the two off or show how good a spy you really are by evading them completely. Sneak to the left hand side of the shelves, crouch, and wait for them to go to the back of the freezer. As they move up the right hand side, you can go through the doors without them ever knowing you were there. Proceed across the room to the door on the left, leading you into a corridor with one guard and a security camera.

If you spoke to any of the men having a drink at the bar, you will know the camera has a blind spot. Walk on the left hand side, sticking as close to the wall as possible whilst not waking up the sleeping guard in the corner and go into the elevator. Once inside, it begins to move – someone has called it from upstairs. No matter what you do, the guy at the stop of the stairs will attack you, so get ready to beat the crap out of him and his friend who comes to investigate. Go around the corner and enter the room with the save point at the door. Immediately to your left there is a man tending the bar – take him out. If you struggle, grab any of the bottles on the bar and hit him with them. Proceed to the meeting table and get your remote modem to hack Anna’s laptop. The laptop is encrypted, so you will need to get through the password by trial and error. Every time you reach this point, the password will be different. Once you download the intel, Sydney will discover there is a secret facility under the Casino – a weapons plant. Vaughn instructs you to find the facility, located in the basement.

Exit the room the way you came, grabbing a bottle on the way out just in case you run into any more guards. Once you go down in the elevator, you will notice that the sleeping guard is now awake and is patrolling the corridor – hide behind the shelves and wait for him to enter the kitchen. No its time to watch the camera. When it faces away from you, head into the corner directly below the camera itself. As it moves, it opens a path for you to continue down the corridor. If you get caught and the alarm goes off, you can either fight the guard that comes to investigate or try out your new found powers of stealth, by hiding behind the shelves. When the curious guard concludes there is nothing to see, he moves back down the

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corridor and looks about. Follow the blind spot of the camera, sneak up behind him and grab him. If he doesn't hear you coming, you can take him down in one blow. Otherwise he takes a couple of blows. Once the coast is clear, move the cabinet on the right hand side out from the wall, and then in towards the door. Step on it, and using the action button you can climb up and through the window. Shimmy along to the platform and drop, allowing you to go down the ladders and into the basement.

If you thought sneaking past the guard in the kitchen was hard...your gonna hate this. Once you exit the lift shaft, the room is being patrolled by several guards, some of which are armed with guns. There are two ways to get through this section. Either by making a run for it and hoping for the best, or sneaking through the room undetected. The last door you see in the short cinematic is the one you need to go through first. I would advise saving the game before you proceed and then saving it at every save point you come across, so that if you get caught, you don't have much to do to get back here. If you have a weapon in your hand and you plan on using stealth to evade the guards, drop it in the elevator. Crouch down, and head to the right of the service elevator behind the boxes and crates. You can watch the patterns of the soldiers patrolling to sneak through unspotted. The door you are looking for should be next to a small descending staircase with a red light above it. Still crouching, come out from behind the crates as close to the staircase as possible, behind the guard. Next to the staircase you will find a bar and a safe place to wait until the moving guard turns and walks the other way.. Pick up the bar and use it as a weapon. While the moving guard is walking away, go between the crates and the wall using the stealth mode, and using the special attack on the guard to take him out without raising the alarm. If he catches you, try taking him out before the other guards see you. If you are spotted, run through the door. Once inside you should be safe. Occasionally one of the guards will follow you inside. If he is armed, the best way to take him it is to get as close to him as possible. There is a save point inside and the guards outside should return to normal patrols. Proceed to the next room and beat up the guys inside. There are a couple of objects on the table you can use if you wish. Once they are down, use the computer in front of you, and Marshall should communicate with you. You need to go around the security cameras to get where you are going, but the CIA doesn't have enough intel to guide you through it, so you need to set up the razor prism to allow Marshall to tap into the feeds. As you go back into the room where the guards are on patrol, there will be a short cinematic showing you where to go. Again, you can either sneak around the guards or make a run for it. I would advise you use stealth here, as the door you are going to is locked and you will need to pick the lock before you can go inside. Sneak to the right, avoiding the guards as you go. Keep watching the patterns of the guards, as one walks past the door you need to get into. When he is as far away as he will go, run to the door and pick the lock. As you try to get in, the screen will split, showing you where the other guard is so don't worry about him coming up behind you. When you beat the lock, go inside.

The room you have entered is basically a supply cupboard. On the left hand wall is a fuse box – walk up to it and bring out the razor prism from your op tech inventory and place it on the box. This allows Marshall to tap into the cameras. Once the prism has been set up, a guard with a large brush will enter. Pick up the brush next to you, and take him on. Once he's down, exit the cupboard and stealthily head back to the staircase with the red light above it. Go down the stairs and enter the next room. This room is monitored by a camera which points in three different directions, and thanks to Marshall and the razor prism, you can see where the camera is pointing. The floor is numbered, so move to an angle where you can see what the first number is on the floor. Once that location appears on your PDA, get ready to move. As soon as it disappears, move forward and hide behind the crates. Do the same until you reach the save point at the other end of the room.

As you enter the next room, Sydney discovers the plant is big enough to make weapons for a small army. As you get to the bottom of the stairs, Marshall tells you he has gone blind (this

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is a particularly funny transmission). Moments later, a guard with your razor prism comes half way down the stairs. Take him out when he gets to the middle platform. Once he's down, search him for the prism (using the action button). Now you have to sneak through the plant without being seen. The patrolling guard closest to you is holding a gun, so the easiest thing to do is to take him out first. Watch his patrolling pattern, but don't get too close or he'll spot you. Once he turns around, sneak up behind him and take him out. If you are seen, stay close to him and don't give him a chance to use his gun. Once he's down, pick up the gun and use it on any other guards you come across. The easiest way to use the gun, is to simply hit the other guards with it, and save your bullets for other guys with guns. Once the room is clear, go upstairs and through the door.

This room is a good point to save your game, as you are about to learn how to do a stealth jump, which does come in handy later in the game. The split screen shows you where the patrolling guard is, so crouch over to the ledge, and when he stops in front of you, stand up and use the special attack button to get the drop on him. Pickup his gun, and take out the other men in the room. (If you can, try not to use the gun's ammunition, and you will be needing this later). Go down the stairs next to the place where you jumped down. Inside the next room, crouch below the window (inside there is a guard boxing – you will come back to him in a few minutes) and sneak to the other side of the room. Before you can proceed, Vaughn and Marshall stop you – the floor is wired to vent a deadly gas should you step on it without deactivating security first. You need to find a way to enter the ventilation system. Go back to the door where the guard is boxing and take him out. There is a laptop inside his room – use the remote modem to hack into it. So now you have a key card giving you access to more rooms. Go back upstairs to the room where you performed the stealth jump. As soon as you enter the room, go to the right and use the key card on the blue double doors. Inside, beat up the two guards, and flip the switch. Now you need to go back the way you came originally. Exit the room and go back up stairs. Inside the main plant, there are more soldiers patrolling...four of which have guns. If you have a gun, this is where to use it. Go to the top of the stairs and watch the patrolling patterns. As the armed guard walks away, sneak to the right and knock out the unarmed guard from behind. But don't go after the guy with the gun just yet! Watch him patrol again, and if you can, take him out from behind the same way as you did with the other guy with the stealth attack from behind. If not, use your gun. Once hes down, you can take his gun. There is another armed guard in the little niche to the left (if you don't have a gun, you will find a weapon in that niche). Take out the guard and take his gun. Round to the left there is another with a gun, so take him out as soon as possible. There is another guard upstairs, so shoot him or get as close to him as possible and beat him up. You can now use the service elevator to your left to go up a level.

When you exit the elevator you can save your game. This floor has a few guards patrolling, some of which are armed. You can use the crates to sneak in and out, knocking them unconscious from behind. But be careful – one of them has a gun. Once the coast is clear, go to the right and climb out of the window. You are now in an alley leading to the buildings loading bay. In front of you is a save point and a dumpster, and to the right three guards are on patrol, one of which is armed. The best thing to do here is follow behind the moving guard and grab him from behind knocking him unconscious, leaving you with two unarmed guards to deal with. A couple of hits and they should be no problem. You could even try hiding behind the crate and throwing empty cans at them to get their attention, and using your stealth attack on them one at a time. Continue around the corner, passed the save point. Marshall will communicate with you here, pointing out a motion sensor gun turret. This is no different from the security cameras, except that if you are spotted it will shoot you rather than sound an alarm. When the turret looks away, crouch down and move around to the front of the dumpster, and stay there until the turret is facing the way you came, then you can move forward. Instead of going around the next corner, your attention is drawn to a drainpipe. Climb up it, and save your game. If you walk towards the edge of the rooftop, you will see a



guard with a gun standing still, giving you another chance to try your stealth jump. Take him out in one blow and pick up his gun. Now there is just one more guard standing between you and the truck. As you get closer to the truck, you will notice an armed guard patrolling the other side. When he looks away, come out from behind him and shoot him, swapping his gun for yours (if you get him right away he won't have time to fire a single shot, giving you a fully loaded gun). Now go to the back of the truck and go to the back door – jump inside. The truck should then move inside the main building, where you first came in with the guards patrolling. The best thing to do is not get caught. Save the game before exiting the truck, and go to your right, watching out for the guard. If he sees you, make a break for the ladder (it is to the right again, on the other side of the truck's cabin).

Your next task is a little more difficult. If you weren't seen going for the ladder, your job will be a little easier. Move around to the second girder crossing the room, crouch down and begin to move across it slowly. Move forward along the girder, then go left towards the pillar. Continue around the pillar and go to the right (towards the elevator), followed by a left, then left again. Next go forward and then right towards another pillar. Make another left and then move right towards the end of the girders. You should now be able to see the air vent access point. Once inside you can save your game and proceed. If the guards see you crossing the girders, just stay low and their bullets shouldn't be able to hit you.

Proceed through the vent and go down the ladder. Follow the corridor along and kick open the air vent, leading you to the room with the pressurised floor with the nerve gas security system. Shimmy along the bar above you, and drop down to the laptop. Marshall and Vaughn will comm you with their approval. Bring out your remote modem and hack into the system, switching off the security system, allowing you to enter the labs.

As soon as you enter this room, the prototype laser is in front of you, and two guards are down the corridor to your left. The easiest way to go is to the right and through the door. Remember this location, as you will have to get back here in a hurry later – it is the access point to one of the finger print scanners. This lab should have two scientists – take them out and scan their prints using the Finger Print Replicator from your op tech. Continue through the door, and down the corridor, but watch out for the camera to your right above the elevator door. It swivels just like the others so getting passed it isn't a problem. The next room you enter is another lab, similar to the one you just exited. Take out the room's scientists and scan their prints. The door at the other side of the lab has two guards, one of which is armed. To make life easier in the future, take them out, and then go back into the lab. The door leading to the corridor with the camera is next to another access point to the finger print scanners – go into the chamber and follow Marshall's instructions - use the remote modem to hack into the scanner, setting a fifty second delay on the reader. You have to hurry, and get round to the other access point (in the other lab). The easiest way is through the door leading to the two guards, that way you miss the camera. If you do get caught on camera, get to the scanner and then take out the guards who come to investigate. Once you activate the scanner, you now have access to the prototype laser. Grab it, and then save the game.

Dixon will talk to you over your earpiece – he's spotted Sark heading to the Gersh Room with Anna. Jack jumps in, telling you to get up there and eavesdrop on what's going on. Before you can though, you need to take out the security system linked to the elevator using the laser you just acquired. In the labs and corridors you will find red panels – there are three in total. To find the first, head out the door and look to your left – use the laser through the op tech menu to destroy it. The second one is out in the corridor, and the last is inside the lab with "T-Area-1" marked on the walls. Once all three of the panels have been destroyed, you can now use the elevator opposite the chamber where you found the laser. Go inside and head up to the Gersh Room.



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As the lift opens, a few guys attack you, as does a waitress from the bar. Take them out as fast as possible, and then save your game before heading into the room. Once inside, Vaughn contacts you, telling you to find a place to hide. Go behind the bar and crouch down. Moments later, a couple of men will come in followed by Sark and Anna. During their discussion, Sark realises you are in the building and they both leave. At this point you are left with two soldiers to deal with. Take out the one with the gun first, and then use whatever ammunition is left to get the other. Once the room is clear, go back down in the elevator and enter the kitchen, where you will find a few more of Sark's men to take out. Once they are down, you have to take on Sark himself.

Sark isn't any harder than the other men you've faced so far, except that he seems to block your blows a little more often. There are plenty of tools you can use to fight him close by in the kitchen, from frying pans to meat cleaves. Its easier to stop him if you have some kind of weapon so grab whatever is lying around. If your weapon falls apart before he's down, go pick up another. The frying pan seems to be the best to use.

Once Sark has been taken out, Vaughn contacts you over your comm., telling you to get out of there. Guards should start appearing from the adjacent rooms to the kitchen, so if you take them out you can pick up their weapons to use in the next room.

As you enter the bar, watch out for the soldier to the right with the rifle. Syd will tell Base Camp that all the doors are blocked, so Dixon should tell you to try the other doors. You can try each of the doors, but at the end of each corridor, the doors are locked leaving you with only one option – the windows. There are guards everywhere here, and if you don't kill them fast, they will soon all attach you at once. The window you escape from is at the left hand side (as you face out from the bar) on the upper platform, next to where you gave Sark's driver the drink with the tracer serum in it. You can either run straight for the window, ignoring anyone that appears, or you can have some fun with the soldiers. The waitress who was originally at the bar makes an appearance as well at this point.. If she caught you placing the tracer serum into the drink at the start of the game, taking her out will give you an odd sense of satisfaction. When you approach the window, the game cuts to a cinematic showing Sydney leaping out of the window and getting into a car with Dixon before speeding off into the night.



Operation 2: Museum. Saudi Arabia

The point of this level is to gain access to the museum and swipe the bones linked to Rambaldi's "The Machine" before Anna Espinosa can get to them. As you begin the level, there is a save point directly behind you – save the game before you start, otherwise you will revert back to the last saved point of the Casino. Next, just maintain your cover, talking to any guards you come across, and proceed through the next exhibition room and through the double metal doors into a room with a large dinosaur on display. Turn left and go up stairs.

The room you enter at the top of the stairs has laser beams crossing it as part of its security. Luckily, Marshall has given you some op tech which will come in handy. Pull out your beam interrupter and place one on the closest laser to you. This will allow you to move forward a little. Before moving on, you can use the beam interrupter again to pick the device off of the emitter, allowing you to use it again. The next beam is a double one, so you can either use both pieces of op tech on the beams or place one on the lower emitter, allowing you to crouch under the beam without any problems. Recall the devices before going ahead, as the doorway has three beams across it. Using the interrupter, block the two lower beams and again slip under the remaining beam. Recall both of the interrupters before moving on.

Continue down the corridor and through the room with a waterfall in its centre, leading you to another long corridor. At the end of a corridor you will enter a room with several security men patrolling with yet more lasers. You can change your outfit if you wish, since you have passed into secured areas, you are seen as an intruder and your cover is blown. As you take out museum security, be careful not to go through any beams as they will alert armed soldiers to your location, causing some problems in the future. Vaughn will point you in the direction of a computer terminal which you need to access before you can go any further. So go up the stairs and then to your right, making sure you have both interrupters. There is an easy way to do this, and there is a really easy way. The easy way is to use the interrupters on the beams as you go. The first set of beams must both be disabled as they are too low to slip under. Continue along the upper walkway disabling the beams as you go and hack into the terminal. So what's the really easy way? Once you have passed the laser doorway on the walkway, move towards the barrier and climb over it, but don't drop. Instead, shimmy along until you pass the beams and climb over to the console. Pull out your remote modem and hack it.

The door to the next room should now be unlocked (it's the one directly under the computer you hacked) and all the beams on the walkway should now be deactivated. Proceed down stairs and to the door, using your interrupters as you go (the easiest path is down the centre of the room and to hug the wall leading to the right hand side of the door). Inside the next room watch out for the patrolling security. There is another door directly across from you, leading to the mainframe room. Remember this location, as you will need to come back here later on during the operation. Inside the mainframe room, there is a laptop with a picture of a monkey on its desktop – hack it. Sydney will transmit the data to Marshall...revealing not one, but six bones for the Rambaldi puzzle. But before you can make a move for them, Anna's troops storm the museum through the skylight, and they are all armed. The hunt for the bones begins.

There is only one bone on this level of the museum, all in locked glass covered cabinets which you can get into using your lock pick. As you exit the mainframe room, go into the door across from you with two soldiers, both using ancient weaponry which is on display. Take them out (you can use any of the weapons in the exhibit) and go through the metal doors. The screen will split to show you that a soldier is coming – take him and his friend out and enter the room. Near the far left hand corner you will find the first bone of the puzzle. Use your lock pick and retrieve it. As you do so, another armed soldier enters the room, so get rid

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of him. From here you need to get to downstairs where you will find bone #2. Return to the main chamber with a single doorway on the ground and another on the upper level (there should be red signs above the doors to guide you back). The door you are looking for is next to a sabre-toothed tiger. As you step through the door, the screen splits revealing the location of the second bone.

Go down stairs to the dinosaur and go into the room on the right. There are two soldiers here, both armed so before you can get to the bone you need to knock them out. Once they are gone, the bone is in the cabinet next to the door you entered the room. Pick the lock and grab the bone.

At the other side of the room there are two doors and an open archway. As you enter the door on the left, the screen will split showing you soldier movements and the third Rambaldi bone. Show the two guards who they are dealing with and retrieve bone #3 – you're halfway home. On the other side of the room, you will find bone #4. Exit the room the way you came in, and this time go to the door on the right hand side. Again, the screen will split showing you the soldier movements. This room has two guards (one is armed) and two bones. As you enter the room, go to the right and take out the first soldier without the other one spotting you. The watch the armed soldier as he walks away, run up behind him and take him out in one blow. Directly in front of you there are two cabinets (back to back), each holding a bone. Pick both locks, and you'll have bones #5 and #6.

As you snatch the fifth bone, Vaughn tells you they have just spotted Anna Espinosa entering the building, and once you have the sixth, Marshall discovers there is one other bone inside the vault, but Anna is almost there. You need to return the way you came (towards the dinosaur) and go back up stairs to the room with the ancient weapons (across from the mainframe room). Inside you will find two soldiers and Sark's driver who recognises you as the waitress from the Casino. Take them out with the weapon of your choice and then go through the previously locked door (it has the yellow sign on it). You are almost at the vault. Go down the ladders, fighting off any soldiers you come across.

By the time you enter the vault, Anna is long gone with the last Rambaldi bone. However, as you look around, Vaughn identifies the symbol on the walls as the Rambaldi <0> with three artefacts behind the glass. Marshall also lets you know that Anna has reactivated the security system, so you've only got thirty seconds before the door closes. Sydney tells him that she can't carry them all, so its time to use more Op Tech provided by Marshall. Walk up to the glass holding a Rambaldi artefact and get out your mini cam. You cant take a picture from that distance, so you will have to use the zoom option to zoom into the artefact and take a picture. Be careful not to zoom in too much or you wont get a clear image. And don't worry about the time either – when the clock gets to zero, there is a cinematic sequence where Sydney dives through the door with seconds to spare. The important thing is to get a picture of those artefacts.

Once you are out of the vault, its time to go after Anna. You can use the save point here if you wish, or you can just chase after her right away. Go up the first two sets of ladders (the first takes you out of the vault) and through the door. If you are fast enough, you can see which direction she goes in. But as the chase starts, Marshall activates his signature reader and you can track Anna's movements via the scanner at the top of the screen. As you go after her, ignore all other guards and soldiers which get in your way. Concentrate on following her. The scanner at the top will direct you on which way to go, indicating left, right or straight on by the colour of the arrows. During the chase you will receive a call from Marshall – Anna's men have found him. As you go outside and through the streets, more people will attack you. Ignore them, and continue following Anna. As she reaches the roof of a building, there is a final cinematic scene showing Anna blowing one of her 'better luck next



time' kisses to Sydney as she takes off in a helicopter, leaving Sydney without the last bone or Marshall.



Operation 3: Ruins, Saudi Arabia

As Vaughn coordinates the search for Marshall, Dixon is on comms. The CIA tracked the Rambaldi bone to this part of the desert where they lost the signal - Anna's men must have discovered the tracking system Marshall was using and destroyed it. The first thing to do here is save the game as usual. It's always best to save the game at the beginning of the level otherwise you will go back to the previous point of the level before.

Your first objective is to explore the ruins. The area is very dark, so I would advise switching to either night vision or thermal vision to see what you are doing. (Night vision is easier to see which way people are facing). There are a few of Anna's men in this section, so you should take them out quietly using your stealth attack from behind. If you are spotted, disarm them and steal their swords and take out the troops. It doesn't matter if you are spotted here, as there is no alarm to be raised. The easiest way to go is to your left and follow that wall right down to the building and then back to the starting point, getting rid of any men you come across. Next, move to the large building (on the other side of the area from the starting point) and enter the door. You should not be in an empty warehouse, so continue through it and go through the other door.

You should now be in another out-door compound area, this one has four troops patrolling, one of which has a gun. If you are good at stealth, take them out one at a time. If not, locate the one with the gun and take him out (you can then use his gun against the other three). When the coast is clear, go to the wall on the far side (opposite the door you entered) and turn right. Go through the partly demolished rooms and you will find another door with a modified Rambaldi symbol on it. Go through it.

Once on the other side, save your game. This area has three guards, two of which have guns. Get rid of them and then move along the left hand wall until you reach a door. This room has a large beam in its centre and another door on the other side - continue through the door. You are now in another open sky area. Watch out for the troops patrolling here. There are three of them, all armed with guns. If you have a gun, use it on the nearest one, if not, take out the nearest troop and use his gun on the next troop, then take his gun and use it on the last one. Proceed along the right hand side, around the half demolished building and into the fence area. Your objective of exploring the outer ruins should now be complete.

Follow the path to the next save point, and then into the next area. Take out the two troopers and continue around the corner and up the stairs. Some of the stairs have fallen apart, and you'll need to climb up to get to the next section. As you exit the stairway, you should now be on the upper level. This time, the objective of exploring the inner ruins is completed. Down on the ground are a couple of troopers and Anna. The game will cut to a cinematic. There is a large tactical nuke in the middle of the ground level which Anna is going to use to cover her tracks. She knows Sydney will be close by and asks one of her men if "the little one" has stopped crying. She has Marshall. She threatens to kill him if Syd doesn't reveal herself. Of course, Sydney does, and she is captured. Both Syd and Marshall are chained together, and the only way out is using a lock pick of Marshall's which the troopers didn't find. But you only have fifty seconds, so pick the lock fast. This lock is trickier than the others you've dealt with. Instead of picking two sections, you now have three. Pick the lock and you will access the computer linked to the nuke. Guess the password, and do it fast as the time is still counting down. Once you crack the code on the computer, the counter stops.

Marshall and Sydney make a run for the jeep with the nuke in the trailer, and drive through a door, escaping the ruins.



Operation 4: Asylum. Romania

This operation is essentially split into two – the first part is in a Tattoo Parlour, and the second in the Asylum itself. You start this level at the main desk of the Tattoo Parlour, wearing that memorable outfit from “Almost Thirty Years”. Sark’s driver is also in the room so knock him out - there is a bottle on the desk and a large pike next to it you can use if you wish. Once he’s out cold, search him, and save your game. You should now have a key to get you through the door. Enter the room behind the desk, and take on the four guys getting tattoos. Once they are down, search them. You find one of them has the tattoo symbol of Rambaldi. Marshall discovers that the tattoo itself acts like a keycard granting access to various locations as a result of the dye used. So there is only one thing for it – you need to tattoo yourself. Move to the chair and Syd will begin tattooing herself. Your mission will be complete before heading to the Asylum. And if you are like me, you’re probably wondering what artist is playing in the background of this operation – its Alien Breed’s “Slither”.

You start the next part of the operation in an alley way not far from the Asylum. There is a guard patrolling on the other side of the fence. To get to him, you need to kick some of the rubbish on the ground out of the way, and move the dumpster towards the fence. If you are quiet enough, the guard wont hear you and you can get the drop on him. The screen splits, and when he is at the other end of his patrol, jump over the fence and hide behind the waste barrels until he reaches you. He should stop just before your location and check in with security, the turn around and walk to the other end again. When he does turn around, get him. But you have to be quick about it as there is a camera not too far way on the left hand wall. Once the first guard is down, take his gun, and head to the camera, hugging the left wall. Once you get to the barrels below the camera, and the patrolling guard is on the other side of his patrol, shoot the camera. Two guards should come to investigate. Continue to hide behind the waste barrels, forcing them to come to you. When the first one appears, shoot him and take his gun, then shoot the second guard. You should now be able to see the front door of the Asylum when you turn to the left, but there are more guards. Go around the long way, behind the Asylum’s ambulances, taking out the guards you meet and then move in towards the door. If the guard at the door heard you, he should come looking for you, so you can either run in when he’s looking in the opposite direction or climb onto the roof of an ambulance, using the stealth jump to take him out before entering.

Use the switch at the door to enter the building, and save your game. Its easier if you follow the path to the left of the way you entered, so go to the fenced gate and flip the switch. There is a camera around the corner and guards patrolling so you have to time things perfectly...or if you have a gun, you can use the “shoot ‘em and steal his gun” technique, picking of security guards one at a time and using their weapons on the next. If you want to do it that way, I suggest shooting out the camera. That always seems to get their attention. Once the guards are out of the picture, go across the room to the little office with a guard inside (there is a little reception window next to the door). Shoot the guard through the reception desk and enter. (If you have no ammunition, you can jump through the window while he walks the other way and take him out). Remember this point, as you will have to come back here later.

Before going through the door however, go back to the main foyer, and sneak around the to the cubicle with the guard asleep. (If you caused a lot of noise earlier, he will have woke up and attacked you). Snatch the keys from the desk, avoiding the camera above. Go back into the room with the reception window and save your game (the save point is to the right of the door where) and then pull out your lock pick. This lock is a little more complex that what you’ve faced previously, but you can still get through it. Through the door is a corridor with guard patrolling, so duck into the left, hiding behind the wall until the move. One will come towards you and the other will walk down the adjacent corridor. As the first guard reaches



you, take him out. If he calls for help, wait behind the wall and take out the other guards who come to his aid. The cells on the right are all locked, and the corridor to your right has several hospital staff walking about. Get rid of them. At the end of the corridor, Dr Neil Caplan is in a cell on the right hand side.

Caplan tells you he's been experimented on using some kind of laser – a second prototype. Vaughn will comm. you telling you that Dixon is just outside the main doors waiting to extract Caplan. Inside his cell is a save point, but you need to get the cell keys before you can bust him out. One of the guards who attacked you in the corridor has it, so if you didn't pick it up when you fought them, go back and retrieve it now. (The guards bodies will all disappear, except from the one with the key). Go into Caplan's cell and save your game. Now its time to make tracks. There is now another guard in the corridor – get him before he gets Neil! Head back to the main foyer via the room with the reception window. There is another guard in the foyer. Take him out, and then go to the main door. Before Caplan heads to a CIA safehouse with Dixon, he gives you a map of the basement and the password for one of his algorithms that was being used – 4747!

Now you need to get to the morgue via the lift. Go back to the corridor leading to Caplan's cell, only this time make a right instead of a left ('lift' should be written on the wall with an arrow). As you get to the lift door, use the keypad on the wall to enter the passcode Caplan gave you – 4747. Enter the lift and go to the basement.

As you come out of the lift, there is a save point to the left, and a guard patrolling the adjacent corridor. Take out the guard and you will now be next to the morgue. Or the "Morga". The door is locked, and Vaughn directs you to a guard room on this floor. Go back to the save point, and continue passed the elevator you came down in and go to the corridor on the left after you turn the corner. Watch the hospital staff on this area. Take them out, and if they call for backup, take out the guards too. Into the niche on the left is the guard room door and a security camera. Watch on the split screen until the camera is facing away from you and move underneath it, then once it faces the way you came, move to the door and open it (you will need the keys you swiped earlier). If the camera sees you, armed guards will be sent to your location.

Inside the guard room there are a couple of men with guns, and some hospital staff. Take out the armed guards first, and the hospital staff. If you get stuck, there are snooker queue's you can use as weapons on the table. Once the room is clear, search them – one of them has the morgue key. Go back out the way you came, get rid of the new guard who has appeared and go back to the morgue door and use the key. You have now completed another objective. There are three staff at work over the bodies who all attack you, and they are all armed with surgical equipment. The easiest way to do this is by disarming one, and using his weapon on the others, but there are bottles sitting about the room you can use as weapons too. Once they are gone, you need to start testing the bodies with your DNA scanner to find out which one has level two clearance. Check the three on the tables, and then the ones in the drawers until you find who you are looking for. Once you have him, you need to grab the X Ray scanner in the corner, and drag it to the body, and flip the switch. This will scan the tattoo and Marshall can dissect the results from Base Camp.

It turns out the level two tattoo is the same as yours with an extra chemical added. You need to find this chemical in the storeroom to upgrade your clearance. Go over to the window and look inside – there is a surgeon at work in that room. Go inside, beat him up and search him – he has the store room key. Return to the morgue. There is another door in the morgue which is the store room. Go inside. There is a guard on the other side of a fence listening to the radio. Turn to your left, climb the boxes and shimmy along the drain pipe into the main area. You can either take out the guard straight away, or have a little fun by using your EMP



gun to switch off his radio. Once he's out of the picture, go back onto the shelves, and go as far as you can until you are stopped by the junk piled on the top shelf. Walk forward as if you are going to jump off, only when Sydney climbs over the edge and dangles, shimmy across and collect the tattoo upgrade #1. Face the other shelf set, and run towards the edge. Sydney will jump the gap and you can collect upgrade #2 and save your game before returning to the morgue.

Exit the morgue the same way you came in and go back to the main foyer, and follow the path around to the gate you didn't open, and at the other end is a guard and a camera (sometimes this guard comes after you and Caplan so he may already be gone). Pick up a can on one of the trolleys, and throw it. The guard should move towards the can, letting to get him while he's distracted. Pick up his gun and shoot the camera. If the camera catches you, a member of staff will charge at you, but he is easy enough to take out. These doors are automatic, so head through and save the game.

This area is clear, so go up the ramp, and towards a set of double doors. Use the switch to the left of the doors, and the elevator will be called. Go inside, and head upstairs. Now this is tricky – two guards facing the elevator, both armed with guns. If you have a gun, use it. If not, hide in the elevator, and rush out when you think you can get to one of the guards. Once they are down, you have another two, plus a hospital staff member to take care of. Shoot them if you can, if not just get rid of them anyway you can, and head into the supply cupboard and save the game. Go out of the cupboard, and down the corridor through the security gate. Before going on, jump over the wall into the kitchen and pick up the tranquilliser chemical, then go back into the corridor and turn to your left. Take out the staff member at the vending machine (he is carrying a taser which comes in handy), and continue on into the opposite room (it looks like a staff kitchen). Get rid of the staff and guards in here. Head through the other set of double doors.

If you are quiet enough in here, you can get the sleepy guard before he knows you are there. If not, be prepared for a fight, as there are several other people in the area. Take care of them all, and move into the next part of the room. This area is filled with beds for Asylum patients. Continue to the end of the room and through the double doors. Follow the corridor and then go to the right, bringing you to a junction with a camera. Before continuing, there is a hidden save point near by. Go into the door to your left, and climb over the book shelf and save your game, then return to the corridor. Watch the camera, and when it faces away from you, go to the unmonitored corridor – enter the lab.

After passing the decontamination room, you discover the new laser prototype and the fuel cells. But you need to access the computer terminal to unlock the doors, and the stairs are covered by a gun turret. Climb on top of the crate which looks like was used to transport people, and shimmy over on the pipe hanging from the ceiling. Once on the ledge, pull out your modem and hack the computer. You now have access to the cells and the turret is switched off. Go down the stairs and take a picture of each prism, then pick them up.

Before you can do anything with them, Sark enters the decon chamber. You must now put the prisms inside the laser and hide inside the crate. After a quick sweep of the room, Sark orders the laser to be used on Agent Jacobs, leaving you with another countdown timer. Beat up the two hospital workers and deactivate the laser. Next, pull out your lock pick and free Agent Jacobs. Vaughn contacts you via your earpiece – there is a lot of movement at the front door so you need to find another way out. Remember the security systems below the Gersh Room in the Monte Carlo Casino? Use the laser to blow the red panel above the shutters, and they will open. There is another red panel at the back of the newly opened room...shoot that one too. Vaughn will contact you again, telling you to destroy the prisms and the Asylum. Jacobs goes to free the other patients, so you must recover the prisms and



destroy them. Take them out of the laser, then go round to the activation computer and select the tranquilliser chemical (you collected it from the little kitchen area earlier) from your op tech. Once it has been added, go into the room which was hidden by the shutters and climb through the window on the far side, and you will now be in the room with the hidden save point. Climb the shelves and leave the room.

Your new objective is to follow Sark and take a DNA sample. This is a little difficult, but the easiest way to do it is in the corridor you start off in. You need to use your stealth walk to accomplish the objective. Once Sark has moved passed the door, move out and in behind the cabinet on the right. He will stop for a moment, then move on. As soon as he moves, you need to too. He will stop at the next cabinet, so move in behind it before he turns around. Again, when he moves you should move too. The trick is to follow close enough behind him until you read his DNA, but far enough away so that you don't touch him. You need to duck in behind the cabinet to the left next, as he turns around again. If you have done this so far, you should now have his DNA scanned. If not, continue to follow him along the corridor.

Next you need to find a syringe and the tranquilliser chemicals to nab Sark. Dixon tells you where to go. Head along the corridor in the same direction you were following Sark, and head through the ward and to the right. Cut through the room with the dining tables into the kitchen looking area, and then through the door behind the counter. Inside is a female doctor with a syringe. Beat her up and search her, giving you a syringe to use on Sark and a doctors outfit. Change your costume before moving on. Exit the room using the door across from the store cupboard, and then make a left to find Sark. This Sark is a lot harder to beat than the one you fought in Monte Carlo – he seems to head butt you a lot more. There is a brush in the corner – grab it and fight him until he gets knocked to the ground. The second he does, rush over to him and use the syringe. (The action button should give you the option to use it as you near him). Once he's out cold, you need to get him out – go back to the room you were in, where there are now soldiers and doctors – they think you are a doctor so they wont hassle you if you get a wheel chair and come out with Sark. But if you are bored you can take them out. Go into the room on your right and grab the wheel chair. Return to Sark's room.

You now need to get him out of the Asylum. Leave the room you are in (with Sark) and go to your left, heading towards the elevator. As you pass the security fence, you are made and the whole section is powered down. Take Sark into the lift, and the push the button on the outside of the door – Vaughn will tell you to power it manually. Go back across to the cupboard with the save point, and move the metal instrument table down to the door of the lift, and climb on top of it. You should now be able to climb into the air vents with the control panels. As you approach the panels, Marshall tells you that the timetable has moved up - you now have ten minutes to get out the Asylum with Sark.

Some guards and doctors approach the elevator, and you automatically jump down from the vent. Take them out (its easier taking out the ones with guns first). There is a broom against the wall if you want to use it. Once they are gone, grab Sark and move down the corridor. More guards will attack you so take them out as they appear, and then once you have reached the doors leading to the foyer, get rid of the soldiers who appear. Get to the main doors and you are extracted along with Sark as the building explodes.



Operation 5: Embassy. Hong Kong

From where you start head down stairs. Vaughn will tell you to disable the CCTV controls so you can access the library...but in order to do that, you need to get a keycard to go through the guard room. Watch the guards on patrol – one will enter the toilets. Follow her, knock her out and search her pockets to find the keycard. Enter the room Vaughn showed you (it's the one next to the toilets) and use the keycard once inside. Go down the corridor and then enter the door to your left. But watch out, the guard inside hears you coming. Time your entry so that his back is facing the door and you can knock him out with one blow. Cut through the room into the security office, and go to the right hand corner, next to the wall monitors. Pull out the signal jammer from your op tech gear and use it. The embassy is now blind. Exit the way you came and then pick the lock on the door with the 'Exit' sign above it. Watch out for the camera on the ceiling – disable it using your jammer (op tech), and cross the room, taking out any guards who approach. Enter the room on the left, jam the camera get rid of the guards, then pick the lock on the other side of the room.

Continue to the next area, taking out the guard inside the next room (the screen will split showing you him inside). Go through the door on the other side of the room, then through the one ahead with the green light above the door. Save your game before proceeding.

Go upstairs and through the door. At the end of the short corridor there is a door, and the screen will split showing you the guard patrols inside. Wait for him to turn his back and enter. The door you see in the background is not the door you are coming from. When the guard is at the door you see, go through your door. Hide behind the little wall outcrop until he comes near your location, and when he turns his back get rid of him. There is another guard in this room, concealed by the little office. Take him out too, grab the map from the office and head through the other door.

This room has a camera which you can see rotating. Disable it and move to the door on the left. Watch out for the single guard in this room. When the coast is clear, move across to the door with the signs on either side (the other doors lead to supply cupboards). There is a camera and a guard here. Jam the camera and take out the guard. Continue around the corner.

Dixon will contact you – he's made a visual ID on Sloane. Sydney must now hide until he has moved on so she can complete the mission. There is a door next to you with a pattern on it – go inside, and hide behind the stack of boxes in the corner. Sloane will walk passed the room. If he hears you inside, he will do a quick search, but if you remain still behind the boxes, you aren't compromised. Once Sloane and the guard are down the corridor and to the right, you can come out, but do it quietly. Go through the gold-finished double doors into the library.

There are two guards in here – get rid of them and search their pockets – you will find the library keys. Vaughn will tell you the layout of the room isn't a match for the CIA's schematics. There is a book sticking out from the shelves on the right – pull on it to open a hidden room. Inside, grab the map and then use your flash card memory stick on the computer. As you download your data, the screen will split showing more and more guards coming into the corridor. You need to lock the library's entrance until the download completes. Go to the door and use the keys you recovered from the guards, the go back to the flash card, and once the download is complete retrieve it.

Vaughn will tell you that the door will give way any second – head towards the window, and you will see Sydney climbing through it as the guards burst through in a cinematic sequence.

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You are now on a ledge on outside of the building. You are then cut off from Boot Camp, so Dixon provides you with operational instructions – load the virus into the satellite dish so you can re-establish contact. Head along the ledge to the right, but watch out for the search lights. As you come to fences and walls, you will have to drop and shimmy across, whilst avoiding the lights. Continue right to the end, passed the ladder and save your game. Go back and climb the ladder. Watch out for the lights on the roof, and cross over and climb up the drain pipe. Run across, jump down and then up the next pipe. You are now at the satellite dish. Use the dish to transmit the virus to the CIA. You now have contact with Base Camp.

Go back over the roof the way you came, and head down the ladder towards the open window. When the guards are looking away, go inside and take out both of them. Use the keycard to open the door and step into the corridor. You should now be in the corridor where you hid from Sloane. Go to the stairs and go straight down to the basement, taking out cameras and guards as you go. At the bottom of the stairs, use your keycard and enter the room. Vaughn tells you there is a stairwell in the garage that leads to the warehouse. Stay on the top level. Run around to the fence, and then watch the guards moving below. When they are facing the other way, drop over the small fence and hide behind a car. Use your jammer to take out the cameras in the area all at once. Watch the guards – you can either take them out one at a time, or sneak passed and into the stairwell in the centre of the room.

Once inside the stairwell, go down. Head through the door at the bottom and save the game. The next room is a storage area filled with guards. You need to find a way through without fighting them. There is a small podium to the left when you enter the room – flip the switch and one of the large cargo holds will be picked up and moved to the next area. Wait for it to come back, then climb on top of it. If you are spotted, be prepared for one hell of a shoot out – the guards in here act like a firing squad if they see you. Once on the other side, sneak through the door and use your flash card on the computer console. Marshall's modified virus works and the door opens.

Move down the stairs, and to your right is a gap in the barrier – use your stealth jump to get the drop on this guard. Pick up his gun and proceed through the door. You need to find the Rambaldi diamond. Take out the guards and scientists here, and use your lock pick on the safe in the corner. Grab the diamond.

Sydney requests an extraction, but the CIA has located the source of the frequency jamming which cut you off from base camp – its not Sloane and its not the Embassy security force. You have to find out who it is. Climb into the elevator shaft to the right of the safe. The lift will take you back up to the car park. There is a truck inside the car park – go inside and hack the system with the remote modem.

Once the data is transmitted to the CIA, Jack tells you to get out of there – Sloane has found you. Arvin takes the diamond, and tells you there is enough C4 to destroy the Embassy. As Dixon tries to defuse the bomb, you need to trigger the fire alarms in every floor to evacuate the building. You have ten minutes to trigger them all.

The easiest way to do this is to go back down to basement level two and work your way up. From the truck, go to your right and through the door leading back down stairs to the room with the firing squad guards. In that room you will find the first fire alarm. It is a red panel on the wall – kick it and the alarm will begin to sound. One down, three to go. Go back up stairs to the garage.



Go round the front of the truck and up the ramp, the second will be on the right hand side wall at the top. Trigger the alarm and go upstairs through the nearby door which requires the keycard. You're half way there.

Alarm #3 is on the first floor, in the room next to the save point in the stairway. Go inside and look for the red panel to the right. Trigger the alarm.

Go upstairs again, round the corridor and straight through the room. You should now see the second alarm in what looks like some kind of waiting room with an office. Hit it like you did with the other ones and it will sound.

You need to get to the ballroom, so go back down a level, and you end up where you first started the level. The ball room is on the upper level through an arch way. The doors to the room are automatic and will open as you approach. Go inside. There are party goers being held hostage by three armed men. You need to take them out as fast as possible. Remember the clock is still ticking. You now need to find Dixon – he's under the piano trying to defuse the bomb. There is a short cinematic where Sydney and Dixon discover the cant defuse it and the countdown is brought forward – you need to run. Follow Dixon through the main area and to the door. Both of you escape as the bomb explodes.



Operation 6: Nightclub. Rio De Janeiro

Caplan discovers that Anna is planning a massive disaster to rebuild civilisation with the Followers of Rambaldi. Sloane has the diamond which Anna needs to carry out her disaster – you need to get it before Anna does.

You are on a roof top, and Anna is on the ground. You need to follow her. There are guard patrolling the roof looking for you. Walk forward, passed the save point and to your left, taking out the two guards. Be careful not to fall from the rooftop, as the fall will kill Sydney the instant she hits the ground. Around the corner is an old wooden staircase and a bridge crossing over to the other building. Use it, and continue to follow Anna. On this roof there is a single soldier – get rid of him and use the ladder to drop to street level. Cross the street and enter the open door – Anna is inside.

Continue through the next door and go to your right, following the path to another outdoor area. This section has a lot of soldiers – take them out and continue after Anna (she goes past the trucks and on to the left hand side of the building). If you lose your visual lock on her, follow using the satellite nav at the top of the screen. Take out the soldier at the end of this area and go inside.

This building is only a short corridor, and when you emerge on the other side, Anna spots you and runs. Your only access to the club is cut off when she closes the gates. Marshall tells you the club has had a major overhaul on its security systems and your op tech wont get the job done. You need to make a brush-pass on the street with Dixon to get new equipment. He is off to the left hand side, so go around the truck and sneak past the guard. Dixon gives you a liquid nitrogen gun which can be used to destroy locks and heat sensors. Take out the patrolling guards here, and use the coolant blow on the lock – you can now move on.

Two guards see you coming and rush you – show them who they are messing with! Head into the open door up behind the blue car, and take out the men inside. Go around the corner and save the game. Enter the next room and take out the two ninja guards. There is a door on the other side of the truck leading into an alley. Follow the alley's path and go through the red double doors at the end, taking out the guards inside. Once the coast is clear, move on to the black floor tiles with the green barrier around it, and use your keycode scrambler on the controls – you will now descend into a room filled with lasers. You need to use your coolant blower to switch off each laser individually. But be careful, the laser's heat will melt the ice so your time is limited. If you go through the beams, the gun turret on the other side of the room will take you out. Don't waste time taking out all the beams on one area – only the lowest ones and you can sneak under. The easiest way is to the right. Ice up the closest beams and move forward, until you get to the wall of beams blocking your path. Around the corner to your right you can see the door you need to enter and a security camera. This camera isn't like the others you've come across – its heat sensitive, so you need to wait until its looking away before disabling and moving through the laser wall. Use the liquid nitrogen on it to disable it. You cannot simply hide underneath this one as your body heat will be detected and the gun turret will take you out. The camera itself has a green light on its side allowing you to see if its functional. If you stand as close to the pillar with the laser wall as possible, you can take it out without it even spotting you. Once you cross through the laser wall, you might want to re-ice the camera a couple of times before moving on to the final beams. Proceed through the door.

On the other side of the door is a stairway – go upstairs and follow the corridor around to the left. Stop when you reach more heat sensitive security. Instead of proceeding through the beams and passed the cameras, go into the black door with the club logo on it. You are now

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in the clubs kitchen. Take out the two guys inside and move on, through the double doors. Keep going until you enter the bar. Take out the men around the bar and the ninjas on the dance floor, then go through the double doors. You should emerge next to a save point, and on the other side of the lasers. Take out the guard next to the save point and save your game. Watch out for the heat camera here – use your nitrogen to take it out from a distance and then move in and go through the double doors directly below the camera and gun turret.

Up stairs and to your right are two soldiers and more lasers. Get rid of the soldiers and again use your ice blower on the beam emitters leading to the corridor on the left hand side (these beams are like a wall, not across the floor). You will enter a room filled with music equipment. Pick up the guitar and beat up the guards with it. On the wall in the corner is a computer screen with an orange Rambaldi symbol – as you call Dixon to tell him you've found a keycard, he will tell you that Sloane has entered the building. You grab the card, and the room starts to fill with VX Gas – you have to get out of there! Go back to the door you entered, and use the nitrogen on the locking mechanism. Once it has frozen, kick the door and it will come off its hinges. Cross through the wall of laser beams and go to your left. You should now be facing a long corridor with zig-zagging beams stretching across. Disable the lasers as you go, and proceed half way down the corridor and through the double door on the right. Inside is a small lounge – take out the people inside. From the door you entered, turn immediately to your right and there is another door with a small card reader. Use the reader, and then open the door. Continue on upstairs and save the game.

You now have to get to the roof and hack a mainframe. You need to hack the mainframe before you can get to the roof. As you enter the corridor, you will no doubt recognise the silver balls dotted about the corridor as beam emitters and the gun turrets mounted all over the place. Turn to your right, and then make a left leading you to the mainframe room. The area is patrolled by two guards and a ninja so take them out quietly as you come across them.

Use Marshall's keycode scrambler to get through the mainframe rooms locking mechanism, and take out the guard and two soldiers inside. If you have trouble, there is a broom on the far end of the room beside the laptop. When you have secured the area, go to the laptop and use your remote modem to hack the system. Once you guess the three letter code, you have to do a four letter one – an extra security protocol. Security should now be disabled. Go back to the entrance to the mainframe room and make a left and follow the corridor round to a metal door which will open as you approach. You are now on the roof of the building with a sky light in front of you. Go round to where the two vents are, and place your DV Recorder (op tech) onto the glass to record what's going on. As you watch Anna and Sloane's meeting, you will soon discover that this is the cinematic from the start of the game – you caught up to the point where Sydney was discovered by Anna's troops before the game jumped to seventy two hours earlier.

Take out the guards as soon as you can – they all have guns so the longer you wait, the more likely it is you will sustain a lot of injuries. Use block and special attack to steal a gun from your attackers and shoot them. Once they are gone, you are attacked by three other guards and then a ninja. If you get stuck, there is a brush leaning on one side. As soon as they have been taken out, the security systems come back online and Sydney will dive behind one of the vents. After trying to contact Vaughn and Dixon, you soon discover you are cut off.

Now this is where things get interesting – the Operations Centre comes under heavy attack. It seems that the soldiers who have forced their way in are looking for Sark...meaning there is a mole inside the CIA. For this part of the level, you play Michael Vaughn. From where you start, head forward and save the game. You need to retrieve the dart gun from the meeting room, so go through the door and go to your left, taking you to the main operations area.

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Fight off the soldiers until the coast is clear. Remember, this area has multiple entry points, so if you are confident enough with your stealth manoeuvres you can come in one way, take out the soldier from behind and then vanish into the corridor again, picking the troops off one by one.

Go right across the operations area and through the double doors. Use your sat-nav to help you locate it. There is a short corridor before a door, leading to more offices. This next area has two soldiers – if you crouch down, you can sneak in unnoticed, take out one guard from behind and then shoot the other with his gun. Once you go through the next set of double doors, you are in the briefing room which has four troops inside – take them out. If you hover around the door area, only the closest two will attack you. Once they are gone, pick up the dart gun and keycard.

Head back to the ops centre. Follow the sat-nav to the door to your left which leads you to the prison area. Take out the three guards in the room and look for Sark – he is in the last cell. As Vaughn demands to know who the mole is, Sark explains he doesn't know either...until Marshall enters and attacks you. He was brainwashed while in Saudi Arabia. After Vaughn beats him back to his normal self, he is able to tell you how to get Sydney out of the club.

You are now back in control of Syd exactly where you left her. Marshall and Vaughn are able to deactivate the guns on the roof temporarily so make a run for the doorway. Once inside, take out all guards and soldiers who get in your way...you've almost finished the operation.

There are two ways to do this: make a run for it or take out everyone in your way. Whichever way you decide to do it, once you are ready to make a move, kick the large blue coolant pipe and stand in front of the air jet. You will see a snowflake appear next to Syd's health meter – this means your body temperature is low enough for you to fool the sensors. Run through the beams and round to the double doors you entered this floor on originally. Proceed downstairs the way you came, through the lounge and then into the corridor – take out the two armed soldiers patrolling. There is another coolant pipe next to you – use it again to lower your temperature. (If your health is low, wait for Syd to heal a little first). Now make another run for it through the beams and then down the stairs to your left. Now this door is the one with the temperature camera above it – just run through the door and to your left. If you are fast enough, you will still be cold enough to fool the sensors. If you have returned to normal temperatures by the time you reach the door, just run for it anyway – most times the camera is looking the other way when you get to the door so you shouldn't be seen. Continue around the corner and into the dance floor. At the other side is the door you originally came through. When you get to it, soldiers and guards come out. Take them all out, and when the other door nearby swings open you can make a run through it, knocking out the two soldiers who get in your way. As you enter the alley, the mission is complete.



Operation 7: Bunker. Russia

As you might have guessed by the amount of Op Tech Marshall has given you, this is the final operation.

You halo drop in on a cliff face overlooking the entrance to the bunker. There is a save point immediately behind you. Go around to your right and sneak up behind the soldier and knock him out. From where you are standing, you can see the access controls to the base. Bring out the sonic booster from your op tech and when the jeep approaches, point it at the console – you will be able to record the password to get in. Don't worry if the jeep gets inside and you miss the password – as long as you stand on that corner, there are regular shipments into the base so you have plenty of opportunity to catch the password. Now go around to your left from the save point and approach the bunker door from behind the shacks. To the right of the first shack and towards the cliff is a tree – behind it is a soldier so take him out first and use his gun on the others. Remember not to go through the spot lights as they will trigger the gun turrets. Once the soldiers are gone, you are clear to enter the bunker.

Go over to the console and activate it for the doors to open. Inside is another save point and a switch – use it and enter the next area. This area has a soldier patrolling, with a window leading to another area with a guard. If you can get the first guard without being seen you can get the drop on the second one too. But if you are spotted, take cover and lure the soldier away from his friend so you can deal with him in peace. Once both soldiers have been picked off, move through the door next to the window.

You will enter a corridor with a single soldier patrolling – the screen will split to show you where he is. Get rid of him and then proceed down the corridor and then pick the lock on the door at the end. The next room you enter is filled with soldiers and tanks – and the only way down into the bunker. You need to take out the soldiers and then hack the camera system. From where you start, go left below the platform. On one of the girders is what looks like a junction box – now this bit is tricky. On the platform there is a computer which you can hack, and then a coded locking device on the door. The easiest way to gain access isn't to go through all of Marshall's gadgets, but to take out all the soldiers on both levels, then as you go up the stairs, a soldier will exit the room to see what's going on. Hide behind the barrels and when he goes back to the door, follow him and take him out before rushing inside. The alarm will sound so get ready for a fight. As you go down stairs some soldiers will appear so either kill them or run into the now open tank elevator.

Or you could do it the hard way by tinkering with Marshall's op tech. Place the razor prism on the junction box below the platform, and watch as the soldier patrolling enters the room. As he puts in the code, the razor prism will show you the door code. You might want to write it down. Go up the stairs to the door, either by sneaking or by fighting your way passed the soldiers in the room. To sneak passed them, once you have the door code, remove the prism and return to the door you enter by. To the right of the door is a ladder – go up to the top. This is only a small platform, but if you go into stealth mode with your back against the wall, you can walk across the small ridge to the other side of the room, leaving you on one of the platforms. Sneak across the platform and when the soldier at the bottom of the stairs is looking away go passed him. Once you get to the door, hack the computer with the remote modem. You should now have a countdown timer to get through the door without the alarm going off. Use the code on the lock and enter, flip the switch and return to the elevator.

As the lift goes down, some kind of ninja soldiers drops in and attacks you. You need to take her out before the lift will continue. If your health gets low, run around the lift car until it comes back. At the bottom of the lift shaft is a save point. You now need to find the

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ventilation grid and sneak inside, so go around the side of the lift and then up the ladder. You can cross this area the same way you did in the previous one – by going into stealth and crossing on the small ridge with your back to the wall. The area is covered with lasers so you need to make sure to use your beam interrupters. Once you have disabled the first beam, move passed and then reclaim the interrupter. But when you disable the second beam, leave the interrupter on the emitter, as you wont be able to reach the vent with the beam still in place. Continue moving along the ridge, disabling the beams and reclaiming the interrupters as you go until you reach the ridge. If you step through a beam, there is a small explosion which will knock you to the floor (and if your health isn't at maximum Sydney won't survive the blast).

Once you cross through the vent, you enter a large room with lots of gun turrets and a few Rambaldi cultists patrolling. Vaughn points out one of them as looking about Sydney's size. The best way to get the outfit is to walk along the top of the pipe to your left, right along until you reach a computer console. If you hack into the computer with your modem, the gun turret is deactivated. Now, as the cultist walks below you, stealth jump on to her, knocking her unconscious in a single blow. If you miss, you will have to fight. Once she's down, search her and take her clothes so you can make a quick change later. Next, go to the right and up the ladder. Watch out for that turret though. You are now on the pipes. Shimmy along the smaller pipe along to the right which leads you back towards the vent. From there, you can begin moving across the pipes avoiding the turrets completely. As you get towards the destination, you will see another computer console on the other side of the room. Use the small pipe above you to shimmy towards it and hack it. The main gun turrets are now deactivated leaving only the one nearest to the way you entered. Drop down from your position (don't jump as you will injure Syd, walk towards the edge, and you will then hang from the platform then drop). As you land, head towards the large door before the operational turret gets you.

This next corridor is filled with cultists with guns and weird lances (the resemble light sabers). Either take them out one at a time or change costume to the cultist. You need to move fast, as the costume is...well, a little revealing and Syd will soon begin to feel cold. (Her health will go down). Once you have moved passed the guards change back into your original outfit. Enter the room on your left. There are three computer screens in front of a large cylinder with green trimmings – hack them. The trimmings will then change colour and become yellow. Move around to the other side and do the same to the other computer (it also has three screens). The trimmings will turn red.

Three cultists will enter and attack you – take them out. Once they are gone, you can exit the room towards the save point. You see Sloane still wearing the Rambaldi diamond and he is locked into "The Machine". You need to destroy the diamond...which means releasing Sloane. Jump the fence and drop down. Go to Sloane and use the lock pick to open his cuffs. Once free, Sloane explains there are some tunnels connected to the bunker which will be safe from Anna's destruction – he plans to get to them before "The Machine" is activated. You now need to stop Sloane! This is part of the game you will enjoy – you need to beat the living crap out of him!! Once he's down, he talks, telling you how to stop "The Machine". Sloane agrees to destroy the trigger in the room you are in, but you need to go after Anna and get the one she has.

Go through the open doorway and head up the stairs. The room you enter has a few cultists with lances – take them out. Don't try and change costume, as the room is too cold for Syd to fight when she is dressed as one of them. Once the area is secure, head around to the tank and climb onto the back of it, and then inside. Turn the tank to face the iced up door and fire. If there are any cultist lances lying around, pick one up...you're gonna need it.

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Head through the now open door to a save point. Go through the automatic door, then downstairs and through the door at the end of the corridor. Anna is inside...now its time to kick her ass until it's a whole new shape! If you have a lance, use it on her. If not (or if the lance gives out) there is a weapon up against the wall near where Anna stands and a wrench in another corner. The story will soon take over. Sloane jumps at her from the side and stabs her, but in her final breaths she activates "The Machine".

You are now in the activation room with the Rambaldi diamond stuck between two lasers – these lasers are deadly so don't touch them. Using your last remaining beam interrupter, place it on one side of the diamond. Marshall will comm you, explaining that the diamond is just the ignition and it's the fuel cell which is powering it. The only way to stop it now is to use your razor prism. Go to the now deactivated beam emitter and use your prism on it. The beam gets deflected into the generator powering "The Machine". It explodes, taking the Rambaldi device with it. Now you have to escape. The generator explosion also knocked open a door – go through it and save your game.

You now have just under four minutes to escape the bunker for an emergency extraction. Go upstairs and through the door which blows open. In the next room you can see the whole place is coming apart. There are two cultists in this room who look familiar...it seems she has found another uniform. You can either beat them up or run up the half demolished stairs. Don't panic – you can climb up onto the next platform and continue up. There is an unattended lance – grab it and take out the two cultists. Go around towards the generator and flip a switch, and then continue up the ramp towards the elevator. The next platform up has a piece missing – make a run for it and Syd will jump. Next, there is another gap in the stairs. You can climb to the platform above just like before. Go through the control room (where you fought Sloane) and go up the ladder, ignoring the cultists inside. If they wont let you go up the ladder, fight them until the fall and then climb up. Go out the door to your right, and then follow around the generator to the left and go up the stairs. You now need to shimmy across to the other platform. Continue to climb up the platforms until you've reached the top. Use the switch on the generator then run for the elevator just as before. Its best to ignore the swarm of cultists here or you will run out of time. There is another gap on the platform, run at it again and Syd will yet again jump it. Go up the stairs and through the door to the left. Follow the corridor around to the right, cut through the small room and pick the lock. As you go through the door the bunker explodes. Moments later, Vaughn touches down in a chopper and lifts Sydney to safety as the surrounding area goes up in flames.



Hints And Tips

- If you are low on health after a save point, load up the newly saved game and you're health will be back to normal levels.
- Another way to restore health is to stand still long enough for Sydney to rest.
- To disarm a soldier or guard, press the block button and special attack at the same time.
- You can access the CIA training manual during game play by pausing the game, and scrolling through to the map, then training. The manual covers various fighting moves as well as some other information on how to use op tech.
- When at the game's main menu, don't push anything...just let it play through the main theme and the trailer for the game will play afterwards.
- When guessing three letter passwords, the combinations are:
 - ABC
 - ACB
 - BCA
 - BAC
 - CBA
 - CAB
 - D??