

WALKTHROUGH

Port Area

Once your men are off the boat and the conversation completed, begin the game by walking south a bit, before you get even 15 feet, you'll find yourself in a battle with a Sfinks. Not too hard, a few shots from the pistol and a bayonet or two will do the job. That done, walk a bit more south and you'll find half of Group One...dead (you weren't expecting them to be having a tea party were you?). The conversation ended, you'll see a board to the left of the dead guys. Take it. Walk on and you'll be in a battle with another two Sfinks'. Take 'em out.

With the battle over, you'll see a note to your south. Take it, it's not important or anything, so tuck it in your pocket and go open the box to the left of the screen. Inside you'll find a battery charged flame thrower (yes!), a bat, an axe, some medical tape. You'll see why very soon. Go into the house and get the rubber gloves (rubber gloves next to some porno, smells sounds fishy). Exit. Go south some more and you'll get involved in a fight with the following: 2 RC28s, a Garcia, and a Sfinks. Use your pistols, bayonets, and don't forget your bat and axe! I recommend that you use a shot or two of your rifle, but don't go overboard.

Go a bit southwest and you'll see a box. Open it up and you'll get 6 pistol shots, some food, and a crowbar. To the right are some oxygen tanks...haha! O2 under high pressure! Whoo-woo! Now go back to where you found the bodies, and from there, go west where you'll meet Wasilij Dobrovsky. Talk to him, and when you're done, you'll end up in a fight with a Cutter Pill, 2 Garcias, and 2 Sfinks, Use your rifles on the Cutter Pill, take him out fast, or lure him near the barrel and shoot the barrel. Use just about anything else on the other 3, but you should use the flame thrower on the Garcia's. When the carnage stops, go a bit north, but not too far, hang a right so you'll be exactly in front of the boat with the singing mutant. Climb the ladder and open the door on top of the building. The code for the safe is "PLEASURE" spell it out using the keypad (the numbers have letters on top, like a telephone). Inside, you'll find a shocker, 8 shotgun shells, 3 painkillers, and a few grenades. Exit the room, climb back down the ladder, and proceed at the box northeast of your screen. To get it, you'll need to fight 2 Garcia's and SAVE the little mutant. In the box, you'll find a light vest, a few tranquilizing darts, and a few medical bandages.

The trial is near and so is JUDGE. Go to the far west, just a little north of where you fought the Cutter Pill, and start to go north. There, you'll meet Judge and his "jury". Take out the little creatures first, then focus on the big guy. Stun him with the shocker and he'll offer very little trouble. With that fight over go north and into the shop, there, you'll find the first MATRIX DISK. Go and open the box on the other side of the room for 1 uzi, 6 shots of uzi ammo, 24 rifle shots, and some medical tape.

Time to get the shotgun. Go back to where you found the bodies, and go northwest, so you'll be standing on an iron/steel dock. Remember that board we picked up before? Use it with the end of the dock and Jarek will cross, he'll pick up the shotgun, but the boards underneath him will give way. He'll be forced to do battle with 1 Fang, 1 Sfinks, and 1 Cutter Pill. Don't worry, your companions will come soon enough.

TIP: Shoot the two barrels standing next to each other when the baddies are near them.

Time to kill Grandma. This bug isn't easy. To find her, go to where you met Wasilij Dobrovsky. Once there, go south and you'll see a fence, use the gloves with the electrified fence and descend the stairs. Go south a few steps and you'll find her. Your best bet here is to try and get her kids lined up in a way that the flame thrower can get them all in one blast, so get them in a "L" formation or something. To kill Grandma, surround her and unload on her. Use the shotgun, Uzi, rifle, anything. Just kill her. Don't forget to use the shocker and stun her, which helps a bunch. Once she's dead go into the shack next to her and get a tranquilizer gun, 2 grenades, and 8 throwing knives. Now, a little secret...go into the tunnel and walk up to the rocks, use the oxygen tanks with the rocks, then walk back, and use the pistol with the tanks. Once the dust clears open the hidden box and you'll get a napalm launcher, 3 shots of napalm, some food, and most importantly, a missile.

Go back to the hand identification machine (you got the hand right?) before you can use it, you'll have to fight 1 Sfinks, and 3 Garcias. DO NOT USE THE MISSILE! Take 'em out with the shocker, the uzi, the rifle, and the like. No missile! When you're done fighting, use the hand with the hand identifier. The doors will open and you'll fight the Smokerider. There are 3 stun bombs in the box, so don't bother; they just tranquilize the victim. USE THE MISSILE! The missile will take off about 179 hit points from him, so he'll be good to go.

Tranquilize him, and finish him off. When you're done taking out the trash, go through the doors directly to the right of the Russian security doors. You'll run into some thieves, and they leave, dropping their booty (don't take that the wrong way) on your command. Ovitz reads it but nothing important, it tells you about General Kosov's lab.

Go south some more and Wasilij will leave you. He runs off then screams, apparently, he gets killed. "Poor bastard, I guess leaving us wasn't such a great idea." –Jarek. Immediately after, you'll be pitted against 4 Hornets and 2 Garicas. In the box is a bulletproof vest, 12 rifle slugs, and some tape. Then you will be forced to face 2 Cutter Pills, 2 RC28s, and 3 Hounds. YOU WILL NOT HAVE A CHANCE TO SAVE BETWEEN THE BATTLES SO BE PREPARED.

When you finish the fighting, you'll find another body of Group One. So, hurry! Rush into the sewers and see if you can save the fourth! Run fast! Time is of the essence! However be sure to get the box to your left, it has a vest, a stun bomb, and some painkillers.

Sewers

Not a whole lot down here. All you need to do is just walk along the side to the southern part of the sewers. Cross the plank then walk to the eastern part. Cross the plank. Speak to Joan McFadden she joins you go the northern part of the sewers. Open box, get darts, 12 bullets, some tape, and 2 bandages. Cross plank, go to the box at the western part. Open the box and get some throwing knives, 2 molotov cocktails, and some food.

Turn the valve, and cross the plank to the center island. Climb the stairs and flip the switch. Go back down and go to where the acid was, turn the valve to turn off the steam, and proceed to the ladder. You'll be tossed into a fight with 3 Hounds and 1 Fang. The easiest way to do this is to kill the Hounds first, then move your team, except for the person with the flamethrower, onto the left side. Lure the Fang near the bridge and roast him. While he's burning, shoot him some. Your operative may need some medical attention too, cause the Fang will shoot rockets at him. Climb the ladder.

Monument Room

Start this by going south and getting 5 painkillers, 3 cans of food, 2 grenades, and 3 molotov cocktails from the box. Next to the box, you'll see an iron drawer, open it and retrieve another MATRIX DISK. After bagging the disk, you'll be thrust into yet another battle with The Fatman (the music for the Seventh Guest and the 11th Hour was done by him, I guess) and 3 Hounds will jump into the battle from the right, so prepare before battle.

The easiest way to fight him is to tranquilize him as soon as you can. Then set him on fire with whatever methods you can but don't use napalm, save it. Finish him off by was of the rifle, shotgun, or pistol. If you get worried about ammo, I strongly suggest the melee weapons. Just shoot the hounds, nothing special needed to kill them.

Go back to the big hand in the middle of the room and proceed northeast, you'll see a yellow card. Go get it. However you'll encounter 2 Jet-Elmers and 2 Cutter Pills on the way. I hate Jet-Elmers, so tranquilize them fast and take em out with whatever you can. With the cutter pills, either lure them near the barrels or shoot 'em in cold blood. It's fun either way.

Now, get the key and go back to the big hand. Go west now, toward the box under the stairs. You'll find yourself in a battle with 4 Sfinks, and 3 Siners. You'll notice that there are 3 barrels near the middle of the screen. Use them to your advantage. If you have a stun bomb, use it on the three baddies closest to you. They're in a small space, so you might be able to get all 3 in one shot. From there, roast 'em.

At this point, if you're like me, you should be low on ammo. Finish up the rest of the baddies with whatever ammo you got and your melee weapons. When the battle is over, open the box to your north to get some uzi ammo, healing ointment, some food, and 2 vodka bottles. Take them all, and go directly south for another box that has 6 shotgun shells, 24 rifle slugs, a crowbar, and 18 bullets. Make sure you take the crowbar, you'll need it outside the museum.

Exit the level by going up the stairs and out the door.

Museum

I hate this level, it's hard. Start by walking toward the monitors. On the way you'll be approached by NATO Soldiers...or are they? They tell you to go to the roof for evac, and you radio HQ for confirmation. Confirmation is given so you start for the roof.

When they leave, use the yellow key with the monitors to open the way to the roof. Suddenly, out of nowhere, 3 Garicas, 2 Headnails, 1 Hound, and 1 Fang will attack you, trying to destroy the monitors. IF THE MONITORS ARE DESTROYED, YOU LOSE THE GAME!

The museum is where the going gets tough. To do this, send someone down to meet the Jet-Elmer. Tranquilize him. Have someone else deal with the Headnail. Also have someone else go to the Garcia. Either have Joan fight the Hound, or send her to the Garcia or Jet Elmer.

With that battle finished. Head to the west and open the box there, Inside, you'll find a tranquilizer gun, some darts, a vest, and a few bandages. Walk around near the top left of the screen, you'll have to do this. There will be a battle where you'll have to save another mutant, named Medusa. There will be a Cutter Pill trying to kill him and a Jet-Elmer trying to kill you. Tranquilize the Jet-Elmer, leave 2 people to kill him, and send the other two down to kill the Cutter Pill.

The mutant thanks you, and joins you. He's actually pretty good. Once I had all my people tranquilized, and he got to the boss and tranquilized him. My people came around, and killed him. He's good. Now, proceed directly south, and open the box for 8 rifle slugs, 3 rolls of tape, and a few bandages. Proceed now to the center of the museum. There's a fight there and there's no way around it.

You'll be facing 2 Sfinks, 3 Hounds, 1 Garcia, 1 Jet-Elmer, and 1 Headnail. Your best bet is to use the flamethrower, some tranquilizers, rifles, your shotgun, and of course pistols. Start by taking out the 3 Hounds, which shouldn't be hard, use the flamethrower. By the time you'll need it again, it'll be recharged. Let the enemies come to you, but in the beginning of the fight, get the hell out of that little space and spread out.

To get rid of the Headnail, simply use your guns and melee weapons to finish him off. Take out the Sfinks' the same way. Tranquilize the Jet-Elmer and get rid of him quick, and toast the Garcia, using the ax and baseball bat to finish him off.

Now, after that fight, go directly south for another box containing 3 time bombs, 3 grenades, 8 shotgun shells, and 2 gas antidotes. Go up the stairs and to the west. You'll see 2 doors, ignore the first one and go outside via the second one. Go west and you'll find a box which contains 3 time bombs, 6 rifle slugs, and some tape. Go back inside and through the second door. Walk across the platform and down the stairs, then proceed to the box over to the east.

Before you get there, you'll be flung into a battle that has 1 RC28, 1 Fang, 1 Jet-Elmer, 1 Headnail, 2 Siners, and 1 Hound. To do this, use the customary methods to kill the RC28, and proceed south. Take out the Headnail and the Siners. By that time, the Jet-Elmer should be within range of your rifles. Run up to him and tranquilize him the shocker. Then shoot him a few times. Have Medusa tranquilize the Fang with his short attack and then move the team to kill the Fang. When the fight is done, open the aforementioned box and receive 6 ultrahealers, 12 clips of uzi ammo, and 2 bottles of gasoline.

Proceed directly north and you'll come across a Polish girl. She's in shock, and a few monsters are trying to kill her. KILL THE GIRL! The girl mutates into a demon so you'll be facing 2 Jet-Elmers and the girl. Tranquilize one of the Jet-Elmers, and send 2 people down to kill the other one. By the time the Jet-Elmer comes to, the girl should be dead. So use your remaining to operatives to kill the other one and send the rest to their aid should they need it.

When you're done, proceed west to get the orange keycard you'll see lying on the floor. Once you get it, you'll be surrounded by 3 Liliths, and 2 Headnails. The Liliths are the more dangerous, so you'll want to get rid of them first. Fire works good, and don't forget to use your rifles and melee weapons. You should have a relatively high pistol skill about now, so use the pistols and your melee weapons on the Headnails.

Now that you have the keycard. Proceed east and up the stairs, follow the walkway and you'll find yourself in the observatory. Go west and pull the lever. Now open the box at the south for 4 grenades, 24 rifle slugs, 4 shots of napalm, and a few medical bandages. Walk up the stairs and use the orange keycard with the scanner. This will create a bridge that allows you access to the roof. As soon as you get to the roof, you'll have to face 9 Pain Gods. Don't waste your napalm, as they are resistant to fire, so it should take you about 2 rifle shots to take one out. Melee weapons work nice here too, so keep that in mind.

When you're finished, proceed north by northeast and you'll find the Stinger. To kill him, spread out as he can tranquilize you and your men easily. Bear in mind that Medusa has tranquilizing protection, so use him to walk up and tranquilize the Stinger, who is not resistant to tranquilizers. Use your remaining men to aid Medusa in the assault, and your other men will eventually come to. Use Medusa to continually tranquilize the Stinger, and with the aid of NATO's finest, you will prevail.

Now head south. On the way, Medusa will go insane and, of course, attack you. This battle isn't too hard, with 2 Liliths, 2 Pain Gods, and Medusa. Take out Medusa first, as he is the closest. Wait for the other enemies to come to you. Take out the Lilith with fire, melee weapons, and pistols. Use your rifles against the Pain Gods.

Go south once more and you'll see a box. Inside it, you'll find 3 stun bombs, 2 molotov cocktails, and 3 painkillers. Open the door slightly to your north, and you'll hear a man say "Leave me alone or I'll blow everything up!" Use a stun Bomb against the door and he'll come out. Go back to the observatory bridge, and to the west you'll see the red key. Go grab it. As soon as you have done so, you'll find yourself fighting 2 Headnails, 1 Jet-Elmer, and 2 Pain Gods.

Something a little different here is that if you do not finish the battle in under 6 turns, the bomb sitting in the middle of the battlefield will explode. As usual try to take out the Jet-Elmer first, and use the barrel he's next to for help. Go after the Pain Gods next, use all customary methods to do that. Then, go and meet the Headnails...kill them.

When the carnage is over, open the box to the south and get 6 rifle slugs, a shocker, and 2 tranquilizer antidotes. Now you have the red key, so go back to the first floor of the museum and use it with the monitors. The blue lasers will disappear, and you'll have to fight your way out against the Guard and 2 Lucys. Go after the Lucy closest to Joan first, and be sure to move Slavsky and Sullivan out of the other's range.

When you're through with the first Lucy, go after the guard. You did save your napalm right? Use it. Use the flamethrower, too. Spread out, because he can tranquilize you. Shoot...shoot...shot. When the Guard is dead, go and kill the other Lucy.

Exit the level, but be sure to take all medical supplies and ammo off Joan before you leave...

City

Start by walking out of the museum gates and into the street. Proceed west until you come across a battle in which you will be facing 2 Garcias. An invisible monster will come out and bite Joan, poisoning her. Ironically, the anti-poison pills don't work here, so you'll need to finish the battle quick. Once finished, Joan dies. When you stop crying, proceed west to open the box. Inside you'll find 4 grenades, 18 rifle slugs, 18 uzi clips, and 5 medical bandages. Now follow the street south until you see the parking garage. Enter the garage and open the car trunk. You'll find a demon-attracting device. Use this correctly, and it'll save your skin a lot. Open the box to the north for a liquid nitrogen thrower, a kelvar vest, 3 napalm shots, and 3 stun bombs. Exit the garage.

Follow the street west until you see a blue/white truck parked up against a street light. Go south into the yard and up the stairs. Open the box for 12 uzi clips, 4 grenades, 4 ultrahealers, and 18 pistol bullets. Now, pick the operative that has the crowbar and send him inside the house. Use the crowbar with the boards on the far wall to reveal an ion cannon (oh glory be!). Exit the room through the hole in the wall to the east.

Once outside, open the lid and get the third MATRIX DISK. Go back outside and rendezvous with your team. Exit into the street and you'll encounter 2 Jet-Elmers, 2 Squeakers, and a woman. Save the woman. Her name is Anna Hutchins and she has the most annoying voice! She's a reporter too...makes you want to shoot her right now huh?

Finished? Good. Go north through the tunnel and you'll come across Puppet. THIS BATTLE IS OPTIONAL. IF YOU WANT, YOU CAN GO ALL THE WAY AROUND BACK OUTSIDE THE MUSEUM, BUT YOU'LL BE MISSING OUT ON A GREAT OPPORTUNITY TO SKILL YOUR WEAPONS. The Puppet can take a beating, so don't shoot it. Shooting is a waste of ammo. I hope you have been working on your melee skills, cause you'll need them.

To take him out. You'll need to freeze or tranquilize him. Then position the men with the axe and baseball bat behind him and start hitting him. I shot this guy at point blank range with a rifle and only hit for 4 damage points. Another option is to shoot him from behind with the rifle when he's frozen and you'll do about 20-30 damage.

When you're done, head north and out of the tunnel. You'll see a VCR repair shop to your north. Go in it. Before you can, you'll have to fight 2 Squeakers, 2 Needles, 1 Reverend Insect, and 2 Garcias. You'll notice that Jarek is separated from the group. Have one of the other teammates use the attracting device to lure some of the enemies away from him. I recommend that you kill the Reverend Insect first, as he carries a nitrogen gun and can freeze your team. At the same time, torch the Garcias and have Anna and Slavsky finish them. Put Thiery and Cole to work by sending them to help Jarek.

Now, enter the VCR shop. Get the box at the far wall. Inside, you'll find 6 attack gas grenades, 1 energy beam (as powerful as the missile), 4 ultrahealers, and 12 rifle slugs. Exit the shop and go west to the abandoned tenement. Inside, you'll see a box to the east open it and you'll find: a key, 5 tranquilizing darts, another flamethrower, and the last MATRIX DISK. Leave the tenement.

Go back to the VCR shop, from there, go north and you'll meet up with General Kosov and his men. It turns out that they were the same men who told you to go to the roof. You'll end up fighting them, there'll be General Kosov, and 7 of his men (Specnaz). Use the energy beam to take out as many people as you can. You should also use the ion cannon to take out a few men as well as napalm and of course, the flamethrower.

When you're done, walk on a bit, but not too far! If you go too far you'll be in a fight where you'll be facing a few Needles and a Sister Of Mercy. You can't shoot in that battle because if you miss, the barrels of gasoline of the truck will blow you to Hell. Instead, you'll see a box to the northwest (land-marked by a yellow hue lighting). Guarding it is a boss called the Cripple. Freeze him and hack away with your melee weapons (the axe should be level 10 by now) or just shoot him if you can spare the ammo.

Inside the box is a rocket launcher, 8 shotgun shells, 3 drugs, and some tape. Go back to the museum grounds after you have collected those items. Once inside the gates, go west and follow along the gates until you come across a statue that looks like a missile. From there, go north until you reach the gate. Use the key on the gate and enter the yard. Climb the ladder and walk toward the box.

To get to the box, you'll have to fight 2 Reverend Insects and 2 Lucys. Make quick work of the Reverend Insects by burning them and using the attack gas grenades. For the Lucys, use the nitrogen gun if you can get close enough and the ion cannon. Bullets and shells work nice here too. Inside the box, you'll find 6 rockets, 1 bulletproof vest, 12 rifle slugs, and 6 bandages.

Now, go to the hotel. Blow open the door by way of the rocket launcher, and fight your way inside. You'll be up against 2 Squeakers, 3 Needles, and 1 Reverend Insect. Lay the attracting device and go kill the Squeakers. By the time you're done, the other enemies should be within range of your weapons.

Once inside, open the elevator doors and go up. When you get out you'll have to fight 1 Pain God and 1 Reverend Insect. Use the ion cannon on the Pain God and grenades, flamethrowers, and bullets on the Reverend Insect. Now, go over and open the box. Inside, you'll find 3 gas grenades, 1 lighting strike, 1 kelvar vest, and 3 crazy tabs. Go back on the elevator and go back to the lobby. From the lobby, go down again.

Once off the elevator, go up some stairs and open the box. You'll get some grenades and medical supplies. Take anything worth salvaging off of the reporter and Slavsky (you'll be forced to leave them behind). Exit the basement and you'll come face to face with Messiah.

Messiah, is probably the most confusing boss. To hit it, you'll have to walk into it's attack range and wait 'til your next turn. Then, walk right up in front of it and shoot your weapon. If you don't do it that way, you'll miss. Take him out quickly with the ion cannon and shotgun.

Once he's dead, continue into the lab.

0.6 Lab

NOTE: In the making of this walkthrough, I started a new game. For the lab, I will be playing my previously saved game. In this game, I've emptied all the boxes and killed all the monsters. So I can't tell you what's in the boxes or most of the enemies you will be fighting. However I will tell you what to do in order to finish the game.

Start by going north and getting the box. From the box, go west through door. Once you're inside, turn the control panel on. Exit the room and proceed north ignoring the teleporters and train. You'll be stopped by a NATO Patrol. One thing leads to another and SMACK! You'll be fighting NATO. Bomb

them with fire, use the ion cannon and nitrogen gun. Shoot them. Whatever you do, just kill them. DO NOT USE THE LIGHTNING STRIKE!

Go north and into the office. Pull the levers to move the train. Now exit the office and walk along the train tracks. When you get off, you'll have to fight 2 Sisters Of Mercy and 2 Harvesters. Tranquilizers and fire work well here, as with bullets and ice.

Ignore the staircase and continue south. Open and empty the box. Now go back up north and go down the stairs. Stay close to the bottom of the screen and continue west and open the box. Proceed to the center of the lab and from there, north. You'll have to fight some of those things that killed Joan. Remember? The invisible monsters?

This fight is hard. Keep your eyes on where they run to after they attack. I didn't use the flamethrower or ion cannon here, because I didn't want to waste an attack. They might work however. Just shoot them until they drop dead. They don't have too much health to start with anyway.

Now go north and turn on the voltage generator. Go back up the stairs and continue north across the bridge and open the box. Get what's inside and go west to turn off the teleporters. Now go south and back across the train tracks. Go a bit north and you'll have to fight the Incubators. There's 2 of them, aided by 2 Reverend Insects. Just stay clear of their ice bombs and you'll be fine. That's their only attack. Fire works good against creatures of the ice, so use it. Save any napalm you have left though. Keep your guns blazing and you'll live to tell your grandchildren.

Now cross the bridge and you'll be in the central workstation. Turn on the computers you'll see to the east, and go west to put the Matrix Disks into the drives. You'll meet up with the once-thought-dead Wasilij Dobrovsky. He will tell you an interesting story about the mutations, then Jarek will scare him off. Later, NATO will interfere, and you'll be forced to fight them. There's only 4 of them, 3 soldiers and General Lamarre.

When that's over the dying Lamarre will try to convince you that Dobrovsky is with Kosov. He is right of course, and the final boss of the game is, Dobrovsky. With 500 hit points, he can be a tough little bastard. However, he isn't immune to tranquilizers. Which takes some fun out of fighting him, but what the hell. Burn him. Use your napalm, flamethrowers, whatever. As he is burning, shoot him with everything you got. Especially the ion cannon.

Don't worry, keep putting him to sleep and they fight will be over before it started, hell if you still have that lightning strike, use it, but stand clear!

Bosses

The good, the bad, and the deformed.

Grandma

200 HP

Aided by 3 "Grandma Child"

Judge

200 HP

Aided by 3 "Judge Child"

Smokerider

300 HP

Not Aided

Fatman

350 HP

Aided by 3 Hounds

Stinger

400 HP

Not Aided

Guard

350 HP

Aided by 2 Lucys

Puppet
450 HP
Not Aided

Cripple
400 HP
Not aided

Messiah
170 HP
Not aided

Incubus
200 HP
Not aided

Wasilij Dobrovsky
500 HP
Not aided

0.8 Weapons

I got yer goods, got yer goods right here.

Melee

Bayonet	10 Max
Hands	10 Max
Axe	25 Max
Baseball Bat	15 Max
Crowbar	15 Max
Shocker	0 Max Tranquilizes enemy

Guns (Very broad category)

Pistol	15 Max
Rifle	25 Max
Shotgun	30 Max
Tranquilizer	0 Max Tranquilizes enemy
Uzi	25 Max
Flamethrower	30 Max Sets enemy on fire
Rocket Launcher	70 Max
Ion Cannon	100 Max
Liquid Nitrogen Thrower	0 Max Freezes enemy
Napalm Launcher	30 Max Sets enemy on fire

Misc.

Grenade	30 Max
Stun Bomb	5 Max Tranquilizes enemy
Attack Gas Grenade	15 Max Poisons enemy
Throwing Knife	20 Max
Bottle Of Gasoline	5 Max Makes enemy flammable
Bottle Of Vodka	5 Max Makes enemy flammable
Time Bomb	60 Max

Armor

Vest
Armor Rating: 3

Bulletproof Vest
Armor Rating: 5

Kelvar Vest
Armor Rating: 7

1.0 Medical Supplies

Medical Bandage
+ 35 HP

Adhesive Tape
+ 30 HP

Food
+ 20 HP

Painkillers
+ 10 HP

Ultrahealer
+ 80 HP

Drugs
+ 100 HP; Makes you enraged

Characters

Cole Sullivan

Leader of Group Two. Born in Canada, Sullivan is a highly experienced combatant and knows what to do when the going gets tough...blow stuff up.

Jarek Ovitz

A native of Poland, Ovitz is the funny man of the group, and probably the most disliked. He can speak Russian, American, Polish, and German fluently. If it wasn't for Sullivan being of a higher rank, Ovitz would've been the leader of Group Two.

Thierry Trantigne

The youngest in the group, this Frenchman is also a highly knowledgeable scientist. He is also probably the most loyal man in NATO, he would rather die than not do what he's told.

Joan McFadden

The soul survivor of Group One, Joan is also the team doctor. She adds 15% to healing. So, instead of 35 HP being added by a medical bandage, she would make it 35 + 6 if she did it.

Slavsky

He arrived after the incident, soiled his trousers, and ran into a shack clutching a few hundred pounds of dynamite. When he's not threatening to blow stuff up, he aided the men and women of the city by community service.

Medusa

Jan Kurats, his real name, is the curator of the museum. Unlike the other "citizens", he kept his sanity after his accident. Nice guy. He's resistant to tranquilizers, so come time to fight Stinger, he's one big help.

General Kosov

This is the guy who's responsible for the whole mess...I think. Not too much is known about him, but he seems friendly. Stay on his good side and you'll be fine...right...?

General Lamarre

NATO commander-in-chief of this operation, Lamarre knows a lot more about what he says. Will he share his secrets with you? Not if he's dead. Get my drift?

Wasilij Dobrovsky

The first man you meet after disembarking, Wasilij is a Russian army veteran who decided to stay in Poland after the troops went home. He'll follow you a bit, then run away with his tail between his legs.

General Battle Tips

- Save often, after each fight.
- Barrels can be your best friends, introduce them to your enemies.
- When you get ammo, disperse it evenly amongst Sullivan, Ovitz, and Trantigine. If there is any left over, give it to other teammates you may have. Do the same for medical supplies.
- Melee weapons are not to be neglected! If you pump your axe skill up to level 9 or 10, it becomes as powerful as the rifle! Don't waste ammo finishing off a baddie that had 7 HP left, smack it with a bat or something.
- Make sure each person has a good variety of weapons, don't get stuck with a weapon that's in the process of recharging and your only other option is a crowbar. Keep a spare rifle or shotgun handy.
- Keep your characters healthy, use your meds right, and you'll have over 90% of health with stuff to spare the whole game.
- Once you find out that an enemy is immune to a certain type of attack, remember that! Don't try to shoot a Jet-Elmer with an ion cannon when you could be healing yourself on account of you having 29 HP left.