



CTU : Marine Sharpshooter - Walk Through

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1. Story

You are a Marine Sharpshooter, a member of the Elite Counter Unit (CTU), a covert American military force waging a silent war against terror across the globe.

You are dropped behind enemy lines in Afghanistan to find a convoy belonging to a man named Kumar and find out what they are transporting. You discover that it is nuclear material and they are bringing it to a village. The trucks enter the village and you are there to observe the situation. Suddenly another person makes an exchange with Kumar. He gives him a suitcase, gets into a truck and takes off. You must eliminate Kumar and get extracted. Later you discover there are nuclear weapon experts in Chechnya working for the terrorist that took the truck. You then escort a convoy of Russian Spentznas to the location of the weapon experts. When you get there the weapon experts try to escape, and you must you take them out. Eventually there is intelligence of a terrorist fortress on a remote south pacific island. You infiltrate the fortress taking out their men, power and anti-aircraft guns. You get brought to a jungle where the terrorists have set up a nuclear missile facility. A small convoy of American commandos are brought in with you. As you clear the way for the convoy, you discover the nuclear missile facility you have been searching for. You cover the commandos with your sniper rifle from afar as they attack the base. As you are taking out the terrorists, you come to the tower from where the missile launch is controlled. Suddenly the terrorist leader runs up to the top of the tower to launch the missile. You must shoot him before he can launch the missile.

2. Controls

Movement and General Command

Move Forwards	W
Move Backwards	S
Step/Strafe Left	A
Step/Strafe Right	D
Turn Left	MOUSE LEFT
Turn Right	MOUSE RIGHT
Lean Left	Q
Lean Right	E
Reload	R
Activate/Open	F
Run	LEFT SHIFT
Always Run	CAPS LOCK
Jump	SPACEBAR
Objectives	O
Night Vision Goggles	N
Save	F6
Use Health Pack	P
Quick Load	F9



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Sharpshooting Controls

Fire	LEFT MOUSE BUTTON
Use Scope	MOUSE WHEEL
Zoom In	MOUSE WHEEL UP
Zoom Out	MOUSE WHEEL DOWN
Lower Body	X
Raise Body	C

Observer Commands

Fire/No Fire	T
Follow/Hold Position	G

Weapons

Knife	1
Pistol	2
Rifle	3
Cycle Weapon	4,5
Use Silencer (on handgun)	RIGHT MOUSE BUTTON

3.WEAPONS

M40A3

Capacity: 5
Rate of Fire: slow
Reload Speed: slow
Mission: 1

AW

Capacity: 10
Rate of Fire: slow
Reload Speed: medium
Mission: 3

Knife

Capacity: N/A
Rate of Fire: slow
Reload Speed: N/A
Mission: 1,2,3

M82A1

Capacity: 10
Rate of Fire: medium-fast
Reload Speed: fast
Mission: 2

SOCOM

Capacity: 17
Rate of Fire: fast
Reload Speed: medium-fast
Mission: 1,2,3

4.Equipment

Medical Kit

Used to recovers health. Press "P" to use

Night Vision Goggles

Used to see in dark areas. To use press "N"



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5. Walk-through

A. Afghanistan

Equipment

M40A3

SOCOM

Combat Knife

Health Kit x 3

Night Vision Goggles

Mission 1

Level 1

You start this mission by some ruins. Straight ahead are 6-7 sentries. They aren't the best shots, but take them out quickly. Once they've been taken out go up the ramp and go behind the building to the left and enter the cave. There is a guard down the left path. Continue down one of the paths (I took the left) fighting guards as you go (about 6) eventually coming to an opening. *cut scene* A convoy is moving along through the valley. Your spotter should start saying stuff to the command center. After he's done you can either take out the troops in the convoy or leave them alone. Go down the left-most tunnel. Guards should appear as you go. When you come to another opening quickly shoot the guard at the left end of the rope bridge because he has a rocket launcher! There is also another guard on the bridge. Go over to the bridge and at the other end there is another guard. Cross the bridge and follow the valley fighting lots of guards. At the end of the valley there is a guard on a ledge to the left, once he's finished go up the ramp to the ledge. One guard appears on ground level and two guards appear ahead once they are gone continue along the ledge to the end. In the next area there are two guards keep going into a bigger area and there are two more guards one on a ledge and one on the ground. After killing them a helicopter will hover over the ground and go under it.
NEXT LEVEL!

Mission 1

Level 2

This time you start in a garage. When you exit it, there are two guards to the left and a sniper strait ahead. To the right of the garage there is an alley. Follow it and turn right to meet up with three guards. Turn to the right at the end of the alley and through the door and follow the hall to a hole where there is a guard shoot him and two more guards come through a door. Go through the door and go down the stairs. At the bottom of the stairs and to the right there are 4-5 guards. When they are all gone continue through the basement to the other set of stairs. At the top of the stairs go through the door and nail the guard to the right. Go up another set of stairs and a guard runs by the end of the hall. At the end of the hall two guards come down the stairs and one stays, over looking the stairs... take them out. Continue up the stairs to the roof.

Mission 1

Level 3

First, kill the guy with the suitcase (Kumar). After you shoot...two snipers will appear (one ahead of you, the other to the right.) After the snipers are taken care of, go back through the door and down the stairs from the previous level. When you get to the bottom of the stairs, two guards will appear (you know the drill). Afterwards, turn left and nail the guy at the end of the hall. Go to the end of the hall where he was and go down the stairs. Two more guys will appear. Go ahead to the door once you have dealt with them. In the next room there is a guard behind some crates. After, continue into the basement, where there will be three guards awaiting your arrival. Enter the sewer (you should see the entrance from the stairs). Go a little to the left and turn right around quickly because there is a guard waiting. Follow the sewer to a corner and a little ways away three guards will attack. Go to where the guards were, turn to the right and open the door. Two guys will be behind a table and one lying on some crates. One of the guards runs. Take the other two out. Then follow the fleeing guard. Follow



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the hallway and half way to the end; two guards will burst through the door from the left. Go through the door the guards came through. As you continue through the sewers, two guards will attack you. At the end of the sewer there is a ladder you must climb. At the top there will be a guard directly ahead. At the next left turn, you'll enter an open area. There won't be any sentries until you get to the other end. Your spotter will talk about an evacuation, but it's a ways away...three minutes away to be exact. Guards will continually attack you even when the chopper arrives. When it does, head straight for it, ignoring the attacking guards because they don't stop coming.

Time for the next mission!

B. Chechnya

Equipment

M82A1

SOCOM

Combat Knife

Medical Kit x 5

Mission 2

Level 1

In this area, it will be harder to spot the enemies because of the thick foliage and poor weather conditions.

When you start, go up the hill. You will see a guard. When you shoot him, you will alert 7-8 other guards. Once you have dealt with them, three guards and their attack dog will be waiting. Continue along the path. The convoy you are escorting will be under attack. The convoy will be at one of three checkpoints that you will have to clear. There are two guard towers. In the farthest one, there will be two guards. The closer tower has one guard. Down on the ground, beside the convoy, there will be a few guards around a gatehouse. (They can't attack you because you are out of their range. But they can still attack the convoy.) Once its clear, you will see a soldier from the convoy going into the gatehouse. A gate will open and they will drive through. Continue on your way taking out guards as you go. At the next checkpoint, there will be guards in the towers as before and now five guards on the ground. Take them out as before and continue. You should run into a group of guards with an attack dog. At the final checkpoint, one of the guards has a rocket launcher, so work quickly. There will only be one guard in each tower, one in the gatehouse and three to four on the other side of the gate. Once dead, continue. You'll run into more guards and attack dogs. Eventually you will come to a wall with a snow bank up against it. Climb the snow bank to the top of the wall to start the next level.

Mission 2

Level 2

Approach the building that's ahead of you and go up the ladders on the side. At the top of the second ladder there is a sniper at the other end of the roof. Two more guards will come from the left of the roof when they are alerted of your presence. Once you've dealt with them continue to the other side of the roof. There are two catwalks from one building to the other and there is a guard on each one. When you've eliminated them, cross the first catwalk. A guard will appear ahead of you, shoot him and another guard will appear, but behind you. Take him out and two more guards will appear back at the other end. Continue to the other roof. There are two guards and a sniper on the building next to the one you're on (it's safer to take them out from this building). Once dead, go across the next catwalk, where the convoy from the previous level is crossing underneath. They come under attack by four guards, who are easily disposed of. Once on the next building, two guards appear. There is another catwalk, which leads to a door.

On the other side of the door there are three more doors. The first door leads into the washroom, where there are two guards. The next door leads into the cafeteria, where there are two more guards. The final door leads to a hallway. At the end of the hallway there is a guard to the right and two more guards a little ways down that



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hall. Continue along, taking the next left (there is also a door leading to a communications room where there is a guard). There are two more guards in the next hallway (one at each end). Turn to the left, which looks like a dead end. There is actually a staircase there when you turn around. Go up the stairs and open the door at the top. There are two guards on the roof and three more on the next roof. Cross the catwalk, once you have disposed of them. A guard will come through a door on the roof. Shoot him and go through the same door and down the stairs. There will be another door, which leads to a garage. There are three guards hiding around the vehicles, which are in the garage. Go down the ladder and through the tunnel at the left side of the room. At the end of the tunnel there is another garage, with three more guards. After you have finished them off, you will still hear gunfire. Go through the door located at the right side of the garage. The convoy is under attack by three guards and a sniper. You should see the guards when you open the door. But the sniper is in the building on the other side of the convoy. Eliminate them all and continue along through the snow. You should now be on another ridge. Start walking along it to start the next level.

Mission 2

Level 3

Follow the ridge. You should eventually see two guard towers, with guards in them. 'Snipe' them out of the towers. Continuing along the ridge you will see three more guards at a checkpoint. Take them out and continue on, until you see something that resembles a base. Get into a good sniping position and start taking out enemies. Guards will continuously come. Eventually some soldiers from the convoy will enter two of the buildings. The guards will start approaching again. Keep shooting and enemy reinforcements will arrive. Take them out too and the guards from the convoy will be on the roofs of the buildings. Give them covering fire. Once the soldiers from the convoy that are on the left building's roof will go through a door. A few seconds later some guys will start running along the catwalks at the back of the base, towards the helicopters. Take out at least one of them. Once the choppers have taken off, this mission is over.

C. Remote South Pacific Island

Equipment

AW

SOCOM

Combat Knife

Health Kit x 4

Mission 3

Level 1

You will start on a beach. Go around the rock straight ahead and take out the patrol. Continue along the beach until you hear your character talking. Stop, turn right and look up. There are approx. three guards walking along the catwalk. They won't know you are there, so take them all out. Continue along the beach, once they are dead. You will see a bunker. When you get up beside it, three guards will attack you. Enter the bunker and shoot the guard looking out of the window. Continue along the beach once again.

There will be a rock ledge and three guards will come down. Shoot them all and go up the cliff. You will meet with two more enemies on the cliff. Past them, there will be two giant sized turrets. Underneath them, will be small bunkers with two guys in each one. Keep going until you hear the spotter make comments regarding a rusted grate. When he finishes talking the next level starts. Make sure that you have taken out all the guards in this level, as the spotter will not comment on the grate until you have.



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Mission 3

Level 2

When you start this level. The spotter will be ahead of you. Duck under a barrier and meet up with him. You will see a cut scene of two guards talking about the beach crews and how they haven't checked in recently. One of the two guards will go to check up on them. You need to stop this one guard, because if he finds out that the beach crew has been wiped out, then he'll sound the alarm and your infiltration will be discovered. After the cut scene, go up the ladder. Travel to the end of the room, hang a left around a wall and proceed to the end of the room. There you will see another ladder. Climb up it. Take out the guard waiting at the top. Go along the walkway and go up the stairs. Go down the path to the right and open the door on the right. Take out the three guards and go down the hall to the end, where there will be three more guards to the right. Open the door and quickly shoot the farthest guard to the right, since this is the guard that is going to check up on the beach crews. Then, take the others out. At the other end of the area, go up the staircase to two more stairs cases. Take the staircase to the right; go down to the end of the catwalk and down the ladder. You should be in a clearing where there is a guard to the left. Continue to the wall that's ahead of you and go up the stairs onto the wall. There will be three towers in the distance containing big power boxes. Shoot all three boxes to cut the power to the base. Two jeeps will arrive and a platoon of guards. They will attack you until a cut scene starts.

Mission 3

Level 3

Equipment

AW

SOCOM

Combat Knife

Health Kit x 3

You start in a jungle by the convoy of commandos that you need to escort to the next base on the island. Go ahead past the jeep at the front, and make sure to stay ahead of the convoy at all times to protect it. You should encounter a guard hiding behind a tree. A little farther down their will be another guard, unaware you are there. Continue until you see another guard walk out into the open. Shoot him and walk towards where he was. When you get close, your character will say something about a sniper. The sniper he is referring too is standing beside a rock. Once you have taken out all of the enemies in the area, continue. You should pass some structures made of bamboo. There are two guards farther along the road and one in behind some trees. There is a sentry with a rocket launcher on a ledge to the right. Take him out first. Continue along until you encounter some more guards. Same encounters, as the last one, but with twice as many enemies, to take out. There is another rocket launcher guy on another ledge to the right. As before, take him out first. Afterwards, continue along the path. You will eventually encounter a sniper in some bushes and a guard to the right of him. Proceed to a row of rocks. There you will find guards waiting to ambush you. TIP: If you sneak in behind the rocks. You can take out the guards without them noticing you. There is yet another rocket launcher troop on the ledge; there are two guards farther down the road and another sniper in behind the bushes. Shoot them all and continue. You will see a large clearing with approx. 4 small mounds of earth, with rocks and a couple trees on each. There are guards on each one. On the mound farthest to the right there is a rocket launcher troop. Once they have been eliminated, continue along, but be aware, four guards will attack you. Continuing along there will be three guards and a sniper. Get rid of them. Eventually you will view a large wall in the distance. Three to four guards on the ground will attack you, while two, rocket launcher troops will bombard you with rockets. As always take out the rocket launcher troops first. Once they have all been eliminated, approach the wall. Your spotter will then radio in to the convoy to say they need someone with explosives to come and blow the gate open. You will then see a cutscene of a commando running up to the gate and planting some explosives on it. The explosives detonate, and the gates open. The next level then loads.



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Mission 3

Level 4

You will start this mission beside the trucks once more from the previous mission. A jeep will drive forward and be attacked by a rocket launcher troop. Go straight ahead and up a ramp onto an outcropping. Take out all the soldiers at the entrance to the base. If you try to run up and shoot the base guards from the ground, you will get shot by a sniper from somewhere you can't see. There will be a sniper in each guard tower and at the front gate there is a rocket launcher troop. Once you have eliminated them, proceed through an opening to the right. You should then encounter a single guard. When you come to the end of the passage, there will be a ledge and another guard. Quickly take out the guard and go to the edge of the ledge. Commandos from the trucks will be under attack by enemy soldiers. Provide cover fire for the commandos but make sure you do not shoot the commandos.

TIP: The commandos won't show up on your GPS. So if any character has not been identified by the GPS do not shoot them.

Once you have taken out enough enemies, your character will make a comment and the commandos will advance farther into the base. You will also see one of your trucks drive up and some troops will hop out and run into the building. Continuing through the passage, you will encounter four soldiers, before coming to a clearing. Once you do get to the clearing, a rocket launcher troop and three guards will attack you. Kill them and continue through another passage. You will come to yet another ledge and the commandos will be under attack again. As before, keep shooting at them until you view one of the commandos' trucks, going through the area. Go through another passage. There will be a fork in the path, a little ways from the last opening. The right path is a dead end. The left proceeds to another ledge. There will be a guard at either direction. Take them out and go down the left path. You should quickly take out the rocket launcher troop near the bottom of the tower. Keep on eliminating them until the spotter says, "There he is sir! Put a slug in his skull!" The terrorist leader (who we first saw way back in the second level making a deal with Kumar) will run up the tower, where the rocket launcher troops would usually be stationed to shoot from. Shoot him before he gets inside the tower. If you get him in time, a cut scene will commence and you win the game. If you miss him, a different cutscene will begin and you will see the missile get launched and you will lose the game.

Congratulations!

You have just beat the game.

6.Tips

- Sniper rifles almost always kill with one shot
- The M82A1 can shoot right through enemies, so you can line them up and take out multiple enemies with one shot
- Dogs can only attack up close, so take them out at long range