

Call of Duty 4: Modern Warfare (PC)

Table of Contents

1. Introduction

- Legal Info
- Version History
- About the Author

2. Level Maps

2.0 PROLOGUE

- 2.0.1 - 'F.N.G.'
- 2.0.2 - 'Crew Expendable'
- 2.0.3 - 'The Coup'

2.1 ACT I

- 2.1.1 - 'Blackout'
- 2.1.2 - 'Charlie Don't Surf'
- 2.1.3 - 'The Bog'
- 2.1.4 - 'Hunted'
- 2.1.5 - 'Death From Above'
- 2.1.6 - 'War Pig'
- 2.1.7 - 'Shock and Awe'

2.2 ACT II

- 2.2.1 - 'Safehouse'
- 2.2.2 - 'All Ghillied Up'
- 2.2.3 - 'One Shot, One Kill'
- 2.2.4 - 'Heat'
- 2.2.5 - 'Sins of the Father'

2.3 ACT III

- 2.3.1 - 'Ultimatum'
- 2.3.2 - 'All In'
- 2.3.3 - 'No Fighting In The War Room'
- 2.3.4 - 'Game Over'

2.4 Epilogue

- 2.4.1 - 'Mile High Club'

3. Intel Locations

4. Cheat Codes

5. Credits

1. Introduction

2.0 PROLOGUE

2.0.1 'F.N.G.'

This is a tutorial level, like all Call of Duty games start. Pick up the rifle and proceed to the firing range. Shoot the targets as directed. CoD now features

bullet velocity so you can shoot through certain types of materials to hit the

enemy taking cover behind. Go back to the armory and pick up your pistol.

Knife

the watermelon and head outside. If you're ever lost, hit escape and a mini-map

should give you an overhead view of the surrounding area. You'll pass a fuel tanker on the right, and then go through the hangar doors to join your team. You'll receive new orders from Captain Price. Climb the ladder to an observation

post. While he gives you new orders, take a look at the area below. You'll proceed from checkpoint 1 to checkpoint 4. It can get a little confusing while

clearing the area so I'll try to give as best a description as I can. Climb down the rope and shoot the 3 targets through the windows. Proceed around the wall and enter the structure, hugging the wall to climb down the ladder.

Shoot

the target that appears and head left. Throw a flashbang into the next room and shoot the two targets within. Go left through the doorway and shoot the targets in front of you and to your right. Turn left, throw a flashbang into the next room and shoot both targets within. Without entering the room, exit the mock structure to the right sprinting, following the arrows on the floor to the finish line. I don't think you get anything special for completing it at the best IW time, so its up to you if you want to try for it. When you're done, approach the team by the monitors to receive your new briefing. You will

now get to choose the difficulty you want to play the game at.

2.0.2 'Crew Expendable'

After the loading screen, you'll be in a helicopter ready to board the freighter. Kill the enemies in the bridge. Follow your team through the corridors, nabbing the laptop intelligence (1/30) from the crew quarters.

Exit

back onto the deck, and go down the stairs in front of you to follow your team

towards the aft of the ship. The helicopter will kill the enemies shooting at you from the windows above and then report bingo fuel and return to base.

Follow Price and the rest of the team through the watertight door, being sure to sweep both the left and right fire lanes. Head down the stairs and around the corner your team will come under fire from enemies down a hallway. Kill them and proceed to the red-lit area. Wait for a teammate to throw a flashbang

into the area before heading through the door and killing two more crewmembers.

Go up the short flight of stairs and kill the crewmember who appears from the right. Follow your team through the stacks of boxes to another door, which Price kicks in. As you go down the stairs, pick up laptop #2 from a table at the foot of the stairs (2/30). Move with your team, eliminating crewmembers on

the catwalks above as well as ones hiding among the boxes. Flush them out with

frag grenades and eventually you'll clear the area. Proceed towards the blue cargo container. Grab the manifest (its the flashing clipboard) resting on top

of the crate within, and prepare for all hell to break loose. Follow your team

up the stairs to the catwalks, and don't get left behind! Once on the deck, make a jump for the hovering helicopter.

2.0.3 'The Coup'

You'll assume another person's body for a ride in a car through a city. Watch the chaos on the streets with your almost 200 degree field of movement. I don't know about you, but I get the feeling something bad is going to happen to you...

2.1 ACT I

2.1.1 'Blackout'

Kill the two soldiers standing guard outside the house, as well as the two within. Use the silenced M4 so they don't hear you coming. Grab the laptop inside to secure a piece of intelligence (3/30). Follow your team and clear the next grouping of houses. Follow Price into a house and exit into an open field for a rendezvous with Russian troops. Follow your team up the hill and get ready to make use of your sniper rifle. Help out where you can, but kill the machine gunners when ordered. Follow Kamarov through a building and back outside. Take cover in the building from the troops charging down the hill. Make a run up the hill when you don't see any more approaching and then help the Russians take the town by sniping enemy troops from your high vantage point. Continue up the hill to the power station. Rappel down the cliffside and jump over the wall. Head into the village through the open garage and take cover behind the desk to kill the three soldiers that exit through the doorway. Jump out the window and go up the hill to the marked house. Equip your nightvision while you wait for Price to take point. Go through the house eliminating the soldiers guarding the informant. Go upstairs and clear all the rooms, including a bathroom on the second floor which contains another piece of intelligence (4/30). A good habit to form is to throw a flashbang into a room before you rush in, it could save your life. Follow the team outside to escort the informant to the waiting helicopter.

2.1.2 'Charlie Don't Surf'

Enjoy the ride into town aboard a Blackhawk helicopter. Rappel down and follow your squad down the alley to the left. Breach the door and head right, down the stairs. Kill the soldiers and clear the room to the left to pick up a laptop with enemy intelligence (5/30). Next, clear the rooms along the right, using flashbang grenades to disorient the enemy. Follow the objective marker back out

of the building, and follow the squad through the gap in the low wall. Kill the soldiers hiding out behind the tan car in front of you and head in their direction. Turn left down the alleyway and turn right at the sheets of metal. Kill the two soldiers who drop down from the rooftop, and any opposition as you head for the TV station. Watch out for snipers on the second floors. Turn right and go through an open doorway and up some stairs to get a piece of enemy intel (6/30). Go back down and turn east towards your objective. You'll see a pile of burnt cars and just past it a rooftop with several RPG troops and infantry. Throw a grenade up top to clear it and then climb the stairs on the second building to the south to find another piece of intel (7/30). The TV station with the satellite dish mounted on top is your objective. Get to the door indicated on your compass. Breach, and follow Vasquez and Hatch into the electronics room. You'll enter the office area just ahead. Instead of going through the cubicles, I find it's easier to go straight across into the offices since you're less exposed to enemy fire from that path. When you've made enough progress, you'll be able to get to the area left of the giant map of the world. Vasquez will open the door and you'll enter the lobby area of the the TV station. Follow Vasquez up the stairs and through the doors up to the roof. Go through a few more doors until you reach the objective marker. Hold position outside the room and help clear the room.

2.1.3 'The Bog'

Follow your squad until you come under fire. Use the car flipped on its side as cover until you're ordered to take point. Run down the steps adjacent to the building and turn left while activating your night vision. Kill the four enemies hiding behind the low wall and go through the hole in the building. Turn right and follow your squadmate up the stairs, feel free to dispatch his attacker with a swift knife to the back. Continue up, and hold position near your end of the hallway. Toss a grenade in to soften the resistance and clear to the furthest room. Use the M60 to mow down the enemies in the building across the way. Exit back into the hallway and follow the Marines clearing the side room. Pick up the laptop on the table to the left to pick up the piece of enemy intelligence (8/30). Go back the way you came down to the first floor. Take a right into the first doorway, and continue through the rooms to the end. Eliminate the enemy troops on the rooftops before crossing to the adjacent building. When you get the order to pick up the Javelin rocket launcher, kill as many opposition troops on the overpass as you can, because they can ruin your day with a lucky shot. The Javelin is found in the open courtyard where the heavy firefight was just taking place. Equip it and find the green squares as quickly as possible. Lock the crosshairs and when you hear a solid tone, let fly a rocket. There are four armored vehicles in total, but I believe you only have to kill two to complete the objective. Follow your squad through the

hole in the fence and take a short breather as you follow them through the bazaar. When there is a path to the left, take it, and turn left again when you see the refrigerator. The piece of intelligence is hidden behind some boxes

to the left (9/30). Eventually you'll reach an open field of sorts, with a friendly tank in the middle. Towards the south and the west are hordes of enemies intent on taking out the tank. Prioritize your targets, the fighters armed with RPGs first, those armed with rifles and other assorted weaponry second. Take cover behind the dumpster or the tank, but don't stand near any cars as they can take you out when they explode. Also, try not to stay in one single spot with your sights up, because the enemy will continually throw grenades at you. When you've cleared the area to the south, head west, picking

off the stragglers. You'll know when you've cleared enough, because you'll receive new orders to take out the AAA gun to the southwest. The little area with the AAA gun is only accessible through the building to the east of the gate. Kill the three men within and plant the C4 on the indicated area of the gun. Clear the building before you detonate the explosive. Return to the open field and make a beeline for the beacon marker. Drop it and see the awesome firepower wielded by Cobra helicopter gunners. Return to the tank to end the mission.

2.1.4 'Hunted'

You have your pick of weapons here, an M4, a G36, and an MP5. If I were you, I'd grab one with a scope instead of iron sights. Head towards the marker and follow the team into an archway under the bridge. Price will take point and move into a garage. Take aim at the soldier threatening the old man, and pull the trigger when Price gives the order. You team will make short work of the others. Jump over the fence and go prone behind the wheel of hay. After the helicopter passes by, follow Price and the others to the next farmhouse.

Behind

you, more enemy soldiers will arrive on truck, and a helicopter provides air support. Delay them while Gaz busts open the basement door and then dive in yourself. Find Nikolai and head upstairs. The front door will suddenly open and

an enemy flashbang will come in. Don't be standing in the middle of the room when it goes off. Exit the house and grab the enemy laptop in the house with the soda machine in front (10/30). Kill the dogs that are released and follow Nikolai. Continue eliminating soldiers until the area's quiet. Follow Price and

the others through the chain link gate. Slide down into the drainage ditch and

don't move until Price gives the OK. Follow the team onto a flat open field. Despite how tempting it might be to pop some heads of the search party, hold your fire, and move when your team does. Eventually you'll be compromised, but

hopefully after most of the enemy soldiers have moved away, leaving you with only maybe four or five opposing forces at best. Move into the greenhouse where

you once again come under fire. Kill the opposition and head towards the marker

on your compass through another greenhouse. Eventually you'll find yourself back outside. Turn left as soon as you exit the second greenhouse, and jump over the burnt windowsill into the remains of a building. Across from you is a barn. Kill the soldiers that rush out and grab the laptop from atop the

barrels in front of you (11/30). The helicopter will make another pass, but you can kill the gunner momentarily to take some heat off your back by taking aim at the gunnery door and firing in short bursts of 2-3 rounds. I say momentarily because eventually a new gunner will appear. Get into the barn with a red tractor. Swap a weapon for the Stinger launcher. The first one will miss because the helicopter drops flares, but pick up another one and finish it off. Follow Price out the door and you'll hear a transmission telling you of the arrival of an allied gunship. Stop in the ditch before you reach the road. Price will call down an airstrike, but feel free to cap some infantry while they're distracted by the gunship. Walk past the burning vehicles to end mission.

2.1.5 'Death From Above'

This mission you're going to be in the hot seat on a AC-130 Spectre gunship. The 105mm cannon takes too long to reload in my opinion, so you're better off using the other two weapons. The 25mm machine guns zoom in pretty far, so use it to pick off single targets, whereas the 40mm is better suited to saturation targeting. Make sure you keep the IR viewer on so you don't accidentally shoot friendlies. Eventually, Price and his men will commandeer civilian vehicles. Keep switching between the different weapons systems to keep watch over the friendlies so that you aren't stuck with a narrow view of the battleground. Friendly Chinook helicopters will come upon the scene and lift the soldiers below to safety.

2.1.6 'War Pig'

Immediately take cover behind the car in front of you. Make the enemy soldiers in the bus your first priority. When you are able, advance towards the junk pile. A squadmate will announce the arrival of enemy troop helicopters. Run around either the bus or the blue cargo container to find a stash of RPGs which you can use to shoot down the helicopters before they drop off all the enemy reinforcements. All of the enemy resistance will suddenly slacken and you're free to follow your squad to the objective marker. Follow the tank through the massive archway but don't rely on the cars nearby for cover. Shoot at the RPG troopers on the rooftops. Hug the right wall and flank the enemy by making your approach through buildings rather than on the street. After passing the cars and the dumpster on the right side, jump over a low wall, and go up the stairs to the right. The first room on your left on the second floor holds a piece of intelligence on the dresser. Continue from building to building on the right side of the road. When the tank comes to a stop, enter the restaurant building directly behind it, and one of the second floor rooms has a laptop of enemy intelligence on the bed (13/30). Exit down to ground level, and hug the left wall. Jump through the gap and engage the enemy head-on. Follow the objective marker to a back alley where one of the soldiers is leaning against a

dumpster to move it towards the barricaded enemy. Snipe the two men manning the machine guns in the building ahead and enter. The room with the machine gun next has another laptop (14/30). Follow your team to a hole in the building overlooking an intersection guarded by an enemy tank. Sit back and watch the pretty explosion. Go down to ground level and take point to the LZ.

2.1.7 'Shock And Awe'

You'll start out the mission as a gunner on a Chinook. You're horribly exposed so just keep an eye on the temperature gauge on the right hand side of the screen and let fly the mortars. Your biggest threat are the RPG troopers and the anti-aircraft vehicles. I personally thought that this was the section that most frustrated me because I had the misfortune of being killed by infantry with automatic weapons more times than I'd like to count. Eventually you will clear the rooftops and the helicopter will land to let off some troops. The helicopter will take off again and this time you will be allowed to attack on foot. Follow the squad into the building and clear the first floor, then head up the stairs to the second. Nab the laptop in the corner (15/30). Drop down to ground level and take cover behind the cargo container. Go around it to the right and walk through the door. Clear the upstairs, and check the closet for another laptop (16/30). Go back downstairs and follow the marker to get to the helicopter and temporary safety. On the way back, two enemy soldiers attack from the alley to the right. Board the helicopter, and you'll see an escorting Cobra attack helicopter get shot down. Shoot the RPG troopers on the rooftops and the infantry on the ground level before the helicopter can touch down. You are tasked with grabbing the pilot and dragging her back to the Chinook. Wait for your squad to fully deploy and take up defensive positions around the crash site before attempting to drag her to safety. Once you have her, run as fast as possible back to the Chinook. Your seat is right next to the ramp, so cover your team as they board. And then...just watch...

Crawl up out of the wreckage and off the ramp to the ground below. Somewhere along the road, you'll get the bad news.

2.2 ACT III

2.2.1 'Safehouse'

Follow your team up the dirt path. Troops will attack from the bell tower to the left. Call in an airstrike on the building closer of the two marked on the compass and clear both floors. There's a laptop resting on a dresser on the second floor (17/30). Clear the next furthest building on the right, and another piece of enemy intelligence is yours for the taking in the dining booths (18/30). Go up onto the second floor and grab the RPG if you haven't already killed the armored vehicle. Exit the door leading to the water tower, but turn right instead of heading for the marker. You're going to make a wide loop, following the wire fence around the corrugated sheet building to the left, and ending up at the designated building. The building at the top of hill overlooking the village has no intelligence within, so keep going

counter-clockwise around the town. Once you've cleared all of the buildings, one marker remains. The area is quiet, but that all changes as you close to within 70 meters of the final target building. Use your nightvision goggles to

your advantage and with your team's help you'll make it to the barn. Wait for Price to break down the door and open up a can of whoopass on Al-Asad. GG indeed.

Now its time for a trip down memory lane.

2.2.2 'All Ghillied Up'

Follow MacMillan into the structure and then go prone before the patrol sees you. Pull out your silenced pistol and tail them until they both turn around. Kill one, and MacMillan will take out the other. Hug the building and MacMillan will let you decide the fate of the soldier by the car. The both of you will jump over the fence and then MacMillan will stop when he sees the lookout in the tower. Snipe him and the patrolling guard that MacMillan notices. Go into the church and climb the ladder up to the observation post. Grab the laptop (19/30). Follow MacMillan out the door and past a gap in a low wall. Jump over the pipe and get ready for a tense situation. Two APCs and

accompanying Russian troops approach from the East-Southeast. Try not to get run over by an APC and anticipate the vector the troops are moving at so that you won't get stepped on. The best idea is to go prone and stay right behind MacMillan, and move ONLY when he does. Another option provided by Devon Mathis

suggests the following: "A much easier way is to look to your left, there will

be two trees. They are both close to each other. lay behind the one DIRECTLY behind up and as close as you can get up against it. The enemy will have to move around the tree, therefor going around you, and therefor you don't have to

move at all." Eventually he'll stand behind a caterpillar tractor. You have a choice now. You can either kill the troops or sneak around. Whatever you decide, take the lead as you head southeast towards a group of cargo containers. MacMillan will then take point and knock out the guard patrolling around. Turn south and go prone as you go between two cargo containers. You should see a laptop in the middle of the enemy camp atop some blue barrels (20/30). The guy leaning back in the chair is half-asleep so pop up quickly and

grab it before rejoining MacMillan. Watch out that you don't walk into the path

of another patrolling soldier. Follow MacMillan through a series of containers

until you reach one with a crack between the doors. MacMillan will lead the way

past the soldiers and under a truck. A new truck will pull up right behind the

first one, stay under both. Wait for the troops to walk away and then you're sprinting to cover once again. MacMillan will then order you to kill the sniper

on the 4th floor fire escape on the side of the building. Go all the way up the

stairs and jump into the window on the 4th floor to pick up another laptop (21/30). Go back down and jump in the broken window on the 2nd floor, then drop

down to street level out the other side. No matter what you do, don't shoot the dog, just keep moving. If it starts growling or barking, move faster. If you kill the dog, eight or nine wild dogs will charge you and MacMillan and you'll be in the fight of your life. Stay right behind MacMillan and all will be fine. After passing through another crumbling building, you'll see a hotel in sight.

2.2.3 'One Shot, One Kill'

Take a look at the picture of zakhaev before you start aiming with the rifle. MacMillan will make positive ID, so you have about 30 seconds from the meeting until Zakhaev turns around and leaves. MacMillan will let you know right before Zakhaev leaves. Zoom in so that you have Zakhaev and the flag on the nearby car in the scope. You'll need to account for the direction of the wind, so compensate by moving the rifle in the direction opposite the flag. Another option is to wait for the wind to die down when Zakhaev raises his arms in frustration and take the shot there. Remember to aim a bit high to account for the Coriolis effect. If you miss with the first shot, quickly take another.

You'll blow off his arm, but zoom back out and kill the helicopter pilot and/or

gunner to buy some time to escape. Turn around as soon as you can and go up the short flight of stairs. Begin rappeling down before MacMillan reaches you or else you might not make it in time before the upper floor explodes in flames.

Help MacMillan take out some of the soldiers taking cover among the cars and then run away from the ones behind you at full speed. At some point you'll notice a timer counting down from 20 minutes. You have this much time to make it to the rendezvous point near an abandoned fairgrounds. Head in the hallway on the left and wait for MacMillan to open the door. Follow him through both broken windows, after shooting the dog on the other side of the chain link fence. Kill all of the soldiers outside in the playground area. Switch to your

sniper rifle and shoot down the helicopter. Turn around and run so that you have less distance to run to pick up MacMillan from under a rotor blade and go

through the gate towards the objective. Release MacMillan near the bumpers of one of the cars and kill the soldiers who attack. Pick him back up, and proceed

past the burning barrel and wrecked car. Hug the right wall, releasing MacMillan if you need, then pick him up and head for the apartments ahead. Go in the door to the right, and right again, up a ramp of smouldering debris. Turn left into the room and head for the stairwell. Turn right into the room on

the other side. Drop MacMillan near the right doorway. Kill the dogs and two soldiers. The soldiers are waiting in the room across the hallway. Pick MacMillan up exit the building into a courtyard. Drop MacMillan and go up the nearby ladder to the fire escape and climb up to the top level. Pick up the laptop and go back down (22/30). Go into the other building and turn left or right into either locker room. Follow the corridor around into the swimming pool area. Stay away from the dogs by hugging the left wall around to the hole

in the wall to the grassy field beyond. Head towards the ferris wheel, and

snipe the two guards in your way. The timer stops as soon as you reach the field. The upcoming section of the level is quite possibly the hardest in the game so far so take a deep breath. You'll have to hold your position by the ferris wheel until the helicopter (which is 10 km away mind you) arrives. You can use your claymore mines and C4 to set up defenses around you and MacMillan, but between you and me, he can take care of himself. From what I've seen, the best places to hide out are on the far side of the bumper cars, which is south of the ferris wheel, or camp by MacMillan. There are no autosaves after the 6 km point, when enemy helicopters lower additional troops into the area. Holding out isn't really a problem unless you're unlucky and all the troops throw grenades at you at the same time. Its making it to the chopper that's the hard bit. My recommendation is to plant C4 near the far groupings of cars as you carry MacMillan to his sniping position by the ferris wheel. If you get too far away from him, he'll die. The groups of two to three cars mark where the enemy troops will be lowered from the helicopters. When the helicopters finish dropping off their loads, detonate the C4 and run to the south side of the bumper cars area. You can hold out here until the chopper arrives. On Hardened difficulty, you'll be pelted with flashbangs and grenades at this position, so be forewarned, this is no cakewalk. At some point, attack dogs may show up as well. The second and final piece of intelligence on this level will be available at some point after the enemy reinforcements arrive by helicopter. Look for the five story building to the southeast. The doors will open to reveal a long and narrow U-shaped area. The laptop is located within (23/30). When the helicopter arrives, take some time to kill the enemy troops and then pick up MacMillan. You may have to drop him again if you need to eliminate additional troops. When its relatively quiet near you, pick him back up and run up the ramp to the waiting Chinook.

2.2.4 'Heat'

Follow Price and the others up to the wooden fence. Let the initial wave be wiped out by the concealed charges, and then open fire on the survivors and the secondary waves. Reload only when you have a few bullets left, because it takes a long time. The enemy will get smart and throw smoke grenades to cover their advance. Run to the downed helicopter and man the minigun. You have to enter the crew cabin through the door on the other side. It takes some time to get started but the best advice is to keep your finger on the trigger until you see the temperature gauge get orange. Use the minigun to wipe out the helicopters that arrive as well. You'll get new orders to abandon the minigun, so follow your team up the hill. Take up a defensive position by Price until you're ordered into the nearby tavern. Grab the C4 detonators from the windowsills and blow each set in succession. You'll eventually fall back to the farm where you captured Al-Asad. Grab the Javelin and lock onto the pursuing tanks. Destroy all four. After several more radio transmissions, you'll have to go back down the hill. Straight down the middle isn't really an

option, so go in the building to the west and keep going west, then turn south. Remember that you have the option of calling in airstrikes so if you keep dying at the same spot, call in an airstrike before you advance down the hill. If you're fast, you should make it to the checkpoint with some time to spare. Take cover behind some rocks and cover your team's approach. Then board the helicopter when directed.

2.2.5 'The Sins of the Father'

Follow the team through the junkyard, and jump over a car wreck. Get on top of the nearby dumpster and take aim at the guards in the tower. When Price gives the command, take both of them out and help your team eradicate the outpost with support from your sniper rifle. Rush into the diner and look over the tables to the left. Grab the laptop before the next part of the mission starts (24/30). When you are once again in control, you'll be in the guard tower you cleared. The ambush will go down, and in the process the tower will be brought down. Go around the car, and to the right of the buses, back the way you came. Kill the dog and keep sprinting. Eventually you'll reach a paved road heading north-east. Enter the building on the right so you can get an angle on the soldiers behind the barricades. Kill them and then run to the wall of the building ahead to trigger the next checkpoint. Follow Griggs and Gaz into the alleyway. Kill the soldiers on the other side of the rusting fence. Instead of jumping through head east past the dumpster, and then north. Go up the stairs and use this vantage point to help your team take the backyard. Grab the laptop before going back down and heading north-west around the buildings (25/30). Continue along, eliminating enemies, and go up the stone steps leading into a parking lot. Find cover from the machine gun nest and the ever-helpful Blackhawk will eliminate it for you. Enter the building, go up to the second floor. Clear it, and then go up the stairs to the north to get to the third floor. Take cover in a side room and let the Blackhawk eliminate the enemies. Proceed up to the roof but you won't make it in time to stop the guy from committing suicide.

2.3 ACT III

2.3.1 'Ultimatum'

Form up with your team and head to the marker to the southwest. Your team will kill the opposition along the road. You'll see a gate in the distance, and after clearing the area, Price will breach a door to the right. Go up the stairs by Bremner, and plant C4 or claymores outside the two locked doors. Kill the two soldiers in the adjoining room. Four soldiers will rush out of the doors right into your waiting explosives. Go back downstairs and wait by the front door. Take out the soldier patrolling by the car quietly and his partner to the southeast. If you don't do so quietly, soldiers from the building to the

west may attack, along with several attack dogs. After they're all dead, proceed to the second floor of the building to the north. Clear the first room and then proceed upstairs. Let your team breach the door, then untie Griggs and head back outside. Follow the team to the transmission tower, hiding from the enemy helicopters the fly over. Place the C4 and get to a safe distance before detonating. Follow your team through the fence and to the compound up ahead. Jump through the hole in the wall. Consider switching your pistol for either the sniper rifle or shotgun by the crates. Continue north behind your team into an open garage. As you attempt to head west, you'll come under attack from troops hidden in the buildings across the field, and helicopters will drop off additional troops. Kill them all, including the ones on the rooftop to the south. Enter the building with an open garage door to the west to find another piece of enemy intel in the northwest room (26/30). Exit south and go up the stairs to the second floor of the building ahead. The team will come under attack from the east. Kill all the enemies, including one whom may be hiding in the tower. Go into the building south of the tower, and exit west. As you enter the building to the west, three trucks will pull up. Eliminate the troops that emerge and then proceed southwest along the road where you'll meet up with a sniper team. The proverbial doggy feces hit the fan and the mission ends.

2.3.2 'All In'

You'll start out under fire from the helicopter gunship but it'll get shot down. Follow the team through the gap in the fence. Throw smoke grenades to cover your approach to the vehicle and use nightvision to cut through the smoke. Hopefully you don't get run over >_<. Plant a C4 packet on the rear of the vehicle and detonate it from behind cover. Exit to the east, and turn south at the road. Take cover in the building marked with '2'. Exit towards the east, hugging the buildings on the right. You'll advance towards a gatehouse, where one of your soldiers will blow the gate with a charge. Before heading through the gate, go behind the south building across from the gatehouse. Collect the ammo and pick up the laptop for a piece of intel (27/30). Head through the gate and continue east into the first building across from the gate, and wait for a BMP to stop near you. As always, its easiest to approach from the rear. Blow it, and advance towards the farther one. On your way to the second armored vehicle, head southeast towards the hangar-like structures. Go into the middle one of the three that you see on your minimap and pick up the laptop from the ground next to some barrels (28/30). Take up a position by the exhaust vents and rappel down as soon as you are able.

An alternate way of doing this level is to go around the chain-link fence towards the north. Plant a C4 on the indicated area and kill the enemy troops

among the cargo containers. When the first BMP appears you can retreat back out the hole you blew to the truck and use the RPGs stacked up by it to take it out without having to get up close and personal. Instead of following the road to the south, keep heading east to the blocked gate, and up the rusted stairs. This rooftop overlooks the silo area where two additional BMPs attack. You can use the Javelin launcher on this roof to make quick work of the two vehicles before jumping over the railing and rejoining your team for the level exit through the air vents.

2.3.3 'No Fighting In The War Room'

Crouch and follow Griggs through the ventilation shaft. You'll drop down into the shower area. Exit through the door Price is peeking around and turn right into the hallway with the yellow strobelight. From this point on, on Hardened difficulty anyway, you have 11 minutes to make it to the control center and abort the missiles. Turn left and kill the men running down the hallway around the corner to the right. Continue down the path, which is quicker than the right because it bypasses the kitchen. Turn left into a dark meeting room to pick up the laptop facing away from you on the table. Keep advancing until you reach a room divided into two halves by crates in the middle. Kill the enemies and then proceed behind the crates, and down the stairs. Turn left and proceed down the extremely long hallway. The most expedient way is to go along the parallel side corridors to the left or the right. Before you charge bravely and suicidally down either path, throw a flashbang in to blind any potential ambushers. Rejoin the long hallway and then turn left at the corner. You'll see yet another long hallway. Again, there are two parallel corridors, so pick one and clear down it. At the end of the main hallway, go through the door and Price will secure it behind you. Gaz and Bravo Team will open the launch bay doors from the security room, but it opens ridiculously slow. Throw a flashbang in, and hug the right wall around to a brick room with two flashing red strobes. Plant a C4 packet where its indicated, and blow the charge. If you still have a flashbang or two now is the time to use it. Go through the hole you blasted, turning left and running for cover alongside the workstations. Help your team clear the area and check the briefing room near where the other team breached the control center for the final piece of intelligence (30/30). Go down the central aisle separating the workstations and enter the abort codes using the keyboard on the left side as you're facing the main viewscreen. You have to hold down the action key while your character enters the codes. Just tapping it won't do. Follow Price and Griggs back out of the hole and go down the hallway eliminating the enemy soldiers. Board the elevator and ride it up. Exit into the vehicle depot and with the rest of the squad, clear it of all hostiles.

2.3.4 'Game Over'

This mission starts as a standard rail-shooter mission that's been a staple of CoD games. Crouch for cover if you need. Make the RPG trooper on the truck behind you a priority. After a while, you'll pass through a couple of tunnels and cause a crash between a fuel truck and the one chasing you. Pick up the RPG launcher next to you and try to take out the helicopter. It'll fly off but

then reappear, taking out the bridge in front of you. When you regain control of your person, jump northeast as soon as you can to get off the falling section of bridge. Take cover behind a nearby wrecked car and shoot at the pursuers. A Hind helicopter will fly for a final pass and wipe out most of your team. Zakhaev and his men show up to execute the survivors. One of your friendly soldiers will slide a pistol to you. Use it to kill Zarkhaev and his two cronies to end the mission and the game.

2.4 Epilogue

2.4.1 'Mile High Club'

Note: You have to sit through the credits to open up this level. As far as I know this mission isn't related to the plot in any way. Kill the terrorists as

you proceed towards the front of the plane. You have 1 1/2 minutes to find the hostage. Note that you can shoot through seats to hit the terrorists behind, but the same is also true for yourself. Go up the stairs at the front and turn around, killing the opposition. Aim down the sights of your pistol and kill the terrorist before evacuating the plane by jumping out.

3. Intel Locations

With Kevin Rice's permission, I am including his list of intelligence locations.

This area is for people who have already completed the game and are no longer in need of step-by-step directions of how to proceed through each level.

#	Level	Location
1	2 - Crew Expendable out	In the room that the drunk soldier comes of, next to the two sleeping soldiers
2	2 - Crew Expendable after	To the left of the bottom of the stairs the first flash bang
3	4 - Blackout	In the first shack on the left at the beginning of the level
4	4 - Blackout building	In the bathroom of the night vision
5	5 - Charlie Don't Surf	In the basement of the target building, far left room from the bottom of the entry stairs
6	5 - Charlie Don't Surf	Second story of the furthest right building in the town before crossing the main street
7	5 - Charlie Don't Surf it	After crossing the road to the right side,

		is on the second story of the first, right most building
8	6 - The Bog that	After the machinegun section, in the room
9	6 - The Bog	the two soldiers door breach in the hallway
		After the Javelin section, in the northeast corner of the alley. To the left of the crooked posters, behind the boxes
10	7 - Hunted	After the building where the enemy tries to flank and flashbang, there is a shack to the right
11	7 - Hunted	After the second greenhouse, under the tin roof to the left, in front of the barn
12	9 - War Pig car,	In the area after the tank runs over the
		in the first two story building on the right, on the second floor
13	9 - War Pig piece,	Across the street from the first intel
		on the second story in one of the rooms on a cot
14	9 - War Pig that	Behind the two second story MG positions
		overlook the alley full of cars near the end of the level
15	10 - Shock and Awe you	In the far right corner of the room where
16	10 - Shock and Awe in	rescue the recon squad on the second story
		After you jump down with the recon squad,
		the second story building straight ahead, on the second floor, in the closet
17	12 - Safehouse the	In the first building on the right after
		forest, on the second story, across from the mattress
18	12 - Safehouse	In the building next to the water tower, inside one of the booths
19	13 - All Ghillied Up	At the top of the ladder inside the church
20	13 - All Ghillied Up inside	Halfway through the maze of containers,
		the makeshift camp to the right on a small table
21	13 - All Ghillied Up the	At the top of the stairs where you shoot
		sniper down
22	14 - One Shot, One Kill and	After exiting the building with the dogs
		hiding enemies, at the top of the fire escape
23	14 - One Shot, One Kill carnival	When the enemies start attacking the
		position, through the right alleyway, through the back door
24	16 - The Sins of the Father	Before the opening scene fades to black, inside the diner, on a table
25	16 - The Sins of the Father	On the second story of the building right before the alleyway where enemies shoot from

the roofs
 26 17 - Ultimatum In the area of the first major encounter,
 in the room directly across from your entry
 point into the battle
 27 18 - All In Before heading through the blown up gate,
 in an alleyway behind the building to the right
 28 18 - All In In the southeastern warehouse (far right)
 out in the missile area with the two ZPUs
 29 19 - No Fighting in the War Room
 After the bathroom, take the left hallway,
 meeting past the locker rooms, in the darkened
 room on the left
 30 19 - No Fighting in the War Room
 In the meeting room at the far end of
 the missile control room

Single Player Cheats

Intel Pieces	Cheat Code	Description
2	CoD Noir	Turns the game colors black and white
4	Photo-Negative	Inverts the game colors
6	Super Contrast	Turns up the contrast in the game
8	Ragtime Warfare	Turns all game colors black and white, adds an old film filter, speeds the game up to 70% of normal speed, and replace the sound with a looping ol' timey track
10	Cluster Bombs	All frag grenades thrown by the player explode into 5 live grenades
15	A Bad Year	All enemies explode into a cloud of car tires when killed
20	Slow-Mo Ability	Clicking in on the right button slows the game down to 40% of normal speed
30	Infinite Ammo	Gives the player infinite ammo