PRIMA OFFICIAL GAME GUIDE

ONLY FOR THE PS2!

Visit us online at primagames.com

Labeled Level Maps
All 120 Fan Locations
All Secrets & Unlockables

GHOST IN THE SHELL

[STAND ALONE COMPLEX]

STAND ALONE COMPLEX

MATURE 17+

This game has received the following rating from the ESRB.

PRIMA GAMES

BANDAI

OFFICIAL GAME GUIDE
# Ghost in the Shell: Stand Alone Complex

## Prima Official Game Guide

Levi Buchanan

<table>
<thead>
<tr>
<th>Contents</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ghost in the Shell</td>
<td>2</td>
</tr>
<tr>
<td>The Cast</td>
<td>3</td>
</tr>
<tr>
<td>Weapons &amp; Gear</td>
<td>7</td>
</tr>
<tr>
<td>Basic Training</td>
<td>10</td>
</tr>
<tr>
<td>Mission 1: Niihama Pier N3</td>
<td>16</td>
</tr>
<tr>
<td>Mission 2: N3 Parking Garage</td>
<td>31</td>
</tr>
<tr>
<td>Mission 3: Umitteuel Warehouse</td>
<td>42</td>
</tr>
<tr>
<td>Mission 4: Tohohu A.R. Residential Block</td>
<td>46</td>
</tr>
<tr>
<td>Mission 5: Tohohu A.R. Dam Site</td>
<td>57</td>
</tr>
<tr>
<td>Mission 6: Tohohu A.R. Office Block</td>
<td>68</td>
</tr>
<tr>
<td>Mission 7: Tohohu A.R. Antipersonnel Training Grounds</td>
<td>81</td>
</tr>
<tr>
<td>Mission 8: Tohohu A.R. Antitank Training Grounds</td>
<td>89</td>
</tr>
<tr>
<td>Mission 9: Tohohu A.R. Chopper Storage Block</td>
<td>92</td>
</tr>
<tr>
<td>Mission 10: Tohohu A.R. Shaft</td>
<td>98</td>
</tr>
<tr>
<td>Mission 11: Tohohu A.R. Underground Factory</td>
<td>106</td>
</tr>
<tr>
<td>Mission 12: Tohohu A.R. Experimental Farm</td>
<td>118</td>
</tr>
<tr>
<td>Multiplayer</td>
<td>122</td>
</tr>
<tr>
<td>Secrets &amp; Surprises</td>
<td>126</td>
</tr>
</tbody>
</table>
The cast

Ghost in the Shell: Stand Alone Complex includes more than the recognizable face of "Major" Motoko Kusanagi, the star of the series. The "Major" is joined by her cohort Batou and is supported by the entire Section 9 organization. As the "Major" and Batou begin to unravel the mystery set off by an arms deal at Nihama Pier, she discovers the truth about a rogue cult of scientists in the Tohoku Autonomous Region, a refuge for science created during the last war. One of these scientists is responsible for organizing a horrific terrorist plot involving "harass" rice. They have also enlisted the help of a machine army that includes everything from security guards with humanoid prosthetic bodies to massive mecha soldiers called "armed suits."

Section 9

Section 9 is a counterterrorism group assigned to bring justice to a brave new world of cybercrime, rogue robot technology, and net-wired humans.

"Major" Motoko Kusanagi

"Major" Motoko Kusanagi is the unit commander of Section 9's forces. All that remains of her once-human form is her brain, now encased in the titanium head of a prosthetic body. This body is an advanced version of the mass-produced prosthetic bodies, capable of amazing feats of acrobatics and able to withstand heavy damage. The "Major" is lethal with a gun or grenade, but her specialty is knives. She possesses a lethal accuracy with a blade and is able to cut down enemies too far away for even a bullet-strike. She begins each mission with five knives.

Batou

Batou is the pure muscle of Section 9. His hulking frame is also prosthetic, but instead of attempting to pass off as being entirely human, he has two optic lenses in place of his eyes. Batou does not have the gymnastic prowess of the "Major," but he makes up for it with grace and absolute stopping power. Batou possesses a great sense of humor and enjoys his special bond with his Tachikoma. Batou is an expert with the grenade, he begins every mission with five grenades and can hurl them with incredible power and accuracy. There is virtually no enemy "out of reach of Batou's grenade attack.

Tachikoma

Tachikoma is armed with a chain gun and a grenade launcher. Tachikoma is modified think tanks assigned to the field. The man is a genius and inspires great loyalty from his team. They often seek out risky tasks, and they certainly come equipped with the firepower to pull them off. Each Tachikoma is armed with a chain gun and a grenade launcher.

Daisuke Aramaki

Aramaki is the administrator of Section 9, handing out assignments and offering solid support while his team is in the field. The man is a genius and inspires great loyalty from the members of Section 9. During this assignment, Aramaki remains constantly in touch with the "Major" and Batou, helping them piece together the string of clues uncovered in the Tohoku Autonomous Region.
Yazawa was Fuwa's contemporary at the Tohoku Autonomous Region. His charisma, Yazawa is believed to be the centerpiece of a secret cult that formed in the region. Yazawa worked with Fuwa and another scientist, Eichi Sotoh, on a "miracle rice" program before dying from a malignant tumor. His younger sister Toshimi survives him.

Toshi Tagami
Due to a horrible lab accident while serving in the military, Toshimi's human body was broken beyond repair. The now survives inside an entirely prosthetic body. Toshimi continued her military career after the accident, excelling at every position she was promoted to. Her current role is to oversee the dismantling of the Tohoku Autonomous Region, as its purpose has been declared null in the postwar world. Her nickname, "The Choreographer," was earned from her ability to make people bend to her will.

Eichi Sotoh
The late Gotoh worked at the Tohoku Autonomous Region with Fuwa and Yazawa on the "miracle rice" program, a charter program to design genetically enhanced rice that would feed the world. His life cut short in a plane crash, Gotoh is still pursued for his work on micromachine technology.

Supporting Players
As the "Major" and Batou send clues recovered in the field back to their support teams, certain "persons of interest" are recognized and recommended for further investigation. Yorick Borma and Paz are often teamed with Ishikawa during Section 9 operations. If you need some intel without alerting the subject, Paz is the man to call.

Borma
Borma is Section 9's chief cyberwarrior. The man is gifted with engaging the enemy over the internet.

Paz
Paz is often teamed with Borma during Section 9 operations. Paz's chief specialty is secret investigations, if you need any intel without alerting the subject, Paz is the man to call.

Security forces
From the moment the "Major" attempts to disrupt an arms deal at the Nihiama Pier to Batou's final descent into the Autonomous Region, Section 9's field agents came under fire from aggressive enemies programmed to halt their meddling. As the missions draw closer and closer to the final battle, these enemies are upgraded with improved artificial-intelligence routines.

Security guards
These are the workhorses of the opposition's security forces. Security guards are prosthetic bodies juiced with intelligence routines that help them act on their own when it comes to defending their territory.

Security Robots
These robot drones rumble across the Autonomous Region. They are armed with machine guns and are programmed to fire in continuous fire. When they stop to fire, this is their position, hide, and wait until they stop spitting bullets. When you spot a fitted machine gun, start looking for a place to hide. To eliminate a fitted machine gun, make it a priority, as its incredible rate of fire chews a health meter to zero within seconds.

Security guards rarely work alone. Most are assigned to units, and if the unit leader is taken down, they can be easily identified if their leader code is uploaded. Security guards are armed with a variety of weapons, from assault rifles and shotguns to grenades and rocket launchers. Some security guards have been trained as snipers, capable of taking targets out with a single headshot. If engaged in melee combat, these guards fight back with fierce body blows. Their bodies can withstand several hits before dropping, but a good headshot causes them to malfunction immediately.

Togusa
Togusa is often assigned to defend their territory. As the "major" and Batou send clues recovered in the field back to their support teams, certain "persons of interest" are recommended for further investigation. Ishikawa is always hooked into the internet, thanks to nanotechnology. Togusa does have a cyberbrain—his mind is his own when it comes to intelligence routines. Togusa's human body was broken beyond repair. The now survives inside an entirely prosthetic body. Togusa continues his military career after the accident, excelling at every position she was promoted to. His current role is to oversee the dismantling of the Tohoku Autonomous Region, as its purpose has been declared null in the postwar world.

Flying Sentinels
These bee-shaped sentinels buzz overhead, providing airborne reconnaissance as well as a first response fire to a perceived threat. The sentinels can move quickly but will sometimes slow to a hover when firing their tail-mounted machine guns.

Fixed Machine Gun
These cantilever-mounted machine guns are programmed to fire incessantly on intruders. They are densely armored and require multiple shots to disable. When you see a fixed machine gun, make it a priority, as its incredible rate of fire chews a health meter to zero within seconds.

Dual Machine Gun
If a shielded robot confronts you, aim for its single red eye—visible between the two shield panels. That's its Achilles heel, and a good shot causes the robot to self-destruct with little resistance.
The Dniyanma is a wasp-shaped helicopter that delivers thundering missile attacks. The gunship is protected with a machine cannon, but not enough to repel a sustained gun attack or a grenade blast. 

Tanks are extremely volatile vehicles. When you destroy a tank, it explodes in a cloud of fire and shrapnel. Any nearby security guards caught in the blast will be either injured or killed, depending on their distance from the explosion.

**Armed Suit**

Armed suits are thick metal exo skeletons controlled by human (or prosthetic) pilots within their hulls. The armed suit's outer shell is made of composite alloys, rendering it impervious to melee attacks. The only way to take down an armed suit is with brute force, either via repeated gunfire or a direct grenade/rocket attack.

**Guns**

**AS17 Shotgun**

The most commonly used weapons in the field are guns, such as assault rifles and submachine guns. You begin each mission with the Seburo machine gun, but you should upgrade as soon as possible.

**SMG27 Submachine Gun**

The SMG27 submachine gun fires bullets at a better rate than the basic Seburo but suffers from similar accuracy issues. The SMG does offer upgraded stopping power from standard-issue weapons, making it a good pickup as soon as you can wrest it from enemy hands.

**AR-27 Assault Rifle**

The AR-27 assault rifle is as soon as it is available. This rifle shatters prosthetic bodies and security robot armor with its impressive stopping power. The AR-27 also unloads faster than the Seburo and SMG27, making it a much better weapon to take down groups of enemies in a shorter amount of time—thus minimizing exposure to return fire. This rifle also offers superlative accuracy, making it the ideal gun in the field.
**LAUNCHERS**

**M23-GI Grenade launcher**
The grenade launcher is the most common of the launcher-class weapons. It has grenades over great distances, but its aiming mechanism requires some calculation from the bearer to ensure maximum effectiveness. Because grenades do not have propulsion units like rockets and missiles, gravity plays a great part in the weapon's trajectory. In order to hit a target, the bearer must aim slightly higher than the target in order for the grenade's arcing motion to make contact. The farther the bearer is from the target, the higher they must aim.

However, when the grenade does make contact, its blast is quite powerful. One or two direct hits from a grenade launcher are enough to destroy a medium-sized target, such as a gun turret.

**RP18-AS Rocket Launcher**
The rocket launcher is a shoulder-mounted weapon system that fires highly-explosive rockets at faraway targets. A direct hit from a rocket is enough to wipe out any medium-sized target, however, direct hits are often hard to come by.

Rockets may have individual propulsion units, but they are not guided. Rockets fly only in a straight line. This requires the bearer to either choose a stationary target, such as a turret, or to lead their quarry. Rockets fly fast, so depending on the distance from the target, the lead does not need to be too great. However, it is best to study the attack patterns of a target and employ the rocket launcher in instances only when the target slows or comes to a temporary stop.

**MMP-A2 Missile launcher**
The missile launcher is one of the best weapons to use in the field. Its rounds provide the best stopping power of the launchers, and each missile is equipped with a guidance unit. If the missile launcher can acquire a lock on a target—noted with a bright red circle—the missile follows the target until it either makes contact or runs out of propulsion.

Missile launchers are capable of acquiring multiple targets as well. If the bearer is facing a group of enemies, such as a security robot patrol, step back and allow the launcher to lock on to multiple targets before pulling the trigger.

There are two caveats to the missile launcher, though. Ammo for the unit is fairly scarce in the field, and its blast radius is great enough to damage the bearer in close quarters. Make sure your target is several body lengths away before opening fire.

**Missile Pod**
The missile pod is the next evolution of the missile launcher. This shoulder-mounted launcher provides a similar function as the regular missile launcher, but its shells fly faster and have even greater impact.

The missile pod can also acquire multiple targets, but it does so with even greater speed than the missile launcher.

**M17 Napalm launcher**
The napalm launcher is bestowed upon only the greatest of Section 9 field agents. Once this unit has been uncovered, it immediately proves its great value. This heavy launcher unloads a volley of burning, bubbling napalm on an individual target and its surrounding area. The napalm proceeds to burn for several moments, searing anybody caught in its blast radius—including the bearer.

The napalm launcher is incredibly effective when used on enemies below you. It splatters the area around them with the flammable substance, guaranteeing no escape.

**THROWN WEAPONS**

In addition to carrying up to two ranged weapons, such as guns and launchers, each Section 9 field agent can carry a multitude of thrown weapons, such as grenades. Grenades are time-release weapons with an internal fuse, allowing the bearer to throw one and evacuate the immediate area before it goes off.

If thrown upward, a grenade's arcing trajectory can cover great distances. This is effective at clearing out groups of enemies from far away, provided they do not detect its presence before it detonates. Should the grenade get noticed, enemies will often flee.

**M68 Hand Grenade**
The M68 hand grenade is standard issue for Batou, and the "Major" can acquire it in the field. Hand grenades are ranged explosives that injure those caught in the blast, and the force from the grenade can often lift an enemy off the ground. If the target is standing near a ledge, they are sometimes hurled off the edge.

**EM402 Spark Grenade**
Spark grenades are thrown exactly like a standard-issue hand grenade, but instead of exploding, they emit bursts of incapacitating electricity. The explosion causes no shockwave like a hand grenade, but the arc of electricity can reach across entire rooms and jolt a target. The farther an enemy is from the detonation, though, the less damage the electricity does. Spark grenades are especially effective on security robots. Agents must be cautious with spark grenades. The arcing electricity is quite impartial, and if the user stands too close, an electrical bolt will zap them with the same lethality as an enemy target.

**Stun Unit Equipment**
The Stun Unit equipment is exclusively used by the "Major." After picking up the Stun Unit equipment, her next ten melee attacks do three times the damage.

**Restoration Kit**
You can find small white restoration kits in the field. Contact with a restoration kit immediately boosts health, allowing the agent to take more damage before falling. Restoration kits cannot be stored, however, and will take effect as soon as an agent touches one in the field.

**THERM-OPTIC CAMOUFLAGE**
Therm-optic camouflage is a revolutionary cloaking device that, when used by an agent, renders them absolutely invisible for a brief period of time. Best of all, the cloaking also works on the agent's weapons.

Therm-optic camouflage is an excellent asset when preparing to face off against groups of enemies. The resulting confusion from unidentifiable fire makes enemies even easier targets.

Unfortunately, you cannot stockpile therm-optic camouflage. As soon as you come in contact with a unit, the cloaking immediately takes effect.

**Body Armor**
Each agent already has a high resistance to injury, but body armor absorbs the damage from enemy fire. The current level of body armor is denoted with a ring around the agent's current health status. When the body armor meter is empty, further damage will affect the health meter.

**Knives**
Knives are excellent weapons to use against stationary enemies who are unaware that the "Major" is in the area. They do not travel as fast as a bullet and require leading if the target is moving.

**Gears**
In addition to weapons, field agents should always keep an eye out for extra gear that will help them complete their missions.

**Therm-Optic Camouflage**
Therm-optic camouflage is a revolutionary cloaking device that, when used by an agent, renders them absolutely invisible for a brief period of time. Best of all, the cloaking also works on the agent's weapons.

Therm-optic camouflage is an excellent asset when preparing to face off against groups of enemies. The resulting confusion from unidentifiable fire makes enemies even easier targets.

Unfortunately, you cannot stockpile therm-optic camouflage. As soon as you come in contact with a unit, the cloaking immediately takes effect.

**Body Armor**
Each agent already has a high resistance to injury, but body armor absorbs the damage from enemy fire. The current level of body armor is denoted with a ring around the agent's current health status. When the body armor meter is empty, further damage will affect the health meter.

**Stun Unit Equipment**
The Stun Unit equipment is exclusively used by the "Major." After picking up the Stun Unit equipment, her next ten melee attacks do three times the damage.

**Restoration Kit**
You can find small white restoration kits in the field. Contact with a restoration kit immediately boosts health, allowing the agent to take more damage before falling. Restoration kits cannot be stored, however, and will take effect as soon as an agent touches one in the field.

**Knives**
Knives are excellent weapons to use against stationary enemies who are unaware that the "Major" is in the area. They do not travel as fast as a bullet and require leading if the target is moving.

**Gears**
In addition to weapons, field agents should always keep an eye out for extra gear that will help them complete their missions.

**Therm-Optic Camouflage**
Therm-optic camouflage is a revolutionary cloaking device that, when used by an agent, renders them absolutely invisible for a brief period of time. Best of all, the cloaking also works on the agent's weapons.

Therm-optic camouflage is an excellent asset when preparing to face off against groups of enemies. The resulting confusion from unidentifiable fire makes enemies even easier targets.

Unfortunately, you cannot stockpile therm-optic camouflage. As soon as you come in contact with a unit, the cloaking immediately takes effect.

**Body Armor**
Each agent already has a high resistance to injury, but body armor absorbs the damage from enemy fire. The current level of body armor is denoted with a ring around the agent's current health status. When the body armor meter is empty, further damage will affect the health meter.

**Stun Unit Equipment**
The Stun Unit equipment is exclusively used by the "Major." After picking up the Stun Unit equipment, her next ten melee attacks do three times the damage.

**Restoration Kit**
You can find small white restoration kits in the field. Contact with a restoration kit immediately boosts health, allowing the agent to take more damage before falling. Restoration kits cannot be stored, however, and will take effect as soon as an agent touches one in the field.

**Knives**
Knives are excellent weapons to use against stationary enemies who are unaware that the "Major" is in the area. They do not travel as fast as a bullet and require leading if the target is moving.

**Gears**
In addition to weapons, field agents should always keep an eye out for extra gear that will help them complete their missions.

**Therm-Optic Camouflage**
Therm-optic camouflage is a revolutionary cloaking device that, when used by an agent, renders them absolutely invisible for a brief period of time. Best of all, the cloaking also works on the agent's weapons.

Therm-optic camouflage is an excellent asset when preparing to face off against groups of enemies. The resulting confusion from unidentifiable fire makes enemies even easier targets.

Unfortunately, you cannot stockpile therm-optic camouflage. As soon as you come in contact with a unit, the cloaking immediately takes effect.

**Body Armor**
Each agent already has a high resistance to injury, but body armor absorbs the damage from enemy fire. The current level of body armor is denoted with a ring around the agent's current health status. When the body armor meter is empty, further damage will affect the health meter.

**Stun Unit Equipment**
The Stun Unit equipment is exclusively used by the "Major." After picking up the Stun Unit equipment, her next ten melee attacks do three times the damage.

**Restoration Kit**
You can find small white restoration kits in the field. Contact with a restoration kit immediately boosts health, allowing the agent to take more damage before falling. Restoration kits cannot be stored, however, and will take effect as soon as an agent touches one in the field.

**Knives**
Knives are excellent weapons to use against stationary enemies who are unaware that the "Major" is in the area. They do not travel as fast as a bullet and require leading if the target is moving.

**Gears**
In addition to weapons, field agents should always keep an eye out for extra gear that will help them complete their missions.
When you play on Easy or Normal, there is an on-screen indicator (a gray dot) that shows you the direction of your next objective, and a meter details your distance from it. On Hard, there is no such help.

Before heading into the field and investigating the strange conspiracy concerning the Tahoku Autonomous Region, you must acquaint yourself with the skill set of a Section 9 agent. You must master your abilities to overcome the grave threats gathering in this remote region.

Getting Started

When you begin the game, you can select multiple options from a main menu, including:

- Training
- New Game
- Continue
- Multiplayer
- Options
- Load Data

New Game

When you are ready to start a new game, you must choose from three difficulty levels: Easy, Normal, and Hard. Each setting affects certain gameplay aspects, such as enemy health. You are awarded points for every enemy you destroy in the game, and for completing the mission, but the difficulty setting can multiply or detract from their final values.

Easy: Enemies are much easier to kill; however, the points awarded at the end of every mission are halved.

Normal: Enemies are at their basic training level and have full health. There is no effect on points awarded at the end of a mission.

Hard: You receive one and a half times the number of points for completing a mission and defeating enemies, but it comes at a cost. Enemies are more aggressive and you take greater damage.

Training

Training offers an in-game tutorial, detailing all of your agent’s abilities. We have also included a complete training dossier in this chapter.

Fan Finder

There are 12 fans. This causes it to explode in a cloud of cherry blossom petals, signaling that you have collected the fan. Some fans are well hidden in very obscure places, such as behind objects, off in the distance, or against a backdrop of a similar color.

Each walkthrough chapter contains “Fan Finder” boxes that detail the location of each fan, with a screenshot showing the fan’s location. You are not required to collect all 120 fans, but there are great rewards for doing so.

Word List

When trying to thwart the terrorist action in the Tahoku Autonomous Region, you are constantly bombarded with information regarding the mission and the players involved in the conspiracy. The Word List is divided by mission.

While playing a mission, you can select “Word List” from the Pause menu to read explanations of enemies, locations, and characters you have so far encountered.

As you play the game, more and more detailed descriptions fill out this in-game glossary.

You can also access a Communications Log from the Pause menu that repeats previous transmissions between the Section 9 agents.

Both agents share basic movement functions, such as walking, running, and jumping. However, the “Major” is more nimble than Batou and has some extra acrobatic skills.

Walking/Running

The left analog stick controls all movement. Depending on how much pressure you use, the agent will either walk or run. Walking is useful when you want to sneak through an area without attracting too much attention.

Movement

We have also included a complete training course for new agents, detailing the essentials of movement and combat and how to hack into enemies and turn them against their colleagues.
Crouching

Sometimes, you must duck down to either use an object as cover from enemy fire or slip into a ventilation shaft. To crouch, press on the left analog stick.

Climb

Agents can also climb ladders by pressing and holding B while against a ladder. Release B while climbing to make the agent let go and drop back down.

Jumping

Each agent can jump (press A) to cross gaps and divides and to jump up to higher ledges. Jump while running to cover great distances, especially as the "Major." Batou's jumping range is more limited.

Wall Jumping

Unlike Batou, the "Major" can jump off walls to reach higher ledges and platforms. To wall jump, run toward a wall and jump at it. At the moment of contact, press away from the wall and press B again to jump away.

Hanging

Hanging is another skill exclusive to the "Major." Some locations can be reached only by jumping and grabbing onto a railing or ledge, then moving sideways. To grab a ledge or rail, jump toward it while holding B. While holding B, you can move from side to side. You can also use this technique to gingerly drop down ledges. While holding B, approach the edge of a landing. The "Major" carefully grabs the edge and lowers herself down rather than just jumping off.

Activate

When you approach a control panel or a switch, press X to activate it. Many doors and elevators only function after you activate a panel or button.

Combat

There's no better defense than a good offense, and with their superlative battle skills, the "Major" and Batou are forces to be reckoned with. Unlike movement skills, each agent has very similar combat moves.

Melee Attacks

Most combat is done with ranged weapons, but there are times when close-quarter combat is more appropriate. For example, smashing a guard across the chops makes far less noise than blasting him with an assault rifle.

To unleash a melee attack, you must first select melee attacks from the secondary-weapon option, which looks like a person kicking. Next, walk up to an enemy and press B to unleash a kick or punch. Press B repeatedly to initiate a combo move that does greater damage to your target.

Dodging

Each agent possesses evasive maneuvers that help them dodge incoming fire. In a combat situation, press the left analog stick away from the action and press B to initiate a dodge. The agent ducks or flips out of the way, avoiding an attack.

Be careful dodging near ledges. You may avoid incoming bullets, but dodging toward a ledge may result in toppling off the side.

Shooting

The majority of combat involves firearms. Ranged weapons, such as guns, are usually the best way to neutralize an enemy threat. There is a targeting reticle in the screen's center at all times that displays the path of your bullets.

Your targeting reticle changes color, alerting you of firing conditions. When the reticle is white, you are not aiming at an enemy. When you aim close to an enemy, the reticle turns yellow. Firing when the reticle turns yellow results in varying accuracy, depending on your distance from the target. When the reticle turns red, you are aiming directly at the target; squeezing the trigger results in a hit. When you are ready to fire, press B.

To more precisely aim your weapon, use the right analog stick to move the camera; this moves your reticle, allowing you to target enemies on ledges above or below you, or to shoot while running in a different direction.
TARGETING RETICULE.

The farther away the enemy is from you,

switch your main firearm while playing, press A. This cycles through your two weapons—which is the most you can hold at any time. Fallen enemies often drop weapons, which you can pick up. However, you must discard a weapon to pick up another [you drop the weapon you are currently holding].

To pick up grenades and ammunition, just walk over them. If you can use the ammo, you automatically acquire it. You can hold up to five grenades of each type, so if you have space, you automatically pick up a grenade by walking over it.

Grenades are affected by gravity—they travel through the air in an arc. So, aim higher than the enemy, for it will strike your target the farther away the enemy is from you, higher you must aim in order for the grenade to cross the distance before hitting the ground.

TARGETING RETICULE.

Hacking

almost every enemy you encounter during the game is a machine of some nature, whether it's a gun turret or a security guard with a prosthetic body. Both agents have the ability to "hack" into certain enemies and take temporary control of them.

ID

Each squad of security guards is under the control of a unit leader. Unit leaders can often withstand greater damage than a regular guard. When you eliminate the unit leader, a gray arrow appears over his body.

Hacking Keys

If you receive a hacking code from a unit leader, you can hack one of the guards in his unit. Hackable targets are noted with small blue arrows. When you spot a blue arrow, move the targeting reticule over the arrow and press X to initiate the hacking sequence.

When you spot a blue arrow, move the targeting reticule over the arrow and press X to initiate the hacking sequence.
As a favor to the military, Aramaki has sent the “Major” to the Niihama Pier to investigate a potential arms deal. What should be a simple recon mission, though, soon reveals itself to be a startling first act in a series of horrible events that threaten Japan. Can the “Major” survive several guard patrols, armed to the teeth with machine guns and shotguns, in order to pick up the first clue in this bizarre mystery?

MISSION STRATEGY
The “Major” begins the mission on the outskirts of the Niihama Pier, standing far above the massive harbor complex. This first mission is split into several parts, leading the “Major” through the maze-like cargo pier and into a guard-packed warehouse. Next, she must survive a tightrope act above the pier on a series of cargo cranes before descending into the final area—a heavily guarded port where death lurks above.

Section 9 Agent: “Major” Motoko Kusanagi
Enemies: Security guards, snipers, flying sentries

NOTE
If you are playing the game for a second time, use the Fan Finder bones to locate the 10 fans cleverly hidden in each mission. These fans do not appear the first time you play through the game. But if you want to unlock all of Stand Alone Complex’s secrets, it’s worth the effort to play through and shoot out all 120 fans.

Pier Entrance

The mission begins on a still evening. Even the guard below is under the spell of sleep. This initial area is a good place to get your bearings and familiarize yourself with your weapons (if you skipped the tutorial).

You begin the mission standing above the front entrance to the massive pier complex. From this ledge, you must jump down and sneak up to the giant gate.

Shoot the guard as he slumbers. If he wakes up, he erupts into action and opens fire on you.

The first fan is opposite your starting position, on the rafters above the mammoth front door. You cannot shoot it from your starting position, so jump along the tops of the cargo bones to the left. When you reach the last box, look up and target the fan. You cannot shoot the fan from the ground.

A guard is stationed on top of the cargo container directly ahead. Pick him off before he is aware of your presence, then move back to the right.

A second nearby guard is on the ground level. The sound of gunplay brings him close, so be ready for him to walk around the cargo containers.

After you down the guard, access the computer terminal that he was leaning against. After you use the terminal, lift the giant door and slip into the pier’s next area.

There are several guards patrolling this next area; however, none have seen you just yet. Slowly walk to the left, around the cargo containers.
Remember, you begin each mission with only one standard-issue Seibru machine gun and a limited amount of ammo. Always walk over fallen enemy bodies to check for extra guns and additional ammo. If you can use the ammo, you automatically pick it up.

**Tip**

You cannot scale the cargo containers ahead of you. Head right, through the opening between the two stacks of cargo containers.

You can usually nail one or two guards from atop the cargo container, but if your quarry proves elusive, hop down to the ground and hunt them on their level. Stick close to walls so as to cover your caboose from any guard sneaker than you.

Immediately look south. There is a computer terminal in the corner. (If you are playing on either easy or normal mode, the terminal is marked with a dot that details the distance. If you are slogging through hard mode, you're offered no such help.)

Look out for a guard stationed on top of the cargo container to the north. You cannot afford to let him get the drop on you. After you down him, jump on the cargo container and grab his gear.

You cannot scale the cargo containers ahead of you. Head right, through the opening between the two stacks of cargo containers.

Access the computer terminal to activate the giant cranes on this section of the pier. You must use the slow-moving monsters to get over the towering stacks of cargo containers and into the harbor's next area.

Before heading for the crane, though, detour to a small area to the south. Jump on top of the single container, then jump to the next level until you are on top of the tall stack.

From up here, jump across the tops of the container stacks to reach the long line of containers. Drop back down into the area near the computer terminal.

When you shoot the head guard down here, a gray arrow appears above his body. Stand over the body and hit him in order to get a visual signal for each member of his squad.

Jump across the gap to the right. You are standing on a series of container stacks that make up a long pathway stretching in four directions.

Run south along the top of the container stacks and drop into the area now to your left.

From the walkway, you see guards patrolling below. Take them out from up here or drop down to the ground and hunt them from between the stacks.

There is one more guard in this small section. Stand between the two close stacks of containers and jump between them to reach an upper platform.

There is another enemy up here. You can walk backward to shoot him, but in these close quarters, you may wish to smack him around a few times instead. If you fall off the stacks side, you run the risk of dropping into the drink.

Backtrack from the terminal into the main area you started in. If you shot all of the guards, there's no resistance to worry about.

Remember, you begin each mission with only one standard-issue Seibru machine gun and a limited amount of ammo. Always walk over fallen enemy bodies to check for extra guns and additional ammo. If you can use the ammo, you automatically pick it up.

**Tip**

You cannot scale the cargo containers ahead of you. Head right, through the opening between the two stacks of cargo containers.

You can usually nail one or two guards from atop the cargo container, but if your quarry proves elusive, hop down to the ground and hunt them on their level. Stick close to walls so as to cover your caboose from any guard sneaker than you.

Immediately look south. There is a computer terminal in the corner. (If you are playing on either easy or normal mode, the terminal is marked with a dot that details the distance. If you are slogging through hard mode, you're offered no such help.)

Look out for a guard stationed on top of the cargo container to the north. You cannot afford to let him get the drop on you. After you down him, jump on the cargo container and grab his gear.

You cannot scale the cargo containers ahead of you. Head right, through the opening between the two stacks of cargo containers.

Access the computer terminal to activate the giant cranes on this section of the pier. You must use the slow-moving monsters to get over the towering stacks of cargo containers and into the harbor's next area.

Before heading for the crane, though, detour to a small area to the south. Jump on top of the single container, then jump to the next level until you are on top of the tall stack.

From up here, jump across the tops of the container stacks to reach the long line of containers. Drop back down into the area near the computer terminal.

When you shoot the head guard down here, a gray arrow appears above his body. Stand over the body and hit him in order to get a visual signal for each member of his squad.

Jump across the gap to the right. You are standing on a series of container stacks that make up a long pathway stretching in four directions.

Run south along the top of the container stacks and drop into the area now to your left.

From the walkway, you see guards patrolling below. Take them out from up here or drop down to the ground and hunt them from between the stacks.

There is one more guard in this small section. Stand between the two close stacks of containers and jump between them to reach an upper platform.

There is another enemy up here. You can walk backward to shoot him, but in these close quarters, you may wish to smack him around a few times instead. If you fall off the stacks side, you run the risk of dropping into the drink.

Backtrack from the terminal into the main area you started in. If you shot all of the guards, there's no resistance to worry about.
Head to this area's waterside and look for the stack of cargo containers beneath the now-moving crane. Jump on the single-level container, then scramble to the highest box.

From up here, you see several guards walking around the area, including those perched on cargo containers. Open fire from up here—it is harder for the guards to get a bead on your position—and try to eliminate a few guards before hopping down.

The next objective is to press a button on the building ahead of you. Walk backward, facing the crane's direction, as you approach the button, pick off the guard on the yellow cargo containers; this clears this section of any threat.

The guards come running if they hear gunfire close enough to their positions. If you see the telltale yellow arrows nearby when prepping for a kill, get ready for immediate reinforcements.

Head to this area's waterside and take for the stack of cargo containers beneath the now-moving crane. Jump on the single-level container, then scramble to the highest box. Always try to get the drop on enemies. When you attach from above, you usually have the benefit of the first shot, and you have a better chance of tagging them in the head for a single-shot kill.

On the topmost container, turn to face the crane. Get ready to jump as it moves close to your position. When the crane is stationary, jump through the small metal boxes. When the crane approaches the end of its run, jump from the crane to the giant stack of cargo containers. Don't drop down from the containers just yet.

As the crane nears the next section, snapshoot a guard off of the cargo containers ahead of you. He'll have no idea what hit him.

The fan is to the main building's left. Walk to the button box's left, look along the side of the building over the water. The fan is tucked behind the nearest pillar, just waiting to be shredded.

There is a guard patrolling the area leading into the warehouse. Head for the wheeled base of the crane, next to the cargo containers to your left. Jump onto the yellow part of the crane's base and pull yourself up, then jump to the break in the container stacks.

However, if you use melee tactics, such as a few well-placed kicks to the cranium, you can stealthily knock out a target without raising the alarm. It takes several kicks to trash a guard. However, if you are unconcerned with the noise, tenderize a target with a few shots, then close the deal with a kick and a hit.

Kicks and punches often send a guard reeling, even if it isn't the final blow. If a guard is standing near a ledge, a single kick or jab can knock them off their feet and send them careening into oblivion. Because guards cannot swim, much less survive a fall into an abyss, this is an excellent way to thin their ranks without exposing yourself to gunfire.

Nicks and punches often send a guard reeling, even if it isn't the final blow. If a guard is standing near a ledge, a single kick or jab can knock them off their feet and send them careening into oblivion. Because guards cannot swim, much less survive a fall into an abyss, this is an excellent way to thin their ranks without exposing yourself to gunfire.
jump against the labeled edge of the cargo containers, then jump again to spring off the vertical surfaces and land on the top of the cargo containers.

If you IDed the guard near the elevator, you can hack a guard in this area, look for the blue arrow and press X to hack the guard.

After picking off the guard on the containers, target any guards on the ground.

Head to the opposite side of the containers the guard was standing on; a restoration kit is tucked behind the crates, next to the pier's edge.

The warehouse interior is full of security guards, but the "Major" can remotely hack into the prosthetic body of one of the guards and force him to turn on his own men. This element of surprise has a short shelf life, though, so make those shots count.

The fan is above the building in front of you on the topmost ledge of the facade; blast the fan.

Jump on top of the cargo containers and slip through the open window on the warehouse's side.

Warehouse

Jump against the labeled edge of the cargo containers, then jump again to spring off the vertical surface and land on the top of the cargo containers.

You now see the world through the hacked guard's optics. Open fire on the other guards in the area. You nail at least two guards before they turn their guns on your "treachery."

Drop into the neat area and look for the patrolling guard to the warehouse's right side, near an elevator shaft. This is where you get the first code for a guard hack.

Dispatch the guard and hit him, then head left along the yellow stripes. Watch the next area of cargo containers; a guard is on top of the nearest stack. Blast the guard off the cargo containers before attempting the hack.

The fan is above the building in front of you on the topmost ledge of the facade; blast the fan.

The next fan is on the ground in this area's leftmost corner, tucked in a small alcove; blast it before heading to the next area.

Fan Finder # 3

The warehouse is full of security guards, but the "Major" can remotely hack into the prosthetic body of one of the guards and force him to turn on his own men. This element of surprise has a short shelf life, though, so make those shots count.

Fan Finder # 4
After you are done with the hacked guard, double jump off the cargo container stacks to the left (facing the stacks) to land on top of the next container stack.

From up here, finish off any remaining guards before dropping to the ground.

Head for the control box in this room's corner. Press the button on the control box to activate the elevator. Pick up the restoration kit if you are low on health.

Finish off any guards in this area. Jump to the floor, then double jump to the top of the next cargo container stack.

Backtrack to the elevator shaft (near the guard you killed). Take the elevator to the pier's top.

After clearing out the warehouse, sweep the roof. A platoon of security guards patrols the roof; the closer you get to the pier's edge, the smarter the guards become.

You step out of the elevator onto the warehouse structure's top. There is a guard to your right, on the chain-link fence's other side. Another one is perched on a cargo container's top just behind him.

Look for the stun unit equipment next to the first elevator shaft to your right.

The hard-hitting AR-27 assault rifle is an excellent weapon for rapidly clearing out these guards. The far-reaching effects of the spark grenade are also effective up here.

The next fan is tucked inside the elevator shaft in the far corner from where you started. Creep up to the shaft and look up. The fan is sandwiched between the girders.
Before heading across the gap, grab the body armor at the end of this crane arm.

Clear out any remaining guards as they walk around the post. Then, head for the indicated elevator and press the button to head for the pier's highest point—the ship-loading cranes.

Press a button on the guardhouse wall (up the stairs, beneath an awning) to activate the elevator that takes you to the next area of Niihama Pier.

If you are low on health, swipe the restoration kit hidden beneath the stairs. There is also some shotgun ammo hidden behind the elevator shaft to the guardhouse's left.

The Cranes

The cranes high above the Niihama Pier present multiple opportunities for career-ending belly flops. Gravity proves almost as dangerous as the security guards positioned on the cranes, so be careful with your jumps. One slip and no amount of nanotechnology will break your fall.

Fan Finder #7

The first fan in this area is on the other side of the block to your left. Jump on the block's top and look over the edge. The fan is spinning beneath your feet.

Head away from the elevator, along the narrow crane. There is a guard across the way to the left, but he won't engage you unless you shoot at him. If you have a lethal weapon like the HK-27, you can easily pick him off.

Run down the crane toward the guard at the end. Shoot the guard, grab his ammo, steal his unit ID, then turn back to the yellow button you passed on the way. Pressing the button fires up the crane, it also raises an alarm, which attracts guards and some flying robot sentries. Shoot them out of the sky as soon as possible before they needle your health away.

The crane arm with the three platforms has moved farther down the piece of the crane you currently occupy. Jump across the three platforms to the crane's middle section. Blast as many guards as possible off the center piece before reaching it.
After you eliminate the other two snipers, turn your sights on the top of the two cranes here. There is a fan on each crane that you can tag with one or two shots from the high-powered sniper rifle.

Back in control of yourself, return to where you started this section and head northward. A couple extra guards patrol this area, but you see them before they see you.
Mission 2: M3 Parking Garage

Mission Strategy

The discovery of Fuwa's cybernetic disappearing/reappearing act leaves Section 6 with more questions than answers. This arms deal was more than a simple guns-for-money exchange. There is something far more nefarious going on, and the burly Batou must exercise a little brute force if the team wants to uncover any additional clues about Fuwa.

Section 9 Agent: Batou
Enemies: Security guards, Snipers, Security robots

Tip

Follow the water behind the white building. A guard is in the back, snoozing against the building's side. Take him out and pick up a spare hand grenade. ID the body to pick up a hacking code for one of his men.

Jump up to the white building's top and engage any final guards. When the scene is clear, approach and access the Jameson-type robot on the roof. This is your first step in what becomes a much larger—and more sinister—operation that threatens all of Japan.

As you begin the mission, step ahead and look left for a ticket dispenser marked with green lights. This device grants you a pass to the garage's next level, but you must fight your way through some robots in order to reach it.

This mission begins on Level 21 of the structure. Perhaps using the elevator wasn't the brightest idea, though, as the security robots are now aware of your presence. Blast through the first waves of robots and make for the stairs to Level 22.

Two groups of security robots guard Level 21 of the garage. The first grouping is just ahead of the ticket dispenser, watch for one already in view. The other units roll out of hiding as you trek through the garage.

Round the next corner and look out for more security robots. Four robots are in this second grouping, which spreads to Level 21's end.
Before heading to level 22, check for additional Seburo rounds next to the blue car by level 22's gate. A spark grenade and the shotgun are next to another blue car at level 22's far end.

When all of the robots are scrap metal, head for level 22's gate. Activate the terminal to the gate's left to advance up the ramp.

**Battle Bots**

The security robots are slow-moving droids, but they are lethally accurate. When you see one of the 'bots, open fire and aim for their glowing red eye. Hitting that red eye is the equivalent of a headshot and causes the robot to explode.

**Fan Finder #1, #2, & #3**

There are three fans on level 21. The first is across the parking structure's central gap, just after you make the first right corner.

The second fan is located above the green truck's hood.

The third fan is tucked behind a blue car against the wall. Position yourself flush with the wall and look down beneath the car's bumper to see the fan.

As you close in on the shipment, human guards augment the security force. Look out for the guard with a grenade launcher. His firepower can erase your health meter, but if you knock him to the ground, you can appropriate his hardware.

Use the grenade-launching guard to clear some of the security robots patrolling the garage across from this spot. Aim higher than your target, as the shells arc as they travel through the air.

As you step through level 22's gate, rip apart the security robot on patrol.

The grenade-launching guard is stationed just out of sight to the left. Use the wall between you and him as a shield. Step out from behind the wall, fire off a few shots, and duck back in before he unleashes an attack.

As you step through Level 23's gate, rip apart the security robot on patrol.

Next, head to the green control panel in the corner and activate it. A collection of Seburo ammo is on the ground next to the terminal.

10 the guard to get a visual reading on all units under his command, and pick up his grenade launcher.

Be careful switching weapons next to the gap in the center of the garage. You throw your unused weapon when switching gear, and if you're not careful, you may throw one of your guns into the gap.

Use the grenade-launching robot to clear some of the security guards patrolling the garage across from this spot. Aim higher than your target, as the shells arc as they travel through the air.
After you weed out a few security robots with the grenade launcher, hop on one of the thin metal planks and carefully cross the gap in the structure's center. If you fail, you restart at level 22's beginning.

On the structure's other side, open fire on the remaining robots. Spark grenades are especially effective at dismantling the robots.

A single human guard is on this side of the structure, and he's well armed. Take the guard down, and head for the last blue car to find a spark grenade and another shotgun. If you emptied the grenade launcher, switch it out for this shotgun.

Pick up the gear, then activate the nearby terminal and grab the restoration kit on the ground.

Now, head back across the narrow planks to the garage's other side. You must now take the stairs to levels 23 and 24. The door is marked with an exit sign.

As you cross the metal planks to reach the garage's other side, look right. A fan is twirling in the corner.

Level 22's second fan is near the terminal with the restoration kit. Look above the wooden fence next to the terminal. Blast the fan.

The security camera reveals several human guards standing watch over the shipment. Unfortunately, you can only use the cam to peek over their shoulders.

A fan is next to the camera terminal. Look just beyond the lip of a pillar to find the fan hiding on the floor.

You cannot immediately access level 23 from the stairs. However, you can use the security camera network to do a little recon on the cargo shipment you must intercept.
When you reach the structure's other side, move to your right. There are more guards just around the bend and a handful in the alcove to the left.

There is a second guard to the right, around the corner. After you eliminate this guard, go to the first guard to snag a hack code.

Take out the guards to the right first. Search their bodies for extra gear, such as shotguns and grenades.

If you are low on ammo, don't make the guard jump into the gap. Just kill him by severing the hack, then snatch his supplies.

After you down the guards to the right, turn back and look into the alcove marked with the large "34." Three additional guards are in this section. The first stands watch in the center. Dispatch him quickly.

If you head left, you can pick up some extra shotgun ammo in a small side area. When you are ready to leave, head right and jump back on the cement floor.

Cross into the alcove and swing left. A small door here leads to a side room, which contains two more guards. If you have one, lob a grenade through the door. Then storm the room and shoot anybody not incinerated by the grenade attack.

A computer terminal is on the left wall; it gives you the unit ID, but by now, all of the guards in the unit are pushing up electric daisies. Grab the body armor on the table at the room's far end before leaving.

After you're done hacking the guard, use the thin metal plank to cross the garage's center. There are several human guards on the structure's other side. Use grenades to eliminate them as you cross.

If you head left, you can pick up some extra shotgun ammo in a small side area. When you are ready to leave, head right and jump back on the cement floor.

Look down to the ground to see a hole in the floor. If you're collecting fans at this point, make sure you have all the level 24 fans before hopping into the hole.

The first fan on level 24 is hidden behind this fence, but you can easily tag it through the crack.

The second fan is near the gate leading to level 25, which you cannot access. Approach the gate and aim your weapon to the passage's upper-left side. The fan is hanging in the air.

The next fan is at the bottom of the hole leading to level 23. Check above the wooden fencing for the fan.
Step into the doorway and blast the guard, if you still have the grenade launcher, extra ammo is in this room. A camouflage unit is on the table; this helps you on your final assault.

Another metal walk is behind the ladder. However, when you step out on the plank, the guards patrolling the level spot you and open fire.

Step carefully onto the metal catwalk. Look for guards to assail you from the left and from ahead. Use your gun and grenades (regular or spar) to start clearing them out.

Beware of a sniper stationed to the left behind a red car. Bounce a grenade off the wall next to the sniper to take him out before he can get a shot off.

The next section is a little trickier. There are two more snipers around the corner, next to the signs reading "23." If you step out in the open, one of them cracks your noggin.

If you have any grenades, use them now; however, if you don't, just quickly peek around the corner to get an idea of where the snipers' heads are. Raise your sight to that level, then step out and go for the headshot.

Finally, approach the van. A call comes in over the radio. The van was hired by Fuwa to make a delivery, but now you've managed to wrest control of the cargo. Check the box next to the van to see what was so important it required a small army of security forces to protect it.

A bonful of rice? Surely there has to be more to this conspiracy than mere rice. The Tachikomas rejoin Batou, and the action switches back to the "Major."
After the discovery of the rice, Fuwa has become the central focus of Section 9's investigation. Aramaki has assigned the "major" to infiltrate a warehouse facility where they believe some of Fuwa's personal possessions are stored. The warehouse is full of armed guards, with reinforcements on the way, signaling that Section 9 is most certainly barking up the right tree.

**Mission Strategy**
The warehouse is divided into two main sections that are connected by a hallway full of robot guards. The "major" must infiltrate the warehouse's first half and unlock the proper sequence of doors to access the second half, where Fuwa's storage is located.

**Section 9 Agent:** "Major" Motoko Kusanagi
**Enemies:** Security guards, security robots

---

**Warehouse 1**

As you enter the warehouse, two security robots on the bottom level confront you. They are easy marks from far away, so plug them before they get close enough to open fire with both barrels.

**TIP**
Enter the door in this hall that leads to the warehouse's second floor. If you already blasted the two security robots, run to the room's left side and grab the spark grenade between the cargo containers.

---

**Warehouse 2**

After you finish off the two robots, either turn your attention on the security robots patrolling the floor above you, or make a break for the door on the room's other side.

**TIP**
Charge up the stairs to the third level. There is a ventilation shaft on the floor ahead of you. It's too small for the "major" to fit into, but perhaps there is something she could commandeer to squeeze in there instead.

---

**Warehouse Main Part**

Head through the door on the third level to access the warehouse's main part again. There is another security robot on patrol up here. Shoot it before it gets too close.
The security robots have a single eye in the middle of their "heads." When the eye is blue, the robot is in basic patrol mode. However, if it turns red, that means you've been spotted and the robot is en route.

Direct the Jameson-type through the vent and into the warehouse's second part. Head down the flights of stairs to the bottom level.

There are two human guards on the bottom level, but they pay no mind to the Jameson-type. Move the robot beneath the control panel on the wall. The robot automatically hits the button, unlocking the door.

Accessing the panel puts you in charge of a small Jameson-type robot. The small droid is much more mobile than the "major" in tight spaces. Send the Jameson-type through the door you entered and into the hall.

When you're back in control of the "major," return to the stairwell and head down to the second floor. The door at this hall's end is now unlocked.

Head through the door and move down the stairs. There are two guards on the bottom level. Surprise them from above with a grenade attack, or just come into the room with guns blazing.

There is another yellow control panel on the wall at the end of the right path. Activate the panel to unlock the door at the bottom of this portion of the warehouse. Jump down to use the newly unlocked door.

Enter the warehouse and eliminate the two robots on the bottom floor. If you can, target the robots on the second level so you don't have to deal with them later.

Duck back into the stairwell and head for the second level. Pop back inside the warehouse and take out any robots you didn't already destroy.

Take the stairs to the warehouse's third level. Head down the left side and jump on top of the middle cargo container to pick up some body armor.

There is another fan in the corner of the room with the two guards. Deal with the guards, then get the fan.

Head down the right path on the second level. There are two regular grenades in the middle gap between the cargo containers.

Head through the door and move down the stairs. There are two guards on the bottom level. Surprise them from above with a grenade attack, or just come into the room with guns blazing.

There is another bright yellow control panel on the wall near the stairs. Activate the panel to unlock the door at the bottom of this portion of the warehouse.
There are two more fans in this hallway. Each fan is hidden behind a pile of crates. The first one is behind the L-shaped crate pile in the passage's middle. The second fan is behind a stack of crates at the hall's far end.

The large door on the ground level opens into a long passage. Two security robots patrol the hall. Behind you in the corner of the room is a restoration kit. Possible, if you have grenades, hurl them down to create a panic.

After accessing the control panel, turn around to face the opposite wall. A fan is sitting on the ledge above the door you just used.

Inside the last room, your team calls you. There are multiple units on route to the warehouse, so time is of the essence, jump up to the girder above you and pull yourself up.

After picking up the restoration kit, work your way down the hall toward the two robots. As you pass the barrels on the right, aim to the room's left side to get a bead on the first robot.

The second robot is at the hall's far end. Aim between the large blue cargo container and the stack of crates to nail the bot before it sees you.

Next, jump to either side of the second level and grab the ledge. Pull yourself up again and make for the platform in the room's center.

There are two more fans in this hallway. Each fan is hidden behind a pile of crates. The first one is behind the L-shaped crate pile in the passage's middle. The second fan is behind a stack of crates at the hall's far end.

After you junk the two robots, hit the switch on the wall next to the big door. It's surrounded by yellow stripes.

The second robot is at the hall's far end. Aim between the large blue cargo container and the stack of crates to nail the bot before it sees you.

The final fan is on the room's bottom floor between the blue crates. Lean in and shoot it on the ground to finish off the collection.

Possible, if you have grenades, hurl them down to create a panic.

One of the reinforcements has a grenade launcher. He positions himself beneath the girder; throw a grenade near the girder to take him out. Map up the remainder of the guards and head for the exit.
The twisted trail of clues leads Section 9 to the Tohoku Autonomous Region, an evacuation site for scientists used during World War II. The "Major" must find Kei Yazawa, a scientist who worked with Fuwa at the site. Thanks to the optical camouflage, the site looks like a fully functional dam. The "Major" must begin the search for Yazawa in the site's residential area, which is swarming with security guards.

**MISSION STRATEGY**

This mission is an equal mix of shooting and gymnastics. You find yourself hanging from ledges hundreds of feet in the air one minute, then blasting an entire platoon of guards the next. However, you can use your height to your advantage in several areas, so always look for opportunities to get the drop on unsuspecting guards.

**Monorail Station**

After the crash, the monorail station isn't much to look at, but the "Major" must carefully inspect the area for weapons, look out for guards, and find a new way to access the residential block.

**Fan Finder #1**

The first fan is difficult to see against the bright sky. Head up the stairs to the left of your starting point; the fan is spinning on top of the lamp ahead of you.

**Fan Finder #2**

At the first catwalk's far end, look at the giant cement blocks dropping down over the dam's side. A fan is twisting on the bottom block, near the staircase. Shoot the fan.

When you exit the monorail wreckage, you're standing on top of the station. No guards patrol this area. To your right is a panel with a large yellow button. Activate the panel to learn a little history about the Tohoku Autonomous Region. After the message, use the stairs behind the panel.

**Back on the first level, retreat until you see a long metal girder stretching across the expanse of the monorail station. Jump and grab the girder with 00.**

Four guards patrol the stairwells down here. A single guard is on the first level, and a lone guard is on the second level.

Two guards are on the lowest level, including one that you can 10 for unit information. The guard with the 10 is usually positioned under the stairs, so you cannot see him until you step off the stairs.

Holding on to the girder, slide left until you see a length of catwalk below. You must keep holding 00 as you move, or the "Major" lets go.

Drop to the catwalk. Run to the ledge's opposite end and turn back to face the direction you came from. There is another girder above you; jump up and grab it.

**Before heading back up to the first level, get the restoration kit from the catwalk's end on the bottom level.**
You can either drop to the ledge beneath you or continue moving left to another ledge that is halfway across the building's face. Work your way out to the second ledge and walk to the left side of it. Slide along the girder until you hover over another stretch of catwalk suspended from the ceiling; drop down to it. Two hand grenades are at the catwalk's opposite end.

Jump back to the same girder, and shimmy to the monorail station's far side. Drop to a narrow ledge that juts out of the far wall of the nearby building.

Drop down to the platform beneath the ledge. It's a long way down, but you survive the fall without a scratch. Just don't leap out so far that you miss the platform completely.

At the ledge's end, turn right and jump to the next narrow ledge. Stick close to the wall to avoid falling.

At this ledge's end, jump up the building's side and grab the rail above you. Shimmy left around the corner to the building's other side.

When you're on the platform, turn so you face the monorail station. An outdoor patio is beneath you, but a guard is currently watching it.

Pull yourself up onto the roof and finish off any remaining guards. Collect their ammo (there is additional shotgun ammo on the rooftop's right side) before heading down the elevator.

**TIP**

From the patio, you are close enough to shoot the guards on the rooftop. Thin their ranks a little before making the leap.

**Raining Destruction**

Height is often your best ally against enemies. From above, you can nail those easy headshots before they can mobilize and fight back. But if you have a supply of grenades, you can really decimate their forces without putting yourself in danger.

For example, you're too far out of range on these high ledges to pepper your enemies with gunfire. However, grenades, with their time delay, make an excellent long-distance weapon. Several enemies are on the rooftop to your right, and some are aware that you are within striking distance.

Lob a grenade from the ledge to the rooftop. Aim higher than your target or gravity causes the grenade to fall short. Guards often run when they spot a grenade on the ground, but because most of the detonation delay is spent in midair, they won't have time to react when it finally lands next to them.

On small surfaces, like this rooftop, enemies have limited room to react. They may not have anywhere to run and will get caught in the blast. Sometimes, if you really put them in a desperate situation, they actually jump off the roof rather than get blown up.
PRIMA OFFICIAL GAME GUIDE

Residential Complex

Even though you finished scaling the building's side, your acrobatics aren't over yet. The next sequence involves some carefully timed jumping to get up the side of one of the residential buildings. Plenty of guards patrol the area, watching for intruders.

Fan Finder #3 & #4

There are two fans very close to this area's starting point. The first fan is to your right on the old fire escape's bottom level.

The second fan is a little tougher to get. Step to the left edge of your starting point's area. Gently hop on top of the railing—jump too far and you fall off the railing.

The fan is on the opposite landing to your left, just beyond the chain-link fence. Line up your sight with the fan. Jump up straight up and shoot the fan.

Several guards are in this first area. One guard is stationed at the door on the area's opposite side. Three flying sentries patrol at the sky, and the lobby of the building to your left is full of guards.

First, head for the guard at the opposite door. You can easily blast him before he detects you.

When you step out of the elevator, head down the outside alley to your left.

Head into the big building's lobby. There are several guards in this small space, making a grenade attack ideal.

Fan Finder #5

A restoration kit is on the small table in the lobby. There is also an extra hand grenade on top of the vending machine near the door to the lobby. Check the vending machine for additional information on the minigame. Search the lobby, then take the elevator up.

Whatever guards you don't incinerate with a grenade, mop up with your guns. One guard hides in the room's far corner, behind the elevator bags. He pops out to take a shot at you, so be ready for him.
When you are back at the complex's base, head out of the lobby and open the door that was originally protected by the single security guard.

Jump toward the wall. When you touch the wall, jump and press the left analog stick toward the alley's left side. When you touch this wall, jump again and press the "major" toward the right. Hold L5 to grab the ledge in case you're a little short. Otherwise, you should land on top of the ledge.

There is a security robot on the bridge behind you. Turn back and blast the robot.

Jump and grab the pipe above you. Shimmy left to the pipe's end, then hold L5 and jump toward the bridge above you. Grab on to the bridge's edge and pull yourself up.

Jump off the wall and bounce off the left wall. Sail back to the right wall and grab the third railing. Now, shimmy toward the bridge in the center. The fan is on that middle bridge.

The next fan is tucked underneath the staircase to the right of the stairs you first walk down. Look for it behind the middle support pillar.

There are two security robots patrolling near the base of the staircases on the door's other side. Run down the stairs near you and shoot the two guards.

The neat fan in this area is quite easily the toughest fan in the game to find. Next, stand on the half wall of the bridge and hold L5 in a death grip. Wall jump to the left, then to the right wall, and bounce back to the left. Grab the rail above you.

Now that you have unlocked the door, jump down to the alley and head back to the elevator.

Hit the large red button on the wall to your right to unlock the door at the building's base.

There are two hand grenades on the bridge where you shot the security robot. Use the pipes on the wall to shimmy across that platform and pick up the grenades.

There is a fan that is only visible from the bridge with the security robot. Use the pipes to reach the bridge, then face the huge water pipe. The fan is on the ledge just below you.

Stop a few feet from the bridge's side. Still holding L5, jump away from the wall to the left. Bounce off that wall and grab the bridge's edge. Pull yourself up to the bridge and shoot the fan.
Head up the stairs to the lobby of another residential building. The lobby is full of guards. If you did not get the camo unit, use grenades to clear the room. However, if you are invisible, gun down all of the guards.

Head up the farthest set of stairs, blasting the security guards. You cannot shoot through the railings, so you must have a clear, unobstructed shot.

Pick up the camouflage unit at the top of the stairs. The temporary invisibility is extremely helpful when dealing with the next batch of security guards.

Jump from the top of the stairs to the right, landing in a fenced-in area. A guard is stationed here, but with you cloaked, he'll never know what happened.

A restoration kit is behind the pay phone on this first landing's far end.

After the room is empty, score the extra ammo to the right of the elevators, pick up any additional ammo from the fallen guards, and access the elevator.

Run to where the guard was stationed. Jump down to the landing beneath you. Pick up the restoration kit behind you if necessary.

Two guards are on the room's opposite side when you exit the elevator. Blast them, then head outside onto the ledge where the guards were.

Because this elevator is not fully operational, you must jump through the hole in the floor to access the top floor. When you are on top of the elevator, use the railing on the wall in front of you to reach the elevator door above you.

Jump toward the wall to the right while holding down the jump button. At the height of your jump, jump off the wall to grab the middle railing. Move right and jump toward the wall again, then jump away to grab the top railing. Pull yourself up and head through the open door.

There is a piece of stun unit equipment atop the yellow box in front of you. Jump on the pipes on the yellow box's left side, then hop on top of the roof to get it.

Run across the landing and jump up to the next rooftop. Grab the building's edge, pull yourself up, and get ready for another fight.

Before heading up the elevator, back out of the lobby and took up on the building's left side. There is a fan several stories up, but it is close enough to shoot.
While the "Major" is searching the residential block for any sign of Kei Yazawa, Batou must force his way into the depths of the dam and disable the communications jammer that has imposed an unwanted radio silence. The mission requires pure brute force, and that's something that Batou can deal out with punishing fury.

Finally, access the elevators to head down into the dam site, ending the mission.

In order to get into the dam's labyrinthine interior, you must face a gauntlet of security guards and two explosive turrets that rain down fire as you approach your objective. To survive, search every fallen guard for additional ammo and powerful weapons that will turn the tide in your favor against the twin turrets.

When you begin the mission, a platoon of guards are ahead of you. Some are out of sight farther ahead. By now, you have drawn the attention of at least one of the three flying sentries swarming over the rooftop. A dark-colored building is ahead of you. There are more security guards beyond it, so shoot down as many of the sentries as possible before moving past the building.

Run past the building, then use grenades and your guns to take out the final guard battalion on the rooftop. They are chiefly concentrated at the far end, and a good grenade throw finishes them off. Shoot down any remaining sentries now.

The first fan is directly behind your starting point. The fan is atop one of the columns to the left of the fence at the monorail track. The fan is atop one of the columns to the left of the fence at the monorail track.

Head up the dam's top with your guns blazing. Target the middle guard as soon as possible—he has a grenade launcher that is devastating.

Your initial assault on the dam site is met with great resistance. An entire guard battalion attempts to bar your entry, and should they fail, two massive turrets are positioned at the middle of the dam as a last defense. Your best chance for survival against these enemies is to never stop shooting and never stop moving, lest the turrets get a bead on you.

When you begin the mission, a platoon of guards are ahead of you. Some are out of sight farther ahead.
After you dawn the middle guard, pick up the grenade launcher (if him if you want, but the other guards in his unit are already visible) and keep blasting the other security guards as they dart back and forth across the dam.

When all of the security guards are down, target the turrets. Stand close to the dam's edge and switch to the grenade launcher. The grenades arc as they soar through the air, so if you want a direct hit, you must aim slightly higher than the turret's body. A couple well-placed shots destroy each turret.

Keep moving across the dam, targeting the security guards, you should down them all before turning your attention to the two massive turrets.

**CAUTION**

The twin turrets alternately open fire on you. As long as you keep moving, you can usually stay ahead of their streams of fire. Stand still, though, and they easily zero in on you.

**TIP**

There are extra shotgun shells on the dam's right side, next to a small computer. There is a guard stationed at the computer.

After you smash the turrets, activate the computer terminal on the dam's right side, next to the building. This terminal activates an elevator farther back on the dam.

Head for the elevator shaft farther up the dam. Enter the building that houses the elevator and head down into the dam's interior.

**NOTE**

A restoration kit is to the elevator's left, down the short flight of stairs.
Take the ladder to the top, crouch, and squeeze into the ventilation shaft. There are no junctions inside this shaft, just follow it to its end.

At the ventilation shaft's end is an open grate. From the grate, you spy two security guards in the room below. Inch forward and shoot both guards before dropping into the room.

Inside the room, activate the red button on the large control panel to unlock the exit door.

You're in an open corridor. The door to the right leads into a small room. Inside the room is a missile launcher that is useful against the upcoming security robots.

Follow the corridor until you reach the next junction, blasting any guard you encounter on the way. Head left at the junction and keep shooting guards as they approach.

Exit through the room's door. There is a guard just outside the door. Blast the guard, and ID him to see the location of the rest of his unit.

There is another fan in the small room with the missile launcher. It's on one of the shelves lining the room's ceiling.

Now armed with the missile launcher, you can easily take out the shielded security robots patrolling the hallway.

With the missile launcher, the robots' shields are not an issue. However, if you have only a gun, aim for the robot's red eye between the two shield panels. Slip a shot between them and the robot explodes.

Move up the next flight of stairs. There are more security guards and robots on patrol up here. In such close quarters, use your gun—if you accidentally fire a missile into a nearby wall, you can damage yourself.

The security guard to the left is armed with a grenade launcher. He is your first priority when you reach the top of the stairs.

After you down all of the robots and guards, head into the alcove where the guard with the grenade launcher was stationed. Activate the red button on the wall.

The next fan is on the lift to the red button's right. Aim and jump to shoot it.

Next, turn away from the red button. Head down the corridor to your left. There is a hole in the ground at the end of the corridor with a ladder. Just drop down into hole—it's shallow enough.
ed back left and up the stairs, Blast the security guards. Pick up the missile ammo in this room if you still have the launcher.

Head down another stairwell and drop the two security guards stationed at the bottom.

Continue moving down the next stairwell. There are more security guards at the bottom. Dispatch them with your guns or a grenade from above, then take a right.

Turn left at the bottom of the stairs. There are more security guards in this small area. Either enter the room with guns blazing or lob a grenade through the door, then back away.

Inside the room, pick up any ammo and the restoration kit tucked in the corner.

Fan Finder #5

at the bottom of the stairs, take a left. There is a small room with a primitive gadget that measures the slant of the dam. A fan is on top of the equipment.

Fan Finder #6

In the room with the two orange pipes, turn back to face the stairs. The next fan is underneath the stairs.

Go back left and up the stairs. Blast the security guards. Pick up the missile ammo in this room if you still have the launcher.

Outside the room, head to the next junction and make a hard right. There is a stairwell in front of you.

Head straight, then down another staircase. On your right are the elevators you started at.

At the bottom of the stairs, take a left. There is a small room with a primitive gadget that measures the slant of the dam. A fan is on top of the equipment.
Jump through the open space between the two orange pipes to access one of the giant dam ducts. At one end, the duct spills out into the open—if you get too close to the opening, you will tumble out.

Head up the duct until it is blocked with rubble. Pick up the camouflage unit on the ground, then take the door on the left side to access the rest of the dam.

Head down the corridor until you spot a security guard on your right. He's stationed next to a ladder. Shoot the guard before he notices you, then ascend the ladder.

There are more security robots on the door's other side. There are also security guards just beyond the robots. If you have any grenades left, use them to take out multiple guards at once.

There is another shaft blocked by rubble at the bottom of the stairs. The next fan is on the rubble's other side, visible through the small hole. Jump on the rubble and blast the fan through the hole.

Next, move down the flight of stairs in front of you. Take care of the guard at the bottom before moving on.

The next room is full of giant displays, cables, and buttons. Step on the platform in the room's center and activate the panel in front of you. Then, head through the next door.

Head down the corridor until you reach another junction. At the junction, head right. Look for another ladder on the corridor's right side.

Climb the ladder and crouch to fit into the ventilation shaft. Move through the shaft. At the junction, there is extra ammo to the right. Snag the ammo, then head back and take the other direction.

There is another junction in the shaft. Turn left to find a restoration kit, then head in the other direction to exit the ventilation shaft.

Use the hacking code, you can jack into a number of guards below you on the stairs. Take down a few stairs and look at the blue arrows to the right. Hack one of these guards.

You now see the dam through the guard's optics. Shoot the guard's companion, then walk down the stairs to finish off another guard. When you're done, exit the hack to drop the guard.

Another fan is on the second level, near the guards you can hack. While hacking the guard, turn and shoot the fan in the stacks of building supplies. (You can also shoot it yourself after terminating the hack.)
Continue to the stairwell's bottom and shoot the security guard if you didn't get a chance to do it with the hacked guard.

When all of the guards are down, turn around and run to the top of the stairs; there is a transport car here, and the corridor heads to the left.

There are multiple guards down the corridor to the left. Slowly work your way down the corridor, blasting guards with your guns or using grenades to take them out. Pick up any ammo the guards drop, including grenades.

Halfway down the corridor, there is a small alcove on the right. Duck into the alcove, shoot the guard, and swipe the body armor on the ground—you're going to need it for the final fight in the dam.

Before stepping out on the dam's top, search this small chamber. The dead guard here is holding a rocket launcher, and there is additional ammo nearby should you ever run out of rockets.

There are two more guards at the top of the final staircase. Blast them with the missile launcher or rush the stairs and shoot them. When they're down, head through the door at the corridor's end.

There is a transport car here, and the corridor heads to the left.

Jigabachi

The jigabachi is a wasp-shaped helicopter capable of making dangerously low swoops over the dam, punching the concrete with a torrent of bullets. It can also move vertically, like a harrier jet, able to duck above the dam and fire off a few shots before dipping back down.

Fortunately, that rocket launcher makes mincemeat out of the jigabachi. Because the rockets do not lock on, though, you must lead the jigabachi as it flies over the dam.

Occasionally, the jigabachi comes to a complete stop and hovers over the dam. During these hovers, it opens fire and tries to track your position. Because your target is immobile, this is also your best chance for striking a direct blow.

Watch out for the jigabachi's sweeps across the dam. When it flies low to the ground, it is more accurate than if it fires on you from high above.

Keep firing at the jigabachi whenever you have a good, clean shot. It should take about three direct hits, depending on your difficulty setting. Remember, if you run out of bullets, duck back into the elevator shaft and grab some rockets. If you collected the missile launcher inside the dam, you can also use this against the jigabachi. The missile launcher has lock-on capabilities, but it packs a lesser punch than the rocket launcher.

The final fan in this mission is directly behind your starting point. Look to the left of the fence behind you. There is a red vehicle parked in the distance; the last fan is spinning on top of it.
There are two security guards below. Unfortunately, you don't have any grenades yet, so pick them off from above or jump down and shoot them.

Mission Strategy

The office block is swarming with security guards—and it seems the closer you get to uncovering the truth about the nth-rice conspiracy, the smarter the security guards get.

But your greatest threat is gravity itself, because in order to sneak into the middle of the office complex you must hang from the side of a building and expertly jump from ledge to ledge. One midair slip sends you to the dam's bottom.

Head around the corner. There is another break in the railing, which leads down to more guards—a lot more.

The coast is clear on the rooftop. Your first encounters with security guards are 20 feet straight down; before heading into the fight, turn your attention to the structure ahead.

Jump down from the break in the railing and target the guards on this level. They pop out from behind rooftop structures, taking pot shots at you. Target their unit leader to get a visual on their positions.

Jump on the small box on the structure's side, then pull yourself over the ledge to get on top. A body armor upgrade is ahead.

Collect the armor, then drop back to the rooftop and approach the break in the railing around the edge.

Office Exterior

You begin the mission atop the office complex. In order to infiltrate the site, you must find a way down from here.

Several guard patrols are waiting for you, so look for advantageous positions to shoot from and always collect ammo.

Section 9 Agent: "Major" Motoko Kusanagi

Enemies: Security guards, flying sentries, fixed machine guns

Tee much information

Note that Batou has disabled the communications jammer that blanketed the dam site in radio silence, the "Major" can do what she does best: seek out information. But before she can download clues about the nth-rice program and about the other scientists who worked with Kuwai in the Tohoku Autonomous Region, the "Major" must dodge some residual security forces still stationed in the area.
The unit leader is to your left when you jump down. Look for a walkway that heads back toward the tall building. The unit leader is near the awning at the end. Talk to him for the visual cues, which make shooting the guard battalion much easier.

Turn back to the side of the rooftop next to the tall building. On the second walkway, just beyond the walkway where you ID the unit leader, there is another break in the railing. Jump down here.

Use the structures on the level to your benefit. Don't run gung-ho into the open, blasting anything that moves. The guards coordinate their attacks and shoot you from the side and back while you're targeting whoever is in front of you. Take cover and when you see a guard in range, step out and plug him.

Multiple guards patrol this ledge. You can hack one of them and turn on his compatriots, or you can gun down the guards from atop the covered walkway.

The second fan is one of the hardest to get at. It's up on the rooftop's edge, behind an extendable fence. To shoot the fan, stand between the two sides of the building that form a corner. Jump on the left wall, then bounce to the right wall. Race the fan's direction while jumping. At the height of the second jump off the right wall, turn back and shoot the fan while in the air.

Fan Finder #3

The third fan is tucked behind the ledge's right side. Walk to the right after dropping down from the covered walkway and look around the corner.

After grabbing the restoration kit, turn back to the second covered walkway and open the door with the button on the wall.

The following sequence of events requires as much quick, cloaked movement as you can get—otherwise, you'll be in serious trouble with the two snipers positioned just around the corner.

Jump up to grab the ledge directly ahead of you and pull yourself up.

Note the camouflage unit on this ledge, but wait until you read the next several paragraphs before grabbing it just yet. The following sequence of events requires as much quick, cloaked movement as you can get—otherwise, you'll be in serious trouble with the two snipers positioned just around the corner.

Pick up the camouflage. Round the corner and jump away from the ledge, then grab the railing on the building's side and shimmy left.
Shimmy a little to the right, drop down to the railing, and grab it. Shimmy right and hop down below to the landing with several trees along its ledge.

When you hit the ground, turn and look right and up several stories. Switch on the sniper rifle scope and zoom in on the sniper who has not yet spotted you. Take the sniper out just as your invisibility wears off.

Quickly turn around, facing away from the guard. You are now in full view of one of the snipers, but with the camo, he cannot see you. With the sniper rifle scope, quickly zoom in on the platform straight ahead and slightly above your level. Snipe the guard, then back out of the scope.

Now, dispose of the second sniper while still invisible. He's a crack shot and, without benefit of the camouflage, you'll never live to collect that section's pension. Run and jump off the ledge and grab the railing on the building's side.

After you eliminate the two snipers, you can either clear out the remaining guards on this level or retreat to the ledges to pick up some spark grenades.

If you backtrack, turn around and face the building where you originally jumped from. Approach the building and jump up, grabbing the railing just above you.

Shimmy left, wrapping around the building's corner. If you left any guards alive, they can now no longer shoot you. Continue left until you reach the bottom ledge, jump on the ledge.

Jump up ledges until you reach the fourth ledge, the highest point on the building's side.

Walk along the ledge and around the corner. Two spark grenades are at the ledge's end. To return to the landing with the security guards, just go to the railing and shimmy back to the building's corner. You can safely drop down from here.

You have a tendency to "throw" the weapon you discard, so when picking up a new weapon that you will use for a limited time, be careful not to toss your old weapon off a ledge.

Grab the camouflage unit from the base of the benches back in the landing, you can eliminate the remaining guards without it, but you take less damage if you are invisible.

If you are collecting fans, keep the sniper rifle as your secondary weapon. There is a fan at the mission's end that is impossible to shoot without it, and it also makes other fans easier to hit.

After you down all of the guards, search the area for extra ammo. Shotgun ammo is on the landing to the left, near the bushes. If you head up a level, you find more shotgun ammo and a hand grenade.
Ujhen you are unable to shoot any more guards from the bottom level, take the stairs up to the main level. You must now deal with the fixed machine guns and the guard with the grenade launcher.

Head back down to the main level and look for the computer terminal on the stack of girders. Access the terminal to activate the nearby elevator. Use the elevator to reach the office complex.

There are two fans in this well-guarded area. Do not attempt to shoot the fans until after you terminate all of the guards and machine guns. Then move into the center of the middle level; a fan is on the upper level above you.

This area's second fan is on the other side of the fence that runs along the landing's edge, squeezed between two shrubs. Stand next to the fan, then jump up while pointing your gun down to collect your prize.

When you are unable to shoot any more guards from the bottom level, take the stairs up to the main level. You must now deal with the fixed machine guns and the guard with the grenade launcher.

When you are low on health, there is a restoration kit on the platform behind you. You must jump down to get it, then use a wall jump to get back up to your starting point.

The next area is full of security guards armed with machine guns, shotguns, and a grenade launcher. Also, two fixed machine guns are mounted to the ceiling. When you are spotted, the guards and guns turn their attention on you.

From down here, you can lure a couple guards for one-on-one fights. It's much easier to deal with them on an individual basis, especially under cover from the fixed machine guns. From down here, you can also target a couple security guards on the level above you. They shoot back, but if you keep moving, they don't get a solid bead on you.

After you down the fixed machine guns and the grenade-launching guard, head up the stairs to the top level. There are two more guards up here. After you down them, the area is clear.
Office Interior

The office complex is being rapidly dismantled, leaving the place with a rough, unfinished look. You must scale the inside of the complex to reach a city block where you will find some intriguing information about the Naito-Rice plot.

walk along the corridor as it turns left, leading you into an area with a lot of construction equipment.

jump up from the concrete and grab the ledge above you. Pull yourself up to the next level. A host of security guards is just around the corner. Step out and use grenades to whittle their numbers down to a manageable level before storming ahead and finishing the job.

A body armor upgrade is in the area's middle, sitting next to the neat stacks of girders.

Continue through the area to the opposite side from where you started. Look for a pile of crumbled concrete on the ground. There is a hole directly above you.

After clearing out all of the guards, look for the collection of lights on top of a stripe pattern. The fan is directly above the lights, in the ceiling's corner.

Look out for two security guards stationed on this level. Shoot them from across the open area.

Tip:
If you have a shotgun, there is extra ammo tucked in a hole next to the security guards.

Mission 6: Naito R.A. Office Block

head to the area's left side and jump toward the next ledge. Grab the ledge and pull yourself up. Continue down the corridor and jump up to the next level.
Shoot the guards you see, but don't immediately run in their direction. If you do, guards swarm you. Instead, blast just one or two, then continue along the wall until you can only go left.

After you down the guards, head straight and look for the break in the ceiling. Double jump off the walls to reach the upper level and escape through the doors.

You start at the top of an old stairwell high above the city block. Head down the stairs, jump through the hole, and land on the large blue container.

Now, look for the restoration kit between the bones on the street's left side. More security guards are directly ahead, but you can surprise them by coming this way.

The office complex spills out into another residential block. However, this is considerably less clean than the previous residential area. The ground is covered in trash, bones litter the streets, and the buildings show signs of disrepair. There are two security-guard units patrolling the city streets, supported by a trio of flying sentries.

Drop down from the blue container to street level. Ease ahead and look for the first security guards to your left at the junction.

Shout the guards you see, but don't immediately run in their direction. If you do, guards swarm you. Instead, blast just one or two, then continue along the wall until you can only go left.

Jump up to the upper platform that has the door. There is a full unit of security guards just beyond the door. Spark grenades are wildly effective at dismantling the unit. Enter the room and finish off any stragglers with your guns.

If you killed the unit leader, you can hack one of the guards in this room. However, it's a three-key hack that requires serious finesse. It may be easier to use grenades and guns to clear the room.
after you down those guards, stalk the remaining guards street by street. Move one block at a time, and ID a guard whenever you can in order to see the other guards in his unit.

Head for the opposite corner of the city block from where you entered. There are more guards in this parking lot area, protecting a computer terminal. Blast the guards, using the buildings as cover. Be careful that none of the guards get too close.

The final two fans are easiest to get after you clear the streets of guards and flying sentries. First, head for the tower center, marked by the presence of long-extinguished neon signs on the sides of buildings. Look up at the side of the building with all of the air-conditioning units. There is a fan on a unit several stories up. You can shoot this fan down with any gun, but it's far easier if you kept the sniper rifle.

You must use the sniper rifle to collect the final fan. First, hop on top of the covered walkway to the computer terminal's right side. You can see the horizon just beyond the walkway.

Move along the walkway's top until you reach the end. Now, turn around and look back the way you came. Ease over to the walkway's right side until you're almost ready to fall off. Activate the scope and zoom in on the ledge in the distance. The fan is twirling in the breeze.

Why many guards assigned to protect it?

**CAUTION**

If you are still collecting fans, do not access the terminal. It automatically ends the mission.

**Mission 7: Tohoku A.R. Antipersonnel Training Grounds: Waiting for Gotoh**

The next mission requires a less-than-delicate touch, so naturally Baton is given the job. You must bring Eichi Gotoh, one of the scientists working with Fuwa on the mm-rice, into custody; Section S has his whereabouts traced to a series of training facilities in the Tohoku Autonomous Region. This particular facility was designed to train security guards, so expect plenty of resistance from new graduates.

**Mission Strategy**

You confront two new enemies in this area: the basic tank (which you saw in the first mission but did not fight) and the armed suit. The armed suit is like a basic mech exoskeleton where a user slips inside a metal shell strapped to the gills with firepower. These antipersonnel training grounds are full of security guards on high alert, and several are armed with hard gear like missile and grenade launchers. Whenever you defeat an enemy with better toys, steal them for later use.

**Section S Agent: Baton**

**Enemies:** Security guards, fixed machine guns, Tanks, armed suit

---

**Training Grounds**
After blasting the tank, check behind it for a restoration hit. Switch back to your regular gun and hunt down the area's remaining guards. After you clear the area, run to the elevator on the training ground's far side.

Follow the dirt path through the first area, weaving around the barbed wire. A doorway leads to the course's next part, where several guards lie in wait. As soon as you step into the next area, start shooting the guards. Several immediately rush toward you, so cut them down as they run. The center guard is armed with a missile launcher.

There are two security guards in the corridor with you. Target them with your gun (or a grenade) and take them down.

The first tank is directly to your starting point's right. Peek through the window of the broken wall to spy the fan.

The first fan is on the left side of this area, just above the roof of a shack marked "B-37 Depot."

The second fan is on the left side of this area, just above the roof of a shack marked "B-37 Depot."

The first tank is just inside the next area, surrounded by guards. If you captured the missile launcher, aim it and target the tank. A direct hit incapacitates the tank and injures any guards standing nearby.

The first series of training grounds were designed for rural combat. Thick trees and walls that have been on the losing end of combat pepper the landscape. Later areas emphasize urban combat, with fenced-in mazes and cement structures.

The first tank is just inside the next area, surrounded by guards. If you captured the missile launcher, aim it and target the tank. A direct hit incapacitates the tank and injures any guards standing nearby.
Continue moving down the corridor until you encounter another guard patrol. Use the clutter in the corridor as a shield while shooting these guards.

At the junction, take a left. The door leading back outside is on the corridor's left side, several paces down.

Blast the guns to pieces, then walk to the corridor's end and pick up the body armor upgrade on the ground. Then backtrack to the junction.

At the junction, take a left. The door leading back outside is on the corridor's left side, several paces down.

Continue moving down the corridor until you reach a junction. Take a left and proceed cautiously around the next corner.

There are two fixed machine guns on the ceiling here. If you stand in the corridor's middle, you won't last long. Use the debris in the corridor as a shield. Duck down behind it, then pop up when the stream of fire ceases.

The next fan is behind the pile of girders on the corridor's side. Get flush with the wall and look behind the girders to shoot the fan.

Continue past the door. Two more guards are farther down, but after you dispose of them, you can pick up a restoration kit and a fan.

Head to the left of this first area and slip through the break in the fence. There are more guards in here. Shoot them and ID the unit leader. Run along the fence until you reach a break where you can go left or right. Head right.

The next fan is behind the first wall to the left as you enter this training area. Run to the right of the walls in order to see it.

Back outside, you must run through the series of walls leading up to another grouping of security guards.

Now, keep moving ahead and shoot the security guards as they try to intercept you. This section is divided into many smaller areas due to the high chain-link fences.

Look for the computer terminal on the nearby booth and press the button. Collect the restoration kit next to the booth.

There are two security guards in this area. Drop them both and ID the leader. He gives you a hack code for the armored suit at the end of this area.

Backtrack to the junction and make a hard right down a narrow fenced-in corridor. From this corridor, you see the blue arrow above the hackable armored suit. It's a three-key hack, and the third key spins so fast it may take a few attempts to nail the hack. Use the armored suit to destroy the two turrets inside the last area.
Inside the next corridor, head right at the junction. There are two guards stationed at this corridor's end. If you cannot hack the armed suit, don't sweat it. If you still have the missile launcher, you can make pretty short work of the turrets—but save at least one missile for the armed suit, as it's a monster.

Take out the two security guards at this corridor's end, and the unit leader to get a visual on the other guards. Then backtrack and take the other path at the junction.

Blast each turret with missiles or grenades, then turn your attention on the armed suit. Head up to the door at the top of the stairs when you're done.

There are three more security guards in this corridor, but one of them has a hack code for one of the fixed machine guns farther down the hall.

The next fan is where the corridor bends slightly. Don't step too far around the bend, or else you will be in full view of the guards and fixed machine guns around the corner.

If you cannot hack the fixed machine gun, use a grenade or two to kill the guards down the corridor. If you have a spark grenade, you can make short work of everybody with a single throw. duck behind the corner and pop out to pick off the fixed guns on the ceiling.

Mop up any remaining guards with your guns. Look for an opening in the area's far wall.

Eliminate the remaining security guards stationed at the corridor's end. If you pop back into the open before they are down, use a grenade to finish them off.

If you hack the fixed machine gun, eliminate the fixed machine gun next to you first. Your time behind the gun is fleeting, and the machine gun is a much greater threat than the guards, who are more manageable.

After you clear the corridor, scoop up any extra ammo from the fallen guards, and use the door to get back outside.

The security guards outside are backed up by another tank. If you have any grenades and missiles left, rush through the trees and target the tank first. The resulting explosion damages a few guards.

Look for a camouflage power-up on the corridor's left side. It will help you face the upcoming resistance from security forces.

If you have any extra ammo from the fallen guards, and use the door to get back outside.

There is a concrete bunker between the two turrets. Look for a camouflage power-up on the corridor's left side. It will help you face the upcoming resistance from security forces.

Look for an opening in the area's far wall. Eliminate the remaining security guards stationed at the corridor's end. If you pop back into the open before they are down, use a grenade to finish them off.

If you hack the fixed machine gun, eliminate the fixed machine gun next to you first. Your time behind the gun is fleeting, and the machine gun is a much greater threat than the guards, who are more manageable.

After you clear the corridor, scoop up any extra ammo from the fallen guards, and use the door to get back outside.

The security guards outside are backed up by another tank. If you have any grenades and missiles left, rush through the trees and target the tank first. The resulting explosion damages a few guards.

Look for a camouflage power-up on the corridor's left side. It will help you face the upcoming resistance from security forces.

If you have any extra ammo from the fallen guards, and use the door to get back outside.

There is a concrete bunker between the two turrets. Look for a camouflage power-up on the corridor's left side. It will help you face the upcoming resistance from security forces.

Look for an opening in the area's far wall. Eliminate the remaining security guards stationed at the corridor's end. If you pop back into the open before they are down, use a grenade to finish them off.

If you hack the fixed machine gun, eliminate the fixed machine gun next to you first. Your time behind the gun is fleeting, and the machine gun is a much greater threat than the guards, who are more manageable.

After you clear the corridor, scoop up any extra ammo from the fallen guards, and use the door to get back outside.

The security guards outside are backed up by another tank. If you have any grenades and missiles left, rush through the trees and target the tank first. The resulting explosion damages a few guards.
There are three guards at the cage's end. If you have any grenades left, just lob them down the passage and enjoy the fireworks. Otherwise, punish them with gunfire. Beware of the guard farthest away—he is a crack shot.

Head into the small opening. It leads to a cave full of building supplies—and five security guards armed to the teeth. Use a grenade to waste the first two guards in the cage. If you're slow about moving through the cage, you may be able to sneak up on them and surprise the guards with a fast blast of gunfire.

There are three guards at the cage's end. If you have any grenades left, just lob them down the passage and enjoy the fireworks. Otherwise, punish them with gunfire. Beware of the guard farthest away—he is a crack shot.

There are three think tanks in the Training Grounds. Not all three attack you at the same time, unless you zoom forward and get in the arena's middle. You are better off staying on the area's outskirts, luring a single think tank to you.

The Training Grounds are a fairly open expanse, offering a few places to hide—but having many more places to get shot. When you begin the level, a think tank is on route to your position.

There are three think tanks in the Training Grounds. Not all three attack you at the same time, unless you zoom forward and get in the arena's middle. You are better off staying on the area's outskirts, luring a single think tank to you.
However, this does not necessarily guarantee a hit. Your target may duck out of the way or zip behind a wall to avoid the grenade.

While seeking out and destroying the think tanks, a small army of human security guards attempts to soften up the Tachikoma for the think tanks. Several of these guards are armed with rocket, grenade, and missile launchers that do significant damage to the Tachikoma.

The Tachikoma's chain gun is quite effective against the guards, but there is something decidedly satisfying about blasting them with a grenade launcher. The Tachikoma locks on to human targets the same way it targets the think tanks. Wait until you see the red icon, then fire away.

It takes several hits (depending on the chosen difficulty level) to destroy a think tank. A hit from a grenade surrounds the think tank in flames, but it can still fire back. You know a think tank is down when you see a shower of sparks erupt from it.

Never stand still during this mission. If you stop moving, your enemies can get an easy lock on your position and nail you with a rocket.

Your best bet is to attack from somewhat of a distance. The grenade can then smoothly arc as your enemy moves. Up close, your target can easily accelerate out of the way.

Your best bet is to attack from somewhat of a distance. The grenade can then smoothly arc as your enemy moves. Up close, your target can easily accelerate out of the way.

Because there is no bonus for the number of shots fired or for accuracy, you can lay on the chain gun as much as you like, leave it blazing, and rush the basic security guards not armed with rocket launchers.

The areas exit is activated after you eliminate the think tanks. Look to the wall opposite of where you started, and drive the Tachikoma to the elevator to end the mission.

4. Turn to the next dark pillar and look for the spinning motion on the lip. The fourth fan is turning up here.

5. As you continue along the arena’s edge, look for the three depot doors in the wall. The fifth fan is situated in front of the doors, on the ground.

6. Fan around so the Tachikoma faces away from platform in the arena’s center, the three depot doors. There is each with a green strip along another dark pillar here, and their top. The newt fan is on top the fifth fan is spinning on the lip of the pillar's lip. The next fan is hidden on the ground behind one of the walls directly in front of the arena's entry point.

9. Continue mooing clockwise in the Training Ground's center. Jump on top of the elongated raised platform to find the ninth fan.

10. While on top of the elongated platform, look to the next dark pillar. The final fan is tucked in the pillars lip. Blast the fan to complete your collection.
**Mission 4: Tohoku A.R. Chopper Storage Block**

The military cannot get within striking distance of the Tohoku autonomous Region as long as the facility remains fully armed with helicopters and anti-aircraft cannons. Particularly troubling is the sinister Oniyanma copter, a giant black gunship capable of pounding targets with multiple missile batteries and thundering guns. If the "major" can bring the Oniyanma down, the military will owe Section S big time.

### Mission Strategy

**Section 9 Agent:** "major" Motoko Kusanagi  
**Enemies:** Security guards, Oniyanma

#### Dam Face

There are few security forces to contend with in this mission. As you descend the dam face, there are a few errant security patrols—but the biggest concern is avoiding the wrath of the Oniyanma as it hangs in front of the dam, searching for your every movement. If you keep running and use the dam for cover when detected, you will survive the first leg of this mission.

Pop the guards at this stairwell's bottom, collect their ammo, then head back outside.

There is a large hole in this landing—you cannot cross to the other side, instead, avoid the gunfire and drop down the hole. At the bottom, run away from the rubble and through the door at this landing's end.

The Oniyanma follows you. Again, make a run for your progression down the dam face, use the pillars to duck fire, and make a run for the door on the landing's opposite side.

There are two guards at this stairwell's bottom, as you run down and slip out the door.

There are two guards at the stairwell's bottom. Blast them from above, then head through the door to step back out on the dam face—and in sight of the Oniyanma.

The Oniyanma follows your progression down the dam face. Use the pillars to duck fire, and make a run for the door on the landing's opposite side.
There is another junction on the door's other side. Take the right path and slip through the door.

Now look up at the Dniyanma passing overhead. Move the targeting reticule over the helicopter to lock on to its position. You have homing missiles, but the Dniyanma is nimble enough to dodge them. Wait until you see the Dniyanma slowing down before unleashing your volley. You cannot destroy the Dniyanma with the cannon, but if you get in a couple solid hits, the end of the mission is much easier.

You are now inside the control room. The large console in the room's center controls the main anti-aircraft cannon at the dam's base. There are no hacking keys for the gun; just step up to the terminal and activate it.

You are now inside the control room. The large console in the room's center controls the main anti-aircraft cannon at the dam's base. There are no hacking keys for the gun; just step up to the terminal and activate it.

Head back out of the control room. At the junction, take the right path to head for the dam's top.
To reach the dam's tup, you must keep going up. Take the stairs up, and cross the landings when the stairs end. Eventually, you reach a ladder that leads to your showdown with the Dniyanma.

Oniyanma is a vicious enemy that requires serious sharp shooting to take down. Unfortunately, your guns do little damage to this airborne beast. You must recover a grenade launcher from a nearby security guard and use it to target the Dniyanma.

When you step outside, head right and round the corner. A security guard is stationed back here holding a grenade launcher. Shoot the guard and take his launcher. There is additional ammo back here, too, so when you run low, just duck back in this corner to replenish your supply.

The oniyanma moves quickly in sweeping motions. You must lead the helicopter to make contact.

When the Dniyanma comes to a halt, it's getting ready to fire upon you. This is your best chance to fire back. Raise your sight slightly above the Dniyanma's position and unload a grenade. The arc trajectory requires you aim above your target.

After a couple direct hits, the Dniyanma drops from the sky and flies level with your platform. At this point, the three passengers open fire on you. Lob grenades into the Dniyanma's hold to eliminate the guards.

When the Dniyanma is empty, wait for it to move in close to your platform. Run to the edge and jump into the hold to end the mission.

Fan Finder #8
Head left at the junction. Cross the landing until you see "E-07" on the wall, then head down the stairs to level "F-06."

Run back across the landing to the left. Head through the door and go down the stairs.

Look for "E-07" on the ground and follow the corresponding arrow to the fan, which is nestled around a slight bend in the hallway. After hitting the fan, backtrack to the control room.

Fan Finder #9 & #10
You must brave the Dniyanma to collect the final two fans. Because the Dniyanma is always hunting for you, wait until it swoops to the landing's opposite side before gunning down the fans.

When you step out on the landing, turn back to face the door you just came through. Step to the right of the building with the door and stand on the ledge. The fan is on a small ledge below.

When you step outside, head right and round the corner. A security guard is stationed back here holding a grenade launcher. Shoot the guard and take his launcher. There is additional ammo back here, too, so when you run low, just duck back in this corner to replenish your supply. There are also two restoration kits back here.

The last fan is atop the building with the door. After killing the security guard, wall jump off the chain-link fence to get on top of the building. Use your rifle to shoot the fan up here—don't accidentally use the grenade launcher, lest you injure yourself in the process.
Mission 1 Q: Tohoku A.R. Shaft

The Long Way Down

With Fusa and Satoh both confirmed dead, "Major" Motoko Kusanagi is charged with apprehending the remaining figures linked to the M-Nec terrorist plot: Kei Yazawa and Toshimi Tagami. With the dam's exterior and above-ground levels exhausted, the search continues to the depths of the Tohoku Autonomous Region. Accessible only via an elevator shaft that leads straight down, Motoko must fend off wave after wave of intelligent security guards that were obviously paying extra attention in sharp-shooting class.

Mission Strategy

Almost the entirety of this mission is a tightrope act. Much of the action takes place on narrow ledges and catwalks hundreds of feet in the air. A small misstep leads to plummeting doom and forces you to restart at your last waypoint. Add the constant barrage of gunfire from security guards and robots, and you have one of the toughest missions yet.

Section 9 Agent: "Major" Motoko Kusanagi

Enemies: Security guards, security robots, flying sentries, armed suit

Elevator Shaft

The first shaft is shallow compared to the main shaft. Ride the elevator down to a hanger bay full of security robots, then fight to the main shaft—where the action gets a lot more intense.

Fan Finder #1

The first fan is perched atop the ringed wall around the elevator shaft. Look for it above the set of yellow caution stripes.

Fan Finder #2

The next fan is visible only when the elevator reaches the bottom of its descent. Look up the shaft's side to see the fan.

Fan Finder #3

At the shaft's bottom, look at the large bay that has seven security robots. Target the closest robot and enter the hangar while shooting. Systematically take out the robots, clearing the room before heading to the computer terminal in the corner.

Tip

To maximize your score, shoot up the three tanks parked in the hangar. Look for extra ammo behind the tanks, off to the left.

Before starting the elevator, approach the terminal, walk along the elevator's left side and look down. The nest fan is on the ledge below the elevator.

Before leaving the hangar, head to the ledge above the tanks and pick up the stun unit equipment atop the box.
This area consists of several narrow catwalks along the elevator shaft's rim. The top level of catwalks is empty, but a few security guards patrol the next one down. From up here, blast the guards, then carefully drop down to the next level.

The next section looks similar to the previous area. More guards occupy the catwalks lining the shaft. Drop down to the next level and shoot the security guards below you. There are even more guards beneath you, so shoot them from up here if possible before heading down another level.

Keep dropping from the catwalks until you reach the bottom of this section of the shaft. Dispose of the guards down here and climb the nearby ladder to access the big yellow button.

After you down all of the guards, scoop up their gear and make for the switch on the wall. It's bathed in yellow. Activate this switch to open the bulkhead doors and expose another length of the elevator shaft.

Collect ammo from the guards on every level and look in the alcoves for restoration kits, ammo, and grenades.
Head forward and use wall jumps to bounce to the tube's top. Hold [13 to grab the ledge's lip at the top and pull yourself up.

You're now in a ventilation shaft. There is a massive fan whirring beneath your feet. If you fail, this cuts your mission short. To escape, hold [13 and jump for the small ledge to the right. Repeat this process to reach the next ledge, then jump for the top.

Second Shaft

The next section of shaft is as perilous as the first and is guarded by snipers. Keep an eye open for the telltale purple beams. When you see one drifting in your direction, retreat before you're taken down.

Jump from side to side off the walls until you reach the shaft's top. Pull yourself to the top, but don't walk forward just yet.

There is a sniper positioned opposite the shaft you just cleared. If you step out too far, he shoots you down, instead, creep up until the sniper is in view and either shoot him or use a knife to take him out. If you collected any spark grenades, you can also hurl them across the large opening to eliminate him.

If the sniper gone, walk to the shaft's edge and look down, more security guards patrol the catwalks below. Shoot them from up here.

With the sniper gone, walk to the shaft's edge and look down. More security guards patrol the catwalks below. Shoot them from up here.

This next part is tricky. Carefully inch up to your ledge's edge and hold [13. Gently drop off the edge to grab it for safety. Then drop down to the catwalk below. If you try to jump, you risk missing it completely and falling to the bottom.

Continue using the catwalks to reach this area's bottom. Activate the next button to open the bulkhead doors. This fan is positioned on top of the large fan below your feet. To collect the next fan, don't drop all the way to the next catwalk just yet. Release [13 for an instant, then press [13 again to grab the small rail below the ledge you started from. Now, climb to your right and pull yourself up on the catwalk.

There is body armor in this small indentation. Look at the indentation opposite you. The fan is located on the main shaft's other side.

To get a visual on the guards at this shaft's bottom, ID the head guard on the catwalk with three guards. Several of them are snipers, and you must pinpoint their exact locations to survive.

The next fan is positioned on top of the large fan below your feet.

Fan Finder #5

ToHOhki Fl. A Shaft

ToHOhki Fl. A Shaft
There is a button on a fence at the shaft's bottom. Head up the ladder and press the button to continue to the next area.

Elevators

You've conquered two of the three shafts leading down. But to access the final shaft, you must ride a couple of elevators and prepare to stare down a massive armed suit.

The floor of this section is littered with security guards, including a few snipers. If you have any grenades—regular or hand-thrown—toss them down the shaft to eliminate as many guards as possible.

TIP

If your grenades don’t take out all of the guards on the floor, target them with your knives. Carefully line up your target and throw the knife to kill with a single shot.

Continue down the catwalks to the level with the guards that you did not kill with grenades. There is a restoration kit in the small indentation. Grab it (and its unit leader), then continue to the bottom of the section.

If your grenades don’t take out all of the guards on the floor, target them with your knives. Carefully line up your target and throw the knife to kill with a single shot.

The giant armed suit and two security guards wait for you at the bottom. The guard on the right is armed with a grenade launcher, so be careful of his fire. Target the armed suit first, using any sort of grenade to weaken its hull. Finish it off with your guns.

Before hopping on the next elevator, walk around and grab the spare ammo and the restoration kit.

At the bottom, look out for a trio of security robots. Take them out with your guns (as it’s best to save grenades for the armed suit).

Next, head for the elevator and activate the console in the corner to start its descent.

Before walking away from the first elevator, turn back and look at the landing beneath you. The fan spins down below.

The security guard in this small area and in him for visual cues on his unit.
Next, target the two security guards. When they are both down, head to the drop-off and hop down. Exit the elevator area through the door ahead of you.

**Tip**
Use the console on the elevator as a shield when dealing with the armed suit.

Third Shaft

This is the last section you must descend. The catwalks are narrower, making your trip to the bottom much more dangerous. Be careful when walking along the catwalk edges—one wrong move proves that gravity is indeed the strongest force in the universe.

First, look ahead at the two holes in the wall. Be ready with your guns, as two flying sentries charge out of the holes. Shoot them before progressing down the shaft.

Carefully drop to the next platform. From here, you have a pretty clear shot at several guards patrolling the catwalks beneath you. Continue the pattern of shooting guards beneath you and carefully dropping down to the next catwalk.

Fan Finder #9

Look down from this second level of catwalks to see the next fan. Look for the spinning motion to zero in on its position and open fire.

Fan Finder #10

The final fan is close to the level where the catwalks stop circling the outside of the shaft. Look for the catwalk that leads off into two different indentations. Drop to this catwalk and look to the shaft's side. The last fan is located against the wall.

Note

If you are the unit leader in this section, you can hack three guards below you. However, the hack is short-lived. You may have enough time to squeeze off a few rounds before your colleagues detect the hack and fire upon you.

NOTE

A camouflage unit is behind the barrels in the alcove just beneath you. You must gun down a couple guards to reach it.

Drop to the shaft's floor. The exit is opposite the giant pile of girders.
MISSION I: TOHKU A.R. UNDERGROUND FACTORY

DATA DUMP

While Motoko is closing in on the perpetrator of the min-rice plot, Batou must round up as much damaging information on the suspects as possible. The best place to gather intel on the massive buildup of force within the Tohoku Autonomous Region is in the underground factory where security guards and robots are processed, and where some heavy artillery is under production. Much of this hardware is active, so Batou is advised to use extreme force whenever necessary—which is exactly how Batou likes it.

MISSION STRATEGY

The tunnels beneath the Tohoku Autonomous Region are full of bands of roaming security guards, battalions of robots, and some heavy-hitting armed suits and think tanks. Expect resistance every step of the way.

Section 9 Agent: Batou

Enemies: Security guards, Security robots, Armed machine guns, Armed suits, Think tanks

Corridors

The mission begins in a series of connected corridors, which are full of bags of security robots. Many of the bay doors are opened by tripping the laser sensors; in order to collect weapons, gear, and the necessary security codes to open the entrance to the factory's next section, you must purposefully unleash every robot.

There are more lasers and more robots on the door’s other side. However, these robots are active. When you trip the lasers, the robots rumble out of their bays and attack.

When you begin the mission, you immediately see the laser sensors criss-crossing the corridor. There is no way to avoid breaking the lasers.

Break the lasers, then turn back and smash the robots as they sit in their cocoons. This first squad of robots remains immobile, making them easy prey.

Pass through the door at the corridor’s end. You quickly come to a junction. Nab the restoration kit to the right, then head down the junction’s left side.

Trip the sensor and break apart the next set of robots before heading through the door at the corridor’s end.

There are more robots in this section of corridor. Break the lasers to unleash the robots and clean them out. Use the door at the corridor’s end and after you litter the floor with scrap metal.

When you trip the laser, stand to either side of the corridor and use the robots’ bays as a shield. Blast them as they roll into the open.

Fan Finder #1

The first fan is hidden in the first set of robot bays on the left. Look in the center bay—after shearing all of the robots—to get the fan.

When you trip the laser, stand to either side of the corridor and use the robots’ bays as a shield. Blast them as they roll into the open.
**Mission 1: Tokyo R.P. Underground Factory**

**Fan Finder #3**

The next fan is located behind the shelving in the corner, next to the grenades.

- Next, turn back to the junction's center. There is a blue button in the middle of the partition opposite your position. Press that button to activate the security program, putting the robots on alert.

**NOTE**

You cannot progress without possessing Security Codes A through F. Each code is found in the lead robot of the next several units. Always ID the robot with the gray arrow to get the required code.

---

**Fan Finder #2**

- When you drop down the gray shaft, look up. The fan is above you. Back up to the shaft's side to target the fan.

---

Creep up to the junction midway through this new corridor. Two fixed machine guns are bolted to the ceiling at the junction. Crouch down and slide out far enough to shoot the fixed machine guns, but duck back against the wall when they open fire on you.

Duck beneath the machine-gun wreckage and pick up the extra ammo on the floor. Then turn back around and head down the corridor to the right.

- There is a hole in the ground at the corridor's end. Drop through the hole and run through the next corridor until you reach a large drop down a gray shaft.

Keep moving straight ahead. You reach another door, which leads to another junction. At the junction, look right to spot another restoration kit, then head down the junction's left side.

- Pass through another set of doors to reach a four-way junction. Head to the center and make a U-turn around the center partition. A couple of grenades are on the ground in the corner.

Now, run to the corridor's end and take the ladder back up.

- This causes the lasers to your left to flicker to life. Break the lasers and blast the robots that emerge from their bays. The grenades you just picked up prove useful here. After you smash the robots, get the missile launcher from the last bay on the right side. It is your greatest ally at the end of this mission. Finally, ID the lead robot in the unit [marked with a gray arrow] to get Security Code C.

---

Take the door to the right of the button that activated the security program.

Move down this corridor until you reach the end. A locked door with a control panel is to the left. Activate the panel to fire up the laser sensors in this corridor.

- Turn back around and start cleaning house. Back up through the first set of lasers to open the robot bays. Do not turn your back on the robots. Blast the robots in here to pick up Security Codes A and B.

When you have the two codes, head back the way you came. Head to your left at the next junction. Break the lasers down here and release the robots. The lead robot in this pod possesses Security Code D.

- When you drop down the gray shaft, look up. The fan is above you. Back up to the shaft's side to target the fan.
Back in the center chamber with the blue button, go through the door to the left. There are two more sets of laser sensors here with two complete sets of robots, which possess Security Codes E and F. After you kill all of the robots, you have all of the necessary Security Codes.

With all of the codes, return to the blue button and press it. You input all of the Security Codes, shutting off the alarm system and unlocking the exit.

Fan Finder #4
Look at the crack in the floor to the blue button's left. A fan is tucked beneath the floor; snipe it with your gun.

Fan Finder #5
The next series of rooms are protected by security guards—a lot of security guards. Some attempt to ambush you, but if you keep killing every unit leader, you can track the locations of your enemies.

Exit the elevator and head to the bottom of the stairs. A round chamber is in front of you, and the room's center is labeled “005.”

Enter the quiet chamber. There are multiple doors leading out of the room, but you must take the small one on the left side.

This long corridor is about to get crowded. When you walk halfway down the corridor, all of the panels on each wall open up. The corridor fills with security guards, and they immediately start shooting. So, when you are about halfway down the hall, lob a grenade on the ground ahead of you and cross the center point.

The security guards emerge from their containment; hopefully the grenade blast takes out a few. Retreat to the corridor's beginning and shoot the guards as they pass through the corridor. Lob another grenade if you have one.

The next chamber is “C04.” Two security guards patrol this room. Track them by their yellow arrows and shoot them when they come into view.

Another guard is in this chamber, stationed in the small room immediately to your left. Pop into the room and aim for the guard, who should be near the back wall's center. When the guard is down, take the restoration kit.

The security guards emerge from their containment; hopefully the grenade blast takes out a few. Retreat to the corridor's beginning and shoot the guards as they pass through the corridor. Lob another grenade if you have one.

When the corridor is silent again, head back through and pick up extra ammo and a couple spark grenades. Also, there is body armor inside one of the bays on the corridor's right side.

The next fan is beneath the center pillar in the “C04” room. Get close to the pillar and look down. The fan is just beneath you—do not collect it until you down all three guards.

When the corridor is silent again, head back through and pick up extra ammo and a couple spark grenades. Also, there is body armor inside one of the bays on the corridor's right side.

The neat fan is beneath the center pillar in the “C04” room. Get close to the pillar and look down. The fan is just beneath you—do not collect it until you down all three guards.

Holding Cells

Head for the door at the end of the corridor where you picked up Security Codes A and B. This is the exit.
The last series of roams in the factory is where the heavy gear is made. Currently, there are several tanks under various stages of development. Due to the presence of such sensitive hardware, there are extra guards posted in the area.

**CAUTION**

Think tanks are incredibly fast; in these close quarters, it can get behind you before you realize it.

Blast the think tank with your missile launcher. Next, pick up the unit ID from the head guard, and go to the next small door that leads to another stairwell.

The next chamber is "bQ4." Be cautious in this room, as the threat is much greater than just three security guards—there is a think tank in one of the rooms off of the chamber.

Take the stairs to the bottom. There are three guards down here who are susceptible to hacking. Hack into one of them if you want to eliminate the other guards.

There is another think tank down here waiting in the room to the left. Take out the think tank, then head for the door marked with the gray dot on your display.

Shoot the guards while in the chamber's center. If you step into the small room with the think tank, it roars to life, leaving you with multiple targets to deal with.

The first fan in this factory area is located behind the giant shell casing to your left as you enter the room.

Head across this room's bottom floor, and pass through the door on the right labeled "D-01A."

Five security guards protect the massive tank in this area. Three are directly in front of you; the other two are off to the left. Gun down the guards and collect the ID from the unit leader.

Look for the next fan in the room's center, on top of the giant tank's main unit.
Pass through this blue-toned room and head for the junction. To the left is a restoration kit, grenades, and a grenade launcher. If you still have rockets or missiles, keep those.

When you are done with the guards, climb up the ladder in the corner. At the top, there is a restoration kit to your left.

Walk along the catwalk to the next area—steer to the room's right side to get there. Three guards occupy the catwalk up here. One is stationed just as you enter the room; the other two are a little farther down.

The catwalk spills out into a large underground hangar. It looks like they are building a mammoth fuselage here. A small army of guards is on the ground floor. The one against the far wall has a rocket launcher, making him the most dangerous.

Target as many guards as possible from the catwalk, then drop to the floor and mop up the rest. Use the shallow hole in the room's center to avoid rocket attacks. After seeing the rocket sail overhead, jump up and plug the guard. If you did not get the missile launcher earlier, swipe this guard's rocket launcher.

The last fan is tricky to get. As the elevator drops, you pass by two open doors before settling on the bottom floor. Jump from the moving elevator into the second door down.

There are two armed suits in this room. Pull out the missile or rocket launcher and tag the armed suits before they can get off too many shots at you.

Use the button next to the huge door to continue to the factory's final area.

There are three corridors spilling off the room to the junction's right. The first and third corridors are full of robot guards; a grenade or missile clears them out.

The final fan is around the corner in one of the small bays in the room's center. There are two armed suits in this room. Pull out the missile or rocket launcher and tag the armed suits before they can get off too many shots at you.

When the robots are smoldering scrap, enter the corridor to the left and walk to the end. Access the elevator here to end the mission.

Target as many guards as possible from the catwalk, then drop to the floor and mop up the rest. Use the shallow hole in the room's center to avoid rocket attacks. After seeing the rocket sail overhead, jump up and plug the guard. If you did not get the missile launcher earlier, swipe this guard's rocket launcher.

The two armed suits are close together when you first enter the room. Have your launcher of choice ready before the elevator stops so you can blast them together if they separate, one gets you while you target the other.
Section a's agents have finally made it to the heart of the Tohoku Autonomous Region. The "Major" has discovered a peaceful indoor farm, the production facility for the hazardous m-n rice. But an impressive tank guards this paradise of grain, and is complemented by a host of security guards determined to protect the tank's Achilles heel. It's up to the "Major" to shut down both the tank and this infernal farm for good.

MISSION STRATEGY

This final mission is divided into two parts. In the mission's first half, the Type-1 B tank employs its cloaking device, obscuring it from view. While cloaked, it is pointless to directly attack the tank. To shut down the cloaking, scour the farm for four computer terminals that keep the tank fully functional. However, the only way to deactivate each terminal is to use the hacking codes lifted from the broken bodies of guards.

You begin the mission near the farm's center. The Type-18 tank is ahead of you, its cloaking is on; look for its slight warping effects to pinpoint its position. When the landscape doesn't look "quizzical," you know the Type-18 is nearby.

Section 9 Agent: "Major" Motoko Kusanagi

Enemies: Security guards, Kenbishi Industries Type-18 tank

After you have a code, look for the nearby computer terminal. Some terminals are tucked into the waves of rice, making them difficult to find. Jump and spin around. Chances are, you'll spot it from the air.

Unless you are swiping codes from a dead guard and accessing a terminal, never stop moving. The Type-18 tank locks on to your position if you stop, and it'll deliver a devastating attack.

After you have a code, look for the nearby computer terminal. The farm is littered with power-ups, including several restoration kits. Look for the health upgrades near the grave site and along the rice paddies' edges.
I. PRIMA OFFICIAL GAME GUIDE

There is an elevated ledge surrounding the farm. Two access ladders go up the wall of the farm, but be careful using them. If the tank is nearby and spots you climbing the ladder, it launches a missile at you.

When you finally defeat the Type-1B tank, run and jump on top of it to end the mission.

When you begin the mission's second half, the Type-18 tank is directly in front of you. Its massive hull is fully visible. When you see the tank, open fire and make your way toward its position. When you get close enough, throw a grenade at the tank's base and get in some damage before it starts moving.

The Type-18 tank may be a giant, but it moves quickly. Always watch its position, even as you dart around the farm.

When you are on the ledge's top, run around the perimeter of the farm shooting down on the tank. As you run, keep one eye on the ground. There is a camouflage unit up here that evens the odds between you and the tank—if only temporarily. When you get the camouflage, drop back down and open fire on the tank with everything you have.

Use your crosshairs to determine if you are close enough to the tank to do damage. When the sights are red, open fire (even if only for a second) as you move out of the way of incoming attacks. Every little hit helps against this monster.

Every gun has extra ammo tucked along the field's edge. When your guns are low on ammo, head for the ammo dumps. Fortunately, the ammo supply is bottomless, so open fire on the tank with abandon.

There are several more restoration kits on the farm grounds, look for them along the field's edge or along the paths carved in the rice.

There are 10 fans hidden in the experimental farm. You can collect half of the fans only during the mission's first half. If you miss any before disabling all of the terminals, you must replay the mission to collect the rest.

Collecting the 10 fans while under fire from the Type-1B tank is tricky. Your best hope for survival is to never stop moving—shred the fans as you run. You'll know you hit it if the screen fills with cherry blossom petals.

5. The fifth fan is stationed behind the computer terminal near the field's center. The terminal is next to the implanted paddy. You can easily identify the terminal by the dirt path in front of it.

6. After you disable the hologram, head to the complex's second level. The sixth fan is on this upper level, along the catwalk.

7. Before jumping down to the lower level, look down on the rice paddies. The seventh fan is hidden between rice plants on the ground. It's easier to spot the fan from up here, but shoot the fan from the ground. If you stand in one place too long, the tank blasts you.

8. The remaining three fans are hanging from the ceiling. Look above the giant door until the orange stripes. The eighth fan is spinning in one of the vents.

9. There is a ladder on the wall to the left of the orange-striped door. The ninth fan is in a vent in the ceiling above that.

10. The final fan is in the middle ring of vents, high in the ceiling above the room's center. It's hard to see when you swing the camera low, thanks to the rice plants. Open fire when you see it and keep moving. The tank zeros in on you if you stand still.
**Multiplayer**

### Multiplayer

#### Deathmatch

In addition to a complete single-player campaign that can be played multiple times, *Ghost in the Shell: Stand Alone Complex* also includes a multiplayer game, so several Section 9 agents can compete at once in a series of deathmatch contests.

#### Settings

The multiplayer game supports up to four players, dropping them in a series of maps based on single-player campaign missions, such as the Hillama Pier. However, before heading off to battle, players can set up the match with a variety of options, including character costume choices and control scheme setups.

There are two types of multiplayer games: Battle Royal and Team. Battle Royal contests are free-for-alls, while Team games divide the players onto teams for cooperative play.

#### Character Select

After choosing which match type you want to play, you can select your in-game avatar from the available options. Extra characters and costumes that have been unlocked by completing the single-player campaign become available instantly.

From this screen, select the character you want, such as the "major" or Batou, and choose their costume. Each character has up to four costume options. You can also use "Config" to adjust the controller setting to your personal preference.

### Multiplayer Arenas

There are nine multiplayer arenas you can choose from for your deathmatch contests. Each arena is full of weapons and pick-ups, such as restoration kits, body armor, and the incredibly useful therm-optic camouflage, which temporarily hides you from your opponents.

**NOTE**

Each arena listing includes the weapons you can find in that area. However, if you have unlocked the two extra weapons—the napalm launcher and laser gun—they are also available.

#### Map Select

After each player has confirmed their character selections, you move on to the map selection screen. From this menu, you can select the map you want to play on, as well as the match's time limit, ammo counts, and number of kills before the match ends.

There are nine maps to choose from:

- **Pier (Day)**
- **Pier (Night)**
- **Inspection Gallery (Section A)**
- **Inspection Gallery (Section B)**
- **Personnel Training Grounds**
- **Cannon Firing Range**
- **Dome (Night)**
- **Oversized Weaponry Training Grounds**
- **Sniper Tower**

You can set the time limit for 5, 10, 15, 20, or 30 minutes—or remove the time limit entirely. The kill limits can be set at 1, 3, 5, 10, 20, and unlimited.

#### Available Weapons

- **Hand grenade**
- **Missile launcher**
- **Rocket launcher**
- **Seburo**
- **SMG27**
- **Sniper rifle**
- **Seburo**
- **Shotgun**
- **Missile pod**
- **Spark grenade**
- **Rockets**
- **Missile launcher**
- **Sniper rifle**
- **Seburo**
- **Hand grenade**
- **Grenade launcher**
- **Shotgun**
- **Missile launcher**
- **Missile pod**
- **Spark grenade**

The majority of weapons on this level are placed on the outside ring. If you need a new firearm, the arena's outer edge is your one-stop shopping center. The six hallways jutting out of the arena's middle are at varying heights, so if you can capture the sniper rifle, you can pick a high hall and blast other players as they pass through the arena's center. This is especially entertaining if you can also grab the therm-optic camouflage from the highest hallway.

The daytime Pier arena is identical to the night battle, but the weapons are different.
Inspection Gallery (Section B)

This second inspection gallery arena layout is identical to Gallery A—except the lights are out, bathing the hallways in darkness.

Available Weapons
- Assault rifle
- Grenade Launcher
- Hand grenade
- Missile Launcher
- Missile pod
- Rocket Launcher
- Grenade Launcher
- Grenade pod
- Rocket Launcher
- Grenade pod

There are several weapons available in this arena, too, but your best weapon is the darkness. First, choose a dark-colored costume if available. Then, locate the camouflage along the outer hallway. The camouflage's warping effect is almost completely hidden under cover of darkness, making you a very stealthy killing machine.

Firing Range

The Firing Range is full of trees, barbwire fences, and walls, giving you plenty of places to hide when the going gets tough. The Cannon Firing Range is huge, giving players plenty of room to lay out a battle plan. Thanks to the division of fences, the sniper rifle is not as advantageous to have as in previous arenas. However, running through the chain-link fence maze in the middle is great fun, as you can see the other players, but you cannot shoot them through the fencing. The advantage goes to whoever rounds the corner first.

Cannon Firing Range

The Cannon Firing Range is based on the last part of the Anti-Personnel Training Grounds and is divided into smaller areas by long stretches of chain-link fence.

Available Weapons
- Assault rifle
- Grenade Launcher
- Hand grenade
- Missile Launcher
- Missile pod
- Rocket Launcher
- Grenade Launcher
- Grenade pod
- Rocket Launcher
- Grenade pod

This arena is divided into three sections. The middle section is where you find the majority of weapons and gear, leaving the outskirts a safe place to regroup before charging back into the fray.

As far as places to hide, the trees are usually too skinny to protect thicker characters like Batou. However, if you can crouch behind the barbwire fence, you may be able to slip by other players undetected as the fencing partially obscures you from view.

Firing Range

The Firing Range is also based on Batou's Anti-Personnel Training Grounds mission. The outdoor arena is full of trees, barbwire fences, and walls, giving you plenty of places to hide when the going gets tough.

Available Weapons
- Assault rifle
- Grenade Launcher
- Hand grenade
- Missile Launcher
- Missile pod
- Rocket Launcher
- Grenade Launcher
- Grenade pod
- Rocket Launcher
- Grenade pod

Oversized Weaponry Training Grounds

This arena is based on the three Tachihoma missions from the single-player campaign.

Available Weapons
- Assault rifle
- Grenade pod
- Rocket Launcher
- Grenade Launcher
- Grenade pod
- Rocket Launcher
- Grenade pod
- Rocket Launcher
- Grenade pod

The Training Grounds are massive, giving players plenty of room to maneuver. However, being so spread out means that weapons are few and far between. If you run out of ammo for a particular weapon, it takes some finesse to scout out a replacement firearm without getting shot in the process. For heavier gear, such as the missile pod, check the arena corners.

Dome (V.C. On)

You must finish the single-player campaign to unlock the two Dome arenas. These two arenas are based on your final confrontation in the Tohoku Autonomous Region with the giant tank.

Available Weapons
- Assault rifle
- Grenade Launcher
- Hand grenade
- Missile Launcher
- Rocket Launcher
- Grenade Launcher
- Grenade pod
- Rocket Launcher
- Grenade pod

The Dome arena presents the same challenge as the first: finding weapons. There is plenty of boom-boom hidden in the rice paddies, as well as some great pick-ups like restoration kits and body armor.

Dome (V.C. Off)

Fortunately, the massive tank is not present. However, the field's huge open expanses are just as daunting. Weapons are incredibly difficult to see, as the lights obscure them from view. If you can find the sniper rifle, jump on top of the central plateau and try to lead your opponents. Otherwise, pick up heavy arms, blast the area they occupy, and hope they get caught in the blast radius.

Available Weapons
- Assault rifle
- Grenade pod
- Rocket Launcher
- Grenade Launcher
- Grenade pod
- Rocket Launcher
- Grenade pod
- Rocket Launcher
- Grenade pod

Both sniper rifles are located on the outer ring, above the rice paddies. There is also a camouflage unit up here. Combine the two and you have a couple of easy kills in your column. The only problem is getting up there: while climbing the ladder, you are absolutely easy picking.
END-GAME BONUSES

When you complete Ghost in the Shell: Stand Alone Complex, you can earn more than the satisfaction of saving Japan from the threat of genetically altered rice. Beating the game under specific conditions unlocks extra features, such as multiplayer options and additional weapons.

If you unlock unlimited ammo for guns such as the shotgun and assault rifle, you can begin each mission with a second weapon besides the regular Seburo. If you unlock unlimited ammo for grenades, though, you must actually find a specific type of grenade during a mission to use it. For example, if you unlock unlimited ammo for grenades, you cannot immediately start with a bottomless bag of spark grenades. You must actually pick up a spark grenade somewhere during the mission to use them.

**Completion Goals**

There are three difficulty settings for the game. Every time you complete the game on a specific difficulty setting, you unlock additional features that you can use the next time you play through.

**Complete the Game on Easy**

- Unlimited ammo for the Seburo, submachine gun, assault rifle, and shotgun
- Unlimited ammo for hand grenades, spark grenades, and knives
- Three additional costumes for "Major" Motoko Kusanagi
- Three additional costumes for Batou
- Yellow menus

**Multiplayer Game**

- "Major" Motoko Kusanagi playable
- Batou playable
- Dome level

**Complete the Game on Normal**

- No extras

**Multiplayer Campaign**

- Three additional paint jobs for the Tachikoma
- Tachikoma playable

There are additional rewards for meeting specific requirements above and beyond completing the game. If you can collect all 120 fans hidden in the 12 missions or beat every mission without using a single continue, you will unlock some very impressive hardware.

**Collect All 120 Fans**

Hunting down all 120 fans in the game unlocks two outrageous potent weapons for the heroes of Section 9. These additional weapons make the hunt well worth the effort.

**Multiplayer Game**

- Laser gun and napalm launcher unlocked for use

The napalm gun is an excellent area-effect weapon for the "Major." However, you must be cautious when using it in close quarters, as she takes damage if the napalm splashes back at her. The laser gun is a lethal weapon with pinpoint accuracy—the kind of weapon that gives Batou some much-needed finesse.

**Complete the Game without Continuing**

Completing all 12 missions without continuing once is a very difficult task, but if you manage to pull it off, the rewards are enormous:

- Unlimited ammo for the grenade launcher, rocket launcher, missile launcher, sniper rifle, and missile pod

**Unlock Higher Difficulties**

When you first begin playing, there are only three levels of difficulty available: Easy, Normal, and Hard. However, if you achieve specific point totals while playing the game, you can unlock an additional seven difficulty levels.

Between missions, the game will award you points based on how quickly you completed the mission, as well as how many targets you destroyed. If your total number of points after completing the game is high enough, you will unlock these extra difficulty levels. Each higher level of difficulty awards your enemies with more stamina while lessening yours.

**New Difficulty Levels**

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Points Required</th>
<th>Point Multiplier</th>
<th>Enemy Health</th>
<th>Health Player</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very Hard</td>
<td>10,000</td>
<td>2</td>
<td>1.2 Hard</td>
<td>100%</td>
</tr>
<tr>
<td>Aggressive</td>
<td>20,000</td>
<td>3</td>
<td>1.3 Hard</td>
<td>95%</td>
</tr>
<tr>
<td>Dangerous</td>
<td>30,000</td>
<td>4.5</td>
<td>1.4 Hard</td>
<td>90%</td>
</tr>
<tr>
<td>Execution</td>
<td>40,000</td>
<td>6</td>
<td>1.5 Hard</td>
<td>85%</td>
</tr>
<tr>
<td>Hopeless</td>
<td>50,000</td>
<td>8</td>
<td>1.6 Hard</td>
<td>80%</td>
</tr>
<tr>
<td>Nightmare</td>
<td>60,000</td>
<td>10</td>
<td>1.7 Hard</td>
<td>75%</td>
</tr>
<tr>
<td>Champion</td>
<td>75,000</td>
<td>12</td>
<td>1.8 Hard</td>
<td>70%</td>
</tr>
</tbody>
</table>

**TIP**

If you have unlocked unlimited ammo, 10,000 points will be subtracted from your point total after each mission every time you use it. You will also lose an additional 10,000 points if you choose to select a secondary weapon. It's impossible to unlock the highest difficulty levels with these extra bonuses turned on.
Gundam goes 3D! The hit Battle Assault series comes to the PlayStation®2.

- 6 playable modes: Mission, Versus, Tag Team, Survival, and Time Trial featuring 2 vs. 2 competitive play.
- 33 playable mobile suits to choose from, including 4 unlockable mobile suits from Gundam Wing and G Gundam!
- Special 1st person shooter attack, the DUAL HYPER ATTACK!
- Real-time upgrades of mobile suits during combat.
- Interactive 3D environments.

Mobile Suit Madness! Coming This December
The first fan is opposite your starting position, on the rafters above the mammoth front door. You cannot shoot from your starting position, so jump along the tops of the cargo boxes to the left. When you reach the last look up and target the fan. You cannot shoot the fan from the ground.

ALL 120 FANS REVEALED

HIGHLY DETAILED LEVEL MAPS

ALL SECRET CONTENT REVEALED - HOW TO UNLOCK UNLIMITED AMMO, NEW COSTUMES, BETTER WEAPONS

RUNDOWN OF ALL WEAPONS AND GEAR SO YOU KNOW THE BEST TOOLS FOR THE JOB

DETAILED BOSS-BEATING STRATEGIES

BIOS OF THE ENTIRE SECTION 9 TEAM, AN ELITE COUNTER-TERRORIST ORGANIZATION