GHOST IN THE SHELL

SECTION 9 IS BACK

Ghost in the Shell: Stand Alone Complex is an intense third-person action game starring the two lead characters from the famous Japanese anime Ghost in the Shell. Using heavy artillery and some amazing acrobatics, the little “Major” Motoko Kusanagi and her brainy Batou must uncover a deadly secret before a terrorist conspiracy threatens the entire nation of Japan in 2029.

Their missions take them from the edge of the Kihama Pier complex on mainland Japan to the Tekokoku Autonomous Region, a splintered territory created during wartime to preserve Japanese advances in science. The staff of Tekokoku were responsible for some great achievements in science, including a revolutionary technique for curbing world hunger through genetically enhanced foods and many of the artificial-intelligence programs that currently power military hardware.

However, something is amiss at the Tekokoku Autonomous Region. Peace time has dictated the obsolescence of the facility, but somebody is determined to keep alive the dream of a free realm where science is allowed to flourish outside of government control. It seems they will use the most extreme measures to ensure that their goal is met, and appear to be doing so from beyond the grave.

STAND ALONE COMPLEX?

Ghost in the Shell originally took the anime world by storm in 1995. The original anime film, directed by Mamoru Oshii and written by Koyama Ryo, is based on an original manga series from esteemed artist Shirow Masamune. It tells the story of a world where death is trumped by technology, where cybernetics has enhanced the human form, and where the line between man and machine is desperately thin.

In the original Ghost in the Shell movie, heroes “Major” Motoko Kusanagi and Batou tracked a superhuman, known only as the Puppet Master, as it attempted to break out of the cyber realm. The film was a monster success, helping to reinvigorate the role of anime in popular culture. It also inspired untold numbers of filmmakers, including the Wachowskis brothers, creators of the sci-fi trilogy The Matrix.

In 2004, Mamoru Oshii returned to the epic Ghost in the Shell universe with the sequel Innocence. A mature story of a robot who murders her owner, the film discusses issues surrounding the essence of “being human” in a world where machines perform almost every task required of mankind.

However, between these two films, 26 anime episodes based in the Ghost in the Shell world were created, called Stand Alone Complex. Each episode tells an encapsulated story that deals with the exploits of Section 9, the security organization that the “Major” and Batou work for. Episodes include the hunt for a rogue Tachikoma tank, the mass suicide of androids, and a sinister banker with a grudge against Section 9.

Episodes of Stand Alone Complex are now available on DVD in both English and Japanese. The Cartoon Network is currently scheduled to show Stand Alone Complex this November.

WHO'S WHO IN THE SHELL

The cast of 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 arm’s deal at Kihama Pier, she discovers the truth about a rogue cult of scientists in the Tekokoku Autonomous Region, a refuge for science created during the last war. One of these scientists is responsible for organizing a horrific terrorist plot involving “harmsfree” rice. They have also enlisted the help of a machine army that includes everything from security guards with humaquesque prosthetic bodies to massive mech soldiers called “armed suits.”

Section 9 is a counterterrorist 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-shot. 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 his lack of grace with absolute stopping power. Batou possesses a great sense of humor and enjoys his special bond with his Tachikoma.

Tachikoma

Tachikoma are modified tank-type robots assigned to Section 9, advanced artificial-intelligence routines have rendered them self-aware, and they are quite eager to prove their worth with the Section 9 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, handling 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 Tekokoku Autonomous Region.
GHOST IN THE SHELL
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TOGUSA
The former police detective was recruited to Section 8 on the recommendation of the "major." Togusa is often assigned to support Batou. One of the few Section 8 members still in his original skin, Togusa does have a cyberbrain—his mind is always hooked into the Internet, thanks to nanotechnology.

ISHIKAWA
Veteran Section 8 member Ishikawa is an expert at gathering and synthesizing information. All information recovered by the "major" and Batou is sent to Ishikawa for analysis.

SAITO
Saito is Section 9's on-call sniper. Thanks to his enhanced prosthetic left eye—called a "hawk eye"—Saito can interact with satellites. He supports the "major" and Batou while they are in the field.

BOMBA
Bomba is Section 9's chief cyberwarrior. The man is gifted with engaging the enemy over the Internet.

PAZ
Paz is often teamed with Bomba during Section 9 operations. Paz's chief specialty is secret investigations. If you need some intel without alerting the subject, Paz is the man to call.

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. These characters are somehow involved in the conspiracy involving the Tekkō Autonomous Region.

Takeru Fuwa
Fuwa was a talented professor at Nihama University—his central realm of study was joint engineering, a gateway to advanced micromachine technology. Unfortunately, Fuwa was murdered on campus five years ago. Yet, somehow his name comes up in this mystery, and it seems like he is reaching out from beyond the grave to affect current events.

Kei Vazaua
Vazaua was Fuwa's contemporary at the Tekkō Autonomous Region. Reserved for his brilliance and loved for his charisma, Vazaua is believed to be the centerpiece of a secret cult that formed in the region. Vazaua worked with Fuwa and another scientist, Eichi Gotō, on a "miracle rice" program before dying from a malignant tumor. His younger sister, Fashimi, survives him.

Toshimi Tagami
Due to a horrible lab accident while serving in the military, Toshimi's human body was broken beyond repair. The new body 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 development of the Tekkō 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 Gotō
The late Gotō worked at the Tekkō Autonomous Region with Fuwa and Vazaua on the "miracle rice" project. A charter program to design genetically enhanced rice that would feed the world, his life cut short in a plane crash, Gotō is still revered for his work in micromachine technology.

Security Forces

From the moment the "major" attempts to disrupt an arms deal at the Nihama Pier to Batou's final descent into the Autonomous Region, Section 8's agents come 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 Guard

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 Guards

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's 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 shot. In engage 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.

Flying Sentries

These bee-shaped sentries buzz overhead, providing air reconnaissance as well as first response fire to a perceived threat. The sentries can move quickly but will sometimes slow to a hover when firing their tall-mounted machine guns. Fortunately, these sentries possess little armor, so it takes only a few shots to blast them out of the sky.

These sentries do not cause as much damage as a close-range security guard, they can slowly drain health with repeated shots.

When the flying sentry is on the move, you must be too. When you come to a stop, the sentry zone in on your position. However, when they stop to fire, this is your best chance of shooting back with a high degree of effectiveness.

Fixed Machine Gun

These calling-mounted machine guns are programmed to fire incessantly on intruders. They are always armed 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.

When you spot a fixed machine gun, start looking for a place to hide. To eliminate a fixed machine gun, target its position, hide, and wait until it stops spitting bullets for a couple seconds. Then pop out of your hiding spot and kill it with bullets.

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.
Tank
These support vehicles carry security guards to various points in the field. Tanks are armed with machine guns that can decimate an unprepared enemy. They do possess some armor, but not enough to repel a sustained gun attack or a grenade blast.

"Tank is 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."

Jigabachi
The Jigabachi is an antitank attack helicopter equipped with a machine cannon capable of punching through concrete, so you can imagine what this thing could do to a prosthetic body. It is rumored that these deadly units are in use in the Tohoku Autonomous Region.

Oniganna
The Oniganna is a wasp-shaped helicopter that delivers an outrageously powerful two-pronged attack. It can pepper the landscape with its mounted machine guns, as well as deliver thundering missile attacks. The gunship is protected with thick armor, but a few direct hits cause enough damage to send the Oniganna plummeting to earth.

"Thanks to its black design, the Oniganna is a nimble copter. Its quick, graceful movements make it difficult to target. However, it occasionally stops to pour and deliver a devastating volley of machine-gun fire. That's when you must close in for the kill."

"Jetmen’s hold can carry up to three security guards. So, even if the Oniganna is on a low sweep and its guns aren’t facing you, the cargo can still open fire on your position."

Think Tank
Think tanks are what Section’s Tactics are based off of. Fitted with good armor and six legs, the fast-moving think tanks can deliver a devastating grenade attack and can make a quick getaway. Most think tanks are commanded by a “human” pilot, but there are advanced think tanks programmed to operate on their own.

"It’s much easier to deal with think tanks in a large open space, as you can track their quick movements and lead them. Confronting a think tank in close quarters is a different beast altogether. Since they move so fast, they can get behind you and shoot you before you know what happened."

Armed Suit
Armed suits are thick metal exoskeletons controlled by human or prosthetic pilots within their hulls. The armored suit’s outer shell is made of composite alloys, rendering it impervious to machine attacks. The only way to bring down an armed suit is with brute force, either via repeated gunfire or a direct grenade/rocket attack.

"Armed suits are not very fast, but they compensate for this with hard-hitting artillery. Be aware of letting an armed suit get a bead on you, as it might get you with machine-gun fire."

GUNS
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.

"Guns require ammo, but thanks to the ability to scoop ammo off fallen enemies, there is little worry of running dry in the heat of a fight—unless you are using a highly specialized weapon, such as the sniper rifle. Remember, each agent can carry only two ringed weapons at a time. So, be mindful of ammo availability and stopping power when discovering new weapons in the field."

Seburo
Every Section 8 field agent is issued a standard Seburo machine gun before heading into a mission. This versatile weapon sports fire at a decent rate, but its stopping power requires the bearer to be closer to enemies than more advanced weapons. The Seburo offers good stopping power against weaker targets, such as prosthetic bodies, but you should acquire more powerful guns as soon as possible.

SMG27 Submachine Gun
The SMG27 submachine gun fires bullets at a faster 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.

MR-27 Assault Rifle
Acquire the MR-27 assault rifle as soon as it is available. The MR-27 is a carbine variant of 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. It can also fire a second burst of fire upon reload, rendering it a dependable weapon.

AS17 Shotgun
While the shotgun’s blunt accuracy requires that its bearer be closer to their target than is comfortable, its stopping power is unmatched. If you get the drop on your target, the shotgun takes them down with a single blast. However, when dealing with groups of enemies, getting in close with the shotgun leaves you vulnerable to surrounding foes. Agents are better off attempting single-shot kills with guns like the Seburo and SMG27 by aiming for the targets’ head.

CSN20 Sniper Rifle
The sniper rifle is strictly a long-range weapon, although useless in close-quarters combat, the sniper rifle’s lethality is capable of downing a target with a single shot. The sniper rifle employs a scope with two levels of zoom, allowing the bearer to select a one-shot kill. For best results, users should aim for the targets’ head, although a good torso shot will also take out the target. The only way to stop the sniper rifle is the gun repel is loud enough to alert enemies of its use. When using a sniper rifle, make your first shot count.

Laser Gun
Accomplished agents gain access to the laser gun when commandeering tainting in the field. The laser gun is a truly one-of-a-kind weapon, unleashing a laser burst that travels faster than any rocket or missile—and it’s incredibly lethal. The laser gun can take out entire groups of guards and robots, making it the most sought-after weapon for any Section 8 agent.

However, the gun’s laser blasts do have a large impact radius. Shooting a target too close with the laser gun can often result in copious amounts of damage to the shooter.
LAUNCHERS

Launchers are heavy-duty weapons, allowing the bearer to destroy target enemies or entite groups of smaller targets with a well-placed volley. Ammo for launchers is scarcer than regular gun ammo, so use shots wisely.

M23-Gl Grenade Launcher
The grenade launcher is the most common of the launcher-class weapons. It hurls 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 arc 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 launches 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 slow 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.

M688 Hand Grenade
The M688 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 hit 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.

GEAR

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. Link, all of 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 undetectable fire makes enemies even easier targets.

Unfortunately, you cannot stockpile therm-optic camouflage. As soon as you cease 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 restores 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.

NOTE
The amount of health the restoration kit provides depends on your difficulty setting. In easy, these hits almost fully restore an agent's health. On Hard, however, the agent is minimal.
**Basic Training**

**Prepare for Insertion**

Before heading into the field and investigating the strange conspiracy concerning the Tohoku 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 deduct 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.

**Continue**

The game saves your progress after every completed mission. If you stop playing, choose Continue to pick up where you previously left off.

From this screen, you can choose which mission you want to play—or replay—and select the level of difficulty for that mission.

**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.

**Word List**

While trying to thwart the terrorist action in the Tohoku 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 Resume 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 Resume menu that repeats previous transmissions between the Section 9 agents.

**Fans**

After you complete the game for the first time, you unlock a treasure hunt feature. During your next run through the game, you can recover 10 amulets hidden in each level. There are a grand total of 120 fans.

**Movement**

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.

To collect a fan, you must shoot it. 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.
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.

Jumping

Each agent can jump (press 9R) 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 9R again to jump away.

Climb

Agents can also climb ladders by pressing and holding 9R while against a ladder. Release 9R while climbing to make the agent let go and drop back down.

Hanging

Hanging is another skill exclusive to the "Major." Some locations can be reached only by jumping and grabbing on to a railing or ledge, than moving sideways. To grab a ledge or rail, jump toward it while holding 9R, while holding 9L, you can move from side to side. You can also use this technique to gingerly drop down ledges. While holding 9R, 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.

Dodge

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 9R to initiate a dodge. The agent ducks or flips out of the way, avoiding an attack.

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, head, walk up to an enemy and press 9R to unleash a kick or punch. Press 9R repeatedly to initiate a combo move that does greater damage to your target.

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 reticule in the center of the screen that displays the path of your bullets.

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

To more precisely aim your weapon, use the right analog stick to move the camera; this moves your reticule, allowing you to target enemies on ledges above or below you, or to shoot while running in a different direction.
Thrown Weapons
In addition to firearms, each agent can use thrown weapons. These weapons include grenades—and knives for the "marauder." You use the same targeting reticle for thrown weapons as you use for shooting, but unless you are using knives (which float in a straight line), there is an extra layer of calculation.

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

Switching Weapons/Picking Up Weapons
To switch your main firearm while playing, press X. 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.

Sense Acceleration
This secondary skill only appears in your secondary weapon selection once your health has dropped to 20 percent. Your health meter will appear red. Select the lightning icon from the secondary weapon menu and press X. For the next six seconds, everything moves at 1/5th the rate of normal time—including the actual six seconds. So, essentially, you have thirty seconds of "bullet time" to dodge enemy fire and get in some critical attacks before retreating to find your health.

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.

Use these arrows to pinpoint the location of enemies, so you can enjoy the element of surprise.

If there is a guard or enemy in the leader's unit that can be hacked, you also receive a hacking code when extracting the unit ID.

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 reticle over the arrow and press X to initiate the hacking sequence.

Stand over the body and press X to extract the leader's unit ID. The ID allows you to see the location of every member of the leader's unit, noted on-screen with a small yellow arrow.

The screen then switches to a small puzzle. In order to hack the target, you must line up a series of "keys." The keys are round yellow rings with grooves and indentations. When the interlocking pieces match up, press X to lock them in place.

Some hacks require up to three keys. You have only 20 seconds to lock in all of the required keys, so act quickly. Every time you press X when the keys do not match, you lose two seconds off the hacking clock.

Hacked enemies
After you lock in the required number of keys, you view the mission through the hacked target's eyes. The screen takes on a blue tint, as if looking through a security camera.

Your time inside a hacked target is fleeting: an on-screen clock marks how much time you have left before you are ejected from the hack. As the hacked target, you can fire upon unsuspecting enemies. However, when you shoot another enemy, they become aware of the hack and fire back.

You do not take any damage if your hacked target receives damage or dies... if you run out the hack clock, the target is killed as you eject.
MISSION 2: NIHAMA PIER N3
INFILTRATE THE PIER

As a favor to the military, Aramaki has sent the "Major" to the Nihama Pier to investigate a potential arms deal. What should be a simple reconnaissance, though, soon reveals itself to be a starting 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 Nihama 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 Agents: "Major" Motoko Kusanagi
Enemies: Security guards, Snipers, Flying snipers

NOTE

If you are playing the game for a second time, use the Fan Finder boxes 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.

If 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. 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 weapon (if you skipped the tutorial).

Fan Finder #1

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 boxes to the left. When you reach the last bow, look up and target the fan. You cannot shoot the fan from the ground.

Slowly walk along the ground floor of the entrance. A snoozing guard is propped up against a computer terminal inside.

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 gunfire 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 Seborg 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 see the ammo, you automatically pick it up.

Jump on top of the single cargo container between the double-stacked containers. There are more guards in the next section, so be ready to open fire.

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 cabbos from any guard sneaker than you.

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.

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 slopping through hard mode, you're offered no such help.)

Access the computer terminal to activate the giant cranes on this section of the platform. 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 tail stack.

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.

When you shoot the head guard down here, a gray arrow appears above his body. Stand over the body and do 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 how to your left.

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 smash him around a few times instead. If you fall off the stacks side, you run the risk of dropping into the drink.

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

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

**TIP**

Always try to get the drop on enemies. When you attack 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 sky and grab on to the ledge. As the crane pulls away, climb on top of it and walk to its opposite end near 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. We'll have no idea what hit him.

Drop down to ground level and clean up any remaining guards patrolling the area. Keep an eye out for the guards on the cargo containers.

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

**KILLING THEM SOFTLY**

The poor security guards respond quickly to gunfire. However, if you use stealth 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 uncomcerned with the noise, Tendering 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.

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.

**FAN FINDER #2**

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

Use the moving crane to access 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.

There is a guard patrolling the break in the container stacks. Either shoot him off the containers or run for the crane.
**Mission: Alhama Pier 13**

**Warehouse**

- **Fan Finder #3**
  - The fan is above the building in front of you on the topmost ledge of the facade; blast the fan.

- **Fan Finder #4**
  - The fan is on the ground in this area's leftmost corner, tucked in a small alcove; blast it before heading to the next area.

- **Guard Placement**
  - 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.

- **Guard Elimination**
  - A guard is posted opposite of you on some containers. Shoot him from the containers before dropping to the ground.

- **Cargo Container Access**
  - Jump on top of the cargo containers and slip through the open window on the warehouse's side.

- **Code Entry**
  - 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.

- **Guard Disposal**
  - Drop into the next 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**
  - Dispatch the guard and ID 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.

- **Hacking Guard**
  - If you killed 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.

- **Discretion**
  - You now see the world through the hacked guard's optics. Open fire on the other guards in the area. You need at least two guards before they turn their guns on you.
**Mission: Okinawa Pier 03**

**Pier Top**

Several guards patrol this upper quarter. The multiple elevator shafts allow plenty of places for you to hide—but that same benefit is extended to the guards too.

### Tip

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.

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.

### Tip

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

**Fan Fiddle #5**

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.

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**TIP**

Check the hacked guard's body for a spare hand grenade.

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**NOTE**

There is assault rifle ammo on the ledge above the elevator to the right. Jump from the topmost stack of cargo containers opposite the window ledge, grab the ledge, and pull yourself up to grab the ammo.
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.

Fan Finder #5

A fan is hidden on top of the tower above the guardhouse wall, jump between the two stacks of containers in front of the guardhouse and stand on top. Next, jump on the side of the guardhouse and grab the ledge.

Fan Finder #7

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

The Cranes

The cranes high above the Nihama Pier present multiple opportunities for careewindng 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.

When you step out of the elevator, take the ladder to the crane's top.

Run down the crane toward the guard at the end. Shoot the guard, grab his ammo, steal his unit, 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.

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 A-23, you can easily pick him off.

Carefully jump from platform to platform until you reach the other side.
**Pier's End**

The assault on Nihama Pier concludes with an ambush by three well-positioned snipers as well as a final push from the security guard force. Your best chance of survival is to hack into one of the snipers and use him to eliminate as many of his compatriots as possible before the jack disconnects.

**Fan Finder #3**

On the central crane arm, jump over the giant block at the end. Peek over the edge to see the next fan.

Jump across the next three platforms until you reach the crane's far arm. Look out for another guard on this piece.

Drop down the ladder here and climb inside the elevator. When prompted, press the button on the platform above you. This activates the elevator so you can head for the last section of Nihama Pier.

When you receive your update from Kirk, head to the blue cargo container in front of you. There are three snipers in towers above the pier looking for you. It takes only a single shot to kill you, so never stand in the open for very long.

Fortunately, you can see each sniper's laser sight, which shows up as a thick red line.

**Death From Above**

When you reach the cargo container, step to the right until you can see a guard standing in the distance. Plug the guard, then move toward his position. Beware of another guard lurking nearby, just beyond the crane's base.

Keep heading right, past the guard you first shot. The unit commander is in this section of the pier. Shoot him so you can get all of the guards in his platform.

After you down the head guard, you see a blue arrow to the north. Hack one of the snipers (press X) and match up the rings.

**Fan Finder #4 & #10**

When the sniper is under your control, you can dish out some serious damage to the security forces guarding the remainder of Nihama Pier. However, when you open fire on the snipers and guards, the jack may miss its crucial shot and your target turns on you. Accuracy is the best way to prevent an untimely demise.

**TIP**

Do not empty out the sniper's rifle. Leave three shots in reserve, then have the sniper jump out of the tower before time runs out. When he dies, the sniper rifle is left on the ground rather than up in the tower. Pick up the rifle as the "Major" and use it at the end of the level, especially if you're collecting fans.

**Fan Finder #9**

After you eliminate the other two snipers, turn your sights on the top of the two towers here. There is a fan on each crane that you can tag with one or two shots from the high-powered sniper rifle.

**Mission: Nihama Pier #3**

If you have time on the hack clock, turn your sights north. Several guards pour out of the white building. If you're a crack shot, you can eliminate two or three before the timer runs out.

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: N3 Parking Garage**

**Scale the Parking Structure**

The discovery of Kusanagi’s cybernetic disappearing/reappearing act leaves Section 8 with more questions than answers. This same deal was more than a simple quid pro quo exchange. There is something far more nefarious going on, and the brazen Batou must exercise a little brute force if the team wants to uncover any additional clues about Kusanagi.

**Mission Strategy**

What Batou lacks in grace he makes up for in strength and courage. The burly soldier must storm a giant parking garage to secure a suspicious cargo shipment. This package must be something important—a legion of deadly security robots guards the structure’s bottom floors, while a small army of security guards protects the territory closer to the shipment.

**Section 9 Agent: Batou**

**Enemies:** Security guards, Snipers, Security robots

**Level 21**

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.

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 Seibu 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 21's far end.

**Battle Bots**

The security robots are slow-moving drones, 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.

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

The grenade-launching guard is stationed just out of sight to the left, on 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.

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

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 fall, you restart at level 22's beginning.

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.

**Fan Finder #4 & #5**

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

**Fan Finder #6**

A fan is next to the camera terminal, look just beyond the lip of a pillar to find the fan hidden on the floor.

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.

Head back into the stairwell and continue to level 24. When you step through the door at the top, you spot a human guard across the way. Target him before he sees you.

**Slip through the door marked for level 23. Access the green computer terminal.**

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

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.
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.

The guard that's vulnerable (designated with a blue arrow) is now to your left, on the wooden fence's other side. Hack the guard. Your time inside his skin is short. You may be able to shoot the guard to his right, but you'll probably be forced out before you can squeeze the trigger. Of course, you can always just jump into the void to neutralize the guard.

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 "24." Three additional guards are in this section. The first stands watch in the center. Dispatch him quickly.

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.

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.

Leave the side room, then head to the end of the level where you shot down the rest of the guards. Head up the small stairs to the right, and stand on the thin metal plank bisecting the garage's center.

The fan finder is near the gate leading to level 28, 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 29. Check above the wooden fencing for the fan.

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.
After you cross the plank, turn your attention to the left. Unless you nailed at least three guards, including the sniper, there is one more guard over there.

The next section is a little trickier. There are two more snipers around the corner, next to the signs reading "33." If you step out in the open, one of them cracks your noggin.

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 spang) to start clearing them out.

Be aware 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.

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.

Next, cross the garage and run into the alcove with the large "33" on the wall. There is a small side room that contains only one guard.

You can throw a grenade all the way across the gap, but you must aim higher than your target to compensate for the grenade's arc trajectory. Aim too low, and the grenade falls into the gap. Aim too high, and it falls well short of its mark.

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.

A bowlful 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."

The final fan is to the green car's right. Where the snipers were stationed.

Fan Fingers #10

Finally, approach the van. A call comes in over the radio. The van was hired by Niwa to make a delivery, but now you've managed to wrest control of the camp. Check the bow next to the van to see what was so important it required a small army of security forces to protect it.
**MISSION 3: MULTILEVEL WAREHOUSE**

**SEARCH THE COMPOUND**

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.

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**Warehouse 1**

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.

The first fan in the warehouse is located above the door where you entered. Jump atop the beam sticking out of the wall above you, then shoot the fan.

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**Tip**

- The fallen guard (indicated by the gray arrow). He was in charge of a large unit, and you definitely want any advance warning of trouble.
- Inter 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 spam grenade between the cargo containers.
- 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 he could commandeer to squeeze in there instead.
- 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. Shot it before it gets too close.

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

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[Image: A page from the book showing a comic-style guide to the Ghost in the Shell: Stand Alone Complex mission 3, Multilevel Warehouse. The page includes illustrations and text strategies for completing the mission.]
**TIP**
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 on route.

**Fan Finder #2**
There is a fan on this third level, took on the warehouse's left side, on top of the far cargo container.

After you down the robot guard, head to the room's left side to pick up extra seluca ammo. Then, head to the room's right side to access a large yellow control panel on the wall.

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

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

**Fan Finder #3**
There is another fan in the back corner of the room with the two guards. Deal with the guards, then get the fan.

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.

**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.**

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

**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.**

**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.**
**Fan Finder #1 & #5**

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.

There is another fan on this room's floor, tucked behind the grounded lift in the center. You cannot see the fan unless you are on the side of the room with the large door.

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.

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.

**Fan Finder #6 & #7**

There are two more fans in this hallway. Each fan is hidden behind a pile of crates. The first one is behind the t-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.

**Fan Finder #8, #9, & #10**

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

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.

The stunt unit equipment is located on the ledge opposite of the open container.

Jump to the room's third level. There is an open cargo container up here—it's Kowar's, examine it to send vital data back to your team.

The next fan is behind the open door to the right of Kowar's cargo container. Step behind the door on the right side and bust the fan.

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

Just as you finish uploading the data, the reinforcements arrive. Target as many guards from your perch as 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, throws a grenade near the girder to take him out, stirs up the remainder of the guards and heads for the exit.
MISSION 4: TOHOKU A.R. RESIDENTIAL BLOCK

HUNT DOWN KEI YAZAWA

The twisted trail of clues leads Section 9 to the Tohoku Autonomous Region, an evacuation site for scientists used during World War IV. The "Major" must find Kei Yazawa, a scientist who worked with Yuwa 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.

Section 9 Agent: "Major" Motoko Kusanagi

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

Before heading back up to the first level, get the restoration kit from the catwalk's end on the bottom level.

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

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.

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

Drop off the stairs and quickly turn around to face the opposite direction. The guard is there. Aim for his head to take him out quickly and minimize the number of shots he can fire at you.

Two guards are 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 Q.

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

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 rotating on the bottom block, near the staircase. Shoot the fan.

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.
**Mission 4: Tokyo A.A. Residential Block**

**Rating 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 stop your enemies with gunfire. However, grenades, with their time delay, make an excellent long-distance weapon. Several enemies are on the rooftops to your right, and some are aware that you are within striking distance.

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.

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

**TIP**

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

A glider from the ledge to the rooftop. Aim higher than your target or generally 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 mid-air, 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 got them in a desperate situation, they actually jump off the roof rather than get blown up.

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.

Jump on the box on the patio's right side. From here, you have enough height to run and jump to the rooftop with the four guards. Hold RE while jumping so you automatically grab the rooftop's edge.

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.

Slice along the glider 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.

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 over to the second ledge and walk to the left side of it.

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.

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

Next, blast the flying sentries out of the sky above you. But beware—the noise generated from shooting the sentries may cause a curious guard to come out of the lobby.

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

Head to the alley's end and look to your right. A fan is on top of the hushers.

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 M3-ice. Search the lobby, then take the elevator up.

When you step out of the elevator, head down the outside alley to your left.
You must use your triple jump to reach the ledge above you and continue. Position yourself on the alley’s right side, beneath the ladder.

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

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 (B) to grab the ledge in case you’re a little short. Otherwise, you should land on top of the ledge.

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

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

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

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.

The next fan in this area is quite easily the toughest fan in the game to find. First, stand on the half wall of the bridge and hold (C) 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.

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.

Stop a few feet from the bridge’s edge. Still holding (C), 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.

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

ID the guard with the gray arrow to get a visual on all of the guards in his unit.

**TIP**

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

---

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.

---

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.

---

This elevator is not fully operational, you must jump through the hole in the roof 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.

---

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

---

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.

---

Jump toward the wall to the right while holding down X. 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.

---

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

By now, you have drawn the attention of at least one of the three tiring 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 gun 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.

**Fan Finder #1**

Jump on top of the elevators at the rooftop's end. Stand at the elevator's far edge; the last fan spinning beneath you.

**Fan Finder #2**

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.

**Fan Finder #3**

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.

**Fan Finder #4**

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.

**Mission Strategy**

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.

**Section 9 Agent: Batou**

**Enemies:** Security guards, security robots, shielded security robots, turrets, jetpack

**Dam Exterior**

The dam exterior is a sprawling network of pathways, observing towers, and hidden exits. The primary goal is to bypass the guard�s patrolling the area and reach the lower levels of the dam.

**Winning Condition**

- Disable the communications jammer.

**Loss Condition**

- Failure to disable the jammer.

**Notes:**

- Using a jetpack can be helpful for reaching higher areas.
- Be cautious of the turrets and security robots, as they deal significant damage.
- Search for additional weapons and ammo to increase your chances of survival.
After you down the middle guard, pick up the grenade launcher (or 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.

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.

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 turrets' body. A couple well-placed shots destroy each turret.

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.

**NOTE**
A restoration kit is to the elevator's left, down the short flight of stairs.

Inside the dam, walk along the corridor until you reach the first junction; turn right.

Proceed down this corridor, then make the next left. Head up the stairs.

A restoration kit is at this corridor's end. Look for the nearby ladder.
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.

FAN FINDER #2

The next fan is hidden beneath the table in this room. Crouch next to the table to shoot the fan.

Twit through the room's door, there is a guard just outside the door. Blast the guard, and follow him to see the location off the rest of his unit.

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.

Fan Finder #3

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.

TIP

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. Skip a shot between there and the robot explodes.

Fan Finder #4

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.
Mission 5: Tomow A.R. Dam Site

A shielded security robot is around the corner guarding a body armor upgrade. This is a perfect place to unleash the missile launcher.

Take the ladder back to the surface. Head left. Just before the alcove with the red button, take another left.

Continue down the corridor. Slip down a flight of stairs and take a right at the junction.

There is another elevator at this corridor end. Access it to delve deeper into the dam.

When you exit the elevator, go right. You must backtrack to this area later, but there are security guards down here. One of the guards has an ID for his entire unit.

Fan Finder #5

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

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.

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.

Continue down the stairs and through the rooms, passing the giant orange machinery. Head down the narrow flight of stairs into a dingy room with two large orange pipes.
Fan Finder #7

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

Fan Finder #8

The next fan is on the other side of the vent grating when you exit the shaft. You must tunnel around to see it.

Fan Finder #9

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 yourself after terminating the hack.)
Capable of making dangerously low sweeps 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 pauses, it open 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 flies 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 jigabachi is a wasp-shaped helicopter capable of delivering incredible antitank firepower, armed with a monstrous machine cannon on its underbelly. The jigabachi is flying death—wildly mobile flying death. The machine is capable of making dangerously low sweeps 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.

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**Mission 6: Tohoku A.R. Office Block**

**Too Much Information**

Now 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 Dr. Kish program and about the other scientists who worked with Riwa in the Tohoku Autonomous Region, the "Major" must dodge some residual security forces still stationed in the area.

**Mission Strategy**

The office block is swarming with security guards—and it seems the closer you get to uncovering the truth about the Mid-Rice conspiracy, the smarter the security guards get. Batou’s greatest threat is getting hit, 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.

**Section B: Agent "Major" Motoko Kusanagi**

Enemies: Security guards, flying sentries, fixed machine guns

**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.

- **Fan Finger #4**
  - The first fan is behind your starting point, stop a box just beyond the gate. Line up your sights on the fan, then jump and shoot.

- **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 on the Small Box**
  - 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**
  - Collect the armor, then drop back to the rooftop and approach the break in the railing around the edge.

- **Head Around the Corner**
  - 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.
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. 

Turn back to the side of the rooftop next to the tall building. On the second walkway, just beyond the walkway where you hit the unit leader, there is another break in the railing. Jump down here. After shooting those guards, hop down to the ground. Dart inside the covered walkway to pick up a hand grenade. Walk to the ledge's left and look behind the box around the corner to find a restoration kit.

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.

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

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.

Fan Finder #2

The second fan is one of the hardest to get and is atop the structure at the rooftop's end, behind unscaleable fencing. 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 hit the right wall, turn back and shoot the fan while in the air.

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

Inside the covered walkway, head straight and you find a door on the right. Go through the door and walk onto the ledge that's outside of the covered walkway.

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.

Use the structures on the level to your benefit. Don't run straight 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.

After shooting those guards, hop down to the ground. Dart inside the covered walkway to pick up a hand grenade. Walk to the ledge's left and look behind the box around the corner to find a restoration kit.
**Holding (E), jump to automatically grab the ledge to your left. Pull yourself up.**

Thank you to the camouflage, the guard here does not sense your presence. Shoot the guard while he sleeps,Bid him, then pick up the sniper rifle.

**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 sniper who has not yet spotted you. Take the sniper out just as your invisibility wears off.

**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 pension. Run and jump off the ledge and grab the railing on the building's side.

**Shimmy a little to the right, drop down to the next railing, and grab it. Shimmy right and hop down below to the landing with several trees along its ledge.**

**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.**

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

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

**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.**

**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.**

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

**Tip**

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.

**Mission 4: Tomiharu P.A. Office Block**

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Mission 6: Tohoku R.A. Office Block

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.

Head down the stairs and go straight. All of the security guards are to the left. When you head up the stairs, get ready for the onslaught.

The first guard is in front of you, just beyond some railings. Shoot this guard, then avoid the first fixed machine gun by jumping down to the bottom level.

The machine guns erupt when you come within range. Use the pillars as cover, raise your gun sights to the machine guns' level, then step out and shoot a few times before ducking back in.

The guard with the grenade launcher has a visual on whatever guards are left in the unit.

The next landing is quiet—for now. If 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 Min-Rice plot.

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

**Fan Finder #7**

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 ceilings corner.

**A bodied armor upgrade is in the area's middle, sitting next to the next stack of gislers.**

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.

**TIP**

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.

**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.**

Look out for two security guards stationed on this level. Shoot them from across the open area.
Mission 6: Tokyo A.E. Office Block

**NOTE**

The stun unit equipment can be found to the left of your starting point.

**Fan Finder #8**

There are three fans in this final section of the mission. The first of the three is on the opposite side of the blue container, among the trash.

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. Inter the room and finish off any stragglers with your guns.

**NOTE**

If you meld 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.

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

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.

City Block

At the bars end, jump down to the next level. If a security guard comes out on the ledge to investigate, blast him.

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. Inter the room and finish off any stragglers with your guns.

The office complex splits out into another residential block. However, this is considerably less clean than the previous residential area. The ground is covered in trash, boxes 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.

**NOTE**

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.

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

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

Hail as many guards as possible from your position. Use the building’s corner as cover if necessary. The ruckus from this attack draws the attention of the flying sentries, which you can shoot down easily because of the close quarters.
Head for the opposite corner of the city block from where you entered. There are more guards in the 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.

After you clear the streets of guards and sentries, head for the computer terminal in the wall. Accessing the terminal reveals a link to Gotoh, fuwa's fellow scientist. What does he have to do with this ever-expanding mystery? And what would there be so

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

The final two fans are easiest to get after you clear the streets of guards and flying sentries. First, head for the towers center, marked by the presence of long-extinguished neon signs on the sides of buildings. Link 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. Take over to the walkway’s right side, 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.

Section 9 agent: Gotoh
Enemies: Security guards, fixed machine guns, tanks, armed suit

Training Grounds
**Fan Finder #1**

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

Follow the dirt path through the first area, weaving around the broken walls. 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.

**Fan Finder #2**

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

Continue along the path, dodging guards as you approach the new area.

**Mission 7: Tokyo A.P. Anti-Personnel Training Grounds**

After blasting the tank, check behind it for a restoration kit. 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 grounds' far side.

Now you are inside a corridor connecting the different areas of the training grounds. Follow the corridor as it turns to the left.

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

There are two security guards in the corridor with you. Target them with your gun (or a grenade) and take them down.
Continue down the corridor until you encounter another guard patrol. Use the clutter in the corridor as a shield while shooting these guards.

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.

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.

The next fan is blocked by a wall. 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.

The next fan is located behind the pile of girders on the corridor's side. Set flesh with the wall and look behind the girders to shoot the 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 IO the unit leader. Run along the fence until you reach a break where you can go left or right; head right.

Back track 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 armed 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 armed suit to destroy the two turrets inside the last area.

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.

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

Fan Finder #5

Fan Finder #4

Fan Finder #3

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

Visit the nearest fan and choose the proper path to bypass it. Use the hack code to open the armored suit and enter it.
If you cannot hack the armed exit, 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.

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.

**Fan Finder #6**

There is a concrete bunker between the two turrets. Look for the next fan in this small dip in the bunker’s center.

**TIP**

*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.*

**Fan Finder #7**

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.

**Fan Finder #8**

There are two guards stationed 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.

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.

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.

Look for a camouflage powersup on the corridors left side. It will help you face the upcoming resistance from security forces.

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.

Map up any remaining guards with your guns. Look for an opening in the areas far west.
**Fan Finder #6 & #9**

The first fan is in the area is perched in the trees in the center. Back away from the trees while near the tank and look at the treetops.

The second fan is on the roof of the small shack. If you're too close to the shack, you can't shoot the fan—so step back and look up to spot the fan.

**Fan Finder #10**

There are three guards at the cave's end. If you have any grenades left, 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 cave. If you're slow about moving through the cave, you may be able to sneak up on them and surprise the guards with a fast blast of gunfire.

**Section 9 Agent: Tachikoma**

Enemies: Think tanks, security guards

There are three think tanks in the Training Grounds. Don't get 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 arena's outskirts, luring a single think tank to you.

**Tachikoma Controls**

Hacking a Tachikoma is a little different than controlling the shapechangers or robots. The Tachikoma has a special acceleration feature that increases its speed. Its best feature, though, is unlimited ammunition. You have as many bullets as you need to clear the area of guards and think tanks.

- Movement
- Horate
- Accelerate
- Jump
- Chain gun
- Grenade launcher

Your grenade launcher is far more effective at eliminating the think tanks than the chain gun. The Tachikoma has a targeting system that locks on enemies. When the Tachikoma has a lock, the target icon turns red.

**Mission Strategy**

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 an route to your position.

After fighting through the treacherous Antipersonnel Training Grounds, Batou must ward off an armada of think tanks. As strong as the brute is, he's still no match for the missile-spewing think tanks. Fortunately, he can climb inside the protective shell of a Tachikoma. The Tachikoma is heavily armed with a chain gun and grenades, powerful enough to tear through the chassis of the think tanks.
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.

**TIP**
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.

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.

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.

**TIP**
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 blasting, and rush the basic security guards not armed with rocket launchers.

Use the training grounds features to your advantage. Jump on top of the platforms to rain down destruction from above, or duck into the field of walls to avoid enemy fire. If your Tachikoma has weathered a beating, this is the best way to prolong your life while finishing off the think tanks.

The area 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.

**TIP**
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.

There are 10 fans distributed in the Training Grounds. Because the mission ends only after you drive the Tachikoma to the exit, you can collect the fans after clearing out the think tanks and human security forces during your second visit to the area. Don't hunt down the fans with active enemy units around—the rocket-launcher-carrying guards have a knack for blasting you from behind when you're concentrating on a fan.

Here are the locations of the 10 fans, starting from your initial position and going clockwise around the area, working inward to the center.

1. Fan on the wall above your starting position. The first fan is located behind the grate, above the tip of the pillar.
2. The second fan is perched on the tip of the dark pillar. Step around the pillar and blast the fan.
3. Continue along the outside of the area, working your way toward the exit point. The third fan is on the ledge to the exit's right.
4. Fan on the wall ajar along the far right. Look for the fan with the spiky motion on the tip. The fourth fan is lurking up here.
5. As you continue along the far right edge, look for the three depot doors in the wall. They sit at the top of an incline. The fifth fan is situated in front of the doors, on the ground.
6. Turn around so the Tachikoma faces away from the three depot doors. There is another dark pillar here, and the sixth fan is spinning on the pillar's tip.
7. There are several elevated platforms in the arena center, each with a green stripe along their top. The next fan is on top of the second platform to the right of the dark pillar where you got the sixth fan.
8. The eighth fan is hidden on the ground behind one of the walls directly in front of the arena's entry point.
9. Continue moving clockwise in the training ground's center. Jump on top of the elevated raised platform to find the ninth fan.
10. While on top of the elevated platform, look to the next dark pillar. The final fan is tucked in the pillar's tip. Blast the fan to complete your collection.
**Mission 4: Tokohu R.A. Chopper Storage Block**

**Oniyanma Showdown**

The military cannot get within striking distance of the Tokohu 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 9 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 hovers 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.

**Bullet Proof**

When you spy the copter closing in, duck behind the pillar to avoid the spray. When the coast is clear, make a break for the door on the opposite end.

**Another Option**

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.

**Out of the Blue**

Again, make a run for the door on the landing's opposite side, avoiding machine-gun fire behind the pillars.

**The Final Push**

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.

**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 nibble and through the door at this landing's end.**

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

**PrimaGames.com**
Before running through the door at this landing's end, pause behind the last pillar to collect four fans.

The four fans are on the platform to the left, positioned on top of the short columns lining its outside edge. You cannot jump to this platform, and the fans are too far away to shoot. However, your knives are accurate enough to hit the fans. Stand by the pillar's left and switch to your knives. Position your target over each fan and let fly with a knife. If your aim is true, you shred each fan.

Pass through the door; then head down the stairs. So through the door at the bottom and run across the landing. The Oligarha is still tracking you, and there are no pillars to block its fire.

There is another junction on the door's other side. Take the right path and slip through the door.

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

Via the control room, you can nail two fans. The first fan is tucked behind a pillar on the control room's far side. You can destroy the next fan while hacking the cannon. Look right, to the building's face. About halfway down from the top, you see the slight twirling of the fan. Aim the cannon at the fan and fire off a missile. You'll know you hit it when you see an explosion of cherry blossom petals.

Walk down the stairs and step through the door, ignoring the nearby stairs for now. When you step outside, make a break for the door on the opposite landing.

Head back out of the control room at the junction; take the right path to head for the dam's top.
**Fan Finder #8**

Head left at the junction. Cross the landing until you see "T-07" on the wall, then head down the stairs to level "T-06."

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

**Oniganna**

The Oniganna is a vicious enemy that requires some 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 Oniganna.

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.

To reach the den's top, 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 Oniganna.

When the Oniganna 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 Oniganna's position and unload a grenade. (The arcing trajectory requires you aim above your target.)

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

When the Oniganna 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.

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.

**Fan Finder #96 #10**

You must leave the Oniganna to collect the final two fans. Because the Oniganna 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 edge. The fan is on a small ledge below.

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

When the Oniganna 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.

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 Fuku and Estah both confirmed dead, "Tajari" Motoho Huseyagi is charged with apprehending the remaining figures linked to the Min-i-Nei terrorist plot: Kei Yasuwa and Toshimi Tagami. With the dam's interior 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, Motoho 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: "Tajari" Motoho Huseyagi

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 hangar 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.

Head for the small terminal at the elevator's edge. Activate the panel to start the elevator's descent.

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.

Before leaving the hangar, head to the ledge above the tanks and pick up the sun unit equipment atop the box.

TIP

To minimize your chances of getting shot in the hangar, look for extra ammo behind the tanks, off to the left.

Activate the terminal to lower this elevator to the next area.

Before starting the elevator, approach the terminal. Walk along the elevator's left side and look down. The next fan is just below the elevator.

Pick up the body armor next to the computer terminal, then activate the terminal. This raises the large door to the terminal's left, revealing another elevator.
First Shaft

This is the first of the large shafts that lead to the center of the Tohoku Autonomous Region. These shafts are lined with catwalks, and are guarded by security forces armed to the gills with the latest weaponry.

Shift through the door at the shaft's bottom. Head down to the bottom of the stairwell on the other side. An assault rifle is on the floor—this is a much more powerful gun than your basic bazooka model.

Head back up to the stairs' top and slip through the door here.

Make a right after the door at the junction, turn left. This leads into the first section of the main elevator shaft.

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.

After scaling these guards, drop down to the next level of catwalks and aim at the guards posted on the level below you. Down them, then drop to the "floor" and eliminate the final batch of guards.

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

CAUTION:
Just drop from ledge to ledge. There's no need to make running jumps that increase your risk of a botched landing and an untimely death.

Fan Finder #4

To get the next fan, drop down to the next ledge and look back up at the tip of the retractable bubble door. The fan is spinning above you.

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 bubble doors and expose another length of the elevator shaft.

Tip

Collect ammo from the guards on every level and look in the alcoves for restoration kits, ammo, and grenades.

Fan Finder #5

Before slipping out of this section, look up to the level of catwalks above the bottom surface. The next fan is on a thin ledge.
**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 hurt them across the large opening to eliminate him.

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 99 and jump for the small ledge to the right. Repeat this process to reach the next ledge, then jump for the top.

**Fan Finder #5**

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

Head forward to the next length of ventilation shaft. Jump up and grab the narrow ledge above you. Shimmy around the shaft until you can pull yourself up onto a slightly thicker ledge.

To collect the next fan, don't drop all the way to the next catwalk just yet. Release 64 for an instant, then press 99 again to grab the small rail below the ledge you started from. Now, shimmy 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, 16 the head guard on the catwalk with three guards. Several of them are snipers, and you must pinpoint their exact locations to survive.

This next part is tricky. Carefully inch up to your ledge's edge and hold 99. 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.
More security guards protect this next section of the shaft. Aim for the first guard across the way from you. There are more guards on the catwalks below you, so shoot them from above.

**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.

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.

**Fan Finder #8**

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

**TIP**

If your grenades don't take out all of the guards on the floor, target them with your holsters. 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 didn't kill with grenades. There is a restoration kit in the small indentation. Grab it (and id to the unit leader), then continue to the bottom of the section.

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

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).

**Activate the console on the elevator and ride it to the bottom.**

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.
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.

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 armored suit.

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.

As you near the bottom, the catwalks get especially narrow. Carefully inch to your catwalk's edge, then drop down to the level below.

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.

**TIP**

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

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

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

DATA DUMP

While Motoko is closing in on the perpetrator of the Matrice plot, Betou 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 Betou is advised to use extreme force whenever necessary—which is exactly how Betou 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: Betou
Enemies: Security guards, security robots, fixed machine guns, armored suit, tanks.

Corridors

The mission begins in a series of connected corridors, which are full of bags of security robots. Many of the bag 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.

When you begin the mission, you immediately see the laser sensors 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.

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

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

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 after you litter the floor with scrap metal.

When you trip the laser, stand to either side of the corridor and use the robots' bags 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 bags on the left, look in the center bay—after shooting all of the robots—to get the fan.
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.

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 90° turn around the center partition. A couple of grenades are on the ground in the corner.

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.

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.

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, 10 the lead robot in the unit (marked with a gray arrow) to get Security Code C.

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 hit the robot with the gray arrow to get the required code.

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 B.

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 central 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 bay. Do not turn your back on the robots. Blast the robots in here to pick up Security Codes A and B.

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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 1 and 2. After you kill all of the robots, you have all of the necessary Security Codes.

Holding Cells

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.

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.

Tip

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 "605."

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. Use another grenade if you have one.

The next chamber is "604." Two security guards patrol this room. Track them by their yellow arrows and shoot them when they come into view.

Id the unit leader, then head into the next chamber, labeled "606." Go through the smaller door on the chamber's outside wall and head down the stairs.

Tip

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

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.

Head for the door at the end of the corridor where you picked up Security Codes A and B. This is the exit.

The next chamber is "605." Two security guards patrol this room. Track them by their yellow arrows and shoot them when they come into view.

Tip

The fan is beneath the center pillar in the "604" room. Get close to the pillar and look down. The fan is just beneath you—do not collect it until you go down all three guards.
Again, look for the small doorway leading out of the chamber. It leads to a narrow corridor like the one full of security guards, except there are no surprises this time.

**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 18 from the head guard, and go to the next small door that leads to another stairwell.

The next chamber is "b4." 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 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 runs to life, leaving you with multiple targets to deal with.

**Fan Finder #6**
The next fan is in one of the small bays on the corridor's side.

**Fan Finder #7**
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-614."

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 ic from the unit leader.

**Fan Finder #8**
Look for the next fan in the room's center, on top of the giant tank's main unit.
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.

Fan Finder #9

The next fan is located on top of the hanging fuselage in the room's corner.

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.

There is a console in the corner of this elevator platform. Access the console to start the elevator's descent.

The catwalk spills out into a large underground hangar. It looks like they are building a mammoth fuselage in 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 corner to avoid rocket attacks. After seeing the rocket sail overhead, jump up and plug the guard. If you did not get the missile launcher early, swipe this guard's rocket launcher.

Fan Finder #10

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.

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.

Tip

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.

Pass through this blue-tinted 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 the robots are smoldering scrap, enter the corridor to the left and walk to the end. Access the elevator here to end the mission.
MISSION 12: TOHOKU A.R. EXPERIMENTAL FARM

DISCOVER THE TRUTH

Section 8'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 monotaro. But an impressive tank guards this paradise of grain, and is complemented by a host of security guards determined to protect the tank's shiatsu. Use 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-18 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 code 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 turned on, so look for its slight warping effects to pinpoint its position. When the landscape doesn't look "quite right," you know the Type-18 is nearby.

Since it is useless to attack the Type-18 while it is cloaked, target the four platoons of guards to get the required codes. Look for the guards in the middle of the rice paddies. One of the three guards has the necessary codes, so blast them all. Look for the telltale gray arrow above a fallen guard, then hit him for the codes.

After you input a couple codes, the guards start employing the same type of cloaking as the Type-18 tank, just keep looking for the warped effects of the cloaking in the paddies.

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. If you're having trouble finding a terminal, 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 will deliver a devastating attack.

These guards are heavily armed with shotguns, rifles, and grenades. Run over their bodies to pick up extra equipment to use in this battle's second half.

The farm is littered with power-ups, including several restoration kits. Look for the health upgrades near the gravel area and along the rice paddies' edges.

The tank unit equipment is hidden in the paddies to the right of the temple.

Don't be fooled by the force posts in the fields. They look like guards from a distance, but as soon as you realize you've been duped, the Type-18 tank will likely hit you.

Apparently, the computer terminals weren't just hooked up to the tank—they maintained the entire farm's holographic projection. After you hack all of the terminals, the idyllic paradise fades away, revealing the center of an industrial complex.
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.

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 attack. Every little bit helps against this monster.

Whenever the tank stops moving, rush in to use a grenade. Regular grenades and spark grenades are very effective against the Type-18 tank. Dodge the tank's chain guns and lob the grenade as close as possible to the tank.

The Type-18 tank has four massive legs. When you do significant damage to the tank, one of the legs catches on fire. Unfortunately, this won't slow the tank, but it does give you a way to measure your progress.

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 are on the ledge's top, run around the perimeter of the farm. Shooting down on the tank, as you run, keeps 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.

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.

**TIP**

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

There are 10 fans hidden in the experimental farm. You can collect half of them 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.

Covering the 10 fans while under fire from the Type-18 tank is tricky. Your best hope for survival is to stop moving—shred the fans as you go. You'll know you hit it if the screen fills with cherries blossoms petals.

When you finally defeat the Type-18 tank, run and jump on top of it to end the mission.

5. The fifth fan is stationary behind the concrete terminal near the field's center. The terminal is on the upper level, along the catwalk.

6. After you disable the holograms, head to the terminal'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 high, but shoot the fan from the ground. If you stand in one place too long, the tank blows you.

8. The remaining three fans are hanging from the ceiling. Take above the giant door with 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 of a 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 reemains on you if you stand still.
MULTIPLAYER

DEATHMATCH

In addition to a complete single-player campaign that begins to 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 Kihama 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 Royale and Team. Battle Royale contests are free-for-all, while Team games divide the players on to 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 " Tactics", and choose their costume. Each character has up to four costume options. You can also use "Config" to adjust the controller settings to your personal preference.

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 (Night)**
- **Pier (Day)**
- **Inspection Gallery (Section A)**
- **Inspection Gallery (Section B)**
- **Firing Range**
- **Cannon Firing Range**
- **Overseas Weaponry Training Grounds**
- **Scape (O.C. On)**
- **Scape (O.C. Off)**

You can set the time limit for 5, 10, 15, 20, or 60 minutes—or remove the time limit entirely. The KI limits can be set at 1, 3, 5, 10, 20, and unlimited.

**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 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.

**Pier (Night)**

The nighttime Pier arena is based on the first mission at Kihama Pier. This arena offers multiple places to use as cover, such as giant stacks of cargo containers and the massive round bases of sniper towers.

**Available Weapons**

- Hand grenade
- Missile launcher
- Rocket launcher
- Sniper rifle
- Seiburo
- SMG27

**Pier (Day)**

The daytime Pier arena is identical to the night battle, but the weapons are different.

**Available Weapons**

- Grenade launcher
- Hand grenade
- Missile launcher
- Missile pod
- Seiburo

**Inspection Gallery (Section A)**

The Inspection Galleries are based on Natori's Anti-Personnel Training Grounds mission. This arena is shaped in a giant ring with six spokes coming out of a central hub.

**Available Weapons**

- Grenade launcher
- Hand grenade
- Missile launcher
- Missile pod
- Seiburo
- Shortgun
- SMG27
- Sniper rifle
- 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.
Inspection Gallery (Section B)

This second Inspection Gallery arena layout is identical to Gallery G—except the lights are out, casting the hallways in darkness.

Available Weapons
- Assault rifle
- Grenade launcher
- Hand grenade
- Missile launcher
- Missile pod
- Rocket launcher
- Seibu
- Shotgun
- SMG27
- Sniper rifle
- Spark grenade

This arena is divided into three sections. The middle section is where you find the majority of weapons and gear, leaving the cutbacks 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 shrubbery fence, you may be able to slip by other players undetected as the fencing partially obscures you from view.

Cannon Firing Range

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

Available Weapons
- Assault rifle
- Hand grenade
- Missile launcher
- Missile pod
- Rocket launcher
- Seibu
- Shotgun
- SMG27
- Sniper rifle
- Spark grenade

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 who ever runs the corner first.

Oversized Weaponry Training Grounds

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

Dome (V.C. Off)

The second 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.

Available Weapons
- Assault rifle
- Missile pod
- Rocket launcher
- Seibu
- SMG27
- Sniper rifle

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 Tokohu Autonomous Region with the giant tank.

Available Weapons
- Assault rifle
- Grenade launcher
- Hand grenade
- Missile launcher
- Rocket launcher
- Seibu
- SMG27
- Sniper rifle
- Spark grenade

Unfortunately, the massive tank is not present. However, the field’s huge open expanses is just as daunting. Weapons are incredibly difficult to see, as the plants 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 armor, blast the area they occupy, and hope they get caught in the blast radius.

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 ladders, you are absolutely easy picking.
**Secrets & Surprises**

**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 Seibu. 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**
- Single-Player Campaign
  - Unlimited ammo for the Seibu, 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 menu

**Multiplayer Game**
- “Major” Motoko Kusanagi playable
- Batou playable
- Some level

**Complete the Game on Normal**
- No extras

**Multiplayer Game**
- Armed suit playable
- Tank tank playable

**Complete the Game on Hard**
- Single-Player Campaign
  - Three additional paint jobs for the Tachikoma
- Multiplayer Game
  - Tachikoma playable

**Additional Goals**

There are additional rewards for meeting specific requirements above and beyond completing the game. If you 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 outrageously potent weapons for the heroes of Section 8. These additional weapons make the hunt well worth the effort.

**Single-Player Campaign**
- Napalm Launcher for “Major” Motoko Kusanagi
- Laser gun for Batou
- Unlimited ammo for laser gun and napalm launcher

**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

If you manage to unlock unlimited ammo for the gallery of launching weapons, you are officially a two-man wrecking crew with an unlimited supply of missiles or rockets, almost nothing can stand in your way.

**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 you with enemies that are more diverse while lessening yours.

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**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.

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