

## IRON STORM (WALKTHROUGH)

### LEVEL 1

Collect as many ammunition and weapons as possible in the Headquarters including the Sniper rifle in the dormitory.

Exit the Headquarters by following the 'Front lines' direction.

After the first landscape, head into the trenches opposite the destroyed house.

Follow the tunnel to access the second lines (towards the church)

At the first crossing take the right way (flooded) to collect some energy and more ammunition.

Head back to the crossing and take your left.

The third lines correspond the Church area.

Access the church and go down.

### LEVEL 2

At the first crossing head into the bunker and kill the enemy inside (helps for what follows).

Head back to the crossing and take the other way.

Now take the way at the left of the camp

In the tunnel with a broken armoured door and a shooting turret, enter the vent that's hidden behind planks on the right hand wall.

Take the second exit of the vent.

Two options at the next crossing: Right way via the kennels, the left way is easier though.

Once at the camp take the right way if coming from the right, or straight ahead if coming from the left.

After the tunnel, take the left at the crossing.

Pick up the bazooka and the ammunition in the small camp (get rid of a heavy weapon to free space in the inventory to collect a new weapon).

Head back to the crossing and take the right way.

Prepare yourself for a fight against the helicopter just before reaching the bridge.

Two options in the catacombs: Left way (fallen rocks - can be destroyed with grenades), right way (loads of enemies and mines).

If the player is missing grenades, any other weapon can be used.

Bunkers fields and dogs...

Destroy the right bunker's door with the fixed gun lying in the middle of the meadow.

Get into the bunker

Head into the last bunker and destroy the outside armoured door just opposite with the fixed gun.

Get back out and through this door.

Head through the mountains stealthily till you behold a camp with watch towers.

Carry on at the foot of the mountains on the left hand side and behind the trucks.

Take the underground way which will get you out behind the prisoners truck.

Throw all weapons.

Infiltrate the prisoner allied soldiers

Lastly, get into the truck

Hint : James can keep all of his weapons except the ones he carries on his back.

### LEVEL 3

Exit to the right and arm yourself with the knife  
Sneak behind your enemy and kill him to pick up his weapon.  
Grab the ammo to the left of the lorry as you get out.  
Infiltrate the canteen building taking down all enemies and snipers.  
Exit the yard and take the street to the right to gather some energy and ammunitions.  
Head towards the City Hall square.  
After passing the two enemies located behind the sandbags, go to the first floor of the house on right  
Go through the access door to the yard after taking down as many enemies as possible.  
Exit to the yard through the opposite door  
Attract the group of enemies to the left  
Take the opposite direction and station in front of the Fixed gun  
Go up the street towards the blown up tank  
Enter the house to the left  
Go through the cellar  
Defeat your enemy and deactivate the steam valve (after the broken wall on the right)  
Go back the way you came and take the way on your left that was previously blocked by the steam jets  
Climb up the ladder  
Once in the flat, kill as many enemies stationed on the City Hall square as possible  
Get back down to the square through the windows.  
Take the left and go through the little rounded door.  
Get the mines left in the camp.  
Come back to the square to neutralize the tank (set a few mines on its way)  
Use the tank to destroy a few buildings  
Take the street left of the brewery  
Attract the second tank towards the City hall square  
Use the first tank to neutralize the second  
Head back to the street at the left of the brewery  
Go to the house at the back on the right.  
Go to the next floor  
Go to the opposite house using the beam  
Jump above the broken wall to the enemy quarters.  
Go down and in the opposite building, then to the next floor to operate the lever that opens the door to the disused factory.  
Go towards the factory  
Go through the door at the left of the big building.  
Follow the corridor  
Go past the 'valley' surrounded by watch towers  
To gain access to the disused factory, by pass to the right  
Accept the duel with the enemy  
Get into the factory  
After the fight, operate the crane a couple of times (switch located on the dash board)  
Then, climb up the crane to access the upper catwalks  
Find the goods lift...

## LEVEL 4

Open the elevator door  
Wait inside the elevator for the officer and his two guards to arrive  
Drop all weapons  
Follow the officer along the corridor  
Climb into the glass cage (test room)  
Escape through the shattered window and through the door at the back  
Go straight to the infirmary to pick up the knife and the medkit.  
On exiting, go left to access the laser room  
Return to the test room  
NOTE : do not let the scientists see you.  
Drop through the garbage chute on the left...  
Go through the door  
Take the elevator at the top of the stairs  
Upon exiting the elevator, take the right way  
Head to the end of the corridor (mind the turrets on the ceiling)  
Take left door  
Kill the two scientists  
Get into their room  
Activate the red switch  
Wait for guinea pig to leave along with the dogs  
Exit and take the stairs on the left  
Pick up the bomb in the missile room  
Go back the way you came  
do not use the ladder but carry on straight forward  
Shatter the glass dome in the room above the test room  
Get down into the test room  
Return to the laser room  
Get close to the table and put the bomb on it  
Return to the garbage chute in the test room  
Go through the vent  
Go up the ladder  
After the first crossing in the vent, go right...  
In the room above the test room, go through through the door opposite the machine guns.  
Operate the laser in this room (the switch is located on the control panel)  
Get back out into the laser room (via the broken dome)  
Back in the vent, go through the ladder  
In the scientists room head through the door in front  
In the room with the round tanks, go into the one on the right (there's a door)  
Go through the pipes with the green water  
Access the circular room with several floors  
Go down two floors  
Kill the guard on duty to collect his gun  
Aim at the transparent pipe on the horizontal column in the middle of the room  
Get onto the last catwalk  
Go through the door to access a small room  
Activate the red switch and wait until the gauge reaches the top.  
Go back the way you came  
Take the first corridor on the left  
Activate the catwalk on the control panel on the left  
Go right at the crossing in the corridor.

In the tanks room, take the door ahead (now open)  
In the corridor, go left then straight  
Go towards "Station Area"  
Use the elevator  
Once in the station, enter the room on the left and operate the lever  
Go up the ladder  
Climb on the crates  
Jump on the mobile catwalk

## LEVEL 5

Head for the trapdoor  
Get a silenced pistol from under the stairs or from the guard  
Activate the lever  
Head to the right  
Enter the room at the rear of the carriage and climb the ladder  
Use the fixed weapon to neutralise the helicopter  
Climb back down  
Use the goods lift to go down a level  
Go through the train until you reach the Chapel  
Enter the Chapel and climb up to the first floor  
Go past the door (opposite the organ)  
Climb the ladder and use the sniper rifle to kill everyone  
Climb back down  
Retrace your steps and take the first stairs on the left  
Go through the room and into the small room right behind it  
Climb the ladder  
Shoot down the second helicopter  
Retrace your steps as far as the trapdoor  
Go along the roof of the train (in the direction it's travelling) until you reach the room with the swimming pool  
Go past the airlock  
Deactivate the machine gun  
Activate the first button of the Isolation Case (facing the previous buttons)  
Go down the stairs and head right  
Go into the next carriage  
Climb up a level  
Enter the room and activate one of the books on the small bookshelf to the right of the door (this deactivates the machine guns protecting the second button of the Isolation Case)  
Activate the second button of the Isolation Case  
Go into the machine room in the next carriage and climb the ladder  
Go down the walkway and exit the train  
Climb the ladder  
Shoot the two snipers  
Go down into the bunker occupied by the two dead snipers  
Go through the door  
In the room with the Isolation Case, kill the two soldiers guarding the fixed guns  
Crawl under the machine guns (one on the right and one on the left of the entrance)  
Shoot the two transparent tubes protecting the Isolation Case (the first is over the door, the second over the protective cage)  
Go back out and speak to the crouching soldier

## LEVEL 6

Go through the station until you reach the stairs  
Take the walkway  
Go through the sliding doors  
Enter the first room on the left  
Blow up the crates with grenades  
Go down the air vent  
Shoot the drums to blow them up  
Go down the next air vent  
Keep going until you reach the end  
Enter the room and kill the two enemy soldiers  
At the end of the corridor, go through the door leading to the sewers  
In the first corridor, enter the room and activate the lever near the gate  
After the gate, head left and then left again until you reach the locker room  
Climb the stairs  
Go through the door and then straight through the second door facing it  
Take the lift up to the first floor  
Go through the door on the right and then through the second one on the right  
In the room, climb the crates at the rear to get up to the next level  
Once through the door, go through the door on the left  
Go through the first door at the end of the corridor to enter the library  
Go down the air vent at the rear of the library to reach the generator room  
Turn off generators no. -1, 2 and 1  
Go back to the sewers  
Go back to the corridor with the gate and go through the opening opposite it  
Kill the two soldiers and head left until you reach the sewers' second stairs  
After the door at the stairs, keep going until you reach a double door  
Go through the door and turn left  
Climb the ladder  
Jump through the opening in the window  
Go down the corridor until you reach the fixed weapon  
Neutralise the two tanks  
Retrace your steps and go through the door on the left  
Go into the library  
Pick up the rocket launcher  
Go back down to the double door  
Go back to the sewers  
Climb the stairs in the locker room  
Take the lift to the fourth floor  
Standing near the heliport, shoot down the two helicopters  
Climb up the large storage tank (10 metre tall cylinder)  
Activate the valve (which cuts off the gas)  
Go down the vent's ladder (near the electrified barbed wire)  
until you reach the bottom  
Leave the building  
Climb the stairs  
Take the lift leading to the sewers  
Once in the sewers, go through the locker room  
Take the lift up to the second floor  
Deactivate generator no. 4  
Go back down to level -1  
Having taken the lift in the sewers, leave the building  
Climb back up the vent until you reach the roof  
Climb the ladder near the heliport (which isn't electrified)

Go up to the helicopter  
Head to the left of the wall made from wooden planks  
and then left again  
Climb down through the opening in the wall  
Blow up the drum  
Climb through the window to enter the room  
Go down the corridor  
Enter the room on the right at the end  
Activate the button for opening the door (on the console)  
Go through the open door  
Go through the first door on the right  
Climb up to the first floor in the temple room  
Go through the opening behind the crates  
Climb the ladder and go through the door.