

Call of Duty: Finest Hour
Reviewer's Guide (GameCube)

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Introduction

Call of Duty, the award-winning franchise that mesmerized PC gamers and won numerous Game of the Year awards, has finally come to the Nintendo GameCube. In the all-new ***Call of Duty: Finest Hour***, you'll engage in an epic original adventure made specifically for console gamers that transcends the World War II genre.

This is no hyperbole. And this is no rehash of the PC version of the game. For the very first time, console gamers will fight WWII the way it was fought years ago. From moment to moment and battlefield to battlefield, you play from the perspective of a common, everyday soldier. The biggest differentiating factor is that in ***Call of Duty: Finest Hour***, you participate in the war not as a solitary hero, but as an integral member of a cohesive, tightly-knit squadron. You're never alone; in each and every mission you'll work alongside highly intelligent AI-driven squad mates to accomplish mission objectives—and the greater good of liberating Europe.

As you play, you will experience the war across the war-torn Eastern, North African, and Western fronts. You'll take on a variety of soldier roles, from a Russian female sniper to a British Desert Rat commando to an American Tank Commander in the famed 761st Black Panther tank battalion. And you'll engage in a diverse series of combat missions – from general infantry and massive battlefield conflicts featuring hundreds of soldiers, to sniper and stealth missions, to explosive tank battles.

In an unprecedented slice of story-telling, as you progress, you'll experience the war intimately through each character's personal journey, played out through interwoven stories and cut scenes as missions are accomplished.

Epic battlefield moments await you on the frontlines of WWII's most intense battles with the sights and sounds of war echoing around you.

We encourage you to enjoy the immersive action of ***Call of Duty: Finest Hour***, and experience the most authentic and dramatic WWII action the GameCube has ever seen. As you play, if you have any questions or comments, please feel free to contact us directly.

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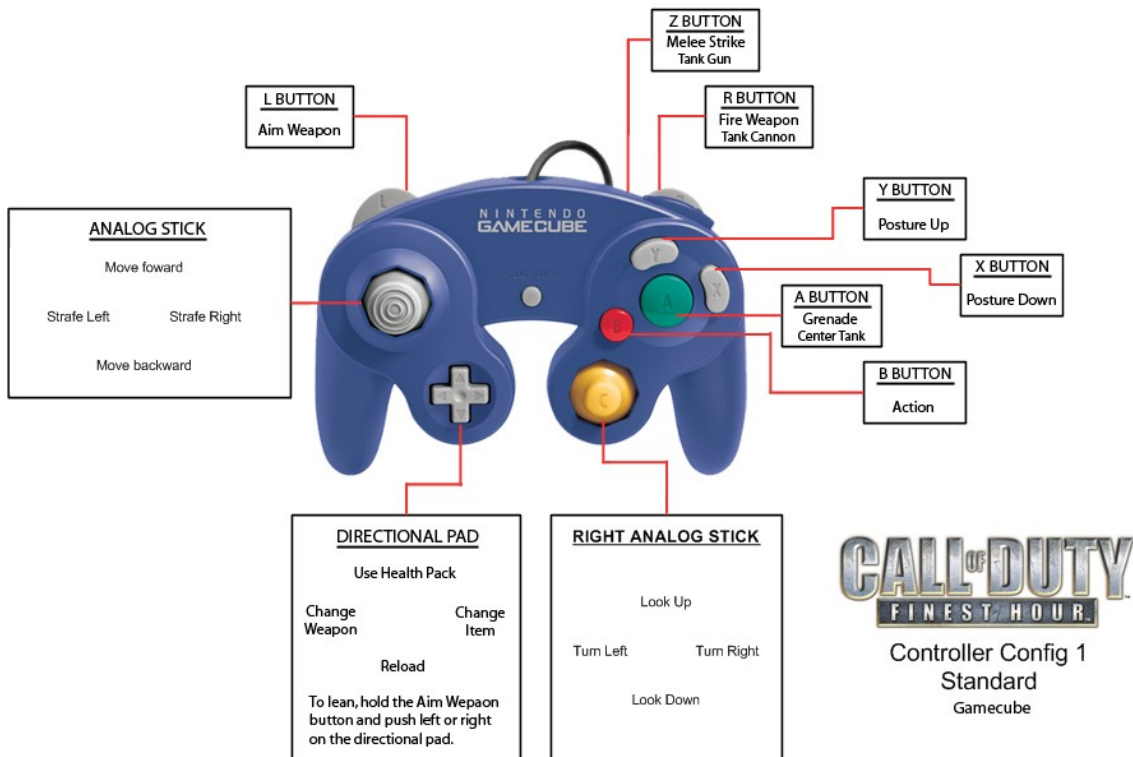
Playing *Call of Duty: Finest Hour*

Call of Duty: Finest Hour throws you directly into the fray. In an effort to reinforce the intensity and historical magnitude the game is recreating, the game begins with a riveting—and frightening—voiceover sequence that consists of authentic WWII footage, including scenes depicting the rise and advance of Nazi soldiers and Adolph Hitler.

From here, you meet the first character you'll play: Aleksandr Sokolov, a new conscript in the Russian army. Aleksandr is about to engage in the fight of his life.

Considerable effort has gone into producing ***Call of Duty: Finest Hour***. One of Hollywood's top writer/producers, Michael Schiffer (*Crimson Tide*, *The Peacemaker*, *Colors*), wrote the script for the game. And a crew of military advisors comprised of retired Army Captain John Hillen and retired Army LT. Colonel Hank Keirse provided expertise in squad tactics, military maneuvers, and combat strategies. The end result is an authentic experience that captures both the drama and intensity of the world's greatest war.

NGC Control Scheme



(**Note:** Using the Posture Up/Posture Down buttons while controlling a tank allows you to change your perspective. You can switch from an inside the tank view, a 3rd person view of the tank and an unbuttoned view where you can use your personal firearm while controlling the tank.)

Mission 1: Not One Step Back

After the character introduction, you'll find yourself aboard a rowboat crossing the Volga River into Stalingrad. The cinematic sequence you'll experience is almost unbelievable in its intensity, but it's exactly what countless young Russian conscripts experienced. Feel free to move the cameras around using the **RIGHT ANALOG STICK** to more fully take in this impressive opening sequence.

When the boat lands at the dock, get out and stand in line behind the Russian soldiers. After you receive some ammo, move forward until you find your commander, Oleg Puskov. He will forcefully command you to follow him into one of the most intense and deadly firefights in WWII. As long as you follow him and listen to his orders, you'll survive. If you get disoriented, you can always use the compass in the bottom left-hand corner of the screen. The gold star represents your objective – in this case it's Puskov.

To control your alter ego, use the **LEFT ANALOG STICK** to move forward, backward and strafe left and right. Use the **RIGHT ANALOG STICK** to move the camera up and down and to turn left and right.

Follow Puskov as he enters the trenches. Take the first right and proceed up the hill. At the end of this trench, Oleg will crouch and take cover. You should do the same. Whenever you're behind cover, make sure you press the **POSTURE DOWN** button to avoid enemy fire. There are two different "down" postures – kneeling and lying prone. Press **POSTURE UP** to rise up – if you're prone, you'll get up on your knees, and if you're on your knees, you'll stand. Make sure you don't walk past Oleg or you'll be crushed by falling debris.

Follow Oleg as he moves to the next trench. When the machine guns stop firing, follow him from cover point to cover point as he makes his way up the hill. You can get additional cover by pressing **POSTURE DOWN** – it will allow you to lie down. Eventually Oleg will lead you to a pipe that you both must run through. One quick note: you'll find health packs scattered liberally throughout this level.

After clearing the pipe, Oleg will speak to you for a moment. Listen carefully—there's no room for carelessness in war! Follow him around the debris to the right. Jump into the hole in the ground so you can get some cover. You'll soon see one of your allies get shot; when he does, he'll drop his gun. Move over to the gun and press the **ACTION** button to arm yourself. Now you're in business!

Move forward into the room occupied by German soldiers and start taking them out. To fire, press the **FIRE WEAPON** button. Use the **RIGHT ANALOG STICK** to aim. After the room is cleared, move over to the windows on your left – you'll see a stream of German soldiers running by. Shoot as many of them as you can. Soon you'll watch your Russian comrades chasing them. You'll even see one of them waving a Russian flag.

Early in development, Spark, the design shop responsible for Finest Hour (many members of the team worked on the award-winning Medal of Honor games) decided it was paramount to create a realistic experience by depicting as much authentic battlefield flavor as possible. As such, the game features many sequences like the one described above. You'll often observe battles and events that while only tangential to your experience, are essential to the over-arching war effort.

After the Russians go by, Oleg will set some explosives in order to blast open the next area. Proceed through this area and you'll witness a spectacle: hundreds of Russian soldiers taking cover against the wall, with a Commissar shouting orders at them. Eventually they'll begin charging through the gate in what is an obvious suicide mission, but your partner Oleg has a different idea. Follow him through the hole in the wall. Take a right, and follow the wall as it turns left. Go through the hole in the wall near the building at the far end. Follow Oleg as he crosses the train tracks at the gap between the two crashed train cars.

Shoot the German soldiers here and go inside the room straight ahead. Inside and to the right, there should be a couple of Germans firing machine guns at your allies. Shoot these enemy soldiers and you will have survived your first mission. Whew!

Mission 2: Flag Must Fall

In the second level, you continue to play the role of Sokolov. This intense, fast-paced mission begins with a bang.

You start where you left off in the first mission. Russian soldiers have seized one of the MG42 machine guns you just neutralized. It's up to you to escort them to the front. Move into position at the front of the closed door and press **ACTION** to open it. Storm the room and take out the three German soldiers inside. If you're a good shot, you may find it effective to crouch while you fire. Otherwise get inside the room and move around to make it harder for the enemy soldiers to hit you.

As you clear the rooms, you'll notice that your squad mates react intelligently to the situation. They'll seek cover and return fire opportunistically. Also note that you can switch weapons at any time; if you see a gun lying around the ground, simply walk up to it and press the **ACTION** button to pick it up.

Once you've cleared this room—if you're hurt, make sure you pick up the health kit to the left of the door—open the door and clear the next room in the same fashion. Move down the stairs and make your way toward the windows, clearing the way for your comrades. When the soldiers carrying the machine gun get to the window, they'll set it up and start firing. Provide cover for them by setting up in the window to the right of the gunner and firing away. You can use the **AIM WEAPON** button to more precisely aim at enemy soldiers down your gun barrel.

Here's where the mission gets interesting. When one of your squad mates gets shot, Oleg will command you to pick up the machine gun and maintain the suppressing fire. To do so, move over to the gun and press the **ACTION** button. You're now wielding some seriously heavy firepower. Press the **FIRE** key to bombard the enemy with heavy caliber machine gun fire; if you want to aim more precisely, use the **AIM WEAPON** button to sight down the barrels of this powerful gun.

This sequence is a great demonstration of the fluid and dynamic manner in which missions unfold. It also serves as the setup to the introduction of one of the game's most interesting characters – Tanya, the Russian sniper.

As you're firing the machine gun, you may notice a solitary soldier scampering across the hilltop across the way. This guy's a sniper, and before you can line up a shot on him, he lines you up and gets a shot off. In an impressive cinematic cut scene—one of the many ways Finest Hour stands out from all other WWII action games is that it uses in-game cinematics to convey the drama and intensity of the war—Oleg pushes you out of the way to save your life. Unfortunately, he's not fast enough to save himself. Puskov receives a fatal wound (compliments of the sniper), and like so many other Russian soldiers, dies a hero.

Enter Tanya. This Russian sniper specialist quickly dispatches the murderous German sniper and commands you with a seemingly impossible task: Take out the imposing bunker on the hill across from you and tear down that Nazi flag. To do so, you'll first need to take out the three German pillboxes—they're the small, protected enclosures with the heavy-caliber machine guns placed inside—on the hill before you can take out the bunker. Hey, no one said Finest Hour would be easy.

Move down the stairs behind you. Make sure you load up on health packs if you need them. Once you've steeled yourself, exit the door near the stairs and cross the open space to the wall directly across from you. Here, you'll find a small cache of weapons dropped by felled German soldiers. Feel free to pick up an MP40 machine gun if you see one – their rapid-fire capabilities will come in handy as you clear the trenches and the pillboxes.

You can tackle the pillboxes in any order you'd like, but it's easiest to move on the left one first. Enter the trench just behind this pillbox and kill the machine gunner inside. Now proceed through the trench to the South West. This will lead you toward the next pillbox; enter it and take out the gunner inside. Now turn back around, walk East out of the trench and take a sharp right when you reach the end of it. Head South West and you'll come across the third pillbox. Clear it and you're ready to take the top of the hill.

As you clear these pillboxes, make sure you take a look back at Stalingrad—it's behind you, in the direction from which you've just come. An impressive smoke cloud can be seen rising out of the ashes of the once great city.

As you leave this last pillbox, walk straight out of the trench and run up the hill on your right side. Make your way past the German soldiers and enter the trench at the top of the hill. This trench will lead you around the bunker. Follow it and make your way to the back of the building. Kill the soldiers here and get ready to storm the bunker.

Open the rear door to the bunker, but don't rush right in! Just like in real-life wars, in Call of Duty: Finest Hour, you'll live longer if you play cautiously. There are several soldiers hiding behind cover just inside the bunker who will mow you and your squad mates down if you aren't careful. Instead of blindly charging in, try to use the doorway for cover and precisely aim (using the **AIM WEAPON** button) to kill them.

Clear the room by shooting the Germans manning the MG42s. Now walk up to the flagpole in the middle of the room and press **ACTION** to end the level. Take a breather—you earned this hard-fought victory.

Mission 3: Dead in Her Sights

In the game's third mission, you'll assume control of Tanya, the sniper you met in the previous level. Aleksandr Sokolov, the character you controlled in the first two missions, will serve as your spotter. This mission is a classic – it's full of action and entails multiple objectives and various play types.

After a short sequence introducing Tanya's personal story, you'll begin the mission with a strategic ambush of a squad of German troops. The plan is for Tanya to draw the attention of the nearby German Panzer by sniping at the German officers and infantry. When the Panzer approaches, a courageous Russian sapper will attempt to take out the Panzer with explosives.

After Tanya fires the first shot in the opening cinematic, move to your right. From this vantage point, use your sniper rifle to shoot the remaining enemy soldiers. Make sure that you press the **AIM WEAPON** button to zoom in with your sniper

scope. Crouch when you're reloading your weapon to avoid taking unnecessary damage.

After you've killed eight enemy soldiers, a Panzer tank will rumble down the street. Make sure you take out the three German troopers who jump off the rear of the tank as soon as you can—they can disrupt your sapper's primary mission of planting the explosives near the tank. If you don't take out these soldiers the moment they jump off the back of the tank, you may have to move to a different vantage point to be able to target them.

After your squad takes out the panzer, a runner named Private Kirelenko will come up from behind and ask you for help reinforcing a tank depot. Follow him out the back of the room and down the stairs. (Again, if you get lost, simply follow the gold star on the compass in the lower left corner of the screen.)

Behind the building you'll see a debris-filled street with some German troops advancing from the right. Run across the street and get inside the blown-out building by walking around the wall to the left. Follow the runner to the far South wall of the building where you should see an open manhole in the ground.

Climb down the manhole ladder. To navigate the sewers, use your compass and follow the star. Or use this walkthrough.

Walk down the passage until you come to a branch. Turn to the left and snipe the two Germans in here. Inside this area are a few health packs and some grenades you'll want to pick up. Now go back to the branch and take the right turn. Follow this passage and you'll come across some more German soldiers in an open room. Kill them and pick up the MP40 machine gun the German officer was carrying; it will be much more effective in close combat than your sniper rifle.

Leave through the only open passage in the room. Up ahead you'll see a fork in the tunnel with an ally holding off enemy troops. Run down the left branch and shoot the Germans who were trying to flank your comrade. Enter the doorway on the East side of the room and follow the passage until it comes to another fork. Take the right branch and when you get to a square room with exits to the left and straight ahead, go left. After walking through a short passage you'll come to another fork. Go to the right again.

This will lead you to an open area of the sewers containing more German soldiers. Take out the enemy — consider using your grenades by pressing the **GRENADE** button — and move to the far end of the room. Enter the hole in the wall next to the fire and immediately turn to the right. You should come across another hole. Go through the hole in the wall and attack the German troops in the tunnel to your left.

TIP: If you're out of ammo or you're reloading and the enemy is attacking, you can fend them off – and even kill them – using your melee attack. Just press the **MELEE** button.

Back to the action. Now head toward where the soldiers were. When you see the tunnel branch, walk down the right path. Not too far off, you'll see a passage through the debris that you can just barely squeeze through. Just after passing the debris, take a right into a side tunnel where you'll find more enemy soldiers. Shoot them – or take them out with a grenade – as you run through the narrow passage. Take a left at the end of this passage. You're almost there.

Now cross the wooden planks serving as a bridge and you'll see three passages that you can take. Run down the left one. The passage will soon turn to the right; after this keep going straight until you are forced to turn to the right again. This passage will lead you to a room with a set of stairs. Shoot the enemies in this room and go up the stairs. In the room at the top of the stairs, you'll see a ledge. Carefully walk up to the ledge and look down. By taking the left passage, you've managed to get behind the Germans' fortified position! You'll see some Germans covering the tunnel with a couple of MG42 machine guns. Shoot the two soldiers manning the machine guns and hop down to their level.

Proceed to the South and drop down to the left of the barbed wire. Continue on this path through the hole in the wall and you'll come to the end of the level.

That's the end of our walkthrough. From here, you'll make a tense, sniper-filled defense of a Russian tank factory. Then you'll take command of a Russian tank where you'll execute a harrowing mid-combat repair job before making a daring attack on Red Square. Then you'll assault a German airbase and ambush an airfield that is critical to the German war effort in Russia. And that's just the Russian campaign.

Later, you'll engage in a series of Special Ops missions as part of a British commando unit fighting in North Africa. You'll assault a German camp, sabotage a supply depot, and make a few tension-filled escapes before engaging in a massive battle in a German fortress.

Then it's on to the Western front of World War II, where you'll play as a series of American soldiers in an extended, exhilarating campaign in Western Europe. You'll play as an American GI escorting Sherman tanks through the streets and in the sewers of a European city and as an African-American tank commander in charge of the legendary 761st Black Panthers battalion.

The game ends with an amazing sequence where you and your fellow American troops stage a daring assault on the bridge of Remagen.

We encourage you to play all the way through Call of Duty: Finest Hour. As you do so, please make sure you notice the little aspects of the game's design that make the bigger elements of the war feel so realistic—the friendly banter between soldiers, the seemingly endless overhead presence of fighters and bombers, and, most importantly, the seemingly small objectives that comprise the bigger picture.

Enjoy!

6 Missions You Can't Miss

Defend the Factory: Immediately after Tanya emerges from the sewer system and arrives at the Tank Factory as detailed in the walkthrough above, the Russian sniper gets briefed on a grave situation. A German platoon is about to attack the factory and it is up to you to hold them off until a Russian tank crew arrives. This mission begins with an adrenaline-pumping sequence where you snipe away at German soldiers attacking the factory with MG42 machine guns and Panzerfausts. As the attack presses on, you'll have to provide cover for your comrades. The mission ends with a riveting rescue sequence where you (hopefully) save the life of one of the tank crew members.

Airfield Ambush: This is the last mission in the Russian campaign. You play as a Russian tank commander, and your objective is a vital one for the campaign on the Eastern front. You are leading the charge on a German airbase, and the goal is to take out as many enemy fighters and bombers as you can, in the process saving the lives of countless Russian soldiers.

Matmata: The first mission of the British campaign presents an evocative soldier's story. You play the role of a desk jockey who, wanting to play a more active (and exciting) role in the war effort, becomes a British commando and demolitions expert. The objective in this two-part mission is to take out a German power generator. You'll do so by fighting through some intense house-to-house combat, destroying a tank with sticky bombs, and making a daring raid on a heavily defended Nazi installation.

Come Out Fighting: This is the fourth mission in the American campaign on the Western front. In a first for WWII gaming, you play the role of an African-American tank commander in the 761st Black Panthers battalion. Your mission is to capture the town of Tillet, which would block a German supply line. This level is highly entertaining because it consists of all out tank-to-tank combat.

Last Bridge Standing: The second mission in the game's three-part mission finale, this heroic mission will remind you of the classic WWII movies of yesteryear. The over-arching goal of this and the following mission is to reach

and secure the bridge of Remagen. You play as an American soldier, and you'll accompany a tank column to the bridge, remove a lethal series of landmines, and be shocked by a massive explosion. The Germans are trying to destroy the bridge!

Into the Heartland: This is the final mission of the game. German soldiers only partially destroyed the bridge with the first explosion. You must not allow them to destroy the bridge with a second set of detonations. You'll lead a desperate and heroic charge across the bridge. After that, you'll fight your way into a heavily defended tower in order to save the bridge.