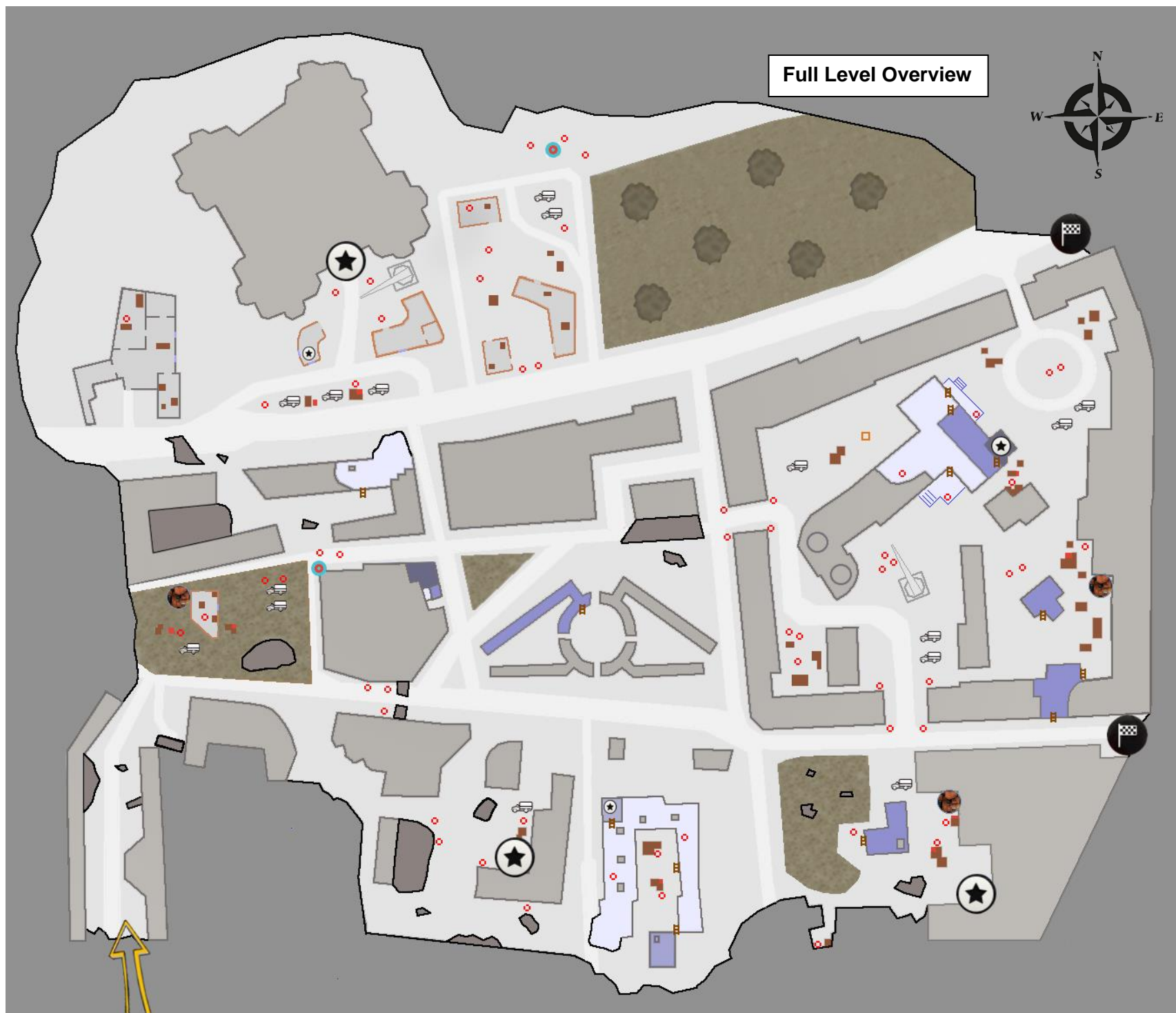


Rebellion Developments

Sniper Elite 4 Level Walkthrough

Scott Hamilton



Level Key:

- Building
- Camp
- Rubble
- Elevated Ground (Tier 1)
- Elevated Ground (Tier 2)
- Elevated Ground (Tier 3)
- Enemy
- Crate
- Explosive
- Grassy Area
- Tree
- Unexploded Bomb
- Sound Mask
- Objective
- Climb-able
- Truck Route

Section A

The player begins (👁️) at the end of a long, narrow street which serves as an introduction to the level. The area is surrounded by the smouldering remains of buildings (1) which block the player from going out of bounds.

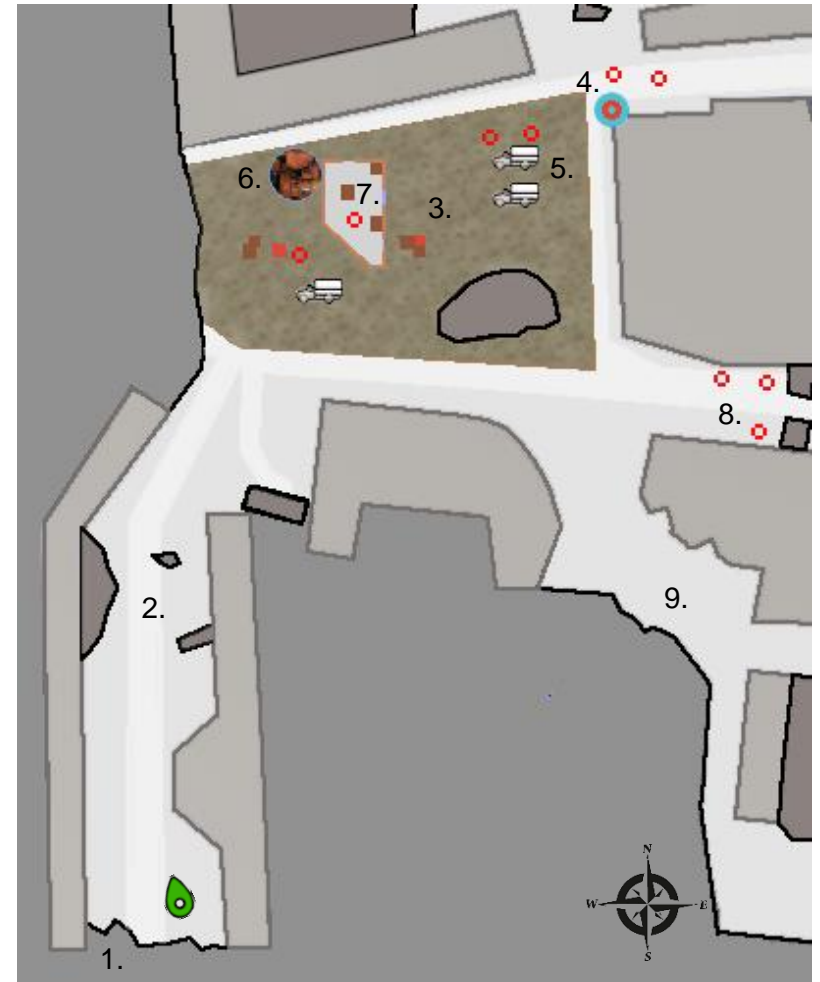
Heading towards the city, they can find large piles of rubble (2) which can be used to crouch behind for cover. As they enter the city they're faced with a Nazi camp (3) stationed on what used to be a small park.

The camp only has a few enemies walking around but it has opportunities for some interesting kills. There's an unexploded bomb in the North-East of the camp (4) which can be shot by the player, causing it to explode and cause a chain reaction, exploding the two trucks stationed near it (5) and killing multiple enemies. If the player prefers to be sneaky, there's a sound mask (6) which the player can activate and some scattered crates to use for cover, as well as a tent (7) to hide in.

To the East there's a supply station (8) collecting the transported goods from the factory. South-West there's a crumbling ally way (9) that connects to Section B.

Global Sound Mask (1 • 1)

During the entirety of the level, buildings can be heard crumbling in the distance, providing a few seconds for the player to perform actions without being heard.



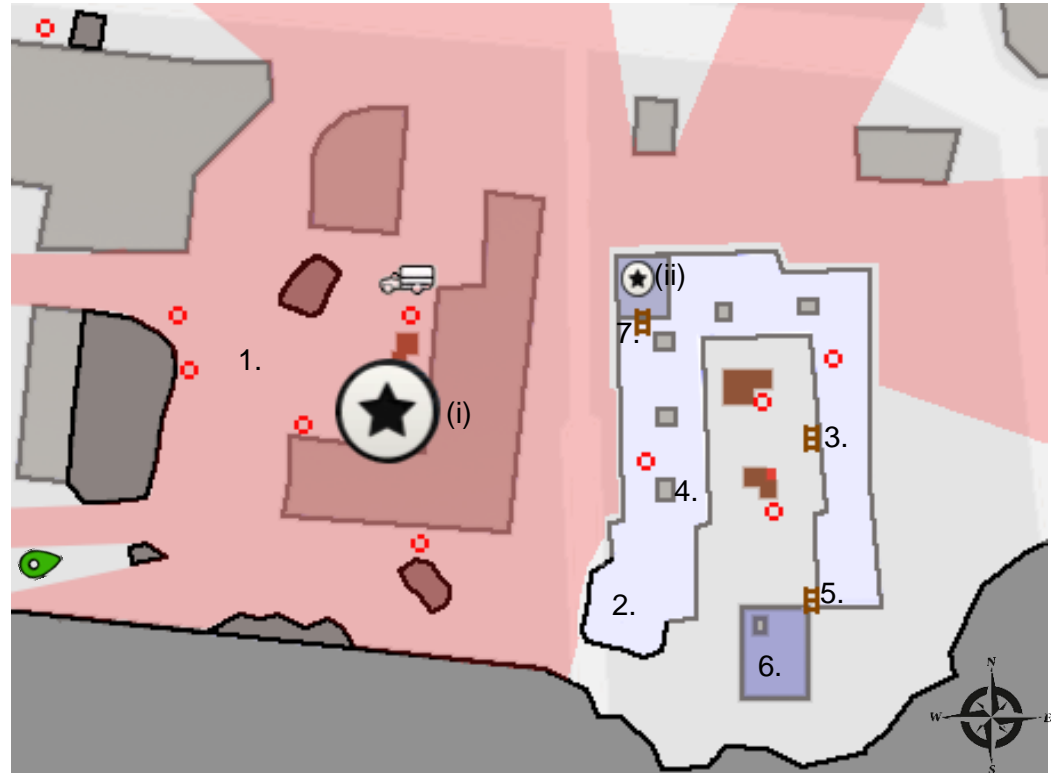
Section B

If the player decides to head East from Section A, they will come upon a gathering of enemies (1) centred around an anti-aircraft gun (★i). The gun can be disabled by placing and detonating a satchel charge on it. This is one of the two anti-aircraft guns which must be destroyed to complete the side objective *"Destroy or disable anti-aircraft guns."*

Moving further East, there's a sniper (★ii) at the top of a building, the sniper's line of sight is shown by the red. While the player is in the red area, they can be spotted by the sniper. When spotted the glare from the enemy sniper will flash on screen and the 'spotted' sound effect will play. The enemy sniper's full line of sight is shown on the next page. His line of sight completely covers the camp (1) and makes it very difficult for the player to destroy the anti-air gun, so it's in the player's best interests to take the sniper out as soon as possible.

The player can climb up to the top of the sniper's building, either by scaling the rubble pile (2) or using a ladder (3). The player can hide behind the chimney stacks (4) for cover from the sniper and the other enemies patrolling the area. The player can climb even higher by using another ladder (5), putting them in the same height range (6) as the sniper, making it easier to take him out. The player can go for a more personal approach by using another ladder (7) to climb into the sniper's nest. Eliminating the sniper will complete the side objective *"Eliminate the sniper."*

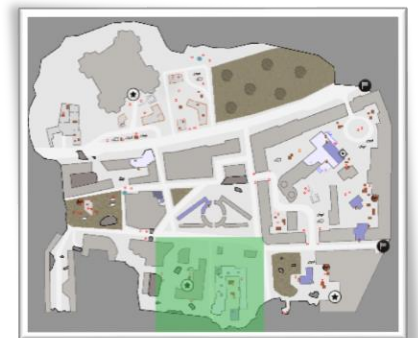
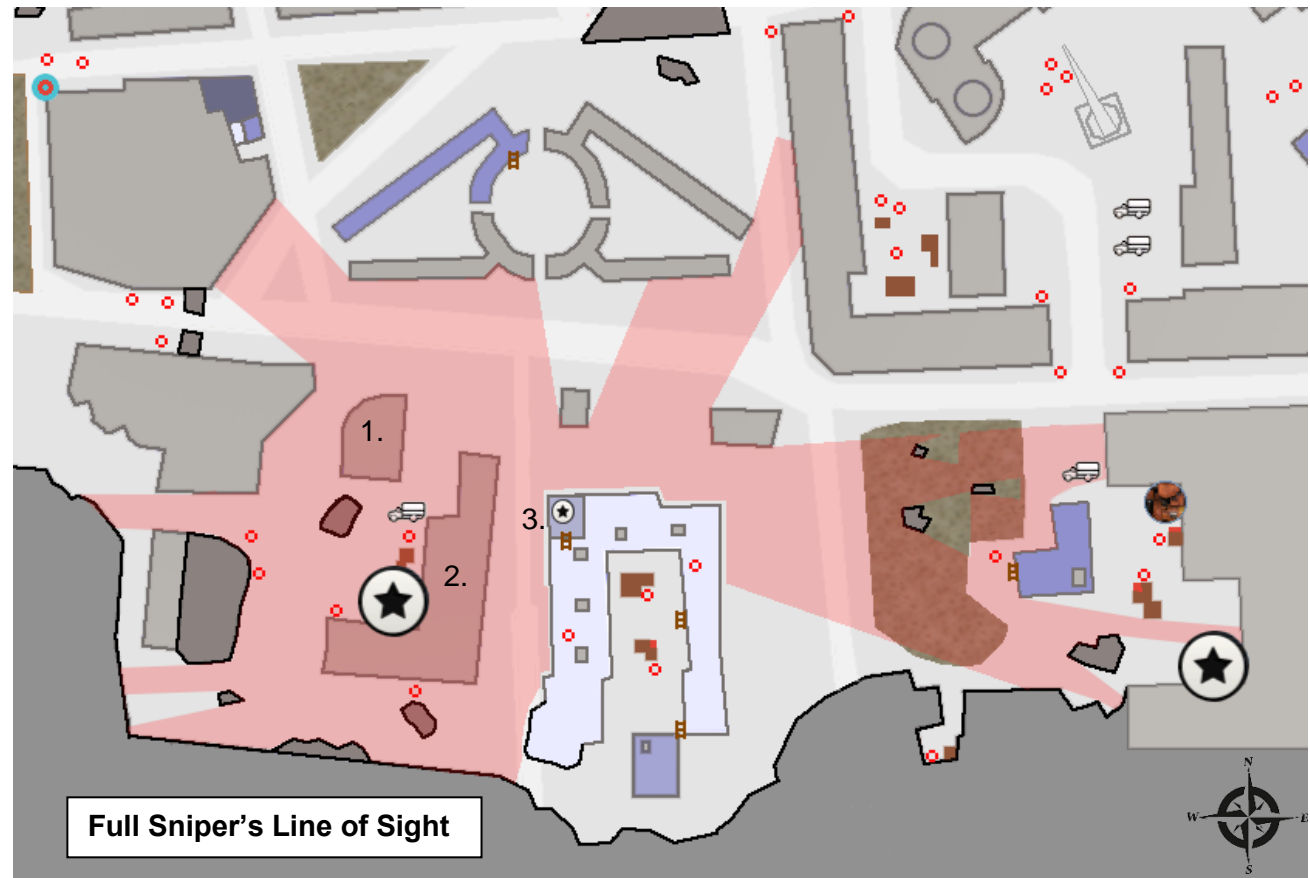
The player icon (🟢) is placed only where the player *could* enter this section from, since the level is designed to be sandbox, the player can enter this area via the West, North or East.



Section B (cont.)

The sniper has a line of sight that covers a large area of the map, including Sections B, C and E.

The buildings (1) and (2) are low to the ground, allowing the sniper (3) to completely see over them.



Section C

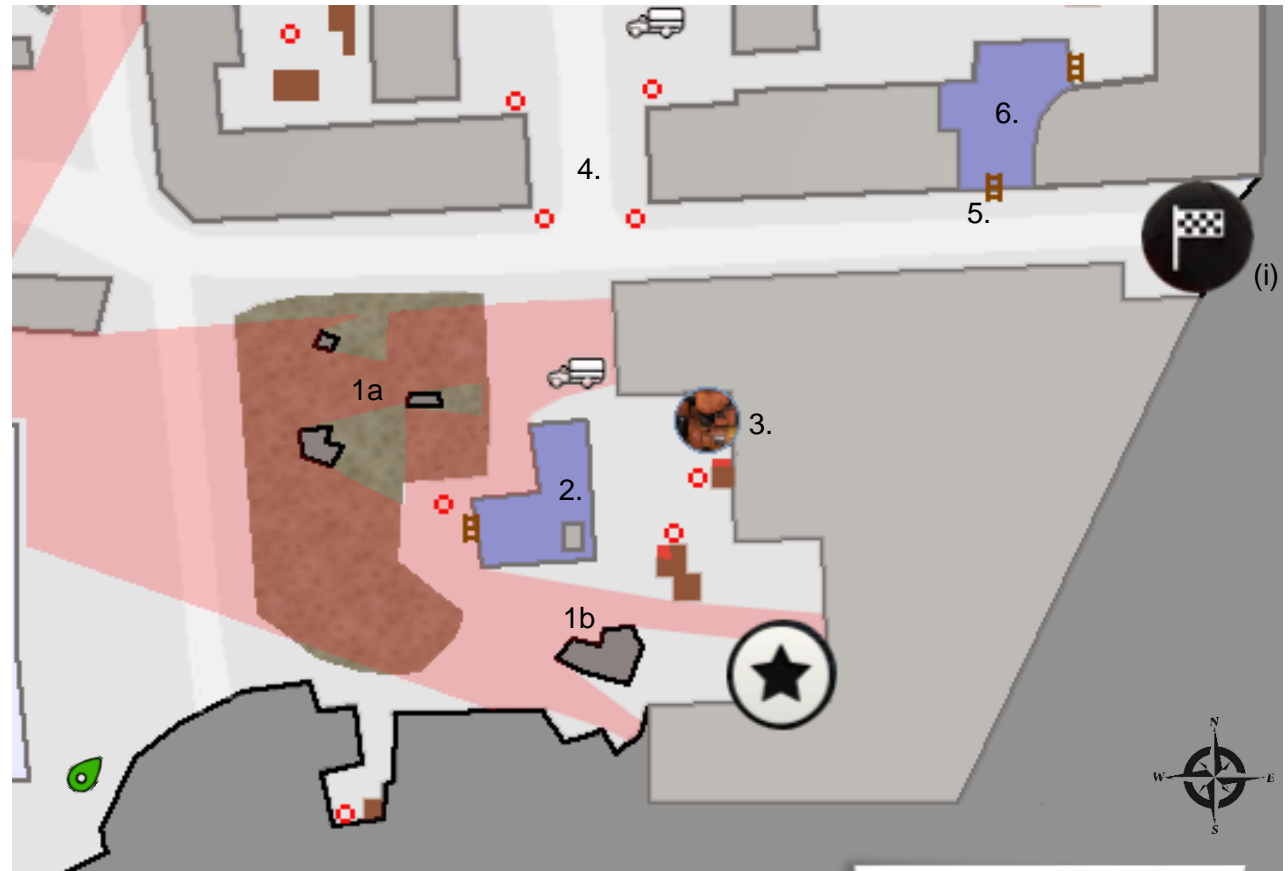
In the South-Eastern corner of the map lies another anti-aircraft gun (★), this is one of the two anti-aircraft guns which must be destroyed to complete the side objective *“Destroy or disable anti-aircraft guns.”* The player can sneak up to the anti-air gun using the rubble (1a), (1b) and the crates (2) as cover from enemies. When they're close to the gun they can place and detonate a satchel charge. Or they can use a drainpipe (3) to climb to an elevated area (4) and use this position to shoot the anti-air gun operator and take out the enemies, there's multiple explosives around the crates (2) and a sound mask (5) to aid the player's assassinations.

The red areas show the areas in which the enemy sniper from Section B can spot the player. His line of sight covers a large area of Section C so the player should take out the sniper first to make this section easier.

The player can climb a drainpipe (1) to reach an elevated area (2) which gives the player a clear view of the enemy sniper from Section B, the enemies in the area and the truck objective from Section E.

To the North is the factory area, the player can enter via one of the main entrances (4) or by climbing up a chain (5) and entering via the rooftop (6).

An exit point (●i) to the level is in this area but the end of level cutscene will only play when the main objectives are complete.

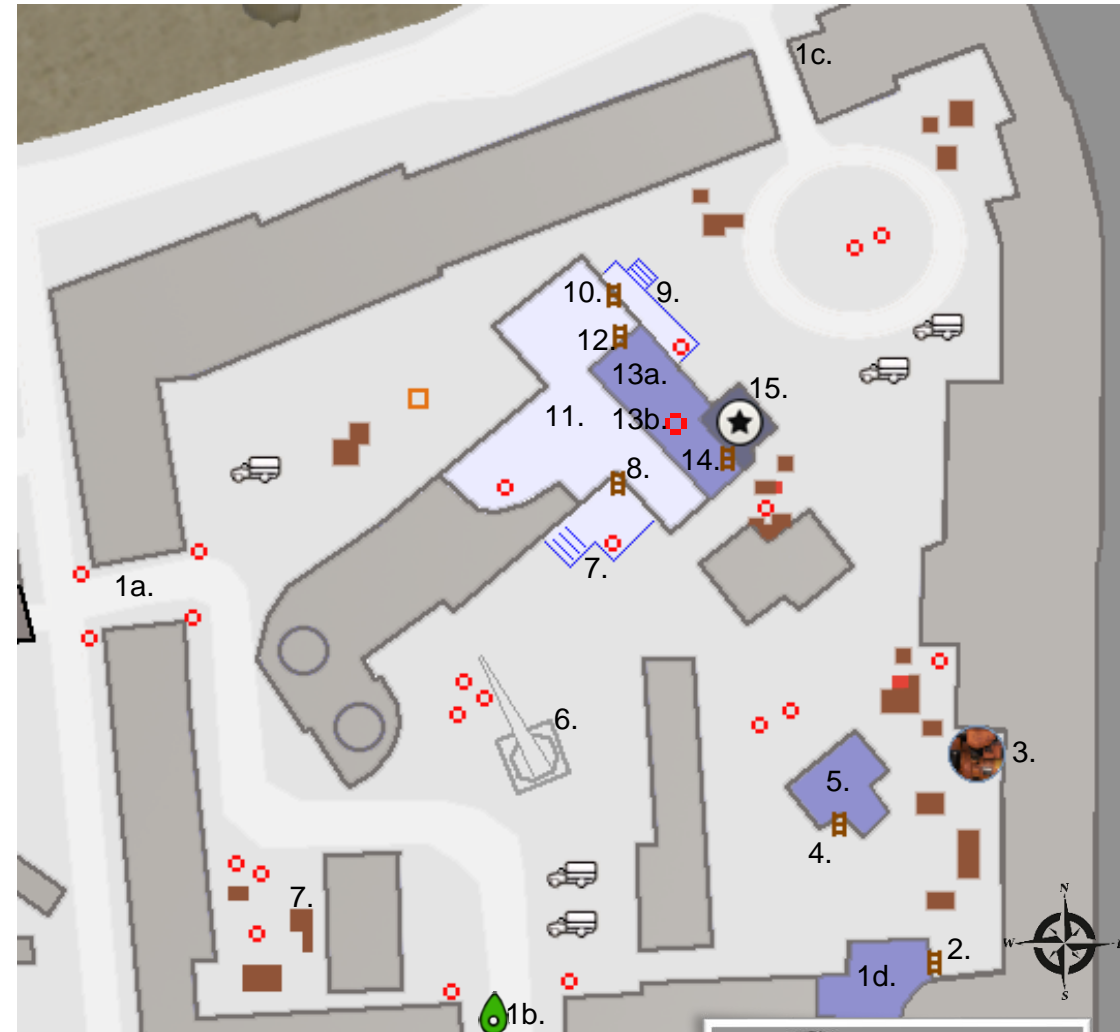


Section D

The large factory area that's crawling with enemies, there's three main entrances (1a), (1b) and (1c), the first two being heavily guarded with the third being less guarded but more out of the way in terms of getting to. There's also (1d) which can be entered by climbing up a chain in Section C. If the player takes this route, they can climb down another chain (2) where they will find themselves inside the factory among crates which they can use to sneak further in, as well as a sound mask (3). The player can climb another hanging chain (4) to reach an elevated area (5) which will give them a vantage point for this area.

There's a crane (6) which the player can shoot, causing it to drop the crates it was carrying onto the unsuspecting enemies gathered below, causing a large distraction.

The main objective *"Deploy the flare in the factory area."* can only be completed when the player reaches the highest area of the factory (★). There's two ways to climb the main building, the first is by ascending the stairs at the front of the factory to a raised platform (7) then climbing up a pipe (8). The second option is around the back, which also involves ascending a raised platform (9) then climbing up some dangling chains (10). Once the player is on the factory roof (11) they can ascend again via a pipe on the wall (12) to a higher point of the roof (13a), here they will be easily spotted by the enemies below them so they must move carefully. There's also an enemy (13b) who is looking out over the area with binoculars, this is a **Radio Operator** who will call for back up if they spot the player, so this enemy must be taken out quickly and quietly. Finally, they can ascend to an even higher point of the roof via a pipe (14) to an even higher raised area (15) and activate the cutscene to complete the objective.



Section D (cont.)

An exit point (🚪) to the level is in this area but the end of level cutscene will only play when the main objectives are complete.

The truck from the side objective “*Stop the supply truck.*” travels through the factory area, as shown by the red dotted line. Areas (1) and (2) are well positioned to ambush the truck, so long as they’re cleared of enemies first.

The factory can be distinguished by its two large smokestacks (3) which rise high into the air. These act as level landmarks and aid in guiding the player to the key location of the factory. The level is designed so that the smokestacks are visible from every section of the level, as they tower over all the other buildings.



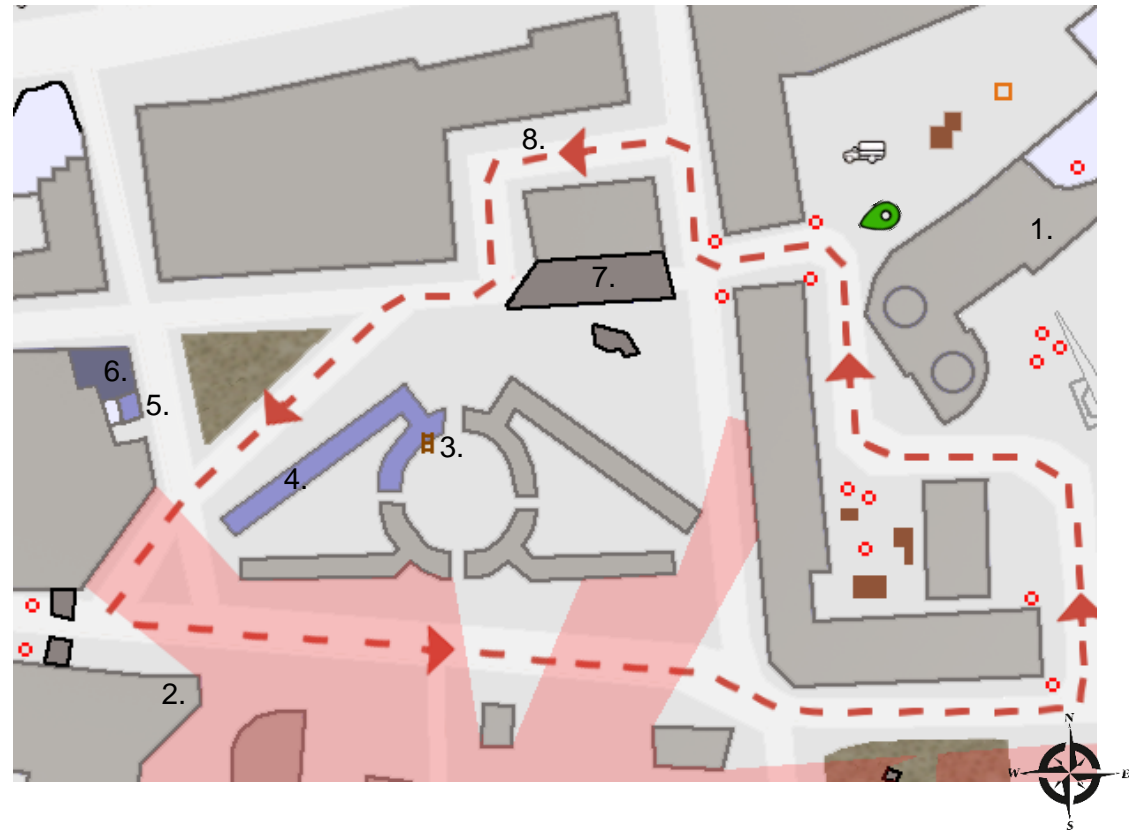
Section E

The supply truck from the side objective *“Stop the supply truck.”* circles this area, carrying supplies from the factory (1) to the camp (2). The truck’s route is shown by the red dotted line. The player can stop the truck by shooting the driver, shooting the gas cannister to explode it, setting up a trip wire or TNT on the road and more

The areas shown in red are the areas in which the enemy sniper from Section B can spot the player.

By climbing a hanging chain (3) the player can reach an elevated area (4) to get a good view of the truck. To the West there's a crumbled building (5) which the player can climb the ledges of, up to a very high elevated area (6), allowing them to see a large portion of the truck's route.

The truck has to make a detour due to rubble (7) on the road, causing it to slow down substantially, the new road it has to go down (8) secludes it from the rest of the level, allowing for the perfect time for the player to strike without being seen.



Section F

The huge Flak Tower (1) stands in a clearing, surrounded by enemy camps. The entrance to the Flak (★i) needs to be either blocked or destroyed for the main objective *“Disable the entrance to the Flak Tower.”* This can be done two ways. The player could choose to go up close to the tower’s entrance, bypassing all the guards, and place a satchel charge on the door and detonate it. Or the player could shoot the crane (2) causing it to drop the cargo it was moving across the entrance to the door, blocking it. The crane will be moving the cargo in and out of the area where it can be shot to block the entrance, so the layer must time their shot make sure it lands in front of the entrance. If the player chose to visit the factory area before this, there’s a similar crane mechanic in that area, despite how the player completes the level, they will learn about the crane mechanic then use it later on.

To the South of the section, there’s a drainpipe (3) that the player can climb up and a pile of rubble (4) that they can scale to reach an elevated area (5) on top of a building. This area gives them a good vantage point over the entrance to the Flak, allowing for a sneaky way to complete *“Disable the entrance to the Flak Tower.”* as long as they can perform a long shot.

An intact building (6) lies to the West. Inside the player will find a make-shift office that the enemies have constructed. The windows (7a) and (7b) look out to the entrance to the Flak and allow for another angle to approach completing the objectives from. There’s a line of parked trucks (8) which have explosives sat in between them. Shooting either a truck or an explosive will cause a large chain reaction explosion.



Section F (cont.)

General Feigliz (★ii) is the target of the side objective *“Eliminate General Feigliz.”* He will mostly stay in the tent (1) that he’s stationed in but will occasionally leave and circle the parameter of the tent (1) to shout orders at his troops, this gives the player an opportunity to assassinate him, either by their own hand or by using the explosive chain reaction of trucks (2). If the player doesn’t want to wait, Feigliz’ tent has two windows, (3a) and (3b). If the player is skilled enough, they can perform a tricky shot from either the elevated area (4) or the office’s (5a) windows (5b) and (5c).

If the player’s detection level goes into the red, Feigliz will retreat into the Flak Tower (★i), making it unable to assassinate him until he exits. This will only happen when the player’s detection level goes back down to ‘Enemies Searching’. If the player completes the main objective *“Disable the entrance to the Flak Tower.”* while Feigliz is inside the Flak, the objective *“Eliminate General Feigliz.”* will be failed as he is now trapped inside the Flak.

There’re multiple camps (6), (7), (8) and (9) set up around the Flak. These provide the player with cover, but enemies will be patrolling in and out of them.

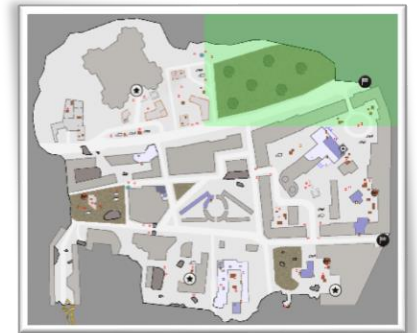
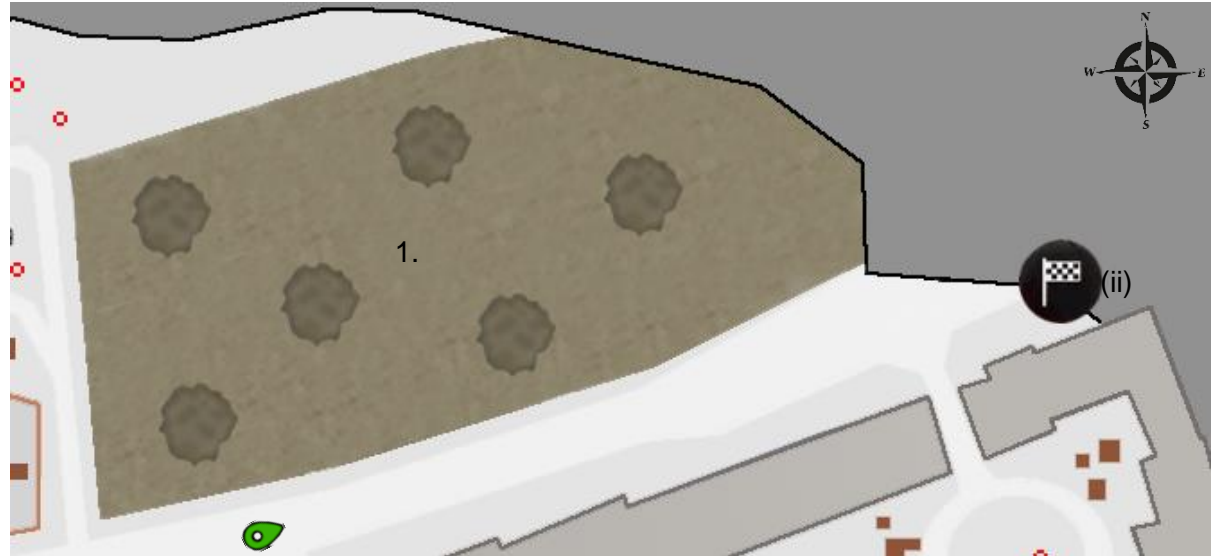
To the North-East, there’s another unexploded bomb (10), surrounded by guarding enemies. If shit, this will explode and cause a chain reaction, killing the enemies and exploding the trucks (11) stationed near it.



Section G

The most North-Eastern section of the map is home to a forest area (1) and the second exit point of the level (P(ii)), a gap in the rubble surrounding the city. The exit level cutscene will only play when the player has completed the main objectives.

This level is designed to be mid-game difficulty, slotting in around level three or four. The forest area gives the player a large section of the level that has no enemies and good cover, perfect for hiding out if they are detected.



Collectables – Deadeye

1a. A stone eagle is located on one of the four corners of the building, its easiest to spot when the player is on elevated ground.

2a. Stood high on the Flak Tower, this eagle can only be found by going around the back of the Flak Tower, which is quite out of the way.

3a. Located atop the factory entrance, this hard-to-spot eagle can only be seen from far away.

Collectables – Duty Roster

1b. An enemy hiding in the crevice is holding one.

2b. The Radio Operator on the factory roof is holding one.

3b. General Feigliz is holding one.

Collectables – Sniper Report

1c. Held by the enemy sniper.



Collectables – Letter from Home

- 1a. Located near the anti-air gun sat atop a crate.
- 2a. Hidden in a nook between destroyed buildings and guarded by an enemy.
- 3a. Sat atop an elevated area among supplies.
- 4a. In one of the office's rooms, sat on a desk.
- 5a. In a compartment of an enemy tent, sat on a table.
- 6a. Sat on a table in a small tent, guarded by an enemy.

Collectables – Letters to Home

- 1b. Sat on a crate surrounded by enemies.
- 2b. Surrounded by supplies behind a chimney on a roof.
- 3b. Sat on a crate.
- 4b. Sat next to an enemy on a small box.
- 5b. In the middle of the roundabout, sat among supplies



Collectables – Last Letters

1a. The enemy stood near the trucks that can be exploded by the bomb.

2a. The enemy in the courtyard of some apartment buildings.

3a. An enemy in the factory area.

4a. The enemy stationed in the office building.

5a. An enemy patrolling a camp.

Collectables – Misc. Docs

1b. Sat on a crate near a tent.

2b. On the high elevated area.

3b. At the far end of the elevated area.

4b. Sat among supplies in the corner.

5b. Sat among the crates in the factory area.

6b. Sat on a crate around the back of the factory.

7b. Sat on a crate in the corner of the factory.

8b. Sat on a table in the tent.

