

# CoD 2 Any% Tutorial

- I think the most important thing is to learn from watching videos of other people run these levels. The guide is mostly here to explain why they are doing certain things and what specific actions are important.

## Movement

- The same strafing based movement as many other cods, though no sprinting in this one, so it is most similar to cod 1.
- To give a very basic overview of the movement, walking diagonally and then turning in that direction will increase your speed, so on pc that for example would be holding W + A and then turning left with the mouse, building up this speed takes a small amount of time, so you want to clearly be taking a step or two on the ground before jumping, all of the timing, angles, and turning rates take a lot of practice to do well.
- Air strafing is somewhat different and maybe hard to conceptualise, if you try to move diagonally from your current trajectory, you will accelerate, this can be achieved with any movement direction so long as you are facing the correct way. Now as you begin to accelerate your current trajectory will change with the added speed, which will also change the optimal angle to strafe at, this also takes a lot of practice to fully understand.

## Pistol

- Pistols have a massively increased movement speed in this game, the fastest ordinary weapon has a straight line velocity of 190, a pistol is 236.
- There is only one way to get a pistol from an enemy, and that is to put them into last stand. There is effectively only one way to do this consistently, and that is stand some distance away and shoot a crouching enemy (something like 400 units, or 3? meters/10 feet).
- To send an enemy into a crouching state, it's effectively the previous step exactly again, find a standing enemy, stay an appropriate distance away, and shoot them in the leg, wait for the animation to finish playing out, and shoot them again while crouched. If you wait too long they will stand up again or run away.
- After the enemy goes into last stand there are 3 animations they can do, all of varying lengths, you will basically just have to watch them and wait until they pull their pistol out, killing them before this will not drop a pistol.

## Save States

- These aren't allowed to be used in runs, but are very useful for practising, or loading up certain weapon carry overs for IL running.
- They can be accessed by typing "developer 1" in the console, this will create a new load menu in the bottom left corner of the main menu, it might be hard to see at first.

- Many levels don't make saves properly, and your game can often spit out errors when loading certain ones, but you can also make your own saves in specific places if you need to practice a trick.

## Ice Skates

- When your character starts sliding uncontrollably, this is caused by taking fall damage, but also occasionally by being shot while midair.
- Sometimes this can result in massively increased speed if you get them going in the correct direction, but it's honestly really confusing to get used to, rarely ever actually useful.
- The best way to stop ice skates is to attempt to stand still, usually best achieved by cramming yourself into any corner you can find, going prone also works, but you will get sent off in a random direction very quickly before you make it all the way down.

## Level Order

- Just a quick note, but cod 2 during the campaign will play the levels out of order, the first 3 american levels will be played before the last 4 british levels, I will list the levels here in the order they are played in an any% run, not the order they are listed in-game.

## Red Army Training

- Run towards the ally, then turn back for the pistol.
- Use the trash inaccurate pistol and then the rifle to break every plate and 5 bottles.
- Throw a potato in the bathtub and wait for a while.
- Melee the mannequin and throw a potato through each window.
- You can clip through the guy in the doorway by moving shortly after changing stance, don't move for too long or you will get pushed out.
- You can leave as soon as he starts moving.
- Throw a smoke in front of the mg
- Jump off the boxes to get ahead of him on the ladder, but be careful not to block him from raising the ladder by standing in the wrong spot on the box.
- Run to the end while stunning/killing enemies, it's very possible to die here.
- Plant the bombs asap, then throw a grenade behind the commissar to make him run towards the end.

## Demolition

- Get a pistol from the first enemy you see, then move as quickly as you can to the ally waiting by the tunnel, this is about the only area to save time in this level.
- You can clip through the 2 people blocking the path, but it's kind of weird and inconsistent. The thing that works best for me is swapping between prone and crouch as quickly as possible while sweeping the mouse from side to side, and randomly you will be let through.

- If you get through those people too quickly you can bypass a dialogue that will play halfway to the building, which softlocks the level. To avoid this just wait a couple seconds if you think you are too fast.
- After this make your way down to the final building, the goal here is to clear out all the enemies before Lt Leonov reaches them and are slowed down, they will charge forward on a timer based on when you enter the building they are waiting in.
- This area can be quite risky, you will need to throw smokes and grenades to reach it with any consistency.
- Once in there throw grenades to get as many kills as possible and hide on the stairs to the second floor.
- Once all the enemies are cleared, wait for Lt Leonov to reach the doors to the second floor and stand next to him, this will start some dialogue, now you can wait for your teammates to hand you the explosives.
- Run around and plant the 3 explosives asap, now the level end is on a timer.
- Find a piano and play it.

## Repairing The Wire

- You don't need to repair the first 3 wires, only the last 3, or if you want to do a skip near the end, you can repair the first wire and the last 2 wires, I guess just 3 total are needed.
- This level is incredibly inconsistent, I like throwing smokes and nades ahead of me to help, but it's generally just based on how accurate the enemies decide to be on any attempt.
- Once at the radio it will sometimes take a while to activate, this just means you were fast.
- Run through the next areas and plant bombs on tanks.
- I don't really know why the second tank sometimes shoots, it seems like going fast avoids this, but somewhat inconsistently, it's also very easy to get bullied by enemies here.
- The last two tanks will sometimes blow up very late, this just means your allies were slow and is rng.

## The Pipeline

- Clear the first building asap, your allies will be pretty useless, especially on the 3 enemies outside the building, so make sure you don't miss those.
- Grab an mp40 for ammo.
- This next oob trick will be heavily reliant on entity limit, that is there are only a certain number of enemies and allies able to be spawned into the map at any one time, this means in order to free up spots to spawn in enemies where we need to clear them at the back of the map, we need less enemies alive. To do this we want to kill a couple of enemies on the way there, don't clear entire groups though, this will just respawn a new set to replace them, I like to kill 3 out of the 4 enemies hiding behind a big pipe to my left while running to the oob spot.

- Once you skip to the final area of the level I like to run back and throw grenades at some enemies, I don't know if this is necessary, but it works for me almost all of the time.
- From here you want to clear out two mg nests and the big centre building.
- The important information here is that you need 6 kills at each mg nest and 12 kills in the centre building, this is not reliant on how many people are currently spawned in, but on how many total kills occur in that area, so it is important to keep count of how many you have killed, especially in the centre building. Usually if done well the mg nests should have a full 6 spawn in them to be cleared out immediately, the centre building will never have all 12 at once.
- After clearing the mg nests this will spawn some more filler enemies around the buildings, sometimes you will need to kill these to free up spaces for more enemies to spawn inside the building and reach that 12 count.
- While doing all this the tank will be on a timer from when you cleared the first building to activate, if done well you can get back here with no time lost.
- The enemies will spawn behind you at area A as soon as you leave the building, you can pre-nade them as soon as the tank starts moving.
- If all is done well you can just run to the end.

## Downtown Assault

- I honestly don't know if running into the building on the right is faster, I just do it because everyone else does.
- The tank spawn seems a little random, but the explosives becoming active is a set time from the level starting.
- Blow up the tank and run to the next area asap.
- Spam grenades through the windows, there's way too many enemies in there.
- Don't drop down until all enemies are cleared.
- Clear every enemy on the right side to make your allies move up, this can sometimes go really badly, but practising where and when to aim the turret can help a lot.
- Just constantly mow down the windows until your allies move up.
- Once the building starts exploding, throw some smokes to cover yourself when running to the tank.
- When the wall blows open you will take fall damage and get ice skates if you run out, so crouch walk to land on the lower broken corner.
- Rush to the tank and plant explosives asap, if the smoke is good this shouldn't be too dangerous, but also the faster your movement is here the easier it will probably be.
- Run to the end, the door will open when the tank dies.

## City Hall

- Learning precise grenade throws here is extremely helpful, however you can just take too much damage from bad luck sometimes.
- The best strategy on this level is to practice the jump off the piece of metal in the ground imo. This skips many enemy spawns and is faster if done within the first 6 or so attempts.

- If it feels too dangerous you can hide and heal in the area behind the wall you're trying to jump onto, once healed and with a smoke on your position you should have plenty of time to hit the jump.
- This jump doesn't require any strafing or even pistol speed, it's all about timing and positioning of your jump, you need to jump off the highest point of the metal bar to have enough height, I think of this as jumping from the left corner.
- Plant the bomb on the door and wait.

## Comrade Sniper

- You want to move to your allies as fast as possible, however sometimes the enemies from the first area can chase you and troll you in the next area, so killing whatever you can without slowing down too much is good.
- The sniper spawn here is completely random and it sucks.
- Throwing a couple grenades down the stairs, then mowing everyone down with the ppsh is the best way to clear the top floor.
- From here throw a grenade behind you when you enter the bottom floor, then rush to the next room, if done right this should make the last enemy run into your grenade, and you can just shoot the 2 in front of you.
- After this you just defend for about 5 minutes, I have seen some very minor time variations here (like 1-3 seconds) and I have no idea what causes it, it seems to not be related to kills or anything.

## The Diversionary Raid

- Clear all 3 mg nests, and then blow up every barrel and plant 3 bombs.
- There's a lot of ways to do this, but I'm not great at this level.
- The final bunker sucks, it's possible to just run past everyone and go way faster, but it's generally far safer to just spend the extra time shooting everyone.

## Holding The Line

- I'm not quite certain how important clearing enemies here is, I just have always done it as much as possible, but it doesn't seem to save time, or ever cause the level to progress any slower.
- It mostly seems important to clear key enemies, usually every half track, so learn where they spawn and hit them with a cannon.
- Once on the mounted mg on the far side of the map this is where it seems to matter to shoot as many enemies as possible, while the half track enemies do not matter, I think, I have had some weird results here, it's possible teammates mess with things somewhat.
- Once up top you will just have to destroy every tank as fast as possible, this will just take some practice with save states to learn the positions and timings of everything.
- And just because cod 2 is a great game, it is possible for the second set of tanks to spawn in very late, completely throwing off the timing of everything, I have no idea how or why this happens.

## Operation Supercharge

- I don't really understand this level, mostly just Price runs through the entire map and you want to kill every single enemy so that he doesn't have to interact with them.
- It's still going to be a little random because of cod npc pathing.
- When you reach the final building you will have to clear it slowly to skip a truck full of enemies spawning. Wait for the tank outside to explode, once this happens you can finish clearing the building and Price will tell you to locate the radio immediately.

## The End Of The Beginning

- This one is really just a coin flip, throw grenades and smokes at the enemies, hide behind a crate if you have to.
- Once you reach the final area, it's faster and imo easier to just mantle up the outside of the building and reach the final room through the window. You can also skip the spawn of some enemies blocking your next doorway by jumping on a balcony over the trigger.
- Just run to the end from here.

## Crusader Charge

- The only goal of this level is to destroy every enemy tank, your allies will clear some, but they don't appear to be consistent about it, the best strategy is to use the binoculars from long range to snipe as many as possible, then aim at the back or sides for maximum damage when closer.

## 88 Ridge

- Similar to the previous level, but this time the allies are a little more reliable, watch any top runs of this level to see what tanks are able to be avoided consistently.
- It is also possible to snipe some cannons from spawn, saving a little bit of time.

## Outnumbered And Outgunned

- The armoured car spawn seems to be determined by the number of enemies you clear with the mounted mg, so for the first 30 seconds or so focus entirely on that.
- After this try to send any enemies you can into last stand to drop a pistol for you.
- Price will be a little random to the car, but should be mostly consistent if you clear all the enemies out of his way.
- Once in the car just shoot enemies to stay alive, there is no time to be gained.
- When you exit the car you should rush to the end of the level, from there you can wrap around and shoot some enemies clearing the way for Price, once he progresses far enough the level will end.

## Retaking Lost Ground

- Throw some smokes from the tanks to cover yourself, the first safe area is in a building on the left side of the map, just before the ladder area, stay here and spam grenades at the enemies.
- The goal here is to just clear every enemy from this ladder area, when done an ally will run up and raise the ladder for you.
- From here you will need to clear 4 gun crews, the best way is to throw grenades at them, this may take some practice though since if not done correctly the enemies can scatter and be lost among the generic enemies floating around the map, making clearing that area incredibly tedious, usually the final cannon is the most difficult to do.
- At the final building it's the exact same thing, only the enemies already there matter, but if you take too long they can get lost in the mess of other enemies arriving at the area, this just takes practice to improve at.

## Assault On Matmata

- Killing more enemies on the roofs will progress everything faster here, but be careful of being targeted by immortal panzerschrecks.
- From here throw a smoke on the mass of enemies, and make your way around the right side, I like to kill the turret for consistency.
- If you manage to get through here without killing too many people it should spawn less in front of you.
- You can stand inside smokes to avoid damage from aeroplane strafing runs.
- At the final area the enemies running at you are pointless, just kill the ones on and defending the gun.
- Using the gun is the fastest way to clear the enemies from the roofs, but it takes some practice to know how to aim it.
- Each roof section will progress when one enemy is still alive, be careful of this since they can hide and throw grenades at you.
- Shoot all the planes and win.

## Battle Of Pointe Du Hoc

- Random grenades on the beach, be careful.
- The ally up the rope doesn't seem to be affected by your speed, so taking your time to be careful of grenades should be fine.
- If you go too fast through the next area the giant cannon off to the right side can target you, this is prettymuch gg, just try not to have this happen.
- Get to your ally in a crater as fast as reasonably possible to start the next section.
- Once the bombing has started you can leave, you will die if you go too early.
- From here it is almost completely movement based for the next few minutes, run across the map, don't go too fast past your teammate near the cannons or he won't progress that part of the mission. Then after planting the bombs run back to the gate asap.
- From here clear every enemy in the map, grenades are useful, but there is also one enemy in the close left bunker with an mp44.

## Defending The Pointe

- Getting more kills seems to make things go a little faster, but not massively.
- When you hear a tank approaching skip the next area and go into the building on the mounted mg.
- Again more kills here tend to help, but it's mostly based on your allies movement which is rng.
- If you have a pistol don't exit the house too fast or you will skip a trigger.
- Run to the end of the map, this will hit a kill trigger on the way making your allies as fast as possible.
- Now you wait for about 7 minutes.

## The Silo

- Run up to the middle of the field.
- Before crossing the little river kill 2 enemies, if not you will die.
- Rushing into the next area no enemies will be able to see you until your allies blow up the silo.
- Go to house F and clear it, the pistol is very good for this, 1 shot kill to the body, you can also find an mp44 here.
- After F is clear go back to A, this is about where the enemies should start noticing you.
- You will have to step foot inside of any clear buildings after your allies blow up the silo, so step inside the door of building F and back out.
- Proceed through clearing the rest of the buildings and then meet your allies in the middle.
- Wait at the top of the silo forever while shooting mortars.
- Once this is over all enemies will run out of the map, it is faster to pick off any stragglers, focus on the ones that will exit the map last, as soon as they die it will progress.
- Run to the end, Sgt Randall is garbage and usually extremely slow here, idk why.

## Prisoners Of War

- If you take the safer far left route around the hedge be careful not to go too far left or you might skip a trigger which will then softlock Price.
- This entire mission is based on how fast Price is, which is fairly easy to stay ahead of, so try to be safe more than fast here.
- At the first mortar nest you must kill all 4 enemies, sometimes one or more will be hiding and you will have to find them.
- At the second you just have to run fairly close to them and then leave, and it will automatically clear a little while later.
- Throwing some smokes at your allies path may help them, but they are massively rng here, it is common to lose up to 30 seconds or more over world record pace just on teammate movement here.
- It's probably possible to clear all the enemies ahead of your teammates if you are fast enough, but this hasn't really been experimented with yet.



- Once they start talking you should rush back to the truck as fast as possible, this makes macgregor faster.
- Don't get in the truck right away, as soon as you do you get a checkpoint, and it's possible to get set back to this checkpoint from far later, you can also kill the enemies from outside the truck here more easily.
- It is possible but extremely rare for the tank to kill you before you can kill it, I don't know why, game bad.

## The Crossroads

- If you leave the first area too quickly you will softlock, you can tell it is softlocked if you get no dialogue and your allies stop moving very early.
- Clear both buildings and destroy the tank, but don't shoot it too early, it doesn't seem to take any damage before getting over the little hill.
- In this next area Price will sometimes skip his next waypoint and run all the way to the end, I have no idea why, still we generally throw smokes on his path to help him as much as possible, as well as some grenades at enemies.
- Blow up the halftrack and swap your panzerschreck for a bren, once the other half track is blown up jump on the barrier and over it to get oob.
- Run around the building and clear out the enemies, all but 1 or 2 should then make them retreat.
- Climb onto the barricade and then the wall and wait for Price.
- Once he says some stuff you can start moving back, try to stay on the wall so you can enter the next section earlier.
- As soon as Price starts his animation with the gate you can run into the house.
- There is something a little weird here, as far as I understand it, if you clear this house and leave it fast enough it will skip a wave or two of the final section, I don't know why.
- Clear the barn and try to stock up on grenades, then go to the second floor mounted mg.
- If you use grenades to clear a wave or two here it may skip a wave, this can stack with the previous method to get exceptionally fast wave defences here, but it seems quite unreliable with current knowledge.
- Once the tank spawns everything is basically auto scroller until the end, just try not to let any enemies bully Price when he runs back to the end.

## The Tiger

- This level is entirely about clearing 5 locations, you can ignore all enemies until you reach area A.
- You should clear these all in alphabetical order as the level is extremely linear and you will just lose time travelling if you try anything else.
- An mp44 is completely essential for doing this level with any speed, so is grenade spam.
- There's not a lot else I can say about this, it's really just a lot of practice at clearing these areas as quickly and consistently as possible.

## Brigade Box

- After clearing the barn your allies will make their way to opening the door to the final area, in the meantime you have to clear two nests of enemies. Throwing smokes near the door for your allies can help quite a bit.
- This game is notoriously bad with updating objectives as they complete, so you either must have great confidence that you got every enemy, or waste a few seconds waiting for it to confirm for you before moving on. If you are fast you can get back to this door before your allies.
- Beyond this point is a very easy softlock to hit, there are a few ways to avoid it, but I'll just state the simplest and most reliable one here.
- Once through the door stick as far right as possible, once you jump over a gate continue going right behind a building, then turn left and enter the front door of the final building. You must stay only within the first room or the front porch of this building, leaving these areas early will highly likely cause a softlock.
- I'm not really sure what causes the building to be cleared, sometimes it happens far earlier than should be possible, but once it is cleared you are safe to move wherever you like, and you can leave to baby Price to the building faster if possible.
- After Prices dialogue a timer will start, this timer is basically fake and the real timing of the level comes from when autosaves trigger, autosaves are delayed by effectively any combat (firing a weapon, holding or throwing any grenade, and taking damage) so the fastest strategy here is to run back to the previous building and hide in the corner behind the open door, it should be impossible for any enemy to find you here and progress this section at the fastest pace.
- Leaving here can be quite dangerous as there are dozens of enemies on the map, but there are a few ways to do it, mostly you just want to plant the bomb on the tank asap and get to the back of the map to start Prices dialogue.

## Approaching Hill 400

- You have to step foot in a building at least once for it to count as clear.
- You really want an mp44 for this level, there should be one on the street outside the first house.
- You can progress quickly here and your allies should finish clearing buildings for you, at least somewhat, definitely not a completely full one.
- There is some weird stuff here that can save a bunch of time or alternatively softlock if your allies don't choose to sit still in the building leading to the second area, I have no idea how to cause it.
- Said allies will stay still in this building until you clear the 5th one, so this is the most important area to do quickly.
- Running straight past the building that gets blown open seems faster, idk why.
- You can throw some grenades in the top window of this next building to help clear it faster.
- Clearing this building asap and also the mortar crew outside can save a lot of time if done well.
- Same with the church after, Sgt Randall will beeline at the gate as soon as the church is clear, so doing it faster can save a lot of time.

## Rangers Lead The Way

- Throw a grenade at your feet to get allies out of your way, I have never seen this teamkill.
- Run up the hill to the bunker and clear it asap.
- It is possible to skip through the mines to the second bunker instead of going around the hill, but it only saves about 3 seconds.
- There is another minefield skip after the second bunker, it is extremely easy (you can just walk through it with a pistol) and skips a very dangerous area full of enemies, but loses around 5 seconds.
- In the final bunker drop your gun for a panzerschreck to be used in the last area.
- You should first plant the breaching charge on the door, then go to the roof of the bunker and snipe all other objectives, the two mortar pits and the halftrack, there is an mp44 on the roof you can use for this.
- Bring the panzerschreck back down into the bunker and plant the second breathing charge, then use it to clear the room quickly.
- Wait for your allies to arrive and finish talking.

## The Battle For Hill 400

- There are three important clears here.
- The first three mortars are on a set spawn timer, so you should be trying to clear out enemies while waiting between them, finding an mp44 early here is super helpful.
- After this 3 halftracks spawn and so do a lot of enemies, this one I'm not quite certain about. I don't know if it's a set number of enemies or waves, I'm fairly certain that sniping the 3rd halftrack super early doesn't really help, but sometimes the final enemies will all just rush you rather than hiding and it can go very quickly.
- Now you wait for 5 minutes.
- At the end of the 5 minutes you need to clear every enemy again, it's possible to manipulate the spawns into being in the middle where your allies actually do something.

## Crossing The Rhine

- This level is entirely just run to the end, killing too many enemies will free up space to spawn more enemies in front of you, so it's best to get past as many live enemies as possible early on, usually by stunning them with shots as you run past.
- Every objective should complete after running past it.
- Once the tanks spawn leave the right side tank alone, and blow up the left side tank.
- Clear out any enemies in the way, and wait for the tank to fire 3 times, it clears a far shorter path back through the map by doing this, after that you can shoot it with the cannon.
- Find Sgt Randall and shoot near him to block him. Once enough time has passed he should turn around and run back, potentially running into enemies and getting slowed, but it should still work fine.
- Do not leave this area until he has teleported across the map, he will have to run through the building and some distance before he does this teleport, and sometimes it happens a little differently, idk why.

- Once you see him teleport on the mini map you can start running back to him, this should soon kill trigger all the enemies and end the level once you reach him.