

Intel Guide for Call of Duty: Black Ops

PoyumaPS

by

Mission 1: Operation 40

1. After you avoid some enemy troops and have a little firefight with some enemies, you will go to a door that can only be opened by your ally. When he opens it, kill the enemies in the room. After they are dead, from the door walk directly forward and the intel should be on a crate near an RPG.
2. After you have killed "Castro", you will have another firefight with some enemies outside. When the enemies open the next door, go inside turn right and go forward until you can turn right again into the room. Turn left into the next room and the intel will be on a cabinet beside the doorway.
3. After you run down a hill while holding a rope. Go into the hangar and there will be a set of stairs and the intel will be on top of the metal grate.

Mission 2: Vorkuta

1. When you are outside, progress until you get back inside again. Sergei will be trying to break down a door, go up the stairs and near Resnov will be an intel.
2. When Sergei sacrifices his life to keep the door open and you slide under it. Go forward and there will be a room on the bottom floor to the right and near some radios on a table will be another intel.
3. Before you get on the motorcycle, do a 180° and to the left it will be on a shelf.

Mission 4: Executive Order

1. After you blow your cover (on purpose) kill all the enemies and make it to the top floor. Before you climb up the ladder, to the right the intel be on a table.
2. When you blow up a wall to get into a room, walk into the room and walk directly forward and the intel will be on top of the control panels.
3. Near the end of the level, you will be an area full of lots of computers. When you progress and go down the hallway, go right into the room that comes up

first. Then turn left and on top of the control panels will be the last intel for the level.

Mission 5: SOG

1. Early in the level when you need to take out tanks with the M72 LAW, run all the way up the hill behind where the enemies are shooting from and the intel will be on a pile of crates near a tent-like building.
2. When you jump down a hole, you will be faced with a lot of enemies that will keep on respawning. Run down the left side of the hill and there will be a bunker, go into it and the intel will be on the ledge near the window opening.
3. After you fight your way back up the hill (when you save Woods's life) you will be in a bunker and stick to the right. The intel will be on 1 of the shelves.

Mission 6: The Defector

1. Once you found Reznov, finish the little cutscene and you are allowed to leave. Once you leave the room, go through the first doorway on the right and it will be on a desk.
2. After you meet the Bottom Feeder tank for the first, when the tank makes a right turn, don't turn as well, instead go forward and climb through the window
3. After blowing up the roof with some C4 you want to go through the room, turn right, and run forward till the end and then in the blown up house to the right will be the last intel for the level

Mission 7: Numbers

1. As soon as you gain full control of the character, rotate 65 degrees clockwise and go into the little room, on the desk will be an intel (also the cassette for the Thunder Gun, see Tips and Strategies on the guide on PSNProfiles.com)
2. You will eventually come to a slow-motion scene where you are sliding down a roof. Kill the 4 men that spawn and as soon as you land walk forward and turn left and it will be on the ground.

3. After Clark gets his brains blown out, progress until you get a "Checkpoint Reached" in the top left corner of the screen. When you do see that you will also see a slide, **don't go down yet**, instead do a 180 and walk and the intel will be in the trash.

Mission 8: Project Nova

1. When you enter the first building that is objective related (A yellow marker that shows how close you are to it). Kill the enemies and go upstairs, then turn right and enter the next room and then take another right and the intel will be on the desk.
2. Once you enter the hangar will a huge missile in it (Objected related like the last one), go straight forward into the little room, and the intel will be on the desk.
3. At the very end of the game where the timer is counting down, before you climb the last set of stairs to jump on the rope to end the mission, to the right of the bottom of the stairs is an intel.

Mission 9: Victor Charlie

1. When you get to choose if you want to kill the VC on hammocks or not (Doesn't matter unless you are going for the **Up close and personal** trophy.) once you get out of the room, do a U-turn and it will be on the ground.
2. After you detonate the C4, you should see a hut on fire with a bridge connecting to a hut that is not on fire. When you are there run straight forward under the bridge until you get to the hut and the very end. Go into the hut and beside the picnic table will be an intel.
3. Once you are in the dark cavern where your friend gets killed, you will later find Resnov. After Resnov has a little combat right with a VC, turn left and keep going until you can turn left again. Then skim across the right side of the wall and there will be an intel on the ground.

Mission 10: Crash Site

1. First intel is at the very beginning before you get on the boat, when you are heading towards the yellow marker there is a wooden crate near a barrel with wood in it on fire. On the crate is an intel.
2. After you are done the boating section, walk forward a little on the path and the intel will be on the ground.
3. After you climb up the plane wing, you will have to drop on the ground and the intel will be on the ground.

Mission 11: WMD

1. After you lead your allies to the Barracks, kill some enemies, walk down the short staircase and do a U-turn and the intel will be on the filing cabinets.
2. After you are done killing a whole bunch of enemies from a distance with the crossbow stealthily. Progress until you are in a control room full of enemies, and then find the stairs leading down. Do a 180 and go into the room that should be in sight. On the bench should be the intel.
3. Near the end of the mission where you go into a large hanger **Do not go into the room with the yellow marker yet.** Instead, go to the left side of the room, there should be 2 sets of stairs on the left. Go to the stairs farthest away from the door and walk forward and on the table with 3 blue barrels on it should be the intel.

Mission 12: Payback

1. There is no easy way to describe this but when you get to the first large cavern area, to the right the intel will be on a shelf (I apologize sincerely)
2. When you get to the area where you are supposed to take the hind **don't get in it yet.** Instead go far right from the hind and the intel will be on a table next to a radio.
3. At the end of the level where you are in a large cave area (The flamethrower area) where you need to climb up the stairs and get the cutscene **don't climb the stairs yet.** Instead go left and on a crate near a large generator and a small set of stairs will be the intel.

Mission 13: Rebirth

1. At the very beginning where you tomahawk an enemy in the throat. When you drag his body back, turn left and the intel will be on the ground.
2. This one is pretty fun to get, after you make it through the rebirth labs you should come across a big room with a small room in the middle (Its a hexagonal/octagon shape) you need to run into the room before the doors close and grab the intel on the cages. If you miss the doors then just cook a grenade or let an enemy kill you so you can respawn. If you are not fast enough to escape the room then you will die by Nova 6 but the intel will still be captured.
3. When you are gassed and you need to kill enemies with a thermal sight. You will need to progress into a building with a yellow marker telling you to go up the stairs. Before entering the building, go into the building on the right and the intel will be on a counter beside some pots and pans.

Mission 14: Revelations

1. After you gain control of your character, walk down the hall until you across a four way intersection with a four on the wall, turn left and on top of the cigarette machine is an intel.
2. Keep progressing till you go through a set of double doors and see the numbers "132 3 31 34" on the wall. Turn right and keep skimming along the left side of the wall until you find the intel in a trash can
3. Keep progressing until you come into a room full of TV's and desks. Turn left from where you entered the door and on the desk nearest to the TV's will be the intel.

Mission 15: Redemption

1. After the helicopter crashes and you gain control your character, run until you find a metal crate that has a big red and white striped pillar on it. At the end of the little metal crate will be an intel tucked away under the door of the crate.
2. After you make your way down into the ship, past the locker rooms, go down one more sets of stairs and there will be a table directly in front of where you enter. Behind the desk will be the intel.
3. Progress until you are in a room that is flooding, kill all the enemies, climb up the stairs leading to the next objective, go through the door and to the right under the desk will be the final intel of Black Ops. Congradulations!

