

## TIPSTER

Andy Mills



# KNOW HOW TO...

...top the multiplayer leaderboards in...

**Time To Complete**  
Well, this all depends on how far you want to level up really. Hitting Level 70 should take around 36 hours or more to achieve (even with our guide) and if you plan on going through Prestige mode then you can multiply that by a good ten times, at least!

**Best Bit**  
Nothing feels better than taking out a whole opposing team as you help score the points for your team (on team-based modes). And watching someone come back for revenge, only to find you've anticipated this and kill them again, which is also highly satisfying...

**Hardest Bit**  
Newcomers to the series will have a really hard time getting in to it as they can be put up against seriously seasoned pros. It can be disheartening being killed repeatedly, but if you follow our guide here, we're extremely confident that you'll up your A-game much quicker than you think.

## WHERE ARE YOU STUCK?

**Q. I can't seem to kill anyone - it's really frustrating!**  
**A.** Read (and re-read) our general tips on this very page (along with the extra player-tips dotted around our guide) as they really will help you tip the scales in your favour. And don't look at death as failure, watch their Kill-Cam and use it to learn and adapt. You'll see not only their hideouts and strategies, but also what perk loadout and weapons they use. Use this knowledge to your advantage!

## THE MAPS

We've concentrated on four of the most popular maps with top tips for each game mode. Then there are the other 12 maps with general advice for how to play 'em.

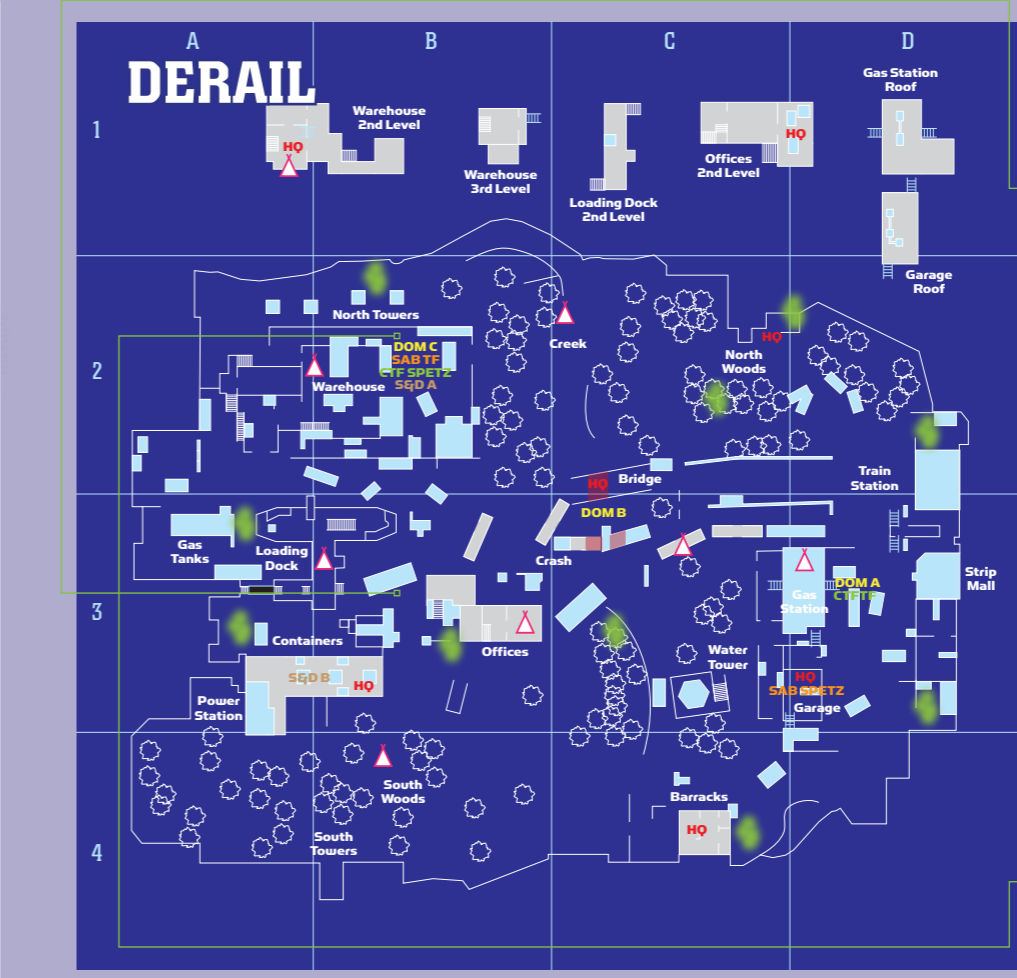
- KEY FOR THE MAPS**
- CTF = Capture the Flag locations
  - DOM = Domination points
  - HQ = Headquarters
  - SAB = Sabotage points
  - DEM = Demolition points
  - S&D = Search and Destroy points
  - ▲ = Recommended camping spot
  - = Recommended Tactical Flare Insertion spot

# CALL OF DUTY MODERN WARFARE 2

Infinity Ward's sequel to one of the most intensely played multiplayer games in videogame history has upped the ante on many, many levels. With loads of new - upgradable - Perks, a whole array of new weapons, new game modes, emblems, titles and a massive class of experienced *CoD4* pupils waiting in the wings ready to plant a bullet between your eyes, it's a whopper of an online military shooter.

Whether you're a newcomer to the *Call of Duty* series or a seasoned Vet, we're confident that there's masses in our guide of benefit for you. We're going to show you not only some of the most tried and tested strategies, but also the best weapon and perk setups/loadouts (and how best to tweak them as you progress up the ranks) plus a massive map blowout covering Tactical Insertion placement, sneaky sniping spots and more. So pick up that gun and strap on those stun grenades.

**Special Thanks!**  
We'd like to thank a bunch of gamers from the GRCade.com forum for their participation in our efforts to repeatedly put a barrage of virtual bullets through their in-game noggins. Those willing martyrs are: AaronayIt, Alvin Flummux, Anung, Boot, Born Skippy, Chris Shilling, Cuttooth, Dalagonash, DaLax, Falsey, F Heonix, Gandalf, GrinWithoutaKat, Grumpy David, Hime123, HSH, Infibeyen, Jimmy Sheddars, Killaroo, Nova, Pred, Prototype, Roommaster, Skarjo, Space Jebus, Staying Dead, SuperKing. Many thanks, guys!



## DERAIL

A large snow-bound level, it's a favourite with snipers as it offers a ton of long range views with excellent camouflage all around. Again, like Afghan, a lot of fighting will congregate around the central area.



**Free-for-All:**  
The central area with the bridge is a real hive of activity, and the offices beside it are usually crawling with snipers (as are the trees surrounding it). Take them down with your RPD for maximum effect.

**Team Deathmatch:**  
Try to get some team-mates to help you flank the centre of the map so you can get the drop on as many enemies as you can. Don't stay too close together; otherwise you're a missile/grenade magnet.

**Headquarters:**  
If the HQ pops up under the bridge, keep your eyes well peeled for snipers and cheeky players who lie flat on the icy lake, making them hard to spot. Otherwise, stick close to your team at all times.

**S&D/Demolition:**  
Running down the flanks on these modes may take a bit longer, but the broken edges of the map provide allow you to head straight to site B (as site A is always heavily guarded by the enemy).

**Domination:**  
Most of the action flits between points B and C, so be sure to keep A on your side and if you can, then occupy point C as well. Point B is especially hard to keep, so two out of three will always keep you in the lead!

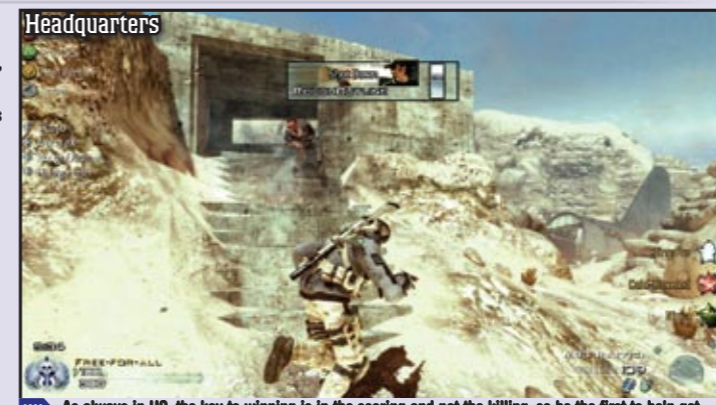
## AFGHAN

Afghan's a large open area map that retains a lot of the action in the middle with the cave and the broken plane taking centre stage. Keep your eyes peeled for enemies looking to flank you from the cover of the poppy field.

**Free-for-All:**  
Even though Afghan is quite a large map, if you're a skilled ninja, you can clean up really well using our 'Jack the Ripper' class. The abundance of campers here makes stabbing them even easier!

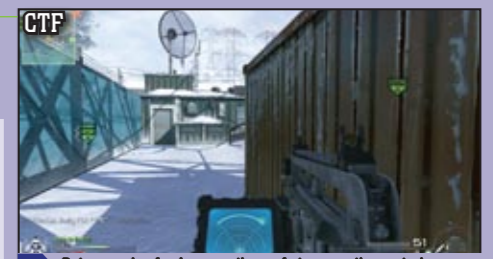
**Team Deathmatch:**  
Try and stick to a group of around 2 or 3 other players where possible, as going lone wolf will usually result in you taking a beating. The extra firepower and perks on this map will come in really handy.

**S&D/Demolition:**  
The cave and the broken plane area are real hot spots on these game modes, so if you want to stand a chance of winning, think about two of you trying to out-flank the enemy at either side.

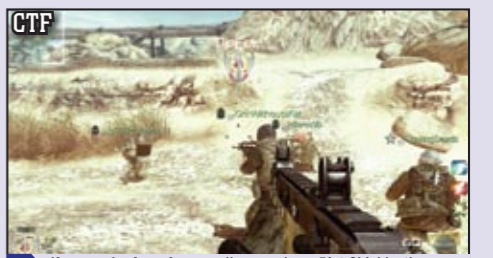


**Headquarters:**  
As always in HQ, the key to winning is in the scoring and not the killing, so be the first to help get your team scoring and you'll get an extra 250 EXP for every base you help capture!

**Domination:**  
Points A and C are reasonably close together so there's a lot of firefights around this back area. If you want a quieter time, hide in the poppies and defend point B for your team.



**CTF:**  
Put a couple of snipers on the roofs to cover the central bridge area and then take a couple to flank via the offices and a couple to flank by the woods to the North for the maximum chance of nabbing the flag.



**CTF:**  
If you and a few of your colleagues have Riot Shields, then you may want to run the gauntlet through the cave straight to the flag, with a few comrades as extra firepower from the rear.

## GENERAL TIPS

To give you a more-than-fighting-chance in the intimidating multiplayer, we've compiled some of the most essential combat tips, distilled onto this very page. Follow these tips right, and you'll turn your 5 kills and 15 death results into 20 kills and 3 deaths quicker than you ever thought possible...

### I LIKE TO MOVE IT, MOVE IT, I LIKE TO... MOVE IT!



Many players like to sit still in a certain spot on a map, DON'T! Once you kill someone, move it sharpish to a new location (even if it's nearby)! This is true for all types, especially snipers. Remember: a stationary target is an easy target!

### CHECK YOUR SIX



Following on from always being on the move is remembering to constantly keep an eye on who's behind you! If you forget to, then you'll get shot or stabbed in the back more often than you ever thought possible!

### DON'T WASTE ANY PERKS



Especially true as you level up and have access to popular perks such as Billing Pro, Stopping Power Pro and Full Metal Jackets (FMJ). Some perks replicate the effects of others, so think carefully about your loadout and combine perks that complement each other.

### "ENOUGH SCHNIPING?"



Got a pesky sniper on your map you keep getting killed by? Then watch their kill-cam and flush them out with a grenade. Or sneak up behind them and stab 'em in the back for even greater satisfaction!

### CHALLENGE YOURSELF



See those challenges that unlock in the Barracks? Do as many as you can as they can lead to some easy - and usually large - XP bonus points. Combined with team-games you can amass 10-20k per match, allowing you to rank up super quick!

### "NO RUSSIAN?"



See all of those guys running head first like sheep into their opponent's bullets? Don't copy them, instead, take it slow and low and out-flank them from the side or behind to surprise them and get the drop on them.



## SUB BASE

Another popular snow-covered level, but unlike Derail, this map is much smaller, with only a few distinct sniper spots that really work. A map that's much better suited to close-medium range fighting, so bring your assault rifles/Ripper/RPD classes out in full force here.

### Free-for-All



This map is busiest on the Eastern side as that tends to have the most corners and look-out points to give enemies the drop on you from all angles. Keep your wits about you, especially in the central area.

### Team Deathmatch



If you want to out-flank the enemy, then you're best hugging either the southern or northern edges of the map and attacking the enemy from behind (the West).

### S&D/Demolition

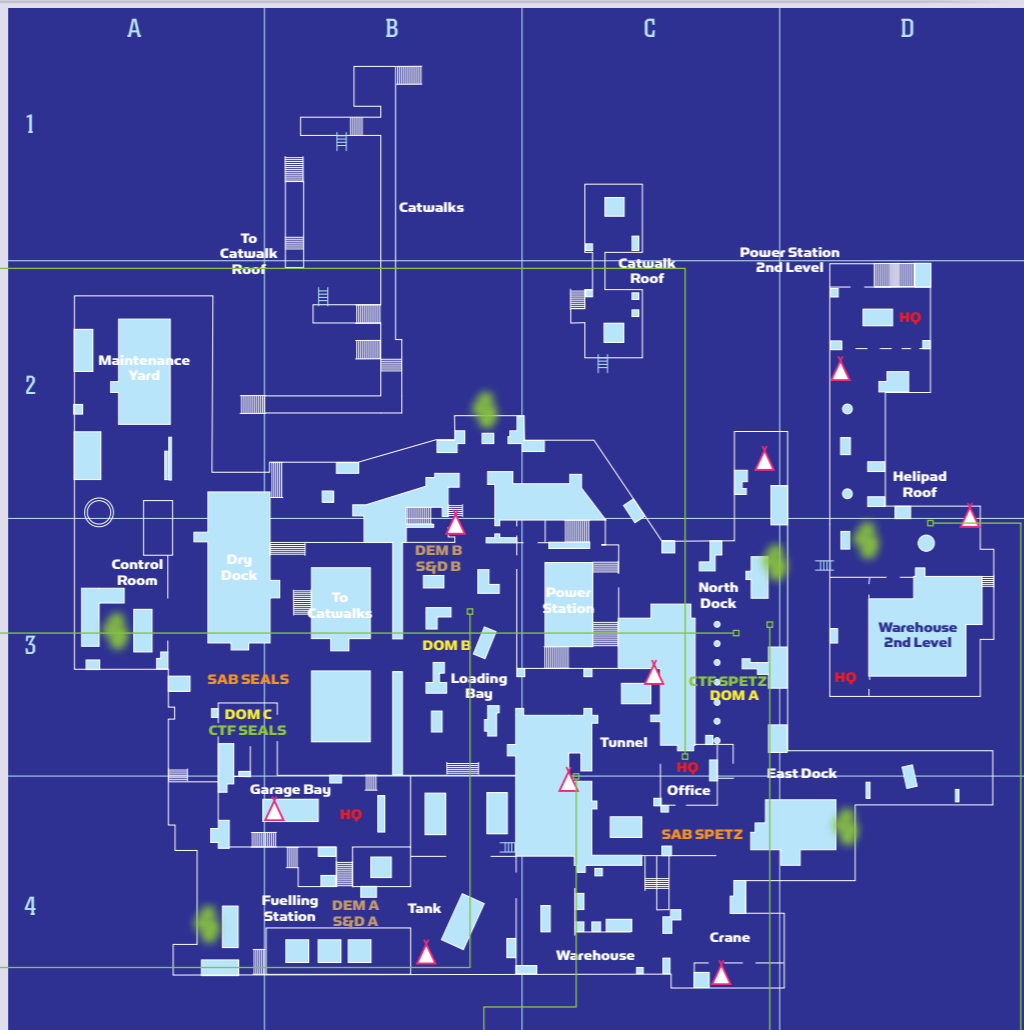


Unless you have a few team-mates with Riot Shields at the ready, bomb site B isn't the best bet (with the two levels on offer to the enemy). Try and focus on A, and then mix it up to B if the enemy catches on.

### Headquarters



There's a great camping spot opposite the HQ in the small office, it's located directly opposite it in the tunnel. It's a small dark gap behind a fence and most enemies simply don't know it's there!

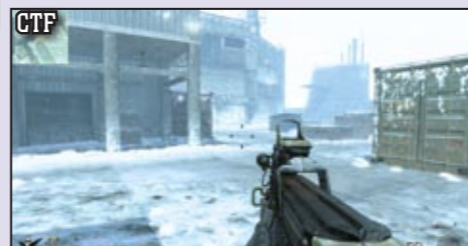


### Demolition



Points A and C are your main goals on this mode. Point B is way out in the open, so if you're going to go for it equip a Riot Shield and a smoke grenade to provide cover as you're out in the open.

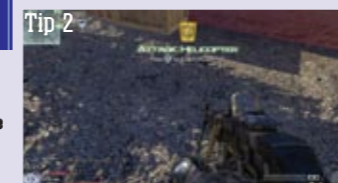
### CTF



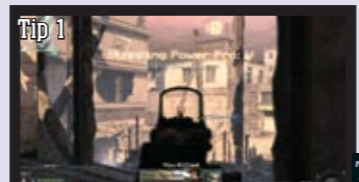
If you can persuade your colleagues to outflank the enemy from the South at their flag, grab their flag from the North and head back with a Flashbang-wielding Riot Shield escort through the middle of the map.



**Tip 1:** Hanging around the outskirts of the greenhouse will give you an excellent overarching view of a lot of the 'high-traffic' areas (such as the lodge or the garages). Just remember to keep a close eye on your back at all times!

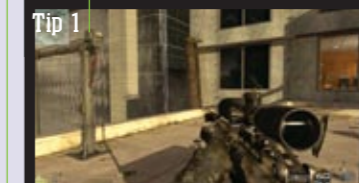
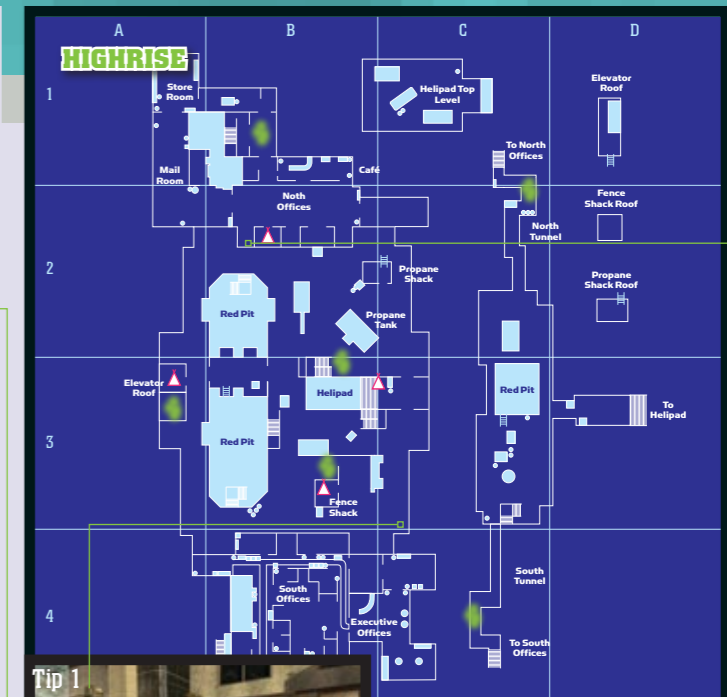


**Tip 2:** This map is well suited for calling in airborne attacks, so be sure to tweak your kill streak setup to favour such attacks, as the openness of the map will leave your enemies exposed much more often.



**Tip 1:** The central point of the map should be entered with caution as there are numerous multi-level buildings surrounding it, but you can always count on it for a good few kills in every match.

**Tip 2:** If your colleagues can provide you with some UAV support, then you can dramatically increase your chances of scoring a direct hit with any airborne based Kill Streak rewards...



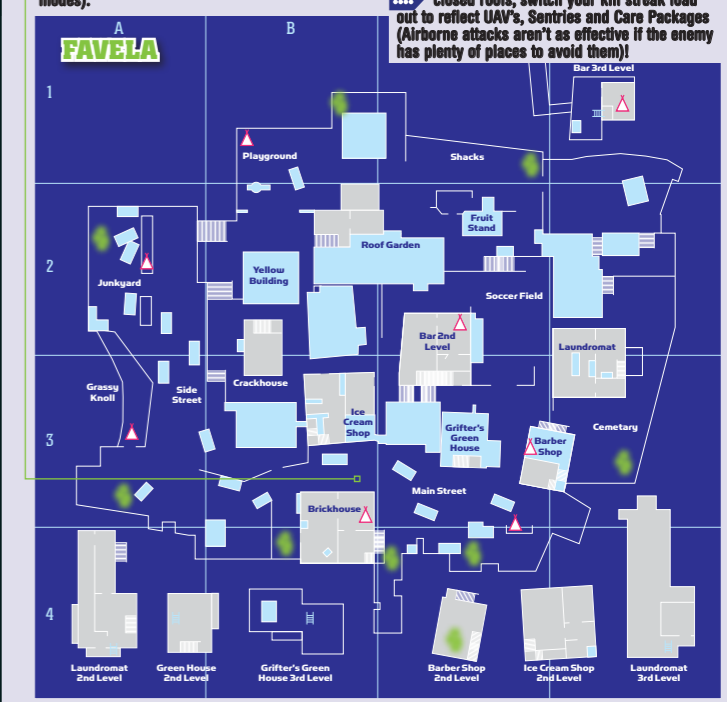
**Tip 1:** To the South-East of the map there's a platform dangling down, if you jump right, you can climb up it, walk around the edge of the building, up the next platform to the very top of the roof...

**Tip 2:** Another one for all you budding snipers, if you climb up to the roof of the Western elevators, you can jump over to the cranes and from here jump over to the hidden second level of the Northern building!



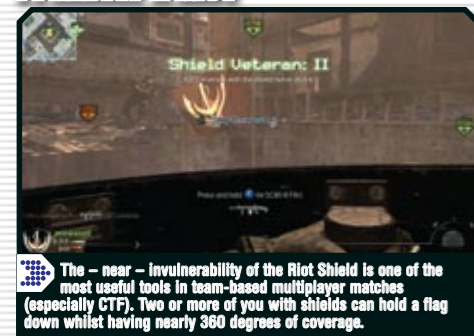
**Tip 2:** Due to the abundance of entryways and closed roofs, switch your kill streak load out to reflect UAV's, Sentries and Care Packages (Airborne attacks aren't as effective if the enemy has plenty of places to avoid them!)

**Tip 1:** Keep a close eye on the southern street that leads up and down a hill as this usually carries a decent bit of enemy traffic (especially in objective modes).



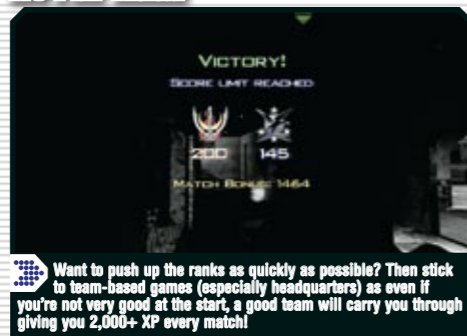
## GENERAL TIPS

### I PREDICT A RIOT



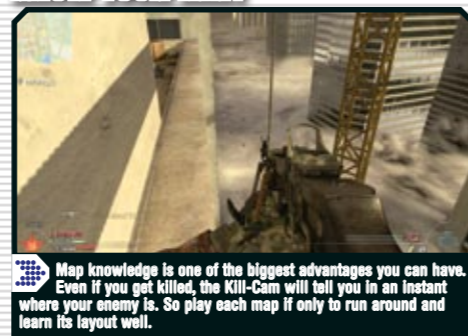
The - near - invulnerability of the Riot Shield is one of the most useful tools in team-based multiplayer matches (especially CTF). Two or more of you with shields can hold a flag down whilst having nearly 360 degrees of coverage.

### NO 1 IN TEAM



Want to push up the ranks as quickly as possible? Then stick to team-based games (especially multiplayer matches) as even if you're not very good at the start, a good team will carry you through giving you 2,000+ XP every match!

### KNOW YOUR WAY!



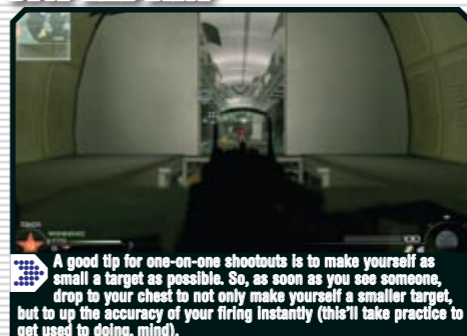
Map knowledge is one of the biggest advantages you can have. Even if you get killed, the Kill-Cam will tell you in an instant where your enemy is. So play each map if only to run around and learn its layout well.

### CONTROL IS KEY



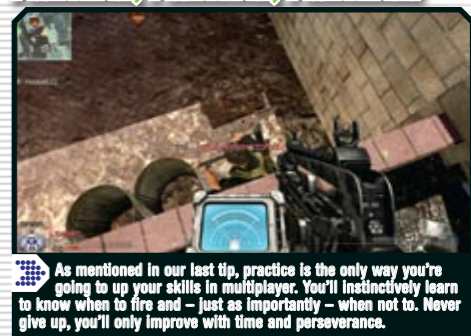
Letting rip with an automatic gun will not only make you look like a noob, but you'll be taken to the cleaners if you don't have steady aim. Learn to fire in short, sharp bursts. Your accuracy will improve immediately (the FAMAS is a perfect gun to learn this skill with as it only fires in three-round bursts).

### STOP AND DROP



A good tip for one-on-one shootouts is to make yourself as small a target as possible. So, as soon as you see someone, drop to your chest to not only make yourself a smaller target, but to up the accuracy of your firing instantly (this'll take practice to get used to doing, mind).

### PRACTICE, PRACTICE, PRACTICE!



As mentioned in our last tip, practice is the only way you're going to up your skills in multiplayer. You'll instinctively learn to know when to fire and - just as importantly - when not to. Never give up, you'll only improve with time and perseverance.









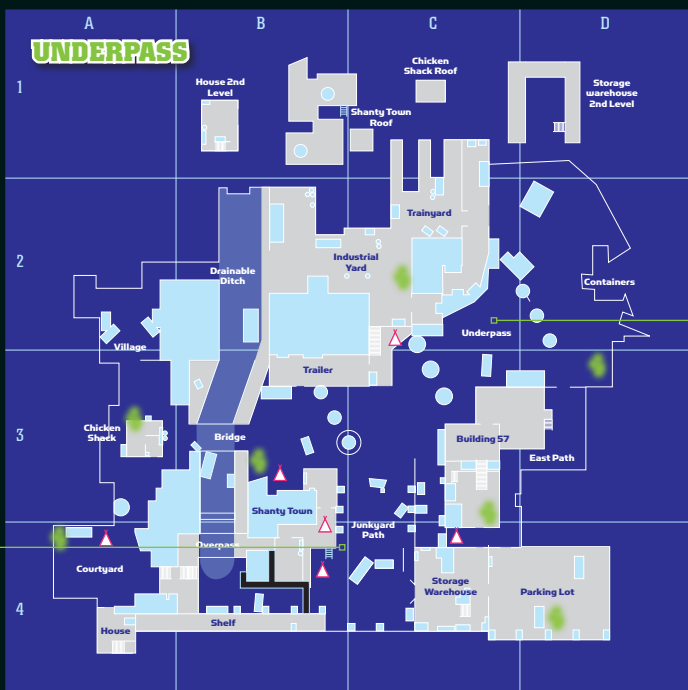
**Tip 1**  
An insanely small map (very much like shipment from *Call of Duty 4*), this map is an absolute blast when you have 10 people on it playing Free-For-All – players begin to almost re-spawn inside other players!

**Tip 2**  
The 'Jack the Ripper' class is perfectly suited to this map. When played with a bunch of your mates this map is a real laugh and well worth trying!



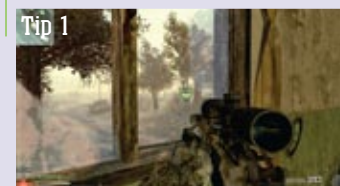
**Tip 1**  
A Riot Shield on this map is especially effective when participating in the team-based games (such as Domination or CTF), allowing you to amass those points much quicker!

**Tip 2**  
Due to the nature of this small map, it's one of the easier ones to rack up a high number of kills on, meaning those with enough skill can reach that holy grail of kill streaks, the nuke...



**Tip 1**  
Do what you can to take advantage of the cover that the grass provides when moving in the open, as it'll no doubt save your ass as the enemy misses you completely, giving you a clean shot of their back...

**Tip 2**  
And in conjunction with Tip 1, remember to keep flanking the enemy (especially on team objective modes) as too many players tend to run straight over the main bridge.



**Tip 1**  
This map is a Sniper's paradise. So if you have a sniper rifle with the Thermal Scope then you'll have a field day as you can pick people off from the other side of the map without too much effort.

**Tip 2**  
Of course, if you're not much of a sniper fan, then pick your favourite weapon and take it slow and quiet around the outside area of the map to catch those pesky snake-like snipers hiding in the grass.