

# Unreal

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The background of the entire page is a dark, atmospheric image from the Unreal Tournament video game. It depicts a chaotic battle scene with various alien creatures. In the foreground, a large, muscular, green-skinned alien (a Brute) is visible on the right, holding a weapon. To the left, there's a smaller, more grotesque alien (a Gargant) with a large, open mouth showing sharp teeth. In the center, another alien (a Zipline) is seen from behind, moving away. The overall tone is gritty and action-oriented, with a focus on the alien combatants.

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## Foreword

I first saw Unreal in 1996. Back then the demo consisted of some pretty architecture, a smooth (software-only) 3D-engine, and a cool level editor. There wasn't much in the way of gameplay, but it was breathtaking. It was obvious Unreal was going to be something special. Since then, a lot has happened: we've had personnel changes, delays, too much fast food and not enough Sushi, many ... er ... heated discussions, and more fast food. But one thing is still true: Unreal is a wonder to be experienced.

One of the most exiting aspects of Unreal is the flexibility of its technology. As you will experience in the game, the Unreal designers have been given unprecedented freedom to realize their visions. But, with the Unreal Editor, everyone now has the potential to easily build new environments. In short: Our game is just the beginning of the Unreal universe; I can't wait to see what YOU are going to create.

The teams at Digital Extremes and Epic Megagames have given their all over nearly four years to create Unreal. To paraphrase Myscha (level designer): Unreal drips with creative passion. This commitment to a game's design and creation is the kind of thing any gamer will immediately appreciate. After all, this world was designed for you. Of course, when you explore a new world, it helps to have a guide ....

Jason Schreiber  
Waterloo, Ontario '98



# Acknowledgments

I usually have to think a bit to be sure I don't forget everyone when it comes time to do this. In this case, it's easy. We have been working on this project non-stop for weeks, and everyone has helped in so many ways. Thanks to Michael Koch, my editor and late-night cheerleader for keeping me going. Also many thanks to Shel Mann for his positive attitude and help during the process.

This project would have gone nowhere without plenty of help from GT Interactive, Epic MegaGames, and Digital Extremes. Many thanks to Jason Schreiber of GT Interactive, who overnighted his 3dFX card to me when mine didn't cut it and put up with my constant questions, as well as Ken Gold up at GT corporate for his support throughout. Thanks to Cliff Bleszinski of Epic MegaGames for his help on several time-sensitive issues. And last, but definitely not least, thanks to everyone at Digital Extremes for putting up with me while you were trying to get the game out the door. Your cooperation made the difference.

This book is dedicated to my wife, Debbie, who in addition to dealing with my usual lack of sleep and impromptu naps in the middle of our conversations, was forced to take care of our two children—one of them recently diagnosed with Diabetes—virtually single-handed so that I could finish the project. Words can't express how fortunate I am to have her in my life. I love you, Debbie.

## ABOUT THE AUTHOR

Craig Wessel is no stranger to 3-D shooters. He has written strategy guides on *Doom 64*, *Duke Nukem 64*, *Duke Nukem Total Meltdown*, *Hexen*, *Hexen II*, *Quake*, *Quake II*, and ION Storm's RTS debut, *Dominion: Storm over Gift 3*. In addition, he has extensive level editing and deathmatch experience. Craig lives in the Dallas area with his wife, Debbie, and their twins, Adyson and Evan. When he's not losing sleep and consuming huge amounts of caffeine to complete a project and kill anything that moves on-screen, Craig works as a regional manager for a national ISP.



# Introduction

A little anticipation never hurt anyone, but *Unreal* had been quite possibly the most eagerly anticipated 3-D shooter to date. Over two years and thousands of man-hours have gone into creating the most visually stunning and immersive game to ever hit the shelves. *Unreal* is as much about experiencing the world around you as it is about solving the mysteries along the way.

The storyline is fairly simple: You are a convict imprisoned aboard the *Vortex Rikers*, a prison ship bound for a remote prison planet. Suddenly, the ships scanners pick up interference from a huge magnetic source—a planet where none had been moments before. Caught in the mysterious planet's magnetic field, the doomed ship struggles to break free, but is mercilessly slammed into the rocky terrain. When you regain consciousness, alarms are blaring and explosions rock the ship, but you have eyes for only one thing—the energy barrier across your cell is down. You step from your cell and carefully make your way off the ship. There's only once chance for you to get off this rock—you must find the mysterious force that brought the ship down, and find a way to get off the planet.

## ABOUT THIS GUIDE

This strategy guide is your complete source for all information within *Unreal*. The book is divided into four parts and two appendixes. In Part I, Unreal Basics, in the General Strategies chapter, you'll find information about getting started, control configuration tips, and an overview of the environment you'll be facing. The Weapons and Items chapter contains information on every weapon, pick-up, and inventory item, as well as tips for their use. The Bestiary presents detailed information on every creature in the game, including hit points and damage potential for all their attacks. It also includes an easy-to-reference table that enables you to do quick comparisons of enemy abilities.



Part II, **Walkthrough**, takes you step-by-step through every level in the game, giving you the information you need to survive.

Part III, **Multiplayer *Unreal***, covers all multiplayer aspects of the game, including all game variations along with detailed analysis of each map that shipped with the game.

Part IV, **UnrealEd**, provides a hands-on introduction to building your own worlds with the most advanced 3D editor available—UnrealEd. In addition, you'll find tips and comments from the game's creators in the chapter, **The Team Behind *Unreal***.

Appendix A lists full array of Console Commands and Cheats, and Appendix B tells you about the *Unreal* soundtrack on the accompanying CD-ROM.

Use this book as a reference—use the intelligence in the Bestiary and Weapons and Items chapters to give you a head start, and do your best to get through the walkthrough without assistance. So much of the game's experience is lost if you know the outcome of every situation before it happens. If you come to a spot where you really need help, you will find the answers here.





# Part i

## Unreal Basics

The following section serves as a reference guide. It includes information on configuring your controls and the environment you'll be facing, as well as strategy tips, weapons and items listings, and creature profiles, complete with stats. Making it from the shipwreck of the *Vortex Rikers* all the way off the planet is going to take all the skills you've got. Study hard, and you just might improve your chances for survival.







## General Tips and Strategies

Things could be worse, but not by much. You're alone, weaponless, and you have absolutely no idea how you're going to get off this rock. That's where this guide comes in. We've pulled together some vital tips and strategies that will assist you in getting out of here in one piece—something none of your cellmates have managed to do. The Skaarj could care less about you personally, but they will go to great lengths to protect the secret of their presence here. That makes you their number one target and they definitely have the upper hand—until now, that is.



### GAME STRUCTURE

Unreal is not structured like a typical first-person shooter. There are no tally screens to keep track of enemies killed, or totals for secrets and items found throughout the game. Instead, you'll be entering a near-seamless environment where one wrong move can mean that you miss a vital clue, or an item or a weapon stashed away in a dark hole. Each level leads you on to the next—there's no turning back once you've finished an area, so you've got to be methodical to cover everything.

There are 36 areas you'll have to visit in order to make it off the planet, and you'll have to face hordes of Skaarj, Slith, Krall and Warlords along the way. Your ultimate goal is to get off the planet, but to do so you've got to take out most of the Skaarj on the planet, including their Queen. Slith, another race subjugated by the Skaarj, infest key watery areas, while Krall—a warlike, highly intelligent species—are posted as guards in increasing numbers as you progress. The Skaarj themselves are numerous, and there are over 10 variations in their skills and abilities. Some of them even use your weapons.

### SETTING UP YOUR GAME

The start menu and its menu items are well explained in the manual, but there are a few of them we need to cover here, since there's a bit more to their function than indicated in the manual.

The OPTIONS menu is worth a closer look, as it is where you'll configure your controls and setup the parameters you use to play the game.



**MOUSE SENSITIVITY**—There's no getting around the fact that you really need to play Unreal with a mouse/keyboard combination. Without it, you'll be hard-pressed to take on the agile Skaarj, who are masters at avoiding your attacks. Crank up the **MOUSE SENSITIVITY** to the highest level you are comfortable with. You need to be able to spin and dodge quickly, and higher mouse sensitivity will help.

**INVERT MOUSE**—This setting makes your mouse work like a flight stick. Pull back on it to look up, and push forward to move down. If you're more comfortable with this setting, set this to **TRUE**.

**LOOK SPRING**—This command brings your view back to center whenever you use **MOUSELOOK** to look around.

**ALWAYS MOUSELOOK**—When this setting is enabled, **LOOK SPRING** is disabled by default.

**AUTO SLOPE LOOK**—This setting can't be used if **ALWAYS MOUSELOOK** is set to **TRUE**. When you do use it, it will automatically look up a slope as you climb it.

**PRIORITIZE WEAPONS**—Use this setting to change the default order in which your player switches weapons.

The other commands in the **OPTIONS** menu are self-explanatory. When you open the **GAME** menu and start a game, don't select the **UNREAL** skill level unless you're a glutton for punishment—the enemies on that skill level are more numerous and more skilled than on any other skill level. They are nearly unbeatable, so save some grief and pick **HARD** or **MEDIUM** until you're a veteran player.

## NOTE.....

Depending on the skill level you play, you will encounter different creatures in different places, as well as find different weapons and items in different places. The tips, strategies, and walkthrough information in this book refer to games played on **MEDIUM**.



## WINNING STRATEGIES

Below are a few basic tips and strategies that you should use. Of course, not everyone plays the same way, so experiment to see if these fit with your style.

- ▲ **Prioritize instant damage weapons first**—When you setup weapon priorities, set your instant damage weapons (Auto-Mag, ASMD, Assault Rifle, Minigun) with higher priorities than projectile weapons. Skaarj are very good at dodging projectiles.
- ▲ **Avoid hurting the natives**—Nali are the native race of the planet, and they've been enslaved by the Skaarj. Although they've been beaten, there's a streak of resistance still in them. Nali will lead you to secrets and items if you shoot them. If you do shoot them, it may affect you in the future—the Nali gods are always watching.
- ▲ **Aim low with projectiles**—Rockets are most effective when they hit enemies low, or even just in front of them. Many Skaarj use shields, so get used to aiming low when you fire at them. You might blast them off a walkway, which is just as good as killing them.
- ▲ **Scout new areas carefully**—Skaarj excel at ambushing unwary humans. If you come to a large open area, step out quickly, look right and left, then duck back inside. If nothing attacks, then proceed. Also, dark areas are usually just as threatening as they look—be careful.
- ▲ **Leave yourself a way out**—Along with scouting carefully, be sure you know where the closest exit is and use it if things get nasty. In most cases, leaving a roomful of creatures enables you to fight them from a distance, or one-at-a-time.
- ▲ **Master strafing and circle strafing**—In order to have a chance against the Skaarj, you need to learn to strafe (slide side-to-side) and circle strafe (circle your target by strafing). Circle-strafing is done by sliding the mouse in the opposite direction you are strafing. Get very comfortable with this—it will save your life.
- ▲ **Watch for Krall teams**—Krall are very good at luring you in and attacking from ambush. They will work together, so make sure you don't get cut off by their teamwork.
- ▲ **Pick your targets**—In a crowd of Skaarj, Slith, and Krall, kill the Skaarj first. They are more deadly. However, Skaarj will fight with just about anyone, so in this situation, withdrawal might work. Then you can watch the fight from the sidelines and pick off the survivors.

These tips aren't comprehensive, but they give you the general idea—you can't go running through *Unreal* with guns blazing and put no thought into what you're doing. Take it slow, and watch your environment closely. You might just make it through in one piece.



## Weapons and items

The clothes on your back will do little to protect you, nor will they help you in fighting the inhabitants of this mysterious planet. Fortunately, there are several weapons and items that greatly increase your chances of survival. This section provides details for all weapons in the game, including their damage potential for both primary and secondary attacks. In addition, you'll find information on all the items you can pick up throughout the world, and gain valuable insight into using them properly.

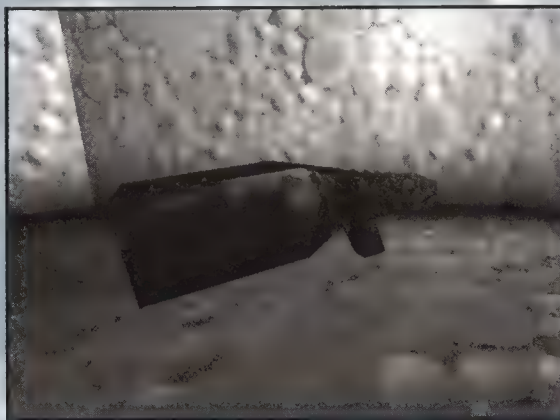


### WEAPONS

The weapons available to you come from various sources. Some are converted mining tools, while others are Skaarj issue. In either case, the information below will assist you in learning to use them efficiently.

#### Dispersion Pistol

This basic sidearm is powerful enough to take out most enemies that have less than 300 hit points. In primary fire mode, its single projectile inflicts half the damage of its secondary fire mode, but reload time is greatly reduced. In most cases, rapid fire is better than waiting to deliver a bigger bang. If this is the only weapon you have in inventory, keep a close eye on your ammo gauge. When you run low, you'll be forced to run away until it recharges sufficiently. In addition to its secondary fire mode, you can pickup a powerup that doubles the number of shots you can fire at one time.



Type of Damage:	Energy Projectile
Primary Fire Damage:	15 per projectile
Secondary Fire Damage:	30 per projectile



## Auto-Mag

The Auto-Mag fires gas-propelled bullets that strike their target instantaneously. This makes it a good weapon to use against intelligent enemies who know how to dodge projectiles. The Auto-Mag's secondary firing mode enables you to fire at a faster rate, but you sacrifice some accuracy in this mode. Bear in mind that each Auto-Mag you find comes loaded with 20 rounds—two clips of 10 bullets each. When both clips run out, you will automatically reload if you have more. This takes time, so make sure you aren't deep in a nasty battle when it's time to reload.



Type of Damage:	Instantaneous
Primary Fire Damage:	17 per shot
Secondary Fire Damage:	17 per shot (delivered twice as fast as primary mode)



### Stinger

The Stinger makes use of the caches of Tarydium Shards scattered throughout the mines and other areas you'll explore. Stingers fire a steady, machinegun-like stream of shards at their target. This is extremely effective against Skaarj, Slith, and Krall, since they can't dodge the projectiles. The Stinger's secondary fire mode produces a shotgun-like effect, where several shards are discharged in one burst. This works well at close range, but is not as effective at larger distances.

Type of Damage:	Tarydium Projectile
Primary Fire Damage:	14 per projectile
Secondary Fire Damage:	14 per projectile (Shotgun spread)

### ASMD

The ASMD is a converted mining tool that fires a compressed burst of energy. This energy bolt travels so fast, it leaves a vapor trail and hits the target almost instantaneously. The ASMD delivers plenty of damage, and doesn't take long to reload. This makes it ideal for any tight situations, and for dealing with enemies with over 300 hit points. Its secondary fire mode fires pulses of the same energy, giving it a faster fire rate with decent damage capability. Use it against fast-moving targets to pin them down.

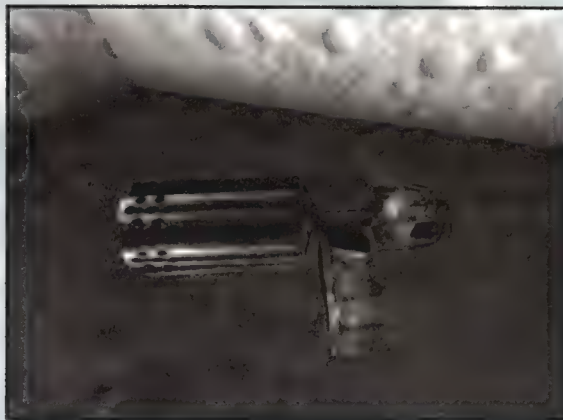




**Type of Damage:** Energy Burst  
**Primary Fire Damage:** 55  
**Secondary Fire Damage:** 30 per projectile

## Eightball Gun

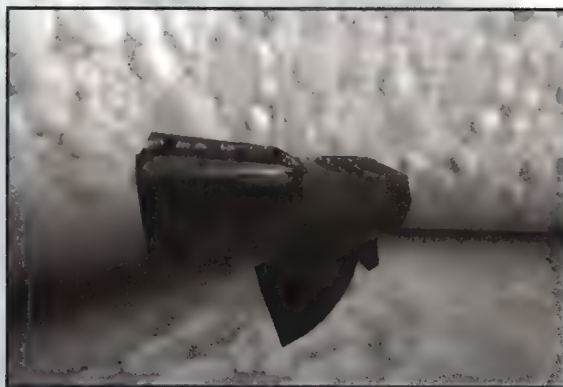
The Eightball Gun is a six-barreled rocket/grenade launcher. It delivers a high-explosive payload over large distances. It has a seeking ability that is activated if you are able to aim in the general direction of a target for a few seconds. Seeker rockets will lock onto their target and, in most cases, bring them down. You can fire up to six rockets simultaneously by holding down the fire button until six rockets have loaded. The Eightball Gun's secondary fire mode is a grenade launcher that has the same capability—you can load up six before tossing them out.



**Type of Damage:** Explosive Projectile  
**Primary Fire Damage:** 85 (seeks if given time to lock on) per rocket  
**Secondary Fire Damage:** 100 per grenade

## Cannon

The Flak Cannon packs enough power to make even the toughest enemies run for cover. It fires a high-velocity grouping of shrapnel that will ricochet from walls, floor, and ceiling. A close-up visit from this piece of hardware will put a dent in anything, especially if the shrapnel is still in a





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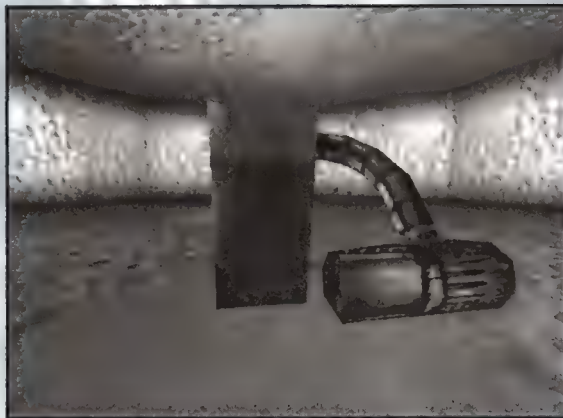
tight pattern upon impact. The secondary fire mode launches a single shell that upon detonation, explodes and showers shrapnel. This attack works well to thin out a crowd so you can get away, or get into better position.

Type of Damage:	Shrapnel Projectiles
Primary Fire Damage:	70 per shot at close range
Secondary Fire Damage:	30 per fragment once detonated

### GES BioRifle

The GES BioRifle takes advantage of the Tarydium waste generated in the local mining operations. This gun is able to fire small “time-bombs” of green waste that adhere to surfaces and explode when disturbed. They will also explode after a few seconds if not touched. The secondary fire mode of this gun just enlarges the amount of toxic waste added to the shot. This is the weapon to use when you are being chased by a crowd, or a fast opponent. Drop a trail of these bomblets in their path to take them out.

Type of Damage:	Tarydium Waste Projectile
Primary Fire Damage:	60 per projectile
Secondary Fire Damage:	75 per projectile





## Razorjack

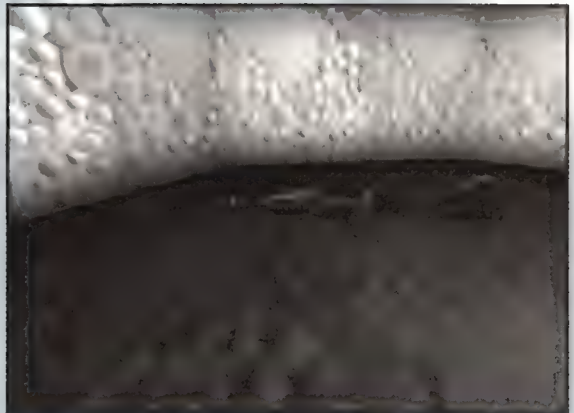
The Razorjack is a Skaarj weapon that fires serrated blades at the target. These blades can ricochet off walls and other surfaces, allowing you to shoot around corners or take out Skaarj above or below you with ease. This weapon takes some skill to use, since using the bounces correctly takes practice. The secondary fire mode is difficult to use, but does enable you to guide the blades a bit. It is not very effective against multiple enemies, so save it for encounters with the tougher Skaarj or other individual enemies. Note that the Razorjack can only fire one blade at a time, which makes this an extremely slow weapon to reload unless you use secondary firing mode.



Type of Damage:	Blade Projectile
Primary Fire Damage:	30 per blade
Secondary Fire Damage:	30 per projectile (can be guided)

## Assault Rifle

The Skaarj Assault Rifle delivers enough firepower in one shot to drop lesser enemies in their tracks. In secondary fire mode, you can fire bursts of three slugs with less accuracy but with the same stopping power. This is the weapon to use against high-level aliens such as the Warlord or Skaarj Queen, since it does instantaneous





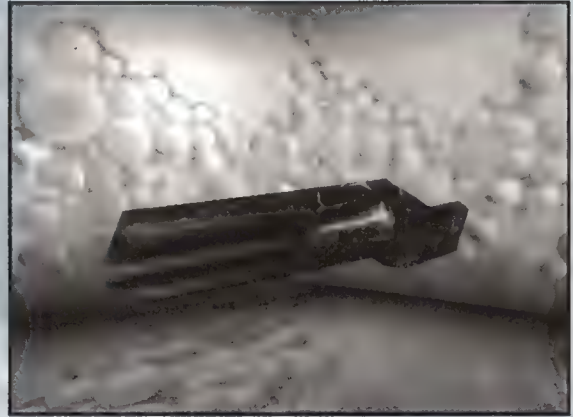
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damage—they can't dodge it. Of course, you can use it on other enemies, but don't waste ammo for it. You'll regret it later.

Type of Damage:	Instantaneous
Primary Fire Damage:	45 (100 for a head shot)
Secondary Fire Damage:	45 per shot; delivered in burst of 3

### Minigun

This assault weapon fires a stream of bullets that will cut most targets in half quickly. If it's not firing fast enough to suit you, use the secondary fire mode to speed it up. Just remember that the faster it fires, the more ammo it uses. This weapon will keep most enemies from attacking, if you can keep it trained on them. Because it does instantaneous damage, it's a good choice for battles with Skaarj of any type. Watch your ammo when using the Minigun—it eats up slugs quickly.



Type of Damage:	Instantaneous
Primary Fire Damage:	17 per round
Secondary Fire Damage:	Same; fired twice as fast



## ITEMS


There are several different items you can pickup that have been left behind by Skaarj, or the unfortunate Nali that will aid you in your travels. Some items can be inventoried for later use, while others are used as they are picked up.

### Instant Effect Items

#### Armor

There are several types of Armor available. The Assault Vest provides some protection against attacks, Asbestos Suits provide protection from lava and the heat they generate, Toxin Suits enable you to swim in toxic waste with impunity, and Kevlar Suits are a heavier form of Assault Vest that resists attacks better.



**Type of Item:**  Armor

**Effect:**

- Assault Vest:** Provides minimal protection against attacks
- Asbestos Suit:** Protection from lava/heat
- Toxin Suit:** Protection from toxic waste
- Kevlar Suit:** Increased protection from enemy attacks

**Duration:**  Until used up

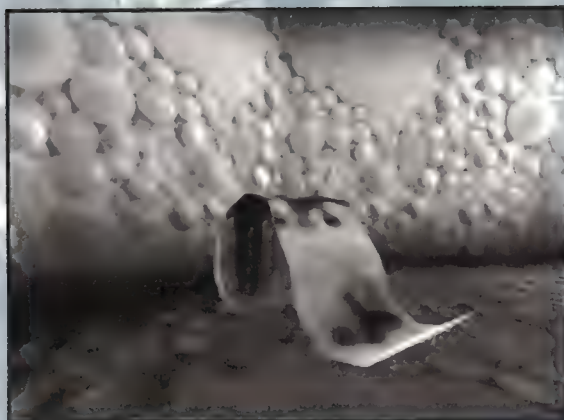


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### Bandages

Bandages will give you a 5 point health boost whenever you pick them up. Although there are more powerful health pick-ups available, don't ignore bandages as an alternative when you're really hurting.

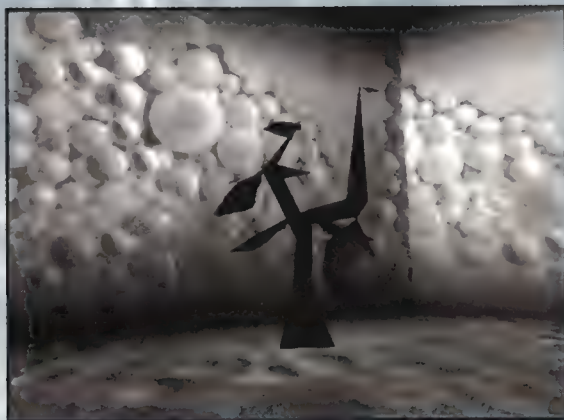
Type of Item: Health  
 Effect: 5 point health boost  
 Duration: Immediate



### Nali Healing Fruit

Nali Healing Fruit are an indigenous plant that will give you a 15 point health boost. Look for them in both outdoor and underground areas.

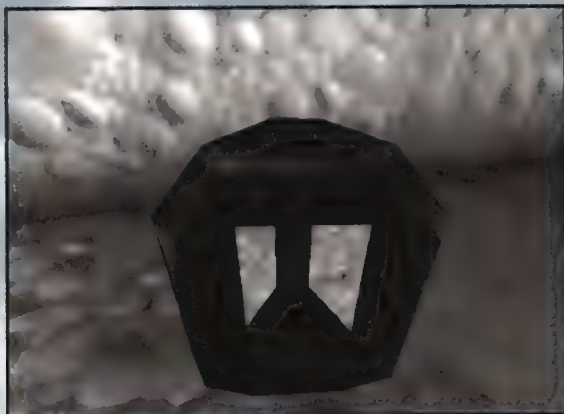
Type of Item: Health  
 Effect: 15 point health boost  
 Duration: Immediate



### Super Health Pack

These rare items will add 100 points to your health, up to a maximum of 200. They are usually hidden, or difficult to reach, but they are well worth the effort of finding them.




Type of Item: Health  
 Effect: 100 point health boost  
 Duration: Immediate

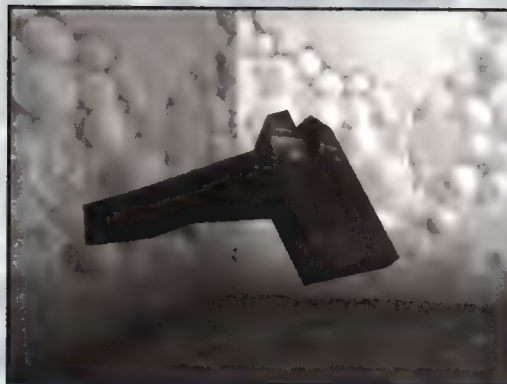




## Shield Belt




A Shield Belt provides protection from attacks from the moment you pick it up until it wears out. It absorbs 5 percent of the damage enemy weapons inflict. It remains active until it runs out of power.

Type of Item:  Armor boost  
 Effect:  5% damage absorption  
 Duration:  Until worn out



## Dispersion Pistol Powerup




This is a unique powerup, since it only affects one item. It splits your Dispersion Pistol, giving it the ability to fire two shots at once.

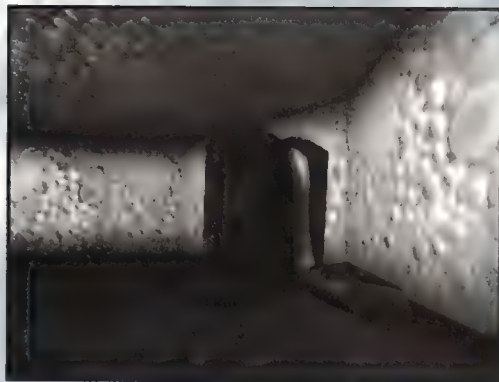
Type of Item:  Weapon powerup  
 Effect:  Doubles Dispersion Pistol fire  
 Duration:  End of Level



## Scuba Gear

Once in your inventory, the Scuba Gear will allow you to stay underwater much longer. It activates as soon as you dive in and only lasts a total of 60 seconds, so don't go for an extended swim without watching your air supply. You will trail a stream of bubbles when the Scuba Gear is active, so if they stop, come up for air.

Type of Item:  Scuba Gear  
 Effect:  Enables longer underwater stays  
 Duration:  60 seconds





## Unreal—Official Strategy Guide

### Inventory Items

These items can all be activated or deactivated at the player's discretion.

#### Energy Amplifier

The Energy Amplifier increases the damage your energy-based weapons—Dispersion Pistol and ASMD—inflct by 4 times, making them very deadly parts of your arsenal.

Type of Item: Weapon boost  
Effect: 4x damage for energy-based weapons  
Duration: Until used up



#### Dampener

The Dampener decreases the sound your weapons make, making it easy to keep hordes of enemies to flood the room when you attack. This silencing pick-up is great for sniper situations, so save it for those extra-special occasions when your life depends on staying hidden.

Type of Item: Weapon boost  
Effect: Silencer  
Duration: Until used up

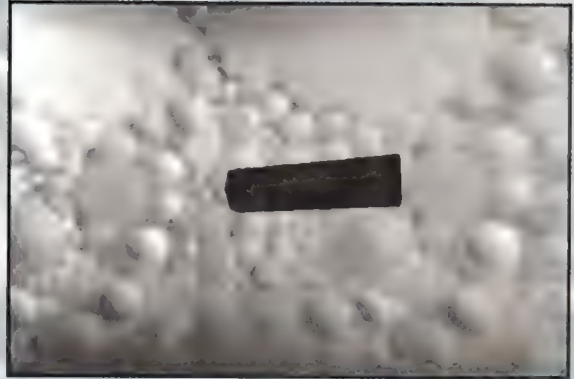




## Flare

Flares are extremely crucial in some areas of Unreal. When activated, Flares are tossed to the floor and provide light for 30 seconds. This is usually enough time to see where you need to go.

Type of Item: Portable Light  
Effect: Limited light effect  
Duration: 30 seconds



## Flashlight

The Flashlight is a step up from a Flare, since its beam of light can be directed into any dark corners you come across.

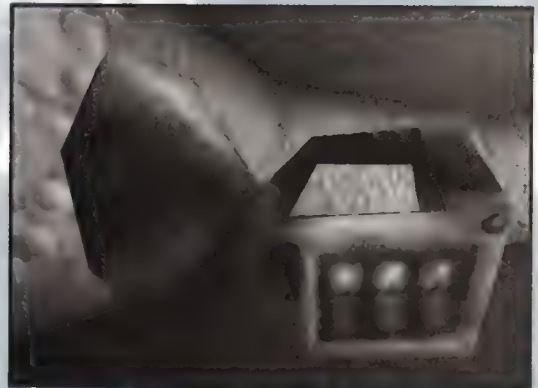
Type of Item: Weapon boost  
Effect: 4x damage for energy-based weapons  
Duration: 90 seconds



## Searchlight

You won't find this extremely useful item until you nearly reach the end of your journey. This powerful flashlight has a near inexhaustible power supply. You will definitely need it when you return from destroying the Skaarj Generator.

Type of Item: Light  
Effect: Bright light  
Duration: Indefinite (or nearly so)





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### Force Field

The Force Field projects an energy field that will protect you from enemy attacks. Use it in narrow passages or to keep multiple enemies from swarming you at the same time.

Type of Item: Shield  
Effect: Impenetrable shield  
Duration: 30 seconds



### Invisibility

This powerup renders you invisible for its duration. You are invisible, but your shots will be seen and your footsteps can be heard. However, in a noisy situation, this powerup is ideal for helping you sneak by a powerful enemy.

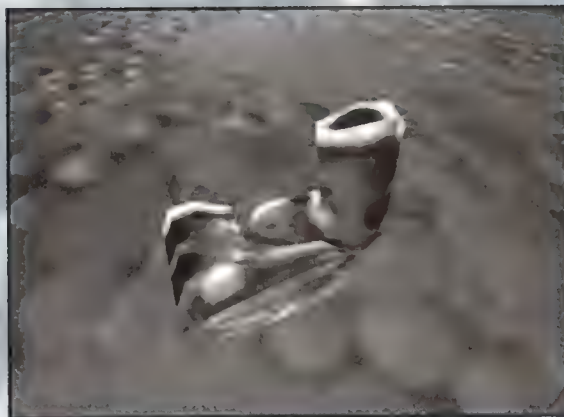
Type of Item: Shield  
Effect: Renders player invisible  
Duration: 30 seconds



### Jump Boots

Jump boots enable you to jump several times higher than normal. They will also absorb the impact of a long fall. However, they only last for a few jumps, so use them wisely.

Type of Item: Powerup  
Effect: Increases jumping distance/ breaks falls  
Duration: 3 to 5 jumps

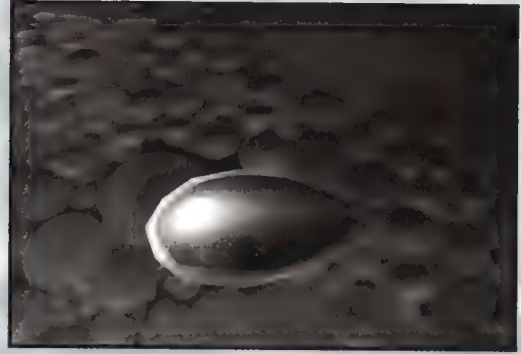




## Nali Fruit Seeds

Nali Fruit Seeds can be tossed to the ground, and they will grow a Nali Healing Fruit plant.

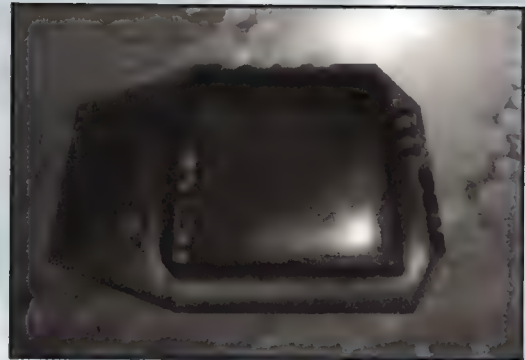
**Type of Item:** Health  
**Effect:** Grows a Nali Healing Fruit plant  
**Duration:** 10 seconds to grow



## Universal Translator

You receive one of these near your starting cell, so you'll get plenty of use out of it. Whenever you see the message New Translator Message, select your Translator and activate it.

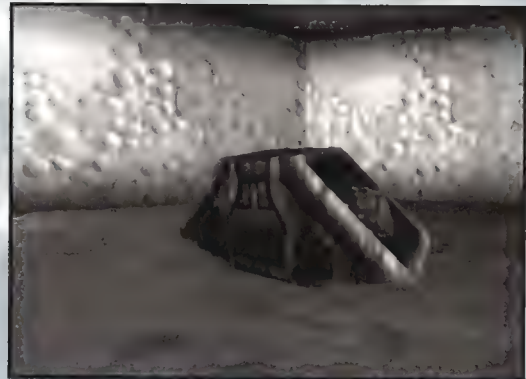
**Type of Item:** Translation device  
**Effect:** Translates messages from all languages  
**Duration:** n. a.



## Voicebox

The Voicebox is an excellent distraction device. It emits battle sounds when thrown to the ground that will attract enemies like flies, enabling you to ambush them when they arrive.

**Type of Item:** Decoy  
**Effect:** Makes battle sounds  
**Duration:** 30 seconds









## Bestiary

The mysterious world the *Vortex Rikers* has crashed on is inhabited by some very different creatures that all have one thing in common—they hate you. This section covers statistics and basic tactics for dealing with every alien you encounter.



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### Lesser Brute

These bulky, slow-moving beasts are the first challenge you'll face as you leave the downed spacecraft. They fire non-seeking missiles from each fist, and they have a wicked pistol-whipping attack at close range. Dropping a Lesser Brute isn't all that difficult. Just try to get into the open, where you can easily dodge their missiles. They will dodge your fire, but they don't move fast enough to avoid you. When injured, Lesser Brutes may charge you like a bull as well. Circle them and strafe side-to-side while firing to get past them.



Hit Points:	210
Intelligence:	Mammal
Speed:	150
Sight Radius:	1500
Melee attack damage:	Pistol Whip 20
Ranged attack damage:	30

### Brute

These giants have the same capabilities as the Lesser Brutes, but they have more hit points. Use the same tactics against them—just keep at it a bit longer.



Hit Points:	340
Intelligence:	Mammal
Speed:	140
Sight Radius:	1500
Melee attack damage:	Pistol Whip 20
Ranged attack damage:	30

## Behemoth

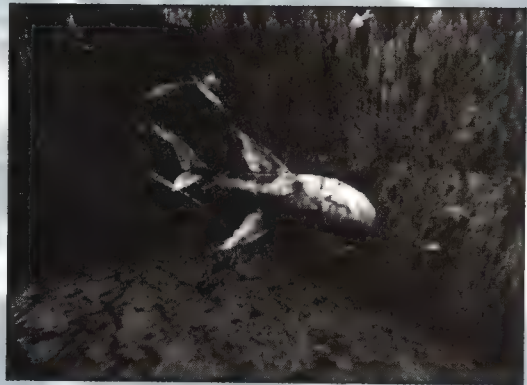
The Behemoth is the big brother to the Lesser Brute. They have the same attacks, but more hit points and a lot more power at close range. They also have a larger sight range, which means they detect threats sooner than a Lesser Brute will. Use the same tactics you use with a Lesser Brute to take down a Behemoth, but remember that you'll have to keep them at a distance and keep up the attack twice as long to finish one off.



Hit Points:	500
Intelligence:	Mammal
Speed:	150
Sight Radius:	2000
Melee attack damage:	Pistol Whip 35
Ranged attack damage:	30

## Devil Fish

Devil Fish inhabit most of the bodies of water on the planet, and they are more than just a nuisance. Devil Fish can inflict serious damage, and they can be difficult to hit. What makes matters worse is that their attacks can sometimes keep you underwater long enough to drown you. Look for them as soon as you enter the water, and use the Auto-Mag or Stinger to make quick work of them. Devil Fish have also been known to leap from the water





## Unreal—Official Strategy Guide

after their prey, so don't relax near the edge of the water once you've escaped their teeth.

Hit Points:	70
Intelligence:	None
Speed:	320
Sight Radius:	1250
Melee attack damage:	Bite 15, Rip 25
Ranged attack damage:	None

### HorseFly

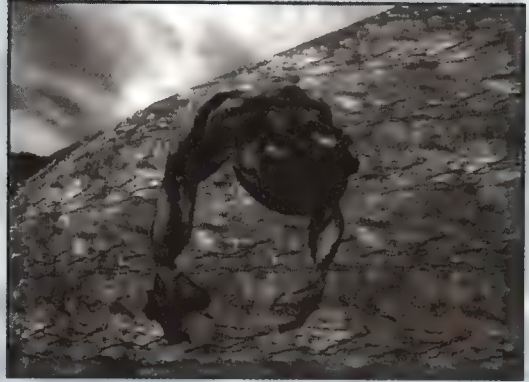
Horseflies are the flying equivalent of Devil Fish. They will pester you relentlessly, and they inflict enough damage to make them impossible to ignore. Use the same tactics you use for Devil Fish—kill any flies you see quickly and with plenty of firepower. Interestingly enough, the Eightball Gun is great for blasting flies in large, open areas due to the fact that the gun will lock onto them—even if you can't see them well—and its rockets will splatter them all over the scenery.



Hit Points:	45
Intelligence:	Mammal
Speed:	240
Sight Radius:	1000
Melee attack damage:	Bite 15, Rip 25
Ranged attack damage:	None

## Gasbag

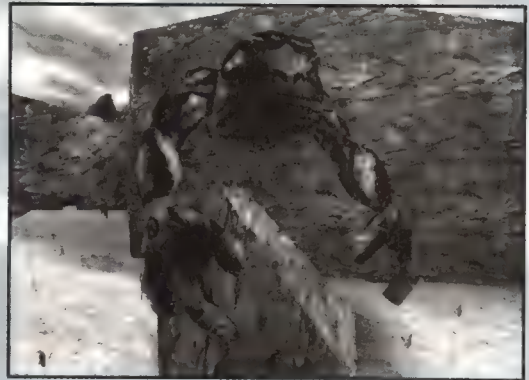
Gasbags are another type of airborne alien intent on ending your escape. These floating monstrosities have two deadly attacks. At a distance, their belch produces a gas cloud that inflicts heavy damage, and at close range, they have two attacks that can quickly combine for a lethal one-two punch. The best way to take on a Gasbag is to keep your distance and dodge their belches, while pummeling them with Stinger fire, or use an Eightball Gun to deflate them.



Hit Points:	220
Intelligence:	Mammal
Speed:	320
Sight Radius:	2000
Melee attack damage:	Pound 25, Punch 12
Ranged attack damage:	40

## Giant Gasbag

This is definitely a case where more isn't better. Giant Gasbags live three times as long as their smaller cousins, and they inflict massive damage at close range. Don't waste time with anything but an Eightball Gun or Flak Cannon when you see one of these beasts floating your way.



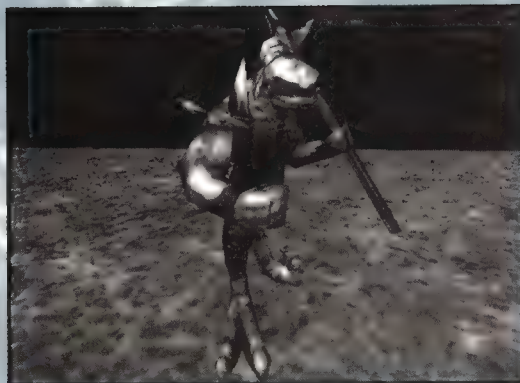
Hit Points:	600
Intelligence:	Mammal
Speed:	320
Sight Radius:	2000
Melee attack damage:	Pound 65, Punch 40
Ranged attack damage:	40



### Krall

The Krall is one of the smarter beings you will encounter in your explorations. While they aren't extremely powerful, their staffs are lethal weapons that fire green bolts of energy. In addition, they have three melee attacks. If you keep your distance, Krall are fairly easy to dispatch—they pack more punch at close range, and will try to close with you as soon as they see you. With their low hit points, use your Auto-Mag or Stinger to make quick work of them. Note that Krall will flee when they are low on health, and they will lead you into an ambush, so be careful when following a wounded Krall.

Hit Points:	180
Intelligence:	Human
Speed:	240
Sight Radius:	2500
Melee attack damage:	Pound 20, Strike 20, Throw 30
Ranged attack damage:	15



### Krall Elite

These well-trained Krall are better fighters than their brethren, and pack a bit more punch as a result. Use the same tactics you use with Krall. In most cases, you won't have the time to worry about which is which until after they're dead.



<b>Hit Points:</b>	240
<b>Intelligence:</b>	Human
<b>Speed:</b>	240
<b>Sight Radius:</b>	2500
<b>Melee attack damage:</b>	Pound 28, Strike 28, Throw 38
<b>Ranged attack damage:</b>	15

## Manta

Mantas are lethal flying creatures with a large wingspan and a stinger tail that can be used to whip or sting their victim. They usually attack from directly above the target, so keep an eye on the skies when in an open area. To effectively combat a Manta, keep moving, backing up as they attack you, and they'll be much easier targets to hit. A Dispersion Pistol will take them out, but use your Auto-Mag or Stinger to finish the job quickly.



<b>Hit Points:</b>	100
<b>Intelligence:</b>	Mammal
<b>Speed:</b>	320
<b>Sight Radius:</b>	1500
<b>Melee attack damage:</b>	Sting 20, Whip 20
<b>Ranged attack damage:</b>	None

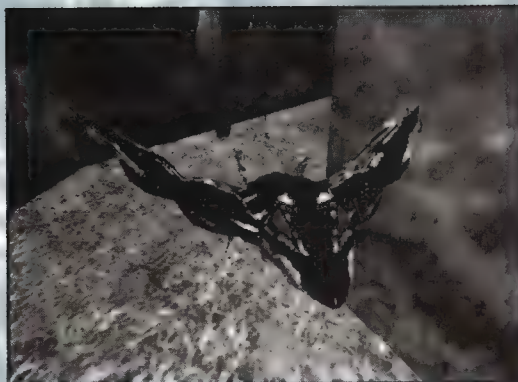


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### Cave Manta

The Cave Manta lives in the caverns and mine shafts throughout the planet. It uses the same tactics as its cousin the Manta, but it's usually more difficult to hit, since it uses the darkness to mask its attacks. Although it's less powerful than the Manta, be sure you have a steady light source so you can see them, or a Cave Manta will whittle you down quickly.

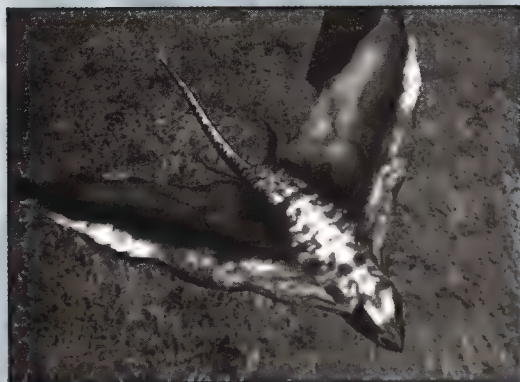
Hit Points:	50
Intelligence:	Mammal
Speed:	320
Sight Radius:	1500
Melee attack damage:	Sting 15, Whip 15
Ranged attack damage:	None



### Giant Manta

This flying juggernaut is rare. They inflict much more damage, and can take four times the punishment regular Mantas can. Don't waste Auto-Mag or Stinger ammo here—use an Eightball or Flak Cannon to make quick work of them.

Hit Points:	400
Intelligence:	Mammal
Speed:	320
Sight Radius:	2000
Melee attack damage:	Sting 40, Whip 40
Ranged attack damage:	None



## Mercenary

Hired guns are nothing new in the Universe, but the Mercenary is well-suited to the task. Although they have low hit points, their ability to jump and strafe to avoid your attacks makes them tough to hit. In addition, they can activate a portable invulnerability shield. When it's activated, forget about shooting them—they're untouchable. Mercenaries can't fire while invulnerable, though, so they will turn the shield off, giving you the opening you need to take them out. You can use just about any weapon against Mercenaries; just don't expect them to go easy on you.



Hit Points:	180
Intelligence:	Human
Speed:	280
Sight Radius:	2500
Melee attack damage:	Punch 20
Ranged attack damage:	60
Special:	Invulnerability Shield



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### Mercenary Elite

Mercenary Elite have one ability that makes them much more deadly than Mercenaries—they can fire while they use their invulnerability shields. This makes them very tough to hurt with an Eightball Gun, since they will activate their shield while the rocket is headed their way. Use your Stinger or Minigun to pour on enough damage to keep them from putting up their shields.



Hit Points:	240
Intelligence:	Human
Speed:	280
Sight Radius:	2500
Melee attack damage:	Punch 25
Ranged attack damage:	60
Special:	Invulnerability Shield—can fire while in use.

### Nali Priest

These multi-armed aliens are your friends. They are the natives of this planet, and have been enslaved by the Skaarj. Shooting them will cost you dearly, as the Nali Priests will lead you to secret areas, help you avoid traps, and make sure you see important messages if you don't hurt them. They fear combat, so don't expect their help during a heavy firefight. Skaarj hate them, and will attack them on sight in most cases, particularly if they are helping you. If you shoot a Nali Priest, they will cringe and bow to you, but they won't help you. Help them whenever you can, and



you'll be rewarded. Beware, the Nali Gods are always watching—the death of a Nali often makes life more difficult down the line.

<b>Hit Points:</b>	40
<b>Intelligence:</b>	Human
<b>Speed:</b>	300
<b>Sight Radius:</b>	1500
<b>Melee attack damage:</b>	None
<b>Ranged attack damage:</b>	None
<b>Special:</b>	Finds secrets and helps player

## Pupae

These spider-like creatures are baby Skaarj. They attack with a vengeance, biting your ankles at close range. Look out for them in caves and other dark areas, as well as outdoors. They go down easily, so don't waste heavy firepower on a single Pupae. A Dispersion Pistol will take care of them.



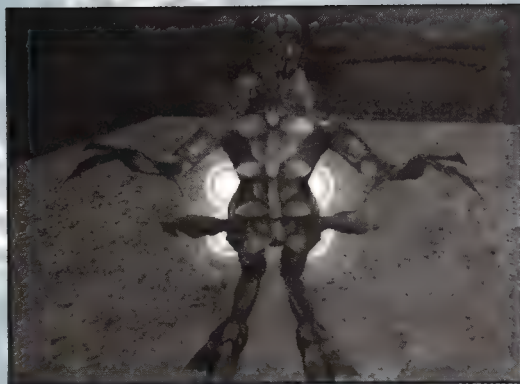
<b>Hit Points:</b>	65
<b>Intelligence:</b>	None
<b>Speed:</b>	260
<b>Sight Radius:</b>	8500
<b>Melee attack damage:</b>	Bite 10, Lunge 20
<b>Ranged attack damage:</b>	None



### Queen

The Queen is the final beast you'll face, and she's definitely not happy to see you. If you get too close, she'll claw or stab you with her arms. In addition, she has a ranged attack of three projectiles that do a combined 48 points of damage if they all hit you. She is fast even though she's large, but she is not unbeatable. Begin by using your high-end weapons, such as the Rifle, BioRifle, Razorjack, and Quad Shot. Her missiles seek, so do your best to attack her when she screams, then quickly dodge her projectiles. If you can keep away from her long enough, she'll go down.

Hit Points:	1000
Intelligence:	Human
Speed:	500
Sight Radius:	3000
Melee attack damage:	Claw 40, Stab 40
Ranged attack damage:	16
Special:	Scream indicates when she's about to fire



## Skaarj

The Skaarj are the warrior class that has subjugated the Nali Priests, and rule the planet. They are the masterminds behind the takeover and capture of passing ships. There are several different Skaarj classes. All of them are intelligent, and are very adept at dodging your fire. They will also flee when they are severely injured, and they will cooperate to ambush you whenever they can. All Skaarj look basically the same, but some of them carry the same weapons you use. As a general rule, don't use projectile weapons as your first choice, since they dodge so well. Use instant damage or fast projectile weapons—Stinger, ASMD—to bring them down. In short, kill these aliens quickly—they will definitely try to do the same to you.

### Skaarj Scout

Skaarj Scouts are one of the tougher class of Skaarj you will encounter. They are fairly agile, and will somersault and dive to avoid your fire. Use your Stinger to keep up a steady stream of damage. Don't let them get close—their melee attacks are vicious. A good tactic is to lure them closer, then back away as you fire.



<b>Hit Points:</b>	180
<b>Intelligence:</b>	Human
<b>Speed:</b>	440
<b>Sight Radius:</b>	2500
<b>Melee attack damage:</b>	Claw: 14, Lunge: 30, Spin: 16
<b>Ranged attack damage:</b>	16 per projectile



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### Skaarj Assassin

Skaarj Assassins are a bit more agile than Scouts, and they have more hit points. Other than that, treat them the same as Scouts—kill them quickly.

Hit Points:	200
Intelligence:	Human
Speed:	440
Sight Radius:	2500
Melee attack damage:	Claw: 14, Lunge: 30, Spin: 16
Ranged attack damage:	16 per projectile



### Skaarj Berserker

Skaarj Berserkers are very fast, and bigger than their cousins. In most cases, it's very hard to avoid their deadly attacks. They are particularly good at tracking your moves as you try to get away. Never turn your back on one of these Skaarj. Keep them in your view at all times, and fire a steady stream of Tarydium Shards or Minigun shells at them as you back away.

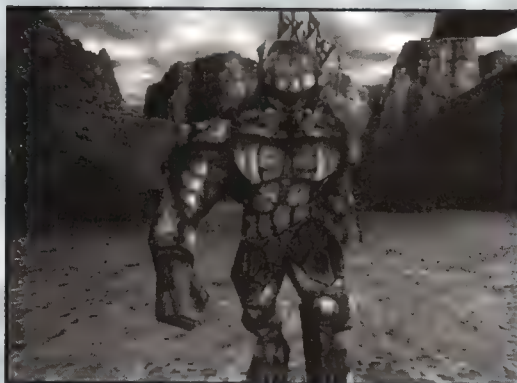


Hit Points:	320
Intelligence:	Human
Speed:	440
Sight Radius:	2500
Melee attack damage:	Claw: 20, Lunge: 40, Spin: 40
Ranged attack damage:	16 per projectile

## Skaarj Lord

Skaarj Lords are another variation on the Skaarj theme of destruction. They are as brutal as Berserkers, but have the ability to lead other Skaarj Warriors. Watch out for them whenever you're attacked by multiple Skaarj—a Skaarj Lord won't be far away.

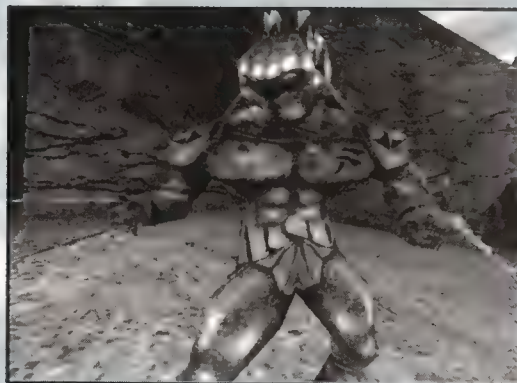
Hit Points:	320
Intelligence:	Human
Speed:	440
Sight Radius:	2500
Melee attack damage:	Claw: 20, Lunge: 35, Spin: 35
Ranged attack damage:	16 per projectile



## Ice Skaarj

Ice Skaarj are one of the toughest Skaarj warriors. While their attacks may not do as much damage as some of the other Skaarj, they make up for it by using solid tactics. They are very fast on their feet, making them difficult targets. Shred them with Minigun or Stinger fire to thaw them out.

Hit Points:	210
Intelligence:	Human
Speed:	440
Sight Radius:	2500
Melee attack damage:	Claw: 14, Lunge: 30, Spin: 16
Ranged attack damage:	16 per projectile





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### Skaarj Gunner

This Skaarj is a member of the most deadly class of Skaarj—Troopers, the Elite Skaarj Guard. All Skaarj Troopers carry weapons—the same weapons you use. The Skaarj Gunner usually carries an Eightball Gun, making him an extremely deadly foe. Troopers are not as agile as their Warrior brothers, so keep your distance and use a Flak Cannon or Stinger to wipe Gunners out. When they die, Gunners usually drop their weapons.



Hit Points:	220
Intelligence:	Human
Speed:	400
Sight Radius:	2500
Melee attack damage:	Claw: 10, Lunge: 20, Spin: 15
Ranged attack damage:	85 per projectile

### Skaarj Infantry

Skaarj Infantry are also in the Trooper class, and usually come armed with a Stinger. Since you would normally use a Stinger or other fast-firing weapon to neutralize them, in this case try to get in close and use something powerful such as your Flak Cannon to smear them all over the walls.



Hit Points:	170
Intelligence:	Human
Speed:	400
Sight Radius:	2500
Melee attack damage:	Claw: 10, Lunge: 20, Spin: 15
Ranged attack damage:	14 per projectile

## Skaarj Officer

Skaarj Officers are extremely nasty, since they carry Rifles just like yours. Expect them to fire at you from a distance. If you're taking damage, and you can't find the source, you're probably in a Skaarj Officer's sights. Take advantage of his low hit points and pour it on with your rapid-fire weapons to kill him and get his weapon.



Hit Points:	140
Intelligence:	Human
Speed:	400
Sight Radius:	2500
Melee attack damage:	Claw: 10, Lunge: 20, Spin: 15
Ranged attack damage:	20 per projectile

## Slith

The water-dwelling Slith protect the extensive watery areas throughout the planet. They are able to swim in water, or slither across land, but they usually stay close to water. Slith have an acid spitting attack they will use at medium range in addition to a clawing attack in close quarters. Slith aren't that tough to bring down on dry ground, but if you get caught underwater with a group of them, you won't be able to out-swim them. Use your Stinger or Minigun to thin the crowd, then surface to get some air.



Hit Points:	210	Sight Radius:	2000
Intelligence:	Mammal	Melee attack damage:	Claw 25
Speed:	250	Ranged attack damage:	40

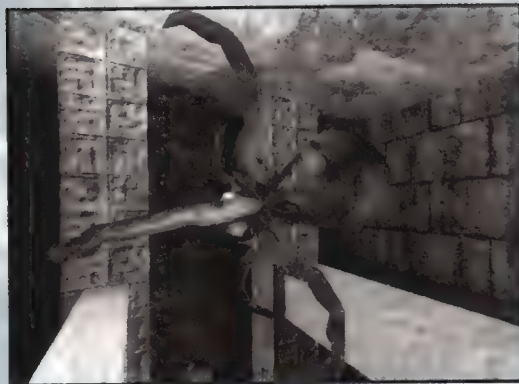


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### Squid

The giant Squid that inhabit some of the watery areas of the planet are fairly fast, and they have two deadly melee attacks. Fortunately, they don't have a ranged attack, so work to keep your distance. Their biggest threat is their ability to keep you under water long enough to drown you.

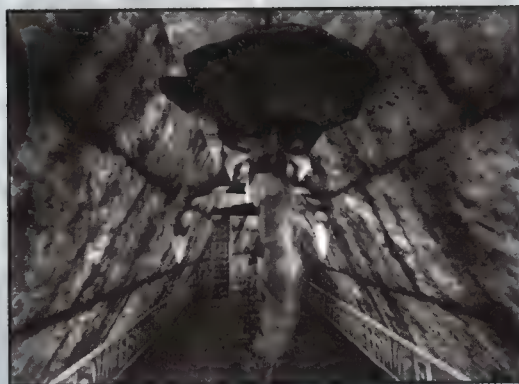
Hit Points:	260
Intelligence:	Reptile
Speed:	260
Sight Radius:	2000
Melee attack damage:	Slap 30; Thrust 35
Ranged attack damage:	None



### Tentacle

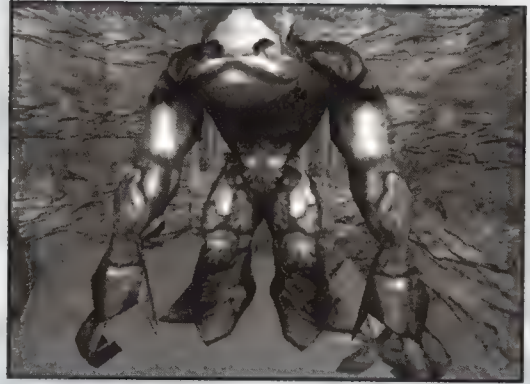
From the first time you encounter one of these octopoid menaces, you'll hate Tentacles. They can be found dangling from the ceiling in a variety of locations. More often than not, they will be hidden in a darkened area of the ceiling, so include the ceiling in your sweep to find enemies. Any weapon will make short work of a single Tentacle, but if you run into a group of them, use your Minigun or Stinger to clear them out.

Hit Points:	100
Intelligence:	Reptile
Speed:	320
Sight Radius:	1000
Melee attack damage:	Whip 30
Ranged attack damage:	12



## Titan

This mammoth monstrosity towers over every other creature on the planet. Titans make the ground shake when they walk, and bringing one down takes plenty of time, as well as good dodging ability. He alternately slams the ground to hurl you into the air, and tosses huge boulders in your direction. Luckily, Titan's don't dodge or strafe, so if you can keep moving or put something between you and him, you will get the chance to wear him down. Don't mess around—blast a Titan with everything you've got..



Hit Points:	1200
Intelligence:	Reptile
Speed:	400
Sight Radius:	2500
Melee attack damage:	Punch 70; Slap 80
Ranged attack damage:	40

## Stone Titan

The Stone Titan is a bit tougher than the Titan, with 300 additional hit points. Just what you needed, right? Use the same tactics and pour on the damage to take this beast out.

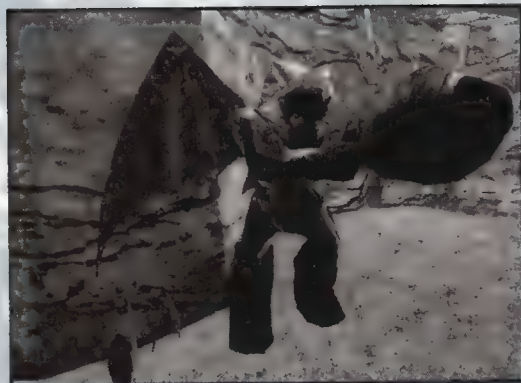


Hit Points:	1500
Intelligence:	Reptile
Speed:	400
Sight Radius:	2500
Melee attack damage:	Punch 70; Slap 80
Ranged attack damage:	40



## Warlord

This winged creature is one of the toughest you'll face. Warlords have several devastating attacks, but their attack of choice is their ranged missile attack. These projectiles inflict 35 points of damage each, and can be fired from any angle. It takes quite awhile to bring the Warlord down to earth. The Warlord is very adept at dodging projectiles, so don't waste Eightball ammunition first. Try your Flak Cannon, ASMD, or any of your instant effect weapons on this beast for best results.



Hit Points:	1500
Intelligence:	Human
Speed:	440
Sight Radius:	3000
Melee attack damage:	Strike 40
Ranged attack damage:	35



## Part ii

### Walkthrough

Consciousness returns slowly. The first thing you notice as you awake is that your head feels like it has been flattened and then re-inflated by some sadistic giant. The second thing you notice is that the containment field across your cell is down. Badly battered from the crash, you stumble from your cell. Warning alarms sound from remote parts of the ship. The ominous tremors that shake the ship as you explore the cell block are all the incentive you need—you've got to find a way off the wrecked prison ship.





## Vortex Rikers

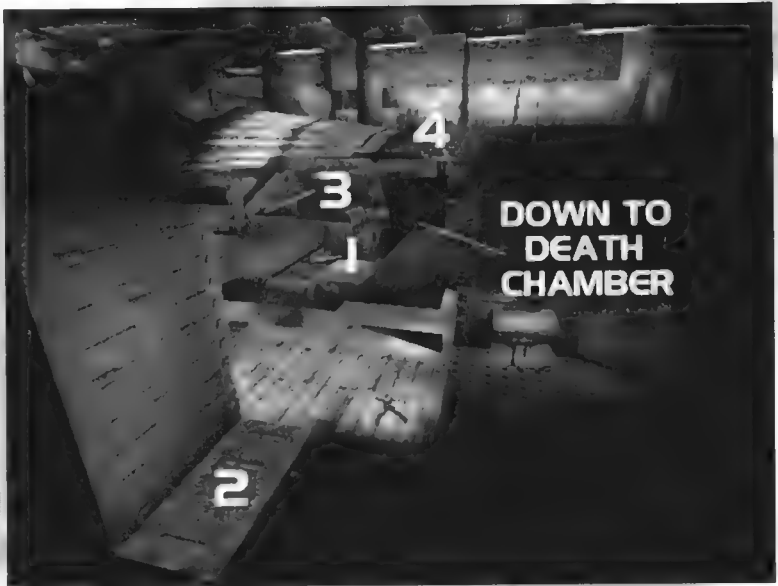
The *Vortex Rikers* was designed to take a lot of punishment, but slamming into a planet wasn't in the design specs. You've got to make your way through the wrecked ship and get out before it collapses. Along the way, you'll start to get some idea of what may have happened to the ship, and of what's in store for you outside.

### SITUATION BRIEF

<b>Objective:</b>	Find the exit from the ship.
<b>Enemies:</b>	None
<b>Items:</b>	Universal Translator, Flare, Med-Kits, Assault Vest
<b>Weapons:</b>	Dispersion Pistol
<b>Secrets:</b>	None



From your cell (1), head for the lift (2) at the end of the cell block. The other cells on the lower level don't have anything of interest in them—and their occupants were less fortunate than you were. Grab the Universal Translator at the top of the lift and explore the nearby cells to get used to using the device—it will save your life later.



.....  
**ATTENTION ALL PRISONERS:** Remember, be kind to your cellmate. Violence will not be tolerated.

.....  
**ATTENTION ALL PRISONERS:** Lights out tonight at 20:00. No exceptions.

In the second cell on your right, you'll find a diary. Touching it activates your Translator:

.....  
**Jonas Gershwin's Diary, Day 204:** There was another roach in my lunch today. I wonder how they make it on board starships such as this one. If that bitch in cell 4A keeps looking at me funny, I swear I'm going to rip out her larynx!

Another diary is located in the right-most cell across from Gershwin's:

.....

**Boris Clague's Diary, Day 3:** I have been here but three days and already I have two cracked ribs, a fractured thigh, and fourteen stitches. I don't know if I'll make it to the prison moon, much less to the end of next week.

In the next cell, you'll find a Flare (3). Once you have it, return to Gershwin's side of the upper cellblock. The only other diary in the cellblock is on the lower level, two cells down from yours:

.....

**Benjamin Nathaniel's Diary, Day 93:** Today is my birthday. I will celebrate by attempting to start another prison riot.

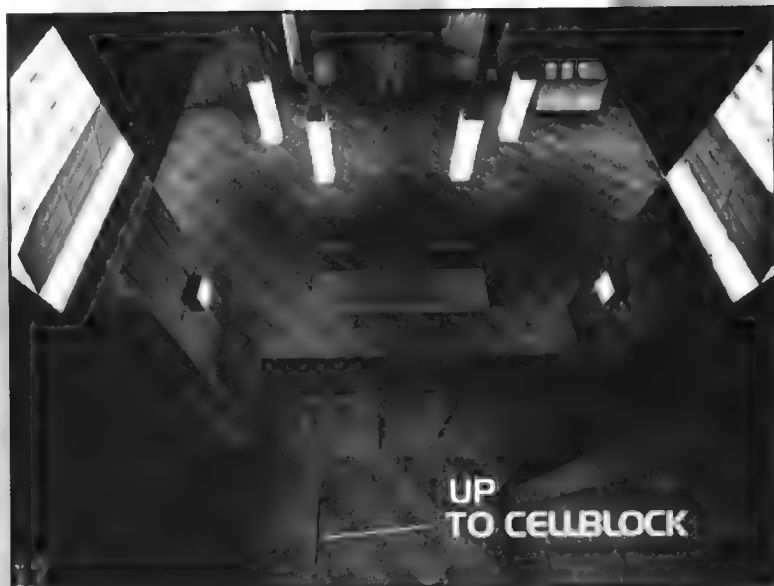
On the lower level, enter the darkened elevator shaft and use your flare if you need to find the switch to activate the lift, which takes you down to the death chamber. As you approach the computer console on the right, you'll receive this message on your Translator:

.....

Prisoner 853, James Cavanaugh ready for electrocution.

The automated electric chair still seems to be working fine—too bad for James. Return to the cellblock. Your way out is the air duct (4) in the corner of the upper level.





Follow the air duct upward until you reach the *Vortex Riker's* bridge. Exploring the command chairs will give you some valuable insight into the *Vortex Riker's* fate.

.....

**First Officer's Log: Vortex Rikers.** The prisoners have become more and more restless as we get closer to the prison moon. Security says they have the prisoners under control, but several have had to be taken to Med Lab for treatment.

.....

**Captain's Log S. Kroon: Vortex Rikers.** Altering our course may have proven detrimental to our mission. We are caught in the gravitational field of an uncharted planet. I have ordered the engine foreman to divert power to the drives.

.....

**Navigator's Log: Vortex Rikers.** We are on route to the prison moon. Long-range sensors are detecting uncharted magnetic masses in Gamma Sector 83H. The Captain has ordered a change in course.

Enter the Armory door (5), and get the Med-Kit. The mirrored floor is very slick, so maneuver carefully until you are under the red button on the ceiling near the Assault Vest (6). Jump up and hit the button with your head to deactivate the force field and retrieve the Vest. Drop down onto the lift at the end of the hall and open the door ahead to reach the lower level of the bridge.



From here, jump down again and follow the corridor. Duck when you come to the loose electrical cable (7) over your head, to make sure you don't take damage from it. Ahead is the Med Lab, where you'll find another Med-Kit and a message:



.....  
**Chief Medical Officer's Log: Prison Vessel 254 Vortex Rikers.** The constant fighting between prisoners seems to be getting worse. At this rate, I will be out of supplies long before we reach the prison moon.



Leave the Med Lab through the door, but be sure you have explored all you want to on the Bridge—you won't be able to return once you leave the Med Lab. Grab the two Med-Kits (8) in the alcove in the next room, and exit through the door on your left.

You won't be able to open the next door yet, and from what you can hear from the other side, it's a good thing. Once the screams die down beyond the door, it will open. You might catch a glimpse of a Skaarj, but it will run away. Step into the room and get the Dispersion Pistol (9). The Skaarj is long gone by now, so follow the corridor into the next room. Shoot the glass on the First Aid Station (10) and get the Med-Kit inside.



The door in this room is inoperable, so jump through the broken turbine housing into the next area.

Between the computer consoles on the wall is a switch that activates the lift (11). Ride it up and enter the door ahead. Enter the doorway under the VORTEX RIKERS sign to enter the Security chamber.



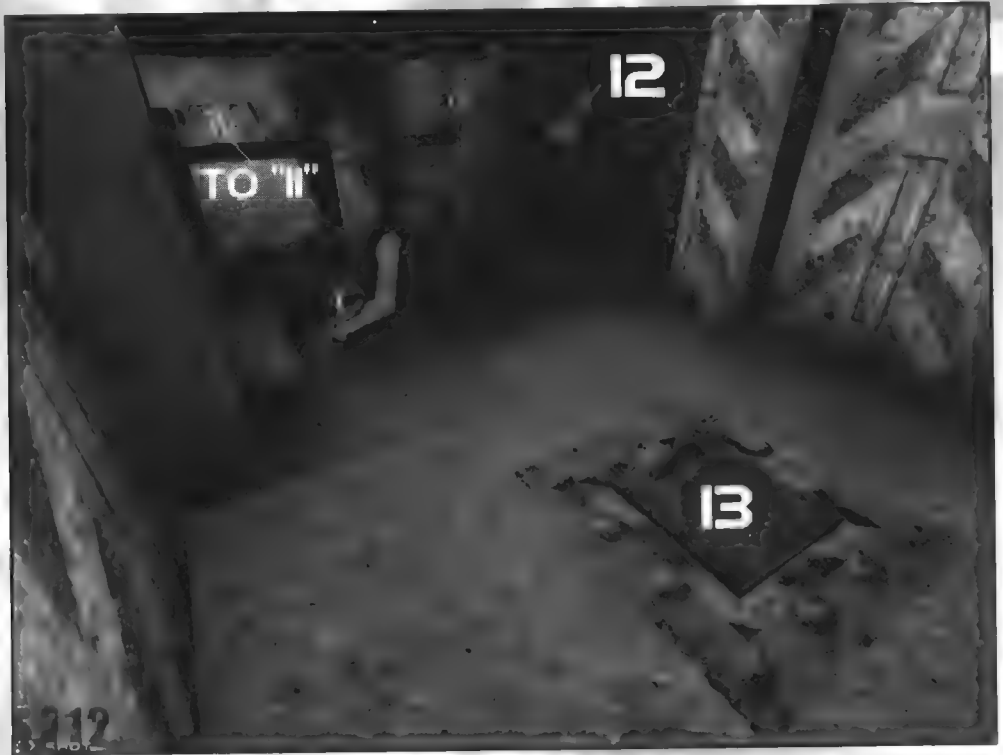
.....  
**Engine Foreman's Log: Prison Vessel 254 Vortex Rikers.** I am juicing up all the power I can to escape from the gravitational pull of the mysterious planet. It doesn't seem to be working.

.....  
**Chief Security Guard's Log: Prison Vessel 254 Vortex Rikers.** They've pulled all power to the drives, to no effect. We're spiraling towards the planet. I don't know what is going to happen to us.





Fire a few shots into the **emergency glass (12)** to open the **escape hatch (13)**.  
Jump through the hatch to exit the ship.



## Nyleve's Falls

You've managed to find your way off the *Vortex Rikers*, but you'll soon find that surviving the crash wasn't as fortunate as it seemed. The world outside the ship is a strange and deadly place. As you search for a way off the planet, keep your weapon ready and pay close attention to your Universal Translator's messages.

### SITUATION BRIEF

<b>Objectives:</b>	1. Explore the area around the falls. 2. Find the entrance to the Skaarj mines.
<b>Enemies:</b>	Lesser Brutes, Biter Fish, Tentacles, Mantas
<b>Items:</b>	Universal Translator, Flares, Auto-Mag Clips, Nali Healing Fruit, Bandages, Flashlight, Assault Vest, Tarydium Shards
<b>Weapons:</b>	Auto-Mag
<b>Secrets:</b>	None



Grab the Universal Translator and Flare inside the ship, make your way outside, and head for the small house (1) near the ship.

Between the two crates near the house is a dead guard and an Auto-Mag. Pick up the weapon and read the log message the guard last entered:

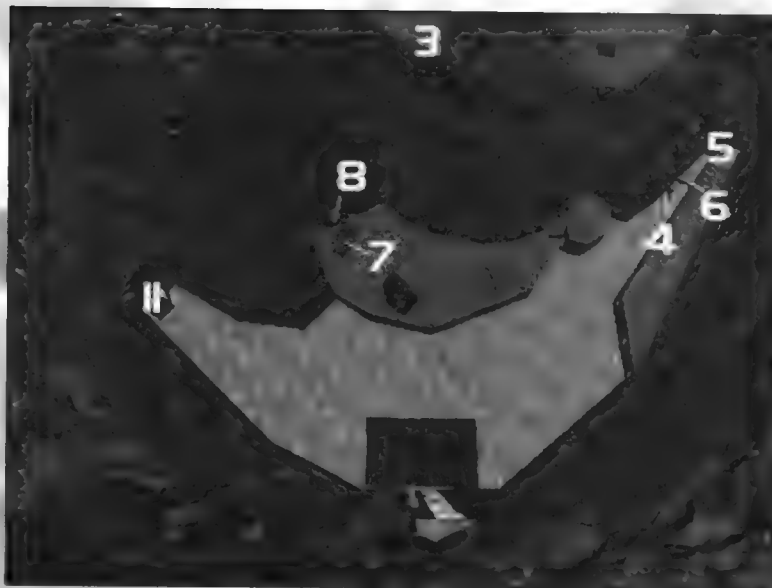


.....  
LOG: Cook J. Strang: No reply to distress signal. Vortex Rikers's hull is too unstable to use as shelter. Found an abandoned house to use as our base camp. Maybe the native population can help us.

Inside the house, you'll find another body and a Flare. Collect the flare and leave the house once you've checked the dead man's log:

.....  
LOG: N. Vos: Made contact with members of ISVKran that was presumed lost 3 months ago. They have seen a Skaarj vessel in operation. We may need to gain control of it to escape this system.

Dive into the small pool (2) behind the house and collect the two Clips underwater. The pool is home to a Biter Fish school, so kill them off—don't waste Auto-Mag shells on them—and get out as soon as you can by using the large rock to leap to shore. There's another guard's body across the clearing outside. Check his log and stay alert—the mortality rate appears to be very high here.



.....

LOG: Guard, R. Bijl. Situation critical: Last night large, extremely powerful alien forces penetrated our camp. Fired small missiles from hand-mounted launchers. We lost 5 men.

Continue across the clearing and walk around the right side of the ship. Don't stray too near the edge here—a fall will kill you. Use one of the two boards to climb out of the ship's crash site and carefully approach the cliff ahead (3). Immediately to your left, you'll see a huge winged creature—a Warlord—dining on an unfortunate prisoner. Don't bother trying to shoot this beast—even if you could, it would blast you apart in seconds in your current state. You'll see



this monster later. Once it has taunted you and flown off, look down as you near the edge and you'll see that the shore below is at its closest point near the cliff wall. Back up and make a running jump as far out as you can. You should land in the water below.

Start swimming to your left and climb onto the **small platform** (4). A lift will activate, taking you up to the platform above. If you've taken any damage in your exploration so far, cross the ramp and pick up the two **Nali Healing Fruit** (5) before continuing.

Inside the entrance at the top of the lift, a Tentacle hangs from the ceiling. If you don't fire at it, it may not attack. If it does, ignore it and run around the corner. Go past the lift (6) on your right. The next corridor is guarded by a Lesser Brute—one of those missile-shooting aliens the unfortunate R. Bijl spoke about in his Log. Use your Auto-Mag in fire mode two (hold down the right mouse button if you've configured it that way) and snipe at it, using the hallway for cover as you take it out.

### TIP.....

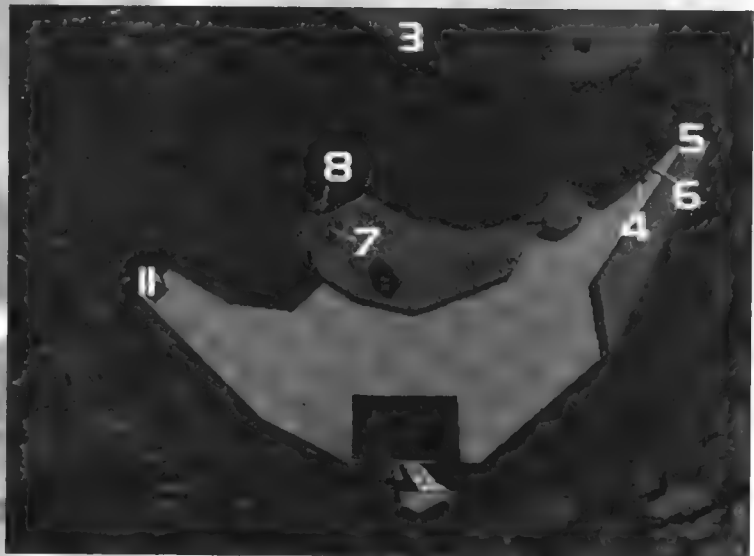
If you're not having any luck getting the Lesser Brute to go down, try rushing past it after your first few shots. He'll follow, but you can put more distance between you and avoid his missiles much more easily if you can get outside.

Once the beast is dead, walk down the ramp to the clearing below and head for the house (7) across the clearing. As you approach the house, a Manta will attack you from behind—kill it before you enter the house. Inside the house, there are two more Tentacles hanging from the ceiling. Finish them off, then read the Nali diary on the table:

.....■

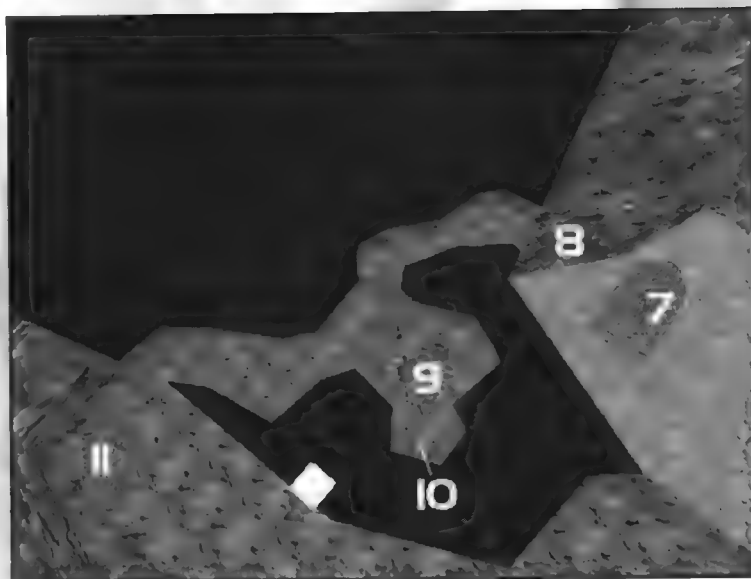
My burden does not end. More minions have been cast down by the angry gods. I will pray for their souls, but I fear my prayers are not heard. I must travel to the Temple of Chizra to seek balance.

In the vase on the table there are some Bandages, as well as more across the room. Grab them and also snag the Auto-Mag Clip above the fireplace. In the vase beside the door, there's a Flashlight. Break the vase to get it and leave the house. Behind the house, there's a dark passageway (8). Use the flashlight and kill the Tentacle near the entrance, then back into the clearing to take on the Lesser Brute and Manta that come out after you. Inside the passage, you'll find two vases; one contains a Flare and the other holds an Auto-Mag Clip.





Collect them and follow the passage until you reach a storage room. Kill the Tentacle here, and smash the vase to find another Flare. Use the pile of small boxes to reach the Med-Kit (9), and walk along the board to get the Flare and Assault Vest on the next crates. Jump down and walk toward the pulsing crystal cross (10) on the wall. Shoot the small box along the wall to find some Tarydium Shards.



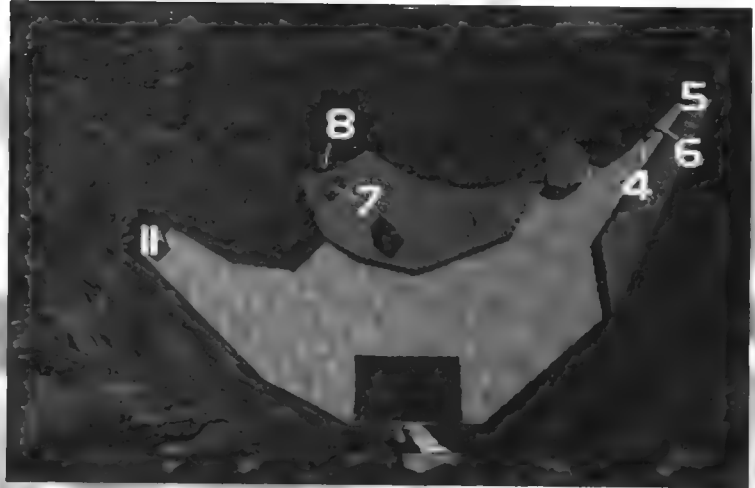
There's another passage opposite the one through which you entered the storage room—follow it and kill the Tentacle at the end. Jump down to the platform (11) below, get the Auto-Mag, and read the dead guard's log:

.....

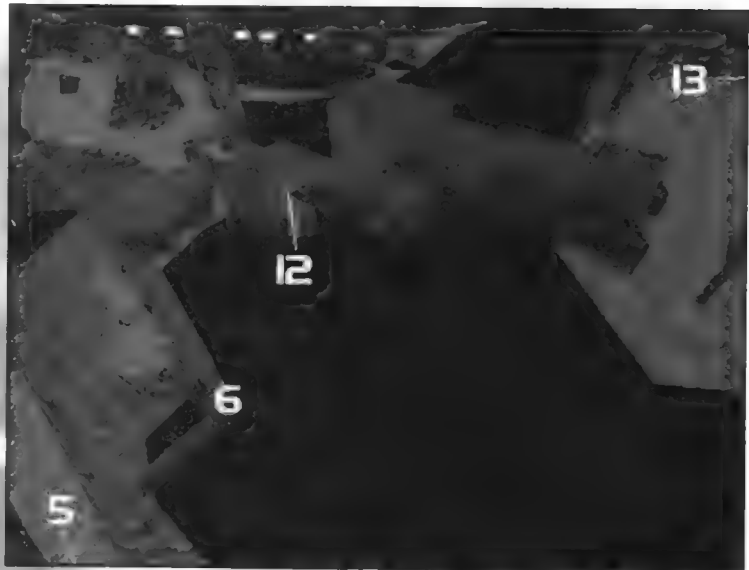
LOG: Guard M. V. Wely. I should have stayed with the others. I think my leg is broken in several places. My brother went looking for help 8 hours ago.

Ride the lift back up and follow the dark passage all the way back to the house (7). Keep going, walking up the ramp to reach the corridor with the lift (6) inside. Push the button outside the lift to activate it, and step inside. When it reaches the top,

walk up the stairs and kill the Lesser Brute waiting for you. Shoot the two boxes on the floor to find a Med-Kit and a Flare. Through the door at the top of the stairs you'll find another small crate that contains some Bandages.



Around the corner, a Lesser Brute (possibly backed up by another one) is shredding an unfortunate guard. When it finishes, it will come for you, so backup into the clearing and use the Auto-Mag on it. Once you've finished it off, activate the lift (12) it was guarding. In the room above, shoot the small crate to find a Med-Kit. Push the button and step on the lift to reach the catwalk above. Another Lesser Brute and a Slith are waiting ahead, so try to rush past them and use the clearing beyond to kill the Lesser Brute as well as the Manta that attacks as you leave the corridor. The dead man just outside the door wasn't as fortunate as you were:





.....

LOG: P. v. Heel: I was attacked by a flying beast. It uses its tail as a weapon. I was able to kill it, but not without taking a beating. I discovered that the orange berries have a healing effect on me. I feel strong enough to proceed.

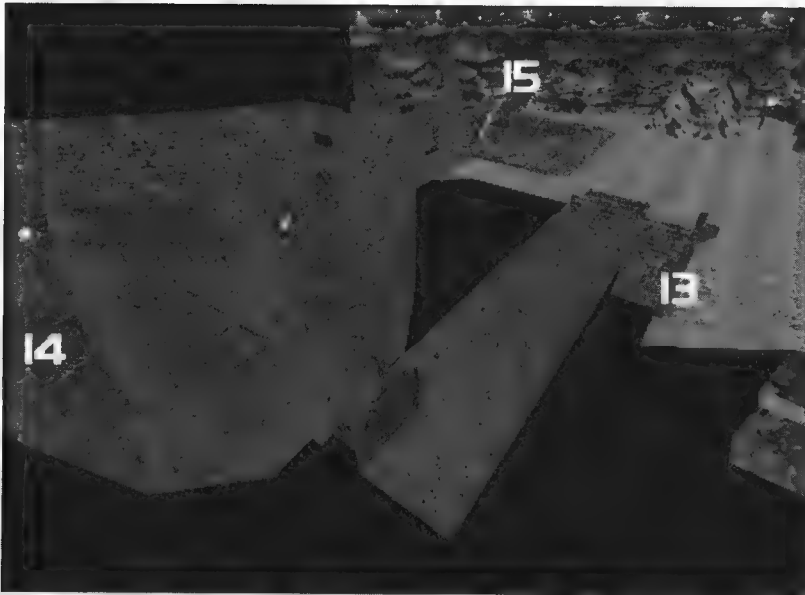
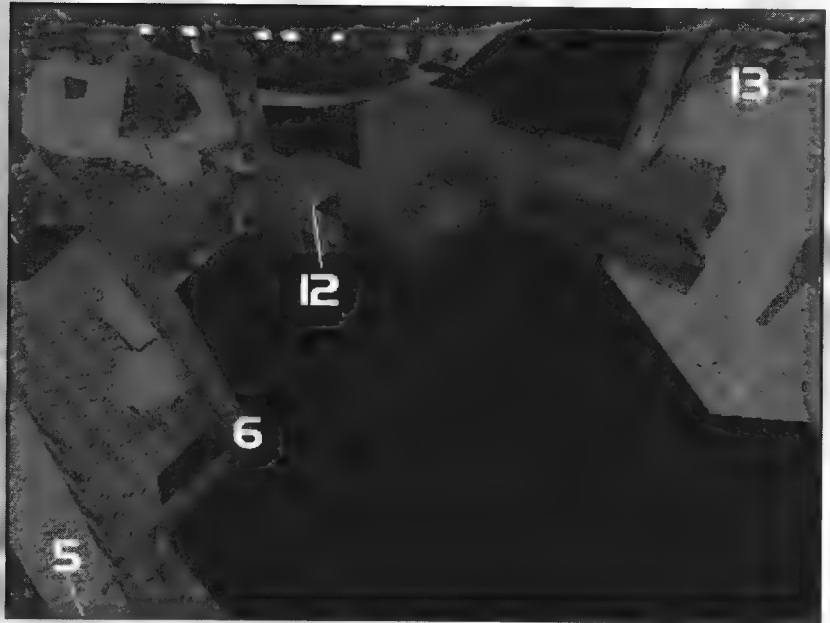
Fight off the attacking Manta, collect the Nali Healing Fruit near the door, and follow the left wall of the clearing to another corridor (13) with some more healing fruit outside. There are two Auto-Mag Clips near the body inside. Check the dead man's log, then walk up the stairs.

.....

LOG: Guard B. v. Wely: I can't get past the 'Brutes' to go back and help my brother. My ammo supply is running low. There are 'Brutes' patrolling the complex at all times.

Kill any Lesser Brutes you see and make your way into the storage area ahead. Get the Med-Kit and Auto-Mag Clip from atop the crates (14) along the left wall. Look behind the crates to find another Clip. Watch out for Lesser Brutes lying in wait here—the crates provide good cover should you need it. Walk down the exit hallway and kill the two Tentacles near the landing outside.

Jump down and collect the Med-Kit and Flare from the crate and barrel near the doorway into the Mine (15). Enter the Mine and walk down the hallway to trigger the next level.







## Rrajigar Mine

Your exploration of the area immediately surrounding the crash site left you with more questions than answers. It's obvious, however, that to get to where you need to go you'll have to pass through the Skaarj mines. The Mine of Rrajigar is infested with Lesser Brutes and Tentacles, as well as a new threat—the Skaarj.

### SITUATION BRIEF

<b>Objectives:</b>	1. Deactivate the force field blocking your way into the Mines. 2. Find the entrance to the next Mine.
<b>Enemies:</b>	Lesser Brutes, Tentacles, Skaarj
<b>Items:</b>	Auto-Mag Clips, Med-Kits, Shield Belts, Flares, Tarydium Crystals, Assault Vests
<b>Weapons:</b>	Auto-Mag, Stinger
<b>Secrets:</b>	<b>S1:</b> Assault Vest, <b>S2:</b> Med-Kit, <b>S3:</b> Clip, <b>S4:</b> Super Health Pack, <b>S5:</b> Assault Vest



The hallway you entered from Nyleve's Falls ends in a chamber with a ledge around the right side. Get the **Auto-Mag** and **Clips** (1) from the ledge and walk into the dark corner at the end of the ledge.

Use a **Flare** to light the dark passage and find the **Assault Vest** (S1) at the back of the passage.

Return to the ledge and jump into the ore cart below to get another **Clip** and a **Med-Kit**.



Open fire on the Lesser Brute in the corridor ahead, then push the small crate over to each of the others and climb up to get the **Clips** on top of them. Follow the narrow stone corridor and kill the Lesser Brute guarding the Mine entrance. Get the **Clip** on the ledge to your right, and shoot the fuel canisters (2) to blast a hole in the wall that leads to a **secret area** (S2) that contains a **Med-Kit**.

Return to the entry chamber and push the button in the other corridor that leads to the Force Field Control Area to take the lift (3) down. As the lift lowers, face the ledge from which you stepped onto the lift and move forward to find another secret area (S3) with a Clip inside. Make your way around the lava and take out the Tentacle hanging above the walkway.



Collect the Clip in the corridor ahead as well as the Shield Belt and Med-Kit in the crates further down the corridor. Be on the lookout for Tentacles hiding in the rafters. At the end of the corridor is the Force Field Control Area. Kill the Tentacle above you, then push both red buttons (4). Approaching the control panel yields this message:

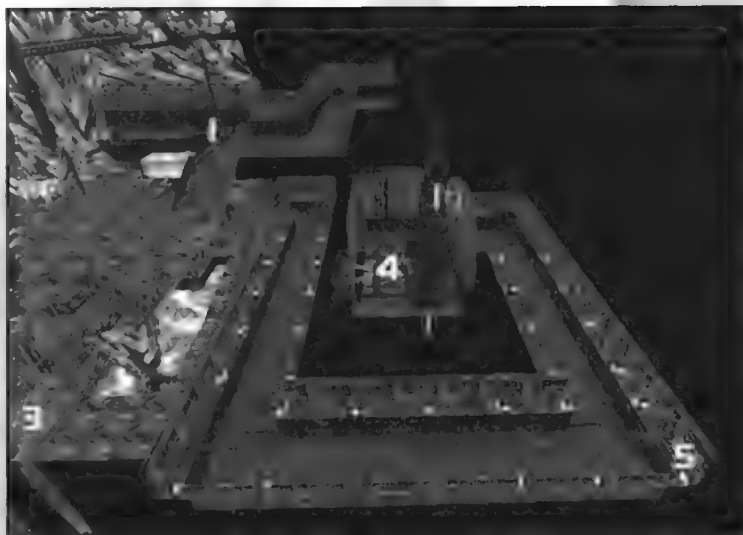


.....

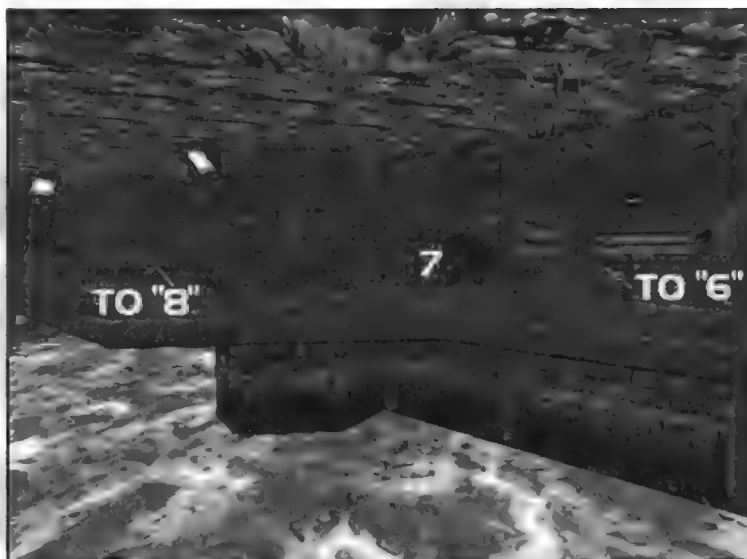
**WARNING:** Force field power source two status is inactive.  
Security Condition Two reached.



Don't panic—nothing is headed for you just yet. However, the corridor you used to reach the control room is now a trap. As you re-trace your steps, two sets of iron bars will block the long section of hallway once you enter it. Run to the other end and drop a flare just before all the lights go out. Turn around and fight off the Skaarj that leaps from a **secret door** (5). Once he's history, get the **Flare** from the alcove he came from, and the **Med-Kit** from the other end of the hall. Go back to the lift (3) and return to the entrance.

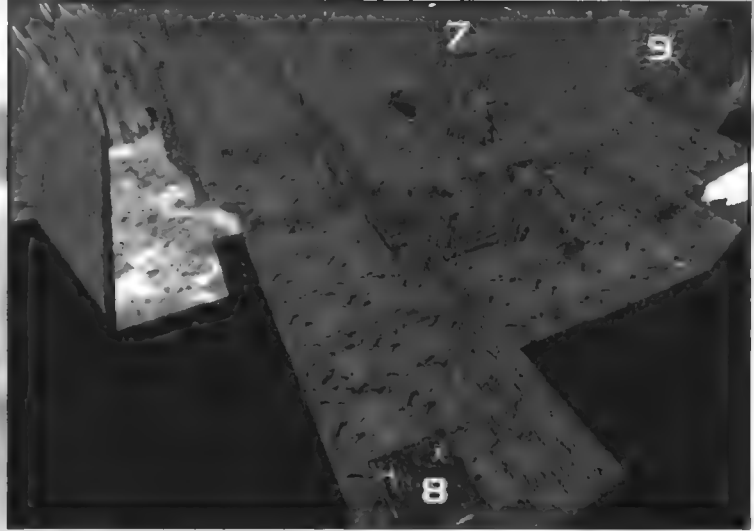


Make your way through the **Mine Entrance** near (2), fighting off the Lesser Brutes in your way as you go. Inside the mine, follow the corridor and take the lift (6) down. Kill the two Tentacle and the Lesser Brute around the corner, then collect the **Med-Kits** (7). The lift near



the **Med-Kits** will get you out of the lava should you fall in—assuming you are quick enough to reach it before you die.

Work your way carefully along the ledge above the lava—an earthquake will drop part of the ledge into the lava, so hug the wall to the right as you follow the ledge. When you reach the open area to the right, you'll see a Nali Priest on your right. Don't shoot him! Nali Priests have a friendly disposition towards you



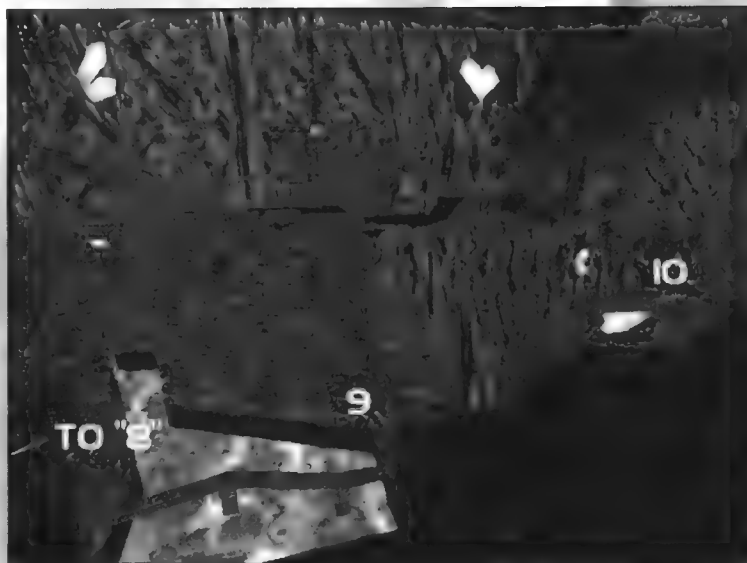
by default, but put a few rounds in one and it'll run from you as if it's on fire. Follow the Nali Priest and he will open a secret door (8) that reveals a **Stinger** and some **Stinger Ammo**. Don't bother following the Nali Priest as he leaves—he doesn't have anymore help to give you right now. Hug the right-hand wall as you leave the secret room and collect the **Tarydium Shards** in the corner. The security panel ahead makes it clear that you're being pursued:

.....

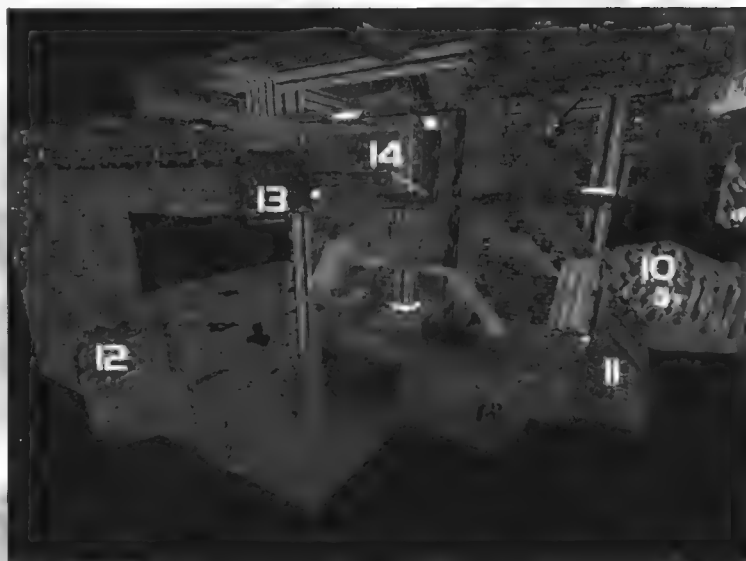
**WARNING:** Intruder detected in Sections C-6 and D-8.  
All personnel are responsible for patrolling their local area.



Across the lava pit on your right is a **square red button (9)**; shoot it to raise a narrow walkway across the pit. On the other side, snag the **Clip** and kill the **Tentacle** above you. In the cavern on your right, a **Skaarj** is waiting to ambush you as you approach the **fuel canisters (10)** in the corner. If you're quick enough, you can shoot the canisters as the **Skaarj** drops down and take him out quickly. Otherwise, keep moving and finish him off quickly. If you haven't already done so, shoot the fuel canisters to open a hole in the left wall near the rear of the cavern.



Grab the **Med-Kits** near the hole and enter the next room. A **Lesser Brute** will appear—use the central post as cover and kill him. Now push the **switch (11)** to lower the protective shield around the pillar.



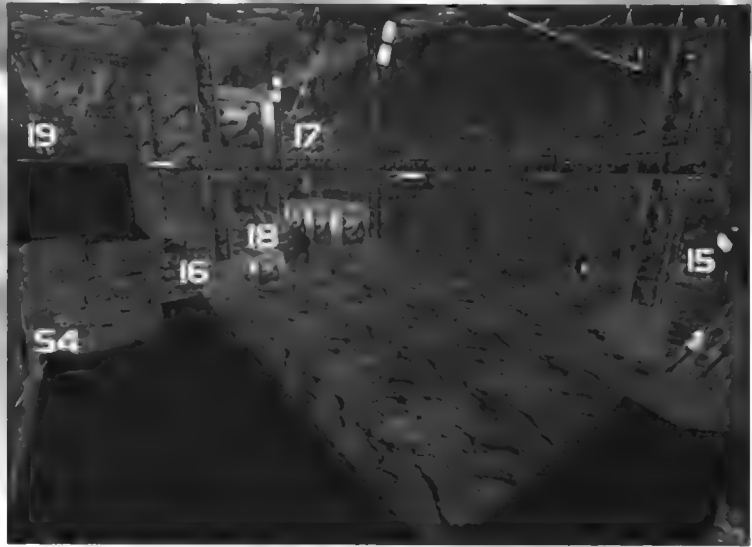
Approach and push the four red arrows to open the chamber doors. Take either passage and kill the **Tentacles** inside. Ride the **lift (12)** to access the upper level.

Pick up the Shield Belt (13) ahead as well as the Stinger and Tarydium Shards to the left (14).

## NOTE.....

You won't be able to get the Shield Belt if the Nali Priest died earlier in the level.

Lookout for a Skaarj ambush—keep your Stinger ready to take care of him—and get the Med-Kits in the crates in the alcove to your left. Follow the opposite hall until you reach a room with a bridge above it. Wipe out the Tentacle and Lesser Brute on the bridge, and shoot the fuel canisters (15) to clear your way.



## TIP.....

Use the Stinger's second fire mode to make quick work of the Skaarj at close range—otherwise you'll waste a lot of ammo trying to bring them down.

There's another Tentacle hanging from the rafters around the corner—blast it and look for a small, dark opening in the wall (16). Enter and use Flares or Dispersion Pistol fire to find your way back to a Super Health Pack (S4). Leave the small tunnel. Shoot the two crates blocking the transport lift (17) and get the Flare

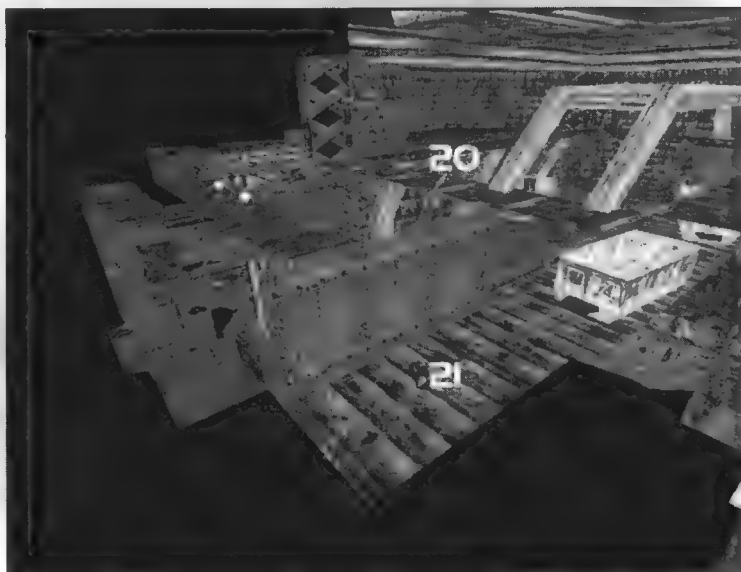
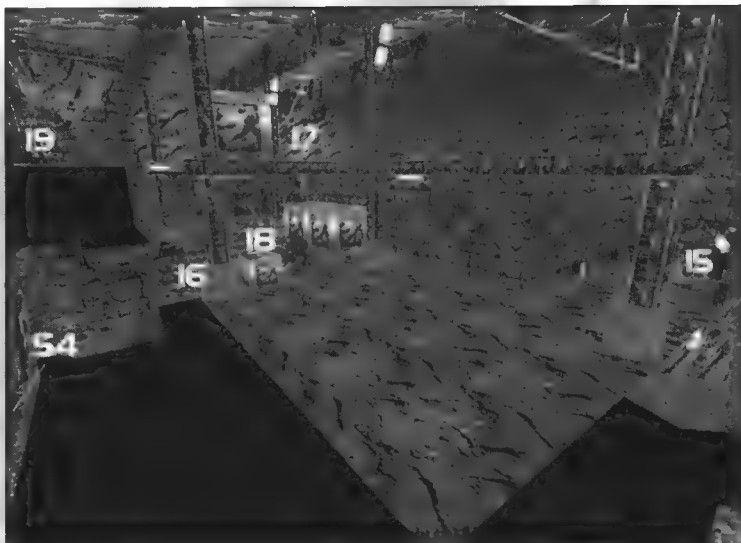


beneath the lift, then push the red switch (18) to activate the lift.

There's a Clip on the lift platform, and 80

Tarydium Shards in the two crates guarded by a Tentacle (19).

Follow the landing around, and cross the bridge ahead. Another Nali Priest is waiting around the corner past the next corridor, but it's likely that the Skaarj in the next room will drive it off or kill it. Open fire on the Skaarj and try to save the Nali Priest—he will open a secret for you that gives you armor. You need to kill the Skaarj who is working at the panel *first*, then go back to the Nali. If the Nali Priest flees or is killed, be sure and read the messages from the computer panels (20):



.....

**WARNING:** Access bridges in lower half of mine are unsafe. Proceed with caution.

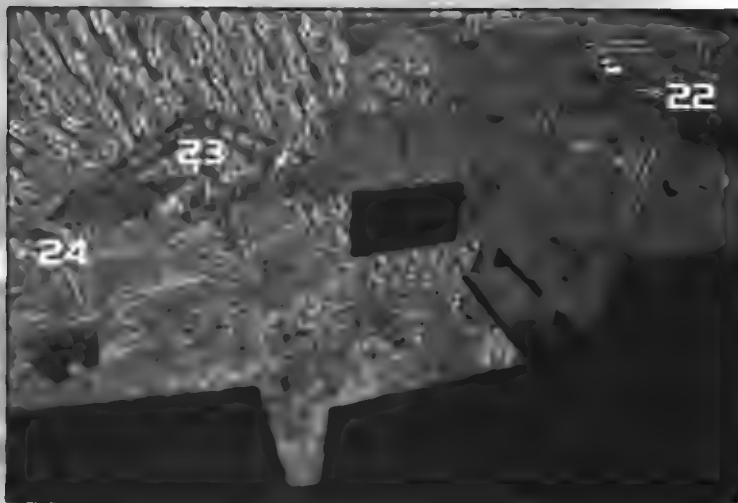
.....  
**ALERT:** Nab slave resistance detected in Sector 3A. Lethal force authorized to suppress rebellious activity.

Get the Assault Vest in the small alcove (21) the Nab opened, and follow the landing around to the crates with Tarydium Shards inside (22). Kill the Tentacle guarding them, as well as the one hanging over the opening ahead. Drop down and blast the Skaarj that attacks from your left. This Skaarj only appears if you made a grab for the health packs to the right, so don't walk over there if you don't need the health.

### TIP.....

When crossing bridges in this section of the mine, walk across the upper railings rather than the bridge planks to be sure you stay out of the lava below.

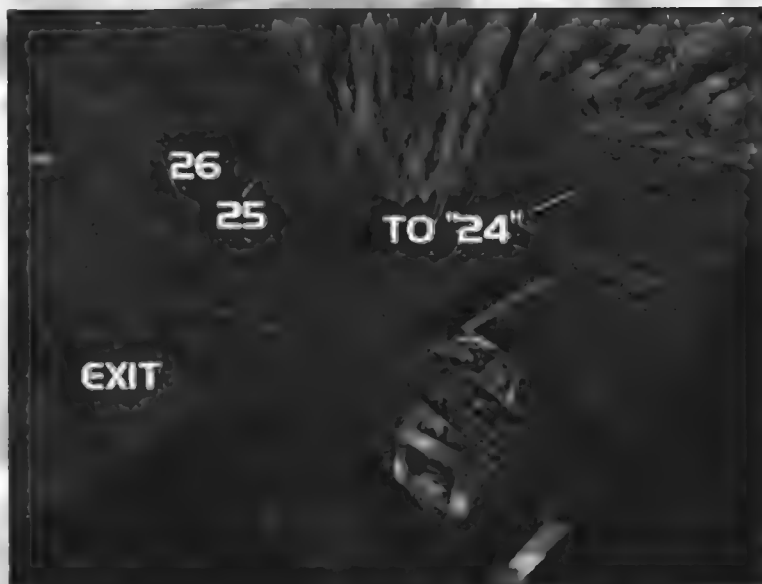
Carefully cross the bridge on your left (23) and jump to grab the Shield Belt on the rocky platform on your left (24). Jump back to the landing and follow the ledge around. Open fire on the Lesser Brute hiding in the corner ahead; make sure you don't let him blast you into the lava below.





A Nali was in the room when you entered next to some explosive barrels. You'll have to take out the second lesser brute first, or the Nali will surely die in the melee. He'll open a secret area for you that has a Dispersion Pistol powerup in it that upgrades your default gun. Cross the bridge nearby and walk down the slope. Turn around as you enter the next room—two Skaarj are headed your way.

Continue into the next room and kill the Tentacle ahead. Another Skaarj will ambush you in the chamber past the Tentacle. Once it's dead, get the Med-Kit and Tarydium Shards in the small crates beneath the landing. Down the slope ahead is another Tentacle, and along the walkway ahead, another Skaarj will ambush you. Get the Med-Kit and Tarydium Shards (25) and push the nearby button to activate the lift (26).



Kill the Lesser Brute on the lift and take it upstairs. Shatter the glass at the end of the catwalk. Take on the Tentacles in the control room, then grab the Tarydium Shards and press the three switches inside (27). Drop off the catwalk, and jump from the central lava delivery tube to get the Assault Vest inside one of the turbines below (S5). (Note: This doesn't appear on higher difficulty levels.) Follow the small dark passage to your left after you get the Assault Vest and you'll be back on the lower level near the lift (26). Enter the now open doorway on your right to enter the Depths of Rrajigar.







## Depths of Rrajigar

The maze of Skaarj mines continues. With the Skaarj alerted to your presence, expect heavy resistance. You're almost out of the mines, but there are plenty of aliens between you and the exit.

### SITUATION BRIEF

<b>Objectives:</b>	Find the exit from the mines and enter the Sacred Passage.
<b>Enemies:</b>	Lesser Brutes, Tentacles, Skaarj
<b>Items:</b>	Med-Kits, Super Health Pack, Auto-Mag Clips, Bullets, Tarydium Shards, Shield Belt, ASMD Core
<b>Weapons:</b>	ASMD, Auto-Mag, Stinger
<b>Secrets:</b>	<b>S1:</b> ASMD

As you enter the Depths of Rrajigar, get the Med-Kit ahead and turn quickly to your left—a Lesser Brute may be there to ambush you. If so, take it out and enter the next room. If not, consider yourself lucky this time. Ride the lift up to the landing above, then jump backwards as the lift goes up. Drop down the hole under the lift to get the ASMD (S1) below.

### TIP.....

Save your ASMD ammo—it's a great weapon to use against Skaarj.

Ride the lift up, exit the small tunnel, and jump onto the yellow and black landing beneath the ore cart. Snipe at the Lesser Brute on the platform ahead (1); once it's dead, jump onto the bridge and push the switch (2) to activate the ore cart. Hop into the ore cart and collect the Tarydium Shards inside.





Jump off the cart onto the landing ahead and get the Med-Kit behind the pillar. A Skaarj is waiting in ambush atop the crates (3) on your left ahead. Use the long landing to avoid its attacks and finish it off. Jump onto the crates to get the Super Health Pack and Clips above.



Push the switch (4) to activate the next ore cart and ride it up to the landing above. Take out the Lesser Brute waiting for you and grab the Med-Kit in the corner once he's dead. Follow the corridor around to the switch and Tarydium Shards (5) overlooking the lava.

### TIP.....

If you fall into the lava, there's a lift behind the "T" of the bridge that will get you out.

The switch drops a section of the bridge—you don't need to use it, though. Around the corner is a Skaarj with its back to you. Shoot the fuel canister next to it to blast it into pieces. The computer console it was working at activates your Universal Translator:

.....

**WARNING:** Exercise caution when in the vicinity of Tarydium crates.

This warning is a hint that you shouldn't shoot every crate you see—you will need some of them to reach items. Cross the bridge and jump onto the inert canisters (6) on your left. Drop down behind them to collect 50 Bullets for your Auto-Mag. Use the fuel canisters in the next room to assist you in wiping out the Lesser Brute guarding the room. There is a Med-Kit and 100 Bullets in the crates along the wall.



Tentacles infest the low passage ahead, and a Skaarj will charge out of the dark alcove ahead on your left. Blast him, and get the Med-Kits hidden in the crates nearby. At the end of the corridor is a lift (7). Once you've taken it upstairs, enter the next room and kill the Skaarj lurking in the shadows. There are two Med-Kits here—one on the ground, and the other on top of a crate.

Push the loose box over and use it to jump up and get the Med-Kit atop the crate. Get the Bullets inside the loose crate as well, once you're done using it.

Continue into the next area, and walk up the ramp onto the landing (8) on your right. A Skaarj will attack you here; once he's history, get the Med-Kit and Bullets hidden in the crates on the landing. Enter the passage the Skaarj came from and take the stairs on your right down into the Tarydium Gas Re-routing Station (9)—once you've taken care of the Tentacle overhead.



Turn both red valves to re-route the gas, and get the Tarydium Shards behind the pump mechanism. Go back upstairs and turn right. Kill the Skaarj in the alcove across the bridge, then push the switch (10) to open the door below. Jump down onto the crates to get the Shield Belt (11), then enter the new doorway. Inside one of the crates dead ahead is an ASMD Core. Collect it, and follow the hallway around to your left to enter the Sacred Passage.







## Sacred Passage

Stumbling from the confines of the Skaarj mine, you enter a clearing with a mysterious building at the center. What is it? And more importantly, how does it figure in your quest to escape the planet? The answers await you inside ...

### SITUATION BRIEF

<b>Objectives:</b>	Find the path that leads to the god Chizra.
<b>Enemies:</b>	Lesser Brutes, Mantas, Skaarj, Biter Fish
<b>Items:</b>	Med-Kits, Nali Healing Fruit, Clips, Flares
<b>Weapons:</b>	Auto-Mag, Stinger
<b>Secrets:</b>	None

Grab the Med-Kit near the entrance if you need it, and open the opposite door. Blast the Lesser Brute—you might need that Med-Kit now if you didn't before. Once outside, watch out for Mantas attacking from above.

Your first task is to find a way into the central structure in the clearing.



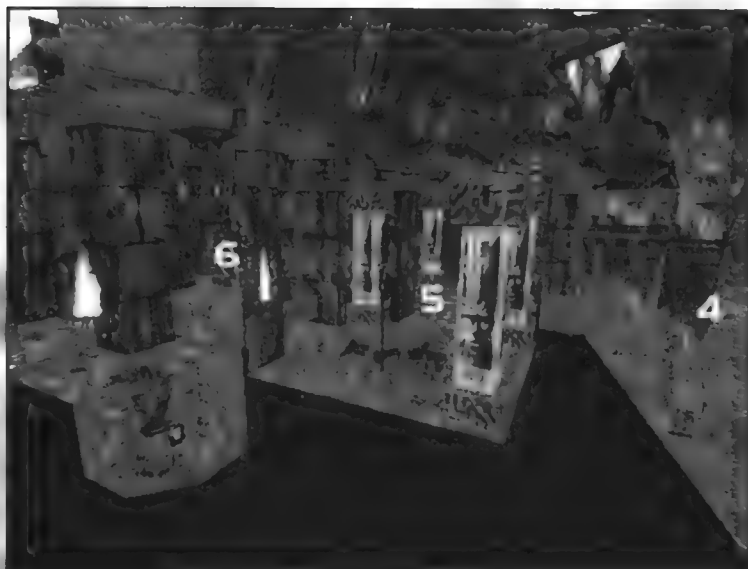
**Approach the pool (1)** behind the structure and kill the Skaarj that ambushes you from the right. Dive into the pool, and **swim through the underwater passage (2)** until you reach its **exit (3)**. Get the Nali Healing Fruit here if you need it. You're in another clearing, but you'll be able to get inside the structure from here. Walk around the structure to your left and enter the **opening in the cliff wall (4)**. Inside, you'll find a dead Nali Priest, a Clip, and a Flare. The carving near the dead Nali Priest holds a message:

.....

You must have a keen eye, so that you may bathe in the sacred waters.



Near the entrance to this chamber is a face on one of the columns (5). Jump up and push on it to open the bars near the dead Nali. Then dive into the pool (6) and fight off the Biter Fish to collect the Super Health Pack below.



Return to the clearing and approach the door with three faces on it. There's a switch on the floor that will open the door. Once inside, kill the Lesser Brute to your left. Follow the passage behind him and **shatter the vase (7)** near the dead prisoner to get another Clip. You can open the doors ahead by pushing the switch on the right side of the door-frame, but you shouldn't need to go out there. Re-trace your steps back down the passage and you'll pass a carving on the wall to the right:

.....

Only the purest of heart may pay homage to the God of the Good Lore Chizra.

Push the lever (8) on the pillar to fill the pool and open the door (9).

Near the door are two carvings.

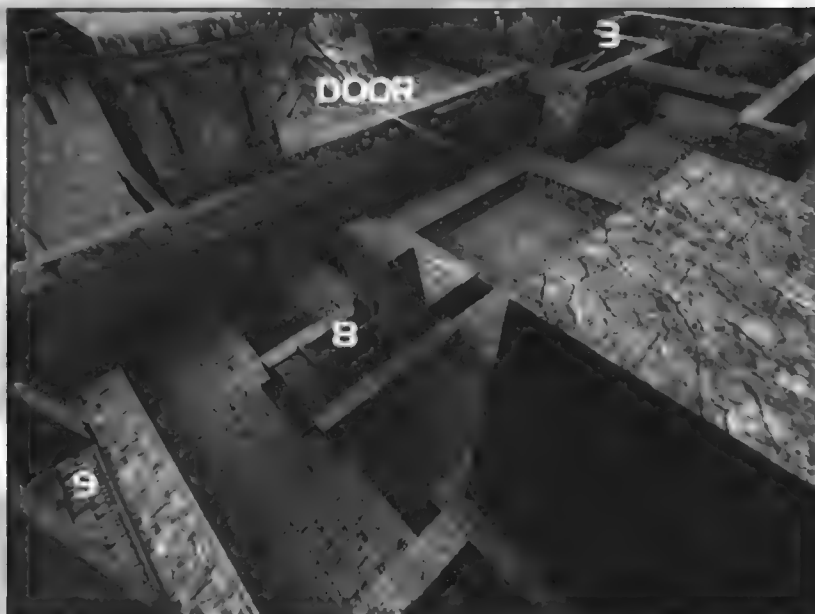
Together, they deliver the message:

.....

Wood must break free...

Remember this hint for the next area.

Enter the doorway to leave the Sacred Passage.



## Chizra-Nali Water God Temple

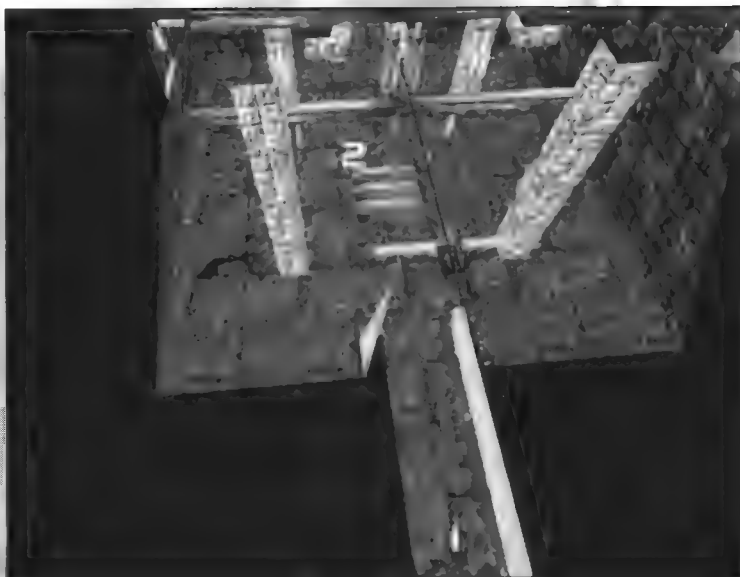
The Sacred Passage has brought you to Chizra's Temple. Throughout the Temple, you'll be attacked by Skaarj and a new breed of alien—Slith, who lurk in most watery passages here. Making it through the temple is rewarding, though, as you'll pick up a powerful new weapon—the Eightball Gun.

### SITUATION BRIEF

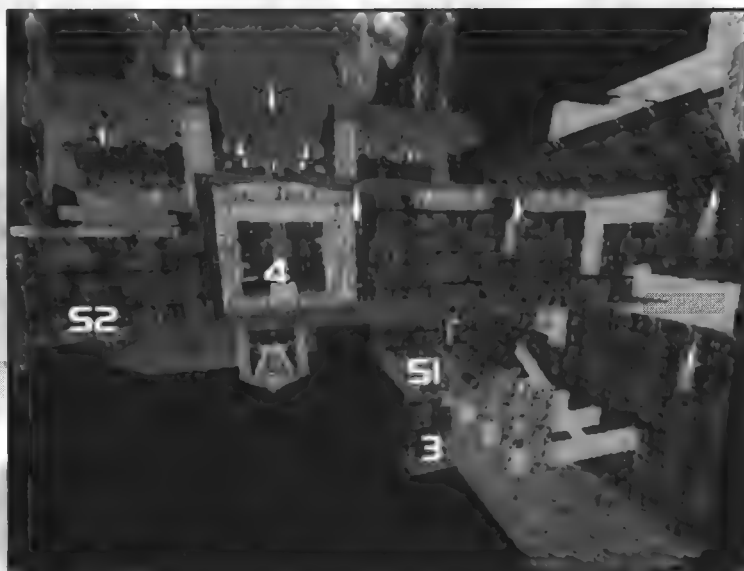
<b>Objectives:</b>	Find the Eightball Gun and enter the Inner Ceremonial Chamber.
<b>Enemies:</b>	Skaarj, Tentacles, Devil Fish, Slith
<b>Items:</b>	Flares, Nali Healing Fruit, Flashlight, Clips, ASMD Core, Tarydium Shards, Super Health Pack, Scuba Gear
<b>Weapons:</b>	Auto-Mag, Stinger, ASMD, Eightball Gun
<b>Secrets:</b>	S1: Flashlight, Clips, ASMD Core, Flare; S2: Tarydium Shards, Flares



From the entrance to the temple (1), pick up the Universal Translator and Auto-Mag. To open the way into the temple, you have to fulfill the instruction you received before leaving the Sacred Passage—*“Wood must break free, for that will be the key.”* In the pool ahead is a raft tied down with chains. Shoot the chains to free the raft, then jump onto it. Open the door by jumping up and hitting the switch overhead (2).

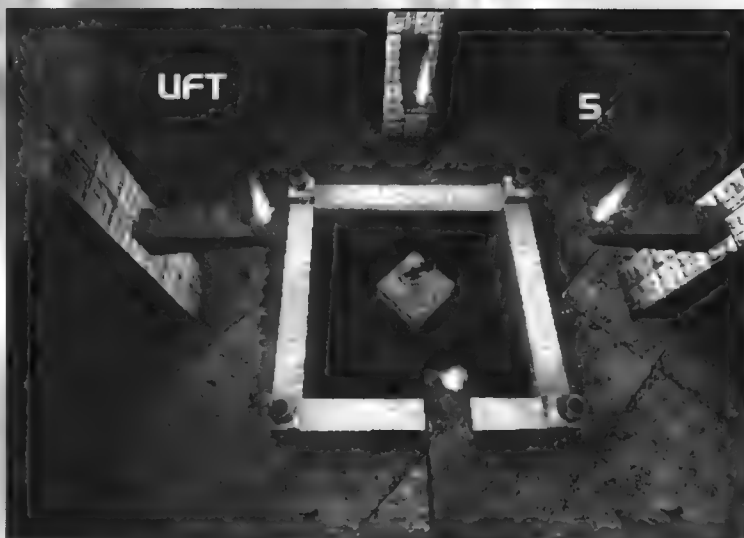


Drop down into the temple and get the Flare, then kill the Skaarj that attacks from the shadows. Dive into the pool and collect the Stinger and Nali Healing Fruit below. Swim up the narrow underwater passage (3), where you'll find a secret room (S1) with a Tentacle and several items, including a



Flashlight, two Clips, an ASMD Core, and a Flare. Swim back to the main pool and climb the sloping support to get out of the pool, then climb up the next support. On the landing, a Nali Priest will be gesturing for you to follow him. He will reveal a secret area (S2) with some Tarydium Shards and Flares inside.

Return to the landing and jump onto the stone blocks to get the Clips, then drop down and push the button (4) to lower the lift on your right. Ride the lift up to the chamber above. Shatter all the vases to find some Clips, then jump onto the platform in the center of the pool to get the ASMD. Now head for the alcove that was to your left as you got off the lift. Push the button (5) on the back wall, and you'll be dropped into a lower chamber.



There's some Nali Healing Fruit here if you need it. Look closely at the engravings on your left and right. One of them has an extra button (6) beneath it. Push it to open the door ahead. Once you enter the room beyond, there's a button (7) low and to your right that will re-open the door.



There's a Nali Priest here, he will take you to the barred entrance of the temple (13). Ignore him for time being and enter the hallway on your right (8). Jump over the stone blocks barring your way. Just beyond the next doorway is another Clip. Continue down the passage and follow the Nali Priest at the end. He will lead you across the bridge ahead, where you'll receive two Translator messages near the stone seal (9):

.....

Beyond the stone seal lie the inner ceremonial chambers of the Nali water god.

.....

Only a warrior who wields the stick of 6 fires may enter the inner ceremonial chambers. Once the stick of 6 fires is in your grasp the stone seal will rise.



You're obviously not ready to proceed yet, so return to the bridge and jump into the water below, where you'll encounter two Slith. Stay out of range of their acid attack and finish them off quickly. There's Nali Healing Fruit in the water to help you recover from the battle.



.....  
Only a warrior who has touched the face the water god idol may enter this temple.

Walk along the narrow walkway with the **square statue (10)** at the end and push up against it to lower it. The barred passage will open. Enter it carefully—stepping into the hall activates a dart trap ahead. Time your grabs at the Tarydium Shards carefully and step onto the lift at the end of the tunnel.

At the top, jump across to follow the Nali Priest. Kill the Flies that attack you here—be careful not to shoot the Priest—and follow him into the next

chamber. He will lead you to a button (11) on the wall. Push it to lower one of the blue columns (12). Ride the column up and approach the carved wall in the small chamber to lower the wall and return to the chamber near (4) where you found the ASMD. Push the button (4) again to return to the lower level, and use the next button (5) to open the door.

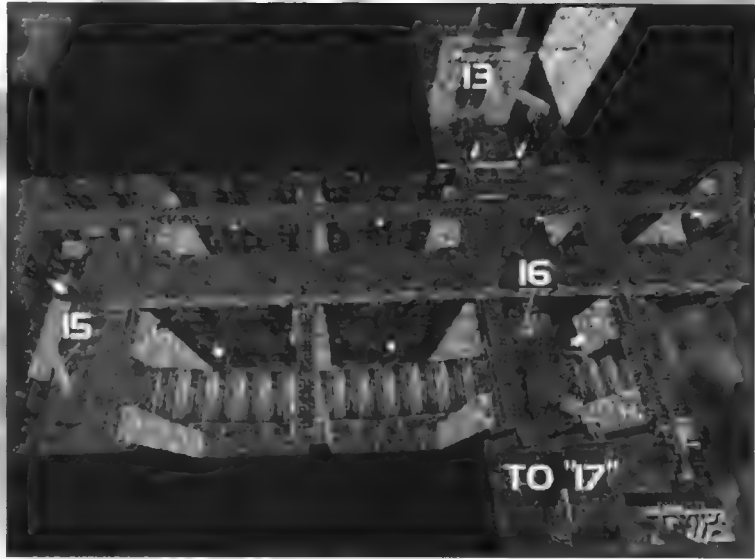


Two Skaarj await you near the Temple entrance (13)—kill them and try not to hurt the Nali Priest. Enter the Temple and jump into the hole below. Swim through the watery passages and collect the Assault Vest and Tarydium Shards. Return to the pool you dropped into, and climb the stairs. In the small room beyond, push the face on the wall (14) to lower a lift on your right. Ride the lift upstairs and grab the ASMD Cores ahead. Follow the hall and you'll come back to the room above the Temple entrance.



Re-enter the Temple, but this time jump over the hole in the floor.

Cross the bridge to your right, where a Tentacle and a Fly will ambush you. Once they're dead, push the wooden pole (15), then cross the bridges to the similar room on the other side and do the same. In the middle of the second set of bridges, there are two stone buttons on the wall. Press the lower button (16) and the doors behind you will open.



Inside the chamber beyond there's a dead man:

.....

1400 Hours—Commander Mac Harrison: SITREP: These local natives have a 6-barreled rocket launcher on an altar, but it is heavily guarded by those salamander things. "The stick of 6 fires" is what the Nali keep calling it. I'll try to sneak in tonight.

Jump onto the small block near the pool ahead (17) and jump to get the Super Health Pack. Once you have it, take the hall on your left. Kill the Tentacles hanging from the ceiling, or run past them if you can, and dive into

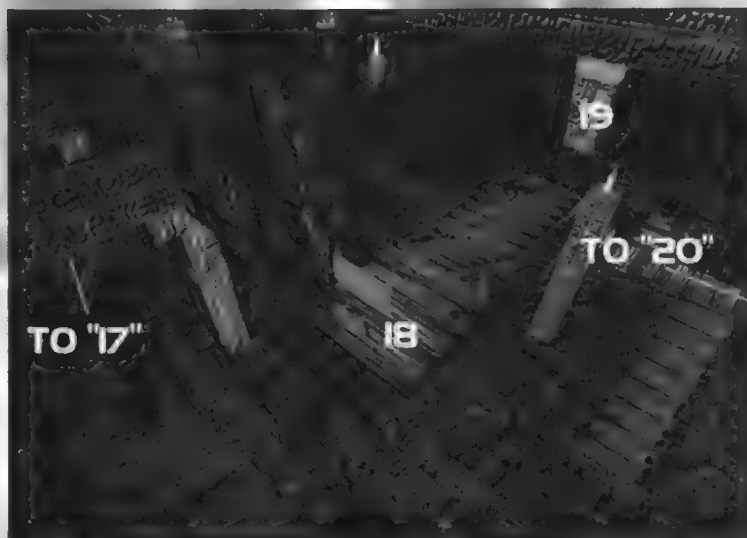


the water beyond them. Just before the end of the hallway, there's a message on the wall:

.....

Climb the loose stones to reach the Lagoon of Lightning Fire. Beware the demon from the stars lurks in the shadows. A fool shall surely perish.

"Demon from the Stars" is the Nali term for Skaarj, so stay on your toes as you proceed. Climb the loose stones on your left ahead and jump to the platform (18). Pick up the Stinger on the platform, and the two ASMD Cores on the platform below. A Skaarj will attack from your right, but the ASMD will finish him off quickly. Your biggest danger here is getting knocked into the Slith- and Devil Fish-infested waters, so watch your footing.



Follow the downward-sloping ramp and turn left to read the message near the golden door (19):

.....

Beyond this golden door lies the holy altar of the stick of 6 fires. Only by touching the outset stones of the lightning fire pillars may one enter.

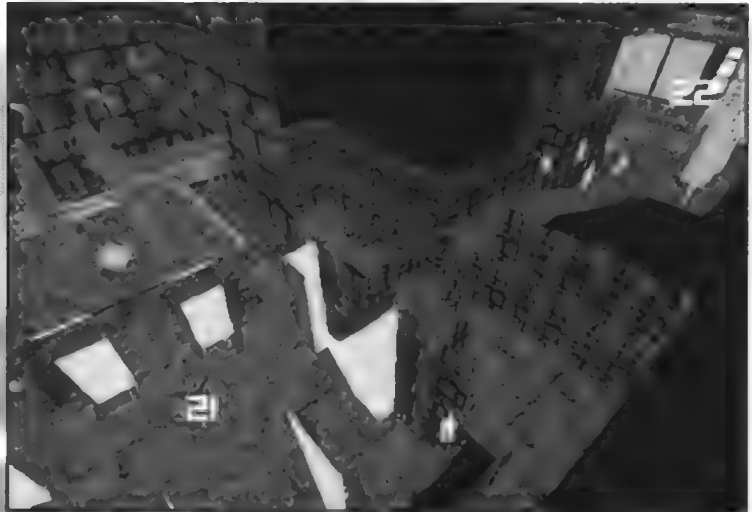
Turn around and go left on the walkway. The **two Lightning Fire Rocks (20)** are the pillars ahead with blue flames above them. Push the protruding stone blocks on each pillar, and also collect the **Nali Healing Fruit** from the platform nearby. Return to the golden door and push the newly revealed button on the right to lower the door.

Kill the Slith inside and read the messages surrounding the pool:

.....

The stick of 6 fires can only be reached by a warrior who has bathed in the pool of thunder, past the obelisk of the clouds. The pyramid is the key to the chamber of death. Here you shall find more power for the stick of 6 fires.

Return to the end of the pool you entered near and open the large golden door. The Nali Priests below are harmless, but the four Slith nearby aren't. When you see the Nali scatter, open fire on the Slith. The **Obelisk of the Clouds (21)** has messages written on all sides:



.....

This is the obelisk of the clouds. Beyond here lies the pool of thunder.

Enter either passage from the room and climb the loose stones—you'll have to jump across the passage to reach one of them—and enter the hall that holds the **Pool of Thunder** (22).

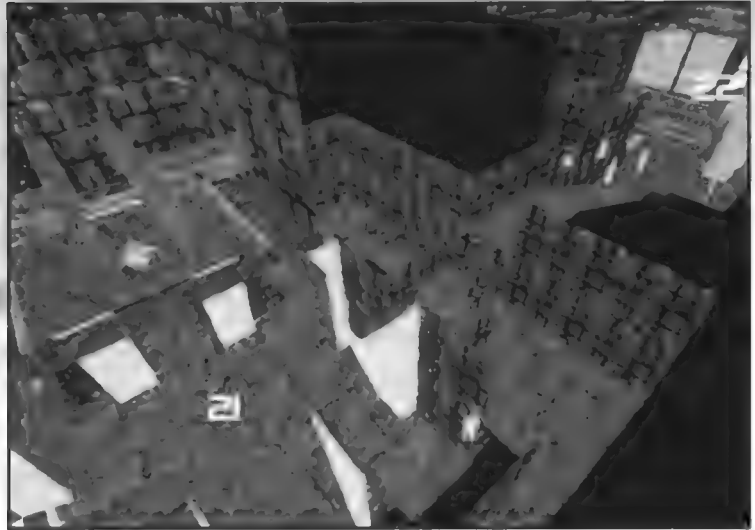
.....

Beware those of impure thoughts who enter the pool of thunder shall face the demon from the stars.

.....

Powerful strength comes from those who let the waterfall wash over them at the pool of thunder.

To reach the pool of thunder, one must climb the loose stones.



.....

This is the pool of thunder. Impure souls who bathe in the waters shall face the demon that came from the stars.

The demons came down from the stars in a metal chariot as punishment for the sins of the Nali.

Walk into the waterfall to collect a **Super Health Pack**, then dive into the pool and get the **Scuba Gear**. A **Skaarj** will enter the room and start firing at you and any Nali that get in its way. Kill it and leave the room.



Return to the Stick of 6 Fires pool, and **push the lever (23)** in the open alcove on your left.

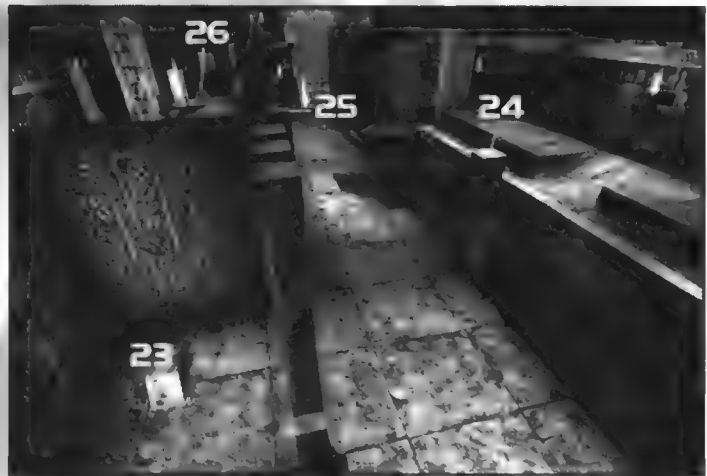
.....

The stick of 6 fires came from the Nali water god when the star fell from the sky. To find the star, one must pass through the ceremonial wing.

.....

Take the stick of 6 fires and go forth to the inner ceremonial chambers. There you shall find your way back to the place from whence you came and the metal chariot that fell from the stars.

Both of these inscriptions near the lever point to your quest for the ship that might enable you to get off this rock. Walk around the pool and get the **Eightball Gun (24)** by using the new walkway. Walk out the **golden door (25)** and step onto the lift platform before pushing the lever (26).



The lift will take you to a platform from which you can reach the Temple entrance. Follow the wooden platforms back to the area where Commander Harrison died.



Once you reach the Temple entrance, re-trace your steps through the hallway (8) and approach the stone seal (9). Kill the Skaarj guarding it, then jump through the opening ahead to reach the ceremonial chamber.



## Ceremony

**Chizra's Inner Ceremonial Chambers** are a maze of underwater passages infested with Skaarj and Slith. Defeating the aliens here would be hard enough on dry land, but many of your fiercest battles will have to be fought underwater with little or no air supply. Look for help from the Nali Priests, and try to stay dry.

### SITUATION BRIEF

<b>Objectives:</b>	Defeat the Skaarj that have taken over Chizra's domain and find the exit.
<b>Enemies:</b>	Skaarj, Slith, Flies, Biter Fish
<b>Items:</b>	Scuba Gear, Nali Healing Fruit, Auto-Mag Clips, Eightballs, Tarydium Shards, Bullets
<b>Weapons:</b>	Auto-Mag, Stinger, ASMD
<b>Secrets:</b>	<b>S1:</b> Auto-Mag, Scuba Gear, Nali Healing Fruit



From the entry (1), read the message on the stone pillar ahead then turn left and follow the walkway.

.....

The inner ceremonial chambers. Here the water god's serpents reside to accept the flesh of the weak to be devoured. Only a warrior who swims like the serpent shall escape their clutches.

Enter the first door (2) you come to and turn left. In the room below a Skaarj is waiting for you. Pounce on him, then dive into the water. Swim up into the small **secret room** (S1). Grab the **Auto-Mag** and **Scuba Gear** and the **Nali Healing Fruit** below the room, then swim out of the room and down to find a lever (3).



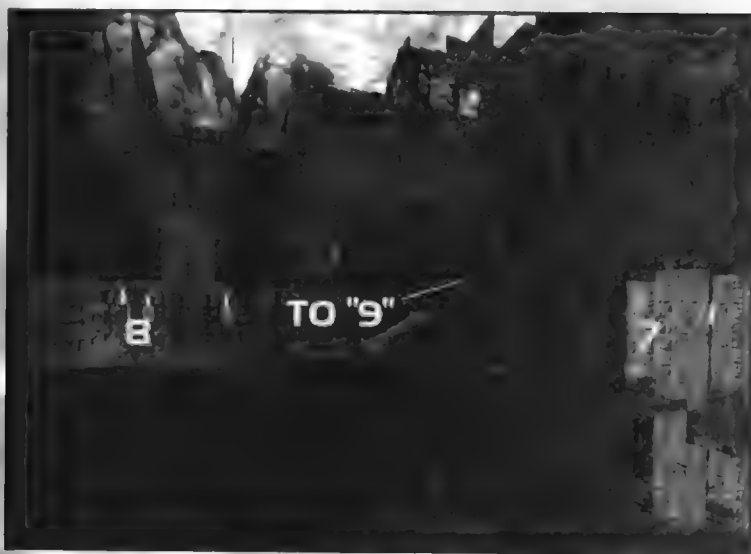
Push it and surface again. There are several Slith that will attack you underwater, so try to get out before you have to fight them to conserve your air supply.

Once the Slith are dead, or you're out of the pool, take either side passage from the lower walkway. They both end in pools (4) and (5) with a connecting passage between them. At the bottom of both



pools there are **Clips** and some **Nali Healing Fruit**. Swim underwater into the connecting passage, and take the passage that leads you to another lever (6). Push it and go back to the surface.

The passage from the pool (5) leads to a landing with two **Slith** guarding a **Stinger**. Wipe them out, then head for the other pool and take the similar passage that leads from it and ends in a **gold door** (7). Kill the **Slith** and **Skaarj**, then open the door. The **Nali Priest** beyond doesn't stand a chance—kill the **Slith** that kills him and walk into the room. There are **Clips** in the room with the crucified **Nali** (8), so get the ammo and then walk up the ramp in the main room.



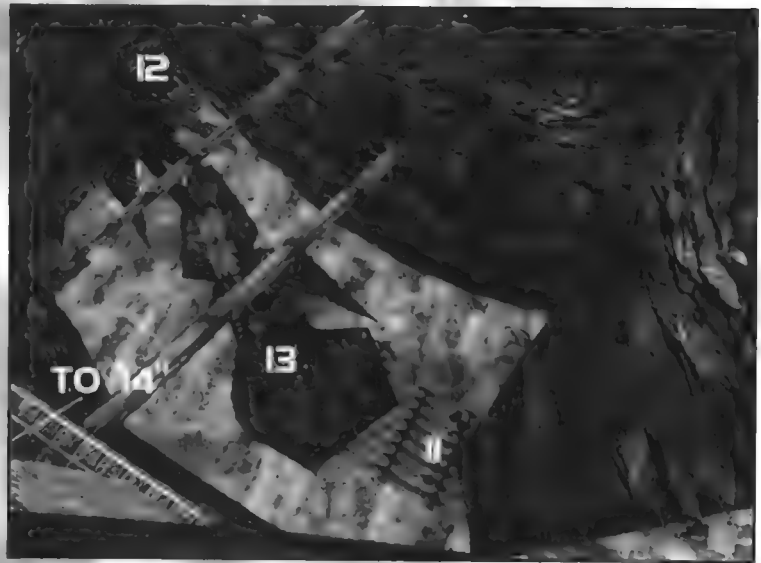
Several Skaarj will attack as you near the top of the ramp. Fight them off—you may need to jump back down to finish them off. Once they are all dead, the stone blocking the **doorway (9)** at the top of the ramp will open. Follow the passage into the next room, and kill the Skaarj to gain access to the **lever (10)**, which brings a lift up to meet you. Ride it down and get the **Eightballs and Clips** in the barrels on the first platform.



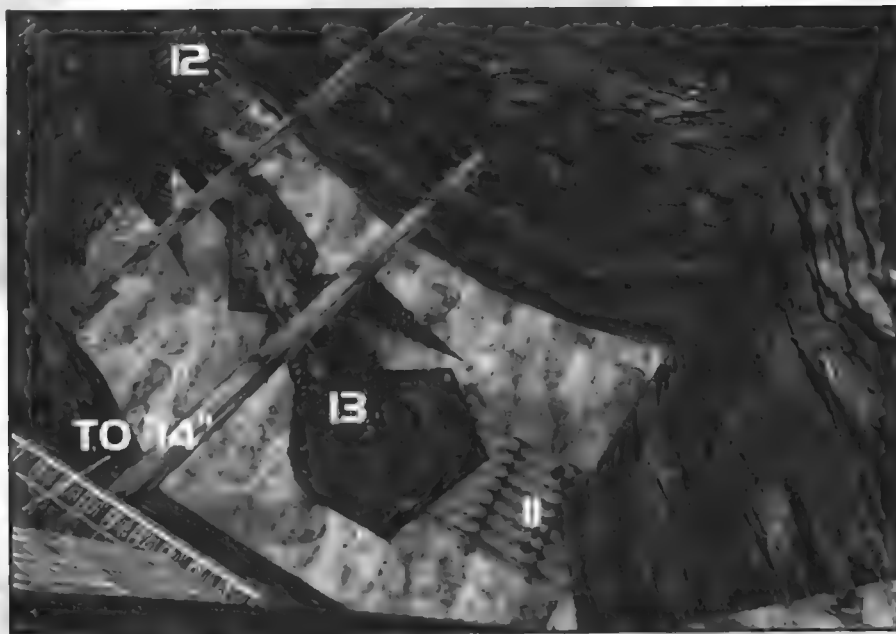


Blast the Skaarj that head your way—be careful to stay out of the water if you can—the Devil Fish and biter fish are thick here. Once the Skaarj are fish food, follow the walkway and get the Tarydium Shards and Bullets near the end. Jump into the water and swim around to the next platform (11), where a Nali Priest is hiding some Clips and Tarydium Shards in the barrels.

Dive in again, and swim to the next platform. Kill the two Slith guarding the platform, then push the lever (12) to fire the grappling hook into the cliff above. Jump onto the gun, and walk up the cable to the small niche in the cliff face. Walk up the next board, and drop down to the narrow bridge below to get the Eightballs (13) on the rock. Climb back up, and follow the boards to the top of the chasm.



At the top, follow the Nali Priest to the dock (14), where he will jump onto a raft and head downstream. The Skaarj on the dock will try to keep you from going along, but don't worry if it does—you can swim after the Nali once the Skaarj is dead. Blast the crates on the dock to get some Tarydium Shards and head after the Nali. He'll be waiting for you at the end of the stream. Jump onto the landing and push the face carving. Jump through the hole this reveals to enter the Dark Arena.



## Dark Arena

The fortress looms over the surrounding terrain. Screams of terror and pain come from deep within. It's definitely a place to avoid—but you can't. Inside you'll do battle with Skaarj, Tentacles, and finally a Titan in order to continue your quest. The arena, where hopeless crash survivors and Nali are thrown to the Titan as the Skaarj watch for enjoyment, looms over the surrounding terrain.

### SITUATION BRIEF

<b>Objectives:</b>	Destroy the Titan to escape the Arena.
<b>Enemies:</b>	Tentacles, Skaarj, Titan
<b>Items:</b>	Universal Translator, Med-Kits, Nali Healing Fruit, Clips, Flares, Flashlight, Shield Belt, Eightballs, Tarydium Shards, Universal Translator, ASMD Core
<b>Weapons:</b>	Eightball Gun, Stinger, Auto-Mag, ASMD
<b>Secrets:</b>	None



From your watery entry (1), blast the Tentacle overhead then climb onto the ledge. Drop off the ledge into the tunnel, but watch your back—a Skaarj will drop into the pool any second. When you hear the splash, double back and let him have it. Grab the **Med-Kit** under the ladder and head down the corridor.



To open the massive doors around the corner, push the **stone face** (2) on the wall that's behind the barrel—you'll need to shoot the barrel first. Enter the double doors, and walk downstairs. Get the **Eightballs in the next room** (3) and walk down the stairs to go outside.

From the entrance to the **outdoor area** (4) grab the **Nali Healing Fruit** near the door if you need it. If you hug the right-hand cliff wall, you'll come to an alcove with 40 **Tarydium Shards** and some more **Nali Healing Fruit**.

Walk around the castle. There's a **captive Nali Priest** hanging above the entrance to the castle. Shooting him (as an act of mercy) is up to you—it won't

hurt you either way. Around the other side of the castle, a Skaarj is supervising the crucifixion of two Nali Priests. Blast the Skaarj—you can't help the Nali Priests. Ignore the small opening to the right of the Priests for now—you'll be back here later.

#### NOTE.....

It's important to note that there are two ways to enter the castle. If you follow the instructions in this walkthrough, you'll get to reach all areas of the castle. If not, some areas will be blocked.

Enter the castle through either main door. There are two darkened alcoves on your left and right with locked doors inside that lead to the rest of the castle. Ignore them for now, and snag the Med-Kits and Clips in the two alcoves behind the stairs (5).

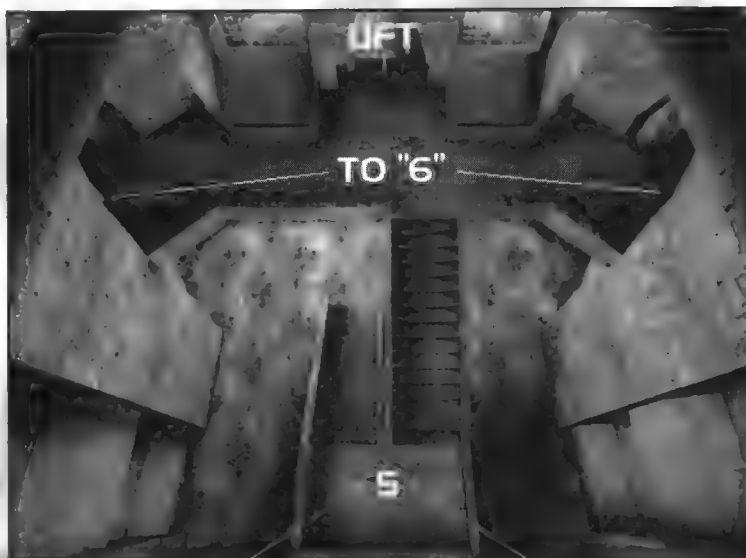
The plaque at the foot of the stairs has an ominous message:

.....

The weak shall be struck down by the hand of the beast.

Take the stairs—or the lift behind you—up to the second floor, where two Skaarj are waiting for you. Drop down-stairs where you'll have more room to fight and take them out. Upstairs, the doors in the two alcoves they came from are open; enter one.

This hallway is semi-circular, connecting both doors. Scattered around the hallway, you'll find some Tarydium Shards, Med-Kits, Clips, Eightballs, and two Skaarj guarding it all. Once the two Skaarj are dead, a door (6) will open in the middle of the outer wall of this hallway.



Push all three levers inside to open the inner doors. There are two more Skaarj on this ledge surrounding the inner pit—finish them off and take stock of your inventory. Get the two Med-Kits and the two ASMD Cores on this ledge, but don't jump down just yet. Return to the courtyard outside the castle and enter the small opening in the cliff near the crucified Priests. You'll find a dead prisoner and a Flashlight inside.

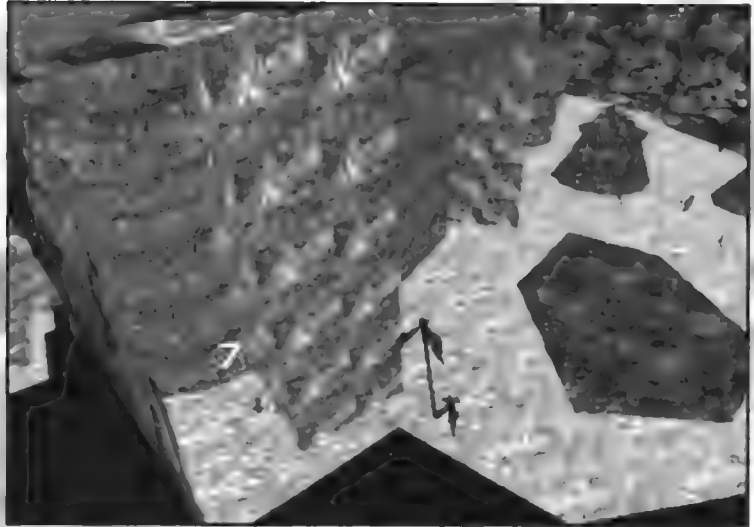
.....

I escaped from my cell but can't find the strength to go on.  
Remember me to my family...

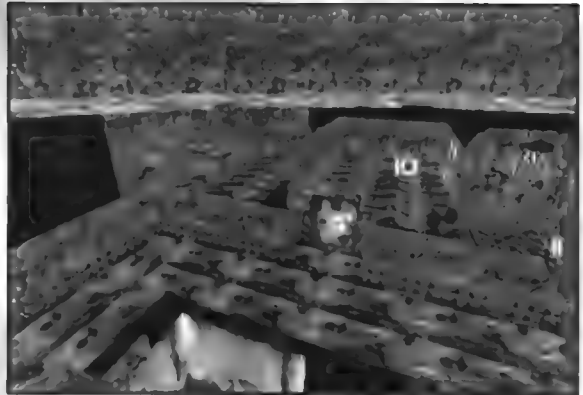
Take the flashlight and shoot the wall (7) with your Dispersion Pistol. The bricks will crumble and you'll see a downward-sloping passage beyond.



Follow the passage to the cell it comes from and step out into the main hallway. It's dark inside this hallway, so use your Flashlight if you need a better look. A Skaarj will rush you; nce he's dead, follow the corridor to the left.



Ignore the first two doors (8) on your left. Instead, walk past the locked cell doors beyond them until you come to another door (9). Inside, a Skaarj is guarding an ASMD. Finish him off and take the weapon. The two switches (10) open all the cell doors. Flip them and get the Tarydium Shards from the two barrels in the corner. Before you head back to the cells, go out the opposite door through which you entered. Under the stairs you'll find a Med-Kit and two Clips. The stairs lead up to one of the locked doors you saw when you first entered the castle, so ignore them and return to the cell block.



#### NOTE .....

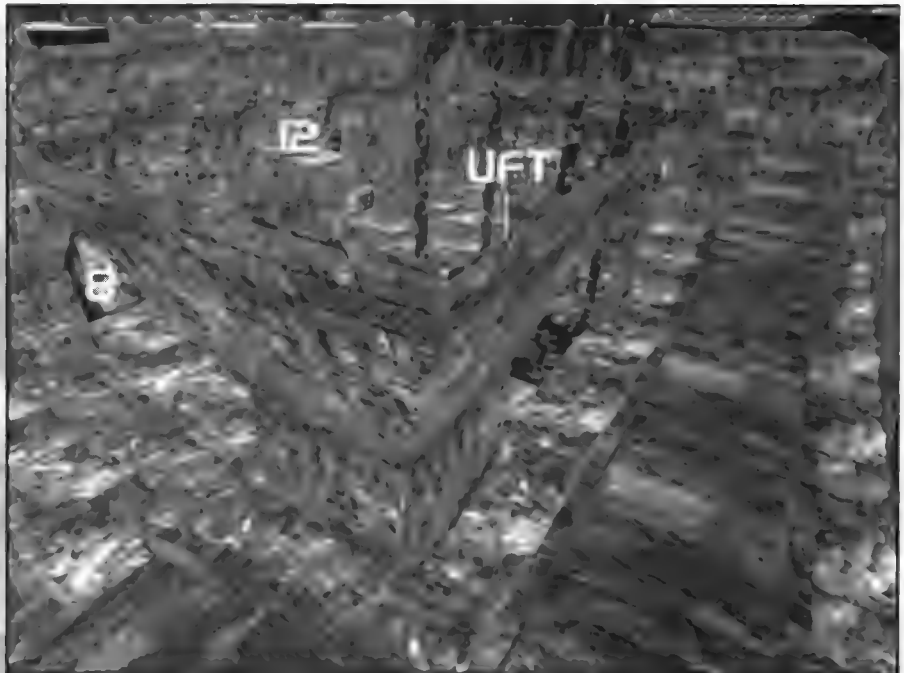
You'll be able to return if you go upstairs, but the doors that led to the ledge above the pit are now locked.

As a diversion, check out the torture chamber (11). You can't save the prisoners in the cages, but if you throw the switches behind them, they lower into the lava. Lowering them doesn't do you any good, so kill the Skaarj guard and leave the room.

Search the cells throughout the cell block and you'll collect a Shield Belt, Bandages, and Clips. Once you're done exploring the cells, enter either of the two doors (8) and take the ramp up to the top. Fight off the Skaarj guard above, then throw the switch (12). The cage lift will lower. Jump down and enter it. At the top, you'll face a Skaarj. Now you're ready to face the Titan in the central pit. Walk up the stairs and grab the Eightball Gun.



There are a Shield Belt, two Eightball packs, and some Nali Healing Fruit inside the three alcoves around the central pillar. The Titan is inside the alcove that has the Eightballs. Killing the Titan is no easy feat—he tosses stones at you and slams the ground to hurl you into the air. His ground pounding won't harm you, but the stones he hurls will smash you. You can't take much of that kind of punishment, so do your best to keep the central pillar between you and him. Open up on him with your Eightball Gun first, then when you're out of ammo, switch to the ASMD.





Don't stop moving—you can't stand toe-to-toe with this brute. The good news is that he doesn't dodge your fire well, so keep pouring it on. Once he's down, collect all the goodies in the alcoves if you haven't yet, and enter the alcove with a hole in the back wall (13).

The room inside has a set of stairs going down, and two Med-Kits hidden in the barrels nearby. Heal yourself, then push the button (14) to open the doors and exit the arena.



## Harobed Village

Your escape from the dungeons of the Dark Arena has deposited you near a small Nali village. Although the natives are under the thumb of their Skaarj oppressors, their spirit is strong and their resistance is to your gain. Here you will find another powerful weapon—the Flak Cannon. A ship is on the horizon. Could this be the way off the planet?

### SITUATION BRIEF

<b>Objectives:</b>	Find the Flak Cannon and enter the downed spacecraft.
<b>Enemies:</b>	Flies, Skaarj
<b>Items:</b>	Nali Healing Fruit, Auto-Mag Clips, Flashlights, Bullets, Bandages, Med-Kits, Tarydium Shards, Eightballs, Flare, ASMD Core, Flak Shells, Assault Vest
<b>Weapons:</b>	Auto-Mag, Flak Cannon
<b>Secrets:</b>	<b>S1:</b> Clip, Med-Kit, Flak Cannon, Flak Shells

Get the Eightball Gun, and Auto-Mag (1) before going outside. There's some Nali Healing Fruit just outside the doorway if you need it. Explore the large open area. There's a body and two Clips (2), as well as more Nali Healing Fruit toward the downed ship. Don't head for the ship yet. Instead, enter the village.



### TIP.....

The heat-seeking ability of the Eightball Gun works well in this large clearing. It will even lock onto those pesky flies at a distance and take them out.

Enter the first hut on the right (3). Downstairs, you'll find a Flashlight, Bullets, Bandages, and a Med-Kit. Upstairs, use the Flashlight to find a Clip and a diary:

.....

Sadness fills my soul. The sky demons came and took many of us to work in the mines. If we don't obey, we'll be slaughtered. The sky demons know about our secret in the abbey, but haven't found it.



Leave the hut and head for the next one (4). There's Nali Healing Fruit scattered throughout the village, so take advantage of it and heal yourself completely. In the next hut, you'll find an Auto-Mag on the table near a dead human, and some Tarydium Shards upstairs in the dark.



Near the well in the center of the village are some more Tarydium Shards. There is also a Super Health Pack in the well, but you can't get it from here. In the hut to the left of the well (5), there's a Nali Priest, some Eightballs, a Flare, and a Med-Kit. The Nali's diary is on the table:

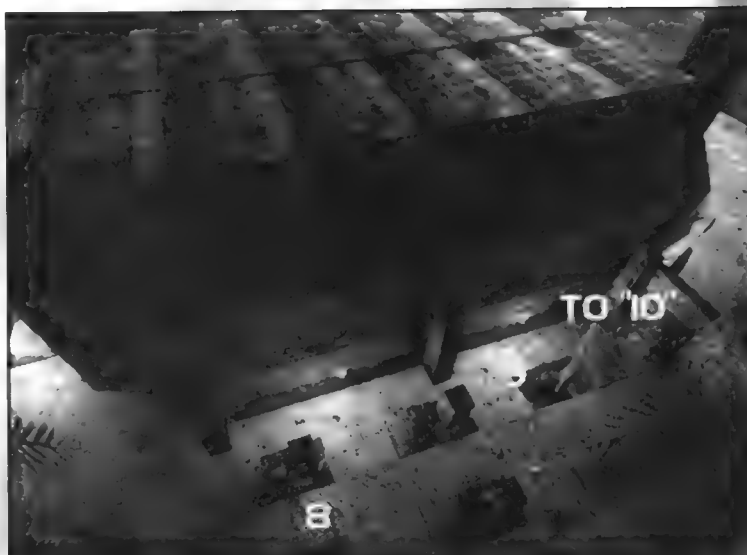
.....

I'll not stay here any longer. With the next passing of the two suns, I'll try to reach the Sunspire. There I will be safe. Before I go I will retrieve the sky demon's weapon from the abbey.

Get the ASMD Core upstairs and leave the hut. There's a Skaarj in the hut behind the well (6). Finish him and get the Eightballs and Flare he was guarding. Head for the Abbey at the top of the hill, and get the Clips near the dead prisoner (7). A small army of Skaarj will swarm out of the Abbey as

you approach. Back up and use the heat-seeking Eightball Gun to whittle them down.

Behind the Abbey is the cemetery (8). Inside, you'll find Flares, and an ASMD Core. Near the brick wall with two graves along it, look for a switch to push on the back side of the monument over the grave on your right. Push it to **open a grave (9)** with stairs leading down into the ground. Down the stairs is a **Flashlight** you can use as you explore. You will come to a **large cavern (10)** with a Slith and Tentacles inside. Snipe at them from the crypt until it's safe to proceed. Cross the walkway and collect the **Flares** and **Tarydium Shards** and **Nali Fruit Seeds** lying on the ground.



Swim down the channel in the next room and pickup the **Bullets** and **Shells** at the end. Look up and fire your **Eightball Gun** at the crossbeams overhead to drop the **Super Health Pack** down to you. Re-trace your steps and return to the front of the Abbey. Kill the Skaarj inside the entry and snag the **Eightballs** in the corner (11).

In the sanctuary, a Nali Diary lies between the rough pews:

.....

We shall pray before we set off for the Sunspire. We will find refuge there. Praise be to the God of the Good Lore for giving us sanctuary. The journey will be treacherous but we will prevail!

The Nali Priest will lead you to a **secret area (S1)** that takes you upstairs to the balcony. Grab the **Clip** and **Med-Kit**, and keep following the balcony to the **lift** behind it (12).





The lift will take you up into the bell tower, where you'll find a Flak Cannon and 20 Flak Shells. Push the lever to bring the lift back up, then return to the sanctuary and get the Assault Vest behind the altar.

Leave the Abbey and head out of the village for the downed ship (13) you saw earlier. As you approach the ship, blast the Skaarj guard with your Eightball Gun and jump across the shattered walkway. Another Skaarj is waiting on the other side, so let him have it as well. Walk around the wall and enter the door (14) to leave the village behind.



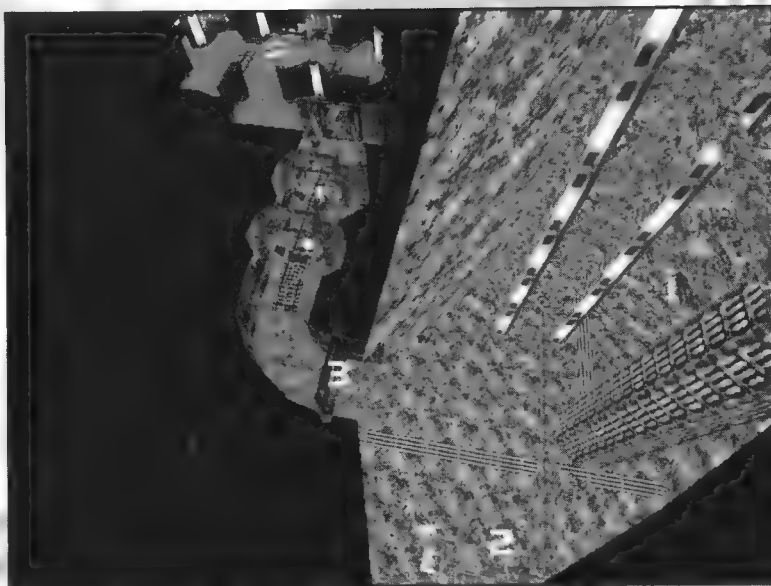
## Terraniux Underground

Before you can enter the ship, you'll have to activate the lift that enables you to reach it. You'll also face a new enemy—Mercenaries—in a brief but bloody fight to continue your journey.

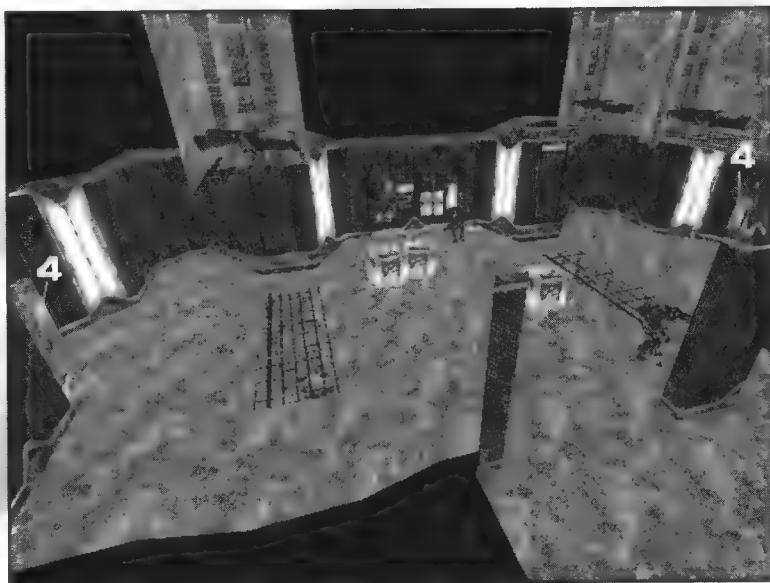
### SITUATION BRIEF

<b>Objectives:</b>	Kill the Mercenaries and activate the lift to reach the Terraniux.
<b>Enemies:</b>	Mercenaries
<b>Items:</b>	Eightballs, ASMD Cores, Tarydium Shards, Bullets, Med-Kit, Toxin Suit
<b>Weapons:</b>	Eightball Gun, Stinger
<b>Secrets:</b>	None

From the entry (1), grab the Eightball Gun and Eightballs, as well as the ASMD Core opposite them. Push the button (2) to bring the lift down. A Mercenary is on the lift, so blast him as he steps off. Remember that Mercenaries can strafe, so lead your target.



Enter the ship through the door (3) and walk down the passageway into the next room. Along the way you'll trigger an Alert, so you'll face two Mercenaries when you arrive. Use the hall for cover and blast them. Collect the ASMD Cores and Eightballs near the two buttons





(4) and push them both. At the central console, you'll receive a message:

.....

Lift activated. All personnel are reminded to complete assigned tasks.

Go back outside and step on the lift to enter the Terraniux.

## NOTE.....

Jump off the lift onto the support below to get the two **Med-Kits** along it.

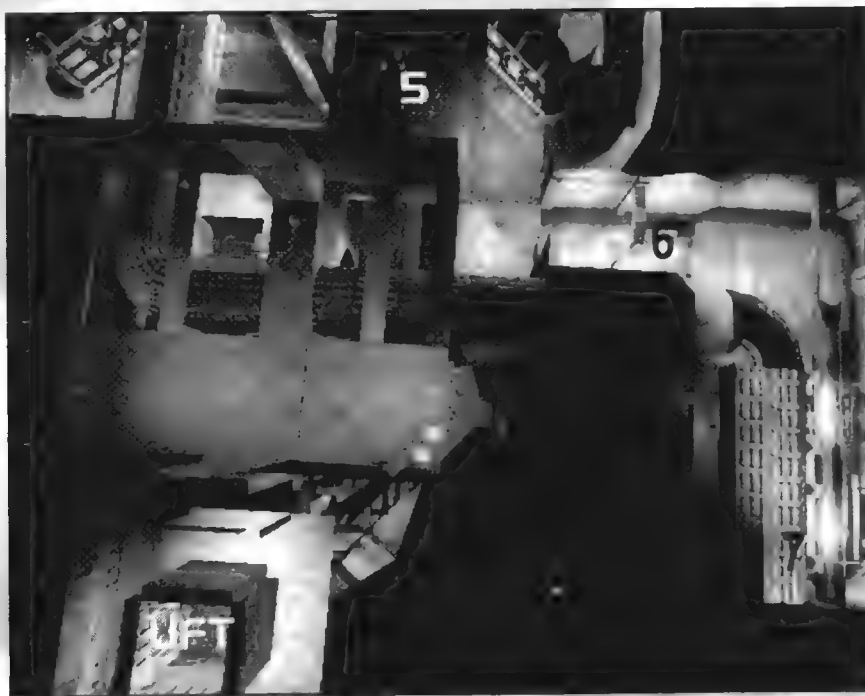
Open the doors ahead and immediately blast the Mercenary headed your way. Step back inside if you need to hide from him, but the Flak Cannon will make quick work of him. If you're lucky, he'll end up standing by the two Tarydium Waste containers on the right. Blast them to turn him into jelly. Collect the Tarydium Shards and Stinger on your left, as well as the Bullets and Eightballs on the supports ahead once he's history. There's also a Med-Kit near the two Tarydium Waste containers if you need it. Jump from the support to the biowaste tank on the right (5), and quickly



climb out onto the ledge and open fire on the Mercenary working the controls. Grab the Toxin Suit and Med-Kit once he's dead; your Translator will activate as you approach the controls:

.....  
**Security Status:** Intruder detected at entrance. Activating security screens on Scientific Research Lab and Hydroponics Section. All security elements deploy around access points in Sections A, B and C to deny intruder access to Lift 1.

Enter the lit corridor on the right (6) and push the button on the wall (7) at the end to activate the Pumping Station.



## Terraniux

The next phase of your escape requires you to make your way through the rest of the alien ship, Terraniux. Unfortunately, you've lost the element of surprise, so you'll have to rely on speed and fast reflexes to make it through. The only enemies you'll face here are Mercenaries and Slith, but you'll face plenty of them. Keep a sharp eye out for Med-Kits and Nali Healing Fruit—you'll need both.

### SITUATION BRIEF

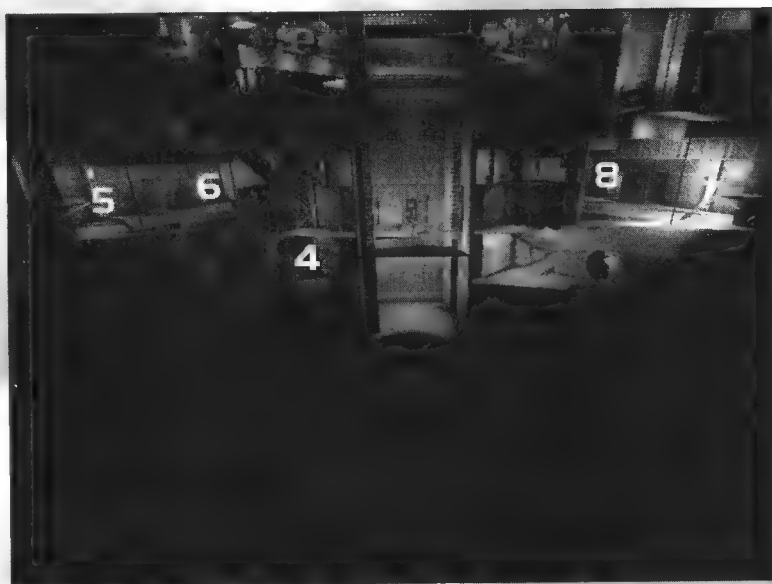
- Objectives:** Traverse sections A, B, and C of the Terraniux hydroponic complex and exit to Noork's Elbow.
- Enemies:** Mercenaries, Slith
- Items:** Tarydium Shards, Med-Kit, Kevlar Suit, Energy Amplifier Flares, Shield Belt, Jump Boots, Flashlight, ASMD Cores, Bullets, Super Health Pack, Assault Vest, Eightballs, Flare, Nali Healing Fruit, Flak Shells
- Weapons:** Bio Rifle
- Secrets:** S1: Flak Shells, Eightballs; S2: Flak Shells, Med-Kit



From the control panel (1), drop back into the now empty bio-waste tank (2) and walk through the corridor on either side. Kill the Mercenary ahead, then open the watertight door (3), beyond which are some Slith. Use your Stinger to nail them quickly; the door will shut fast, use it for cover as you take them out. Once you've whittled them down open the door, head through and turn left. Enter the opening (4) ahead, then kill the Mercenary inside and ride the lift up to the room above the tank.



Kill the Mercenary guarding this area. Push the button (5) under the upper deck, then climb the sloped support to get some Tarydium Shards and a Med-Kit. Jump down and make your way along the shattered



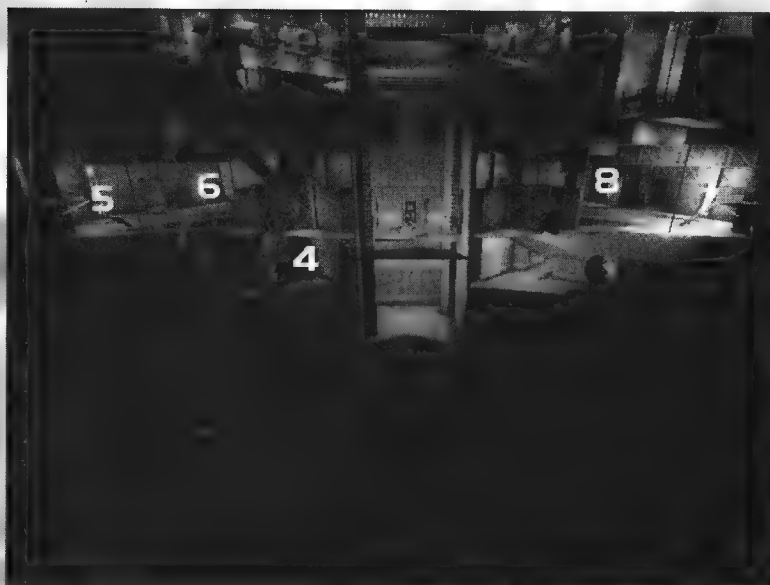
walkway on your left to the alcove (6) that contains some more Tarydium Shards, a Med-Kit, and a Kevlar Suit. There are still more Tarydium Shards and an Energy Amplifier in the alcove across the room.

Leave the room and enter the hallway. Battle the Mercenary on patrol, and turn right.

Enter the next biowaste chamber and kill the two Mercenaries on guard inside.

Push the button (7) under the upper deck, then retrieve the Flares above.

There are a Shield Belt and Jump Boots in the alcove on your left. Get them, then enter the door nearby (8). Beyond it, you'll find lift 2. Get the Flashlight and Tarydium Shards and approach it to read the message:



.....  
Lift 2 Status: A broken pipe was reported.

Ride the lift (9) up. There is indeed a broken pipe blocking the lift—you can't fix it, but you can benefit from it. Use your Flashlight and jump onto the broken pipe. Walk carefully along the pipe, and when you reach the end of it, look down. You'll see that narrow ledges surround each pipe.

Carefully make your way around each of them to get some Flak Shells and Eightballs (S1). Jump into the biowaste below and swim up to get back to ground level, and then return to biowaste chamber B.



#### TIP.....

There are three biowaste chambers you will have to access, and if you're in a hurry, you can cut through the center structure, where you'll find a Toxin Suit on the lower level.



Grab the Tarydium Shards and Eightballs across the room and exit through the door nearby. On your left you'll come to Lift 1(10). It's not functioning yet, so get the ASMD Core and walk through the door ahead.



.....

Lift 1: Security Lock. Access denied. Containment room pumps must be active for entrance to hydroponic greenhouses.

Inside chamber A, push the button (11) under the upper deck. Get the Bullets, Tarydium Shards and Super Health Pack above, then re-enter the door that leads to Lift 1. The status of the lift should now read:

.....

Lift 1: Status working. Access to hydroponic gardens permitted.

The lift is now functioning, and will give you access to the hydroponic greenhouses. Ride the lift up to reach the hydroponics section. The status board on your right reads:

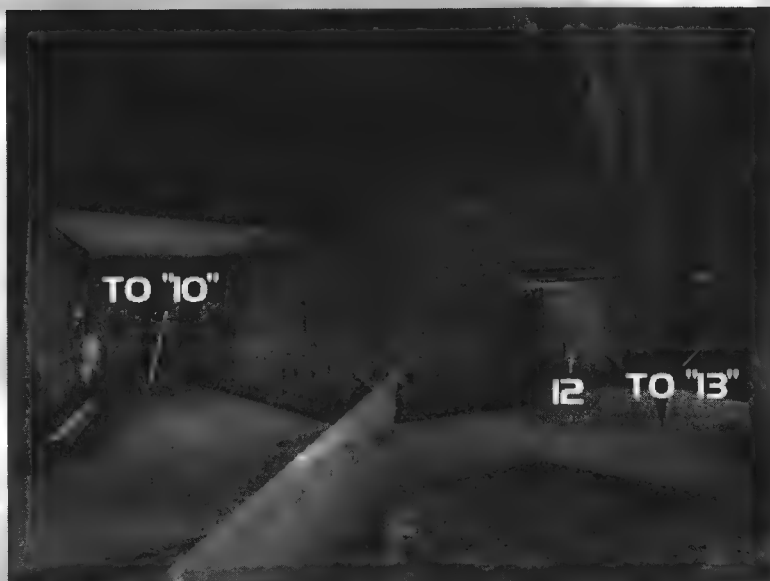
.....

Greenhouse A: Section A is full. Biowaste flow must be redirected from the Control Room. Section B of the waste facility has free capacity. Please be sure to monitor the water supply for impurities.

**TIP.**.....

All three Greenhouses have Nali Healing Fruit growing in various places throughout.

Turn left and enter the first passage you come to. Push the button (12) to activate a lift on your right. Quickly jump on it to reach the ledge above. The buttons on the wall lower the lifts on either side of this ledge. Press the one on the right (13) to lower the next lift. Kill the Mercenary below, then push the button to ride the lift back up. Enter the door and kill the Mercenary inside. Get the Assault Vest



(14), then jump down to the lower level, where you'll find a Med-Kit, Bullets, Eightballs, and a Flare.

Walk over either of the two buttons on the floor to ride a lift back up. Don't get off on the level from which you just jumped down. Instead, stay on the lift and it will go up one level. Collect all the goodies up here—Nali Healing Fruit, Flashlight, ASMD Core, Tarydium Shards, Flak Shells, Bullets, and a Kevlar Suit. Behind the Kevlar Suit there is a secret door (S2) that will enable you to walk out over Greenhouse B. Turn around and jump down to get the Flak Shells on top of the pipe. There's a Med-Kit on the pipe on the other side, but it's doubtful that it's worth the effort.



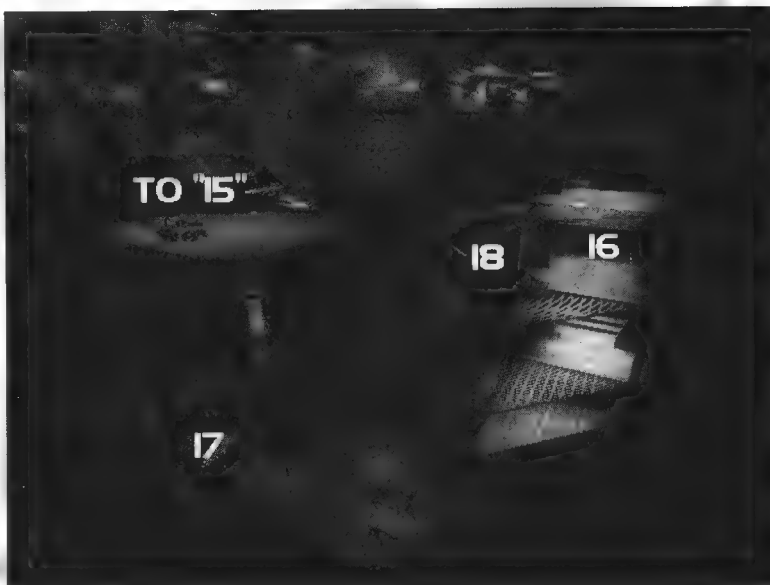
.....

**Greenhouse B:** Please verify that the Biowaste is being pumped through the Control Room filters and that no foreign objects are blocking the flow.

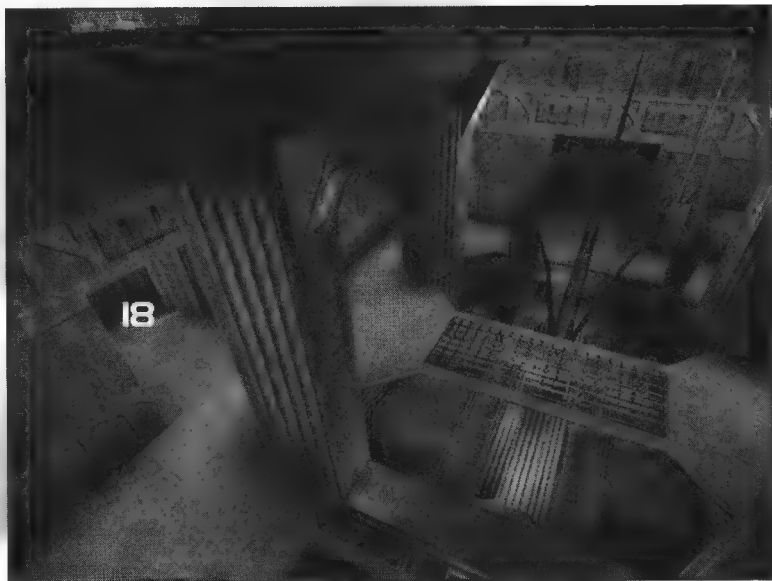
Greenhouse B: The Karkilys Zegnus need more fertilizer. Please dispatch a group of guards to inspect the Nali homes in the Noork Elbow. Disembarkment authorization must be granted in the Control Room.



Make your way around to Greenhouse C. Enter the door and dive into the biowaste pool. Enter the pipe (15) near the blocked one and swim quickly down the channel. The doors along the way will open, and you'll eventually see the Control Room ahead. Jump out of the pipe and open fire on the two Mercenaries here.



When all is quiet, get the Bio Rifle near the force field, and push both buttons (16) on the wall. Jump back into the pipe you used to get here, and re-surface in the chamber just outside the Noork entrance (17). Enter the Noork entrance and kill the Mercenary guard inside.



Take the lift (18) down to leave the ship and enter the Noork Elbow.

## Noork's Elbow

The small village of Noork's Elbow stands in the shadows of the ship. Mercenaries guard the areas closest to the ship, but the village is deserted. The nearby Temple is your destination here, once you've searched the village for assistance.

### SITUATION BRIEF

- Objectives:** Search the village and enter the Temple.
- Enemies:** Mercenaries, Flies
- Items:** Eightballs, Flashlight, Flares, Auto-Mag Clips, Super Health Pack, Force Field, Assault Vest, Flak Shells, Med-Kits
- Weapons:** Eightball Gun, Auto-Mag, Flak Cannon, ASMD
- Secrets:** **S1:** Flares, Flak Cannon, Flak Shells, ASMD

Open the doors (1) ahead and shoot the explosive fuel canisters on the landing outside. On the landing you'll find an Eightball Gun, Eightballs, Auto-Mag, and Flashlight. Grab them, then turn and face the Mercenary attacking from the right. Walk up the stairs and take the ramp down to the ground. Grab the Eightballs on the landing and use the large clearing to give yourself room to kill all visible Mercenaries—use your Flak Cannon for close work, and the Eightball Gun for long-distance shots.



### TIP.....

These Mercenaries are very adept at activating their force fields in defense against your Eightball Gun. Try using an ASMD or Auto-Mag instead.

Once the Mercenaries are dead, approach the first house (2) and enter to find a stockpile of Flares, Eightballs, Clips, and a Super Health Pack. Put the tortured Nali Priest out of his misery and enter the next house (3). Pick up the Force Field and Assault Vest and continue exploring.



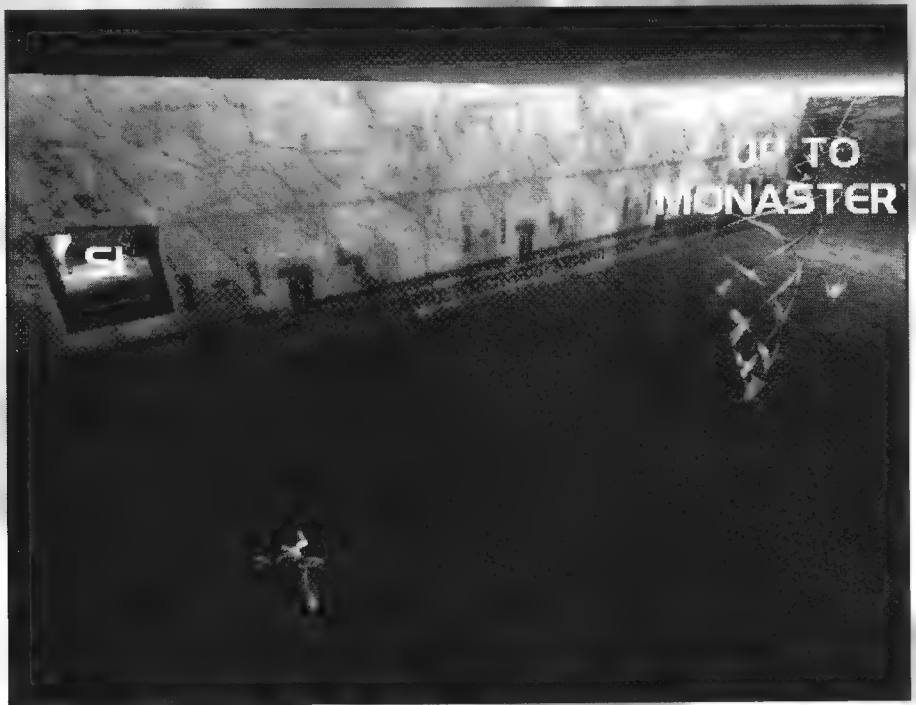
Down the hill there's a huge monastery (4). Head for it, killing the Mercenary along the way. When you reach the monastery, jump into the water on the left and swim around the left side of the building. Keep your Auto-Mag ready to deal with the Devilfish in the water. Swim through the small opening in the monastery wall and you'll find a secret area (S1) with two Flares, a Flak Cannon, Flak Shells, an ASMD, and a dead woman:

.....

Log: L. Goeranov: We've been stuck here for days. There are plenty of fish to eat but they taste kinda funny. I never liked fish.



There's nothing of interest in the rest of the moat, so climb back out and walk up the ramp to the monastery. The drawbridge will lower to give you access. Shoot the barrels on your left to get some Med-Kits and Eightballs. Enter either hallway—left or right—to leave Noork.



## Temple of Vandora

You are getting close to finding the downed human ship, the ISV-Kran, but to find it you must make your way through Vandora, Goddess of Lightning's temple. You will face Skaarj Troopers armed with new weapons, in addition to floating Gasbags bent on ending your quest. Finally, you'll face another Titan before you can continue.

### SITUATION BRIEF

- Objectives:**
1. Light the Torch of Thunder.
  2. Find the exit from the Temple that leads to the ISV-Kran.
- Enemies:** Skaarj (Warriors and Troopers), Mantas, Lesser Brutes, Behemoth, Devil Fish, Gasbags, Titan
- Items:** Eightballs, Super Health Packs, Dispersion Pistol powerup, Tarydium Shards, Flak Shells, Tarydium Sludge, Flares, Assault Vests, Razor Blades, Med-Kits, Force Field, ASMD Core, Flashlight, Nali Fruit, Nali Fruit Seeds, Shield Belt, Invisibility powerup, Energy Amplifier
- Weapons:** Eightball Gun, Stinger, GES BioRifle, Auto-Mag, Razorjack
- Secrets:** S1: Eightballs; S2: Super Health Pack; S3: Super Health Pack

Get the **Eightball Gun** near your entry point (1) and head up the stairs. The only way you can go is right, but be ready—a Skaarj and several Cave Manta are waiting to ambush you once the gate behind you slams shut. After you manage to fight them off, the gate will re-open. Re-trace your steps, but look for a **new opening in the wall (S1)**. Walk upstairs to collect some **Eightballs**, then jump or walk down and through the courtyard below into the doorway on the other side.

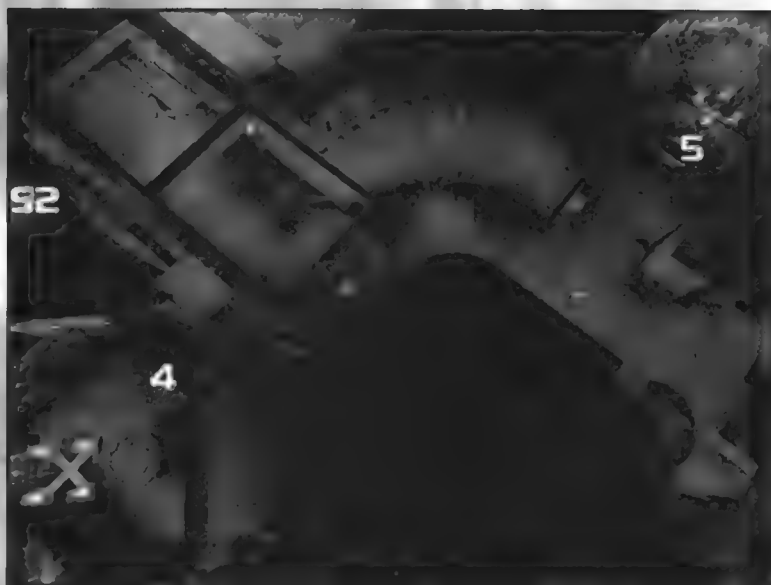


Grab the **Stinger** on the floor and immediately back up—a Lesser Brute is hiding in the shadows on your right. Shred him, then walk down the stairs on your left. Near the pool below (2), a Nali Priest is waiting to take you to a **secret area (S2)**, where you'll find a



**Super Health Pack.** Get it and kill the Skaarj that murders the Nali, then return to the pool. Dive in and swim down the side passage below. Keep an eye out for Devil Fish, and stay right to find a secret chamber (S3) with another Super Health Pack inside, as well as a Dispersion Pistol Powerup. Swim back up to the surface and get the Eightballs near the pool.

Turn left and enter the sanctuary (3), where you'll find some Tarydium Shards near the door, and some Eightballs behind the altar. A Skaarj will ambush you from above, so finish him off and leave the room. Walk past the secret area the Nali showed you, and blast the Skaarj wielding a GES BioRifle in the room ahead on your right (4)—the Skaarj will drop the GES BioRifle once he's dead. Search the room to find some Tarydium Shards, Flak Shells, and Eightballs, then leave the room. Kill the Skaarj down the stairs ahead, then enter the next room (5) and shoot the chests to get some Tarydium Sludge, a Flare, and an Assault Vest.



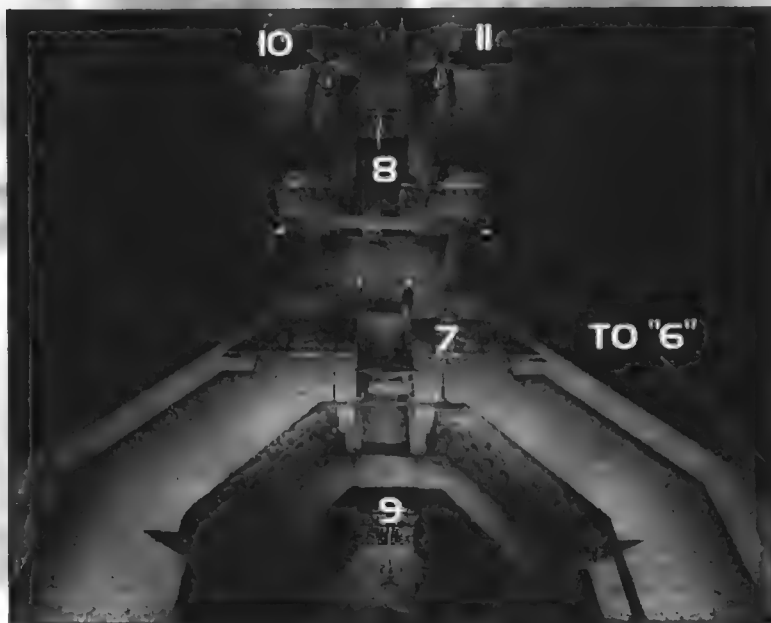


Turn left as you leave the room and go down the stairs ahead. Go up the stairs on your right, and ambush the Skaarj overlooking the river. Read the translator message you receive near the gate nearby:

.....

The Way is filled with darkness. The Torch of Thunder must light the path of the worthy. Spiritual progression is achieved by those who set the Torch of Thunder aflame.

Get the Razor Blades (6) and jump or walk down to the landing below. You can either take the boat, or run along the walkway to get where you need to go next. Whichever you choose, try to stay out of the Devil Fish-infested water. When you reach the next landing (7), collect the Eightballs and Razor Blades and enter the hall on your right.



TIP.....

Below the walkway here there is a hidden area with a Dead Nali and a weapon (through the water area).

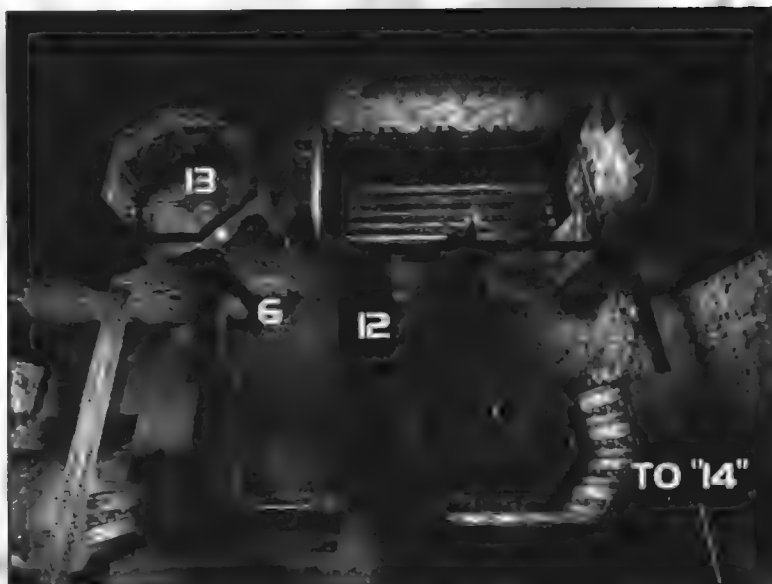
Push the button (8) at the back of the room and fight off the Skaarj that drops down on you. The button lowered the gate blocking the island behind you. Turn around and kill the Skaarj that attacks you as you cross the bridge. On the island, step on the floor switch (9) to light the Torch of Thunder. Get the Med-Kit and Force Field behind the flame, and re-enter the chamber across the bridge. Walk up the left-hand ramp and start exploring the upper level.

Behind the first door (10), you'll be assaulted by a Skaarj Trooper with an Auto-Mag. Once you manage to kill him off, grab his weapon as well as the ASMD Core in the chest nearby. There's a Med-Kit on the upper bunk if you need one. Leave the room and turn left. In the next room (11), you'll find a Skaarj Officer with a Razorjack. Kill him and take it, then get the ASMD Core and Flashlight on the upper bunks. In the chest are some Nali Fruit Seeds as well.

Return to the landing and take the boat (or follow the walkway) back to the ledge where you ambushed the Skaarj. Near the newly opened gate (12) is a narrow passage you can enter. Step inside and turn



left once you drop down to the lower level. Enter the room on your left (13), and retrieve the Shield Belt from the chest at the back of the room. Leave the room and walk up the stairs on your right.



Kill the Skaarj in the next hallway, and get the Eightballs he drops. Walk up the stairs at the end of the hallway and cross the wooden bridge ahead. Up the next flight of stairs you'll find another chamber. Snag the two Flares in the alcoves, then take the right-hand passage. Kill the Skaarj guarding the passage, and pick up the Stinger he was using once he's dead. The carving on the wall suggests your next course of action:

.....

And Vandora came forth, with fire from the Sky upon her lips, and sanctifying the sacred fountain with her kiss. Thus, she said, he who follows me shall cast off the bonds of flesh and become as elusive as the mist.

Toss a Flare into the **fountain (14)** and a door on your left will open to reveal an **Invisibility** powerup. Once you have it, return to the main room and walk up the **stairs**. Follow the walkway above the temple sanctuary, killing the Skaarj as you cross the room. As you approach the **gate (15)**, it will slide back, allowing you to get the **Energy Amplifier** and enter the courtyard near (S1). Enter the hallway where you got the **Stinger** long ago, and look to your right. You will see that a new hallway (16) is now open. Follow it out into the night air.



Blast the Skaarj headed your way and walk up the hill. On your right is a pool, dive in to retrieve a **Dispersion Pistol** powerup in the hidden alcove below. Continue around the corner and kill the Skaarj near the **entrance ahead (17)**. Kill the Behemoth around the corner, but don't enter the courtyard yet. Be sure you're ready for a battle with a Titan, then enter the courtyard. The door behind you will slam shut and you'll be left alone in an arena with the Titan below.





## TIP.....

Instead of starting on this level of the arena, you can push the button (18) and use the lift to reach the upper ledge around the arena. There's nothing useful up there, but it's a bit tougher for the Titan to hit you up here.

Kill the Titan by pausing long enough to let your Eightball Gun lock onto him, then move as you fire to avoid the stones he tosses your way. You can also load up six rockets and repeat—just make sure you get a lock on him, since he's far enough away to dodge your fire. Once the Titan is dead, the door behind you (19) will open. As you enter, an earthquake will seal you inside.



## Trench

The earthquake has sealed you off from the Temple, but now the ISV-Kran is just around the corner. One problem—you'll have to get down to it, and face a Titan and several Skaarj to enter the ship.

### SITUATION BRIEF

- Objectives:** Enter the ISV-Kran.
- Enemies:** Skaarj, Gasbags, Titan
- Items:** Flak Shells, Eightballs, Bullets
- Weapons:** Eightball Gun, Auto-Mag, Flak Cannon
- Secrets:** None

From your entry point (1), get the Flak Shells on your left, then walk around the corner and collect all the goodies: Eightballs, Auto-Mag, Bullets, Eightball Gun, and Flak Cannon. The two dead men obviously won't be needing them any longer.



.....

Log: M. Mottobanov: We've set ISV-Kran so that it will scan for human activity outside the baydoors. As soon as one steps into the red light, the baydoors will open. The platform will only be down for a short period of time.

Gasbags are patrolling the trench below, and they'll attack as soon as they see you. Use your Stinger to bring them down before they can do much damage. Head down into the trench and take on the Titan below. Keep your distance, and use the same tactic you used in the Temple—locking your Eightball Gun onto him as you move—and finish him off.



Past the Titan, you'll face a Skaarj bent on stopping you from reaching the ship. Once he's dead, step into the pool of red light to lower the lift and gain access to the ship. Once inside, collect the Eightballs near the bio suits and step onto the lift (2). Once upstairs, open the doors at the end of the landing to enter the rest of the ship.

## ISV-Kran Decks 3 and 2

Getting inside the ship may have seemed like your best course of action, but you may change your mind shortly. You're not alone inside...

### SITUATION BRIEF

**Objectives:** Make your way to Deck 1.

**Enemies:** Skaarj

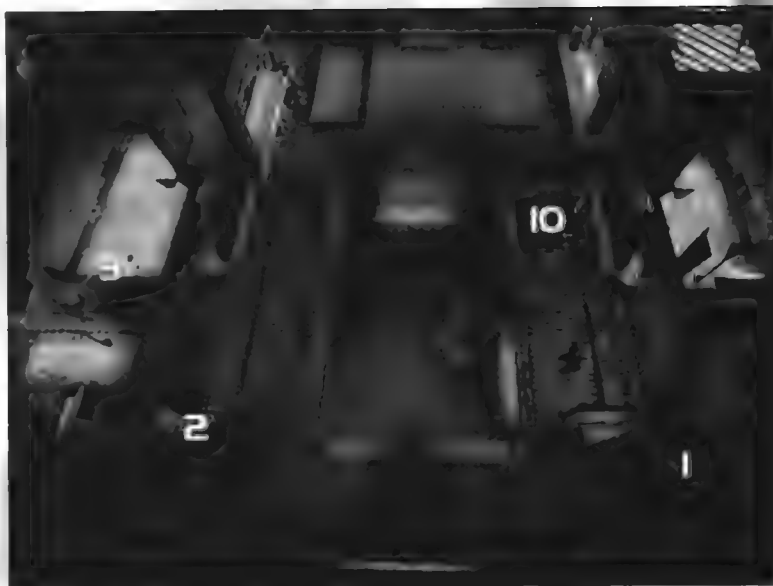
**Items:** Flak Shells, ASMD Cores, Eightballs, Med-Kits, Tarydium Sludge, Jump Boots, Tarydium Shards, Super Health Pack, Badlers, Shield Belt, Toxin Suit, Assault Vest

**Weapons:** ASMD, Eightball Guns (taken from Skaarj Gunners)

**Secrets:** S1: Shield Belt



Open the elevator by pushing the switch inside (1) and enter the ship. There are several items on and around the crates inside the door, including some Flak Shells, an ASMD Core, and Eightballs. All you can get right now are the Flak Shells, so grab them and open the next door (2).



Push the switch on the support (3) to lower the lift and access the upper level. Open the door ahead, and follow the walkway to the alcove with crates inside. There are two Med-Kits and two Tarydium Sludge containers inside the boxes. From this walkway, you can drop down and get the ASMD Core and Eightballs atop the crates below. Battle the Skaarj waiting there, and return to the upper level.

Open the huge bay door (4) by pushing the switch (5). Jump down and enter the new area. Once inside, immediately take on the Skaarj across the room. Open the crates here to find Med-Kits and Jump Boots. Ready your Stinger and ride the lift up. Skaarj after Skaarj will attack you from the side tunnels above this landing. Use the lift as needed, going back down to the floor below if you need to avoid

their attacks. Eventually, you will wipe them all out and ramps will lower from each opening. Get the ASMD and Tarydium Shards from the crates.

.....

**Primary Shuttle Bay:** Log Entry by Dockmaster Ivan Romanov, Second Officer ISV-Kran. I have sealed the main iris hatch with a laser welding team. No alien bastards are going to get into my shuttle bay. The dock doors control panel can be reactivated with the override in one of the access tubes.

Starting on your right as you get off the lift, the first opening (6) leads to Med-Kits and the message:

.....

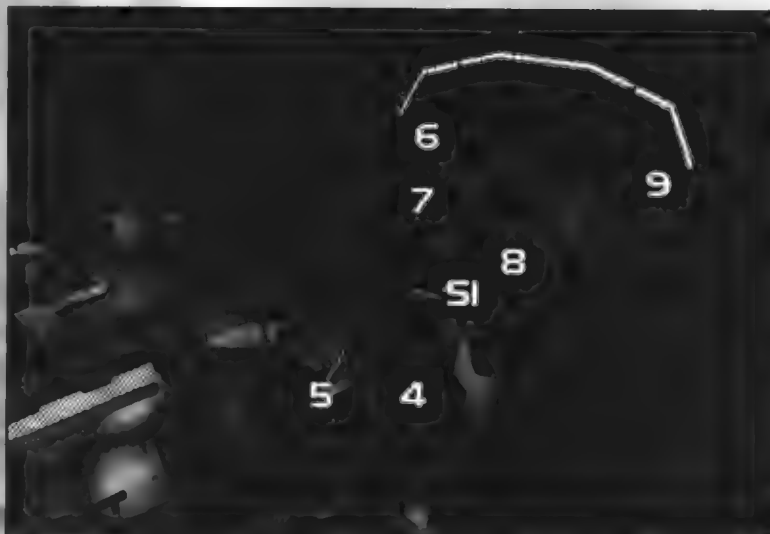
Main Engineering has been sealed with a containment field. Containment field generator must be destroyed prior to accessing Engineering.

The next opening (7), leads to a Super Health Pack and the message:

.....

Main Shuttle Bay Door Override Controls

The dock door control panel below will now work. Look down between this access tube's ramp and the next one, and you'll see a crate (S1) on the support below. Jump down and get the Shield Belt inside, and use your Jump Boots to absorb the impact as you jump



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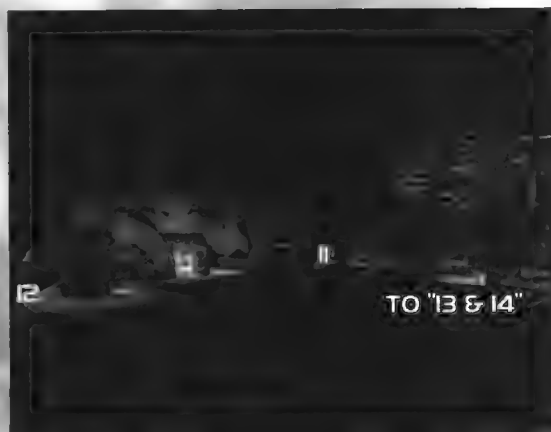
below. Ride the lift back up and continue exploring the access tubes.

Tube (8) contains 50 Bullets, and tube (9) holds more Tarydium Sludge and a message:

.....

The first wave of Skaarj have been isolated within DECK 4. I doubt they will be able to get through the ductwork and enter the main ship. We will retreat to DECK 1 and seal Engineering with a containment force field.

The final access tube doesn't contain any items. Return to the shuttle bay floor and activate the control panel to leave the bay. Go back upstairs and push the button (10) to open the next set of doors. Inside, ambush the lone Skaarj ahead and enter the door on your right marked Cooling System Control. Get the ASMD from the dead crewman and enter the Cooling System Control room (11). Hug the right-hand wall inside and open the door on your right. Inside, you'll find a Skaarj and a control panel that will start the Emergency Pump. Leave the room and cross to the door opposite you, and enter it to clear out another Skaarj and activate the cooling system's Emergency Drain Valve. Grab the Toxin Suit (12) behind the control panel, and leave the Cooling System Control room.



Use the door on your right after you leave the room, and walk down the

hallway ahead. Walk past the Primary Turbo Lift door (13) and enter the Containment Field Generator control room (14) dead ahead.

.....

Engine coolant emergency pumps active. Containment field systems being re-routed by alien intruders.

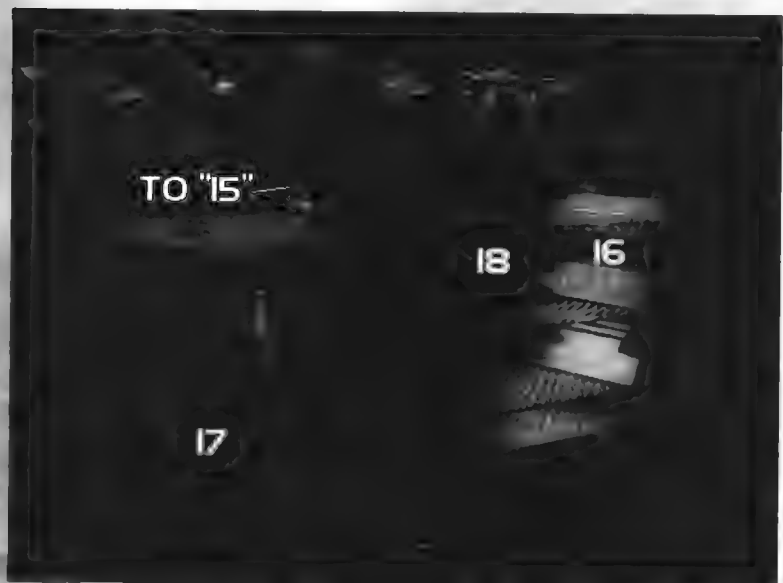
Inside the Containment Field Generator room there are two panels with important messages on them:

.....

ISV-Kran engine status—OFFLINE. Damage report minimal. Life support systems online. DECK 1 power levels full. Ship's hull breached at observation lounge.

Containment Field Generator ONLINE. Gold power cores unstable due to excess stress from sealing Engineering. Main Engineering containment force fields may be disabled by destroying gold cores.

Collect the ASMD Cores, Eightballs, and Tarydium Sludge inside the room, then enter the door (15) to take the lift down. Get off on the first level below, and follow the ledges into the next chamber. On either side are the two Gold Power Cores (16) that will disable the generator. Push their control panels to disable





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the force fields around them, and blow up the cores. Drop through either hole around the dead cores, and read the control panel below:

.....

**WARNING:** Engine coolant leak on lowermost floor of this area.

Engine Coolant is toxic, so move quickly even with your Toxin Suit. Drop down and kill the Skaarj below, then jump into the lift (17) across the room. Get the Assault Vest on the landing above, and then drop down to the next-to-bottom level of the room. Enter the hallway, and carefully crawl under the power arc ahead. Push the button on your right (18) to call the lift again. Leave the Containment Field Generator room, and cross the hall to the lift that takes you up to the Engine Power Core Control (19). Inside the room ahead, a Skaarj Gunner is lying in wait with an Eightball Gun. Blast him from cover, then enter the room. Take the lift (20) up to the upper level, once you've seen all the messages on the lower level of Engineering:



.....

ISV-Kran DECK 3 Status: Engine systems attempting to be re-routed by unknown intruders. Engine power capacity at 75%.  
Main Engine Diagnostic Panel: 75% engine power available. Coolant leak in containment core generator area localized. Last attempt to re-route power unsuccessful.

.....

Planet Scanning Station: Alien starship detected entering and exiting the atmosphere. Alien mothership landed in Northern valley near atmospheric electrical storms.

Your goal on the upper deck is to crank up the power to 100% capacity. Kill any Skaarj you see, and follow the passage around to your left. When you reach the two control panels (21), push them to retract the engine cores into the wall. Return to the lift and you'll see that a blue beam of energy has appeared between the nodes below. Take a short cut here, and jump across the nodes to the opposite ledge. Grab the Eightballs and Tarydium Shards from the crate on the ledge, and follow the passage around to your left.



Around the corner is the Bio suit station. Check out the monitors here—the Bio suits are inoperative, but there's useful information here:

.....

Biosuit Control Station: System Failure: Power is being re-routed by intruders on DECK 1.

.....

**SCANNING STATION 1:** Short range surface scans indicate location of large alien spacecraft on the planet surface that matches the description of the same ship viewed entering and leaving the planet's Tarydium fields prior to orbital decay.

.....

**SCANNING STATION 2:** Surface scan indicates indigenous primitive structures on the planet surface. A higher technology town detected on a rock suspended in the sky by some unknown force. Huge power sources emanating from an obelisk within this town.

Get the **Shield Belt (22)** near Scanning Station 2, then walk back around and drop down the lift shaft and get the **Tarydium Shards, Bullets, and Jump Boots** in the crates below.

Leave Engineering and enter the door on your right that leads to the **Primary Turbo Lift door (13)**. You'll face a stiff battle against three Skaarj Gunners armed with Eightball Guns, so use the doorway and corridor to help you take them out. Once they are gone, head for the **Primary Turbo Lift**.

Grab the **Tarydium Sludge and Eightballs** near the lift (23), then activate the lift and climb on. Once on the upper level, jump to the small landing and enter the doors to access **DECK 1**.



## ISV-Kran Deck 1

Although the crew of the ISV-Kran did its best to keep the Skaarj off Deck 1, they must be occupying it, since power is being re-routed from it. Prepare for a fierce battle for control of the ship.

### SITUATION BRIEF

- Objectives:** Access the ISV-Kran's bridge and get off the ship.
- Enemies:** Skaarj
- Items:** Med-Kits, Targlum Shards, Invisibility powerup, Flak Shells, Jump Boots, Assault Vest, Razorblades, ASMO Cores, Auto-Mag Clips, Bandages, Bullers
- Weapons:** Eightball Gun, Auto-Mag, Razorjack, Stinger
- Secrets:** None



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As you enter DECK 1 (1), the two messages you receive aren't encouraging:

.....  
ISV-Kran DECK 1: Log Entry: Captain Mikail Leatham. Skaarj attacks have forced us to retreat to the Science and Research Lab. We set up a makeshift electrical field barrier that destroyed 40 of them, but 20 still remain.

.....  
ISV-Kran DECK 1: Log Entry: Captain Mikail Leatham. There's no possible way to kill them all—there are just too many Skaarj, and we don't have enough ammo.

Stepping into the intersection ahead will initiate an attack by a steady stream of Skaarj. There are at least 20 loose on this deck, and you'll face most of them now. Run into the Transformer Room doors ahead, and use them to cut off the Skaarj attacks. Once all the Skaarj are dead—and it will take some serious work with your Eightball Gun and Stinger to accomplish that—push the button (2) and get the Med-Kits before leaving the room.

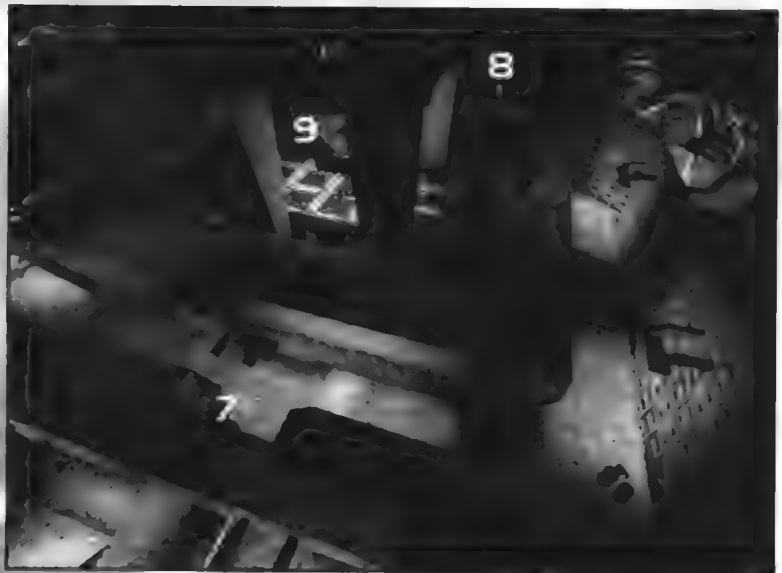


Turn right as you leave the room and enter the door marked 3 (3). Get the Med-Kits and Eightball Gun, then push the button (4). Leave the room and follow the corridor to your left, entering the door marked 2 (5). Push the button inside, and then return to the Research Lab area you just passed (6). The electrical field barrier is now down, so enter the Science Research Lab.

### TIP.....

If you're fast enough, you can run into all three rooms, hit the buttons, dodge the Skaarj in the corridors, and run to the Science Research Lab. Push the button inside on your right, and the barrier will go back up. Any Skaarj who try to get in will be splattered.

Grab the Eightballs on your right, then walk left and take out the lone Skaarj Gunner ahead. Snag his Eightball Gun when he dies. Walk up one of the ramps nearby, and shoot the crates (7) to continue. The bridge is inaccessible at this point, so keep walking up the ramps. Grab the Auto-Mag and activate the control panel ahead (8) to open the doors (9) below. Jump down and enter the Science and Research Lab.



Once inside, jump down into the center of the room. Activate the control panels in this order: Left, Center—quickly read the message—and then Right. Run up the ramp and hit the switch (10) to open the Crew Berth doors, and hurry out the open Lab doors. You should be able to evade the acidic amoebas

that you just released from stasis. If not, use your Eightball Gun on them and then try the sequence again, only this time don't bother with any but the right-hand control panel and the switch near the window.

Once you're inside the Crew Berth section, jump down onto the landing below and collect the Tarydium Shards and Bullets, then push open the gate (11) to get some more Tarydium Shards and access a lift.

The lift takes you to an area above the Research Lab where you'll find some Flak Shells, Jump Boots, and an Assault Vest, Razorjack, and Razorblades (12).



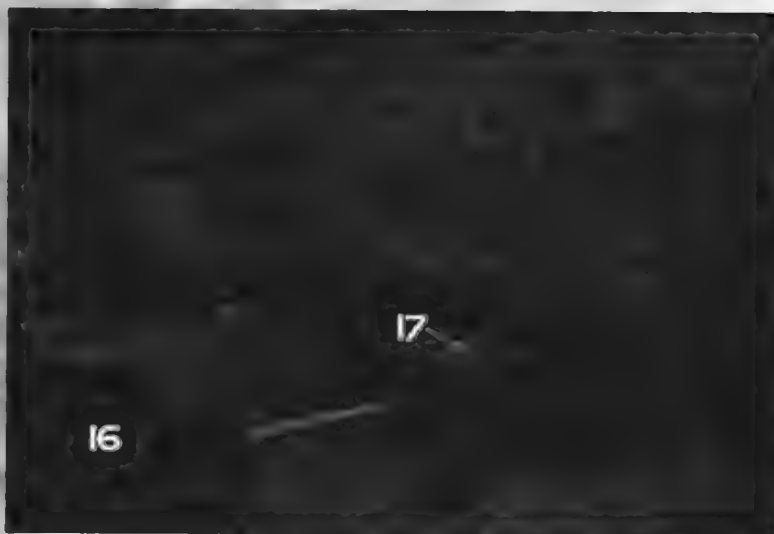
## TIP.....

The coolant down here is toxic, but if you can stand the trip, there's an Invulnerability powerup and some Flak Shells at the end of the stream

If you have the Jump Boots, you can jump back across and make it down to the Crew Berths again. If not, you'll have to go through the Research Lab to gain entry again. Once you're back inside, take the first door on your left (13). Kill the Skaarj inside and get the ASMD Core, Stinger, and Auto-Mag. Cross the hall and enter the next door (14), where you'll be attacked by two more Skaarj. There are Auto-Mag Clips near the tables, as well as Tarydium Shards near the crates around the corner. Get the ASMD Cores atop the large crate by pushing a wooden crate near it and jumping up to get them.



Leave the crew quarters and enter the door at the end of the hall (15). Explore the crates to find some Med-Kits and Bandages, then ride the left-hand lift up so you can jump to the large crates and collect the Flak Shells and Bullets





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there. Ride either lift upstairs to the Observation Lounge (16).

The Observation Lounge has seen better days. Search the crates in the room to find more ammo, then approach the control panel:

.....

ISV-Kran DECK 1: Alert! Engine coolant overflow. Main engine rupture—evacuate ship immediately.

Enter the water and push the yellow switch (17) to open an underwater passage that leads to the Bridge force field override. Once you've deactivated the force field, kill the attacking Skaarj and return to the bridge. Ride one of the lifts upstairs, and battle the Skaarj above.

Push either button (18) to move the command chairs and reveal a chamber below them.

.....

Emergency Transporter System Online: Coordinates set to Nali village 5 kilometers from spire-shaped mountain.

Jump onto the transporter (19) to leave the doomed ship.



## Spire Village

Your goal here is to make it to the Sunspire. Just a peaceful stroll through a village overrun by three Titans and their accompanying forces. Avoid combat if possible and make your way past the beasts to the Sunspire.

### SITUATION BRIEF

<b>Objectives:</b>	Enter the Sunspire.
<b>Enemies:</b>	Titans, Tentacles, Skaarj Officer
<b>Items:</b>	Jump Boots, Med-Kits, Flares, Flashlight, Tarydium Sludge, ASMD Cores, Bandages, Assault Vest
<b>Weapons:</b>	Flak Cannon, Eightball Gun, Razorjack (from dead Skaarj)
<b>Secrets:</b>	None

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You arrive just outside Spire Village, a small hamlet nestled deep in the shadow of the ISV-Kran. Don't wander off carelessly—your first order of business is to take care of the Titan that guards the village. As you enter the circle of huts, the Titan will attack. Keep your distance, and use the heat-seeking Eightball Gun to bring it down.

Once the Titan is down for the count, enter the first hut (1) and shoot the barrels to find a Flak Cannon, Jump Boots, and a Med-Kit. The next hut (2) contains a Nali diary, Flares, a Flashlight, Tarydium Sludge, an ASMD Core, and some Bandages.



.....  
The minions of our Gods are cast to the ground to do battle. We are put to the test. Our world is weakening, it spews forth terrible creatures. We will pray again tonight. Oh, hear our plea! Send our messiah!

The stable (3) contains some more Tarydium Sludge and a Flare. The final hut in this area (4) has a Tentacle inside, as well as Flak Shells, Eightballs, and a Flare. Another diary reads:

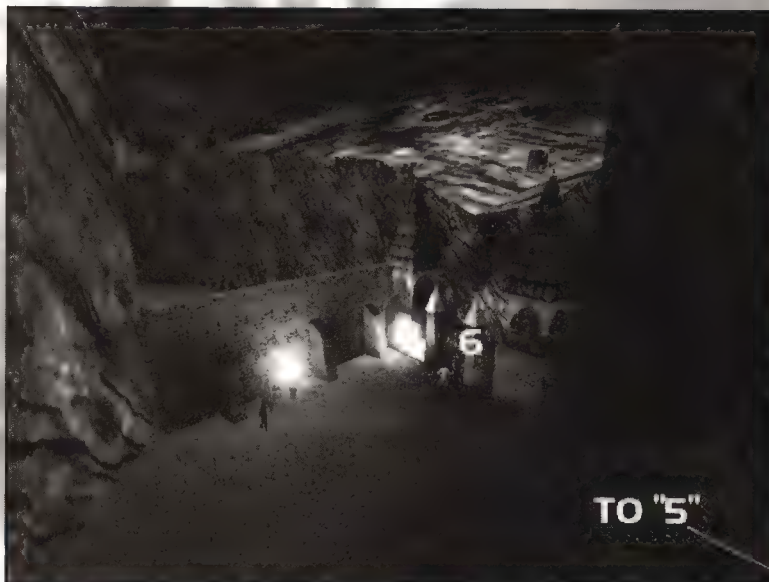


.....

Our Haven, the great Sunspire, given to us by the Gods of the Good Lore, has been corrupted by the sky demons. Our once hope is now the foulest of terrors. The sky demons are stronger than ever. I had a vision of death, of immense beasts roaming the land.

Make your way up the hill. Two more Titans are on the prowl, so ready your Eightball Gun and let them have it. Try to keep the hut or stone wall between you and them at all times, and snipe at them from cover. Enter the lone hut (5) to get more Eightballs, an Eightball Gun, a Flare, Flashlight, and an Assault Vest.

Continue up the hill and kill the Skaarj ahead. Be sure to grab the Razorjack he drops. The sign on the side of the Sunspire walls (6) promises safe haven for all who seek peace. Jump up and push the keyhole to open the gate to enter.







## The Sunspire

The Sunspire was once the place where Nali went to reach their city in the sky—Na Pali. Now, it's a dark, forbidding citadel full of Skaarj and worse. Your goal here is to enter and work your way to the top to find the entry to the Skylift that will take you to Na Pali.

### SITUATION BRIEF

- Objectives:** Enter the Sunspire and take the Skylift up to the Gateway to Na Pali.
- Enemies:** Skaarj, Tentacles, Nali Pupae, Gasbags
- Items:** Med-Kits, Auto-Mag Clips, Flares, Razorblades, Flashlight, Eightballs, Tarydium Sludge, Rifle Round, Flak Shells, ASMD Cores, Bullets, Super Health Pack, Bandages
- Weapons:** Razorjack, Minigun, ASMD, Auto-Mag
- Secrets:** None

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Take a look inside the gatehouse on your right (1). There's a dead Nali Priest inside as well as some crates containing a Med-Kit and some Auto-Mag Clips.

.....  
I will not return to the Sunspire today. I was almost slain by the sky demon this morning and I fear for our brothers that have not yet escaped. I feel that we will not see them again in this life.

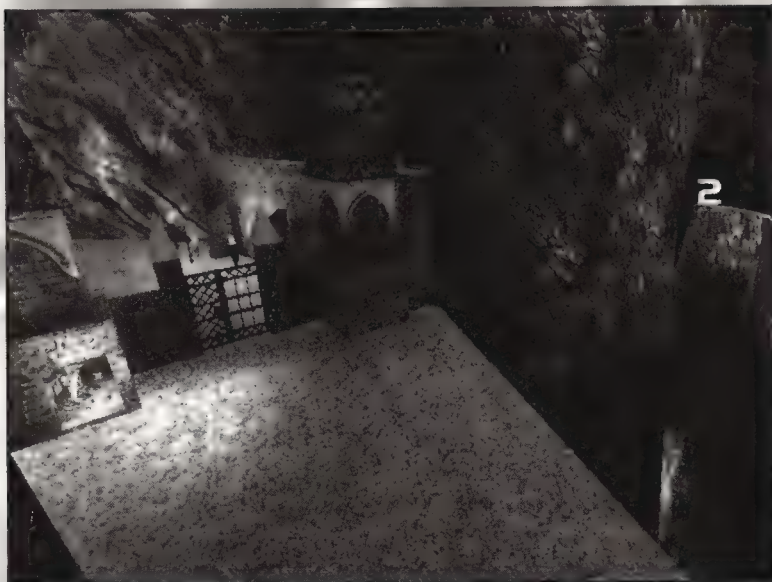
Follow the path along the right-hand cliff face, and blast the Skaarj Gunner at the end.

Another waits for you inside the Sunspire (2), so take him out as well.

Grab the Med-Kit, Flare, Razorjack, and Razorblades here, then take the corridor on your right and enter the chamber beyond. Kill the two Tentacles here and get the Flashlight from the vase near the column.

Get on the lift (3) on your right marked Sleeping Chambers and turn on your Flashlight as you go up.

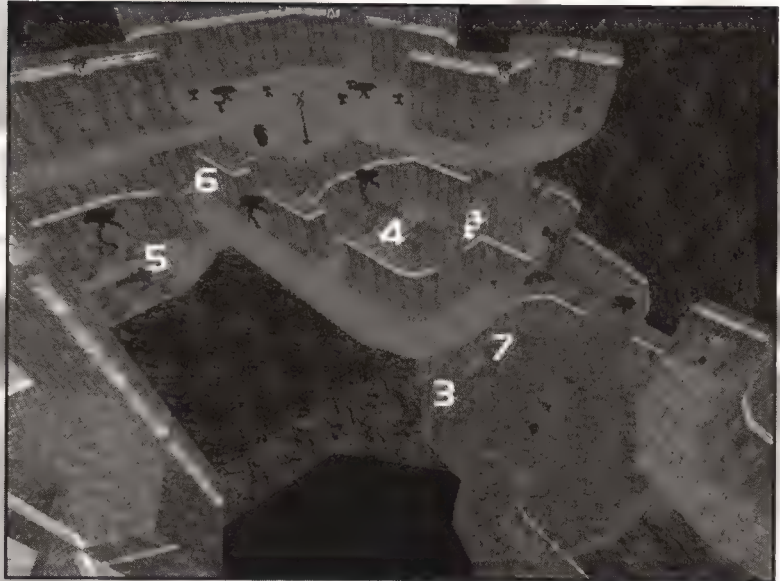
Down the dark corridor is a Tentacle hanging from the ceiling. Drop him and look for the first chamber on your right (4). Kill the Tentacle and Gasbag here, then grab the Flares from the table. The next chamber on your left (5) has some Eightballs and





another Flare inside guarded by a Tentacle. Grab the Flashlight and Eightballs in the chamber across the hall (6) and continue to the end of the corridor.

Blast the two Tentacles on your right and get the Auto-Mag Clips, Flashlight, and Med-Kit here, as well as the Flare, Razorblades, and Med-Kits across the hall. Destroy the Gasbag that is guarding them. Return to the lift, and push the button nearby to call it so you can ride down.



Enter the next lift (7). You can turn off your Flashlight if it's still working—you won't need it here. There are two Skaarj Gunners armed with Eightball Guns in the next room. Load up multiple grenades (using your Eightball Gun's Secondary fire mode) to fill the room with death and take them out. Get the Flashlight here and take the right-hand corridor marked Kitchens.

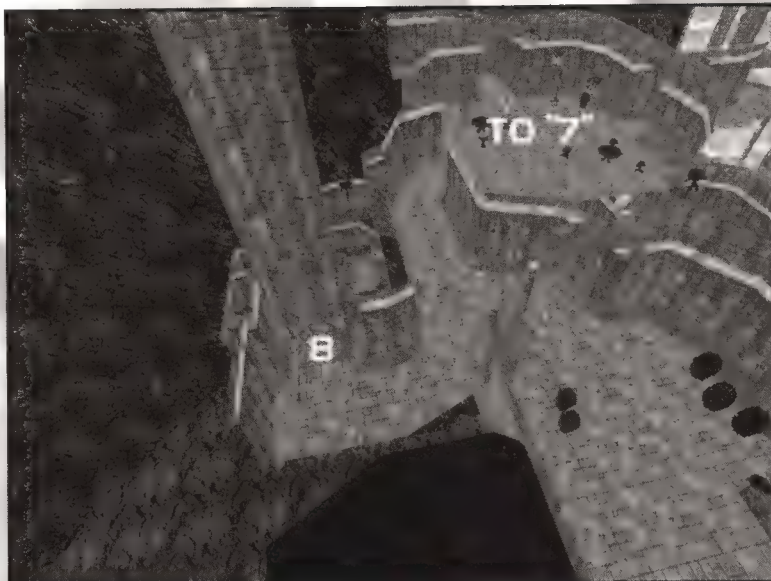
Two Tentacles and a Gasbag lurk in the dark ahead, so turn on your Flashlight and filet them. There are three Flares, a



Med-Kit, and some Tarydium Sludge in the chamber on your left—grab them before using the lift (8) at the end of the corridor.

Upstairs, you'll have your first encounter with Nali Pupae. These pesky spider-like creatures are tough to see in the dark, but if you are getting hurt here, chances are it's one of them biting your ankles. There's a **Rifle Round** (shades of things to come?) and a few **Flares** in the containers ahead on your left. Follow the corridor around to the next chamber to find another **Rifle Round** and **Flares**. Be careful—some of the barrels contain Nali Pupae.

Follow the corridor around to the Great Hall (9) and get the **Flashlight** just inside the entry. The hall on your left will lead you to the balcony and a cache of **Flares** and **Tarydium Sludge** guarded by a Nali Pupae. Collect them and jump below to find

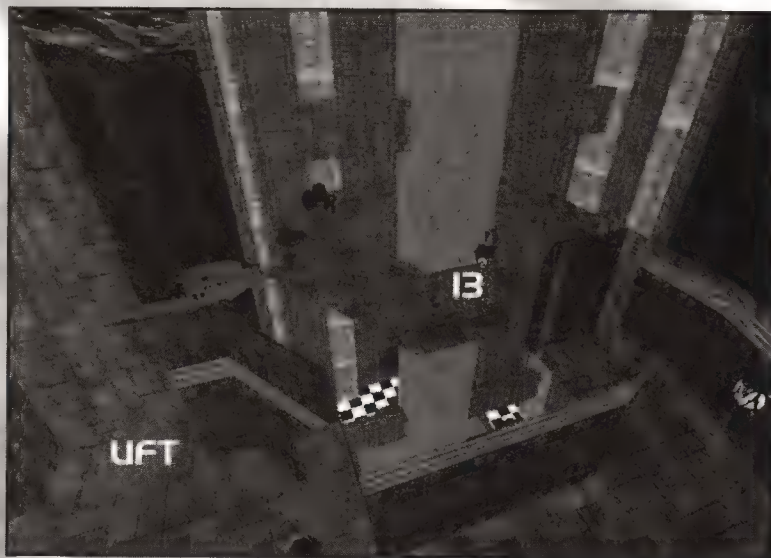


more Flares under the balcony. Push the switch (10) under the balcony to raise the podium (11) and get a new weapon—a Minigun. At the end of the next hall is a lift (12). Jump on and ride it upstairs.

### TIP.....

Taking the corridor here will lead you to some dead soldiers and an **Auto-Mag**, **Flare**, and some **Bandages**. Don't bother with the ledge outside—return to the two lifts and proceed if you choose to retrieve these items.

Upstairs are some Flak Shells and a Med-Kit. Walk around to the right and use your new toy to take care of the Skaarj, Pupae, and Gasbags in the next chamber (13). Get the Razorblades, Flak Shells and Med-Kit here before continuing. Dive into the water below and kill the Pupae swimming along the bottom. Enter the pipe to find an ASMD and ASMD Core. Swim up and follow the tunnel, which will take you back to the Kitchens. Walk around to the Great Hall, and take the lift up again to return to the entry outside (13). Ride the lift upstairs and then take the next lift up again.





Kill the two Tentacles as you arrive upstairs, and get the Tarydium Sludge, Med-Kits, and Flashlight from the containers here. Follow the corridor past the **Chamber of Crystals (14)**, and kill the Skaarj you find ahead. Stay on the lower level of the next room (15), and search all the barrels inside and outside to find Razorblades, an ASMD Core, Auto-Mag Clips, Bullets, Med-Kits, and Flak Shells. Kill the Gasbag and Skaarj out here, then walk around the corner, where you'll find a Super Health Pack in a small, dark niche (16). Grab it and kill the Pupae that attacks you. Now, return to the **Chamber of Crystals (14)**.

Inside the Chamber, push the lever to light the Crystal, then run back to (15), but go up the stairs this time. Wait on the Skylift (17), and step into it to depart.



## Gateway to Na Pali

You've left the Sunspire behind, and are close to entering the Na Pali Haven. Krall—a new enemy—guard the tunnels ahead. Make your way through them to reach the door that leads to Na Pali Haven.

### SITUATION BRIEF

- Objectives:** Find the entrance to Na Pali Haven.
- Enemies:** Krall, Skaarj
- Items:** Med-Kit, Auto-Mag Clips, Tarydium Shards, Nali Healing Fruit, Flak Shells, Rifle Rounds
- Weapons:** Minigun, Razorjack, Eightball Gun, ASMD, GES BioRifle, Stinger, Auto-Mag, Flak Cannon, Assault Rifle
- Secrets:** None



As you leave the Skylift (1), walk around the ledge around it to collect: A Minigun, Eightball Gun, ASMD, GES BioRifle, Razorjack, Stinger, Auto-Mag and Flak Cannon. There is also a Med-Kit and Auto-Mag Clips in the barrels nearby. Now that you're fully armed, walk through the tunnel ahead.

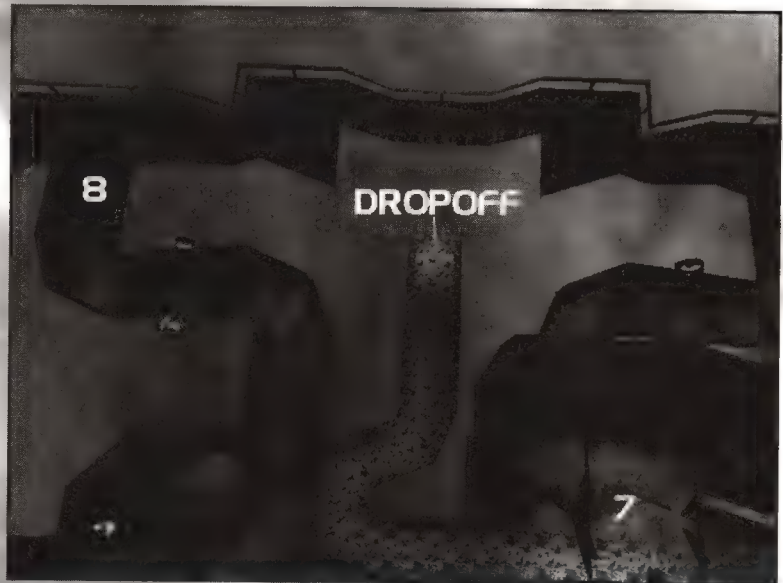


Kill the Krall on the landing (2) at the end of the tunnel, then go back and open the door (3). Follow this branch of the tunnel and take on the Krall ahead. If you fall into the water, there's a lift (4) that will bring you back up. Climb the stairs carefully (walk over the stair supports to make it easy) and kill the two Krall in the next chamber (5). There are Tarydium Shards, Nali Healing Fruit, and Flak Shells along the banks of the small stream. Collect them, and dive in. Swim under the waterfall and climb out of the water to find a small chamber with a dead soldier, an Assault Rifle, and 16 Rifle Rounds. Push the lever (6) and swim back to the chamber (5). Two more Krall are waiting for you here, so let

them have it. The lever you pushed opens the bars at the end of the stream. Swim through, and climb out onto the **first landing (7)**. Don't let the water carry you further downstream—the water falls off into the sky a bit further on. Kill the two Tentacles overhead, and enter the tunnel. Ride the lift at the end up, and follow the corridor. Blast the Krall in the shaft ahead and step out onto the bridge outside.

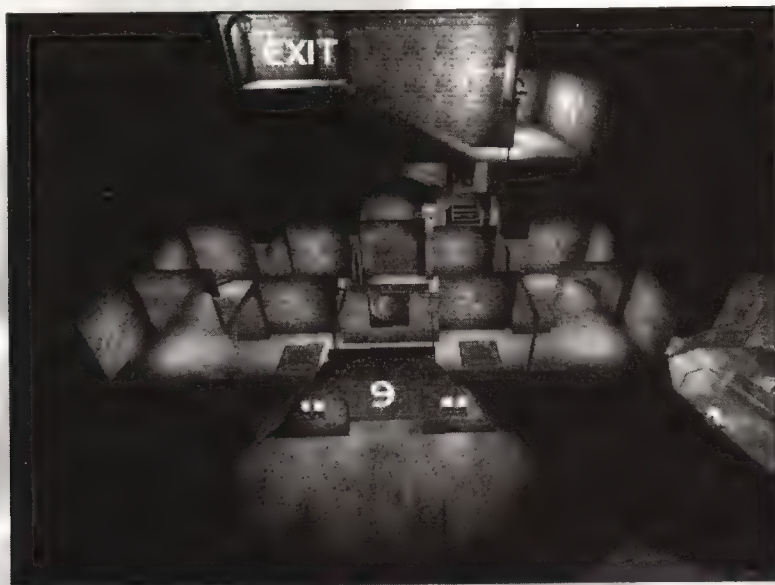


Get the Flak Shells on your right before taking on the two Krall on the bridge. Your Flak Cannon is a good choice, since two direct hits will down a Krall. Grab the Med-Kit near the dead Krall, and collect the Med-Kit and Tarydium Shards along the bridge. Enter the next **tunnel (8)** and kill the Krall inside. Continue up the shaft and cross the bridge that runs over the stream below.





Two Krall are guarding the door (9) ahead. Splatter them and enter the doorway. Go to your right and enter the next set of doors. Watch out for a Skaarj Berserker attack from behind—he spotted you through the windows next to the doors. Kill the Skaarj in the stairwell and collect the Tarydium Shards and Med-Kit in the crates before walking upstairs. There are Flak Shells and Auto-Mag Clips along the stairway that you should snag before entering the next door, which takes you to Na Pali Haven.



## Na Pali Haven

Na Pali is anything but a haven for the Nali now. Skaarj and Krall have taken over the village, and are using the Nali to mine Tarydium for them. Your task here is to make your way through the village and infiltrate the Skaarj Mountain base.

### SITUATION BRIEF

<b>Objectives:</b>	Locate and enter the entrance to the Skaarj Mountain Base
<b>Enemies:</b>	Krall, Nali Pupae, Skaarj
<b>Items:</b>	ASMD Cores, Auto-Mag Clips, Rifle Rounds, Scuba Gear, Flares
<b>Weapons:</b>	Auto-Mag, Minigun, Assault Rifle
<b>Secrets:</b>	None



Walk up the stairs ahead and once you're outside, walk behind the stairwell to find an Auto-Mag and Minigun. Don't shoot the Nali Priest ahead. Instead, turn the corner to your right and blast the Krall lurking there. Shoot the barrels to find some Tarydium Shards, and enter the **door on your right (1)**. The barrels just inside the door have Bandages inside. Get them, and **push the lever (2)** to **open the back door (3)** into the stables.

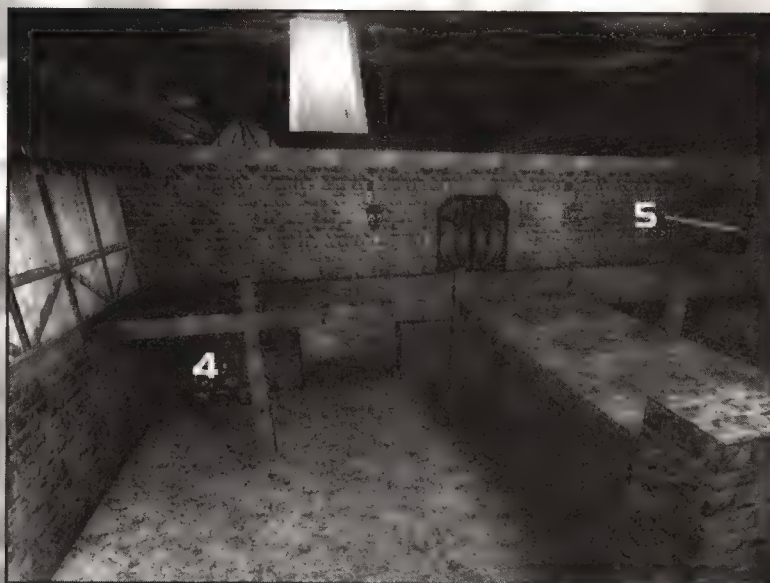


Ignore the Nali Priest and the cows in the stalls. Leave the stable for now by turning the wheel nearby, and explore the outside area behind the stables.

#### TIP.....

There are patches of Nali Healing Fruit growing outside, but beware of the Krall as well.

Shoot the barrels outside the open door (4) and kill the Krall inside. Get the ASMD Cores as well as the Auto-Mag Clips from the crates across the room, and enter the next room. Kill the Krall inside, and get the Flak Shells in the corner before climbing the stairs. Get the Rifle Rounds and ambush the Krall around the corner. Push the lever (5) to open the doors outside.



Go outside and climb the stairs. Krall will attack from the open doorway, so make quick work of them and enter. Follow the hallway, and enter the door ahead. This will take you to the landing over the stables. Walk around to the next door, and attack the Krall beyond. There are Auto-Mag Clips inside the pile of crates in the corner. Open the door (6) and push the

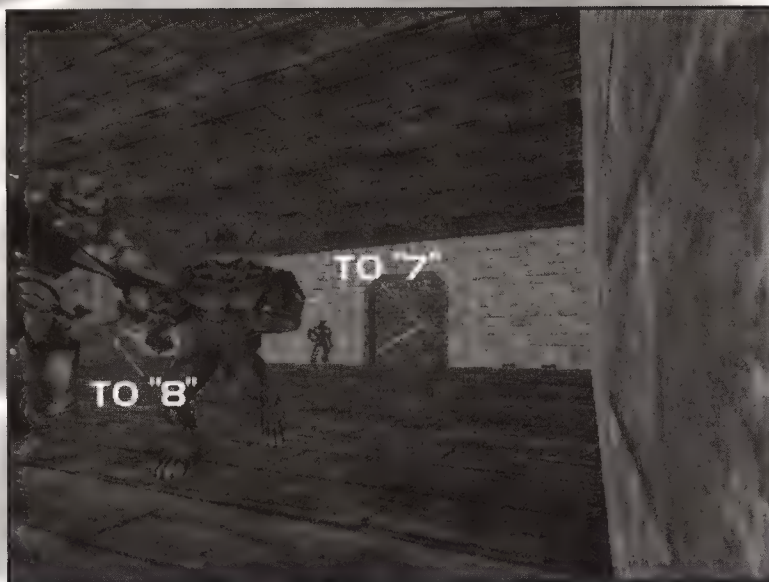




lever beside you to drop the suspended platform into the room below. Jump down after it and retrieve the Assault Rifle. As you try to leave the room, the door will slam shut and a Skaarj will attack. It will re-open once he's dead.

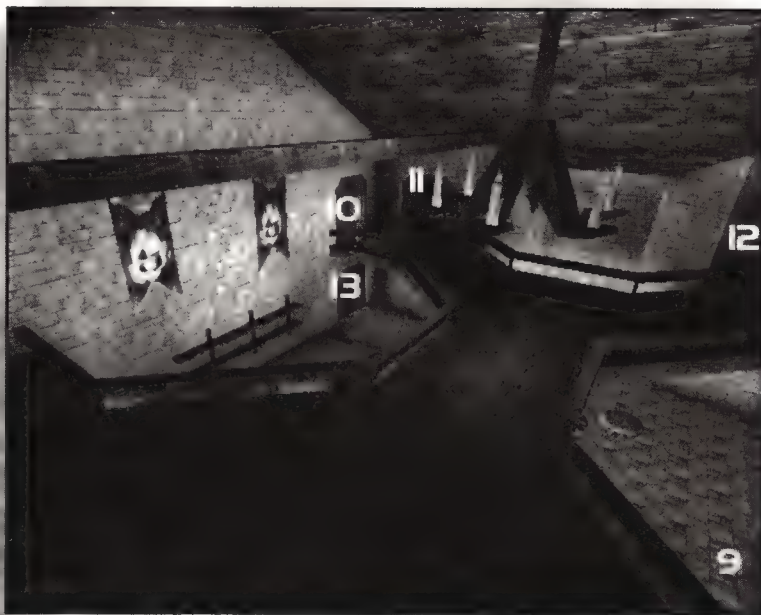
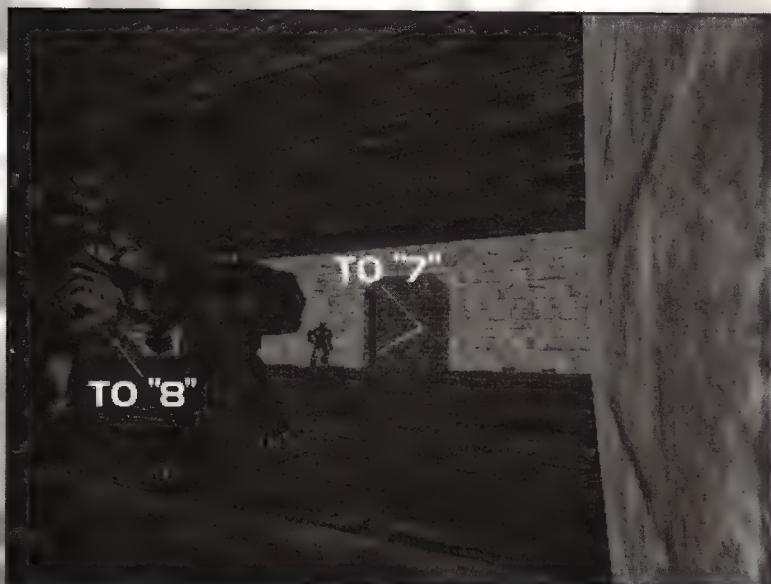


Step into the hallway and shoot the crack in the wall (7) to open a passage into another darkened room. Run across the room and climb onto the stairs and shoot the Pupae and Skaarj in the room below—Pupae don't climb stairs well, so you should be able to avoid their attacks this way. Climb the stairs and kill the Krall in the next room. Grab the ASMD Cores and the Auto-Mag Clips under the stairs, then walk upstairs.



Kill the Skaarj Officer up here, open the door (8) and kill the Skaarj beyond. Push the lever to open the main gates below. Exit to the main street, and follow the cobblestone walkway through the gates. You'll come to a four-way intersection, where two Krall will ambush you. Wipe them out, then explore the intersection.

There are Auto-Mag Clips in the barrels on your right. Follow the street around to your right, where several well-armed Skaarj Troopers are patrolling. Once they're dead, enter the pub door around the corner (9) and lob a few rockets at the Krall locked in conversation across the room.

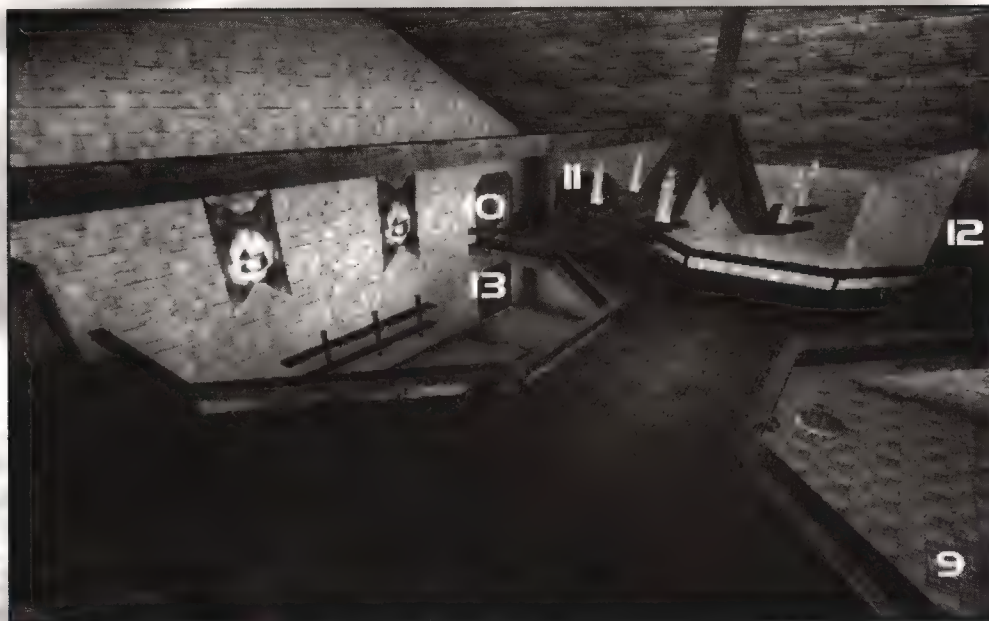




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Walk upstairs and kill the Skaarj in the next room, then walk out onto the walkway to reach the **first door on your left (10)**. Open it, and enter the door on your left, where you'll find a sleeping Skaarj and some Scuba Gear. Put him to sleep permanently, and cross the hall.

This room is unoccupied, except for the Nali Pupae inside the chest. Leave it alone and head for the next doorway (11). Kill the Skaarj in the next room and open the chest to score a Flare. Cross the landing to the final door (12) and push the lever inside.



On the lower level of the pub, enter the door (13) and kill the two Krall guards in the sloping hallway ahead. Open the doors below and cross the room to the first barrel on the opposite wall (14). Shoot it, then blast the wall behind it to reach a watery passage. Jump or swim across to the other side, killing any Devil



Fish or Tentacles you see, and then walk into the center area. Get the Flares inside the barrels here, and then climb the stairs to take on the Krall above.

Open the door (15) and walk around the building to the left. When you reach the front, you'll see that the doors (16) are open—step inside and push the lever to open the large sliding door (17) in back.





Shoot the barrels inside to get some Rifle Rounds, then open the next door and kill the Skaarj that attacks. **Push the console on the wall (18) to lower the lift.** Ride it upstairs and kill the Skaarj Trooper ahead. Get the **Razorblades** and enter the doorway on your left. Approach the console to **open the Mountain Base Underwater Entrance (19)**. Go back downstairs and dive in the water in front of the building. Swim through the entrance to the base under the waterfall.



## Mountain Fortress

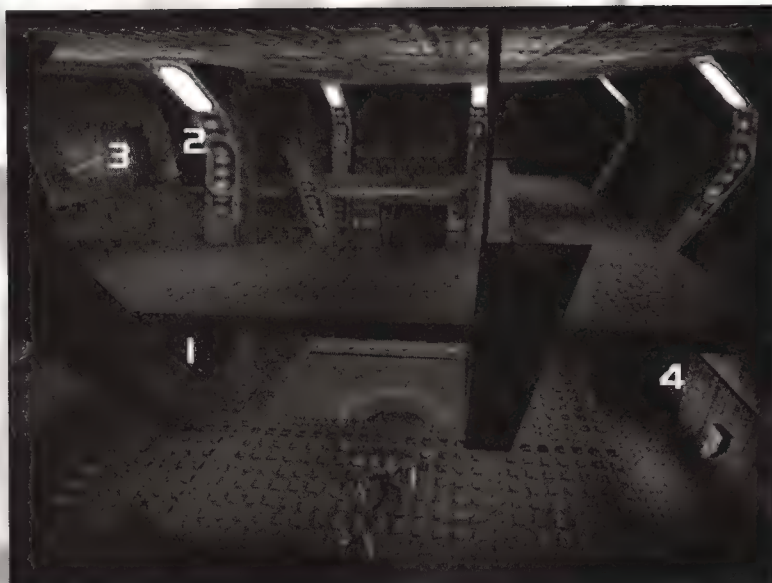
The Skaarj Mountain Base isn't heavily manned, but the forces it does have are among their best. Make your way through the Skaarj Troopers and Krall to the secret teleporter and the next phase of your adventure.

### SITUATION BRIEF

- Objectives:** Find the secret teleport chamber and exit the base.
- Enemies:** Skaarj, Krall
- Items:** ASMD Cores, Flak Shells, Tarydium Sludge, Med-Kits
- Weapons:** None
- Secrets:** None



Swim down the pipe and shoot the fans that are in your way. When you reach the end, jump out of the water and open fire on the Skaarj guarding the room. Once he's dead, collect the ASMD Cores and Flak Shells, then **open the door (1)**. Blast the Skaarj in your face, then grab the Tarydium Sludge and take the lift upstairs. Surprise the unsuspecting Skaarj Trooper and **enter the doors (2)** to gain access to the upper level.



Inside the chamber ahead is another Skaarj. Take him out, then **approach the computer console on your right (3)**. This will unlock the Main Bay Doors (4) below.

.....

Security Log: Outpost 3J Base Commander Ssja'Rath 10th Talon of Ssa'Rath. To maintain order and security we have been keeping a constant watch on the Nali in the town. Vigilance is the Guardian of Honor.

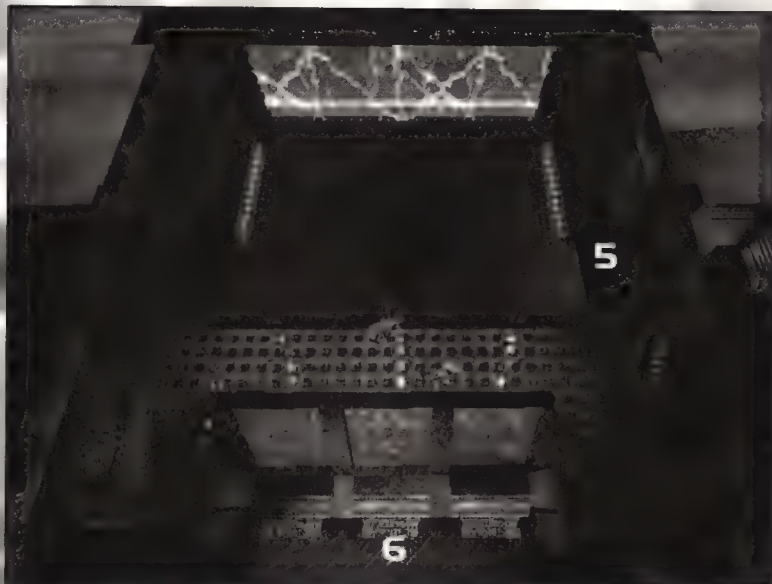
Jump down to the lower level and open the doors by pushing the control panel beside them. Push past the Skaarj Trooper into the room, then kill the Skaarj and push the other control panel to access the lift.

Open the right hangar bay door (5) by pushing the nearby control panel, and proceed into the hangar. A Skaarj Skimmer is hovering in midair, but don't get so preoccupied with it that you get blasted by the Skaarj Trooper behind you. Slaughter him and get the Eightballs in the corner crates.

Push the control panel in the corner to lower the lift so you can reach the hangar control room above. Enter the control room and kill the Skaarj on duty. The large readout says:

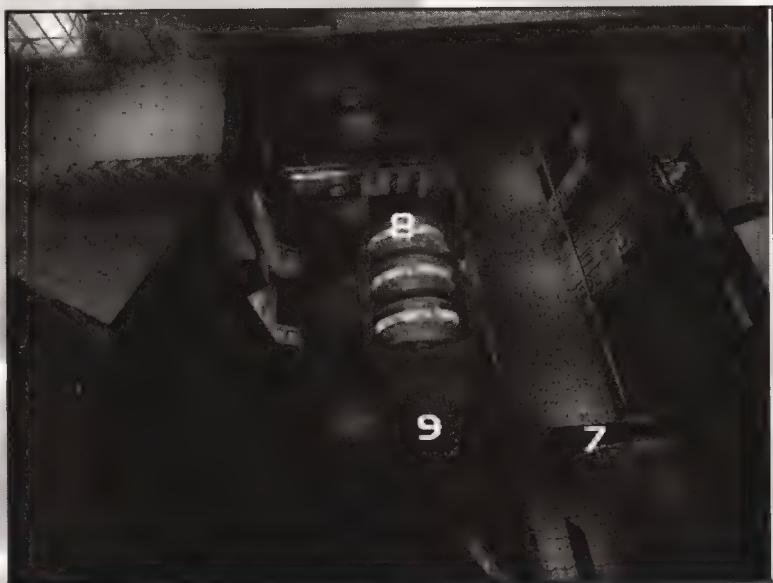
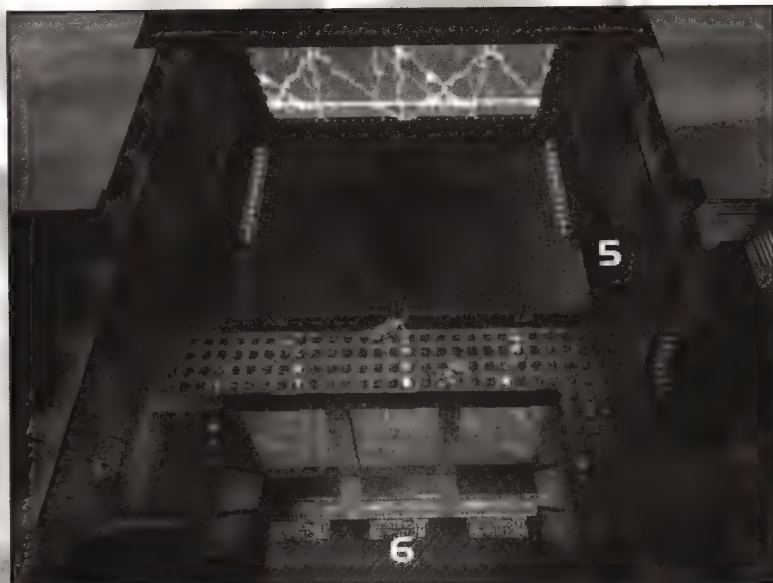
.....

Message Log 7: Mothership acknowledges request for resupply of Outpost 3J. Scout Skimmer 3J-1A authorized to return to the mothership to pick up cargo.

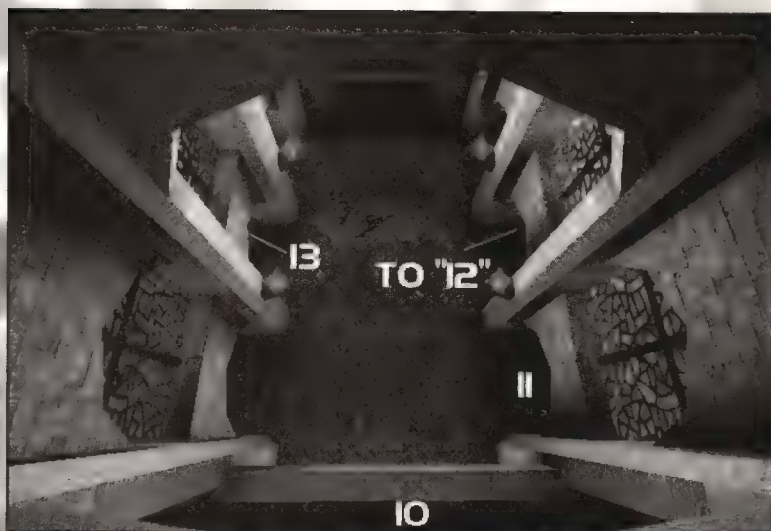




Approach the middle panel (6) to lower the force field in front of the Skimmer. Open the left hangar bay doors as well, by using the panel on the left. Return to the floor of the hangar and exit through the left hangar door. Follow the corridor until you reach the doors (7) that house the Rear Entrance Force Field controls. Once inside, kill the Skaarj guarding the controls, then approach the panel (8) to deactivate the force field. Open the doors (9) and follow the corridor that leads outside.



Enter the church (10) and sacrifice the two Skaarj inside near the altar. Open the door on your right (11) and walk up the stairs into the room at the top. Shoot the Krall inside; then authenticate yourself by approaching the console by the force field (12). Go back down to the sanctuary, and cross to the opposite door. Push the control panel (13) to access the church catacombs.



Check in the alcove\* behind the stairs once you reach the bottom, and you'll find some Flak Shells and Med-Kits. Click on your Flashlight if you have one, and enter the catacombs. Walk around to the back corridor, and enter the door (14).





Kill the Skaarj near the control panel across the room, and read the message it displays:

.....

Teleporter target coordinates set for surface transporter pad 13.  
Sentry personnel already dispatched to location to secure area  
against resistance. Area cleared for cargo transmission.

Push the smaller control panel (15)  
behind you, then jump (or ride the  
lift) down and enter the teleporter.



## Sleeping Giant

The valley that the Skaarj have chosen to stockpile supplies is a strange one. Your stay here will be short. Watch your step and things will work out fine.

### SITUATION BRIEF

<b>Objectives:</b>	Wake the Titan and enter Bluff Eversmoking.
<b>Enemies:</b>	Skaarj, Titan
<b>Items:</b>	Tarydium Shards, Dispersion Pistol Powerup
<b>Weapons:</b>	None
<b>Secrets:</b>	None

From the teleporter pad, search the nearby crates to find some Tarydium Shards. Kill the Skaarj on guard as well, then follow the valley. When you reach the bridge, turn around and you'll see a Titan sitting on a huge chair (1). Approach it, but don't worry—it's frozen in stasis of some sort. Once you take the Dispersion Pistol Powerup (2), however, he will awake. Kill him and then jump up onto his chair. This opens the door that leads to Bluff Eversmoking (3).

Wait for the bridge to rise up from below, then cross over and enter the doors (3) to leave the valley.





## Bluff Eversmoking

The monastery on Bluff Eversmoking is a major staging area for shipment of supplies deeper into the labyrinth of Skaarj territory. The monastery is a warren of passages, and not all of them will take you where you need to go. Follow the walkthrough carefully, and keep your weapons ready. There are plenty of Krall and Skaarj that want to keep you here permanently.

### SITUATION BRIEF

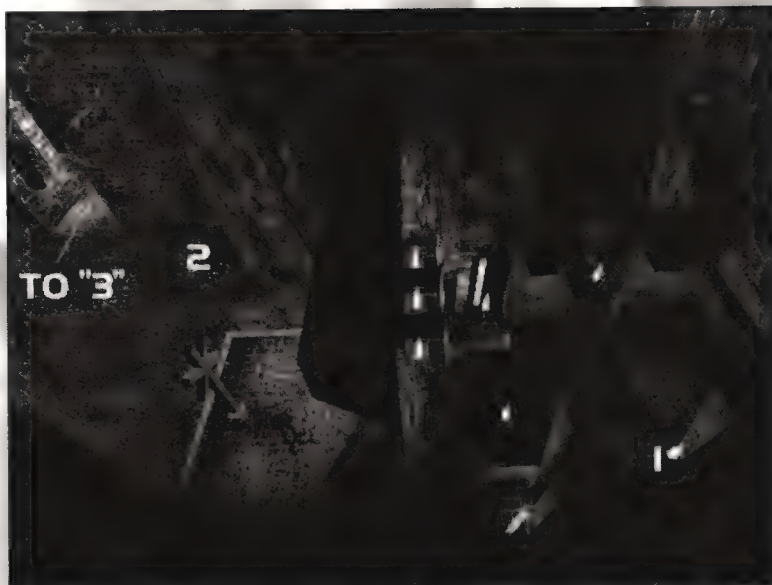
- Objectives:** Activate the Static Discharge nodes in the bell tower to activate the shipping car and use it to enter Dasa Mountain Pass.
- Enemies:** Skaarj, Krall
- Items:** Tarydium Shards, Tarydium Sludge, Invisibility powerup, Auto-Mag Clips, Eightballs, Razorblades, Shield Belt, ASMD Cores
- Weapons:** Stinger, Auto-Mag, ASMD, GES BioRifle, Razorjack, Minigun
- Secrets:** S1: Flak Cannon, Flak Shells; S2: secret room



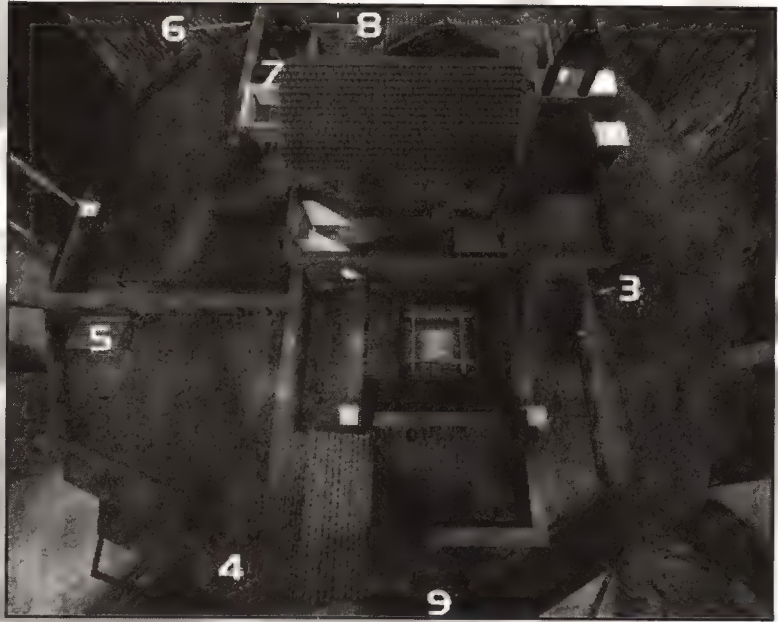
Near your entry position, there's a lever (1) that will open the doors ahead. It appears that the dead search party outside was looking for a captured human girl—Kira.

Follow the Nali Priest outside, and he'll lead you to a Stinger (2) and a series of levers that will eventually open the doors (2) ahead of you. The main monastery gates will not open, so enter the arch on your left (3). Two Krall will attack you—there's no way to avoid killing the Nali here, since they are between you and the Krall. Once the Krall (and unfortunately the Nali) are history, enter the next arches and do some more Krall cleanup.

There's a dead soldier and Auto-Mag (4) near the cliff edge, as well as a pen full of baby cows (5) in the back. Free them if you're so inclined. Keep going around the outside, and kill the Skaarj near the crucified Nali (7), then get the Razorblades from the barrels nearby. Turn back, and enter the graveyard. A stone monument (7) will push aside and the button beneath it will reveal a



lift in the grave (8) ahead. Ride it down to find a Flak Cannon and some Flak Shells (S1). Keep going down to reach the tombs and search them to find an ASMD, Stinger, Tarydium Shards, GES BioRifle, Tarydium Sludge, and an Invisibility powerup. Swim through the well and surface. Come up shooting—there are two Krall in this courtyard.



From the well above the tombs, walk left to the wooden landing over the cliff edge (9). Jump down to the ledge below and follow it to your right. The first passage on your right will lead you to some barrels with Auto-Mag Clips inside. Keep following the passage and attack the Krall on the landing to your left. Take the stairs down into the room below, and shoot the barrels on your right to find some Bullets.

There are two logbooks in the alcove across the room that shed some light on the relationship between Krall and Skaarj:

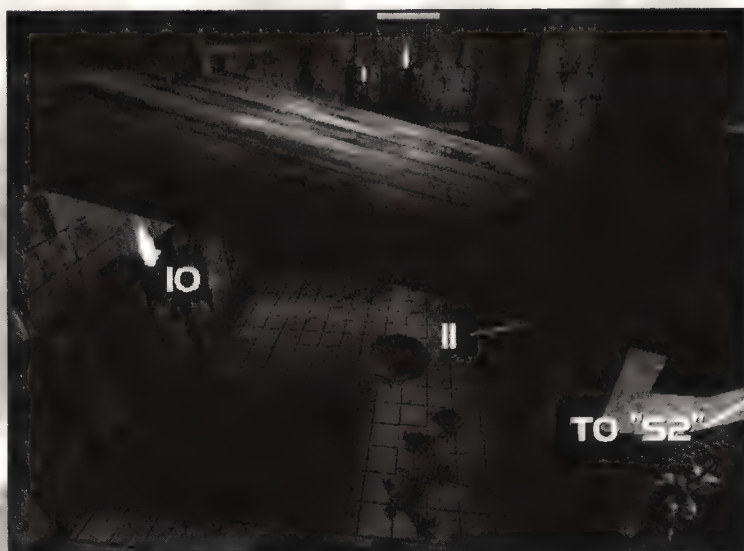


.....  
Shipping Log: Grorq of the Red Hand Tribe—I am really getting sick with the way the Skaarj are treating us. Constantly bossing us around and making us watch over their pathetic Nali slaves. My troops are getting sick of the situation.

.....  
Shipping Log: Grorq of the Red Hand Tribe—Coming the next full moon, we are expecting a large shipment of salvaged supplies from the human spacecraft. I need to make a few repairs to the electric rails around the bluff, but we should be ready by then.

Ignore the ramps and water for now, and follow the passageway to the prison cells (10). Several Krall will swarm up the stairs—back up and use the narrow passage to take them on one by one. Once they are dead, enter the cell area and push the lever (11) to open the cell doors. Check out the logbooks on the table, and you'll see that the human girl—Kira—was being held, but that she has escaped. In fact, on the upper tier of cells, you'll find the tunnel she used to get out.

Dive into the water beneath the stairwell, and swim through the small tunnel (12) to enter a secret room (S2). The diaries here show that the Nali hiding here helped Kira escape:

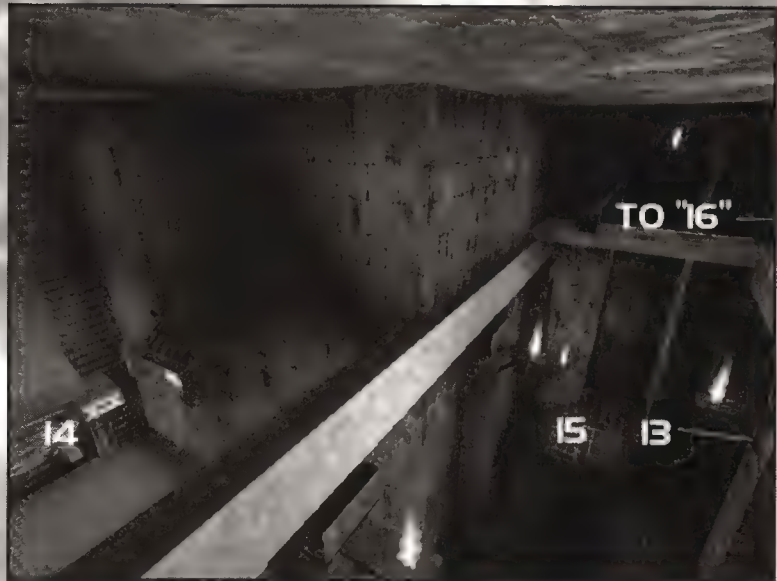


.....

The woman they captured is scheduled to be executed. I cannot let this happen! As foolish as it sounds, I will attempt to sneak her out of the prison cell through our secret caves. From there, she can escape to the bell tower until darkness.

Kruun's Personal Diary: I have to be careful how many times I sneak into the monastery through the tunnels. I've marked the square tunnel that leads to the inner monastery with a cross; the other leads to the prison where my brother is still being held.

Enter the water again, but this time swim through the tunnel at the bottom of the shaft. Swim up and you will come out in a small courtyard (13). Get the Razorjack, Eightballs, and Razorblades under the stairs in the next courtyard, then walk through the doorway near the stairs to reach the courtyard near the main gate.



TIP.....

If you want to open the main gate, take the lift in the Main Gate Guard Tower on your left up and push the lever inside to open the gate.

Kill the Skaarj Trooper across the courtyard, then enter the doorway to the left and take the stairs down. Jump across to the crossbeam ahead, then jump down behind the laser



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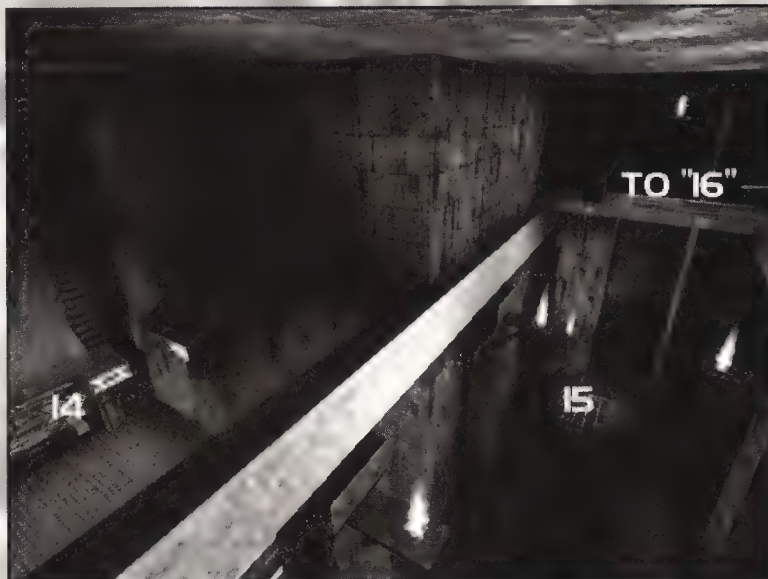
beams to reach the control panel (14). Approach it to deactivate the laser beams behind you.

.....  
Hydrolaser Control Station: Lasers on and operational.

You'll find another control panel behind the water-filled tubes in the next room that reads:

.....  
Skaarj Shipping Facility Power Management Station: Hydro-electric shipping car status—OFF. Reactivation requires static discharge nodes to be opened at top of bell tower.

Push the lever (15) and ride the lift back up. Now return to the stairway near (13) and climb the stairs. Jump down into the sanctuary and get the Shield Belt (16) near the mirrored wall. Exit the Sanctuary and go out the main gate. Turn right, and jump off the cliff into the water below.

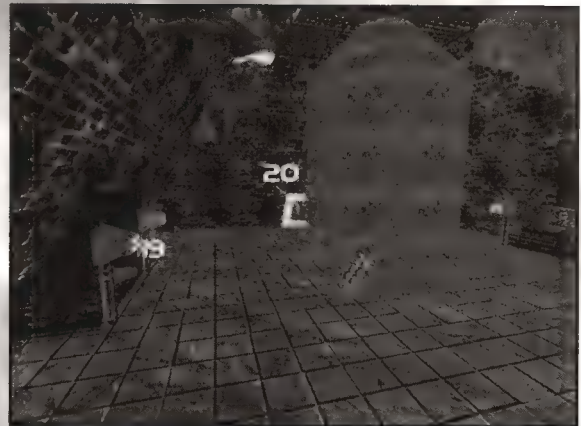
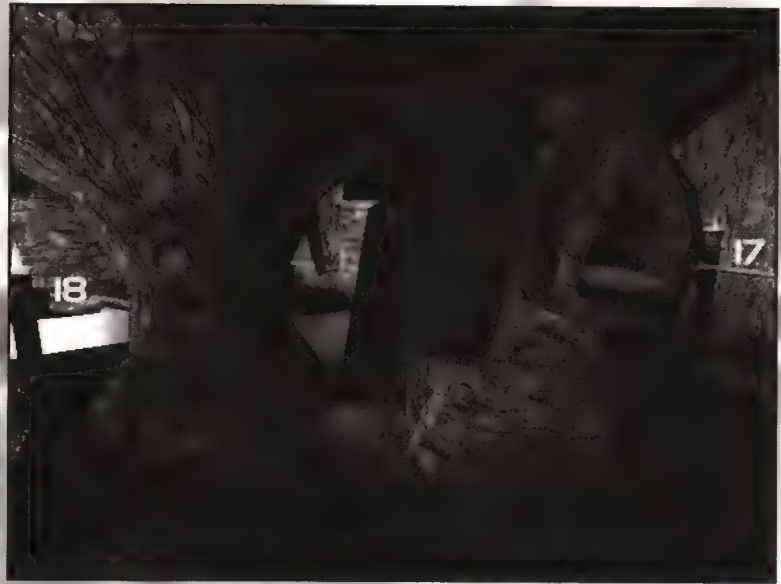


Climb out of the water onto the landing below (17) and kill the Behemoth guarding the Nali. Enter the tunnel on your left, and then swim around to the next landing (18) where three Krall are on patrol. Blast the Krall from the water if possible, then walk past the disabled electrodes

and step onto the round lift. Jump up to hit the lever, and the lift will drop.

Kill the Skaarj Gunner in the passage at the bottom of the lift, and follow the passage. Continue to kill any Skaarj that crosses your path and collect their weapons. At the end of the passage is a spiral staircase. Collect the Tarydium Shards and ASMD Cores behind the stairwell, then walk upstairs. Approach the control panel on your left (19) to deactivate the magnetic locks on the bell tower. Enter the small square tunnel (20) and ride the lift up to reach the tower.

Enter the tower door (21) above you and push the lever inside to activate the lift. At the top of the tower, you'll find the unfortunate Kira and the Minigun she was carrying.



.....  
 Science Officer Kira Argmanov: Separated from my crewmates from ISV-Kran, I've only been able to stay alive by holding up in this bell tower. A native Nali helped me escape the prison cell the Skaarj put me in. Hopefully the Skaarj won't find me here.

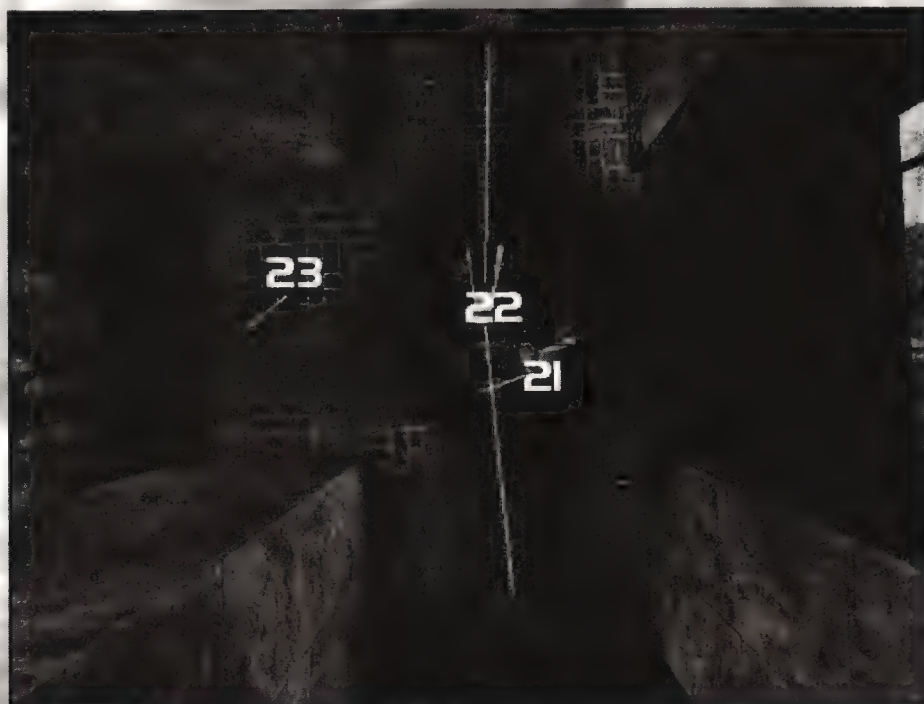


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Pull the switches (22) on either side of the lift to get the Static Discharge Nodes working.

.....  
Static Discharge Successful – Hyrdo-electric shipping car now fully operational.

Push the lever (23) to ride the lift back down. Jump off on the ledge just above ground level to reach the shipping car. Ride the car to its destination, and ride the lift inside to leave the monastery.



## Dasa Mountain Pass

To reach the stronghold of Dasa, you first need to get past the security forces on guard. Gain ground slowly, and you'll make it inside in one piece.

### SITUATION BRIEF

- Objectives:** Make it through the pass and enter the cellars.
- Enemies:** Skaarj, Krall, Behemoth
- Items:** Shield Belt, Flare, Auto-Mag Clips, Nali Healing Fruit, Tarydium Shards, Tarydium Sludge
- Weapons:** Eightball Gun, Auto-Mag, GES BioRifle
- Secrets:** S1: Shield Belt



Open the doors (1) ahead, and slide to your left to take out the Skaarj Gunner behind the shipping crates. Grab his Eightball Gun and hug the left wall to find a secret (S1)—an open crate with a Shield Belt inside. Another Gunner lurks at the end of the crate row, so watch yourself as you approach the doors. Slide left at the doors, and push the lever (2) to open the doors.



On your right just inside the doorway is a dead soldier with an Auto-Mag and Flare nearby. Collect them, then follow the path ahead. A Krall will come out of the shadows ahead—let him have it, then get the Auto-Mag Clips that were in the barrels near him. Around the corner is another Krall guarding the drawbridge (3). Take him out, then toss a few rockets across the chasm to clear out the Krall over there before you lower the bridge. Push the lever to lower the bridge and cross over. Walk along the cliff wall to get the Auto-Mag Clips inside the barrels, and the Nali Healing Fruit as well. Next, carefully walk onto the wooden beam

that slopes down into the chasm. Jump to the ledge (4) below and kill the two Krall inside the tunnel ahead.

When you reach the watery chamber, dive under near the wooden post and you'll find a Devil Fish-infested passage (5) that leads to a small chamber.

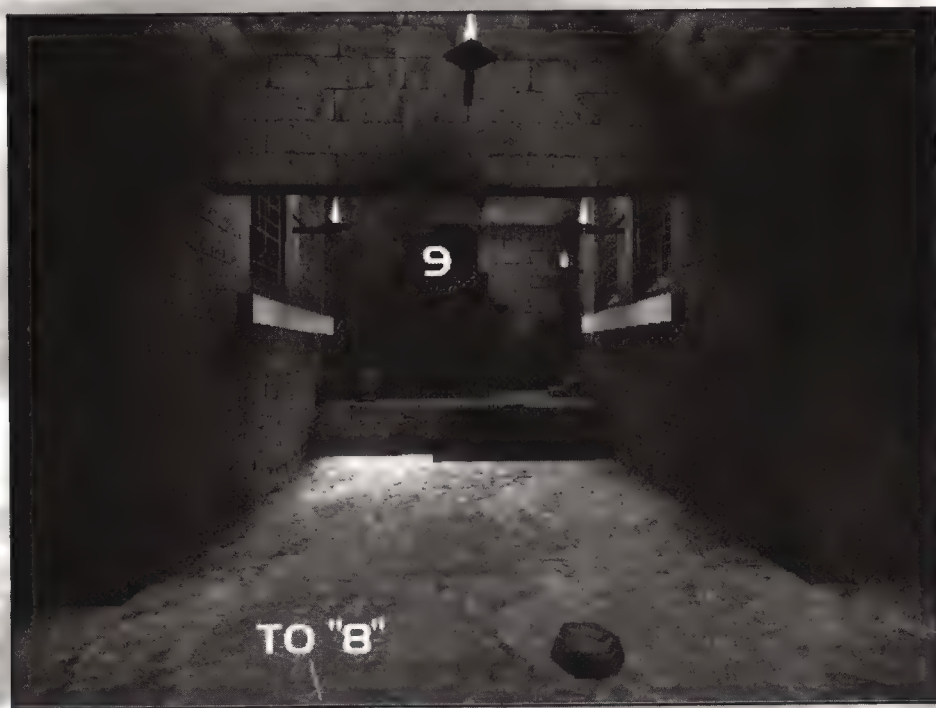
Push the lever (6) to call the lift down. Start shooting as soon as you see the lift—two Krall are on it. Take the lift up and throw the lever (7) to open the main gates below. Jump down quickly and enter through the gates, where two more Krall will ambush you. Once they are gone, enter the passage on your left to find some Tarydium Shards, Auto-Mag Clips, and a lever (8) that will open the next set of doors.

Get the Tarydium Sludge and GES BioRifle in the crates near the tower ahead once you've killed the Behemoth waiting for you. Open the next





door and fight the Skaarj in the watery chamber. There are also two Krall on the ledges high on your left and right. Avoid them—no need to have a shootout in the dark—and climb the stairs to the landing ahead (9). Get the Tarydium Sludge from the barrel on the landing, then continue upstairs and open the door at the top to enter the cellars.



## Cellars at Dasa Pass

The Cellars of Dasa are crawling with Krall, Skaarj, and Brutes. The complex maze of hallways, levers, and secret passages is enough to confuse anyone. Keep a close eye on your weapons and ammo here, and keep your health up—nearly every room involves heavy combat with multiple opponents.

### SITUATION BRIEF

**Objectives:** Find the entrance to the Nali Castle.

**Enemies:** Krall, Skaarj, Lesser Brutes, Behemoths, Devil Fish, Tentacles

**Items:** Auto-Mag Clips, Tarydium Sludge, Rifle Rounds, Flak Shells, ASMD Cores, Assault Vest, Eightballs, Tarydium Shards, Super Health Pack, Razorblades, Nali Healing Fruit, Med-Kits

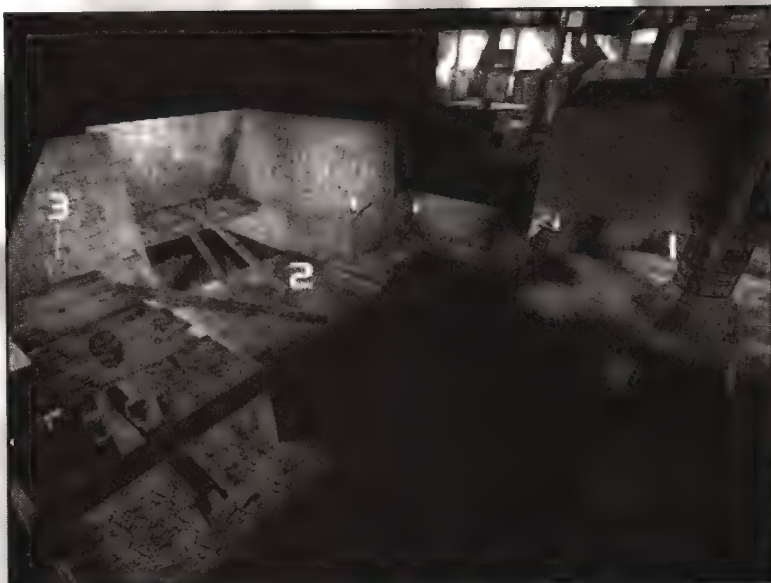
**Weapons:** Flak Cannon

**Secrets:** **S1:** Secret door; **S2:** Stinger and Tarydium Sludge; **S3:** Invisibility powerup



The round room you are in has a Tentacle hanging from the ceiling. Knock it down, and avoid the fire from the two Krall beyond the barred hallway (1).

If you can manage to kill them from here, it will make things easier for you later. Enter the open hallway and you'll come to a watery chamber (2) with three Krall standing guard. Use the hallway to take them on singly, then enter the chamber.



Climb the beams and shoot all the barrels to find some Auto-Mag Clips, Tarydium Sludge, and Rifle Rounds. Push the lever (3) to raise the bars in the other room, then shoot the barrels in the water. There are plenty of Devil Fish below, so be prepared as you dive in to retrieve some Flak Shells and ASMD Cores on the bottom. Return to the other room and enter the newly opened passage.

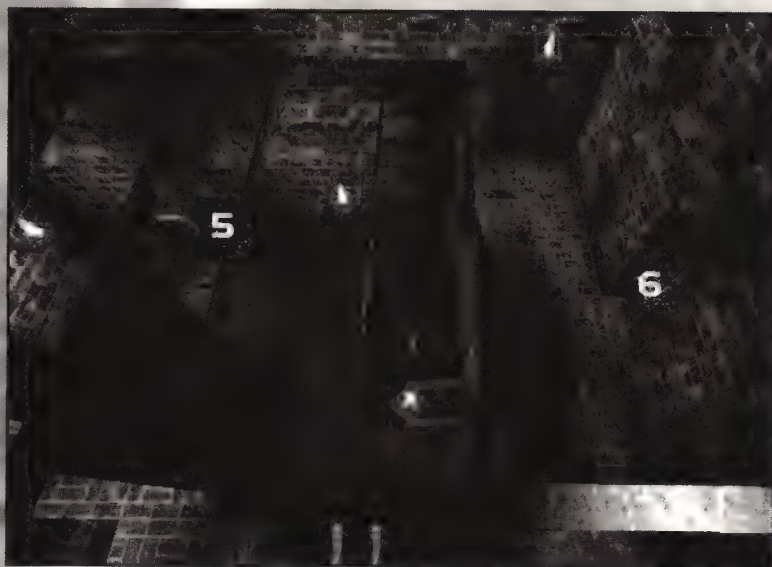
Use your Eightball Gun to lob some grenades up onto the landing on your left to kill the Lesser Brute waiting to ambush you. Walk toward the alcove on

your right and a lift will lower. At the top, two more Krall are stationed near the capstan (4) that opens the main doors. You might need to go up and down the lift a few times to finish them off, but once they're gone, break open the containers upstairs to get some Rifle Rounds, Assault Vest, and Eightballs.



Turn the capstan to open the main doors below. They won't stay open long—quickly get down there and through them before they close.

Turn left once inside and follow the hallway around to the left. Walk up the sloped support along the right-hand wall and get the Auto-Mag Clips on the balcony on which the Lesser Brute was standing. Jump down and walk up the stairs on the right to reach a landing with a Razorjack on it. Below the landing, there's a chamber with a Krall inside. Kill it, get the Flak Shells from the barrels inside, then push the lever (5) to

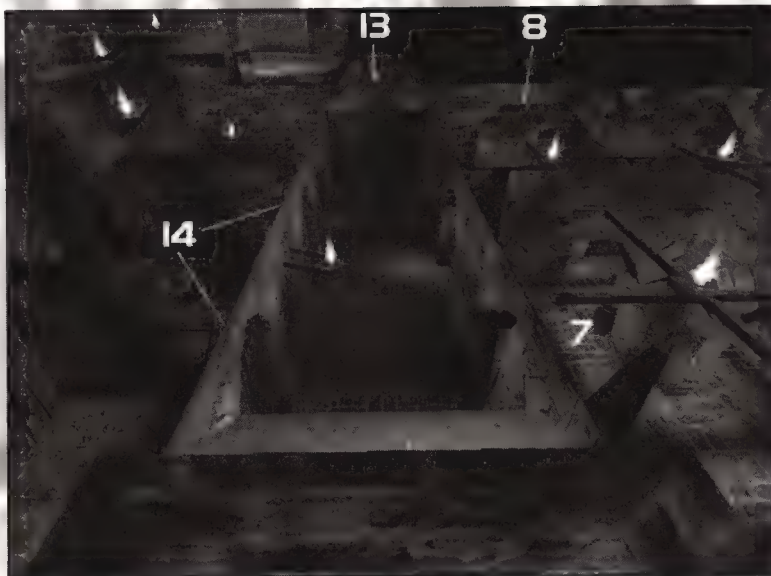




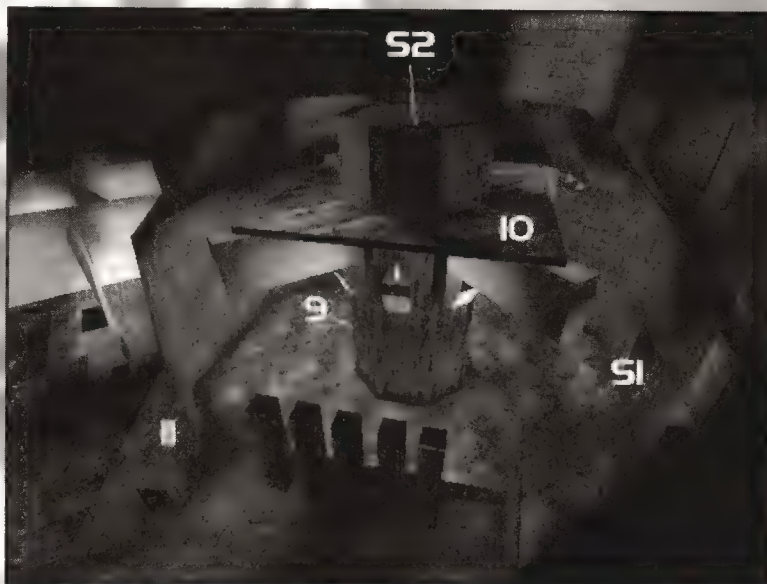
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open the inner doors. This also opens another passage (6) that will allow you to get inside even if the inner doors close.

Enter the inner castle. The open room on your right (7) is unoccupied, but there are Auto-Mag Clips and Tarydium Shards in the containers inside. Turn right as you leave this room and take on the two Skaarj—one of whom is playing dead—around the corner. Collect the Eightballs (8) in the crates on your right, then head down the corridor and up the stairs at the end. The chamber at the top of the stairs is anything but empty—it's a trap. There's a Titan inside, and as soon as you enter, the exit will be barred. There's hope, though. Krall will start swarming into the room from the opening in the wall, and they will fight the Titan! So much for teamwork, huh? However, they will attack you as their first choice, so don't get too comfortable.



**Push the loose block (9)** on the back side of the central pillar to open a **secret door (S1)**. You can leave the room and hide out up the stairs inside—the only catch is that there's a Skaarj up there you'll have to kill, which is a very fair trade, if you ask me. Your best bet is to run up the stairs, kill the Skaarj, and walk out onto the **platform (10)** over the room below. You can lob grenades down on the Titan, and all he can do is slam you into the air, which won't hurt you. In fact, you want him to toss you high enough so that you can fall into the cistern in the center of the platform. Taunt him with rockets until he tosses you into it. Swim down inside, and get the **Stinger and Tarydium Sludge** below (**S2**). Swim back out and help the Krall finish off the Titan. Once the Titan dies, do NOT go back into the room below. You have to make a tricky jump to get out of here.

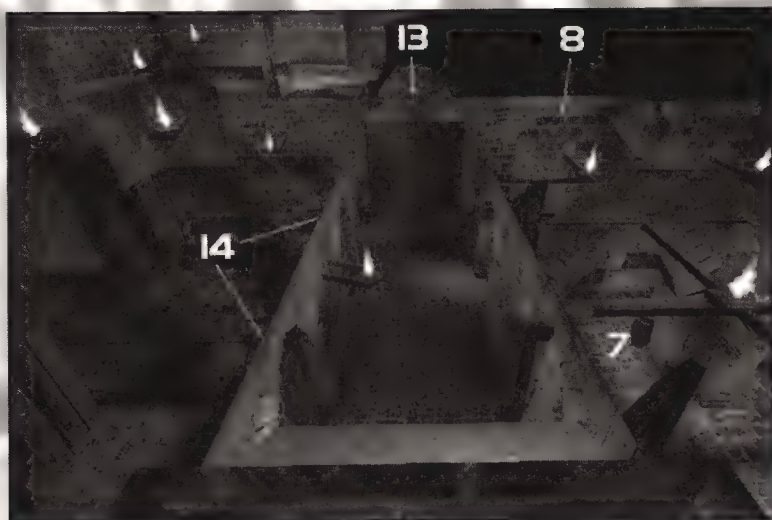


The small landing above the barred door is your target. To make the jump, you need to line up with it and start your jump in mid-platform. Otherwise, the



sloped ceiling will knock you down to play with the Krall below. Once you make the jump, push the button (11) to open the gate below and escape the chamber.

A new hallway is now open on your left and a Skaarj is waiting for you in the shadows. Get past him and push the lever (13). Turn around and enter either door (14) on your right and climb the stairs. Fight off the Krall and Skaarj upstairs, and get the Eightballs from the ledge (15). The levers and weights at the other end of the chamber serve to lower a lift near the ledge with the Eightballs on it. Ride the lift up, and kill the Skaarj lurking above. Walk along the ledge in this upper chamber, and push the button (16) before jumping onto the platform below to get the Super Health Pack. There's a secret panel underwater (S3) with an Invisibility powerup inside. Get it and fight off the Devil Fish to reach the lever on the bottom of the pool. It opens the doors out of this area, so swim up and exit through either door.



Go back downstairs and enter the room (7) across from the stairs, where you'll see that the bars over the opening inside are now gone. Walk into the new area and empty the barrels of their Tarydium Shards before taking the stairs (17) down.

When you reach the bottom, bars will block the stairs behind you and Krall will attack from the darkened room. Run to your left and enter the alcove (18) to ride the lift inside up. Kill the Skaarj that drops in on you, then walk along the landing ahead to reach the lever (19) and open the bars blocking the room. Collect the Flak Cannon and Super Health Pack atop the crates below as you exit. Hurry—a horde of Krall will start pouring out of the woodwork. Head for the pool (20) and dive in. Kill any Devil Fish you see, and swim through the gap in the bars toward the underwater shaft (21) with no grate on it. Get some air, and follow the shaft to a small chamber (22) with Tentacles hanging from the ceiling.

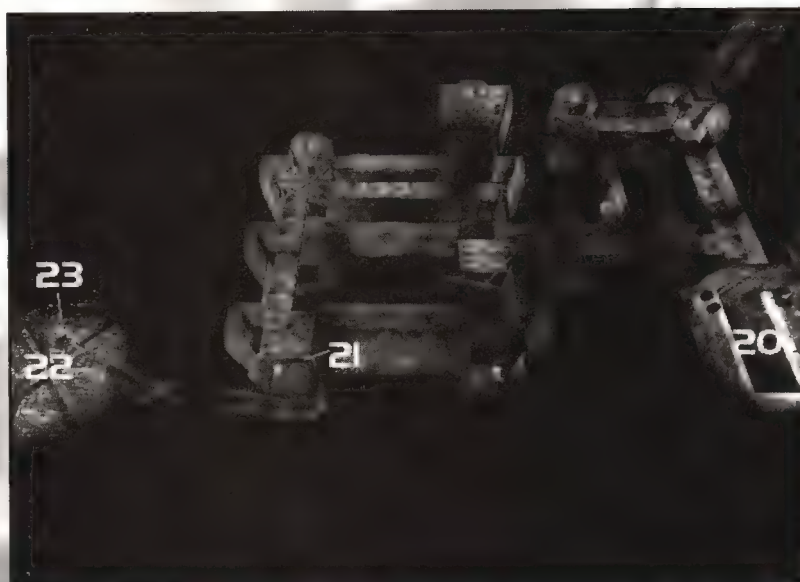




Kill the Tentacles and get the Assault Vest, Flak Shells, and Super Health Pack here, then push the lever (23). Swim back up and through the bars into the area outside (17). Go into the hallway, and leave this part of the castle through the passage (6) and turn left. The gate is now open,

giving you access to the rest of the castle, so enter and look right to avoid a Behemoth attack.

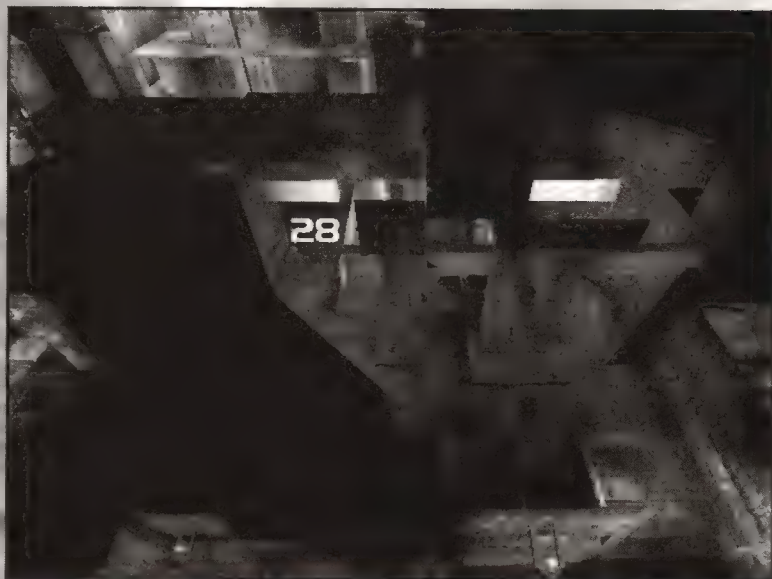
Grab the Flak Shells on your left and the Razorblades in the barrels behind the fallen support ahead. Walk down the stairs and push the lever (24) to open the doors across the hall. Inside, a horde of Krall and a Behemoth are waiting for you. Lure them into the hallway, and use the narrower space to whittle them down. If you can make them follow you far enough, you may be able to run back into the room and push the lever (25) to shut them in the hallway. However you choose to do it,





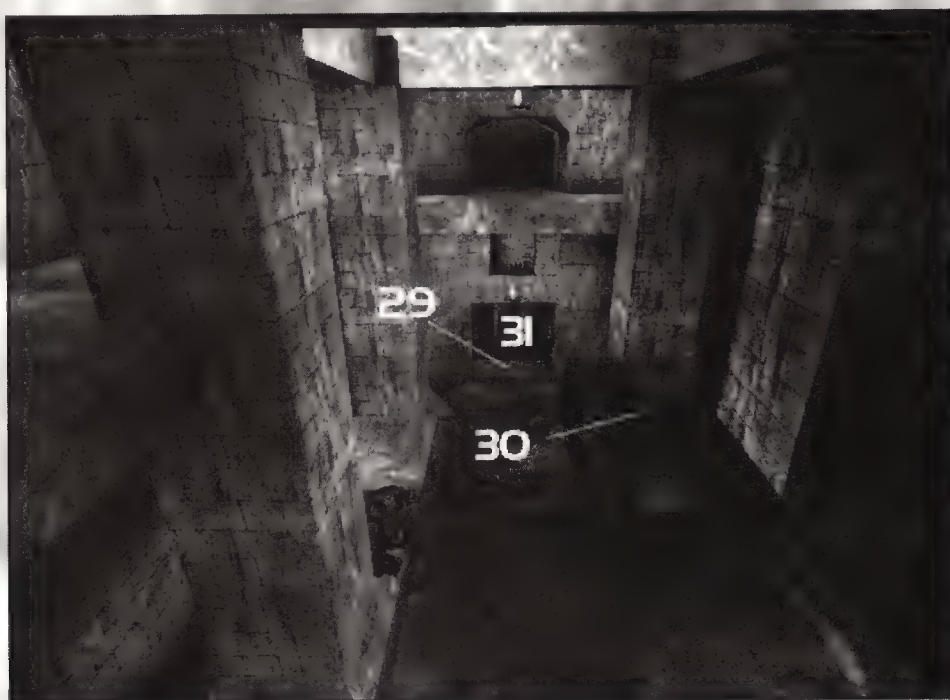
clear the room and turn the wheel (26) to lower twin lifts to the upper level. Upstairs you'll find a stairway behind one of the lifts (27) that leads to a roomful of crucified Nali with Nali Healing Fruit beneath them.

Head the other way from the lift and you'll find some Eightballs and a passage that leads to a room with a Krall inside. Looks can be deceiving—there's more than one Krall here. Once you've killed this Krall, they will continue to drop from the ceiling one-by-one. Remember that Krall perform very well as a team, so you don't want to face more than one of them in this room. Stay on top of them by listening for their fall and charging with Stinger, Minigun, or Flak Cannon blazing. When they are all dead, the gate (28) will open.



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In the next area, take on the Behemoth and Lesser Brutes and **push the lever (29)** to bring a lift down. Ride it up and get the Tarydium Sludge, Eightballs, and Med-Kits, then **push the lever (30)**. This will open the **panel (31)** behind the lift. Follow the passage behind it and enter the Nali Castle.



## Nali Castle Canyon

Most of Nali Castle Canyon is composed of the river that leads to it. This area should be a welcome change from Dasa. Board the boat and ride it to your destination—Nali Castle.

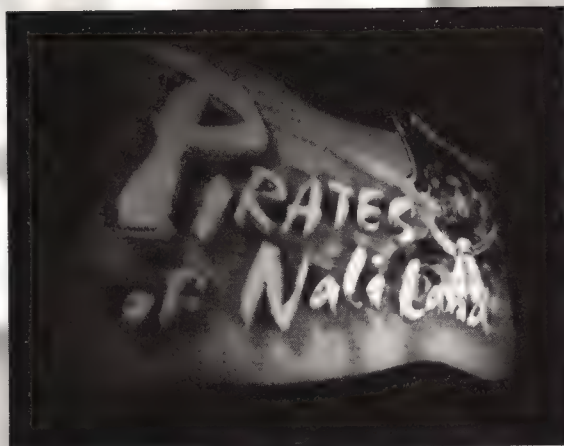
### SITUATION BRIEF

- Objectives:** Follow the canyon to Nali Castle.
- Enemies:** Devil Fish, Skaarj
- Items:** Eightballs, Nali Healing Fruit
- Weapons:** Eightball Gun, Flak Cannon
- Secrets:** None

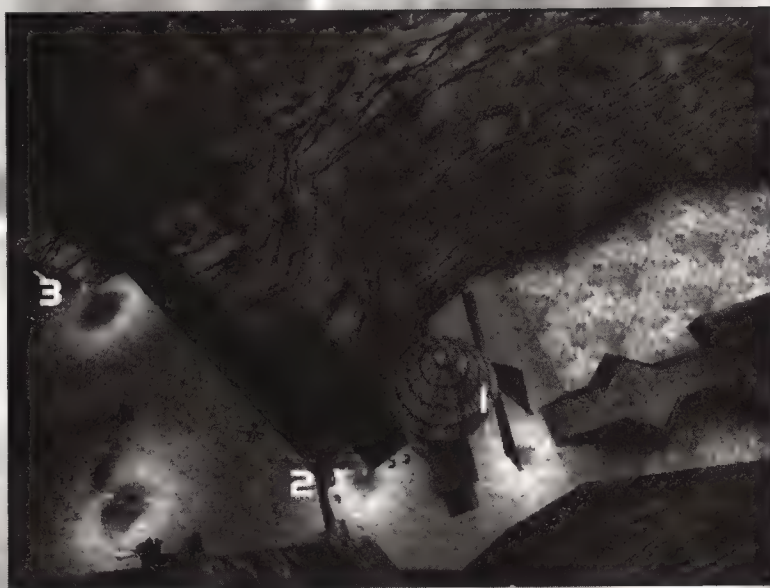


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Ready for a boat ride? From the entryway, walk outside and get in the boat. Relax and enjoy the ride. Keep an eye out for jumping Devil Fish—one might get lucky and flop into the boat. Along the way, train your flashlight on the dark cavern wall on your left to see one of the game's Easter Eggs—a Pirates of Nali Land sign.



When the boat docks, ignore the Nali ghost roaming the shoreline—he'll only lead you to his tombstone up the hill. Enter the windmill (1). Walk downstairs and get the Eightball Gun and Eightballs near the splattered soldier, and continue down another level and blast the Skaarj Gunner below, take his Eightball Gun,



and shoot the chest to find a Flak Cannon. Go back outside and continue past the windmill. Use Flares or a Flashlight to find your way up the hill. There are some Eightballs and Nali Healing Fruit on your left. A Skaarj is lurking just past the small fence ahead—kill him and continue through the archway (2) ahead to enter Nali Castle.

## Nali Castle

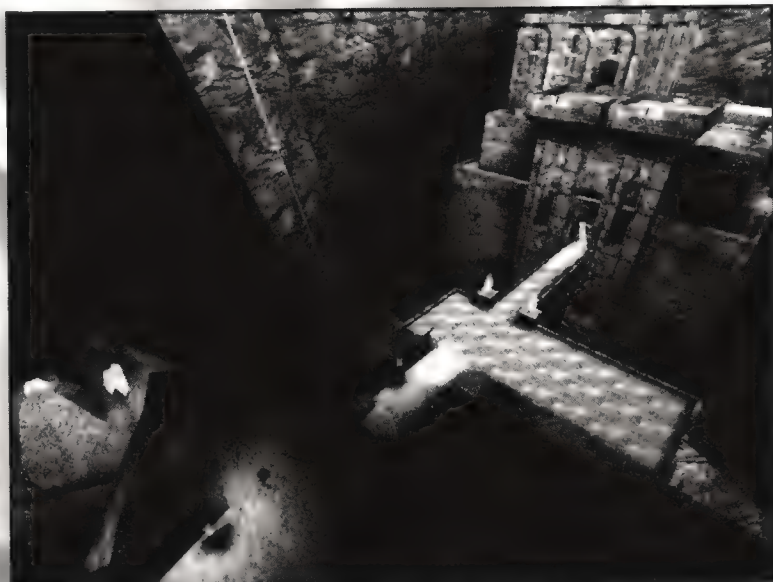
The Nali Castle is a stunning piece of architecture, but you're not here to admire the view. Inside, you've got to find the way to the tower and take on a new enemy—a Giant Gasbag—in order to reach the dungeons and confront the toughest creature yet—the Warlord.

### SITUATION BRIEF

- Objectives:** Infiltrate the tower, then go through the dungeon to meet the Warlord.
- Enemies:** Gasbag, Krall, Skaarj, Giant Gasbag
- Items:** Flashlight, ASMD Core, Super Health Pack, Assault Armor, Eightballs, Flak Shells, Med-Kits, Rifle Rounds, Energy Amplifier, Tarydium Sludge, Flares
- Weapons:** Assault Rifle, GES BioRifle
- Secrets:** (S1) Super Health Pack



You don't have time to look around here. Run up the hill ahead and hug the right-hand wall. As you approach the castle gate (1), a Krall will be running toward the castle ahead of you. Let him go, but stay close. You can pass him if you like, just be sure he doesn't get inside and slam the gate leaving you outside. Once you make it in, kill him and enter the open door on the left (2).



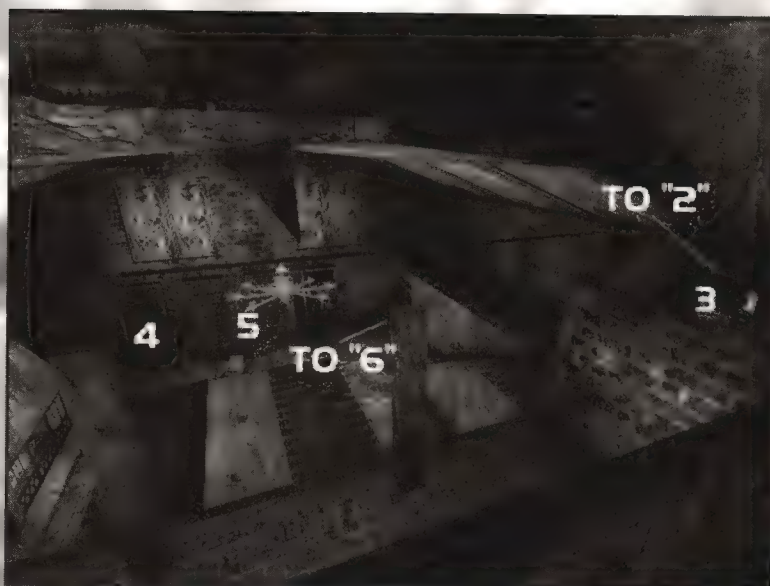
### TIP.....

If you're careful, you can score an ASMD before entering the castle. Hug the left-hand wall and make sure the Krall doesn't see you. Dive into the water ahead, and swim to the rock to grab the ASMD on top of it. Shoot down the Gasbag above, then head for the castle.



Two Krall are guarding the main entry hall, but if you hug the left wall, you can duck through an opening (3) to avoid them and enter the Great Hall. Below in the blue-carpeted hall, open the chests against one wall to find a Flashlight and ASMD Core. There are four bookcases

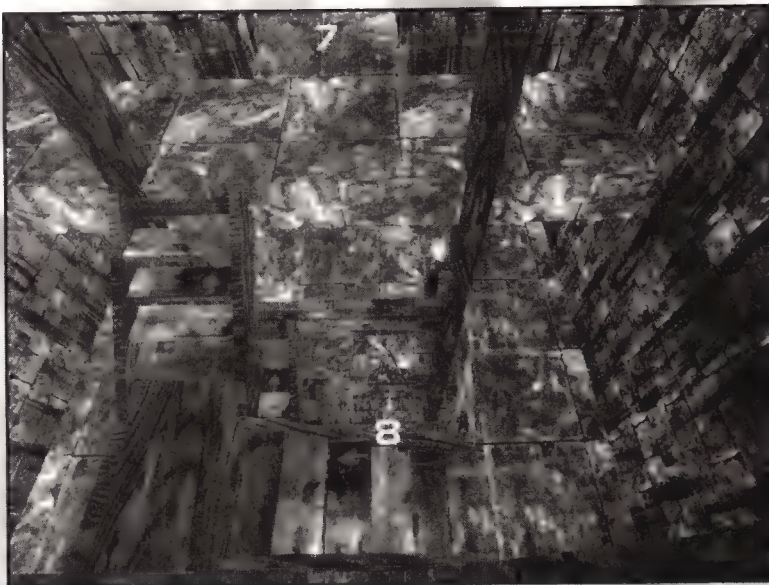
along the wall to the right of the fireplace. In the one nearest to the fireplace (4), there's a blue book protruding. Push it, and the center two bookcases (5) will revolve. Behind the bookcases is a Super Health Pack, but two Krall will spill out as the case revolves. Take care of the Krall and get the Super Health Pack, then take the hallway to the right of the bookcases. Turn left again, and make your way into the Chapel (6). Read the book on the podium:



.....

The path to be followed is long and harrowing, but the strong of heart and purpose will prevail against the challenges.

Fight off the Skaarj Gunner and Gasbag that attack you here, and leave the Chapel. Turn left, and hug the left wall—don't go downstairs yet. Once outside, take the downward-sloping passage (7) and take the stairs down to take on a Krall below. Once you reach the bottom, open the door (8) and take the lift ahead up to the chamber above.



.....

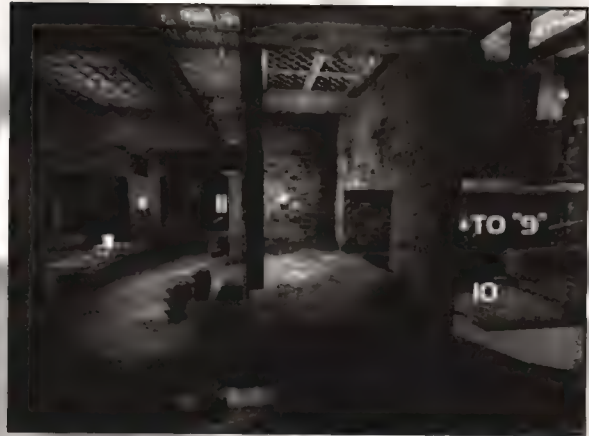
Only the warrior who demonstrates his bravery by defeating the five-eyed demon in the tower shall be granted passage to the dungeon.

The dungeon is your way out, so you need to find the way into the tower. The rooms above the lift have sleeping Skaarj inside, so dispatch them and take the Assault Armor you find. Ride the next lift (9) up, and turn left. Open the chests to get Eightballs and Flak Shells. Go up the stairs and you'll find yourself back on the landing near the Chapel.





Cross the double stairwell (10)—get the Med-Kits and Flak Shells in between the stairs—and turn right through the entrance ahead. Grab the stash of Eightballs, and the Med-Kit and Energy Amplifier (11). There are more Eightballs upstairs on the ledge overlooking the Great Hall. Get them, then return to the main entry hall. Walk up the ramp in the entry hall and turn left at the top. Follow the corridor and read the sign on the wall:



.....

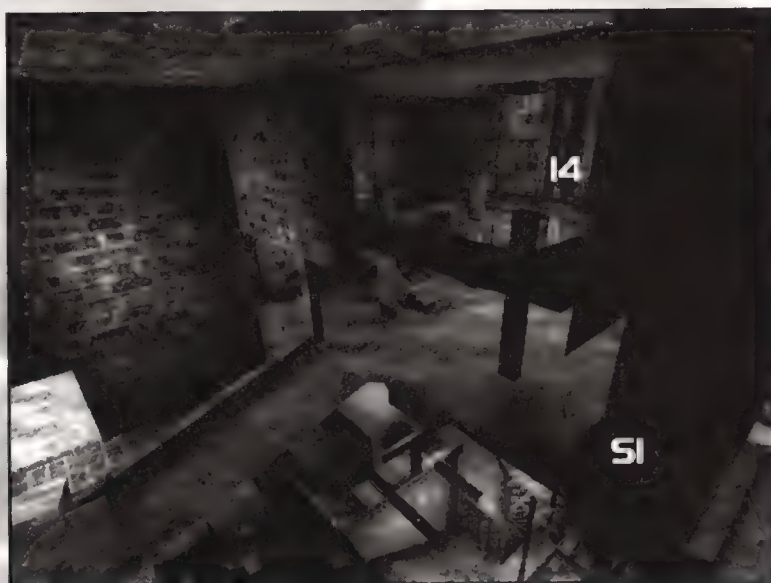
Only the enlightened one who has read the Book of the Good Lore in the chapel shall be granted passage to the tower through these divine gates.

Since you've been to the chapel, the gates are open. Search the bedrooms in the hall above to find an Assault Rifle, Rifle Rounds, Eightballs, and a GES BioRifle. Step onto the balcony to find the bell tower (12) and the Assault Vest inside. Now, return to the bedroom hallway and enter the inner courtyard door (13). Blast the Behemoth inside and get the Flak Shells near the wall on your right.





Walk up the ramp and enter the tower. Lure the Skaarj Gunner outside before he shoots the Nali who has come to help you. Once he's history, get the Eightballs, Tarydium Sludge, and Flares under the ramp, then follow the Nali to a secret area (S1) with a Super Health Pack inside. Climb the stairs until you can ride the lift (14) up. Walk up the stone staircase, killing any Skaarj that get in your way.



At the top, ride the short lift up and enter the chamber to fight the Giant Gasbag inside. If you haven't used your Energy Amplifier, it works as well as anything. Four direct hits with it active, and your Dispersion Pistol will deflate it.



Now head for the entry doors to the dungeon (15) and enter. Take on the Skaarj below, then open the door to reach the prison cells. Release the prisoners by pushing the lever (16). In the chamber at the center of the dungeon, an unfortunate Nali is strapped in the guillotine. Kill his Skaarj captor and the Skaarj Gunner nearby, and enter either passage (17) to confront the Warlord—the winged beast you saw long ago in Nyleve's Falls.





## Nali Castle—Warlord

It's showdown time. The Warlord you saw in Nyleve's Falls is waiting for you, and this time you've got to go through him to continue. Ready your weapons—you'll need most of them to finish him off and continue to Dcrater.

### SITUATION BRIEF

**Objectives:** Kill the Warlord.

**Enemies:** Warlord

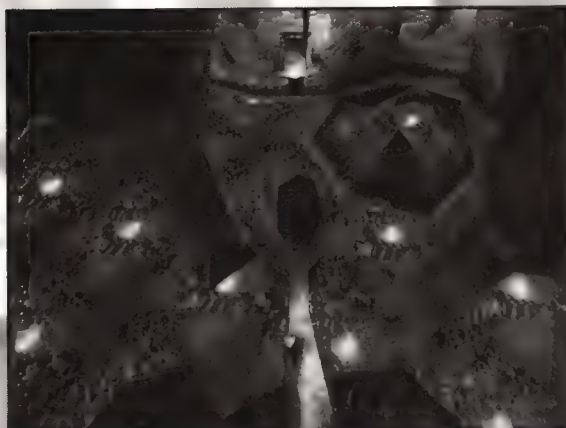
**Items:** None

**Weapons:** None

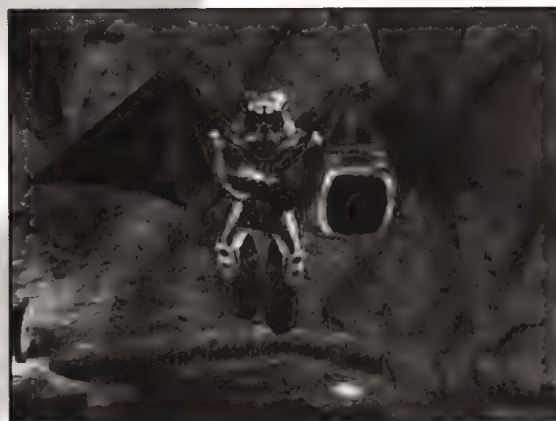
**Secrets:** None

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The Warlord inhabits a giant volcanic cavern connected to Nali Castle's dungeon. As you turn the corner, you'll see him perched midway up the walkway ahead. Get as close as you can, and let him have it with your most damaging weapon—an Assault Rifle or steady stream of Stinger or Minigun fire. He will immediately spin and begin firing flesh-seeking rockets at you, so be sure you know where land and lava meet so you can jump down off the walkway to avoid his fire.



Don't waste your time trying to hit the Warlord with rockets. He's just too good at dodging them. Instead, pour it on with your Stinger or Minigun first. A steady stream of fire is hard for him to avoid. Use the tunnel through the walkway to snipe at him on the other side. If you do it right, he won't cross over and you can take pot shots at him for awhile. Avoiding his rockets isn't easy, but it can be done. When you see a Warlord rocket getting close, dodge hard left or right at the last possible second to throw it off. While the rockets he fires do seek, they can't track you that fast and will likely miss.



Once the Warlord is dead, open the door at the end of the walkway to proceed.

## D Crater

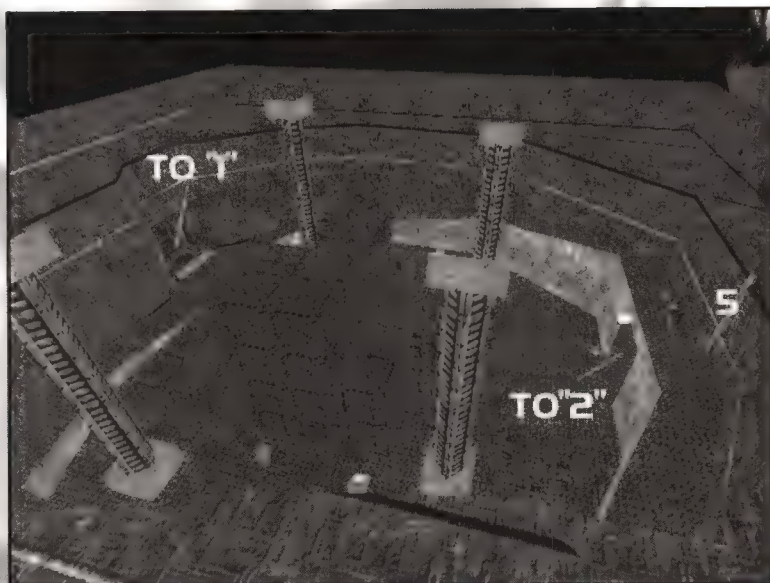
The crater where the Mothership came to rest is the initial access point to the ship. Find a way onto the ship, once you've survived the attacks of the Skaarj Pupae and Skaarj along the way.

### SITUATION BRIEF

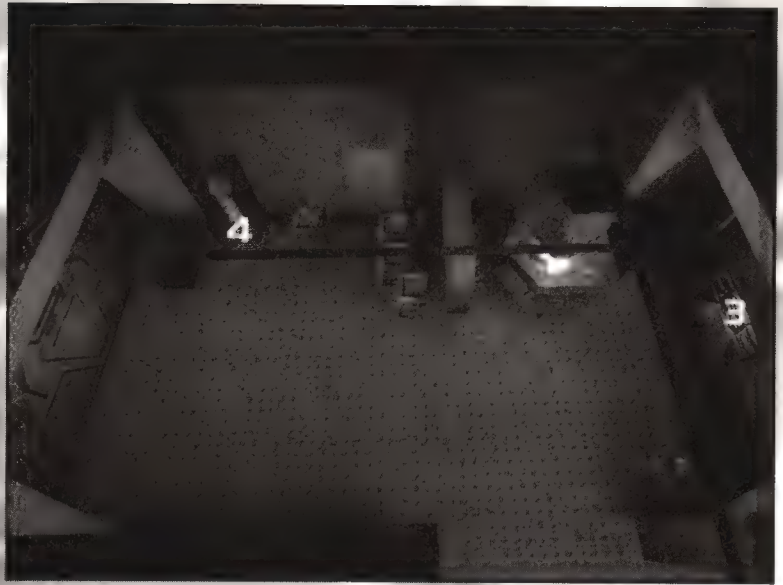
<b>Objectives:</b>	Access the Skaarj Mothership.
<b>Enemies:</b>	Skaarj, Skaarj Pupae
<b>Items:</b>	Flashlight, Flare, Super Health Pack, Eightballs, Jump Boots, Med-Kits, Tarydium Shards, ASMD Core, Tarydium Sludge, Rifle Rounds, Flak Shells
<b>Weapons:</b>	Eightball Gun
<b>Secrets:</b>	None



From your entry point (1), push the button on your left in the narrow corridor ahead to start the lift. Ride it upstairs and get the Flashlight, Flare, and Super Health Pack. Activate the Flashlight and scan the floor ahead for Skaarj Pupae—there are several hiding in the dark near the crates ahead. Hug the right-hand wall and climb up to make it easier to spot them. If you need more light, or your Flashlight runs out, use a Flare or Dispersion Pistol fire to light your way. Once you have all the Pupae cleared out, collect the Eightball Gun, Eightballs, Jump Boots, and Med-Kits nearby, and walk downstairs through the opening under the ramp (2).



The power generator in the room below is inoperative. Use the control panel (3) to turn it on once you've killed the Pupae lurking here. Approaching the other control panel in the room (4) alerts the entire base to your presence, but it also gives you access to the rest of the base. Walk back upstairs, and battle the Skaarj. Several Troopers have responded to the alert you just set off, and they entered through a new doorway (5). Once they are dead, enter and kill the Skaarj inside so you can call the lift and access the base.





Once you're upstairs, get the Tarydium Shards, ASMD Core, Eightballs, Tarydium Sludge, Rifle Rounds, and Flak Shells from the crates in the first room, and approach the control panel (6) to establish a teleport link to the ship outside.

Inside the ship, take out the Skaarj standing guard, then cross the room and enter the lift to access the Mothership basement.



## Mothership Basement

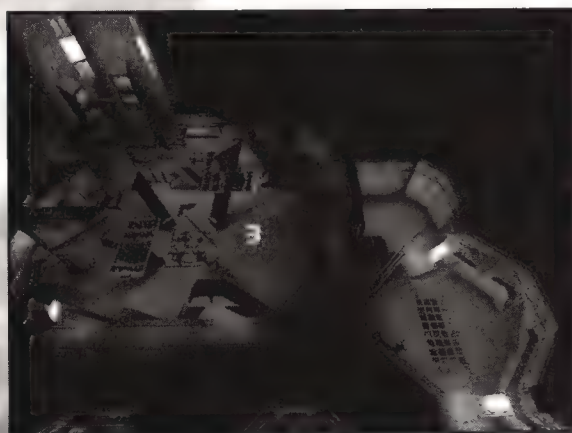
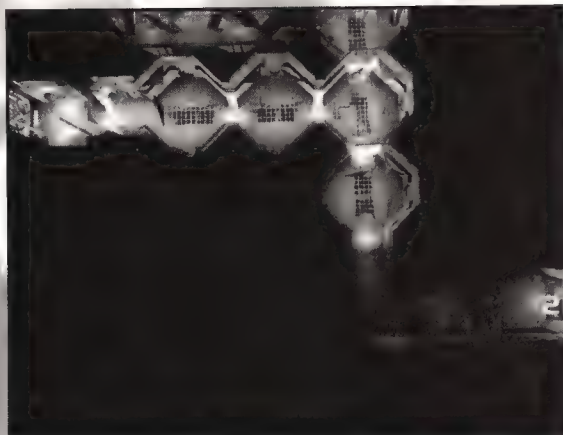
Your goal here is to find a way deeper into the ship.

### SITUATION BRIEF

<b>Objectives:</b>	Access the Mothership Lab.
<b>Enemies:</b>	Skaarj
<b>Items:</b>	Eightballs, Super Health Pack
<b>Weapons:</b>	ASMD
<b>Secrets:</b>	None

From the elevator shaft (1), walk forward and get the ASMD ahead on your left. A Skaarj Trooper with a Razorjack is headed your way. Head him off and continue down the corridor. Turn right at the junction ahead, and walk to the end of the hall. Around the corner is a series of laser beams behind which you'll find some Eightballs and a Super Health Pack (2). Decide if it's worth the pain of making it through them. If it is, then walk along each beam and time your ducking and/or sidestep to carefully move to the next one. Chances are, however, you'll cancel the effect of getting the Super Health Pack by the time you're done.

Walk to the other end of the hall and enter the chamber (3). Kill the Skaarj working here and approach the central structure. When you hear it begin to power up, step into the center of it and a light platform will rise, taking you up to the Mothership Lab.



## Mothership Lab

The Mothership Lab is the source of Skaarj experimentation on Nali and Human prisoners, as well as their own kind. Make your way through the Lab, and find a way to reduce generator power so that you can enter the Mothership Core.

### SITUATION BRIEF

**Objectives:** Enter the Mothership Core.

**Enemies:** Skaarj—Trooper and Warriors

**Items:** ASMD Core, Med-Kits, Rifle Rounds, Eightballs, Bullets, Tarydium Shards, Razorblades, Kevlar Suit, Bullets, Rifle Rounds, Flare, Super Health Pack

**Weapons:** Eightball Gun

**Secrets:** None



Take out the Skaarj in the area. On the left wall, there's a panel that displays a hologram of the ship you're on. The messages around the Lab (1) make it clear that your presence is well-known.

.....  
Security personnel report to deployment zones around the Detention Block until APS back online. All detainees must be contained.

.....  
Primary Power Supply is operating at peak efficiency. Auxiliary Power Supply operational at 80% output. Activating the Alternate Power Supply for the Security Force Fields is imperative. Weakness shall be punished.

And, further down the hall:

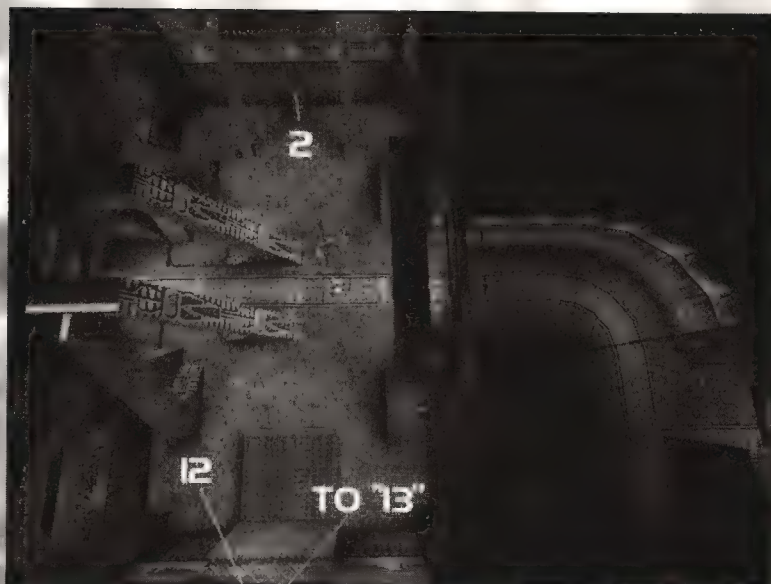
.....  
Intruder detected. Protect the Source at any cost. Intruder must be halted before penetrating the Source's defensive perimeter.

Nice to be popular, isn't it? Continue around the corridor and push the red button (2) to bring a lift down. Ride it up and head down the corridor. The cross-corridor ahead has Skaarj at both ends. Lure them in your direction and try to kill them one-by-one. Ignore both passages—they lead to holding cells. Not to



mention the fact that they are pitch dark. If you must explore them, use Flares to light your way. Run up the corridor and grab the Med-Kit on your right, as well as the ASMD Core and Med-Kit on the landing. Climb the short stairs on your left and enter the chamber beyond them.

There are four exits from this room, not counting the one you entered through. The first exit on your left (3) has a force field at the end that will actually teleport you to another area of the ship. Enter it to arrive on a long, narrow walkway. You don't necessarily have to blast the Skaarj Gunner ahead. He will begin walking away from you. Get the Eightball Gun on your left and slide up the ramp (4) before he turns around. If he sees you, use the hallway above for cover and rain grenades down on him.





Follow the curving corridor to get some **Rifle Rounds**, and ready your **Flak Cannon** or **Assault Rifle** to make quick work of the **Skaarj** ahead. Get the **ASMD Core** and **Eightballs** in the next chamber, and open the doors ahead. Snag the **Bullets** near the next set of doors, and go back the way you came—the doors ahead open on a blank wall. Enter the teleporter again to **return to (3)**. The exit (5) is locked:

.....  
ACCESS DENIED: Power Reserves at 100%

You'll have more luck with the next exit teleporter (6). Enter it and explore the walkways in the new area. The door ahead marked **Experimentation Area** is locked. Collect all the goodies—**Eightballs**, **Tarydium Shards**, **Eightball Gun**, **Razorblades**, and **Med-Kits**, then enter the right-hand door (7) to access the **Research Center**.



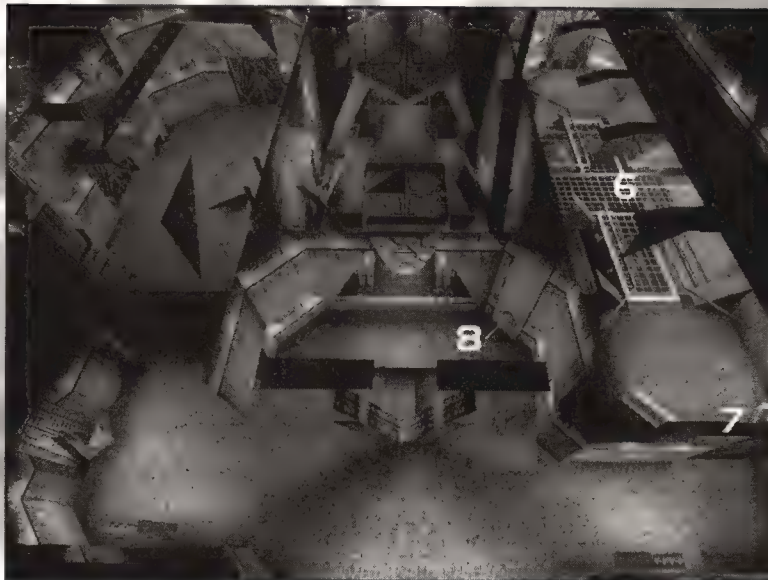
Inside the **Research Center**, there are several translator messages associated with the equipment along the walls. The most important one is:



.....

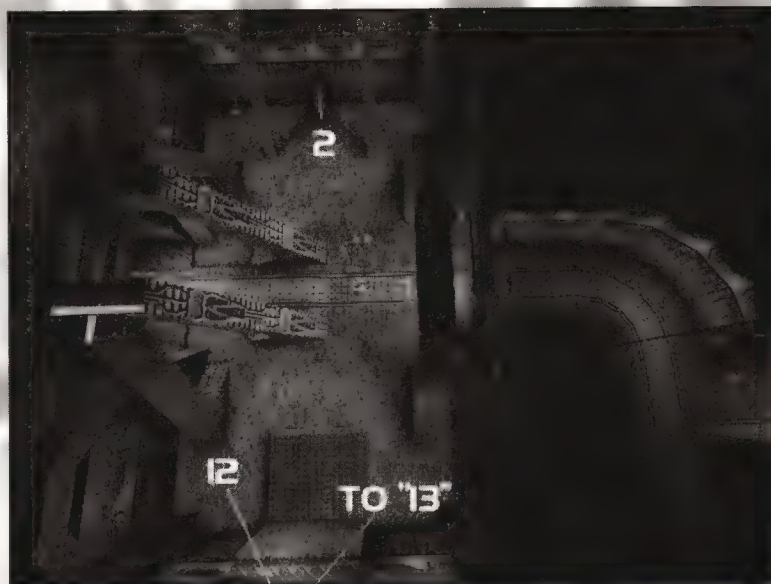
Report 190: Shrk'Tajji 2nd Lesser Eye of Ess'Tajji observing. We are ready for the next experiment. We expect an 18% drop in Power Reserves from 100% levels. The test subject is in place and the Tarydium is prepared for charging.

Climb the ramp and **push the button (8)**. This will reduce generator power to nearly 80%, and in the room below, the doors in the floor will open to emit an orange beam. A super-charged Skaarj will also rise from the floor, but you don't have to kill him to continue. Leave the room and return through the teleporter (6).



Follow the passage (9) across from you to find another Skaarj guarding a Kevlar Suit, Bullets, Rifle Rounds, and two Med-Kits. Leave the room and open the door (5) that was locked until you lowered the generator's energy level. Step onto the center lift (10) and walk across to the door (11) once the lift goes down far enough.

Get the Flare and Rifle Rounds in the hallway, and blast the unsuspecting Skaarj Trooper in the back. Once he's dead, open the door ahead and you'll find yourself near the lift (2) again. This time, a Skaarj Trooper with a Flak Cannon is waiting for you. Pounce on him, and get his weapon once he dies. Step on the raised metal square to raise some stairs that will take you up to the door (12) above. Open the door, fight off the Skaarj inside, and get the Super Health Pack dead ahead. Turn around and push the button (13), then head back for the center lift.



A new walkway has extended, so cross it and enter the door (14) to leave the Mothership Lab for the Core.

## Mothership Core

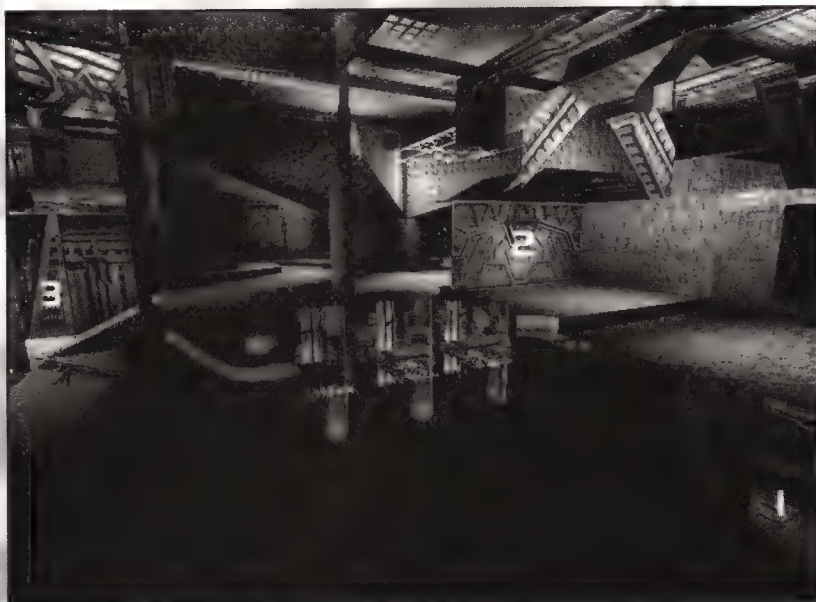
The Mothership Core is very near the heart of the Skaarj ship. Expect heavy resistance from Skaarj Troopers as well as Warriors. All of them in the area are on alert, and heavy reinforcements are on the way. They will do everything they can to keep you from proceeding.

### SITUATION BRIEF

- Objectives:** Work your way past the Core defenses and access the Skaarj Generator.
- Enemies:** Skaarj Trooper, Skaarj Warriors
- Items:** Shield Belt, Razorblades, Eightballs, Tarydium Shards, Med-Kits, Flak Shells, ASMD Cores, Flares, Rifle Rounds, Assault Vest, Tarydium Sludge, Super Health Pack
- Weapons:** None
- Secrets:** None



Take the stairs up to your right and get the Shield Belt beneath the lift (1). Back out quickly—a Skaarj Trooper is coming down after you. Kill him and ride the lift back up. Turn right and enter the door (2) to confront a Skaarj Lord. Use your Flak Cannon to shred him at close range, then enter the green pulsating chamber on your right (3).



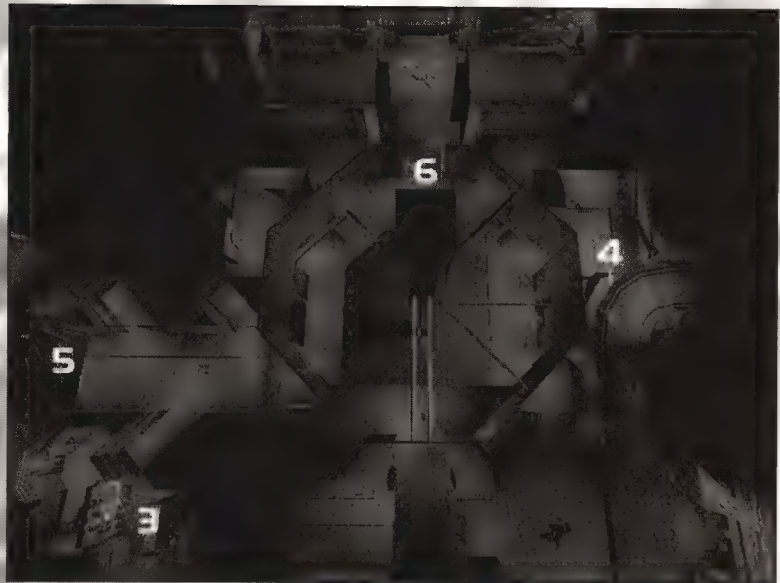
Turn right and follow the ledge around to your right. The door (4) you come to on your right will do you no good:

.....

ACCESS DENIED: The Intruder must be eliminated. All WarMasters are being routed to this area upon arrival from the Source.

Follow the corridor around to your left, and get the Razorblades near the control panel on your right. Around the next corner, two Skaarj

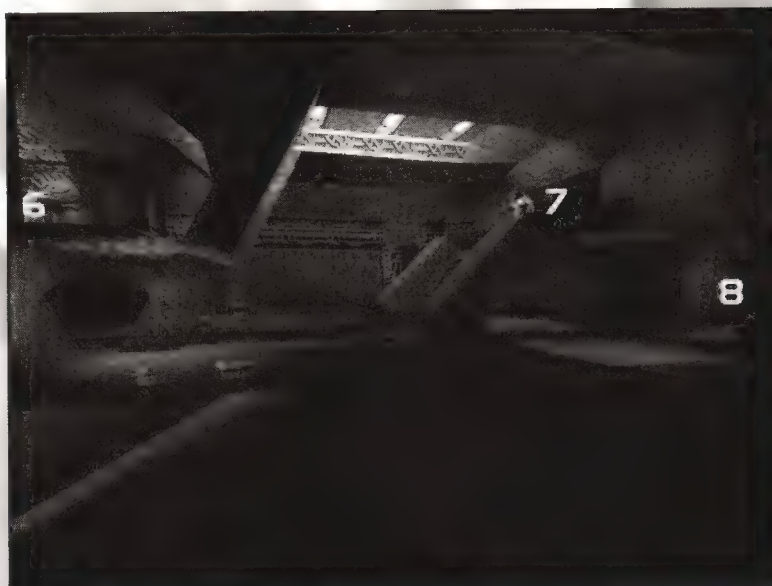
Troopers—one armed with an Assault Rifle and the other armed with a Stinger—are waiting for you. Bounce a few grenades around the corner to get a head start on them and lure them out one at a time. Watch your back for the Skaarj Warrior that is headed your way as well. When all is clear, round the corner and collect the Eightballs, Tarydium Shards, and Med-Kit, then open the door (5).



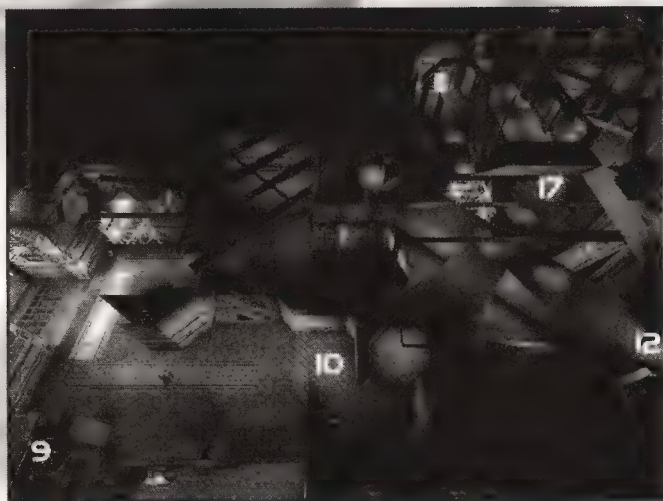
Attack the two gun-toting Skaarj Troopers in the room, and lookout for reinforcements. Another Trooper and a Warrior are on their way as well. The best way to handle this combat is to close quickly with each one of them, and blast them with your Flak Cannon. A prolonged fight here will be the death of you. Once everyone is dead, go back out the door through which you entered (the other leads back to the start area) and follow the corridor to the opening on the left (6).



Under the ramps here you'll find a stash of Flak Shells, an ASMD Core, a Flare, Med-Kits, and Rifle Rounds. Collect everything—you get under the ramps by dropping off the side between the railing and the ramp—then climb up and get the Assault Vest (7) above. The area barred by laser beams (8) is inaccessible right now, so leave the room.



If you've killed every enemy in the area, the door (4) that was locked before should be open now. Two Skaarj Troopers will come at you from the darkness—blast them, then head down the steep corridor. Below, start shooting at the Skaarj across the walkway from you and keep following the walkway to the end. Ride the lift (9), and at the top step off and blast the Skaarj to your right.



Follow the corridor (10) to your right and walk out onto the crossbeams ahead. Jump down onto the green force field and approach the Security Access Panel (11) ahead. Several Skaarj will



attack from behind you, but if you break out the BioRifle and mine the narrow hallway well, you should be able to keep them away long enough for you to activate the panel and gain access to the Security Post (12).

As you enter the hall that leads to the Security Post, don't get greedy—that Super Health Pack ahead is bait. As you approach it, doors will slam in front of you and a Skaarj will blindside you from the right. Back out and blast him, then continue down the corridor he came from. Get the Flak Shells, Tarydium Sludge, and Rifle Rounds in the alcoves in the next room, then ride the lift (13) to the upper level.



Turn right as you get off the lift and push the button (14) at the end of the passageway. Go back past the lift, and make your way through the purple laser beams by waiting for each to pass, then stepping behind them. Get the Shield Belt, Med-Kits, and Flak Shells (15), then go back down the lift to the room below. Grab the Super Health Pack you couldn't get before and cross the new bridge to the other side. Take either passage and kill the two Skaarj Warriors ahead.

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**SECURITY ALERT:** All WarMasters report to Core Generator positions to insure its protection.

.....

**WARNING:** Armed intruder detected. Close all access to the Source and to the Primary Power Supply. Preventing intruders from accessing the Core Generator is critical.

Kill the remaining Skaarj Trooper in the short hallway, and push the button (16) to open the Core Access door (17). Enter and pick up the Rifle Rounds, Tarydium Shards, and Flak Shells inside. There are also some Flares, Razorblades, Eightballs, Tarydium Sludge, ASMD Cores, and Med-Kits along the hallway. Enter the doors at the end of the hall to access the Skaarj Generator.



**NOTE** .....

You probably noticed several force field-protected areas that were not accessible as you walked around the level. Remember where they were—you'll be back this way, and they will definitely be reachable then. After all, you're on your way to shut off the power, right? No power = no force fields = free stuff!

## Skaarj Generator

Although you'll still have some work to do if you manage to destroy the Skaarj Generator, blowing it up is a major step in eliminating the Skaarj presence on the planet. You'll face a horde of Skaarj Warriors and Troopers that you'll have to kill before you can beat the generator's final guardian—a Warlord—and destroy it.

### SITUATION BRIEF

<b>Objectives:</b>	Survive the onslaught of Skaarj and destroy the Skaarj Generator.
<b>Enemies:</b>	Skaarj Trooper, Skaarj Warriors, Warlord
<b>Items:</b>	All
<b>Weapons:</b>	Searchlight, Flak Cannon
<b>Secrets:</b>	None



## Unreal—Official Strategy Guide

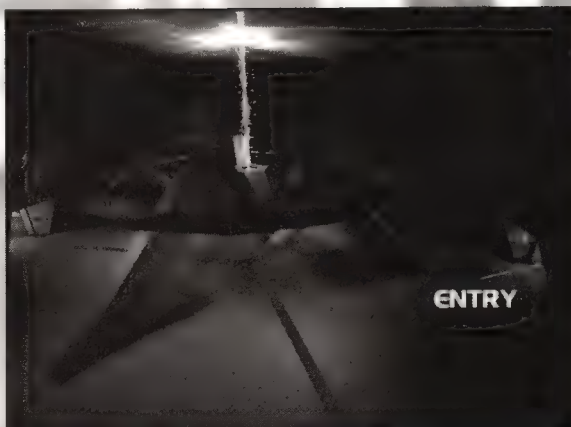
The Skaarj Generator looms in the center of a huge room ahead. As soon as you enter, you'll find a Flak Cannon and a new item, a Searchlight. Grab both and step into the room, where you'll be attacked by the first of a wave of Skaarj bent on keeping you from the generator. To wade through all of them, it's best if you can finish off each one in turn. Try not to let more than one gang up on you.

The Skaarj drop from the center of the generator, so it's easy to find them when they appear. Stay on the move and remember to use your Flak Cannon up close, and your Stinger, Minigun, or ASMD at a distance. Use the generator itself to your advantage—there are plenty of items scattered on its surface, and it also works well when you need to get away from a Skaarj attack.

Once all the Skaarj are dead, a Warlord will appear as their last chance of stopping you. You've faced one of these beasts before in worse circumstances. Keep up a steady rate of fire and the Warlord won't stand a chance.

As soon as the Warlord falls, a lift will lower from the generator. Ride it up and shoot out the three main power cells to destroy the generator.

Once the generator explodes, you will be left in total darkness. Turn on the Searchlight you found as you entered and find the exit back to the Mothership Core. It's time to get out of here, but to do that you've got to retrace your steps—in the dark.



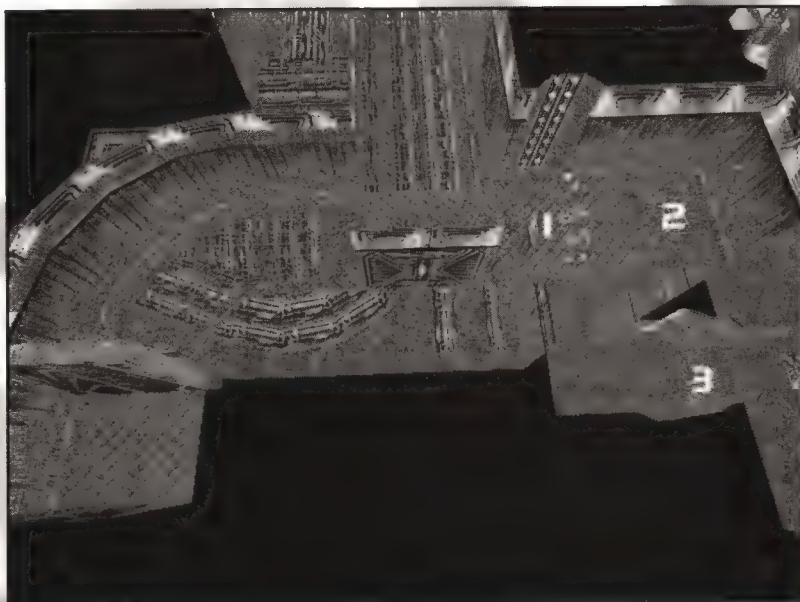
## The Darkening

Your exit from the Skaarj Generator room has placed you back in the Mothership Core. You'll have to use your Searchlight to find your way back to the area where you can restore some power by activating the secondary power source. Otherwise, you'll never get off this rock!

### SITUATION BRIEF

<b>Objectives:</b>	Activate the secondary power source.
<b>Enemies:</b>	Pupae, Skaarj
<b>Items:</b>	Eightballs, Flak Shells, Med-Kits, Tarydium Sludge, Flares, Rifle Rounds, Shield Belt, ASMD Cores, Bullets, Super Health Pack
<b>Weapons:</b>	None
<b>Secrets:</b>	None

Activate your Searchlight and follow the corridor around to the right. Kill the Pupae that attack you from the dark passage. Ahead, you'll see that all those items that were behind a force field (1) are now easy to get. Grab the Eightballs, Flak Shells, Med-Kits, Tarydium Sludge, and Flares, then drop down the shaft behind them (2).



Below, you'll find more goodies, including some Rifle Rounds, a Shield Belt, ASMD Core, and Bullets (3). Stock up and take on the Skaarj ahead. You are in the Mothership Lab, near your original starting point. To reach the Core, follow the passage on your right. Keep following it through the doors ahead, and you will eventually reach the central lift that links the Lab to the Core. Enter the Core and kill the Mercenary on the lift. Upstairs, turn right then left and go down the short stairs. On your left is another area (4) that was protected by a force field. Kill the Skaarj inside and get



the Super Health Pack, ASMD Cores, Flak Shells, Tarydium Sludge, and Rifle Round. Follow the corridor and make your way back to (5). Get the items inside the small chamber (6) and make your way downstairs past the steep ramp to the lift (7). There's a Skaarj Gunner lurking ahead. Let him have it and ride the lift upstairs.



Turn left and take on the Ice Skaarj to get the doors (8) to open. Inside, follow the passage on your right (9) and approach the holographic console to gain authorization to turn on emergency power. Return to the other room. Walk down the raised trench to start the secondary power source, then step through the doors (10).





## The Source Antechamber

You're almost there. After a brief battle here, it's on to the Source for a showdown with the Skaarj Queen herself. Stock up on ammo and get ready to rumble!

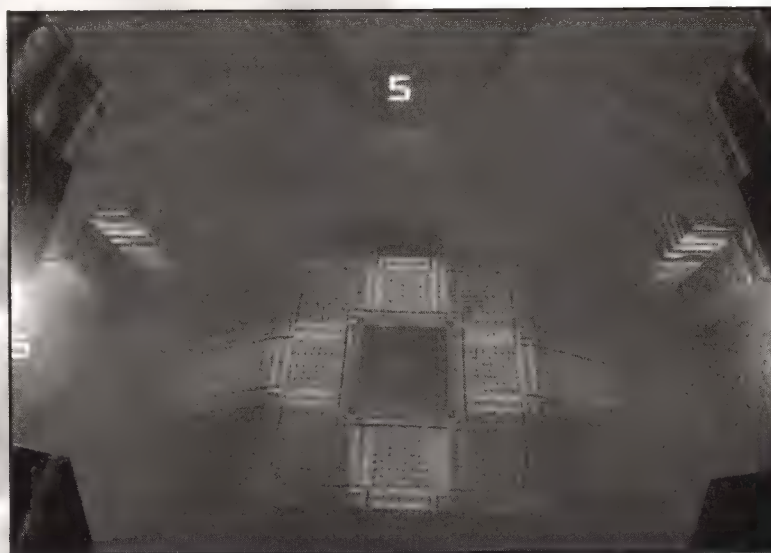
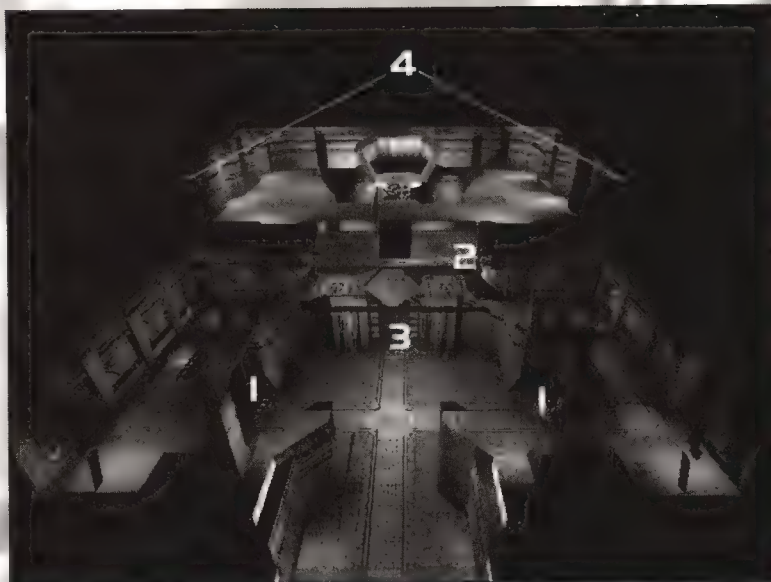
### SITUATION BRIEF

<b>Objectives:</b>	Find the entrance to the Source.
<b>Enemies:</b>	Skaarj
<b>Items:</b>	Rifle Rounds, Assault Vest, ASMD Core, Razorblades, Bullets
<b>Weapons:</b>	Flak Cannon
<b>Secrets:</b>	None



Enter either door (1) and walk around the corridor. Battle the two Skaarj Lords on patrol, and push the button (2). This will open the bars blocking the lift (3) near your entry point. Leave the corridor and ride the lift up.

The two alcoves (4) on either side of this landing hold several items, including Rifle Rounds, an Assault Vest, ASMD Core, Razorblades, Flak Cannon, and Bullets. Cross the force field bridge and drop through the hole in the platform ahead to reach the entrance to the Source. Enter any of the doors (5) to enter the Source.



## The Source

The Source is the spawning grounds of the Skaarj Queen. This is your final task, and it's the toughest you've faced so far. With the Queen dead, the Skaarj will be forced to leave the planet, and the Nali will hail you as their hero. First, you've got to get past her guards, then take on the swarm of Pupae near her lair—no small feat itself.

### SITUATION BRIEF

<b>Objectives:</b>	Destroy the Skaarj Queen.
<b>Enemies:</b>	Skaarj, Pupae, Queen
<b>Items:</b>	None
<b>Weapons:</b>	None
<b>Secrets:</b>	None

The Source is very straightforward: Enter and kill the two Skaarj inside. Pupae will begin spawning all over the room, so find some high ground—possibly access the upper level through one of the lifts along the outer edge of the room.

When all of the Pupae are dead, it's showtime. The Skaarj Queen will appear in the center of the room. Fighting the Queen is difficult, but not impossible. Before she attacks, she rears back and screams. Blast her before she launches projectiles at you, and then quickly circle her to avoid her attack. Keep up a steady stream of fire. Use also the upper level—your Eightball Gun will lock onto her quite well from a distance.

Once the Queen is dead, your quest is over. You've survived all that the Skaarj could throw at you, and earned the right to leave the planet as a hero, with a chance to start over in another place, leaving your past—and his planet—behind.







## Part iii

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### Multiplayer Unreal

If you've had your fill of Skaarj, Slith, and the occasional Titan, if you laugh at their pitiful attempts to stop you as you cut a swath of bloody destruction through their defenses, if you're looking for a challenge that is different every time you play, then look no further. Unreal shipped with the most comprehensive multiplayer options of any game to date, and this section covers it all. You'll find info on setting up a game, general tactics, rules and tactics for all five Unreal multiplayer variations, weapons analysis, and map-by-map overviews of the Deathmatch maps that shipped with the game. In short, everything you need to take on the toughest challengers is in this part.



## Multiplayer Basics

In this chapter you'll find the following multiplayer information:

- ▲ **Setting up your game**—gives you everything you need to get a match started
- ▲ **Choosing a game type**—covers the five *Unreal* multiplayer variations in detail
- ▲ **Bot-o-rama**—shows you how to choose and configure bots
- ▲ **Basic tactics and tips**—reveals solid strategies for success
- ▲ **Weapons briefing**—lists the pros and cons of each weapon in multiplayer games



## SETTING UP YOUR GAME

Setting up a multiplayer game in *Unreal* is very straightforward. From the Main Menu, choose the Multiplayer option. From this menu you can select one of these three options:

**Join Game**—Join a game someone else is hosting

**Start Game**—Host the game yourself

**Player Setup**—Configure your player for the game



## Join Game

From this menu, you choose where you will go to join a game in progress. You can:

- ▲ Open Internet Entry Level
- ▲ Open
- ▲ Find Local Servers
- ▲ Choose from Favorites

*Unreal* has a very unique feature that makes selecting levels for Internet play a seamless part of the game. The first command in this menu, **Open Internet Entry Level** enables you to enter your own gateway level for Internet play. Think of this as a virtual web site under your control, where you can specify the URLs (*Unreal* uses URLs to call levels and/or IP addresses) your entry level is connected to. So, you could have an Internet entry level with teleport gates to levels local to your hard drive, as well as other *Unreal* servers that in turn have URL teleporters in them. This allows players to “bail” from a game in progress, and switch levels without ever leaving the game environment. If your Internet entry level, which can be password protected, connects to several URLs, players will be able to switch to them at will. It works the same if you have a gateway to another server, or a level on that server. It’s basically a seamless way to change levels. Of course, there will be times you want to join a game by other methods. Joining an Internet or network game via IP address is simple as well. Just select the command **Open** from this menu and type in the IP address of the server you want to be connected to. Assuming the game has started, you’ll be connected. When you Join a game, you’re at the mercy of the person who is hosting the match—you don’t get to choose which map or type of game you play.

If you are joining a game on your local network, choose **Find Local Servers** and a list of servers with games in progress will appear. Select the one you wish to join, and you’ll be connected. *Unreal* saves the last few servers you have joined in a list you can access from the **Choose From Favorites** command.



## Start Game

Starting a game enables you to call the shots. You control the type of game, which map will be played, as well as all options for play. You also start the game when you're ready to go.

There are six types of games you can play. I'll discuss them in detail later, but for now, they are:

**Deathmatch**—A basic free-for-all fragfest

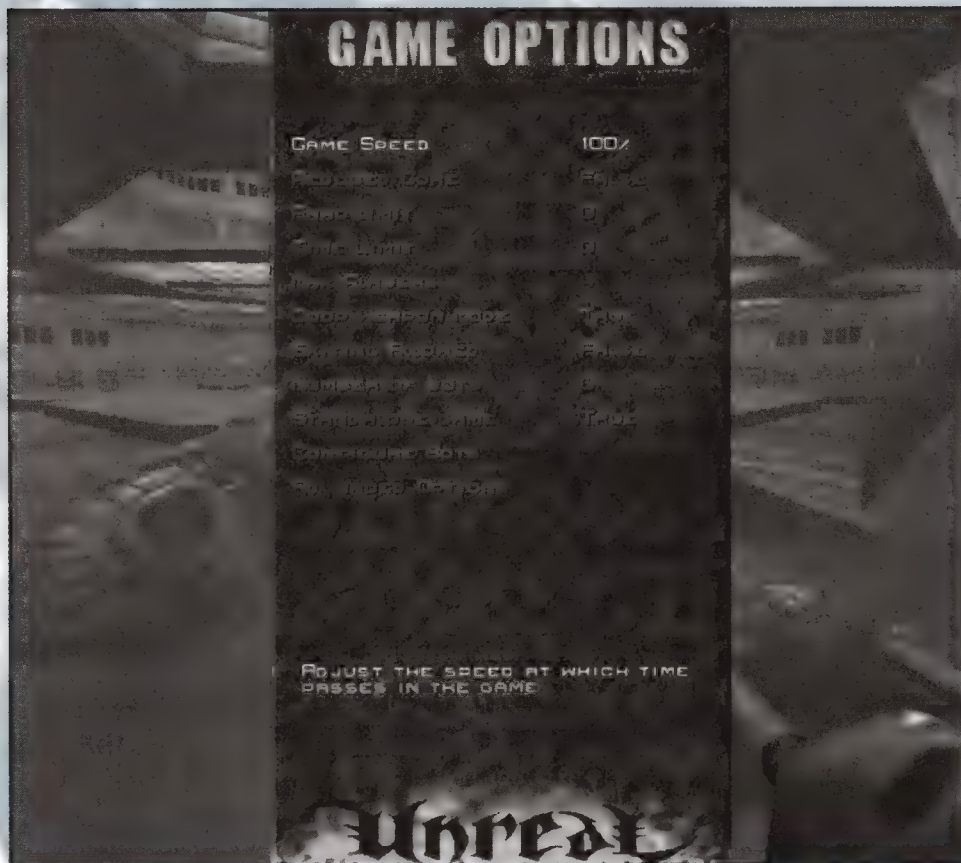
**Team Game**—Team play at its finest (Deathmatch play for teams)

**Coop**—Roam the world as a team and fight the Skaarj and their allies

**King of the Hill**—Fight your way to the top and stay there if you can

**Kill the Cow**—*Unreal's* version of tag

**Darkmatch**—Deathmatch in the dark





You can select a map for your game from the **Multiplayer Start Game** menu. In addition, there are several configuration options that you can set:

**Game Speed**—This setting controls the speed of the players relative to one another. Generally, you want to leave this at 100%.

**Reduced Gore**—This lowers the amount of pieces your victims break into when you blast them. It's a good idea to set this to **TRUE** to speed up the game if your connection is small (modem or other dialup for example).

**Frag Limit**—The game ends once the **Frag Limit** is reached.

**Time Limit**—This enables you to set the length of time the game will run in 5 minute increments.

**Max Players**—Theoretically, this goes up to 99. In reality, you will rarely enjoy a game that has more than 16 players in it—and that would have to be in a very large map.

**Coop Weapon Mode**—This leaves the weapons in place once players pick them up. All weapons are available at all times if this is set to **TRUE**.

Choosing **FALSE** here means that a weapon will disappear for 30 seconds once taken.

**Exiting Allowed**—Set this option to **FALSE** if you want to keep players from leaving the game.

**Numer of Bots**—You can add bots (computer simulated players) to any multiplayer game. This controls the amount in the game.

**Stand Alone Game**—This type of game is used when you want to play the bots, and no one else will join. No connections to this game will be allowed—useful if several games are running on a network, and you're feeling snobbish.

**Configure Bots**—Without getting into every menu item here, we'll do that later, this is the command that enables you tweak each bot you add to the game. You can change their looks (mesh), skill, and the order in which they enter the game. In short, you can setup a game with custom opponents.

**Advanced Options**—With this option you can setup some of the more esoteric *Unreal* attributes.

Once you start the game, the settings you have chosen govern the play. During a match, you can change settings, but some of them may not have an affect until you re-start the game. Also, some settings may not work together, so experiment to find combinations that suit you.

### Player Setup

This set of settings allows you to customize your player's identity within the game. You can change:

**Name**—Self-explanatory for most of us. If you need help here, ask a friend.

**Team Name**—This is how the game keeps track of teams, so be sure you've joined the team you want to be part of.

**Skin**—This changes your player's appearance.

Once you have all of the above setup, you're ready to go. Note that Player Setup is available to all players, both those who start games, and those who join games in progress.

## CHOOSING A GAME TYPE

As mentioned earlier, *Unreal* enables you to play six different game types: Deathmatch, TeamGame, Coop, King of the Hill, Kill the Cow, and Darkmatch. In this section, I'll discuss each game type in detail, and give you a few tips for successful play in each.

### Deathmatch

This is the multiplayer game most players are familiar with. Your goal is to score the most Frags. Period. In this game, you shoot anything that moves and you get points for doing it. Although some players may agree not to shoot one another, there is nothing to keep them from blasting one another if they so choose.



## Tips for Deathmatch Play

- ▲ **Choose weapon persistence carefully**—Choosing coop weapon placement means that weapons will stay in the game even after someone picks them up. This makes for a faster-paced game. Turning this option off generally means that players that know the map well, and run a decent pattern will be able to keep weapons from other players.
- ▲ **Be aggressive**—It's rare that you can win this type of game by sitting in a dark corner and taking pot shots at everyone. Get in the thick of things and you'll have a better chance.
- ▲ **Target weaker players**—This isn't a popularity contest. If someone is easy prey, take them out and look for them when they respawn. If someone asks for mercy, it's your call to make, but until they do, keep pouring it on.
- ▲ **Breakup fights**—You can generally score multiple Frags by heading for a battle and blasting into the middle of it. Be careful—finding a Voicebox where you thought a battle took place can be detrimental to your health. Watch for ambushes.
- ▲ **Use Instantaneous Weapons**—Your best bet to score quick Frags is to use the Auto-Mag, ASMD, Assault Rifle, and Minigun. They all do instant damage to the target. In their primary firing mode, making them impossible to dodge. A head shot with most of them will do the trick.

All in all, Deathmatch play is very simple. The only rule is that there aren't any rules.



## Team Game

In a Team Game, each player chooses a team to join as they enter the game. Each team tries to score more Frags than their opponents. One of the key settings to make in a Team Game is the Friendly Fire Scale. This option appears on the configuration menu when a Team Game is selected. Setting it to 0.00 means that shooting your teammates will not hurt them. Setting it at 1.00 means that teammates will take full damage when hit. Killing a teammate counts against the team's Frag total, so setting the Friendly Fire Scale low makes for a much more aggressive game than setting it high.

### Tips for Team Game Play

- ▲ **Support the team**—Help your teammates out whenever you can. If coop weapon placement is off, don't grab every weapon you see. Resurrecting teammates need items, so protect some for them. Also, if you can guard a dead teammate's items until he can return for them, do so.
- ▲ **Communicate**—A good team communicates well. Pick a strategy early on and stick to it if it's working. Talk to one another to make sure you are covering the areas you intend to, and adjust your plans accordingly if you're not.
- ▲ **Strength versus Strength**—It makes sense to have your best players take on the other team's top guns. Winning in a team game is more about control than it is all-out scoring. Match your players up against opponents they can compete with.
- ▲ **Control the map**—This is especially crucial in a game where coop weapon placement is off. Weapons will disappear as they are picked up, so choose the areas you will cover, and maintain control of all weapons and items within them. If you can do this well, the other team won't be able to do much harm.
- ▲ **Assist teammates in trouble**—This goes without saying, but you have to be careful here if the Friendly Fire Scale is set to anything but 0.00. The last thing you want is to kill off the person you're trying to help.

Not everyone who is good at Deathmatch is also good in a Team Game. It takes practice as a team to get good at anticipating one another's moves and styles, something that's crucial to forming a winning team.

## Coop Game

Coop games are an entirely different sort of multiplayer game. In a Coop game, several players team up to take on the monsters within the game. This can be a challenging mode of play, particularly on the “Unreal” skill mode.

Unfortunately, you can’t add bots to a Coop game, so you’ll have to find human partners to join you. You also can’t change the Friendly Fire Scale here, so do your best not to hit your buddies in a firefight.

### Tips for Coop Play

- ▲ **Use smart tactics**—Cover the area like a military unit would. Don’t walk into a room without first scouting it out. Use ambushes or different formations depending upon the challenges ahead.
- ▲ **Focus your fire**—Hammer one target at a time for maximum effectiveness. Take out the enemies that do the most damage first, then go on to the rest.
- ▲ **Support the squad**—When you uncover a new stash of goodies, don’t grab them all. Find out who needs what before diving in.
- ▲ **Assign duties**—Make someone your puzzle pusher, the person who handles all puzzle issues. It’s also a good idea to rotate your point person, since that person is likely to take the most damage. And of course, you have to appoint someone the leader and follow his orders without question.
- ▲ **Use smart weapon combinations**—If everyone opens up with Miniguns and Eightball Guns, things will get messy quickly. Your point people should use the heavy firepower, since they won’t hit a teammate when they fire. In the rear, consider using the Assault Rifle or ASMD.

The key to successful Coop play is teamwork. Play as a unit, and you’ll cut through the Skaarj like a knife through melted butter.



## King of the Hill

This game is a loner's dream. Not only do you want to score the most frags here, but everything you do counts towards your dominance (or lack of it). The goal in King of the Hill is to stay at the top of the heap for as long as you can. You score points based upon who you kill, how you kill them, and whether or not they were skilled. Blasting an inexperienced player from behind is not going to help you much, while killing the current King of the Hill with your Dispersion Pistol will score big.

### Tips for King of the Hill Play

- ▲ **\*Make the tough kills**—Take out better players with more difficult weapon combinations. For this reason, it's important that you learn to kill with all the weapons in the game.
- ▲ **Choose targets carefully**—The current King of the Hill is an obvious target for everyone in the game. Take advantage of this, and pick secondary targets while they are engaged with him.
- ▲ **Regicide is in**—No matter how you do it, you score big points for killing the current King of the Hill. Let someone else take him on, then blast them both.
- ▲ **Watch your back**—Your stats are always available during the game, so as you succeed, you become a target. Don't get lazy—keep a finger on the trigger.
- ▲ **Don't fight worthless battles**—Save your effort for fights that will earn you the most points.

King of the Hill may not be for everyone, but it's a great variation that's worth a try.



## Darkmatch

This variation is guaranteed to put a smile on your face. In Darkmatch, players start out near Searchlights. If the map is mostly dark, all light is provided by the players. This makes for a very interesting match, where what (or whom) you see isn't as important as just seeing.

### Tips for Darkmatch Play

- ▲ **Light is life**—In a dark map, you won't survive if you don't have a Searchlight. Likewise, collecting someone else's Searchlight extends the life of yours.
- ▲ **Watch for items**—Most items in the game have an ambient glow that you can see in the dark. If your light runs out, or you can't find one, look for these glowing items to find your way.
- ▲ **Go for the quick kill**—Chances are, you'll lose your target in the dark if you try to use a Stinger, Minigun, or other rapid-fire weapon. Try using an Eightball Gun, Flak Cannon, or Assault Rifle instead.
- ▲ **Hide in the shadows**—With everyone carrying huge spotlights around, you will probably be able to ambush them by turning yours off occasionally. A particularly devious trick is to hide out above or below the action. Especially in the dark, people don't look up or down for the source of their pain.
- ▲ **Defend an area**—Since running around is tougher in Darkmatch, you might want to camp out in an area that is convenient to weapons and health and keep others from getting the same.

Darkmatch is destined to become a classic Deathmatch variation. It is utter chaos in large, dark maps with tons of players, and still great fun in smaller situations.

## BOT-O-RAMA

Unreal ships with a complement of bots that are some of the best around. These computer generated players can range from basic to deadly. Configuring bots enables you to adjust nearly every aspect of their behavior. You configure bots once you've chosen your game type. Select "Configure Game," select a "Number of Bots," then go to "Configure Bots."

- ▲ **Auto-adjust Skills**—If this setting is set to TRUE, then bots will adjust their skill level based on how they are doing against players. If they are losing, they'll get tougher. If they're winning, they might let up a bit.
- ▲ **Base Skill**—This can be set to any number between 0 and 3. This is the base skill level of all bots in the game. You can adjust each bot's skill level individually later.
- ▲ **Random Order**—When set to TRUE, this means that bots will enter the game in random order. If set to FALSE, they will enter in the order specified in their configuration. This way you can more realistically simulate a game against human opponents.
- ▲ **Configure Individual Bots**—This option allows tremendous variety in setting up bots for a match. Here you can set individual skills and specific attributes for each bot configuration.
- ▲ **Configuration:** This is where you select which bot's properties you wish to edit. Walking through the configs will give you an idea of the way a default team of bots is setup.
- ▲ **Name:** Name each configuration as you see fit.
- ▲ **Class:** This will either be Male1, 2, or 3, or Female 1 or 2
- ▲ **Skin:** This option controls the appearance of each bot. You can't do much with this, since it's usually controlled by the class you choose for the bot.
- ▲ **Skill adjust:** Here is where things get interesting. You can set a modifier for each bot to their basic skill level. For instance, you can make a bot's skill four times greater than that of its counterparts. For a serious challenge, pit several maxed-out bots against some human opponents and watch the flesh fly!

This variety in bot configuration means that you have some seriously good players that you can benchmark yourself against anytime you like. You'll be hard-pressed to consistently beat them, let alone score a few Frags on them—especially if you've given them the top skill modifier.



## BASIC TACTICS AND TIPS

Although each variation of play requires that you follow different rules and use different skill sets to win, there are a few fundamental things you can do that greatly increase your chances in any match.

- ▲ **Listen for your opponents**—Sound cues are extremely important, and can give you an edge on an opponent noisily going about his or her business. Be aware of making noise yourself, such as when you surface from water, dive into water, ride a lift, or simply run along a stone patch. A good listener usually can get the drop on their target every time.
- ▲ **Learn to use all weapons effectively**—Dependence on a particular weapon can be your downfall. Cultivate the ability to kill with every weapon in the game, so that you spend less time looking for a particular weapon, and more time Fragging.
- ▲ **Know the territory**—If you don't know the map you're playing in, you don't have as good a chance as someone who does. If you're in an unfamiliar map, scout the terrain and weapon placement quickly. After one or two games in a map, you should be familiar with the map to start putting your strategy in place.
- ▲ **Become an expert marksman**—In most cases, you only get one shot to take someone out before they do the same to you. Practice aiming precisely and only pull the trigger when you're assured of hitting someone. Don't waste your fire on low-percentage shots.
- ▲ **Control the map**—Develop a pattern that enables you to pick up any necessary ammo or items as soon as they respawn during the game. This keeps your inventory full, while denying the same benefit to other players. Do the same thing if you have an opponent who loves a certain weapon—take it before he can, and keep the ammo for it as well.

These tips coupled with the ones already mentioned are just the tip of the iceberg. You'll develop many more strategies that fit your personal style. However you do it, be unpredictable and learn the game well.



## WEAPONS BRIEFING

Each weapon in the game has its own set of strengths and weaknesses. Note every weapon is well-suited for Deathmatch play, but you will find that *Unreal's* weapons are very well balanced. You'll generally find yourself using most of them to get the job done without much problem.

**Dispersion Pistol**—While somewhat anemic in its beginning state, a few powerups and upgrades make this a formidable projectile weapon. Until you get to that point, use it as a last resort. Its secondary fire mode is more powerful, but the wait to discharge it will get you killed.

**Auto-Mag**—This sidearm is a fairly good choice, since it does instantaneous damage to the target. In secondary fire mode, its rate of fire is fairly good. If you can get a burst off into someone's back or face fast enough, you can bring them down quickly. It will take around 5 direct hits to do the job, so keep pulling that trigger if the Auto-Mag is all you have.

**Stinger**—With its fast firing rate and small projectiles, the Stinger is very close to being an instant-damage weapon. Use its primary fire mode at a distance, then blast your target with its secondary fire pattern up close. Another good thing about the Stinger is that it's quiet. You may be able to do some damage with it before you're spotted.

**ASMD**—This is a great weapon for Deathmatch play. In primary fire mode, its projectile is so fast that it hits the target instantly, and it inflicts good damage when it hits. Its secondary mode works well for pinning down a moving target, and its combo mode does wonders in a crowded room. Grab an Energy Amplifier, and the ASMD becomes nearly unstoppable.

**Eightball Gun**—*Unreal's* rocket launcher/grenade launcher combo may take some getting used to, but it's a good choice for delivering plenty of power. The ability to load up multiple rockets/grenades makes this another room-clearing weapon, that's especially great when used from above. Use it to knock players off their feet, especially when they are near a long drop.

**Flak Cannon**—Sheer, in-your-face power is the Flak Cannon's trademark. Nothing else can match its bang at close range, and its secondary fire mode can spray a room with death quickly. If aiming isn't your thing, then you want this weapon in your hand to shred anyone that gets close enough.

**GES BioRifle**—This is one of the more powerful and versatile weapons you'll use in the game. Used as a conventional weapon, any player who catches a few globs of Tarydium Sludge will go down quickly. When used as a mine-layer, you can quickly surround an opponent with death—this also is a great thing to do when a firefight is going on, since people don't seem to notice things on the ground as well.

**Razorjack**—This weapon is fun to use, but it's not extremely productive in multiplayer. Its rate of fire is slow in comparison to other weapons. It is excellent in small spaces, or hallways. Fire a few blades off the walls and you'll take care of any threat nearby.

**Assault Rifle**—This powerful gun is a sniper's dream. With a high-damage instant-damage attack, the Assault Rifle will drop your target in a few shots. If you can manage a head shot, you can take them out with one shot. In secondary fire mode, the Assault Rifle is even more deadly, since it delivers three rounds in quick succession.

**Minigun**—Lightning fast damage; this shredder is a great choice for long-distance death dealing. Its near silent operation makes it a great sniper tool, and at close range its rate of fire is excellent. Choose this one over the Stinger if you have the chance.





## Multiplayer Maps

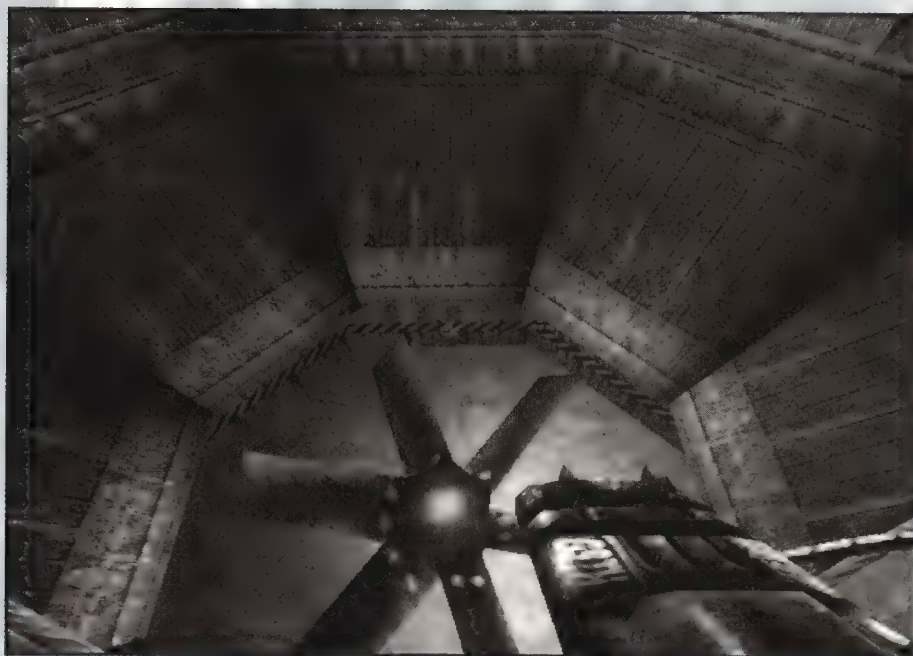
This section gives a brief description of each Deathmatch map that shipped with the game. It's meant to give you a feel for what a match will be like in each map, and how the layout will affect you.



## Ariza

**Number of players:** 6 to 10

Ariza features an outer area connected by long walkways over a very shallow pond. The walkways extend high above, and enter the mountainside in two places. Every weapon is available, but you'll find yourself using the Eightball Gun and BioRifle a lot, since there are spawn spots nearby. The anti-grav well near the center of the mountain is loaded with goodies, but you're an easy target inside it. Use the high ground to your advantage, and control the ground from above.

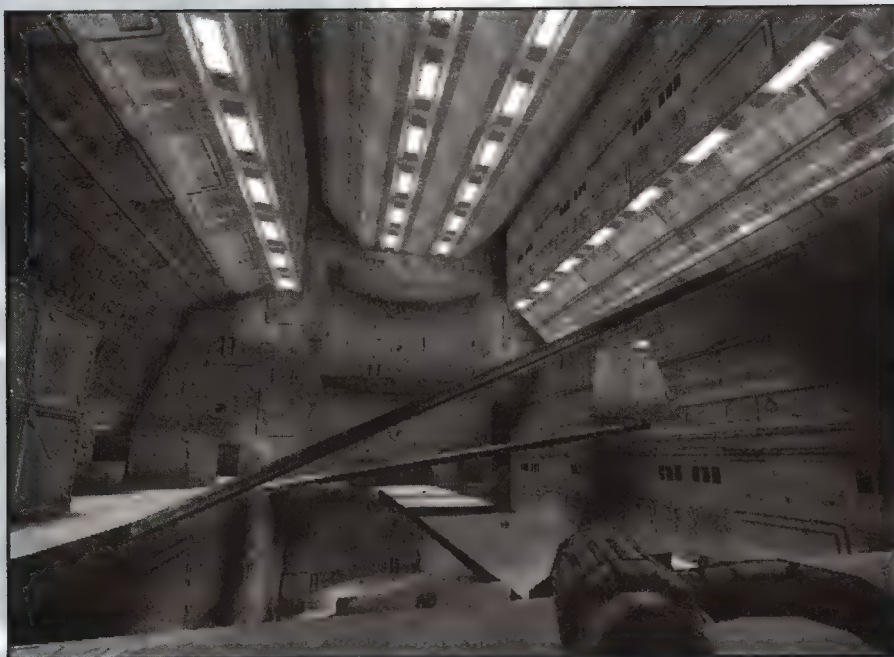


## DeathFan

**Number of players:** up to 6

This is a hilarious frag fest level. You will quickly find yourself in negative frag territory unless you watch your step. The huge fan below will dice you into fish food and there's no way to avoid it if you fall in. The middle level holds most of the firepower, and there are lifts that will take you up to (or down from) the upper level. This is a fast and furious map, that'll be overcrowded with more than 6 players.





## Deck 16

**Number of players:** 10 and above

This is a well thought-out level with plenty of open area for serious action. The outer areas of the level are connected by a network of passages, and the central area is dominated by a central slime pool with huge walkways spanning it.

Expect plenty of long-distance frags here, since visibility is good almost everywhere. All the weapons are well placed, so you will normally find one soon after respawning. This map can accommodate well over 10 players comfortably.



## Elsinore

**Number of players:** 10 and above

The dark hallways of Melsinore are a great place to ambush your opponents. There are several open areas with weapons surrounding them, making them heavy centers of activity. Master the proper pattern for controlling both the upper and lower levels, and look out for snipers hiding in the shadows here. This map can handle more than 10 players easily.



## Fith

**Number of players:** 6 to 10

Fith is reminiscent of the Vortex Rikers. In fact, it could be the cargo bay of that ship or one similar to it. The area is fairly small, but still large enough for 6-10 players. The ledges above the main floor provide good elevation for sniper attacks, and the trap doors that open on the slime-filled passages below are excellent traps with a few items thrown in for good measure. This level is fast paced, and should result in high Frag counts for all.





## Heal Pod

**Number of players:** 6 to 10

This is a space-station level with a central core surrounded by walkways. The weapons are well spread out, and easily accessible. There are several good combat areas, as well as plenty of nooks where a sniper can hide out. Heal Pod isn't large, but it will play fine with 6-10 players. More than that would be a bit of a crowd.



## Morb Fanza

**Number of players:** 20 and above

At first glance, Morb Fanza is identical to the Death Fan level, but the fan below doesn't slice you up—it bounces you upwards. However, there's a passage that leads outside and connects with Ariza, making this a huge map. Twenty people or more would be very comfortable here, with the multitude of weapons available. The maps are welded together very well, making this a fun level to play.



## Morbias

**Number of players:** up to 8

If you like the Eightball Gun, Morbias is for you. The lower level is filled with them, and the upper level has Eightballs scattered about. The only problem with this level is that all those rockets flying around can really bog down a connection. For that reason, try to keep the player count below 8 on this map.





## Night Op

**Number of players:** your call

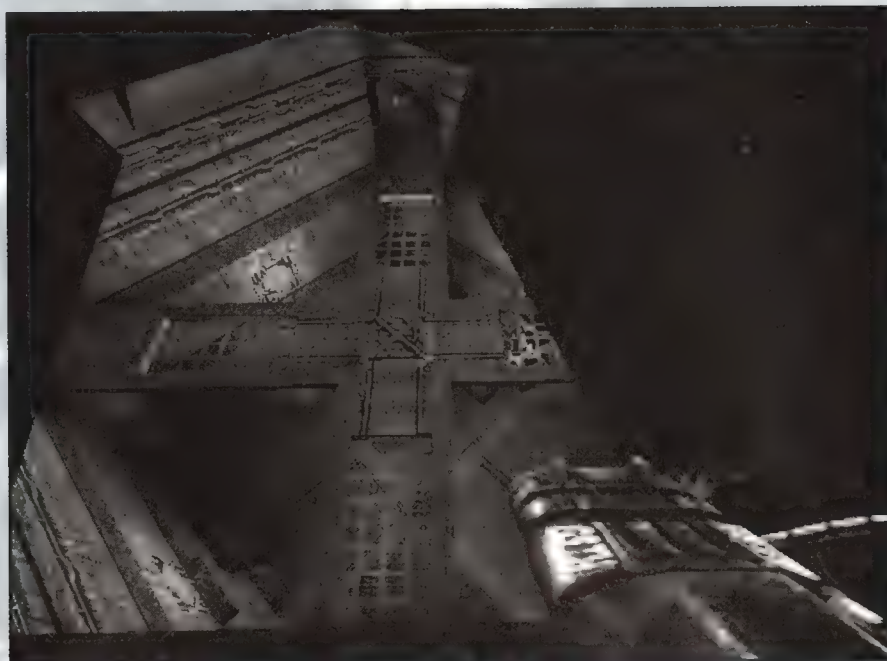
This is one of the most unique maps you'll ever play. The map is in near-total darkness, with fog effects in some areas. Every player spawn point is near a Searchlight, so it's a free-for-all in the dark. The map is fairly simple, but due to the lack of light, tons of players can join in. You just shoot whenever you see someone. The light shining through the fog is an incredible effect. There are three levels to the map, with weapons caches on each. Plenty of additional fire-power is scattered around the level as well to even things out.



## Sky 14

**Number of players:** 10 and above

Sky 14 is similar to Melsinore, since it's made up of a series of passages connected by larger chambers. What's different about Sky 14 is the presence of a fair amount of water and some ingenious traps. This map will be slow-paced with 4 to 6 players, so plan on adding 10 or so to make it interesting.



## Splash

**Number of players:** 6 to 8

Contrary to its name, there's no water here. All that splashes in this level is blood. This is an arena-style map, with a few levels of platforms above the floor where the main fighting takes place. There are four teleporters in rooms surrounding the "arena" floor that teleport players to the center of the floor.

Beware—if you chase someone into a side room, they may teleport out and shoot you in the back.

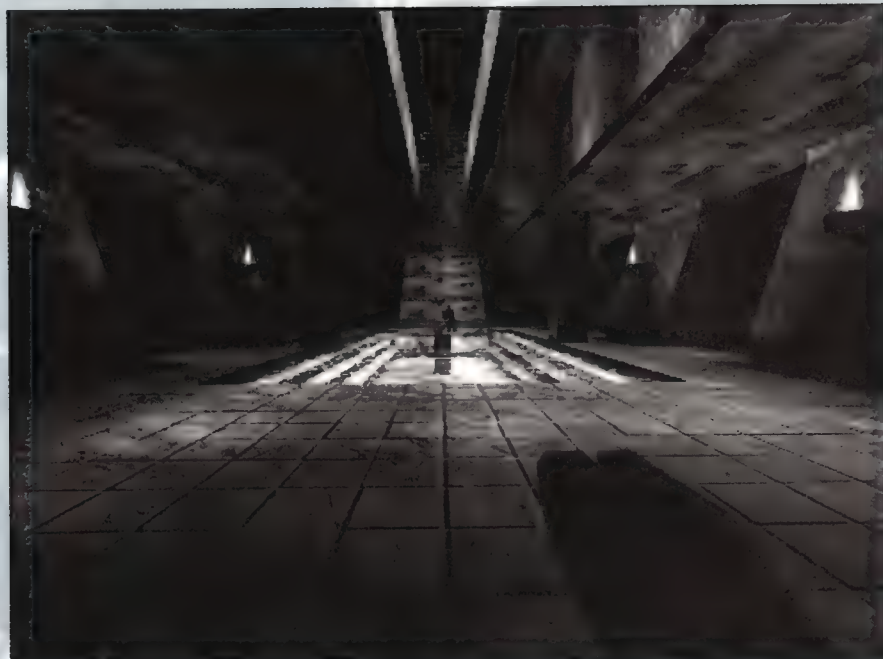




## Tundra

**Number of players:** up to 6

Tundra is a very small map. The area consists of a small courtyard, bell tower, and another building wing. There is an icy pool in the tunnel that contains four weapon powerups. This level is way too small for more than 6 players, but tons of fun for that amount or less.



## **Villa2**

**Number of players:** 10

Villa2 is set in and around a small villa that has a dock and a small lake in front. The platforms above the dock serve as launching pads to reach items above, and the inside of the villa is very well done. There's a pool inside, as well as several other rooms. This map can easily hold 10 people, but the weapons are widely placed. This makes it a more strategic level.



## Part iv

### UnrealEd

Not only does *Unreal* give you more than your fill of fast-paced action, beautiful scenery, and amazing effects—it also enables you to create your own world. UnrealEd is the editor packaged with *Unreal*, and it is one of the easiest, most intuitive editors ever released for use in constructing 3-D levels. This section covers some very basic commands and editing techniques to get you started. This is by no means a comprehensive guide to the editor, but it should get you well on your way to making your own creations in no time.





## Creating your own World

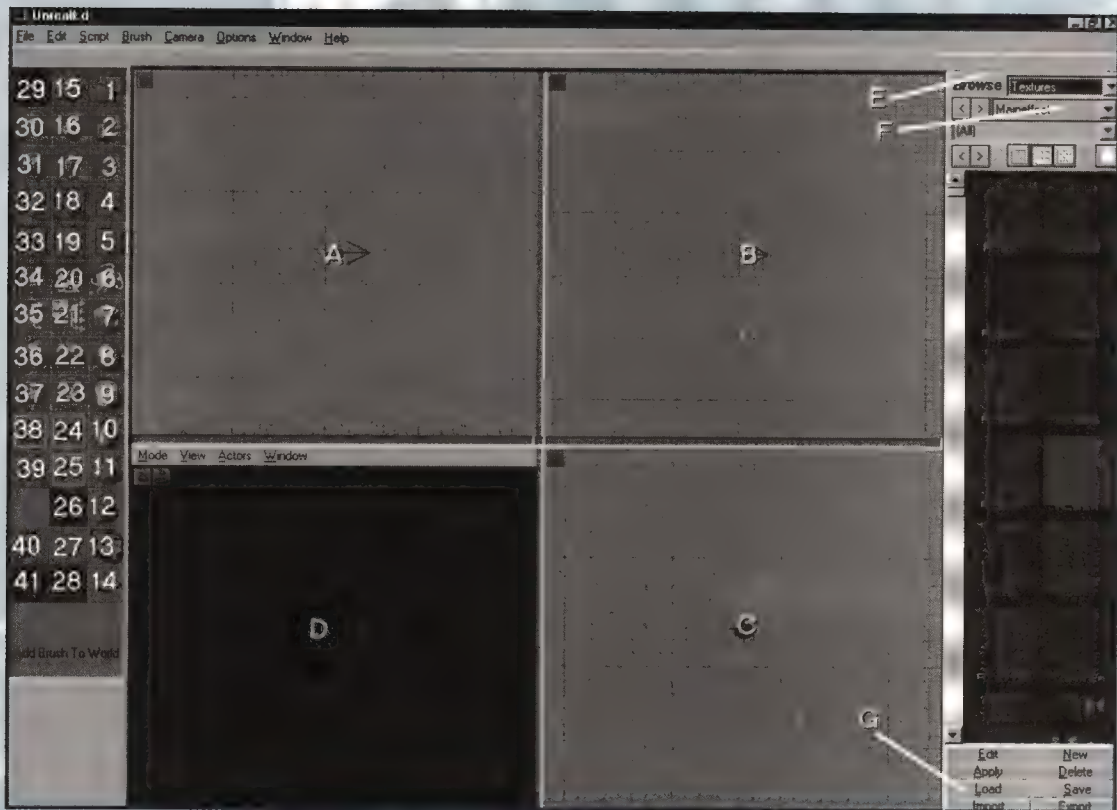
Editing with UnrealEd isn't difficult, but it does take a little getting used to. This chapter focuses on helping you get acquainted with the editor. It is not intended to be a comprehensive reference, but it will give you enough information to get started.

## UNREALD BASICS

Before you get started, there are a few things you need to know about the way *Unreal* works. The game is based on Constructive Solid Geometry, which means that the world starts out full, like a huge block of clay, and you simply carve pieces out of it. Once you've carved out an area, you can then add items and shapes to it. To carve a room out of the world, or to add shapes to your world, you use shapes called *primitives*. These are the cube, sphere, cylinder, cone, stairs, and sheet represented along the right side of the Toolbar.

Your window on your world are the UnrealEd camera views. UnrealEd uses four camera views—Top, Side, Front, and 3D—to show you the work in progress. Each of these windows starts out equal in size, but they can be moved, resized, or even hidden to fit your preferences by using the CAMERA option in the menu bar at the top of the window, or by dragging the lines between them to the desired position.





A. Overhead View

D. 3D View

G. Load Textures

1. Add Brush to World

4. Deintersect Brush with World

7. Build a Cube

10. Build a Cone

13. Build a Curved Staircase

16. Skew Brush

19. Select Inside

22. Redo

25. Drawing Region: Clip Z

28. Rotation grid toggle

31. Stretch Brush to Grid

34. Select None

37. Pan Textures

40. Help

B. Side View

E. Browser

2. Subtract Brush from World

5. Add Special Brush

8. Build a Sphere

11. Build a Stair

14. Build a Sheet

17. Stretch Brush

20. Invert Selection

23. Rotate Textures

26. Vertex Snapping toggle

29. Normal movement

32. SnapScale Brush

35. Replace Selected Brushes

38. Drawing Region: Selected Actors

41. Grid toggle

C. Front View

F. Current Texture Group

3. Intersect Brush with World

6. Add Movable Brush

9. Build a Cylinder

12. Build a Spiral Staircase

15. Fast movement

18. Select all Textures

21. Replace Selected Actors

24. Drawing Region Off

27. Speed control

30. Rotate brush

33. Select All Actors

36. Undo

39. Hide Selected Actors

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There are two other windows on the right and left sides of the screen, respectively. They are the Toolbar—it's the one with the two eyes at the top left—and the Browser. The Toolbar contains shortcuts for things you can also do with the menu bar. As mentioned before, the primitives you will use most are shown along the right side of the Toolbar. Both Toolbar and Menu perform the same functions, with the exception of Windows GUI functions such as Cut, Copy, and Paste. These functions can be selected from the menu bar, or by right-clicking and selecting them from the shortcut menu as with any Windows program. The Browser is the window where you can select Textures, Classes, SoundFX, and Music.

There are 3 major steps to constructing a level:

1. Selecting a set of Textures you will use.
2. Selecting primitives (cube, sphere, cylinder, cone, stairs, or sheet) and add or subtract them from the world.
3. Placing Actors—*Unreal's* term for everything that exists inside the game world—in the map. Actors include moving brushes such as doors and lifts, as well as lights, decorations, items, and creatures. Actors are broken down into Classes, which can be viewed with the Browser.

### TIP.....

**When adding a new area, you will always subtract the primitive from the world. Once an area is represented in the editor, you can choose whether future primitives will be subtracted from it (or the “clay” around it) or added inside the new area.**

So let's get started. Before you start building, select some textures to use in your world. To load Textures, follow these steps:

1. Select TEXTURES from the drop-down list box at the top of the Browser window. (The box also lists CLASSES, SOUNDFX, and MUSIC.)
2. At the bottom of the Browser window, select LOAD. A file window appears.
3. Select the *ANCIENT.UTX* file and click OK. Don't do anything to this file—if you alter it, other levels may not run properly.



## BUILDING YOUR FIRST ROOM

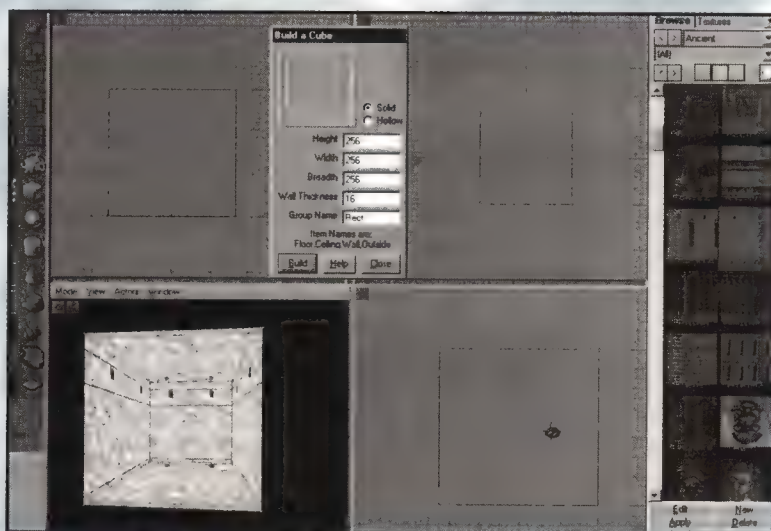
Building a room is extremely easy. Here's what you need to do:

1. Right-click on the cube primitive in the Toolbar. A menu appears.
2. Select CUBE PROPERTIES. The BUILD A CUBE window that opens next enables you to size the cube as you wish. For now, leave the default properties.
3. Click BUILD. Make sure SOLID is selected as the type of cube you'll build. You should see a red-line drawing of your cube in all four camera views. This cube is not your room, but rather the building brush—or *builder*—you are going to carve your room with.
4. Close the BUILD A CUBE window and use the mouse to move the camera views around your builder. Use the left mouse button to move backwards and forwards, and side-to-side, and use the right mouse button to look left, right, and up and down. Hold down both buttons to pan or strafe in a direction.

To turn your builder brush into a room in the world, you need to apply a texture from the set you selected earlier to your builder, then subtract it from the world. Here's how you do this:

1. Make sure your Browser says BROWSE TEXTURES at the top, and ANCIENT beneath that.
2. From the textures you loaded earlier in the Browser, click the texture ANOMYS3 with the left mouse button to apply that texture to your building brush.
3. Click on the SUBTRACT BRUSH FROM WORLD button on the Toolbar, or use the menu command SUBTRACT under the BRUSH menu above.

Congratulations! You've just created your first *Unreal* room. From outside the room, you won't see all six sides, but if you want to see what it's like from the inside, use the left mouse button to zoom inside in the 3D Camera view and look around.

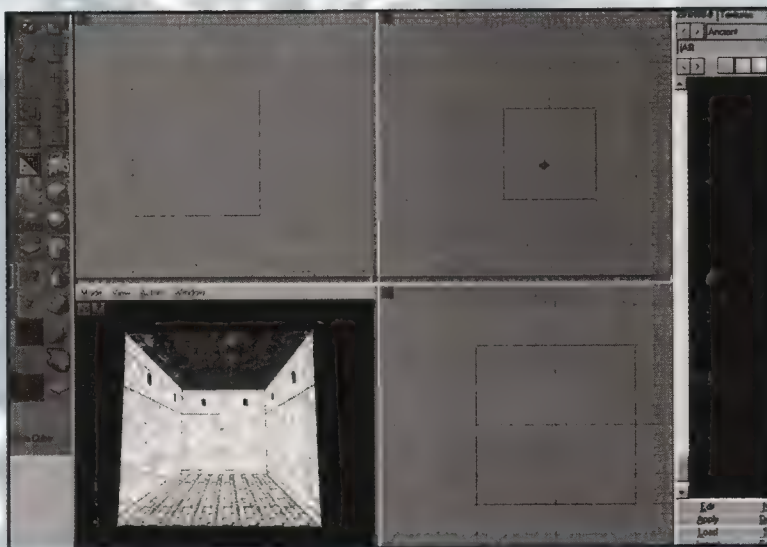




## RE-TEXTURING AND RE-DESIGNING YOUR ROOM

Now that you've carved out a player-inhabitable space in the world, you might want to change a few things. For instance, the ceiling and floor textures look a bit funny, since ANOMYS3 is meant to be a wall texture.

To change their texture, left-click on the floor of your room, then select a new texture from the Browser, such as ATRIM1. The floor will switch to the new texture. You probably want the ceiling to look different than the floor, so use something neutral like WALLA7 for it. Now your room should look like this:



### NOTE.....

You can select multiple surfaces at once by pressing and holding the CTRL key and clicking them. Then when you apply a texture, they will all change to the new selection.

Experiment with texture placement. Sometimes two walls that meet have the same texture on them, but they don't match up. To line up textures:

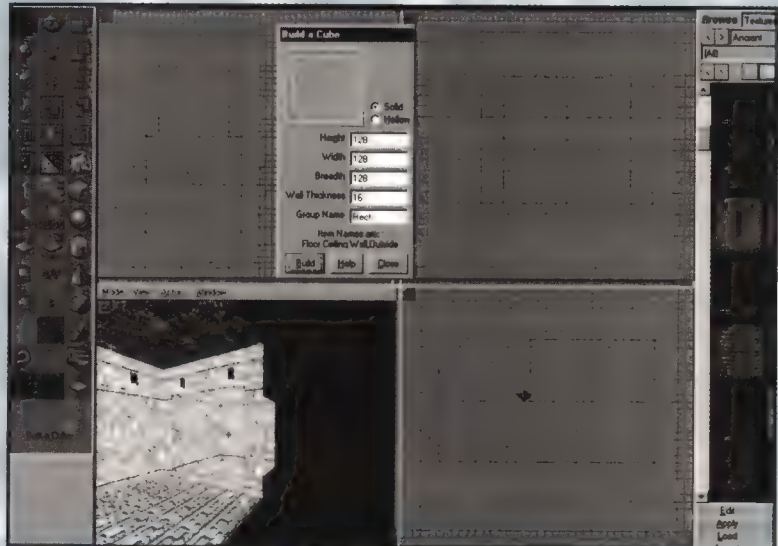
1. Select the surface(s) you want to work with (remember that CTRL + left-clicking selects multiple surfaces) and then right-click them.
2. From the menu that appears, select SURFACE PROPERTIES. There are several things in this dialog box you can experiment with. For now, click on PAN.
3. Use the four buttons to move the texture around on the surface you have selected. If you selected multiple surfaces, such as the four walls of your room for instance, they will all PAN together. This makes it very easy to line up textures in your world.

## ADDING MORE AREAS

Now that you have your room, let's add a short hallway and another room. Since you probably don't want your hall to have the exact same dimensions as your room, we will need to adjust the dimensions of your building brush. Once we've done that, we can subtract the brush from the world to carve out another area. Here are the steps involved:

1. Right-click the cube primitive in the Toolbar, and change its properties so that Height, Width, and Breadth are all 128.
2. Place the new building brush so that it touches the wall of the room. Check in all four views to be sure that the building brush is aligned like a hallway attached to the room.
3. Select the *ANOMYS3* texture from the Browser, then subtract the building brush from the world.
4. Add another hallway, but longer than the first. Change the building brush properties so that Breadth is 512. Align it in an "L" shape with the current hallway, and make sure that their common walls touch or overlap a bit.
5. Make sure you still have the texture *ANOMYS3* selected, then subtract the brush from the world.

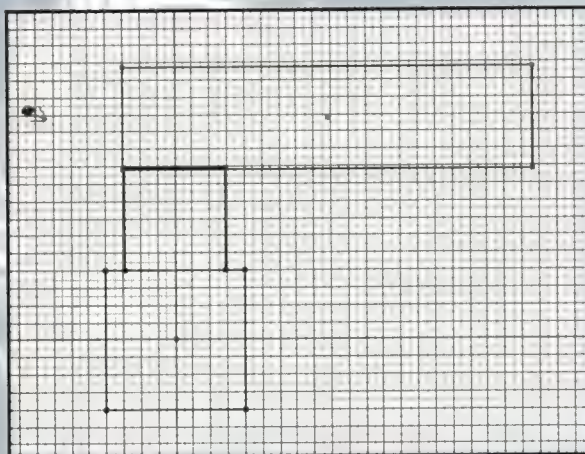
If you lined it up correctly, the first hallway cut out a portion of your room's wall and is now attached. If you didn't get the hall overlapped enough, simply move the building brush a bit further into the room and try again. The second hallway should have taken away the end of the first hallway, giving you a right-angled hallway connected to your room, as shown in the following figure.





## Unreal—Official Strategy Guide

It's going to get a bit crowded in the small area you've created. Let's expand a bit by attaching a room to the other end of this L-shaped hallway. Make this one larger, say 512 x 512 x 512. Once you have it subtracted from the world, select all the floors in your hallway and the new room and apply the texture ATRIM1 to them simultaneously by left-clicking it in the Texture Browser. In addition to subtracting building brushes from the world, you can add shapes into the world you have created. You can continue to use the cube primitive for now. To add a ledge and some stairs in the large room you just made:



1. Right-click the cube primitive and set its properties to: Height: 128, Width: 128, Breadth: 512.
2. You may need to rotate your building brush to fit it where it needs to go. To do that, click the icon just beneath the upper-left eye in the Toolbar—it's a block with arrows rotating around it. CTRL + left- or right-clicking in one of the 2-D views will rotate the brush
3. Place the building brush across the back of the new room, opposite the hallway. Once you have it in place (check all four views to be sure) select the ADD BRUSH TO WORLD icon on the Toolbar, or choose the ADD function from the BRUSH menu.

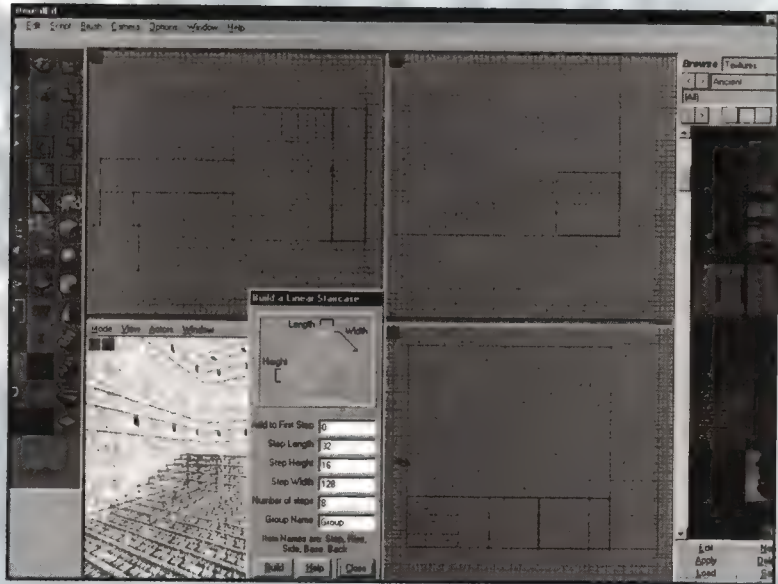
Adding stairs that lead up to your new ledge is done the same way.

1. Right-click the straight stair primitive from the Toolbar, and set its properties to: Add to first step: 0; Step Length: 32; Step Height: 16; Step Width: 128; Number of Steps: 8. Ignore Group Name.





2. Click BUILD, then pick their texture and ADD the building brush to the world.
3. If you like, you can quickly re-texture the entire stairway. Select one surface on the stairs, then right-click it. From the menu that appears, go to SELECT, and then choose MATCHING BRUSH. All surfaces of that



brush (the stairs) will be selected. Play with some of the other options on this menu as well—it's a menu you'll make use of often.

Experiment with adding various brushes inside the space you have carved out. If you take a look at the levels in *Unreal*, very rarely are the corners square, the ceilings flat, and the entries square. Detail makes a level feel real, so you have to spend some time with it to get it right. Also keep in mind that what you see in the editor right now is not necessarily how it will look in the game, since you haven't applied lighting yet. That's next!

## ADDING LIGHTS, ITEMS, AND DECORATIONS

Probably the most important factor that sets the mood of a level is lighting, and UnrealEd makes it very easy to do a professional job. Let's start in the large room with the landing and stairs that you just constructed by adding a few lamps and then placing flames on them. To add the lamps, you need to use another one of your Browser's function—BROWSE CLASSES (classes include every decoration, effect, item, light—in short, everything in *Unreal* is in a Class):

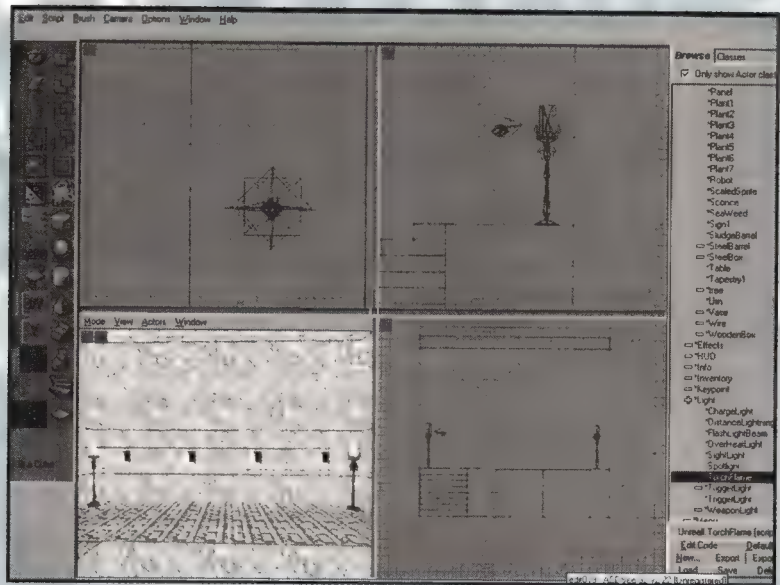
1. Lamps are in the DECORATION class, so once you are viewing Classes in the Browser, select DECORATION to see the available list. Select LAMP1, then right-click in any of the Camera views. You will see a menu option to ADD LAMP1 HERE. Select it and a representation of LAMP1 will appear in the map.
2. Lamps don't give off light by themselves (well, you could make them do it, but it would look odd), so you need to add a flame to light the lamp. Still in the BROWSE CLASSES list, you'll see LIGHT. Select it, then pick TORCHFLAME. Right click and select to add a torch flame to the map.



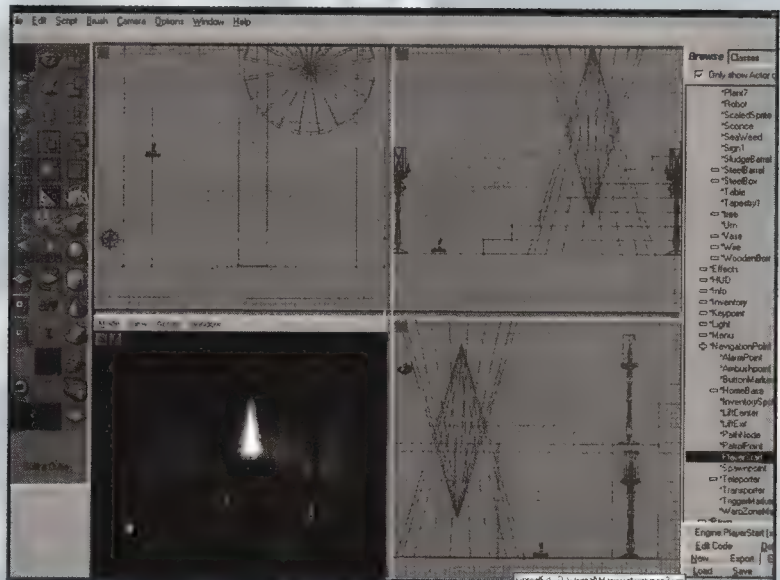
3. Place the TORCH FLAME on top of the lamp. You'll see that we have a bit of a problem here—the torch flame is way too big for our lamp. To fix it, right-click on the torch and select TORCH FLAME PROPERTIES.
4. From the list that appears, open DISPLAY and change the DRAWSCALE to .25. You can edit everything about the torch flame from here, including its brightness and light color.
5. When you're done, close the properties dialog, and you will see that your torch flame is now a more manageable size. Carefully center it on your lamp and check it from all angles to be sure it's correctly placed.



Now that you've made a torch flame/lamp combo, there's no need to duplicate the effort again. As mentioned before, UnrealED has a very intuitive, Windows-based interface. Just CTRL + left-click both flame and lamp and select EDIT, then COPY from the menu bar. Now you can paste a new lamp anywhere you need one with just a few clicks. Once you've placed several lamps within the map, it's time to see how they'll look in the game.

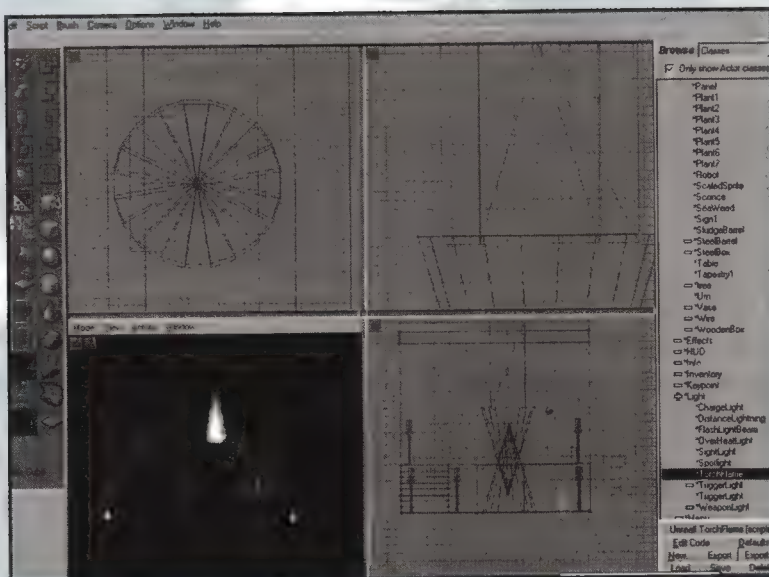


Select OPTIONS from the menu bar, then REBUILD. Make sure AUTO-LIGHTING is on, and click REBUILD GEOMETRY. This will calculate your lights and your 3D view will appear as it would in the game. As you move through the 3D view, you'll even see the torches flicker!





You'll need more light than these few torches in the level, so let's build something impressive. Select the cone primitive from the toolbar, and make a large lamp in the center of the big room by placing two cones point to point and adding the brushes to the world. Add a larger torch flame on the top, and the result is an impressive brazier in the center of your level.



Adding any light is virtually the same process. If you need to add light with no visible source, such as sunlight, just right-click in any view to select **ADD LIGHT HERE**, then edit its properties as you see fit. Go ahead and light the rest of the level before continuing. Everything you've done so far is great, but you haven't really seen it like it is in the game. To do that, you need to add a player start so you can go in and see your level from the inside.

1. From the Browser, select **CLASSES** again, then go down to **NAVIGATION POINT**.
2. Select **PLAYER START** from that menu, then right-click on the map to add one. Be sure that the player start is within the map, or you'll get an error.
3. Once that's done, rebuild Geometry (from the **OPTIONS** menu), then go to **FILE** and select **PLAY LEVEL**.

Add a few more decorations. If you want to add some barrels or maybe a chest with items inside:

1. Go to the **DECORATION** tab in the **CLASSES BROWSER** and select your container of choice.
2. Add it to the map, then right-click it to get to the **PROPERTIES** menu.
3. Open the **DECORATION** tab, and edit **CONTENTS** to be whatever you want it to be. You can store more than one item in a decoration, so feel free to try whatever you like.

If you need help on Unreal class names (which are what it wants you to put in the **CONTENTS** box, although it generally fills it in fine if you know the proper name for something), just take a look further down the Classes list at **INVENTORY**, then either **PICKUP** or **WEAPON**.

## ADDING ENEMIES AND OTHER BEINGS

Now that you've had some practice lighting and decorating your level, it's time to have some more fun. Adding enemies, or any other creature in the game for that matter, is a simple matter of using the Class list again.

1. From the CLASSES BROWSER, select PAWN, then SCRIPTED PAWN. All the creatures in the game are in this class, including Bots.
2. Select a creature—how about a nice, gentle Nali Priest? Select the class NALI PRIEST which is a subset of NALI, then right-click the map to add one.
3. You can right-click your new Nali Priest to edit its properties. In fact, you can change everything about it if you like. For instance, you can change its friendly tendencies to instant hate when it sees you by selecting the AI tab, and changing its ATTITUDE TO PLAYER to ATTITUDE\_Hate. However, Nali don't have the animation frames or the weapons to attack you, so he'll probably just bow you into a corner.

This editor gives you so much flexibility, to discuss all the things you can do with it is beyond the scope of this book. Imagine friendly Titans, smart Brutes, and Warlords as allies. You can add any combination of creatures, position them by rotating them within the editor, and then playtest quickly to make sure it works the way you want it to work. A word of caution—only edit the properties of the creatures you've added to your level. If you change the default properties of the entire class, they may not behave correctly in the game, or the game may not run.



## BUILDING A DOOR

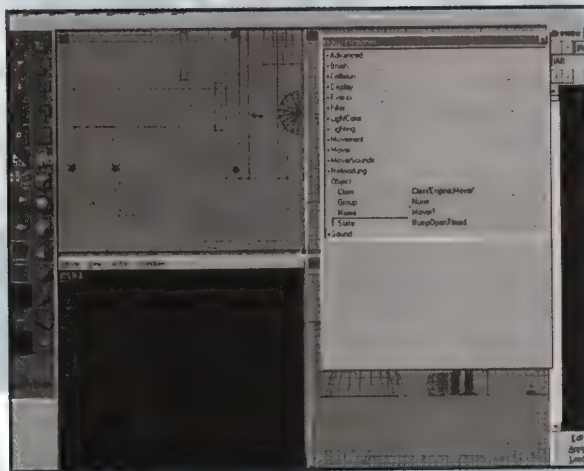
To build a door, or other moving object within *Unreal*, you have to create a moving brush, or *mover*. Movers are pieces of the world that move in predefined keyframes of animation. To create a door is an easy process:

1. First, create a large room to store all the movers you'll need in your level. Construct the door as you would a cube, but make it in this room. Texture it and add it to the world.
2. Next, create a building brush that surrounds the door, and use the menu command BRUSH, INTERSECT. Now you can take the red building brush that has your door's characteristics anywhere you need it.
3. Put it in place in your level, and then click the white cube with tubes coming out of it on the Toolbar (it's the sixth button down on the right). This adds the mover to the world.
4. Move the red building brush out of the way and right-click the mover.
5. Moving brushes move between keyframes, so in order for your door to open, go to MOVER KEYFRAME, and choose KEY 1.
6. Now move the mover to the place it will be when open and repeat, but this time select KEY 0.

If you go into the MOVER PROPERTIES menu, you can set the type of event that triggers the door to move. It is currently set to BumpOpenTimed, which is probably what you want. It will move when bumped by the player, stay open for a short period of time, then close again.

You can't get everywhere with stairs. A lift is built in the same way you made the moving door. Here's what you need to do:

1. Construct the lift in your building room, then INTERSECT it with the world.
2. Next move the red building brush to the location where you want the lift, and click the ADD MOVING BRUSH icon.
3. Set the lift's keyframes as you did with the door.
4. Right-click it and set its properties so that it is triggered the way you want it to be triggered, and you've got a working lift.





## ADDING A SKY

The skies in *Unreal* are beautiful and they are fairly easy to accomplish with UnrealED. When people start building levels, they tend to reserve sky textures for outdoor areas only. In *Unreal*, however, some of the best uses of sky textures are indoors. It adds depth to your world, and sometimes looks better than a sky over a large open area. Here's what you need to do: First, load up some sky textures in the Browser. Then cut a hole in the ceiling to prepare for the sky. There are two ways to position your sky texture. Once you've cut a hole in the roof—use a building brush that's around 32 deep so that the top of the hole is well above the ceiling of your room—you could just replace the texture at the top of the hole with a sky texture. However, it tends to look better if you can put some distance between the hole and the sky. To do this, add another box on top of the hole, and put the basic sky texture on its ceiling. Make sure that you can't see the sides of the box from inside your level. There is other technology at work in the *Unreal* sky boxes, but that's a discussion that's beyond the scope of this brief tutorial.

The secret to *Unreal*'s awesome skies is the use of thin sheet brushes that are transparent with sky textures on them. This is what gives the sky a multi-layered look and adds depth. To create a sheet brush, follow these steps:

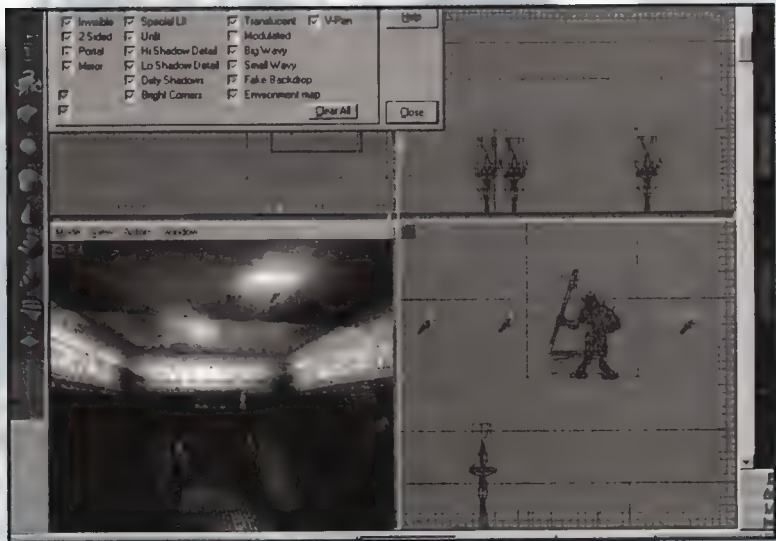


1. Select a sheet primitive from the Toolbar and position it below the ceiling of your sky box, but not too close to the hole in your ceiling below.
2. Select a different sky texture for the sheet brush from the one above it, and select **ADD SPECIAL** from the **BRUSH** menu.
3. Select **TRANSPARENT WINDOW** from the dialog box, and make sure **REGULAR**, **TRANSPARENT**, **2-SIDED**, and **NON-SOLID** are checked. Click **ADD SPECIAL** to add the brush, then right-click it to edit surface properties.
4. In the **SURFACE PROPERTIES** dialog, make sure **2-SIDED**, and **TRANSLUCENT** are selected. Add a **PAN** effect by choosing either **U-PAN** or **V-PAN**. This will make the sky texture move across the sheet.
5. Next, go to your Browser and select the **Classes** list. Select **INFO**, then **ZONEINFO**. Click on **SKYZONEINFO**. Now right-click to place a **SKYZONEINFO** marker between the two levels of your sky. This enables you to set the attributes for your sky box by right-clicking on the **SKYZONEINFO** marker.

## NOTE.....

You'll need to **REBUILD GEOMETRY** to see new lighting effects.

You should end up with a multi-layered sky that moves and rolls across your level's rooftop. In large outdoor areas, don't get stuck thinking you have to make a sheet cover the entire sky. Use smaller sheets and give them different PAN instructions. This is how you get a sky that moves in some places, but not in others. Unreal, isn't it?



## ADDING WATER

Adding water (or any other liquid) to your level is just as easy as adding a sky—in fact in most cases, it's easier. Here's what you need to do:

1. Build the area that will contain the water by subtracting a building brush in the shape
2. Make a new building brush (or use the same one if the pool is uniform) and set it so that the brush, when added, will come just below the lip of your pool. The building brush can extend beyond the pool. Just be sure it covers the whole underwater area you want to create. Also, select a water texture such as GWATER before you go to the next step.
3. Go to the menu and click BRUSH, ADD SPECIAL. Select WATER from the drop-down list and set the properties in the dialog box so that REGULAR, 2-SIDED, TRANSPARENT (if you want to see through the water's surface), and NON-SOLID are selected. Click ADD SPECIAL to add the water brush to the world.
4. Next, enter the Classes list in the Browser again and select WATERZONE. Right-click inside your water brush to insert the WATERZONE—this tells *Unreal* to make everything inside that brush water. Right-click on the WATERZONE marker to set light and other properties for underwater.
5. Right-click the surface of your water brush in the 3D camera view to set it's properties. Make sure PORTAL is checked; if you don't, your entire level will be underwater. The portal function tells the WATERZONE where to stop.

That's it—you've added a pool of water to your world. Dive in and check it out.

We've covered a fair amount of information for a brief introduction, but as you can see, with a tool as powerful as UnrealED, building your own world has never been easier. So use your imagination, and create something unreal.





## The Team Behind *Unreal*

Unreal isn't the result of one person's talent—it's the result of the pooled talents of some very talented people. We thought it might interest you to know a bit about them. Of course, these guys have been locked in a room with each other for a looong time, so maybe this wasn't such a good idea.

**Name:** Cliff Bleszinski

**Handle:** Grand Master Ice Shaft

**Job on the project:** Lead Level Designer/Co-Designer

**Favorite thing about Unreal:** Our innovative gameplay, from the coolio weapons to the Nali to the one-on-one style of combat.

**Weapon of choice and why:** Flak Cannon; it's great for close and long range. It is just fun to rip guys to shreds with it as well.

**Favorite deathmatch tactic:** The ASMD special move works wonders around corners and in tight spots.



**Name:** Alexander Brandon

**Handle:** Ace

**Job on the project:** Composer

**Favorite thing about Unreal:** The visuals.

**Weapon of choice and why:** Eightball Gun; it tracks nicely.

**Favorite deathmatch tactic:** Running into a room, charging up my Eightball Gun, immediately jumping to a top ramp above the doorway, and unloading six rockets into my enemies. Its fun to watch them scatter themselves across the walls thereafter. :)





**Name:** David M. Carter

**Handle:** MotorNerve

**Job on the project:** Creature Design, Assistant Weapon Design, Modeling and Animation

**Favorite thing about Unreal:** That I was fortunate enough to be invited to work on it—and the Skaarj Trooper.

**Weapon of choice and why:** Shuffler/Mini Gun—because I designed it; and machine guns are just TOO much fun.

**Favorite deathmatch tactic:** Run around like a headless chicken, till I get “hosed.”

**Name:** Shane Caudle

**Handle:** 2LowG

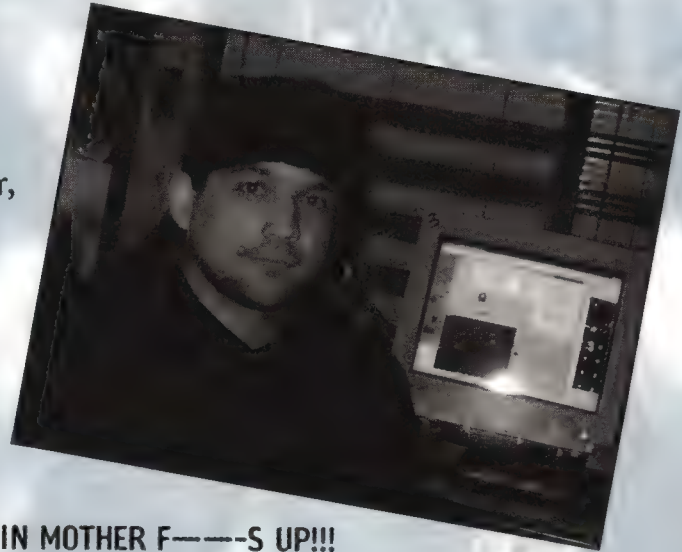
**Job on the project:** Level Designer, Texture Artist, 3D Modeler.

**Favorite thing about Unreal:** Architecture and lighting, and UnrealED—it gives me the POWER!!!!

**Weapon of choice and why:** ASMD, the combo move Rules!

**Favorite deathmatch tactic:** BLOWIN MOTHER F——S UP!!!

Finding some unaware souls fighting it out with each other, shooting the ASMD alt fire in the middle of them and then tagging it with the regular fire; and then sit back and watch the body parts fly! It puts a smile upon my face. ;-)



## Unreal—Official Strategy Guide

**Name:** Juan Pancho Eekels

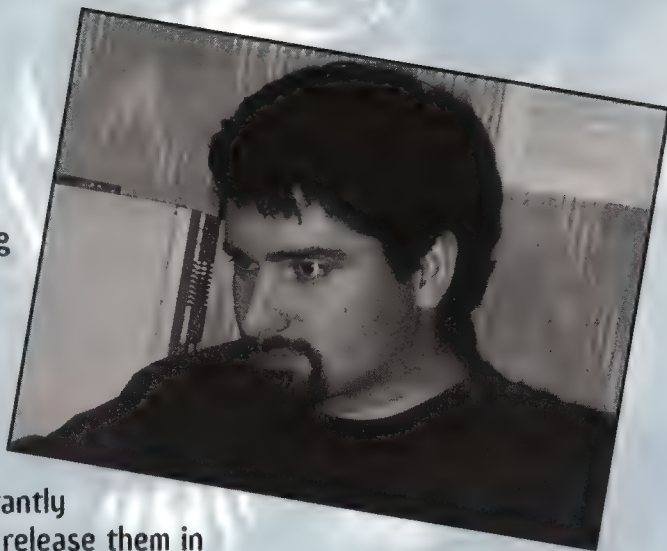
**Handle:** XceptOne

**Job on the project:** Level Design.

**Favorite thing about Unreal:** Being able to almost immediately release your ideas.

**Weapon of choice and why:** Eightball Gun, because I like looking at the trails.

**Favorite deathmatch tactic:** Constantly loading Eightball projectiles. And release them in somebody's face.



**Name:** T. Elliot Cannon

**Handle:** Myscha the sled dog

**Job on the project:** Level Designer

**Favorite thing about Unreal:** Editor/Lighting/Creature Animations/AI

**Weapon of choice and why:** Eightball Gun; I find the Eightball Gun the best for my style of play. It is like having two weapons instead of one.

Leading targets while under fire is an artform. Being able to have grenades that move quickly and ricochet rather wildly with great speed is

fantastic for covering a potential retreat. Although on an individual basis the rockets aren't as powerful as the rockets in other first person shooters—being able to load up 6 rockets and deliver over 500 points of violent splash damage to a room full of artists and programmers is a dream come true.

**Favorite deathmatch tactic:** Kill anything and everything. My strength in deathmatch is the ability to move extremely well in tight or open situations ultimately getting behind players and out of their field of vision. If they can't keep you in front of them they can't shoot you. Getting behind someone in those ultra fast melees is the key to winning a one on one duel.







**Name:** Dave Ewing

**Handle:** I don't really have one, but you can call me the Annihilator!

**Job on the project:** Sound Effects

**Favourite thing about Unreal:** Sound Effects ... and the whole incredibly-immersive-feeling-you-get-when-you-play-it-because-of-the-beautiful-textures -and-amazing-level-design thing :)

**Weapon of choice and why:** Flak Cannon, because it's the most POWERFULL.

**Favourite deathmatch tactic:** Make sure you play on Myscha's (T. Elliot's) team.

**Name:** Innoxx

**Handle:** Innoxx

**Job on the project:** Level designer

**Favorite thing about Unreal:** It's done in Canada. Also, I have to admit that the cryogenised Skaarj is the best monster in the game.

**Weapon of choice and why:** BioRifle; that's the perfect weapon. You can basically shoot at the monsters like with any weapon, or just drop the biosludge on the floor and make it explode when you want. That's perfect for traps and defense; it's also great against monsters that have shields.

**Favorite deathmatch tactic:** Trying to stay out of harm's way.



**Name:** Mike Leatham



**Handle:** High-impact plastic, somewhat stained

**Job on the project:** Texture artist

**Favorite thing about Unreal:** Architecture and lighting.

**Weapon of choice and why:** Digital Stylus (years of practice).

**Favorite deathmatch tactic:** Pay someone to act as bodyguard.



**Name:** Steve Polge

**Handler:** UnReaper

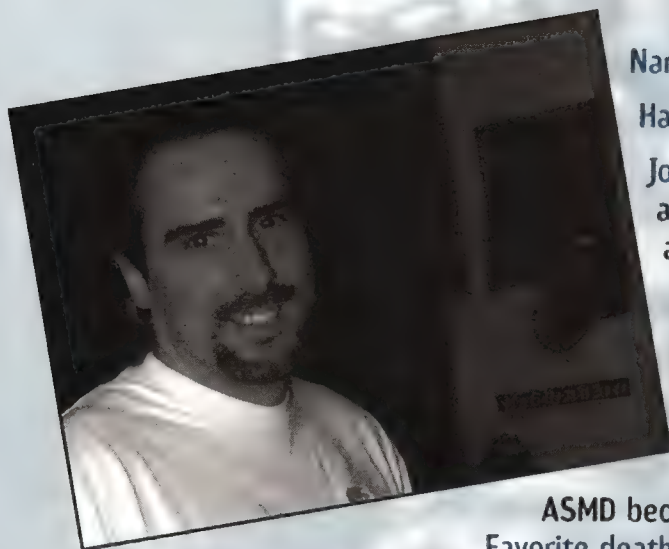
**Job on the project:** Game/AI Programmer

**Favorite thing about *Unreal*:** The extensibility of the Unreal Engine.

**Weapon of choice and why:** ASMD

**Favorite deathmatch tactic:** Adding a Bot with my name into a deathmatch game.





**Name:** James Schmalz

**Handle:** James Schmalz

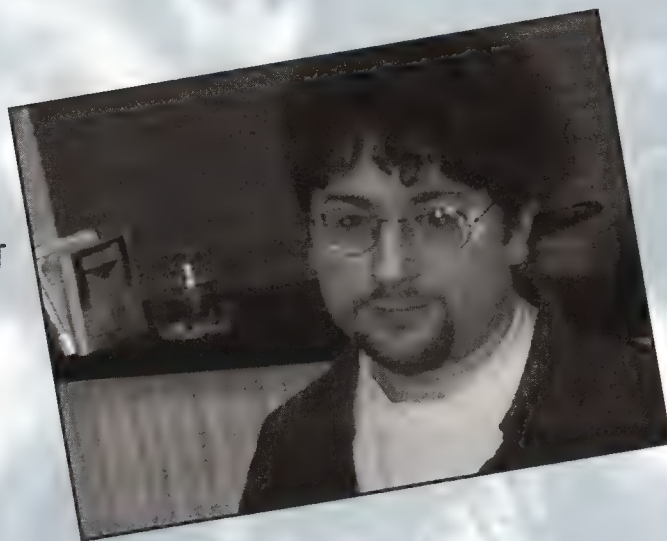
**Job on the project:** Overall Design, art, programming, modeling and animation.

**Favorite thing about Unreal:** Architecture and lighting. It looks better than anything else out there.

**Weapon of choice and why:**

ASMD because the special move kills quickly.

**Favorite deathmatch tactic:** ASMD alt fire move.



**Name:** Jason Schreiber

**Handle:** Bodega

**Job on the project:** Producer (for GT Interactive Software)

**Favorite thing about Unreal:** The Unreal level editor: I can't wait to see what the world's gamers will realize with UnrealEd. The game's pretty cool, too. Priceless moment: watching the Titan swat Krall like mosquitoes in Dasa.

**Weapon of choice and why:** Changes daily. Right now I'm enjoying using the Razorjack to decapitate my enemies...

**Favorite deathmatch tactic:** Rifle shots to the head are very effective.





## Appendix A

# Console Commands and Cheats

This appendix lists the more useful commands that can be entered from the Unreal Console. The Console is a command line interface that enables you to govern what's going on in the world. You access it in one of two ways: a) you can hit the “~” key to open it up and then type your commands, or b) you can press TAB and type the command. Cheat codes are also Console commands, but they are listed separately below for your convenience.

Please note, at the time we went to press it was not clear if all of these Console commands will remain implemented. In other words, you may not be able to call up some commands in your version of the game.

## COMMAND LINE PARAMETERS

Command	What it does
-profile	When C++ is compiled with DO_SLOW_GUARD=1, generates an UnrealScript function profile using the timings in the most recently played level only
-nosound	Disables sound
-nodsound	Disables DirectSound support
-noddraw	Disables DirectDraw support
-nohard	Disables 3d hardware support
-log	Runs with the log window initially visible
-nologwin	Don't output to log window, useful for debugging when printing so many log messages that performance is slowed down by window updates
-conflicts	Show objects of different classes whose names conflict
-nommx	Disables MMX support
-noreplace	Don't automatically replace textures, sounds, and music if they are not found
-make	Rebuilds all .u files from their source .uc files
-make -h	Rebuilds all .u files from their source .uc files and generate a C++ header for each package
-editor	Runs Unreal for editing
-server	Runs as a dedicated server
-strict	Treat all script warnings as critical errors; useful for tracking down the call stack when debugging scripts
-nobind	Don't treat UnrealScript/C++ binding errors as critical, for rebuilding scripts and avoiding the chicken-and-egg binding problem
-showdep scripts	Causes script compiler to log dependency information when recompiling
-nogc	Disables garbage collection
LOG=logfilename	Uses the specified log file instead of <i>Unreal.log</i> ; useful when running multiple copies on the same machine.
INI=inifilename	Sets the .ini file to use for configuration, normally Unreal.ini
READINI=inifilename	Sets the .ini file for reading only (not for writing); overrides the INI= option
PORT=num	Sets the UDP port number for the Internet server

## C++ CONSOLE COMMANDS

## Command

## What it does

BRIGHTNESS	Cycle through 10 screen brightness values
CHAT	Brings up a prompt to type chat text
CANCEL	Cancels an “open” command in progress that is trying to connect
-to a network server	
CDTRACK <i>num</i>	Play the specified CD track
CONSOLE FULL	Make the console fullscreen
CONSOLE HIDE	Hide the console
CONSOLE SHOW	Show the console
DEBUG CRASH	Test crashing the game by appError
DEBUG EATMEM	Test allocating memory until it fills up
DEBUG GPF	Test a general protection fault
DEBUG RECURSE	Test crash by infinite recursion
DUMPCACHE	Display the contents of the memory cache GCache
DUMPINTRINSICS	Display a list of unused intrinsic function ids
EDITACTOR CLASS= <i>classname</i>	During gameplay, edits the properties of the nearest actor belonging to that class; cool for debugging.
ENDFULLSCREEN	Go back to playing in a window
EXEC <i>filename</i>	Execute the console commands in the filename, default is in the System directory
EXIT	Exit the program
FLUSH	Flush all caches; regenerates all lighting, 3d hardware textures, and so on
HIDEACTORS	Hide actors during gameplay
JUMPTO <i>x y z</i>	In UnrealEd, move the viewport to a certain X,Y,Z location; this is useful in conjunction with tester reports generated with the REPORT command
LOADGAME <i>num</i>	Load a game in position 0–9
MARK	Mark all objects that are in memory (for garbage collection debugging in conjunction with MARKCHECK)
MARKCHECK	Display a list of all unmarked objects that are in memory (for garbage collection debugging in conjunction with MARK)
MEM	List memory usage; only works when <i>Unreal</i> is compiled with the memory-tracking option (it's usually not)
MEMSTAT	Show Windows overall memory statistics
MUSICORDER <i>num</i>	Change to a certain track in the song (0=ambient, 1=action, 2=suspense)
OBJ CLASSES	Prints a list of all loaded classes
OBJ GARBAGE	Collect and purge garbage (“garbage” means objects which are no longer in use)
OBJ HASH	Show object hashing statistics



# Unreal—Official Strategy Guide

## Command

OBJ LIST CLASS=objectclass

OBJ REFS CLASS=objectclass NAME=objectname

OPEN *url*

PREFERENCES  
REPORT

RMODE

SAVEGAME *num*  
SHOT

SHOWACTORS  
SOCKETS

STAT ACTOR  
STAT CACHE  
STAT CLIP  
STAT FILTER  
STAT FPS  
STAT GAME  
STAT GLOBAL  
STAT HARDWARE  
STAT ILLUM  
STAT LIGHT  
STAT MESH  
STAT POLYC  
STAT POLYV  
STAT REJECT  
STAT OCCLUSION  
STAT SOFT  
STAT SPAN  
STAT ZONE  
TOGGLEFULLSCREEN  
TYPE  
URL *urlname*  
VIEWUP  
VIEWDOWN

## What it does

List all objects belonging to the class (if the class isn't specified, lists ALL objects). Gives a summary of memory usage. This is very useful during gameplay for figuring out how much memory is being used. In UnrealEd, this statistic isn't useful because a huge amount of extra stuff is loaded which might not be used by your map.

Show a list of objects which reference the object you specify. When trimming memory usage, this is useful for figuring out why some object is being loaded.

Opens a local map (i.e. "unreal.unr") or an Internet server (i.e. "200.0.1.16" or "unreal.epicgames.com")

Displays the preferences in a window

Copies a report of the current gameplay situation to the clipboard. You can then paste the resulting text into an email program, Notepad, and so on. Extremely useful for beta testers, because it dumps the player's X,Y,Z location, the difficulty level, and so on.

Set the rendering mode, 0-9. RMODE 2 is a full-bright mode that is useful for finding things in dark areas.

Save the game in a specified position, 0-9

Take a screenshot and save it in the System directory with a consecutive name such as *Shot0001.bmp*.

Shows actors during gameplay

In network play, shows a list of network sockets (UNetConnections) in use

Shows various statistics

Shows various statistics

Shows various statistics

Shows various statistics

Shows various statistics

Shows various statistics

Shows various statistics

Shows various statistics

Shows various statistics

Shows various statistics

Shows various statistics

Shows various statistics

Shows various statistics

Shows various statistics

Shows various statistics

Shows various statistics

Shows various statistics

Shows various statistics

Toggles fullscreen mode on and off

Types text on the console

In network play, parses a URL and displays its components

Sizes the view up

Sizes the view down

## CONSOLE CONFIGURATION COMMANDS

### GET <classname> <variablename>

This command gets a configurable class parameter. <classname> may be a partial classname, such as “playerpawn”, or a qualified classname such as “engine.playerpawn”. The class must be loaded in memory, otherwise GET returns an empty string. <variablename> must be the name of a variable that is designated as configurable (either in UnrealScript using the “config” keyword or in C++ using CPF\_Config). This returns the value of the configured variable, converted to a string. The value returned by GET reflects the class’s default value (for scripted classes, this is the default value that was set for the class using its property sheet). At any time, zero or more instances of objects belonging to <classname> may be in memory, and may have modified values of <variablename>, and they don’t affect the value returned by “GET”.

### SET <classname> <variablename> <value>

This command sets the default value of a class’s variable. If the class is designated as configurable (using the “config” keyword in UnrealScript or CLASS\_Config in C++), and so is the variable, this function updates the *Unreal.ini* file to reflect the new default value. If any instances of objects belonging to <classname> are in memory, all of those objects are updated. When an object’s config variables are updated, they are notified as follows:

1. The object’s PreEditChange() function is called, basically saying “Get ready to be modified!”
2. The object’s configurable variables are updated with the newly configured values.
3. The object’s PostEditChange() function is called, saying “You’ve been modified, so validate and update yourself”.

This procedure enables objects to validate their configurable properties and update themselves. For example, the audio subsystem’s PostEditChange() function clamps the sound volume to a safe range of 0.0 - 1.0 (because the SET command enables users to set it to ridiculous values) and then updates the actual volume of the sound effects that are playing.



### CHEATS

#### Command

#### What it does

SUMMON WHATEVER

Where *whatever* is Nali, Skaarj, Eightball, and so on, whatever you want. This can be any actor in the game.

GOD

God mode—makes you invincible

GHOST

Enables you to fly through walls. Type WALK to become solid again.

INVISIBLE 1

Makes you invisible to monsters; 0 makes you visible again

INVISIBLE 0

Makes you visible again

ALLAMMO

Gives you all ammunition for current weapons

PLAYERONLY

Freezes time

KILLALL WHATEVER

Where *whatever* is Skaarj, Nali, and so on, whatever you want to get rid of.

FLY

Enables you to fly. Type WALK to be grounded again.

OPEN MAPNAME

Where *mapname* is the map you want to open

HIDEACTORS

Hides actors (actors are monsters, items, weapons, and so on)

SHOWACTORS

Shows actors (actors are monsters, items, weapons, and so on)

SUICIDE

Kills you

WALK

Used to counteract GHOST and FLY commands



## Appendix B

# How to Use the CD

This book comes with the original *Unreal* soundtrack, written and performed by Straylight. Straylight Productions is a music group dedicated to the development of interactive digital soundtracks of the highest quality. Their work can be found in titles from Origin Systems, Epic Megagames, upcoming works from Digital Anvil, and Stealth Productions.

The CD-ROM can be played in both your audio CD player and PC. To play it in your PC, place the CD-ROM in your CD-ROM drive. If the AutoRun feature of your computer is enabled, your PC's CD player should start playing the *Unreal* Soundtrack automatically.

If the AutoRun feature is not enabled, follow these steps:

1. Select Start → Programs → Accessories → Multimedia.
2. Select CD Player.
3. Click Play.





# Look Out for These Unreal Products Coming Soon!

## UNREAL LEVEL PACK

Expand your senses even further. This is the official level expansion pack from the masters that brought you Unreal. Accept no imitations.

- Developed by Epic Megagames, the creators of Unreal
- Amazing new levels, creatures, weapons and features
- Storyline thematically tied to the original game



## UNREAL LEVEL EDITOR

The world's most advanced user-friendly tool for creating 3D environments. Build any environment you can imagine. Quickly. Easily. For the internet. Or stand-alone. Or for integration with UNREAL.

- "If this doesn't bring level editing to the masses, nothing will"
- Computer & Net Player
- "WYSIWYG" creation environment (What you see is what you get)
- Customize nearly every aspect of Unreal
- Thousands of pre-made textures and lighting options to choose from



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Bookstore!



## UNREAL NOVELS

If you enjoy playing Unreal, you will be captivated by these dark Unreal stories based on the game.

### ① HARD CRASH

**HARD CRASH:** Zoria and Gerick are prisoners headed for death by torture when their spaceship loses control and slams into the alien planet of Na Pali. Freed in the crash, they find that Na Pali has been occupied by the Skaar, a race of fierce planetary conquerors who hunt intelligent life for sport and think of humans as nothing more than a tasty meal.

The enslaved Na Pali natives believe that one of the humans might be the avenging angel prophesized centuries ago, the wounded god who will overthrow the Skaar and lead them to freedom. Zoria and Gerick would much rather just find a working spaceship and leave the aliens to their own struggle, but they are caught up in forces beyond their control. Or are they? Somewhere along the way, they learn the true nature of power... and then the trouble really begins.

### ② PROPHET'S POWER

**PROPHET'S POWER:** Haute, the lowly Na Pali slave who would soon be called the Prophet, had fled to safety in the desolate hill country. Here he had found the hidden wreckage of an ancient spaceship, and even more important, found the artificial intelligence that would come to be called the Prophet's Friend. From that day forward the planet Na Pali would never be the same.

In a vision, Friend warned Haute of the coming invasion of his world and guided Haute and his companions in their resistance against the domination of the Skaar. But only Haute's own natural abilities would save his people, the slim chance of winning the final battle that would determine the fate of their entire world.





**Your ship has just  
crashed**

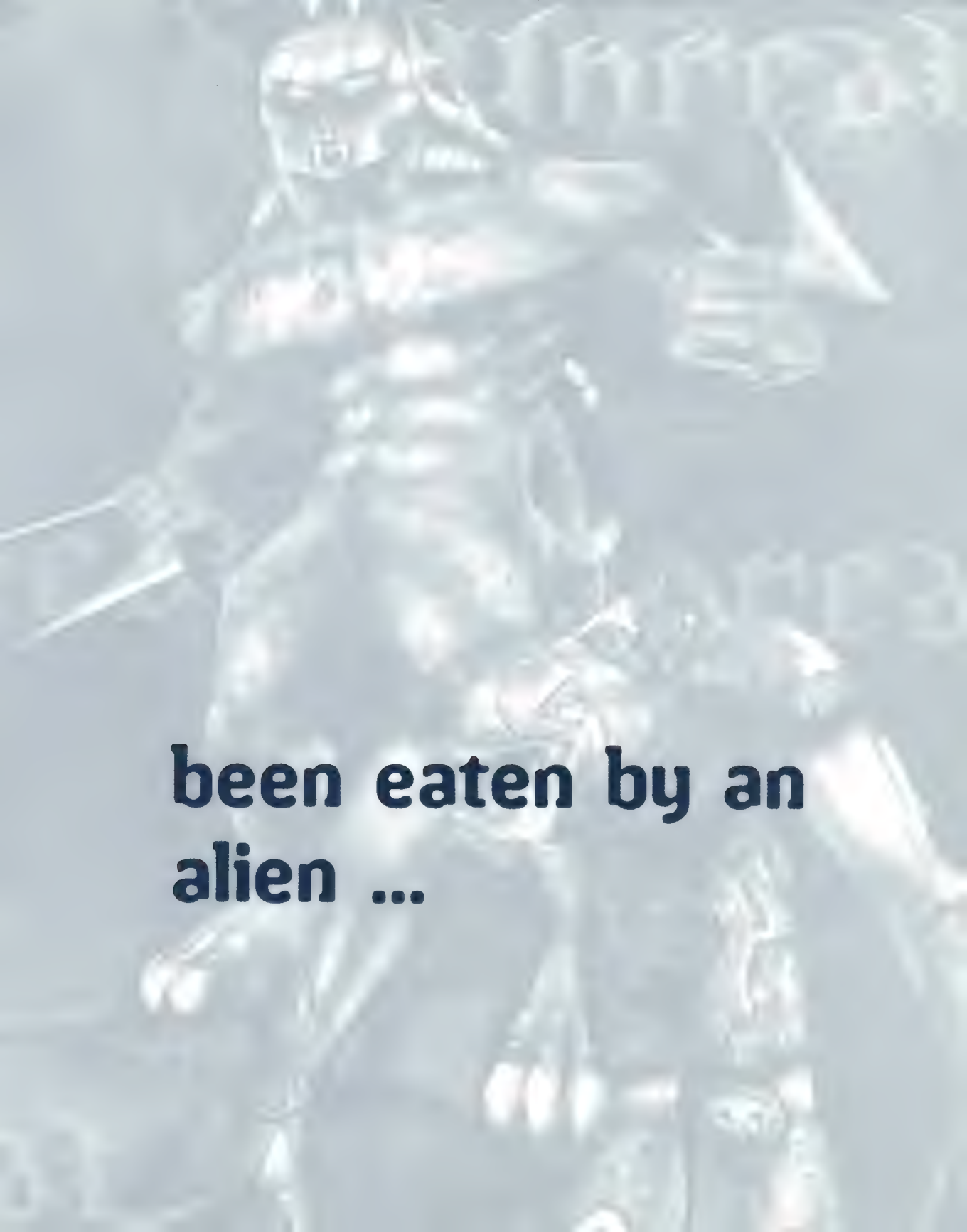


**on an unknown  
planet ...**


The background image is a heavily blurred, high-contrast photograph. It appears to show a person in a dynamic, possibly athletic or dance-like pose. The person is wearing a dark top and light-colored bottoms. The image is so blurry that specific details are lost, but the overall impression is one of movement and energy. The text is overlaid on the upper left portion of the image.

**Your best friend  
has just**




The background image is a faded, blue-tinted photograph. It appears to show a person in a dark, possibly underwater or space-like environment. The person is wearing a dark, form-fitting suit or uniform. There are some indistinct shapes and colors in the background, but they are too faded to identify clearly. The overall tone is mysterious and somewhat somber.

**been eaten by an  
alien ...**



**And all you can  
think about is  
listening to the**

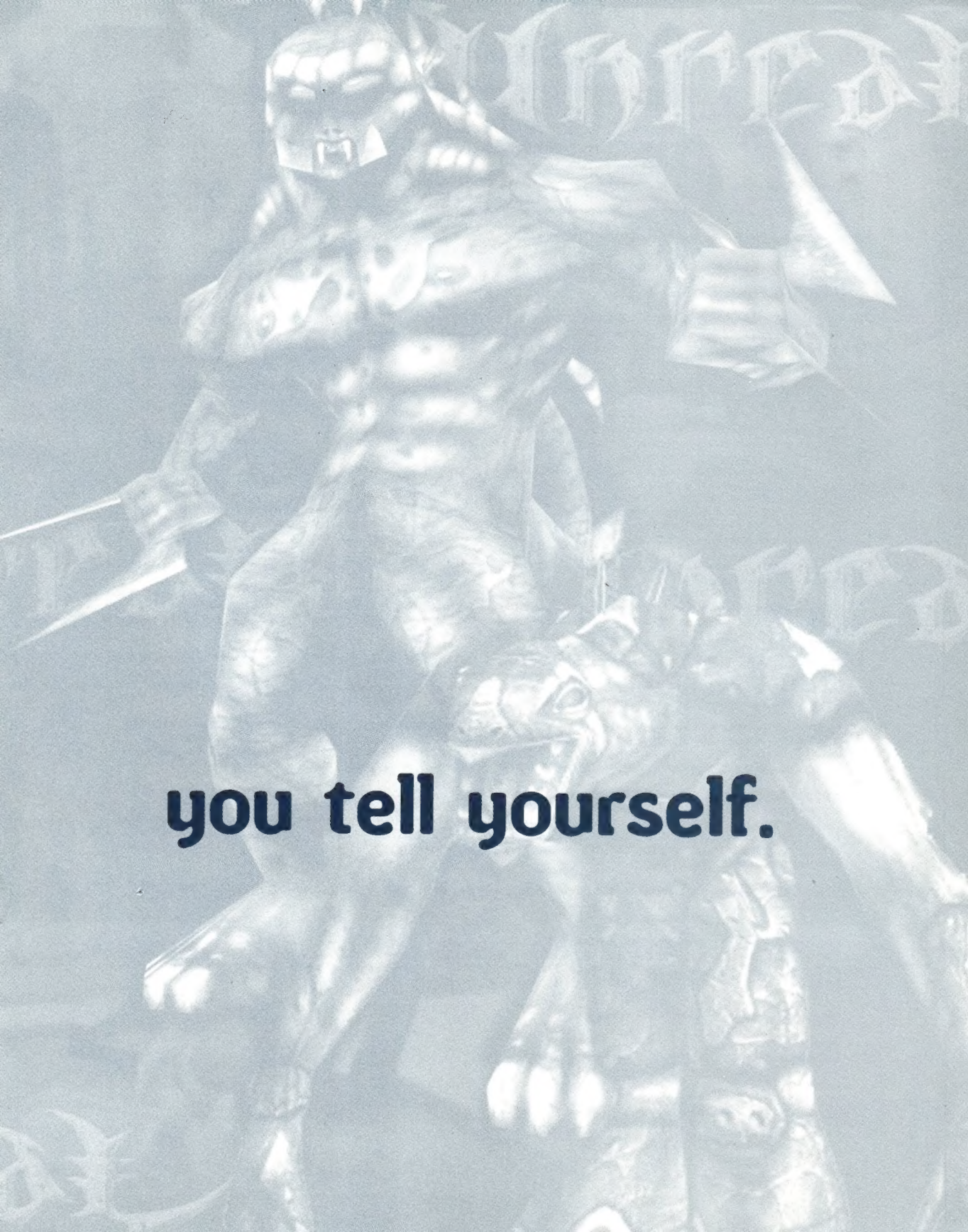


**Unreal Soundtrack  
in the back of  
this book**





**This can't be real,**



**you tell yourself.**



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