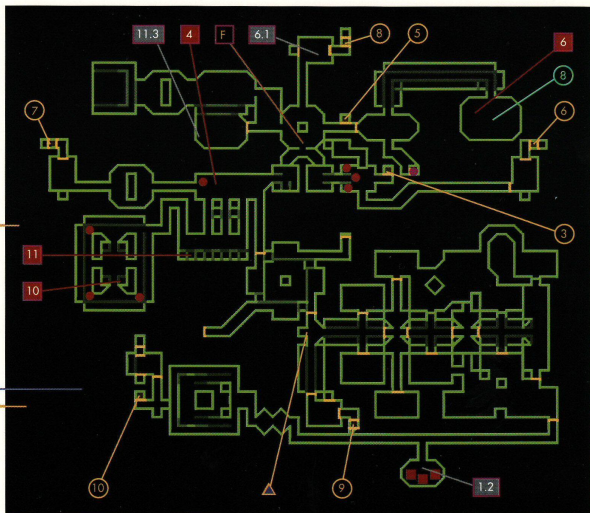
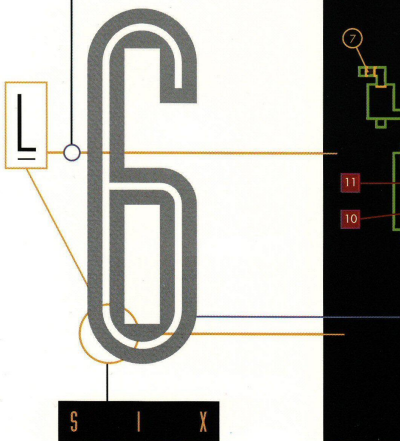
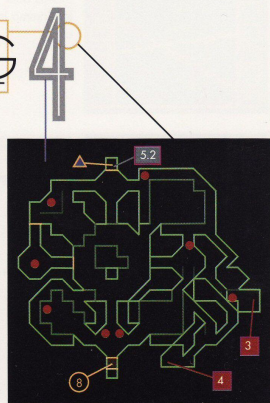
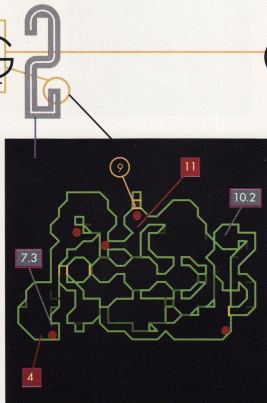
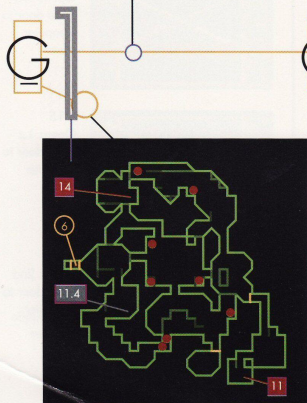
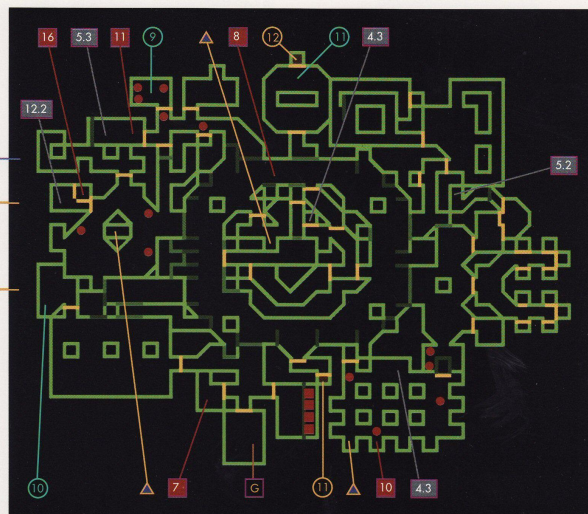
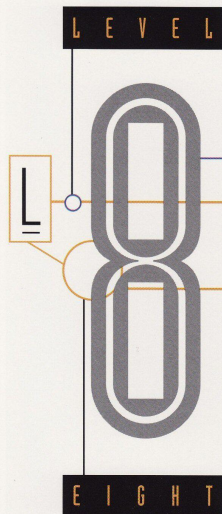
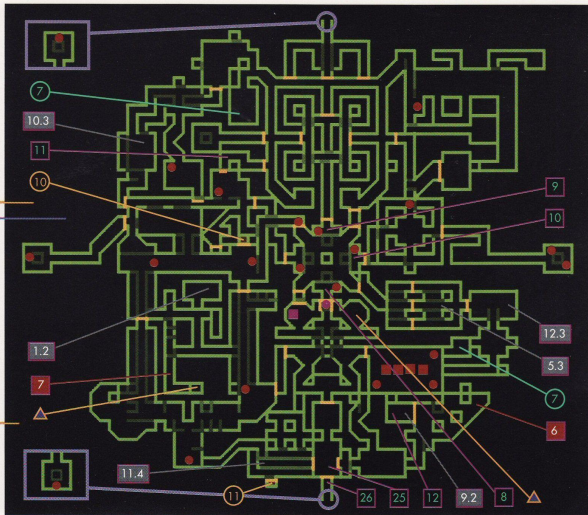
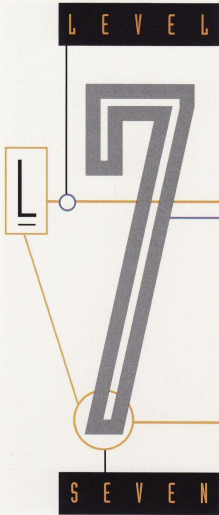


LEVEL

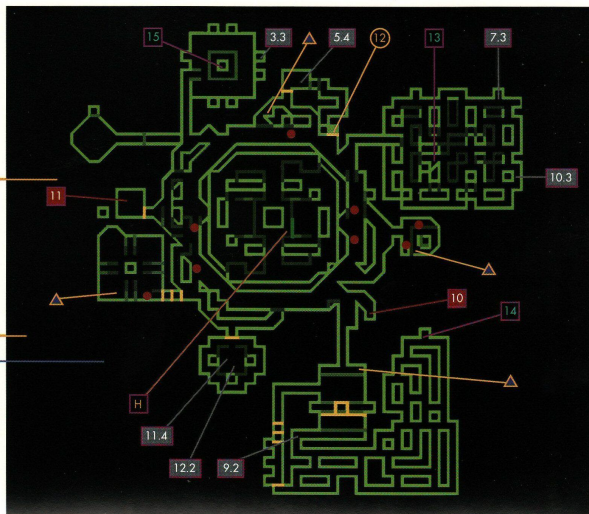
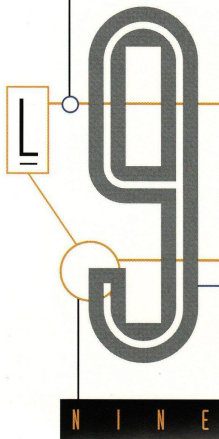


GROVE LEVELS





LEVEL



SYSTEM SHOCK MAPS

Colored circles (on the pull-out maps) denote elevators, power recharge stations, weapons, etc., and numbers further define some items. For example, yellow bullets with a "1" and "2" inside refer to the first and second elevators, and red squares with a yellow "1" and "2" refer to the lead pipe and dart pistol, respectively. Hardware versions are listed as gray squares with white decimals inside (such as 1.2).

LEGEND

- Security Camera
- ▲ Power Recharge
- Computer Node
- ▲ Cyber Terminal
- ① Elevator
- 1 Puzzle
- Restoration Bay
- 1 Weapon
- Surgery Bed
- 1 Hardware
- ① Access Card

- Security camera
- Computer node
- ▲ Power recharge station
- Restoration bay
- Surgery bed
- 99 Puzzle
- ▲ Cyberspace terminal

- AReactor
- BLevel 1
- CLevel 2 (Security Admin. area)
- DLevel 2 (Library)
- ELevel 5
- FLevel 6
- GLevel 8
- HLevel 9

① Elevator

Levels available (Some are not available until certain mission elements are performed.)

- 11, 2
- 2R, 2, 3
- 33, 6 (Must complete Laser Mission to use)
- 43, 4, 5
- 55, 6 (Must complete Laser Mission to use)
- 66, G1
- 7Inoperative
- 86, G4
- 96, G2
- 106, 7 (Must jettison Beta Grove to use)
- 117, 8 (Must set reactor to destruct to reach all of Level 8)
- 128 to 9 (one-way) (Must defeat Diego cyborg and get his access card to use)

1	Weapon
1	Lead pipe
2	Laser rapier
3	Pistol
4	Dart pistol
5	Magnum
6	Flechette
7	Skorpion
8	Assault rifle
9	Riot gun
10	Rail gun
11	Mag pulse rifle
12	Sparq beam
13	Blaster
14	Ion pulse rifle
15	Stun gun
16	Plasma rifle

1	Hardware attachment/upgrade
1	Bioscanner
2	View Control
3	Sensaround
4	Head-Mounted Lantern
5	Energy/Projectile Shield
6	Infrared Night-Sight Vision
7	Navigation and Mapping unit
8	Multi-Media Data Reader
9	Turbo Motion Booster
10	Jump Jets
11	Target Identifier
12	Enviro-Suit
13	System Analyzer (Status)

Note: Versions appear as 1.1, 1.2, etc.

1	Access card
1	Standard
2	Group-1
3	Personal (D'Arcy, PER-1)
4	Medical
5	Science
6	Group-3
7	Engineering (ENG)
8	Administrative (ADM)
9	Group-B (GRP-B)
10	Command (STD-MNT-SEC)
11	Personal (Diego, PER-5)

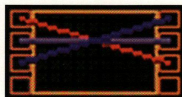
W I R E P U Z Z L E S

Switch the wire endpoints until the threshold score is reached. You must have the correct endpoints for each wire for PUZZLE difficulty levels 1 and 2. For difficulty 3, you must have the correct endpoints and the correct color configuration.

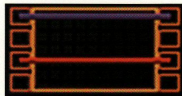
The solutions in this section are for difficulty 3, but will work for any PUZZLE setting. All solved wire puzzles appear on a single panel in the pull-out item maps.

Bold **Key** entries refer to puzzles cross-referenced in the walkthrough (pp. 60-78). All **Key** entries (except keypad locations) are marked on the Item maps.

LEVEL R

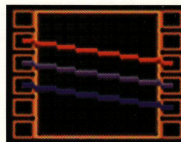


P-1
Opens door near Shield Generator room



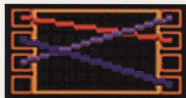
P-2
Turns on lights

LEVEL 1

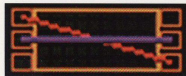


P-3
Activates force bridge

LEVEL 2

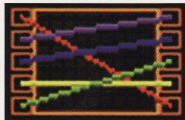


P-4
Displays
override
code in
Library



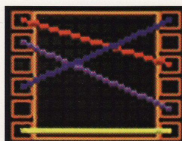
P-5
Opens door
to Robot
Maintenance

LEVEL 3



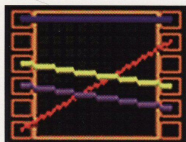
P-6
Opens
Demodulator
room

LEVEL 5

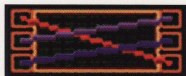


P-6
Activates
force bridge

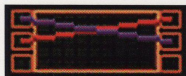
LEVEL 7



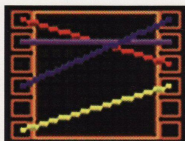
P-8
Opens door
to Gamma in
core



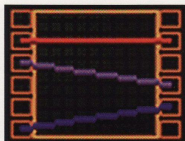
P-12
Creates exit
out of storage
room



P-9
Opens door to
Alpha in core

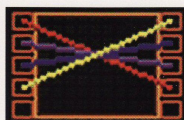


P-11
Disables
autoclose on
nearby door

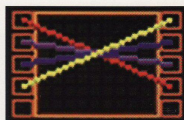


P-10
Opens door to
Beta in
core

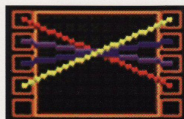
LEVEL 9



P-14
Opens 3rd
force door to
computer
room



P-15
Opens 1st
force door to
computer
room



P-13
Opens 2nd
force door to
computer
room