

This wholly independent product is the sole property of GameSpot, a division of ZD, Inc. This guide is not endorsed, sponsored, nor otherwise authorized by Fox Interactive. Aliens vs. Predator is a trademark of Fox Interactive.

# GAMESPOT GAME GUIDE:

## ALIENS VS. PREDATOR

BY CHRIS JENSEN and DOUG RADCLIFFE



Copyright 1999 GameSpot, a division of ZD Inc. All rights reserved. Reproduction in whole or in part in any form or in any medium without express permission of GameSpot is prohibited. GameSpot, videogames.com, and VideoGameSpot are trademarks of GameSpot, Computer Gaming World, Electronic Gaming Monthly, and Expert Gamer are trademarks, and EGM is a registered trademark of ZD Inc., and are used by GameSpot under license. The Official U.S. Playstation Magazine is licensed by Sony Computer Entertainment America. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

This guide is a product of GameSpot. It is neither authorized or sponsored by, nor licensed or affiliated with Fox Interactive. Aliens vs. Predator and its characters are trademarks of Fox Interactive. All titles, items, characters, and products described or referred to in this guide are trademarks of their respective companies.

ISBN 1-58422-027-9

Some images copyright [www.arttoday.com](http://www.arttoday.com)

WHAT'S INSIDE: INTRODUCTION .....7

CHAPTER ONE: ALIEN STRATEGIES ..9

**Movement Tactics .....10**  
**Vision Modes .....12**  
**Weapons .....13**  
**Special Abilities .....15**  
**Fighting Marines .....17**  
**Fighting Predators .....17**

CHAPTER TWO:  
PREDATOR STRATEGIES .....18

**Movement Tactics .....19**  
**Vision Modes .....19**  
**Weapons .....21**  
**Special Abilities .....24**



**Fighting Marines .....24**  
**Fighting Aliens.....25**

**CHAPTER THREE:  
MARINE STRATEGIES.....26**

**Movement Tactics .....27**  
**Vision Modes .....28**  
**Weapons .....29**  
**Special Abilities .....33**  
**Fighting Aliens.....33**  
**Fighting Predators .....34**

**CHAPTER FOUR:  
ALIEN WALK-THROUGH .....35**

**Episode I: Temple.....37**  
**Episode II: Escape .....43**

<b>Episode III: Ferarco .....</b>	<b>47</b>
<b>Episode IV: Gateway .....</b>	<b>53</b>
<b>Episode V: Earthbound .....</b>	<b>59</b>

## CHAPTER FIVE:

<b>PREDATOR WALK-THROUGH .....</b>	<b>64</b>
------------------------------------	-----------

<b>Episode I: Waterfall .....</b>	<b>66</b>
<b>Episode II: Area 52.....</b>	<b>69</b>
<b>Episode III: Vaults .....</b>	<b>74</b>
<b>Episode IV: Fury I61 .....</b>	<b>79</b>
<b>Episode V: Caverns .....</b>	<b>84</b>
<b>Episode VI: Battle .....</b>	<b>88</b>

## CHAPTER SIX:

<b>MARINE WALK-THROUGH .....</b>	<b>90</b>
----------------------------------	-----------

<b>Episode I: Derelict .....</b>	<b>92</b>
----------------------------------	-----------

<b>Episode II: Colony</b> .....	<b>95</b>
<b>Episode III: Invasion</b> .....	<b>101</b>
<b>Episode IV: Orbital</b> .....	<b>106</b>
<b>Episode V: Tyrargo</b> .....	<b>111</b>
<b>Episode VI: Hangar</b> .....	<b>115</b>

## CHAPTER SEVEN:

### MULTIPLAYER TACTICS.....118

<b>Game Types</b> .....	<b>119</b>
<b>General Death Match Tactics</b> .....	<b>121</b>
<b>Alien Multiplayer Strategies</b> .....	<b>123</b>
<b>Predator Multiplayer Strategies</b> .....	<b>124</b>
<b>Marine Multiplayer Strategies</b> .....	<b>125</b>

### CHAPTER EIGHT: CHEAT CODES ....127

### GAMESPOT FEATURES .....

131

# WHAT'S INSIDE

*An*

---

*Introduction*



**Aliens vs. Predator is unlike any 3D shooter that has come before; a brooding, bloody, and dark combat arena where paranoia rules the day and an itchy trigger finger can find you mowing down more friends than enemies.**

**Aliens vs. Predator is a unique first-person shooter that allows you to choose from one of three classes: Marine, Alien, or Predator. Each of these classes plays differently, feels differently, and each sports its own complement of weaponry. Encompassing both single-player missions and multiplayer mayhem, there is something for everyone in Aliens vs. Predator, and this guide will show you how to get the most out of every experience. Here you'll find strategies for becoming number one in multiplayer battles and to work as a team, whichever character you're playing.**

**Each of the three campaigns that comprise the single-player experience is documented in a detailed walk-through that is guaranteed to get you through every Director's Cut mission to the end of the game. Additionally, you'll read advanced tactics for each of the selectable classes as well as in-depth advice on the best use of each of the varied and powerful weapons at your disposal. Before you know it, you'll be climbing walls with the Alien like a professional, sitting in dark corners and sniping unsuspecting Marines as the Predator, or holding down the fort with your smartgun as an outnumbered Marine.**





# CHAPTER ONE

*Alien*

---

*Strategies*





**W**

ith no long-range weaponry to speak of, most players will opt for one of the other species before attempting to master this powerful, but short-ranged, creature. With a unique vision mode, one where no one can hide in the shadows, and the ability to climb walls, the Alien should provide enjoyment for those players looking for something a bit different. Below are various tactics for the Alien, including how to capitalize on its overwhelming speed advantage and when to use its health-regenerating jaw attack.

## MOVEMENT TACTICS

Against the long-range weaponry of the Marine and Predator, often the Alien's only hope is to outrun foes and scamper away to safety. It would come as no surprise, then, that as an effective Alien player, you're biggest emphasis should be on control and movement. Become comfortable with the controls, especially strafing and wall climbing. There will be many situations when the only chance you have of surviving is how fast you can run up a wall.

## *SPEED ADVANTAGE*

One of the biggest assets to the Alien player is speed. These guys are fast ... very fast. Throughout the single-player game, you'll often have little trouble just doing circle strafes around Marines and civilians—they won't be able to even keep up with you. Your speed advantage should also be used in hit-and-run tactics. Hide in a corner of the room (or better, on a wall or the ceiling) and strike when the enemy is not paying attention. Frequently, Marines patrol around the area, walking through a set of waypoints. If you wait

around long enough, the Marine turns around, exposing his blind side to attack. Approach quickly; perform any attack to eliminate the enemy quickly.

Don't forget the biggest use of the Alien's speed advantage—running away. Frequently, you'll enter an area where the opposition might be too overwhelming. Use that advantage to high tail it out of that area; many enemies you find in an area don't even necessarily need to be killed. Speed past them. Fighting isn't always the answer, especially when you are as frail as the Alien.

## ***ELEMENT OF SURPRISE***

Whether in a multiplayer game or progressing through one of the single-player levels, you'll find many opportunities to pounce on someone, computer- or human-controlled. With the Alien's ability to walk on walls and ceilings, combined with the distinct speed advantage, you should have little trouble sneaking up on foes.

Because the Alien cannot collect medkits, the only way to regenerate health is through the consumption of enemy bodies (specifically with the jaw attack to the enemy cranium... gruesome, but it's only a game). Sneak attacks, then, are vital to the Alien's survival. Pulling off the jaw attack on an alerted enemy is nearly impossible. Use the shadows, use your speed, and use the Alien's wall climbing ability to make up for the species disadvantages, namely the lack of long-range attack.

## ***DEATH FROM ABOVE***

An advantage the Alien possesses over the other species in the game is the ability to climb walls and roam ceilings. Especially in death-match games, hiding on the ceiling of a level (note how dark most Aliens vs. Predator levels are) can be an effective tactic. When the

human opponent passes underneath, drop down and take him or her out from behind with any one of your attacks. This works during the single-player game as well. Remaining out of sight of enemies such as Marines and Androids is a huge priority for the relatively weak Alien; use the walls and ceiling as both excellent hiding spots and the perfect position to pounce from. What makes death from above such an inviting tactic is the fact that the Alien isn't hurt by long falls.

## **VISION MODES**

Featuring the perfect vision modes for a cautious, stealthy player, the Alien's default vision may look odd, but it's effective against other species, especially against the Predator, who can't cloak against the perceptive Alien.

### ***HUNTING VISION***

The Alien sees the world through a strange fish-eye perspective; the Alien's hunting vision is its default vision mode. For the veteran first-person shooter player, this view can be disorienting. Coupled with the speed of the Alien species, it might take even a veteran player a few rounds before he or she is fully comfortable controlling the creature.

One unique feature of the Alien's default vision mode is the ability to see all creatures, even if they attempt to hide in the shadows. Around each enemy (or friendly, for that matter) player will glow a bright aura. Humans glow blue; Predators glow green; and fellow Aliens glow red. If an enemy attempts to sneak through the shadows hoping to remain undetected, the Alien's default vision mode, hunting vision, will spot them immediately. Don't worry about searching through the dark areas for hidden enemies; there will

never be any. The hunting vision can also see cloaked Predators—a distinct advantage.

## **NAVIGATION VISION**

Though the Alien's hunting vision places colored auras around enemy players, it won't assist in seeing inside dark tunnels or areas of the map (and there are plenty). For that, you'll need to switch over to the Alien's second vision mode, navigation vision. When inside a dimly lit area, switch to this mode to get a better look at your immediate surroundings. The worst problem with navigation vision is that you can't see too far from your position; a bright light covers the distance allowing you only to see a few feet in front of you. Also, you'll lose the aura around enemy players.

With as many dark areas you'll come across through the single-player game, you'll need to use the navigation vision frequently. But don't stick with it too long. Losing the distance becomes a significant disadvantage; against the other species, who both possess range weaponry, you'll often spot the foe too late—after you're already under fire. Use the navigation vision mode only when necessary, switching back to the hunting vision frequently to spot any foes in the distance.

## **WEAPONS**

Without long-range attacks, the Alien needs speed and stealth to survive any length of time. Though the Alien's attacks are powerful, you must be at an extremely close-range to pull them off effectively, especially the health-regenerating jaw attack.

## **CLAW ATTACK**

The Alien's first basic attack (using the primary fire button) is a series of swipes with its huge claws. Humans can't take much punishment from your claws; in fact, you'll often take them down in just one or two swipes. When using the claw attack, make every effort not to approach the enemy from the front. If you do, chances are the Marine's weapon will plaster you. As the levels progress and the missions become more difficult, the Marines start carrying more explosive firepower. If you continue to attack from the front, you won't last too long against the flame throwers and the miniguns. Use your speed to circle around the enemy Marine; as you move around, keep hitting the claw attack. He won't stand too long.

The claw attack also breaks control panels, initiates elevators and disables electrical boxes. Because the Alien can't operate buttons and levers like a human, you must use the claw, or tail, attack. Just approach the control panel—or whatever—and hit the primary or secondary fire buttons.

## **TAIL ATTACK**

When battling Marines, the tail attack should be your top choice unless you are attempting to use the jaw attack to regenerate health (see below). Pushing the secondary fire button will initiate the tail strike, a powerful auto-targeting alternative to the claw strike. Because the Alien is so fast, hit-and-run tactics work extremely well, especially coupled with the powerful tail strike. Cautiously approach the Marine from the rear, then charge and terminate the foe with a quick swipe of the tail. Holding down the secondary fire button charges the tail; release the button to perform the strike, which will be more powerful depending on how long you held down the button.

Like the claw attack, the tail strike can be used to break control panels and other operation functions. Just walk up to the item you

wish to break (everything from computer consoles to glass windows) and hit the secondary fire button to bust it apart.

## **JAW ATTACK**

The mother of all Alien attacks, the jaw attack is the only way for the Alien to regenerate its health, at least in significant amounts. To pull off a jaw attack, you must walk extremely close to the human enemy; point your viewpoint at the cranium and two sets of teeth appear on the screen. At this moment, hit the primary fire button to initiate the attack.

Against civilian, unarmed humans, the jaw attack is the way to go. If the human poses no threat, there's nothing stopping you from approaching the character and waiting patiently to line up this potent attack.

As for armed Marines, you'll want to use the jaw attack only from the rear. You usually won't have time to line up your jaws effectively before the Marine starts taking shots. Therefore, be extremely careful when judging whether the time is right for a jaw attack. If you don't need health, then you probably shouldn't bother with it. Sure, it's great to see your stats at the end of the level, but it's far more important to actually reach the end of the level.

Lastly, if you tail strike an enemy Marine chances are, with his or her body still intact, slumped on the ground, you can still perform a jaw attack and receive some health. Always check the body on the ground before moving on.

## **SPECIAL ABILITIES**

Unlike the other species, especially the Marine, the Alien must rely on special tactics in order to survive in the single-player campaign or rack up kills in multiplayer arenas. While the Marine has a flame

thrower or minigun to fall back on and the Predator can utilize his cloak or powerful sniping tools, the Alien must use all elements of the environment, from ceilings and walls to dark shadows in the corner, to survive.

## ***WALL CLIMB AND POUNCE***

The most unique characteristic of the Alien creature, especially in multiplayer games, is the ability to walk on walls and even the ceiling. Practice this technique during the single-player game, where you'll be using it quite often, before attempting it against human players in a multiplayer area. Use your crouch button to start climbing the wall and kept it held to stay latched onto the wall or ceiling. This ability is especially useful in getting behind enemy turrets, locating ceiling passages and pouncing on Marines.

## ***ACID BLOOD***

As you might have seen in any one of the Alien movies, the creature's blood is acid. If any splatter of blood reaches the human player's skin, it's going to be quite painful. If you're fighting against an Alien as a human, be careful to stay away from the blood pools or the splatters of acidic juice when pumping it full of pulse rifle rounds. As an Alien, there's not much you can do to utilize the acid blood to your advantage. If you're starting to spout blood, you're in too much trouble to make bleeding a tactic.

## ***EXTINGUISHING FIRE***

Marines carrying flame throwers can be an annoying problem—fire hurts. But, thankfully the Alien can extinguish the fire, usually just in time to survive the burn and continue on. If you happen to get



on fire (look for flames that cover your screen), run around at top speed and don't stop. The faster you get moving, the sooner the fire will go out. While you should attempt to never attack a flame-thrower Marine from the front, if you do get on fire, don't stand still and put it out as soon as possible.

## **FIGHTING MARINES**

Marines and civilians in the single-player game are quite slow—use that to your advantage. Circle around the slower species and swipe a few times with your claws or tail. Typically, it only takes one or two hits to completely immobilize the Marine or civilian. Don't attack from the front, where the Marine's weapon is. Instead, use the wall climb ability to get above or your speed advantage to get behind. For unarmed civilians, don't waste the extra health; walk up to the defenseless sack of flesh and use the jaw attack.

## **FIGHTING PREDATORS**

Though he's faster and tougher than a Marine, the Predator still isn't much of a match for the Alien's speed. Like the Marine, you must use this speed to your advantage. Circle around the Predator and constantly strike with the claws or tail. If you were playing as a Marine, it would be best to keep your distance to get off some explosive shots; however, as the Alien, it serves no purpose to stay far away because there's no way you can do damage. Get up close; though the Predator is tougher, he still can't take much punishment from your tail or claw attack. Charge up the tail attack and run at the Predator from the side or behind; release the attack when close.


# CHAPTER TWO

*Predator*

---

*Strategies*





**I**f ever a character lived up to his name, it must be the Predator. Where the Marine excels through sheer firepower, and the Alien with lightning-fast attacks at close range, the Predator involves stealth, cunning, and planning. Predator has several weapons at his disposal, each of which involves a new set of skills. Whether you're hiding in darkness and planning a sniper attack with the spear gun or pelting the ground with electrical charges from the pistol, the Predator offers the wily player several modes of death-dealing, each very different from the last. What follows is a close examination of the Predator experience. Before you know it, you'll be toting around head trophies and strutting your stuff for all the world to see.

## MOVEMENT TACTICS

Predator benefits from a rapid movement rate—not quite as fast as the Alien, but faster than the Marine. Unlike the Alien, the Predator cannot scale walls and hang from ceilings. So where does the Predator excel? In the use of cloaking, covered in more detail in the Special Abilities section.

## VISION MODES

Predator enjoys the luxury of three vision modes that can influence the success of your gameplay. Used wisely, the various vision modes can mean the difference between killing a foe with one shot or aimlessly firing rounds in the hopes that you might, with luck, score a hit.

## ***BLUE VISION***

When playing in a multiplayer or single-player level against Marines, you'll want to make use of the blue vision mode. Blue vision makes Marine units stand out like a sore thumb and, best of all, auto-targets your disc and shoulder cannon for a direct hit. Without auto-targeting, each of these weapons is a real challenge to score with because of their slow rates of fire.

## ***RED VISION***

In a multiplayer game or single-player level infested with Aliens, red vision mode is your ticket to success. Red vision is especially useful for locating and seeing Aliens, as well as auto-targeting your shoulder cannon and disc. Considering that Aliens love nothing more than hiding on walls and ceilings awaiting their prey, the red vision mode can make all the difference in getting advance warning on their whereabouts.

## ***GREEN VISION***

When the time comes for Predator vs. Predator action, green vision mode will be the answer to racking up kills. When activated, the green vision will make enemy Predators extremely visible, as well as auto-targeting your shoulder cannon and disc. Best of all, it works against cloaked enemies, so there will be no hiding from the Predator who is effectively using green vision.

## ***ZOOM***

Unlike Marines and Aliens, the Predator benefits from several levels of zoom. Especially useful when used in conjunction with the spear

gun, zooming in on a doorway while cloaked can make you the pre-eminent sniper. All it takes is one well-placed shot to bring down any opposition, and usually the zoom will make all the difference between a direct hit and one that lands just off target, alerting your enemy to your presence. Remember, the point of being a Predator is not to miss! Use your zoom mode from a good, secure vantage point and you'll be racking up kills like a madman!

## **WEAPONS**

The Predator has a wide assortment of weaponry, each of which involves a new set of skills and tactics. Whether you're in a close-combat situation or long-distance sniping, the Predator arrives with an arsenal sure to please.

### ***PISTOL***

The pistol is an energy weapon that draws its ammo from, oddly enough, your energy reserves. As long as you have energy, you can spit out energy blasts with reckless abandon. Keep in mind though, the more you fire, the more energy you're using. If you fire too much too fast, don't be surprised if you find yourself a sitting duck, stuck without energy and forced to switch to a shoulder cannon.

The pistol does not fire in a straight line, say like a bullet. Instead, the pistol fires something akin to a mortar shell, so practice is recommended with this weapon so you can get a feel for how high your fire arc should be, depending upon where your enemy is located. It's easy to be deceived into thinking the pistol has a low range, but given enough ceiling clearance, it can actually fire just as far as any other weapon.

The pistol is an effective weapon against both Marines and Aliens, but will generally require two direct shots to bring either to their knees.

## ***SPEAR GUN***

The spear gun is the weapon of choice for would-be snipers. Able to kill with a single blow, the spear gun can be zoomed in and out for long-distance attacks. Add to this mix your ability to cloak and you'll be one tough nut to crack. Better still, the spear gun does not deplete any energy, instead having its own ammo supply of 30 spears. Keep careful watch over the ammunition, as it can only be replenished in-between levels.

The key to effective spear gun use is going for head shots. A head shot on either the Alien or Marine will result in instant death. Anything less will maim your foe but leave them still kicking around, waiting for that second shot to bring an end to their life. Note that using the speargun will shut turn off the cloak, however.

The spear gun is a very ineffective weapon at close range, being a semi-automatic weapon, so only use it in such a situation as a last resort!

## ***WRIST BLADE***

The wrist blade seems benign but in the hands of a skilled surgeon, can actually prove quite useful. The key to effective slicing and dicing with this weapon is a stealthy approach to your target. You should be cloaked and moving up behind an unsuspecting victim. Then, launch a secondary attack and you'll benefit from an instant, silent kill. Using the wrist blade does not effect your cloak, nor does it deplete your energy. Obviously, this is a close-range weapon at heart, to be used only when the element of surprise is on your side.

## ***DISC***

The disc is a lethal weapon that requires much practice to master. When thrown, the disc flies straight ahead, and, given enough clearance, will

often bounce off walls and return to your hands like a boomerang. Better still, the disc will slice its way through any target that is hit, resulting in an instant kill. Unfortunately, this comes at the expense of an energy drain and the lifting of your cloaking, so make sure that when you fire one of these babies, no one is left standing to spot you.

If your disc becomes lodged in a wall and the particular spot is accessible, you can simply run right up to it and get your disc back. Other times the disc may lodge in a ceiling or some other inaccessible spot; in this case you'll need to recall the disc by pressing the comma key. This takes a significant chunk of energy to do, so make sure you have a few seconds to safely claim your disc without worrying about protecting yourself.

The disc is an excellent weapon to use against a mass of enemies, because it will cut through each and every one. Ultimately, you could rack up five kills with a single shot. If that doesn't lead to bragging rights then I don't know what would. When used in conjunction with a vision mode, the disc will be auto-targeted.

## ***SHOULDER CANNON***

The shoulder cannon is a rapid-fire weapon that depletes your energy when fired. While it doesn't disrupt your cloaking, your opponents will be able to tell from where you are shooting. Fortunately, it fires so fast and the rounds are so lethal that hopefully nothing will be left standing after your attack. Just be prepared to run to a dark spot of the level and wait for your energy reserves to build back up.

The shoulder cannon fires in a straight line and deal out significant damage. Not the best weapon in your arsenal by any stretch, but one that comes in handy when the Predator finds himself in an unfortunate close-combat situation.

## SPECIAL ABILITIES

The Predator has one significant ability that must be used and used well: cloaking. This essentially makes you invisible, but not entirely so. Ultimately, the more you move, the less effect your cloaking ability has. Stand still while cloaked and you'll be extremely hard to see. Any use of energy weapons will bring your cloak down, so stick with the spear gun if you wish to remain hidden!

### *MEDICOMP*

Tired of dying? Then use the Medicomp! When activated, the Predator pulls out two syringes that are injected into himself when the fire button is pressed. While it sucks up half your energy, you can at least expect to be fully healed for your trouble. After using the Medicomp, find a nice dark spot and hide until your energy reserves build back up. Now you'll be fully healed, completely juiced up, and ready to return to the fray!

## FIGHTING MARINES

Marines can put up one hell of a fight against the Predator. With this in mind, you must stick with the Predator game plan: stealth, cloaking, and sniping. Don't expect to win a close-range firefight with Marines; you'll lose. Instead, find good spots on the various levels that offer a wide view of the surroundings, preferably somewhere high. Enter zoom mode, ready your spear gun, and start picking off Marines as they come through a door. Alternatively, being cloaked and remaining still will often find Marines moving right past you. When they do, open fire with the weapon of your choice and make the element of surprise work for you. Never engage a Marine face to face; the odds are against you.



When faced with a large gaggle of Marines, the weapon of choice is the disc. Since it can cut through an infinite amount of enemies, the disc is one sure way to bring an entire squad to an untimely end.

## **FIGHTING ALIENS**

Aliens should be played against like Marines—hands-off and from a distance. Aliens squirt out nasty acid if they are dismembered, so cleaving the head off one with your wrist blade is not a top maneuver. If Aliens are menacing you, enter the proper vision mode, find a nice roost to snipe from, and lodge a spear in their head. Alternatively, the pistol is a very effective weapon against Aliens, though this will deplete energy and remove your cloak, so make sure you have a high probability of hitting before letting lose. Otherwise, bide your time and stick with sniping with the spear gun; and remember, always watch ceilings for Aliens!


# CHAPTER THREE

*Marine*

---

*Strategies*





If you're used to other first-person shooters, like *Half-Life* or *Quake*, you shouldn't have much trouble getting used to the Marine. Featuring a handful of familiar weaponry (the machine gun, the grenade launcher, the rocket launcher, the flame thrower, etc.), a first-person shooter veteran will take little time in mastering the Marine's simple strokes. Below you'll find a description of the Marine's abilities as well as tips on how to use his long-range and short-range firepower to your advantage.

## MOVEMENT TACTICS

Lacking the speed of both the Alien and the Predator, it's wise for the Marine player to take things slowly, observing every detail around you so you don't miss a crouching Alien waiting to pounce from the corner. Because the Marine plays like most first-person shooters, you should become most comfortable with the strafe keys as well as the primary and secondary weapon buttons.

## *PROCEED WITH CAUTION*

Though the Marine comes equipped with ample health and some hefty armor, he's still quite fragile, especially against Alien foes. Don't charge into new areas. Move with caution into unexplored rooms and tunnels. Because Aliens can traverse ceilings and walls, keep an eye in all directions, particularly up. Though the Aliens are fast and dangerous, they're not really that durable. If you can sight the creature early (by moving slowly into new areas), taking it out shouldn't be a problem.

## ***USE FLARES AND IMAGE INTENSIFIER***

Aliens are dark—and lots of these maps are dark. Therefore, don't hesitate to use some flares or your image intensifier to move through difficult-to-see areas. In some halls, your image intensifier is the only way to spot Aliens coming at you in the distance. You want to avoid surprises as much as possible. Surprise is a chief tactic of the Alien; proceeding into new areas slowly and utilizing your image intensifier or flares can go a long way in preventing unnecessary deaths.

## **VISION MODES**

Unlike the unique vision modes of the Alien or the Predator, the human's sole image enhancement tool only provides night vision in dark areas. Like other vision modes, though, extremely bright lights and explosions can cause a bit of blindness.

## ***IMAGE INTENSIFIER***

Unfortunately, no creature is especially highlighted in the human's image intensifier. Though you'll at least see creatures in the distance, they'll still be somewhat hard to distinguish against walls and especially large light fixtures. Use the image intensifier often; in conjunction with the smartgun (described below), it's really your only way of getting recon on advancing enemies before it's too late. You'll enter plenty of dark areas through the Marine campaign. Don't hesitate to switch on the intensifier frequently.

## WEAPONS

If you're a seasoned first-person shooter player, the Marine's armament should look familiar. From grenade launchers and rocket launchers to machineguns and flame throwers, all the usual pyrotechnic tools are represented and perform quite like their counterparts in similar games.

### *PULSE RIFLE*

The default issue for all Marines, the pulse rifle acts like a standard machine gun with the added bonus of a rocket-propelled grenade launcher as a secondary weapon. Get used to this weapon; it's the one you'll most often be using, particularly in the Director's Cut version of the game. Though the bullets aren't especially piercing, it won't take many rounds to take down an advancing Alien. A head shot, like most weapons, is most effective but even taking down an Alien's feet can work wonders. The pulse rifle is effective in both close-quarters and long-range and works best against the standard Alien foes.

With a smaller blast radius than the SADAR but more accuracy than the other grenade launcher, the pulse rifle's secondary grenade-launcher function could assist in extremely dire situations. Like all explosive weaponry, however, don't fire too close to your own body. The grenade fires in nearly a straight line and fairly quick; just line up and fire. Use against multiple enemies if possible. The pulse rifle grenade launcher works best against the standard Alien as well as tougher foes like the Predator and Praetorian.

### *SMARTGUN*

Faster than the pulse rifle and sporting the ability to carry more in a single clip, the smartgun is a weapon of choice in later levels of the Marine campaign. But, that's not even its best feature; the

smartgun can be set to both track and free mode. When used in tracking mode, your crosshair will follow any enemy that approaches from the front. While it's sometimes difficult to take down fast-moving Aliens, it at least lets you know that an Alien is approaching from the front. Against the surprise-happy Aliens, getting that knowledge of an oncoming attack can mean the difference between life and death.

After you've got a sight on the incoming Alien, you probably should switch the smartgun back to free mode, which means wherever you point the weapon, that's where it'll shoot. Dishing out a comparable amount of damage to the pulse rifle, the smartgun is best used against the standard Alien foe.

## ***FLAME THROWER***

The flame thrower is somewhat of a mixed bag. A potent close-range weapon, the flame thrower has no problem dishing out pain in close quarters, but the biggest problem is that you really don't want your enemies that close to you! If you ignite a standard Alien enemy, he'll remain alive for several seconds, eventually exploding into a hump of acidic goo. But while he's still alive, he'll make every effort to take you out

If you have nothing else available, the flame thrower will certainly work. But, after igniting the enemy, you best get away quickly and wait out the explosion process. Perhaps its best use is against Alien Facehuggers. These small, fast scurrying little spider-like beasts give pulse rifles and smartguns fits. But, they aren't much of a match against a few quick bursts of the flame thrower. Use your image intensifier to spot them, then pump out some napalm from the flame thrower. After a few moments of scurrying around, the Facehugger blows up.

## **SADAR**

The mother of all weaponry, the SADAR rocket launcher packs the biggest punch in the Marine's arsenal. A powerful weapon in both the single-player and multiplayer games, seek out the SADAR as soon as you can (in the single-player game, it only appears in a few spots in Director's Cut mode). Though it's slow to reload, the sheer amount of damage you can do makes it an ample trade-off.

Don't waste ammunition against standard Aliens or simple Facehuggers; save the rockets for the tough guys, like the Predator or the Praetorian. Like the pulse rifle's secondary grenade function, don't stand too close to the blast or you'll find yourself exploding with your enemy. Finally, aim for the feet or the ground just around the enemy you're firing at. It's quite difficult to get an accurate shot on the head or the chest; if you aim at the feet or the ground, you'll either hit directly or cause blast radius damage to the foe.

## **GRENADE LAUNCHER**

Featuring three separate grenade types (normal, frag and proximity), the Grenade Launcher would seem to be a pretty potent weapon—and it is, at least in spots. The default grenade, though, is akin to grenade launchers in other games, like Team Fortress Classic or Quake. You can't control the grenade that is launched and most often it's almost as though it has a mind of its own. The explosive ball will bounce all around sometimes missing the foe altogether. And against the super-fast Aliens, a miss like this could mean certain death. The default grenade is best used around corners or down into smaller rooms from above. In this respect, it can clear rooms of any hidden Aliens or Facehuggers.

The frag grenade will remain for a few seconds and finally detonate. When it does, dozens of smaller, sharp fragments burst out in

the explosion, giving the frag grenade a unique blast radius. If the grenade hits an enemy, it explodes on impact causing significant damage because of the extra hits from the shrapnel. But like the default grenade, you'll have a tough time against speedy foes; you're better off using the sure-fire smartgun or pulse rifle when tackling standard Aliens. Save the grenade launcher for tougher, slower enemies.

Finally, the proximity grenade will latch onto a wall or object and wait until someone approaches before it detonates. This is primarily a multiplayer weapon with limited use in single-player games. Fire a proximity grenade into a room and then run through the room, hopefully triggering some Aliens to pursue you. If all goes according to plan, the proximity grenade will blow the Aliens apart. Too much effort, perhaps; it's easier to just dispatch them with any one of the other weapons.

## ***MINIGUN***

Think smartgun on steroids. Though the SADAR boasts tremendous explosive power, it can't compare to the minigun's ability to simply mow down enemy forces. If you find the minigun in the single-player game, don't waste its abilities on standard Aliens; save the weapon for Predators and the like. For multiplayer games, you'll have little trouble annihilating your adversaries with this strapped over your shoulder.

The primary downside to the minigun is that the Marine loses nearly all of his maneuverability when firing. So, if an Alien does happen to get past your stream of piercing bullets, you could get overrun quickly unless you change weapons and get out. But, to put it simply, the minigun doesn't require much strategy—just point and shoot.



## SPECIAL ABILITIES

Boasting a heavy arsenal of long-range weaponry, it should come as no surprise that the Marine isn't exactly stocked in the special abilities department. If you choose to play as a Marine, your weapons are your primary offense and your last line of defense.

### *MOTION DETECTOR*

One of the unique properties of the Marine is his motion detector. But, as neat as this device looks (and as cool as it sounds), don't rely on it to save your life. Spotting upcoming Aliens or Alien Facehuggers doesn't always work as planned, as you almost never know exactly where this thing is pointing out enemies. Further, if you turn on the image intensifier, the motion detector doesn't even work. In short, while it's somewhat effective in spots, rely more on your eyes and ears to find Aliens.

## FIGHTING ALIENS

Key strategy: lots of bullets. Seriously, when engaging the standard Alien enemy, use the pulse rifle or smartgun as your primary weapon. These guys are almost a dime a dozen; you'll find tons and tons and they'll keep on coming. Plus, as fast and aggressive as these things are, they really aren't that durable. A few rounds of the pulse rifle into the cranium or chest and they'll keel right over.

Another reason to use your pulse rifle or smartgun is that you really don't want to get too close to these killing machines. With the flame thrower, you'll have to wait till the beast is almost on top of you before it's in range. As for the other weapons, like the SADAR or minigun, those are too powerful to waste ammunition on standard Aliens. For clearing out a whole herd of Aliens maybe, but not for the single foe.

After you've got the correct weapon in hand, next will be scouting them out and surviving the final battle. As pointed out above, proceed through the dark levels with extreme caution, turning on your image intensifier in pitch dark spots and checking every direction for these wall-climbing maniacs. Aliens are much easier to defeat in smaller groups; charge through rooms, and you'll soon have a whole pack on your tail and it won't be long before you're restarting the level.

## **FIGHTING PREDATORS**

Unlike with Aliens, you'll need some serious firepower to take down a Predator. First off, you'll have to deal with his cloaking mechanism, which will make the tough foe really tough to see. Next, you'll need to use some special weaponry, probably the pulse rifle's grenade launcher or a SADAR (or anything big and powerful you come across). Keep dodging whatever the Predator throws at you while getting in plenty of licks of your own. When you run across the Predator in the single-player game, it's usually right at the end of the level, so you shouldn't need to worry about ammo that much. Unleash some grenades or rockets on him, but still make every attempt to be accurate. The Predator often stops to line up good shots; use this opportunity to envelop him in a fiery explosion.

# CHAPTER FOUR

*Alien*

---

*Walk-through*





Since the Alien possesses no long-range weaponry, succeeding in the Alien episodes requires stealth and ingenuity. You'll traverse ventilation systems, through elevator shafts and across ceilings before you complete the entire campaign. Before attempting to tackle the Alien role, you should practice moving the creature, especially utilizing its wall climbing ability, a tactic you'll be called on to use frequently before the five-episode campaign is complete.

**NOTE: Once you complete a level in Aliens vs. Predator you are awarded a special bonus level that is not part of the campaign game. To receive the last bonus level, you will have to complete the campaign on the Director's Cut difficulty setting. These levels are the same as those you find in the campaign game; the only difference being that you are now playing the level as a different class. The layout of each level remains the same; a scant few of you may find that you must tackle the level in reverse. If you become stuck on a particular bonus level, please refer to the corresponding walk-through for that level.**

## EPISODE I: TEMPLE

**Mission Objective:** A Marine base has been established just next to the Hive, otherwise known as your lair. You must stop this human incursion once and for all. Destroy all Marines and civilians you come across. Enter their lab by disabling the security doors and destroy their equipment and experiments. Finally, close the blockade doors and return to the safety of the lair.

The level begins inside an alcove near the top of the strange temple. Follow the red-lit tunnel down from the alcove and into a larger chamber. Walk to the opposite wall and use the Alien's wall climbing ability (get use to this ability very quickly, you'll be using it plenty) to traverse up to a small opening. Head down this opening into a new large chamber.



**Don't stand too close to this yellow beam—it's painful!**

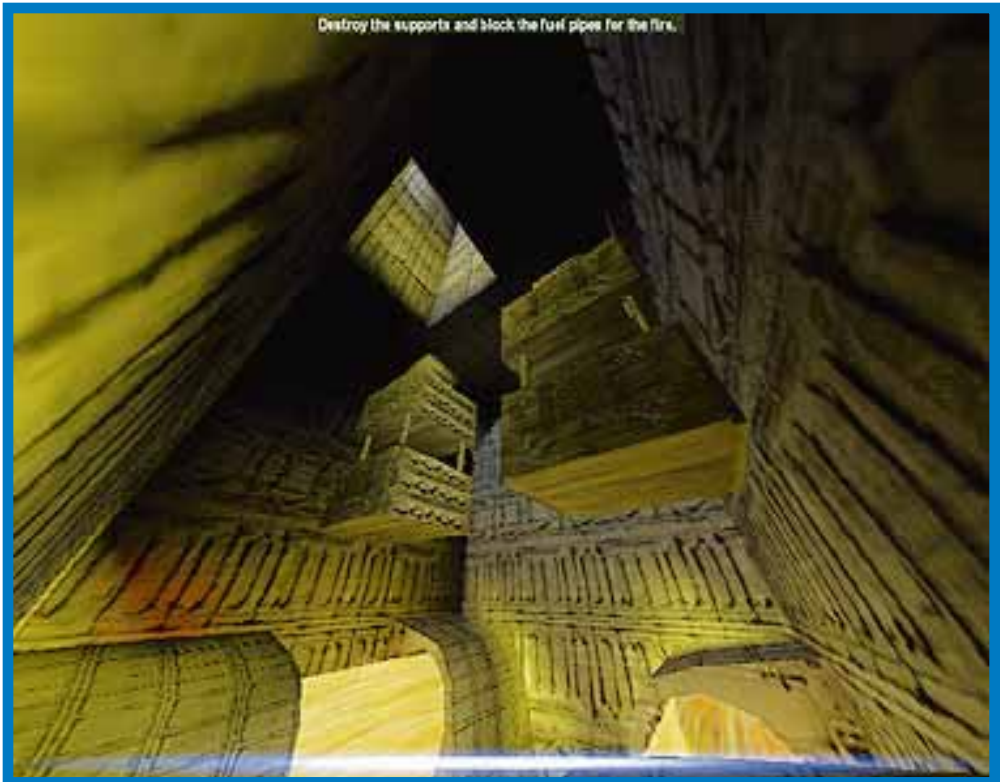
Inside this room you'll see a strange yellow beam emanating from the floor into the ceiling. This beam is protecting the entrance into the lower area of the temple where the Marines have constructed their makeshift base. You must destroy this beam to enter and take care of the Marine incursion. Don't get too close to the beam; if you even just nick the yellowish light, you'll be destroyed immediately.

On the opposite side of the room from where you entered will be two columns; each column has a hole located at its top. Use the wall-climbing ability to head up the side of either column and fall down the hole in top. Inside the next room, you'll discover two grates on either side of the room. Both lead to the same area; stand underneath either grate and use your claw or tail strike to break them. Climb through the tunnel into a new area.

Turn right and enter a large room with two pillars. Head left until you reach a fork in the path. One direction will head into a room with another yellowish beam; the other will head through a purplish corridor. Turn toward the purple corridor and follow it through a series of rooms (most likely past a window looking out into space) and you'll eventually arrive at a room with two of the yellowish beams located on the ground.

Be careful not to touch the beams and look up at the ceiling—you'll see two hanging boulders. Climb the wall and position yourself at the very top of one of the boulders so you are touching the ceiling as well. Face the ropes that are keeping the boulder from falling. Use your claw or tail strike to bust the ropes, sending the boulder crashing onto the yellow beam. Perform the same action on the other boulder and you'll have destroyed the beam mechanism, opening that first beam you came across in the level.

Return to that point in the level, where you found the first beam. The beam is gone now, however, with only a hole left in its place. Dive down the hole onto a platform that rests above another room below. Fall down once again and you'll be in the heart of the Marine base.



**Break the ropes that hold these two boulders up and you'll destroy the energy beams.**

As soon as you fall, hide in a corner and get your bearings. There are a few Marines hanging out in the middle of the room and a few others roaming the corridors that lead from the center of the room. Get a sight on a Marine, run and quickly swipe him with your tail. The Marines will fall very quickly; be careful though, some humans are carrying bombs, which will explode when dropped. Don't hang around the dead bodies at first; wait until you are certain the bomb hasn't exploded.

Go around this area defeating each human with your tail attack. If you need some health, claw or head-strike their dead bodies. Also, be careful around the barrels scattered throughout the area. If you accidentally tail-strike any of them, you will likely be hurt in the explosion and set on fire. If you happen to be ablaze, just run around frantically and the fire will extinguish.

There are four exits to this floor of the temple, one labeled "Lab 1," one labeled "Lab 2," one labeled "North and West Guard" and one labeled "South and East Guard." The two lab doors are locked, however, so head into the area marked "South and East Guard." There will be a Marine hanging out as you enter this area; take him out with a tail strike.

Across from the entrance you'll spot four grates. The two left grates lead to two separate power generators. The two right grates lead to two other power generators. All four power generators must be disabled to unlock the security doors leading into the labs.

Bust a grate and head inside. The tunnel will be especially dark; use the Alien's navigation vision to follow the path. You'll come across many grates inside the tunnels; bust them apart with your tail strike and continue on. Keep searching the tunnels and you'll eventually spot a grate that overlooks a room with strange noises. Bust the grate and fall to the floor, being careful not to make too many sudden movements (there's a turret in this area that you must watch out for).



**Eliminate the human presence in these alcoves before attempting to break the control panels.**

Likely, you'll fall down to the lower level of the room where one or more humans will be patrolling; eliminate them quickly. To destroy the power generator, take out the large control panel next to the Lab 1 or Lab 2 indicator. The panel can easily be busted with a tail strike. If you wish, you could also disable the turret in the room, though it's not necessary. Don't approach any turret from the front; always from the rear and perform a tail strike to put it out of commission.





**Use a claw or tail attack to break the control panel, shown here on the right.**

Return into the tunnel and locate the other power generator room. Remember, the left two grates from the original room lead to two power generator rooms and the right two lead to the others. So, after destroying two, you'll have to return to the original room, exit and enter the other grates.

Once all four power generators have been destroyed, an alarm will sound indicating that the lab doors have been unlocked. Return to the large room with the four exits (the one with the Lab 1 and Lab 2 doors). Enter Lab 1.

Enter the lab with caution; there are Androids roaming the area wielding some nasty shotguns. Take out the Androids with a tail or claw strike. Next, destroy the human experiments by breaking apart

the pipes that lead from the ceiling to the computer systems. You must break every pipe. Once finished, move into Lab 2 and perform the same actions.



**There are also several containment rooms that lead off from the main lab; in these you'll often find just a simple Alien egg, but occasionally a human will roam this area. If you need health, go take out the human with a head strike to get bonus life energy.**

After Lab 1 and Lab 2 have been disabled, another alarm will sound and Marines will begin entering the base. Return to the center of the main room, killing any Marines you come across along the way, and ride the lift down into a new chamber. At the bottom of the lift, kill any Marines patrolling about and move through the right door (break the control panel to unlock the door).

You'll arrive in a two-story room filled with a few Marines. Take out the humans and fall to the floor below. Again, take the right side door (stand on the lift and take the right one from there) and you'll enter a corridor that ends looking out across a huge area.

There are turrets located on the right side of this room, so you must be especially careful. Stay as far left as you can at first and use the wall climb to head to the far right wall (you'll be over the entrance to the turret area at this point). Make your way to the ground and you'll spot a breakable pipe. Destroy it and a large door will close partially. Return up the wall and over to the other side; destroy the pipe and the door will be closed.

There's a tunnel leading out of here and it will move into an adjacent, similar room. Do the same action, climbing the wall above the

turrets and eliminating the pipes above the door. With both doors closed, the blockade will be sealed and you can safely return to the Hive without worry of further human invasion.

Look for a recessed panel inside the room, which will open allowing you to dive inside. Head down and the environment will change from Marine to Alien. Fall to the floor below and look around; you'll see a new tunnel that you must climb up to. Follow this tunnel until you reach a large room featuring an alien statue. Use the wall climbing ability to traverse a side wall and fall to a ledge about halfway up the room. Follow this tunnel until you reach the lair, ending the level.

## EPISODE II: ESCAPE

**Mission Objective:** Human scientists and Marines have begun removing Alien eggs from the lair; the eggs are being placed aboard a starship for investigation and experimentation. Your job is to find a way to board that vessel, terminating Marines and scientists along the way.

The level begins inside an Alien lair, though your environment will be changing shortly. The exit is just ahead of you, so move forward, climb the wall and head through the only tunnel out of the lair. After a few steps, you'll enter a larger room with two columns. Climb the wall up to the top of the column structures and find a recess in the wall; approach this recess and a door will open.

You've now entered human territory and will be greeted accordingly. Inside the first room are a few humans, one carrying a nasty flame thrower. Be careful and use your speed to your advantage. Remember that it only takes a tap of your tail strike to finish them off. If you need health, claw through their fallen bodies for extra life energy.

Opposite to the entrance you came through will be a tunnel near the top of the room. Find it and enter; crawl through the tunnel



A few humans are roaming around below, some equipped with pulse rifles. If you need health, you might risk jumping down and using your jaw attack. These humans can be dangerous, so your safest bet is to just keep moving.

finally reaching a catwalk above an office area. Follow the catwalk through another tunnel in the far wall.

Still on the catwalk, you'll arrive in a very similar office room. This time, however, you must get on the floor. Kill any Marines and civilians in the area. Of the two doors in this room, you want the one on the right side (the other leads into the office area you were just in).

Inside another office area, you'll find more humans to avoid and munch on. Use the consoles and walls as cover against their weaponry. Use your speed to nail them with a claw or tail attack. Climb the walls up to the catwalk and proceed through another tunnel, which will end in a bathroom area. Drop down, kill the inhabitants and move through the door.

Inside this hallway you'll see two doors on the left and right walls. Both lead to locker rooms. You need not enter those rooms; instead, just climb a wall and hop onto the catwalk positioned above the floor. Follow the catwalk into another locker room. Inside here, a few humans are roaming around. Jump off the catwalk and terminate them if you wish. If not, continue on the catwalk and through another room. You might need to use your navigation vision through this area.

A message will soon announce that you've reached the airlocks. Kill any humans and turn right (from the area you entered the room from) and enter through the airlock doors. You'll first enter Airlock 1, which will be announced over the intercom, and then through Airlock 2, again announced over the intercom system. Through the



**Eliminate the Marine presence here and locate a walkway near the roof. Climb the wall to reach it.**

second airlock, you'll arrive in another small room. Eliminate any Marines or scientists and climb the wall into a new tunnel.

Move along the catwalk through one room and into another. Drop down and move through the door. Head down the hall and you'll enter the first area where you'll see Alien eggs held captive behind a glass window. Move through the only door available in this section, through a tunnel and into a new room. Though there are two doors here, you want to move through the left door (the right door heads back to where you have already explored).

Humans are all over this area, as you are getting close to their transport ship. Use whatever cover you can to avoid enemy fire and eliminate the Marines as soon as you can, using your tail attack. Keep following the rooms and through the doors, eventually witnesses



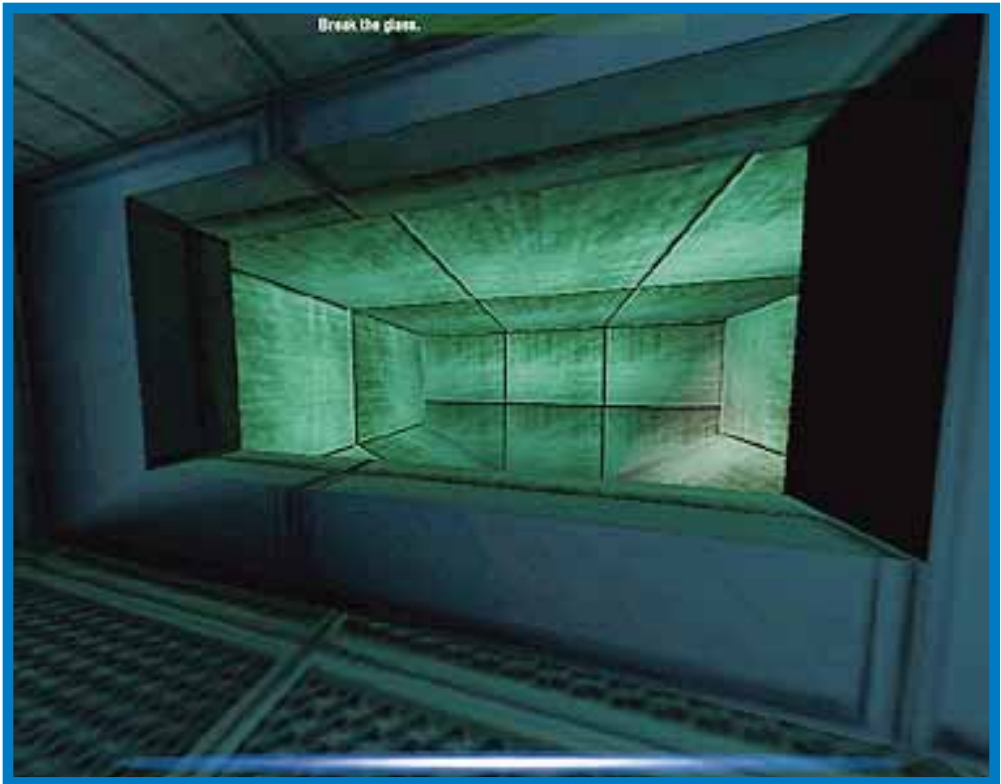
**Use your navigation vision when crawling through dark vents.**

Alien eggs being transported on the left side of the room. Straight ahead, you'll see a column positioned in the center of the room. Climb this column and follow the hall into a room overlooking the transport starship.

Keep moving and a message will instruct you to break the glass; the glass is located overlooking the green tinted room. Use your claw or tail attack to bust through the glass. Hop inside the room



**There's plenty of cover in this area. Scamper behind columns and walls if the Marines spot you. Then, as they approach, jump out and take them down with a tail attack.**



**Break the glass here with a claw or tail attack to reach the transport.**

and follow the dark tunnel (turn on your navigation vision if necessary). Continue through the tunnel and you'll find yourself inside the human starship. Keep moving (observe the eggs on your right) and the level will end.

## EPISODE III: FERARCO

**Mission Objective:** Aboard the Ferarco, the transport ship housing the Alien eggs, you must navigate your way through three decks and various ventilation shafts to the craft's bridge. Destroy the command center to make the ship self-destruct, then, make your way to the shuttle bay and hitch a ride on another human craft.

The level begins inside a storage room of the Ferarco transport ship. You're safely positioned behind some debris and barrels—a perfect hiding spot to begin your trek through the large ship. An armed civilian is patrolling near this room. Stay hidden until he passes; then sneak up behind and use any attack to eliminate him. Another Marine in this area holds a flame thrower. Be careful when taking him out; use hit-and-run tactics to avoid being toasted. From your start position, turn left and head down the dark, ominous corridor.



**Locate this ladder and ascend into a silver tunnel.**

A Marine positioned ahead begins firing at you; keep moving forward, dodging side to side. As you approach, the door he's behind closes shut. Turn left and head down the tunnel until you reach a ladder. Kill any Marines and civilians in this area, including one holding a flame throw-



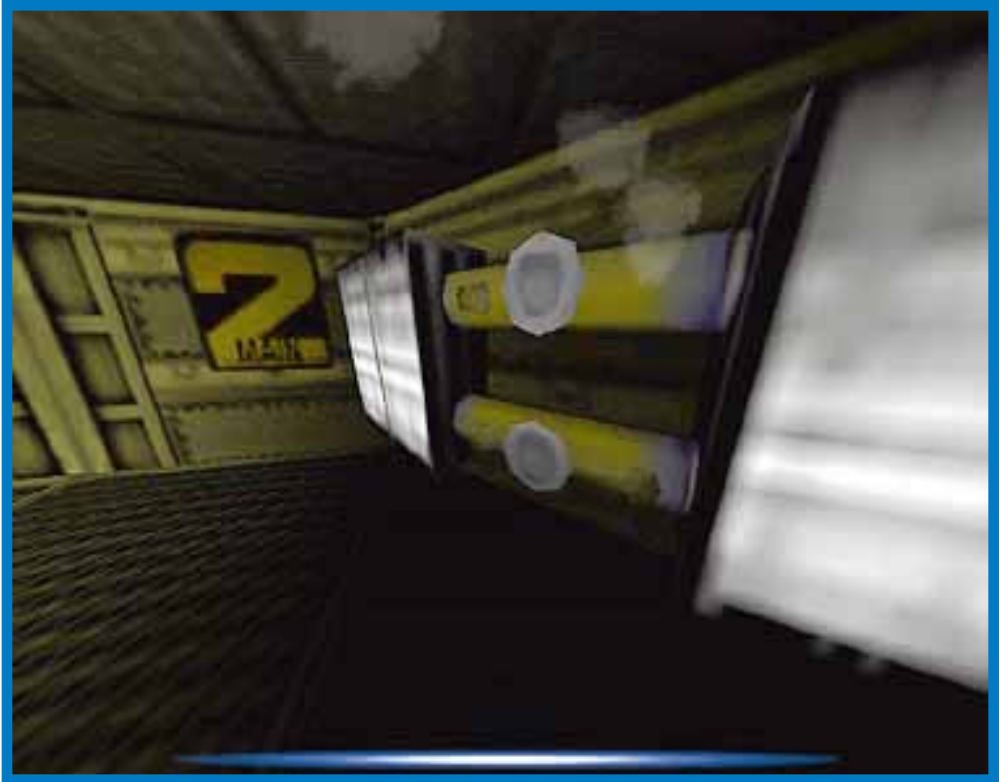
er. Ascend the ladder and follow the corridor until you reach a grate at your feet. Bust the grate with a tail attack and fall into a new room.

An announcement over the intercom indicates that the humans have been alerted to your presence. Exit the room through the only available hall, moving through two adjacent rooms. A few humans are patrolling these rooms; use all available cover to sneak up without taking significant damage from their long-range weaponry. In the final room, exit back into the corridor you were just in a moment ago. The ladder you used will be on your right. Go straight past the ladder and take your first left. Move forward and take another left. The door that was shut earlier in the level has now been opened. Kill the Marine waiting inside.

This room features the main stairwell for the rest of the ship, providing access to Decks 2 and 3 of the Ferarco transport. Climb the ladder up to Deck 2. Both of the doors are locked, but they won't be for very long. Examine the circular room until you find the pipes near the sign indicating you're on Deck 2. Using your tail attack, bust the valves on the pipes. If done correctly, you'll see steam pouring out of the pipes. There are four pipes total; continue to bust the pipes until the lights dim and an announcement is made. The door leading into Deck 2 opens after the announcement.

Move down the hall until you reach a door that closes in front of you. A switch beside the door activates the opening mechanism. If you were a human, you would just use the activate key; however, as an Alien, you must use your tail or claw attack to simply break the switch. Once broken, the door will open. You'll reach an intersection with available paths left and right—take the left path.

Plenty of civilians and Marines patrol these halls; move with caution, especially around corners. Try and prevent the humans from getting you in their sights until you're right on top of them. Several Marines in this area also carry flame throwers. Don't stand in front of them too long; use circle strafe and your speed to move around them, knocking them down with your tail or claw attack.

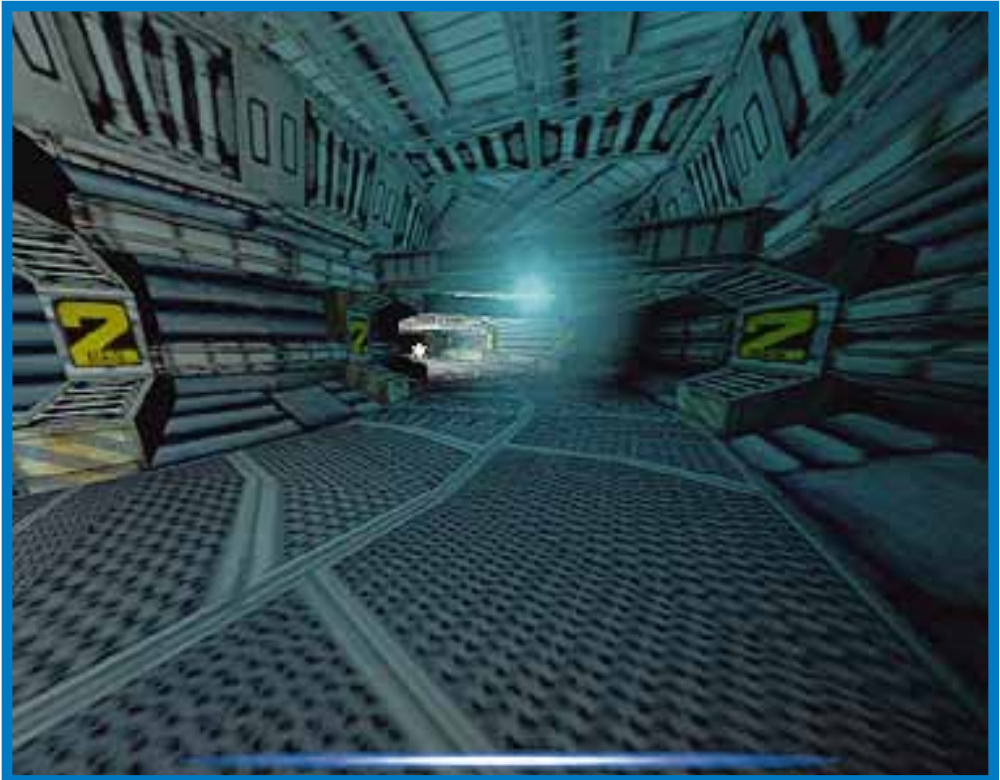


**Use the Alien's tail attack to break the valve covers on these pipes. After you've broken them, a door will open providing access to Deck 2!**

Through the left hall, you'll find yourself soon inside another intersection with available rooms both in front and again to the left. Turn to the left and enter the room with the bright light in the center. Kill any humans in this area (both should be unarmed, so use your jaw attack to regenerate any health). Above the table in the center of the room is a ceiling grate—this is where you want to go. Climb onto the ceiling, then utilize your tail attack to bust through. Climb into the ventilation system and follow it to another grate you must break through. Turn left and drop into an orange-lit corridor. Move ahead until you reached a locked door. Use your tail attack to break the switch, opening the door.

You'll find yourself again in the main stairwell, but now you're on Deck 3. Move forward, past the ladder, into a new corridor. Follow the tunnel until you reach a ventilation grate on the left wall. Break the grate and proceed inside the vent. At the end of the shaft, you'll come across another grate on the left; bust through and head into another ventilation shaft. Drop into a new room (the ship's sleeping quarters) and kill the two Androids patrolling this area. There's a door leading out of this area; break the switch to open the door and head out.

Head down the corridor and take the left path. Up ahead you'll see a corridor that winds to the left. If you continue to move forward, two recently activated Sentry Guns will open fire. You must find a way around. On the left wall is a window. Punch your claws through the glass; you must get rid of nearly all the glass to hop through. Kill the pesky Marine waiting inside.



**Don't go around this corner! Two turrets wait up ahead.**

Exit this examination room and you'll find yourself behind the enemy turrets (use your tail attack to destroy them if you wish). Turn left out of the examination room and follow the corridor until you reach a left and right intersection. Turn left and enter another sleeping quarters. There's a grate in the ceiling that leads into more of the ship's ventilation system; climb the wall and bust the grate. Inside the shaft, take a right when you reach an intersection. Drop into the hall and turn left. A message will report that a "Sentry is guarding the end-vents."

A Marine using a flame thrower stands at the end of this hall. Since he's looking down the hall, he'll be very tough to eliminate. Move toward him down the hall, however; you'll eventually hear two vents opening on either side of you, attached to the left and right wall. Continue to move forward until the flame thrower Marine spots you; he'll charge. Hop into one of the vents and wait until he's in sight. Pounce on him.

Continue down the corridor, past where the Marine had been stationed. At the end of the hall sits another grate. Break the grate and enter the ventilation system once again. Exit onto the top of a large room. Look over the sides of the walkway to see that the room continues far below. There are a few Marines walking around down there; crawl down the wall to sneak up on the patrolling humans below.

Once you've eliminated the guards, take the only available exit into a room with a few barrels. Watch out for the Marine stationed here (he'll stand behind the barrels). If he happens to fire his weapon when you're close to the barrels, he could take you out in the huge explosion. You can bait him into firing, or you can hug the left wall and dash past. You'll want to take the left exit out of this room. There's a grate here; bust the grate and enter another shaft. Break through a second grate and enter a large room with exits forward and to the right.

Head through the forward exit, which leads to a dimly-lit stairwell. Keep moving past the ladder through another hallway (several Marines and Androids are patrolling this area). Keep moving forward and you'll enter a long hallway. Eventually you'll arrive at a hole in the ceiling (a greenish-lit tunnel). Climb into the tunnel until you reach the top. Head through the only available door (you'll have to break the switch to open the door).

You've entered the bridge of the transport ship. Several enemies reside in this area; use all available cover to take them out before proceeding on. Hop down onto the lower level of this bridge area and find the door opposite the entrance you came through. You'll have to bust a switch to open the door. Inside, you'll find yourself in the ship's command center. Monitors adorn the walls; bust all the monitors with your tail attack to initiate the ship's self-destruct sequence.

Time becomes a problem now. Head back through the bridge, back up to the second level of the area and back to the tunnel you entered from (it's no longer green, but now lit by a red light). Dive down the tunnel and turn right. Climb up the wall and head straight through the corridor. You'll reenter the room that featured two exits (forward and right) where you went forward to reach the bridge. Turn left and head through the only path you haven't explored.

Drop down and terminate any Marines still walking around the area. Look ahead and you'll find the hangar bay with the large shuttlecraft behind a glass panel. Turn right and you'll spot a hatch. The shuttle will approach the docking position and the hatch will eventually open. Hop in the hatch and follow the path into the shuttle, ending the level.

## EPISODE IV: GATEWAY

**Mission Objective:** You've sure caused a lot of havoc up to this point as the Alien creature—but the fun isn't over quite yet. Next you're on board the "Gateway" and it's time to cause the humans a

little irritation. Also, you sense a Hive presence here; attempt to locate it.

The level begins inside the Gateway hangar. In a few moments, the floor underneath your feet will open; if you sit there too long, you'll become space debris. Climb up a side wall onto a ledge and approach the door. Use your claw or tail strike to break a panel to the right of the door. Move through the opened door.

Move into this tunnel and bust a ceiling vent. Head into the vent and through a winding tunnel. Go extremely fast through this tunnel; you'll soon pass a ledge that you could get off on, but some nasty turrets await you there. Instead, keep moving up and head to another grate at the end of the tunnel. Break the grate and you'll land behind the turrets you almost investigated. Disable the turrets.



**Fall through a grate in the ceiling to move behind two turrets.**

Return ahead of the turrets and enter the left side room. A control panel sits to the left of the door; you'll need to break the panel so the door will open. Enter a room filled with storage crates. Behind a pile of crates you'll spot a wall vent. Move the crates by using your claw attack, then break the grate and enter another tunnel.

You'll enter a large hangar bay with an enormous machine moving cargo in the center. Stay on the wall, head left and enter an opening in the side of the wall. A few Marines will likely greet you. Follow the hallway until you reach two doors. Choose the left door; use your claw attack on the door and it'll open. Crawl up the elevator shaft and spot a wall vent on the side. Bust the grate and enter a room featuring a ladder in its center.

Find the control panels next to two separate doors in here. Break both panels, opening both doors. Inside will be some more control panels. Break the panels with a claw or tail attack. After you've knocked out both panels, return to the ladder.

Ascend the ladder one level and locate the door inside this room. Another wall panel sits next to the door; break the panel with a claw or tail attack and enter the door. Here's a device similar to the two you just deactivated. Use the claw or tail attack on the control panel to disable. You'll be notified that the generators are now off-line.

Head back to the ladder and ascend to the top. Look through the grates and find one with an enemy sentry turret. Break the grate and leap through. You'll land behind the turret. Kill the Marines here and be careful not to walk in front of the turrets—stay behind them. Go right after you leap through and enter a new hallway. Approach two more elevator doors and open them with a claw attack.

Climb the elevator shaft and locate the door recessed in the side to the right. Use your tail attack to bust the control box next to the door. Once it opens, enter a long tunnel with doors on either side. Take the third door on your right.



**Break the control panels to disable three generators.**



**Some nasty Marines patrol this area, carrying both flame throwers and miniguns. Be cautious. Don't approach them from the front—bait them into coming around a corner. The closer you are to them when you attack, the greater your chance of survival.**

Inside this room you'll find two sets of control boxes. Approach each and bust it up with your tail or claw attack. You've disabled a fan mechanism below the platform you're standing on. Jump off the platform and climb to the stopped fan below. Crawl into the tunnel.





**A simple swipe of your tail will destroy these electrical units.**

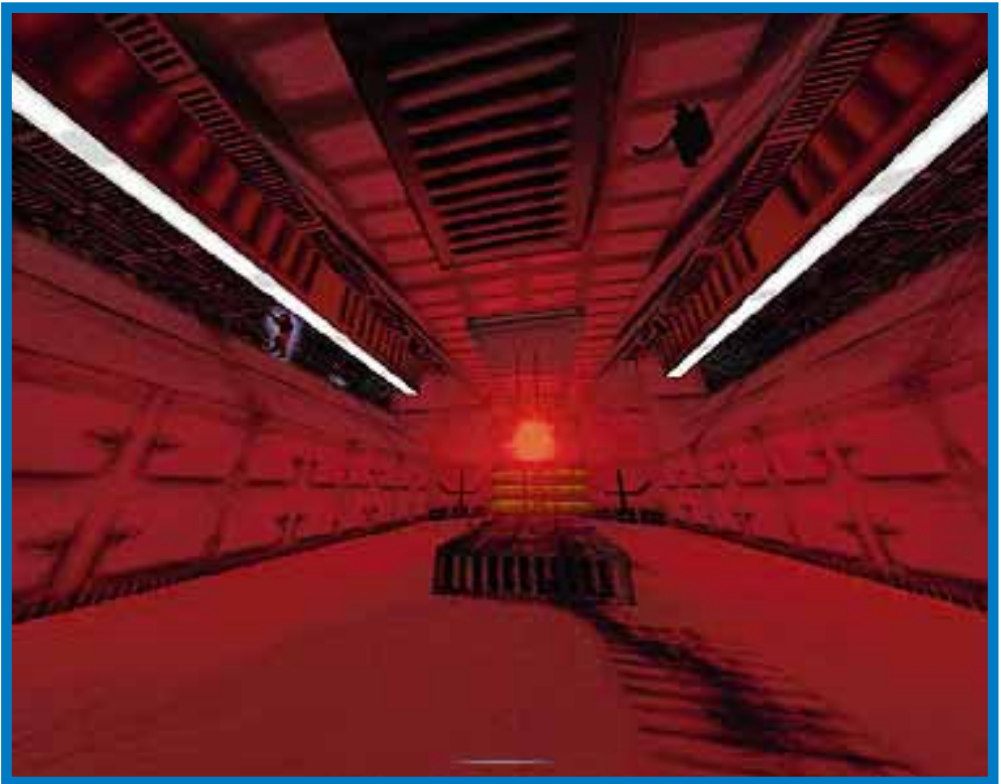
Break the vent at the end of the tunnel and enter a room marked "JCT1." Move very quickly into the tunnel ahead (a gun turret sits inside the left corridor) killing any opposition as you go. Bust the control boxes inside this room (on the right wall); this room should be marked JCT4.

Turn left and follow the hall into a new room. Look out for the Marines here, one carrying a flame thrower and the other a SADAR. Bust the control boxes here (the room is marked JCT3), turn left and run down another hall. You've reached now JCT2; bust the control boxes here and get rid of the turret. Move back to JCT1 and break the control boxes. Look up and find the ceiling vent; break in and move inside.

At the top of the tunnel you'll find three more tunnels. Scurry into the middle one. About this time, a message will notify you that

the Hive is near and that the chambers are fresh with the scent. Enter a new room; climb up an incline and hop into a hole. Move right and approach a glass window. Break the window. There will be some tricky combat here as you'll face several packs of Androids. Move into this room, destroy the inhabitants and move to another glass window. Keep repeating this step until you reach an empty room with ceiling vent.

Head to the vent and break it with a tail or claw strike. Eventually you'll enter a new room, one with a large fan to your left. Approach the fan cautiously, hugging the right wall. Break the control switches to the right of the fan and it will deactivate. Once the fan has stopped, move through into this new tunnel. Break a grate and take a left turn into a red tunnel.



**Be prepared here! Marines will pour out the open doors.**

Once you've entered a larger tunnel, two panels will open on either side of you. Marines will enter from these areas. Be fast here. Move into both areas where the panel opened and take out the computer system (use a tail or claw strike on the control panels). Take out Marines as you go, utilizing your speed and strafing abilities to dodge their shots. Once you've knocked out both computer systems, a door will open at the front of this room. Hop down and enter to end the level.

## **EPISODE V: EARTHBOUND**

**Mission Objective:** Alien eggs are being transported to Earth. Hop on that shuttle and join them! But all is not what it seems. Another nonhuman life form has infiltrated the human base. Investigate this life form and eliminate it if necessary.

Several Marines lie straight ahead. Charge them and kill them with a claw or tail strike. Just behind them sits the top of an elevator shaft. Jump down and find the only available exit. Kill any Marines wandering this area. Move forward again until you reach another shaft, this time moving up. As you approach, the elevator will rise and get stuck on some crates. Climb the walls to get around the elevator. Ascend to the top; once there, be careful to avoid the Marine fire above.

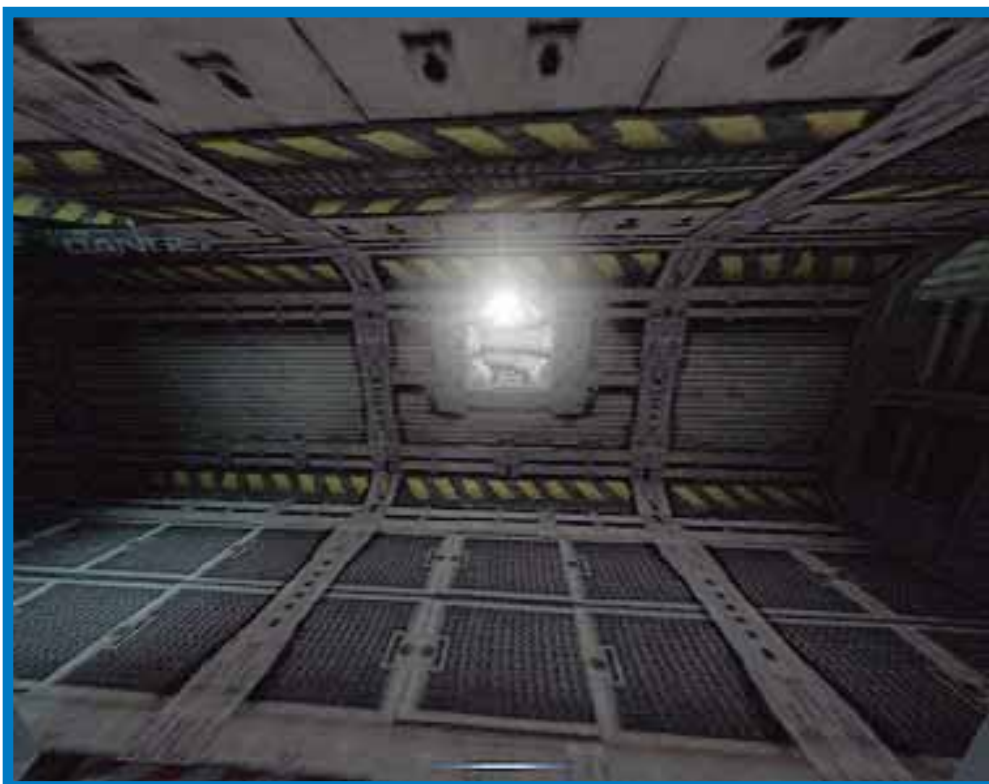
Continue down this hall to the far end; you'll find the top of another elevator shaft. Jump down and enter a red-lit room. Break any glass that impedes your progress. A Marine toting a flame thrower will likely be a tough adversary as you enter this area. A computer console lies on the right side of the room; destroy it with a claw or tail attack to open a door at the end of the room.



**Destroy the computer console to open a door into the next area.**

Move through the door, taking out any Marine opposition. Hop down into the recess below and locate two sets of control panels on either side of the underground area. Break all these panels with a tail or claw attack; once completed, a door will open. Move through it. Charge down this tunnel, ignoring the Marines that will hop out from side panels and bust a grate on the left wall at the end of the hall.

Climb through the grate until you reach another hall you can drop into. Don't drop into the hall. You need to reach the flashing hall across from you (a turret lies below). Use the Alien's jump ability (crouch, then jump) to reach the other tunnel. Move through here and you'll exit just to the left of the enemy sentry gun. Hop out of the hole and avoid the gun, landing behind it. Take it out with a



**Here you must reach the tunnel ahead without being shredded by the turret to the left.**

tail attack. Eliminate the Marine carrying the flame thrower here and take out the other turret.

Between the two turrets you'll find more control boxes. These control the fans in this hall. Take out all the boxes with claw or tail attacks. Now that the fan has stopped, climb inside the tunnel (you'll have to use the wall climb to reach the ceiling tunnel). Once you reach the central fan area, climb into the ceiling fan above. Head through the tunnel and enter another fan on your left. Break a floor vent to enter a new room. Kill the Marines inside.

To the left of your position, inside an adjacent room, you'll find another ceiling vent. Break it with a claw or tail attack and enter. Once you reach another floor vent, bust it as well, dropping into a new room filled with Alien eggs. Head through the exit to this area

and break more control boxes. In this area, you'll also spot two large fans, on either side of the room. After you've broken the control boxes, the green fan on the left stops. Break the glass between you and the fan and hop through.

Enter the green tunnel and follow the tunnels until you reach more control boxes. Two tunnels lead from this position. After breaking the boxes, turn left and follow the tunnel. Hop down into the tunnel and proceed down the longer end. On the right side of the wall you'll spot a vent. Break the vent and head through. Inside this new room, you'll spot some turrets far away; a large bay door will close cutting you off from the turrets (fortunately).

Approach the left and right sides of this room and you'll locate more control boxes. Break all of the boxes you find. As soon as you've broken the last box, climb onto the ceiling of the main room. The large bay doors will reopen, exposing you to the turrets (if you aren't on the ceiling). Climb into the room until you reach the ledge (that thing that moved into the bay doors). Hop down and proceed to the end. Drop off. You're now on the other side of the turrets.

Look for the room with lights and crawl into it. Kill Marines and break a pane of glass to enter a new room. A Marine will broadcast a message on the intercom about this time notifying the personnel that a new alien life form has invaded the station—a Predator. Keep moving until you reach a door. As soon as you open it, the powerful Predator creature greets you.



**Stick close to the Predator, circling around him and using your speed to an advantage. Keep striking him with the tail attack and mix in some claw attacks as well. If you keep on him and don't let him get off too many shots with his long-range weaponry, he shouldn't be too much of a problem.**



**Stay close to the Predator and use your speed and fast attacks as an advantage.**

Move past his body into a new room with a ceiling vent. Break the vent, climb up the shaft and advance through a door. Inside you'll find a second Predator. Defeat the Predator and turn left. Follow this hallway and you'll end the episode.

**Congratulations! You've defeated the Alien missions of Aliens vs. Predator!**

# CHAPTER FIVE

*Predator*

---

*Walk-through*







Playing as the Predator finds you escaping your holding cell at the outset of the first level and then making your way through the Marine-controlled facility on a quest to locate your ship. Expect to face hordes of infesting Aliens along the way, as well as plenty of paranoid Marines that will stop at nothing to bring you to an end. Ultimately, you will come face to face with the Alien Queen herself in a brutal showdown.

**NOTE: Once you complete a level in Aliens vs. Predator you are awarded a special bonus level that is not part of the campaign game. To receive the last bonus level, you will have to complete the campaign on the Director's Cut difficulty setting. These levels are the same as those you find in the campaign game; the only difference being that you are now playing the level as a different class. The layout of each level remains the same; a scant few of you may find that you must tackle the level in reverse. If you become stuck on a particular bonus level, please refer to the corresponding walk-through for that level.**

## EPISODE I: WATERFALL

**Mission Objective:** Make your way through the security complex and locate the access tunnel to the rest of the structure.

You begin on a high ledge that overlooks a set of stairs leading down into an open area. You should ready your spear gun and enter zoom mode, nearing the first step of the stairs and observing the area below. Two guards will emerge from the tunnel across the way, so pick them off one by one until the coast is clear.



**Use your spear gun in zoom mode to snipe the guards at the beginning of the level.**

Move down the stairs and press the button at the foot of the steps. This unlocks a door elsewhere. Climb back up the stairs and jump to the ledge that is to the left of you. Go all the way down to

the end and turn left; you'll see a doorway in the distance. Get a running start and jump toward the door. If you miss the jump you'll suffer minor damage and will have to head back up the stairs and try again. Move through the doorway.

As you move through the doorway, the tunnel will branch to the right. Be prepared—a guard will be standing right around the corner, so come out blasting before he can tag you. Once the guard is dispatched, continue moving forward and up another flight of stairs, where another guard will be waiting for you.



**There are a lot of Marines ahead; you might want to consider using your cloaking ability.**

Head down a new flight of stairs as it bends to the left. Be careful now; you're coming up to a large open area patrolled by guards. One guard will either be across the way from you and to the left, or across the way and on the right. Either way, these guards will lob grenades at you, so watch your step and kill them with a zoomed spear gun. Go down the stairs and head toward the open doorway on the opposite side of this chamber.

Turn right after passing through the doorway and carefully head downstairs. Stand beside the button on the wall on the right and be patient; a guard will emerge ahead of you that will be easy to take down. Press the button and head back upstairs, going all the way to the door at the end of the hallway. After the door opens, carefully head upstairs and you'll approach a chamber with a guard in the middle of a shallow pool of water.

Kill the guard with your shoulder cannon and grab the energy ball hugging the right side of this room. Leave this room through the door on the right; you'll have to press the button beside the door to

open it. Head through and carefully walk upstairs. Follow the path as it winds around and be prepared to shoot a guard that charges you. Head into the chamber with two catwalks and monitor the catwalk on your right. Here you'll find two patrolling guards that come out one at a time. Once you've taken care of both them, continue down your catwalk as it does a U-turn; head downstairs and you'll find yourself at Checkpoint #1.

Go to the opposite end of this room and take the stairs heading up on the left hand side. You've now entered Checkpoint #2. Be careful here; a guard likes to hide in the small shed across the way. Once you've safely cleared the room, head across the catwalk and down the stairs, slipping into the passageway in front of you. Press the button beside the door to open it. Move into the passageway and take your first left, quickly killing the guard that patrols this room. Press the button on your left and return to the last passageway, turning left and heading through the door. Keep pushing forward until you enter Checkpoint #3.

Here you'll find a guard on the lower level and another above and to your left, standing within a small room. Once both guards are killed, head to the opposite end of the room and take the stairs heading down. At the foot of the stairs you'll just barely see a small chamber opening before you. Kill the guard that steps into the room and continue on your way. Press the button beside the door to open it and head through.

Trudge down the stairs and you'll eventually reach a massive chamber alive with the sounds and sights of an impressive waterfall.

Move along the path and press the button at your right. This will call a lift from above. Quickly step on the lift and ride it to the top; quickly hopping off before it descends again. Dispatch the guard at your right as quickly as possible. Press the button to activate the airlock and step through. Move all the way to the end of this hallway and you'll trigger the end of the level. Congratulations! Now we're off to the next episode.



**Be careful not to accidentally step off the edge; once you're falling, there is no return!**

## EPISODE II: AREA 52

**Mission Objective:** Fight your way through the security complex and locate your guarded ship.

Head down the shaft and open the doorway at the end. Carefully approach the corner and prepare to ace two guards at your left, situated in a small room. Return to the hallway and continue forward.



**When the guards are taken care of, pull the lever on the wall within the small room and open the hatch at the far end to reveal an energy power-up.**



**Open the hatch at the end of the room and you'll find an energy power-up.**

The next door you come to opens automatically but the following one does not. Press the button on your left to open this door and walk through. You'll ride a lift to the top and find yourself on a metal catwalk. Follow the catwalk as it winds around to the left and head downstairs. There will be one guard at the foot of the stairs. After killing the guard, turn left, then left again and keep going the only way you can until coming to a door. The door will open automatically, revealing one patrolling guard next to a series of explosive barrels.

After the guard is handled, move onto the walkway and look down to your left. You'll see a guard far below, pressed against the rear wall. Take him out with your spear gun and head downstairs to where that guard was located. On a table you will find a pass key.



Be careful not to stand too close to the barrels—they have a wide blast radius that could find you engulf you.



**Be sure to grab the pass key off the table before venturing on.**

Once you have the key, jump on the lift beside the table to go back to the upper level. Retrace your steps all the way back up the stairs and stop before the catwalk turns right. Look across the expanse and you'll see two openings that appear inaccessible. In fact, you can make the jump from the catwalk into the opening on the right. A well-timed running jump will get you to the other side.

Head down the passage and prepare to kill a guard waiting for you in a small room on your right. Step into the room and pull the lever on your left.



**Another hatch can be found at the rear of the room that contains an energy power-up.**

Retrace your steps back to the catwalk and you will see that a bridge has lowered. Jump to the bridge and head through the opening on your right. Head down the passage as it winds around and you'll come to a door that opens automatically. Step through and quickly spin to your right, killing the two guards positioned near the doorway. Go through this room and down the stairs at the extreme end. Keep going down the stairs until you see a large portal open, revealing another portal at the far end. This is yet one more tricky jump, so prepare yourself. (See page 73.)

Once you've made it to the other side, head through the doorway and turn left. Slip into the first door on your right. Kill the guard inside and pull the lever on the wall.



**A hatch at the end of this room contains an energy power-up.**

Head back to the hallway and turn right, going all the way down as it winds around to the right. Kill the two patrolling guards here and head all the way down, turning to the right and again heading straight down the hallway and through the door at the end. Make the first left and then another left and you'll head through a pair of double doors.





**It looks impossible, but with a running jump you can make it to the other side.**

Kill the guards within this room and head left, through another set of double doors. Go straight and right and through another set of doors. You should now be in a room with a series of wooden benches. Turn right and go to the end of the room and through the doors. Make a left and then a right, heading down a small ramp and through the door. Kill the medic at your left and head toward the end of the room and ride the lift down.



**Before leaving this room, don't forget to grab the energy power-up sitting on the floor.**

Travel through the only door within this room. Move into the next room and shoot and destroy the two trash bins at the far end. That will reveal a small hatch on the wall. Shoot the hatch until it explodes, revealing a secret passageway.

Enter the passageway and drop down the laundry chute. Before entering the room, quickly shoot the medic standing here and then enter. Shoot the large metal grate on the wall and go through the opening that is revealed. Shoot the next grate you see to reveal a small ramp going up and into the ship room. Get ready for a fire-fight with three guards. Once you've killed them, find the rear of the ship and walk up the ramp, heading all the way inside. This will end the level and begin the next!

## EPISODE III: VAULTS

**Mission Objective:** Fighting your way through the military complex reveals an Alien infestation. Fight your way toward your ship and attempt to get off planet.

You begin this level with two new weapons, the pistol and disc. Ready your pistol and head down the slope that opens this level. You are now outside the Predator ship. Turn around so you're facing the large hangar doors and head toward the double doors on your right. Turn left and head down the hallway, going through the door and killing the guard that patrols this room. At the end of either side to this room are cabinets lodged in corners. Fire at one of these cabinets until it explodes, revealing a metal grate. Shoot the grate until it disappears and move through the hole. Follow the narrow passageway until it ends with nothing more than a small grate beneath your feet. Shoot the grate and fall down the hole. To the right of the monitor within this room you will see a computer console sitting in the corner. Your objective at this point is to destroy four computer terminals within this level. Shoot this terminal now.



**One of four computer terminals you'll have to destroy on this level.**

Once you've destroyed the computer terminal, turn to your right and you'll see a metal grate on the wall. Shoot the grate to make it disappear and slip into the hole. Head down the narrow passageway and shoot the next grate you come to. Before entering the room, wait patiently for a patrolling guard to reveal himself and blow him away with your pistol. Enter the room and destroy the computer terminal at the far end of the room. Shoot the grate beside the terminal and enter the opening, heading up a slope. Turn at the first left you come to and it will end in a large metal grate that cannot be destroyed. However, you can see a Sentry on the other side of the grate. Ready your spear gun and shoot the Sentry through the grate until it is obliterated.



**Shoot this Sentry through the grate with your spear gun so it won't chew you up later.**

Return to the narrow passageway and turn left, heading forward until you dip down a small slope and find yourself face to face with another grate. Shoot the grate and slip into the room. Destroy the computer terminal at your left and then blow up the grate at the end of the room. Slip through the exposed opening and shoot the next grate you come to. Enter the room and shoot the last remaining computer terminal. This will unlock all the doors within this level.

Approach the sliding doors to the left of the destroyed terminal and go through. Turn right and follow the passageway as it winds around. Take the first left you come to and enter through the sliding doors. You'll now be in a dark room with a spinning white light.

Head to the far end of the room and through the next pair of sliding doors and you'll enter a junction in the hallway. Take the path that is nearly in front of you, slightly to the right, and you'll move through several pair of doors. Take the path at your left and enter the room. You'll see a Medic get killed by an Alien. Quickly shoot the Alien before it's upon you and enter the room. Go to the end of this room, slip through the door, and you'll be in a room similar to the last with another Alien to deal with.

Go through the next door within this room, another hallway, and another room. Finally, go through yet one more door and you'll enter a hallway that curves slightly to the right. Head through the door, kill the Alien that attacks you, and again head through the door at the end of the room. Another Alien will attack you in this darkened room. After the Alien has been killed, go through the door at the end of the room, another hallways, and another room, and another hallway. This time the hallway leads to a new area that finds an impenetrable window at your left and a hallway at your right. Go down the hallway and prepare to be attacked by a pair of hungry Aliens.

Turn right and head down the hallway until you are forced into making a right. Head down this new hall and take the first left that you come to. You'll see a metal grate that has had a hole burned through it. Kill some lurking Aliens and enter the room beyond this grate. At the far end you will find another grate, this one perfectly intact. Shoot it so it disappears and enter the small passage that is revealed. Head all the way down this passageway until you finally come to a T intersection.

Make a left and follow the passageway as it bends around to the left. You'll eventually come to a closed gate. Shoot the grate and enter the room that is revealed. Go to the end of the room and through the door, shooting several Aliens that will attempt a surprise attack. You are now in the Control Room. Move to the end of the room and flip the switch fastened to the wall. This will power

on the lights for the bulk of the level. Head back through the two doors and into the room where the passageway brought you. At the far end of the room are metal bars that will now open since they have power. Expect to fight several Aliens before making it to those bars. Move into the main passageway and follow it around until a large sign overhead displays: 2.

Take the first right you come to after passing the 2 sign and enter the Alien holding area. Move to the end of the room and ride the lift to the second level and continue through the passageway. Go through several airlocks and then downstairs, fighting a few Aliens along the way with your pistol. Follow the passageway as it bends to the left. You're now in a large passageway with numbered signs above your head. Keep following the main passageway until you're



**Be sure to grab the security key off the table before continuing on.**

in the 3 area, finally making the final right turn, slipping through a door, and finding yourself in a security office. Grab the security key off the table and return to the main passageway.

Head down the main passageway and take the next left you come to. The signs above your head should read: 4. Keep heading through the passageway until you enter a large chamber. Take the path at your left through a series of several doors until you find yourself in a large room with a strange mechanism in the middle of the room. Go to the opposite side of the room and to the left and you'll see a switch. Pull the switch and get ready to fight an Alien/Predator mutant, the PredAlien! Be quick in this fight—time is limited.



Your best bet is to use three shots from your pistol to fell the PredAlien monstrosity and quickly retrace your steps back into the large chamber.

At the other end of the room, off to the left, is a small door. Quickly head through this door until you come to a switch on the wall. Pull the switch and retrace your steps back into the last large chamber. Turn right and approach the left down a right side passageway. Take the lift up and quickly head through the first door you come to until you finally see the Predator ship. Make all haste up the ramp of your ship and you'll have successfully completed this level!

## EPISODE IV: FURY 161

**Mission Objective:** Fight your way through the infested military complex and locate the great outdoors, where you will be picked up by a friendly Predator spacecraft.

Move toward the closed portal in front of you and flip the switch on your right to open the door. When you enter the large chamber with a fan at the far end, turn left and head down the passageway, turning left again and moving down the stairwell. Expect to fight several Aliens along the way; no match for your trusty pistol. You'll enter another large room with a lift on your left. Hop on the lift and ride it to the top. Follow the gantry as it winds around to the left and heads up a set of stairs, finally ending in a large mechanism with a black button. Press the button to unlock doors elsewhere in the level.

Drop down from the gantry and you'll be back in the room with the lift. Retrace your steps back to the fan room at the beginning of the level and head through the green lit door at the end of the



**Press the button on this machine to unlock a door elsewhere on the level.**



room. Expect to fight several Aliens when you travel through this door, as well as an Alien Facehugger that can be killed while it crawls toward you on the ground. Move all the way down the hallway and climb the stairs at your right until you reach the top. Look over the side and you'll see a large metal pipe running through the room with a strange hatch atop it. Shoot the hatch to open it.



**Shoot this hatch to open a secret route through the level.**

Jump into the newly opened hatch and travel through until you see a hole at the bottom of the pipe. Drop down into the room and press the button on the large mechanism in one corner of the room. This deactivates the fan at the beginning of this level. To exit the room you're in, press the button on the right side of the doorway. Turn left and go through the door at the end of the hallway to

return to the fan room. Turn right and head past the now stalled fan, revealing a portal that will open automatically.

Head through the door at the far left of the room and press the button at the very end, on the right side. Drop down the hole on the right side of the room and go through the green-lit door. Head all the way down this long hallway and then climb the stairs all the way to the top. Go through the first door on your left and climb the short flight of stairs, going through the door. You'll notice that you're at the second level of the room you were previously in. Head directly across the catwalk and press the button at your left. Retrace your steps back down the short flight of stairs and turn left, following the hallway until you head through another door.

Climb the spiral staircase at the rear of the room and go through the first door on your right. You're now at the third level of the button room. Follow the catwalk on your right and press the button on the machine. Return through the door that brought you here and head through the next door on your right. Hop onto the lift at your left and take it to the top. You'll now be at the fourth level of the button room. Follow the catwalk around to the right and press the last button you need. This will activate the elevator. Return along the catwalk to the opposite side of where you were and you will see the elevator door is now open. Hop onto the elevator and ride it to the bottom.

Expect to fight off several Aliens as they rush you the second you exit the elevator. Follow the room around to the right, climb the short flight of stairs, and enter the bronze tunnel. Take the first right and right again to enter a small room with a button. Press the button and return the way you came, taking the first right, which will bring you to a door. Go through the door and travel down the long hallway to the lift at the end. Take the lift all the way up and climb the stairs. You'll emerge toward the top of a very large chamber. Your pistol will be more than enough to take out the guard far below.



**Simply jump toward your ship after it parks to end the level.**

Go down the stairs and follow the catwalk around until you finally see another lift in the corner of a small room. Ride the lift down and you'll enter the smelting plant. Several guards will be located here, so look alive and kill them with pistol shots. Take the catwalk over the lava directly in front of you and press the button in the small room you come to. Proceed through the door and follow the hallway until you emerge outside. Your Predator ship will be called. Wait by the edge and your ship will soon arrive. To end this level, simply jump toward your ship and that action will bring this chapter to a close.

## EPISODE V: CAVERNS

**Mission Objective:** Taking matters into your own hands; you decide to venture deep into the Alien Caverns in an attempt to neutralize the Alien Queen.

Ready your pistol and head down the length of the cavern tunnel. When you near the edge of a ledge, carefully look down and you'll see at least three guards milling around. Nail them with your pistol and then drop down to the lower level. Head through the opening on your left, taking out several more irate guards along the way. You'll emerge into a room with a winding staircase on your left and a passageway on your right, past the bank on monitors. Move through the passageway and follow it around until you finally



**Press this switch, return to the last chamber and climb the winding staircase.**

emerge into a large chamber. You'll find a switch on a wall at the very end and to the right of this room. Press the switch to unlock a door elsewhere.



**Press this switch, return to the last chamber and climb the winding staircase.**

Retrace your steps to the last chamber you were at with the looming staircase. Climb the stairs to the top and head down the cavern tunnel. You'll eventually come to another ledge overlooking a chamber. Drop down to the lower level and flip the switch at the rear wall. This opens a door above you. Move through the passageway at your right and you'll once again return to the large staircase room. Again, climb the stairs and approach the ledge at the end of the cavern tunnel. This time, jump across to the ledge at your left and head

through the opening at the far end. You'll approach yet one more ledge. Quickly turn to your right and nail the lone guard hiding in the shadows. From this vantage point you'll see an elevator below you. Start firing at it until you have destroyed the elevator, revealing a secret passageway. Drop down and fall through the opening in the ground.



**After shooting the elevator you'll soon discover a secret passageway!**

After you have dropped down through the hole, take the passageway on your left and follow the narrow ledge on your right, eventually emerging into a large chamber with a very narrow catwalk that makes its way to the other side of the room. Carefully walk along the catwalk and get to the other side. Approach the ledge and kill the three guards patrolling the ground below you.

Drop down when the guards are killed and press the button on the wall directly opposite your position. Ready your disc thrower and charge into the room, flinging it at the Xenoborg located at the right side of the next room.



**This rather nasty looking Alien (a Xenoborg) isn't so tough. One disc to the head and he's down for the count.**

Next, take out the Sentries at the left side of the room and then press the button on the wall. Move through the newly opened door and make a right, heading down the cavern tunnel. You'll come across another door on your left that will open automatically. Shoot the rushing alien and then head through the door. Go into and through the disabled vehicle, continuing along the narrow passageway. Eventually you will emerge into a large chamber choked with

Aliens. Stay on target and blast them all, finally taking the passageway on your left. In the next chamber you come to you will see two large tanks at the opposite side of the room that are connected to a central mechanism. Shoot both tanks until they are destroyed.

Once the tanks are destroyed, retrace your steps back into the last large chamber you were in and head down the short slope and to the right where you'll find a small passageway. Head on in and follow the tunnel. Be careful when you come to a small bridge over a ravine. Falling off here can be lethal. Once you've made it to the other side, keep navigating the tunnel. You'll go through another chamber with a disabled vehicle. Go inside the vehicle and through it to the other side, taking the tunnel to a large, dark chamber—watch out for Praetorians as you go. Move down the length of this chamber and you will come to what appears to be a dead end. Simply move forward and you will fall down a hole, ending this level and beginning the last—the fight with the Queen!

## **EPISODE VI: BATTLE**

**Mission Objective:** The final showdown with the Alien Queen has arrived!

This is the final battle for the Predator. To show how tough you truly are, you'll have to survive without your energy weapons, leaving you with nothing but a spear gun and your wrist blade. For taking on the Queen, ready your spear gun and head down the tunnel. You'll enter the birthing chamber of the Queen, and she will soon emerge from a doorway on your right. The best way to handle the Queen is to never stop moving! Better yet, run backward and fire at the same time. One or more Facehuggers may also be in the area. After you've punched the Queen around with your spear gun she'll ultimately crumble into a heap and you will claim victory!





**The final battle with the Queen will be challenging; but if you stay on the move and keep pelting her with your spear gun, she'll finally be destroyed!**

**Congratulations! You've defeated the Predator missions of Aliens vs. Predator!**

# CHAPTER SIX

*Marine*

---

*Walk-through*





Every place you'll visit through the six-episode Marine campaign has been infested with Alien creatures. Though you'll find ample weaponry to deal with them all, your biggest challenge is to proceed through each level with caution; becoming overwhelmed by the sheer numbers of Alien foes will surely lead to a quick demise. Fortunately, several officers assist during a few missions, providing objectives and clues to reaching your final destination.

**Once you complete a level in *Aliens vs. Predator* you are awarded a special bonus level that is not part of the campaign game. To receive the last bonus level, you will have to complete the campaign on the Director's Cut difficulty setting. These levels are the same as those you find in the campaign game; the only difference being that you are now playing the level as a different class. The layout of each level remains the same; a scant few of you may find that you must tackle the level in reverse. If you become stuck on a particular bonus level, please refer to the corresponding walk-through for that level.**

## EPISODE I: DERELICT

**Mission Objective:** There's been a biocontainment failure inside the Bioweapons Research Facility on LV-426. Aliens have overrun the base and all personnel are being evacuated. Your objective is to safely make it to the base's exit.

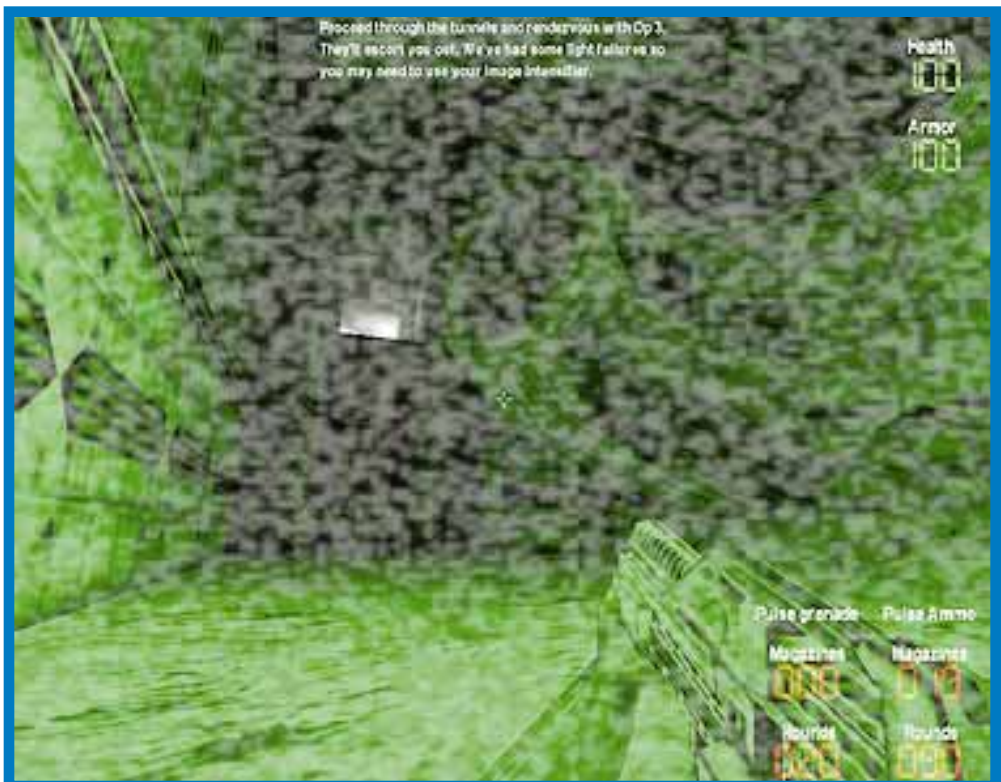
The mission begins inside your quarters at LV-426. A message is broadcast over the intercom system to get down to the communications room to receive further instructions. You begin the game armed with the motion detector and a pulse rifle. Exit your room. Most of the doors here are locked, so take the only available corridor until you reach a glass panel on your left protecting a switch. You should be right in front of two glass doors.



Shoot the glass panel with your pulse rifle to access the switch.

Break the panel with the pulse rifle and flip the switch with the operate button. A door to the left of the switch will open revealing a new corridor. Follow this tunnel and you'll be on the second floor of the communications room. Walk along the catwalk until you come to a lift. Descend the lift to the lower level and receive further orders.

Circle the structure in the center of the room to locate another switch. Activate the switch, which will open the sealed doors on the opposite side of the room. Head through the tunnels, you'll pass by a room filled with alien eggs, and keep following the tunnel until you reach a locked door. Although it doesn't look like it, the two white lights to the right of the door are actually the lock mechanism. Use the operate key on the glowing button to open the door. You'll receive another communication.



**Use your image intensifier in extremely dark areas, like this one near an Alien vessel.**

Move through the door and you'll enter a pitch-black area; switch on your image intensifier and turn left. Head straight and hop on the lift; ride the lift up and be prepared, your first encounter with an Alien is coming right up. The best way to deal with the Aliens is to keep the image intensifier on, or at least turn it on occasionally. The Aliens can be very tough to see from a distance, but with the extra boost of the image intensifier, you shouldn't have a problem spotting an oncoming beast. The creatures can't take much punishment from your pulse rifle. Keep the Alien at a distance and kill it quickly. Don't step on the acid blood as you pass the dead body.

Follow the tunnel and enter a two-story room. Ride a lift up and exit through the only available corridor. You hang a left and right and finally reach a catwalk overlooking an adjacent room to the left. These are generators that power the ventilation system of the base. Stand far from the generators and destroy them with your pulse rifle. The destruction of the generators disables a fan you'll come across later in the level.

Resume heading down the tunnel where you'll reach the top of a three-story room. Unlike the Alien, the Marine can't fall from great heights and survive. Don't fall down into the room below. Instead, follow the tunnel across and keep moving through your only available path (you'll pass by a huge Alien structure). You'll end at a fork in the path, leading left and right. Turn left and hit the switch on the wall. You'll be notified that you've activated the correct switch.

Return to the catwalk overlooking the large Alien structure and use the lift in the middle of the room to descend to the floor. There will probably be a few Aliens in this area; take them out and proceed right, into a small tunnel and finally into a larger room with three openings into an Alien-like structure.

All of the openings lead into the same area; take any doorway and turn left, following the tunnel and finally to an elevator that will move down. After reaching the floor, pass by the dead Alien manning



**Operate this switch to open a door providing access to the Alien environment.**

the turret and find the tunnel leading into a new area. By this time, you'll have exited the Alien environment; pass through a doorway to end the level.

## EPISODE II: COLONY

**Mission Objective:** With the colony overrun by Alien creatures, you must navigate through the confusing base to the generator run to restart the power, which will open up the North Gate, permitting access to the control room. Once there, further control switches require activation to open the colony's main gate. Once free of the confines of the colony, find the APC and exit the area.

You begin the level in a room similar to the one at the end of the previous level. Listen to the intercom, which instructs you to reach the generator room to restart the power. Move forward into the corridor and finally to the metal door. The door opens giving you access to the lift. Ride the lift to ground level and exit; climb the stairs and exit the room out into the rainy night. About this time you'll encounter your first Alien of this episode. Get used to it; you'll be facing many more before it's over with.

Turn right after exiting outside and then take a left. On your right will be the Main Gate, your final destination for the level. Continue along the path until you can turn right. Up ahead you'll see a building labeled "E." Move inside; you'll find the environment rather dark, so use your image intensifier if you have difficulty seeing the



**Head into this doorway to find the four generator switches.**



surroundings. Another Alien should occupy the first part of this corridor; eliminate it with your pulse rifle.

Follow the corridor down, turning right and moving forward until you can take another right. Turn right one more time and you'll reach a dead end with a window on your left. Fire up your pulse rifle and take out the glass. Jump to the room below, which is the power station. A message instructs you to turn on the four switches located inside. Another Alien will likely pounce from the shadows; be prepared.

On each of the four pillars that occupy this room, you'll find four switches. Use the operate button to turn on each switch. Once completed, lights will flicker on and additional doors will open. You're free to leave this area now.



**Before you leave the generator room, you might want to grab the smartgun located inside. It's a superior weapon to the pulse rifle, mainly because you can get early detection of oncoming enemies. To get the smartgun, exit the four-pillared generator room up the stairs and turn right, following the corridor to the area where you broke the window. A door is open ahead. Move through the door, turning left. Stay on the catwalk until you reach a lift. Ride the lift up and follow the catwalk into a small room where you'll find the smartgun.**

From the generator room, move up the stairs and turn left then right to exit back outside into the rainy night. From just outside this structure, turn right and head through an alley. At the end of the alley, turn right and head straight to the "North Lock." A switch rests

to the left of the door; use the operate key to flip the switch and open the door.

Enter here and you'll arrive at a four-way intersection. Be alert at this point; Aliens will likely charge out from nearly all sides. Turn right at this four-way intersection, heading down the tunnel until you reach a locked door. Turn right to find a destroyed wall leading down another path. Move through this tunnel and up two flights of stairs to a locked grate (pick up the armor near the first flight of stairs). Turn right and move through a tunnel. Aliens will likely appear from the shadows along this path; use your smartgun or pulse rifle to eliminate them.

Move through this tunnel and drop down into a large room filled with barrels. Aliens occupy this area as well. Turn right and approach the large door; the door will open. Follow the corridor as it swings right and into another four-way intersection (with water on the floor). You'll want to turn right here.



**At the end of this water-filled four-way intersection is a pulse rifle providing additional ammo.**

Walk down this corridor until you reach an elevator at its end. You're currently on Level 1; ride the elevator up to Level 3. If you wish, you can hop off at Level 2 and pick up a medkit and an additional pulse rifle. When you reach Level 3, a gaping hole will lie in front of you. Hug the left or right wall to steer clear of the hole. At the intersection, take a right and then another right to spot a flight of stairs. Take the stairs and head through the door; you've located the control room.

A message instructs you here to activate the five switches. As you move around the room activating the switches, pick up the medkit



**To bring power to the Main Gate, flip five switches inside the command center.**

and pulse rifle near one of the walls. After the switches have been activated, an intercom message will play, notifying you that while the Main Gate has been activated, you'll need a Bypass Kit to unlock the door. An Engineer on Level 2, inside the Medlab, carried the Bypass Kit.

Move out of the control room and follow the corridor until you reach a staircase moving down. A smartgun rests at the top of the staircase, to the right. Grab it for additional ammo.

Descend the stairs and enter Level 2. Move inside and follow the corridor turning left, left again, right, and finally right into the Medlab doors. Once inside the first Medlab room, head straight to pick up the Flame thrower, a great weapon against Alien Facehuggers, which you'll meet shortly.

Turn left at the flame thrower to enter another area of the Medlab. A final door rests ahead of you; avoid the gaping hole that lies in front. Enter this final area of the Medlab and prepare the flame thrower. When you spot an Alien Facehugger, unleash some napalm on the speedy and dangerous, creature. One spurt of the flame thrower will be enough to roast the Facehugger. Once they're on fire, they're no longer a threat.

Four tables are in the center of the room. The Bypass Unit rests on the first table on the right. On a table in the back of the room sits another pulse rifle and a stash of armor. Head back to that hole in front of the door. Jump down to enter an office area, one unfortunately, crowded with Aliens and Facehuggers.



**Once you possess the Bypass Unit, simply approach the Main Gate to open it.**

Get that flame thrower or smartgun ready and eliminate the Aliens before they get too close. Keep an eye on the floor for Facehuggers as well. Exit the office and take a left at the Level 1 sign. Follow the corridor until you reach a four-way intersection (one you've already been to). Turn right to head back outside.

Now you must head for the Main Gate. Head straight out from your location and turn left at the "Bar" sign. Move through this alley and take a right and then another right. Move forward just a tad and the Main Gate will be on your left. Approach the gate and it will automatically open. The open gate alerts the Aliens to your escape—they'll begin appearing from all corners of the map. Keep an eye on your rear while you charge through the gate. A few Aliens will also approach from the front; use your smartgun in Track Mode so you can tell when they're coming. Follow the winding valley path until you reach the APC parked ahead. Approach the APC to end the level.

## EPISODE III: INVASION

**Mission Objective:** Exit your APC and make your way through the Atmosphere Processor. Disable five cooling fans by locating the valve controls. Turn the valves and locate the landing platform. Once all five cooling fans have been disabled, a rescue craft will deploy.

The mission begins inside the APC you charged into at the end of the previous level. Listen to your mission briefing, detailing your task to disable five cooling fans, and exit the APC. An Alien will greet you after exiting the vehicle. Find the staircase located inside this hangar and proceed upward. Head through the door at the top of the stairs.

Enter the base and follow the dimly lit corridors until you can move both left and right. To the left is an apparent dead end, so turn and move to the right. Be careful however; an Alien is lurking

in a hole in the ceiling to the left. If you aren't paying attention, it'll likely sneak up on you. At the end of the corridor will be a door; head through the door to enter a multistory room. A few Aliens pounce from the shadows. Terminate them with your pulse rifle, then find the staircase leading up to a second story walkway. Follow the walkway around and through a door, which leads to another room with a staircase heading up.



**Pick up the armor underneath the staircase locating inside this room.**

Take the stairs and pass through another door. Keep to the right and move through a new corridor with a deceased human (or what was left of the human) crumbled on the right side of the hallway. Next to the body you'll find another slab of armor, a medkit and additional ammo for your pulse rifle. Continue through the hall and pass through another door.

As soon as this door opens, fire a grenade (secondary fire on your pulse rifle) at a doorway to your left. Three Aliens will emerge as soon as you enter the room; a well-timed grenade could end your problem in a hurry. A few more Aliens will emerge from the darkness. Take your time and don't move too far into the room until you've taken care of business. Move through this door where the Aliens popped out and approach a fork headed left and right.

At this point, a message will broadcast on your communication system, notifying you that a "cooling fan is on the right." So, turn right and follow the hall to a staircase and up onto a catwalk. Follow the catwalk into a small room containing a valve. Turn the valve using the operate button. Also, grab the flame thrower, medkit and two napalm magazines from the floor.

Exit this small room, head back down the stairs and go left from that fork mentioned a few steps ago (from this position you'll just move straight across). You'll enter another multilevel room; this time, you'll be at the top of the room. Turn right and walk to the edge of the catwalk. Fall down one story and turn around; you'll spot a valve hooked into the wall. Turn the valve, which will lower a bridge and open a supply door. Head back up the stairs and across the bridge to enter the supply room, which houses a pulse rifle, armor and a medkit. Exit the room and go forward down to the second level. Move to the opposite wall, directly in the middle, and you'll be on a lift that lowers you to the bottom of the room.

One exit lies to your right. Take it. Inside this room you'll likely find more Alien opposition as well as Alien Facehuggers. If you



**Turn this large valve to open a door in the previous room.**

picked up the flame thrower from earlier in the level, equip it and turn on your image intensifier to get a good look at any Facehuggers scurrying along the floor. Use the flame thrower to set them ablaze. You'll be notified when in this room that the door to the left remains locked because of a pressure problem, and that a control valve is located nearby.

Move through the right door (more Aliens and Alien Facehuggers will emerge from the shadows). Climb the staircase and turn the large valve. To the right of the valve, you'll find a smartgun and a medkit.

Return to the previous room and go through the previously jammed door. Follow the hallway to the right, take a lift to another level and then hop on yet another lift to ascend to the second level of this room. Follow the walkway until you reach a room with a tunnel on the left and a staircase on the right. Turn right and ascend the stairs. You'll arrive in a new room featuring a strange light formation on the ceiling. Shooting at the lights will break a beam, which then falls, creating a bridge to a new part of the room. Climb the staircase in this room and head over the newly created bridge. A secret door opens revealing a staircase leading down through a red-lit corridor.

Follow the stairs down. Aliens will likely cause you irritation as you make your way downward. At the bottom of the stairs, turn right and enter a room with two valve controls on your right and a flame thrower on your left. Grab the flame thrower and then turn the two valves on your right. Return up the red-lit staircase and over the beam you crashed creating the bridge. Keep moving forward until you reach a four-way intersection.

Turn left at the intersection and head down the staircase. Turn right and follow the hall, finally turning right again and spotting a doorway. Move inside this room and grab three napalm magazines, a pulse rifle and a medkit. Also, to the right of the door (as if you entered), you'll spot another control valve. Turn it.





**After picking up the equipment in this room, turn the valve.**

Exit the room and return up the staircase. You'll eventually reach the four-way intersection yet again. Move forward through the intersection and turn right at the end of the hall. Head into a new corridor and keep right yet again. The hallway finally ends in a room. Eliminate any Aliens occupying this area.

A staircase rests to the left; climb the stairs and turn the valve located on the left side of the walkway. You'll be notified that all five cooling fans have been disabled and a rescue craft has been deployed. You must quickly make your way to the landing platform.

Head back down into the room, follow the corridor out and keep moving to the left. When you reach the four-way intersection, head toward the door with the flashing green light. Approach the door, which now opens, and move through the dark hallway. Aliens will



**A medkit lies in the darkness on the left side of this winding hallway.**

pounce from the darkness; use your image intensifier and smartgun to safely navigate this final zone.

At the end of the corridor you'll find a gaping hole. But, if you look carefully, the right side of the hole features a very small walkway. Be extremely careful here and hug the right wall. Hop on the small bridge and walk across. Ride the lift up to the launch pad. A few Aliens might cause problems when you reach the top. Keep your image intensifier on and your smartgun in tracking mode to get a lock on any enemies. A few moments after you arrive, the landing craft arrives. Board the craft after it has landed to end the level.

## EPISODE IV: ORBITAL

**Mission Objective:** All personnel have evacuated this orbital space station. Navigate the dark corridors and twisting halls to reach the station's escape pods. You must defeat loads of Alien hostiles, a new man-made defense system, and maybe even a few Predators. The mission ends after you've reached the escape pod.

Having reached the orbital station via the transport you boarded in the last mission, you begin the level just outside an airlock. Though you were perhaps looking for a little comfort, you soon discover that, like all the other areas you've visited, this station has been overrun by Aliens, both the big ones and the Facehuggers. As soon as you step out of your craft, you're notified that all personnel have evacuated and a new defense system has been put in place. Soon after you exit the craft, you watch out the window as it detaches from the

docking mechanism, hurtling through space with no pilot. Your only way off the base are the escape pods located on the far side of the structure.

Move into the airlock ahead of you and through a door on the far side. Head into the corridor until you reach a locked door. Operate the level to the left of the door to open. Proceed through the door, eliminating the Alien and Facehugger you'll find inside.

Head into this hallway, which you'll soon discover is overflowing with Aliens. Take your time and keep checking your rear; Aliens have a habit of sneaking up from behind, either lurking in the shadows or crawling down a hole in the ceiling. Around this area, you might even face your first Predator. He's a tough one; use the pulse rifle's secondary grenade launcher and keep moving backward, forcing the Predator to approach you. You'll eventually reach a three-way intersection, with a locked room to the right, stairs to the left and a room forward. Move forward into the room.

Inside this room you'll find the SADAR Rocket Launcher and some rockets—you'll need them. Exit the room and turn right, down the staircase that was previously to your left. As soon as you reach the bottom of the stairs, you'll find four or five Aliens waiting for you, two or three of which come from the rear. Follow a hallway to a door at the end of the hall.

Enter the door and approach another door, pulling the lever to the left to open. You'll enter at the top story of a two-level room. A message will rely on your communication system that you are near



**Down this hall you'll find four separate living quarters. If you are desperate for health or ammo, you should take the time to explore each. Inside the four rooms you'll locate a medkit, some armor and a pulse rifle.**



**Don't mess around with the new "automated defense."  
Running is sometimes the best option.**

the automated defenses you were told about when you first arrived on board. If you're adventurous here, you could drop down to the lower level and ride another tube lift down. Inside a room on this first floor is a grenade launcher (along with other items, a medkit, a pulse rifle and a SADAR rocket launcher). But, with the SADAR already in hand, you probably won't need the additional weaponry. Plus, you'll have to deal with a Xenoborg, the so-called automated defense you keep hearing about.

Back on the second floor walkway, you'll spot a door to the left and a door leading forward. Turn left and operate the lever to open the door. Head through and walk up a flight of stairs to another walkway. Around this time a message will broadcast over the intercom system notifying you that you must locate an escape pod to

evacuate the station. Further, you'll have to get by the automated defense system to do so.

Keep following the walkway until you reach a lift. You'll arrive on the second floor of another two-story room. On the floor below is a Xenoborg, one of the automated defense creations. He's a powerful beast, but isn't too fast. Wait until his laser sights turn off, indicating that the Xenoborg has powered down his systems. At that moment, jump down and head through the available corridor. Move up a staircase and finally to a lift moving up.

Head down a hallway reaching another staircase. Nearby you'll pick up two pulse rifles. Though a ceiling covers the staircase, it'll move as you approach. Climb up the stairs and enter the Hydroponic



**Waiting for you inside the Hydroponic Bay is a Predator and another Xenoborg.**

Bay. Here's your second chance to face off against a Predator. As with the first one, try and stay back, retreating as you unleash your SADAR or pulse rifle into his chest. Keep moving but maintain a good sight on his position. After a few rockets or a lot of bullets, the Predator will go down. Enter a second area of the bay, featuring a walkway on the left and a lower portion of the room to the right. Another Xenoborg patrols on the right; just ignore him and run along the walkway on the left.



**Hop down this hole to reach the escape pod.**

Open the door at the end of the walkway and into a room with a large red hole in the center. Hop down the hole, which leads to the escape pods, and the level will end.

## EPISODE V: TYRARGO

**Mission Objective:** You're on board a new ship now, but the situation remains the same. All personnel have already evacuated when you arrive; the vessel has been overrun by Aliens (including a never-before-seen breed) as well as a pesky Predator who will make your life tough at the end of the mission.

Proceed down the hallway and operate the lever on your left to open the airlock doors. Move through the door into a large hangar. Look to your right to see a familiar construction robot spotted in one of the movies. On the floor of the hangar, you can pick up some armor and a pulse rifle. On the other side of the hangar, to the left, you'll spot a staircase leading up to two switches. Climb the stairs and operate both switches. One moves a crane and the other opens a door on the left wall of the hangar. Move through this door.

You've now entered several crew quarters. Keep moving through, following the linear path through a locker room area and into a second set of crew quarters. You'll likely face some Aliens and Alien Facehuggers. Use your image intensifier if you need a better visual. In the second crew quarters, pick up the two pulse rifles resting against the left wall. There's also a medkit further down.

Head into another set of crew quarters, grabbing another pulse rifle along the way. You'll eventually reach a fork leading both left and forward. Turn left and then a short left again leading into a set of showers. Pick up the smartgun in the center of the shower stall. Exit the shower and head into the adjacent locker room. At the back of the locker room you'll locate a vent on the right wall. Break the vent with your pulse rifle and enter. Turn left, go down a set of stairs and turn right and walk to another vent on your right. Break it. Kill any Aliens inside this shaft.

Now you'll find yourself in the mess hall of the Tyrargo. On the left side of the room, stuffed in a corner and concealed by shadows, you'll find a flame thrower. Move through the only available exit and into a dimly lit room. A wall switch sits on the right side of the



**Grab these two pulse rifles inside the crew quarters.**

room. Flip the switch to activate a nearby lift. Hop on the lift and ride it upward.

Move forward and you'll spot a red light on your left. Soon, you'll receive a message over the intercom system. Your human friend will tell you that to enter the reactor area, you must reactivate the cooling system. Move forward, past the red light and the locked door, and you'll find a switch at the end of a dark hall. Activate the switch; the cooling system restarts. Return to the red light (that is now blue) and proceed through the door, now on your right. Head straight, down a staircase and through a large door.

The next room curves to the left; at the end of this hall will be about four or five barrels (not to mention loads of Aliens coming from all sides). Blast the barrels before you attempt to get around





**Operate this switch to restart the cooling system.**

them. Once removed, head down the hall and turn right and then right again into a reactor-like area. Grab the armor and medkit on the floor nearby. At the end of this hall, on the left, you'll find a staircase. Take it.

Keep moving until you reach another fork, this time to the left and to the right. In front of you, two fans spin rapidly. Turn left and hit the switch on the wall to deactivate the fans. Now, turn around and move forward through a door that was previously on your right. You're now in an extremely dark hall; you'll likely need to use your image intensifier to get a good look at your surroundings.

Loads of Aliens pop out of every available orifice in the corridor here. In fact, a new Alien form, the Praetorian, sort of a baby Queen, also attacks you. The Praetorian is tough; it'll require lots of shots to

the head before it goes down. Pick up the armor on the left side of the hall for assistance.

Keep moving down the hall and operate the switch to open another door. Move through and enter a room with a lift. Head down and enter a door that leads into another hangar. Here's where the tough fight begins.

Inside the hangar, initially, you'll find a few Aliens and a deadly Predator. Unleash all you have at the Predator, even using the missiles and barrels nearby. Fire at the barrels or missiles when the Predator is near to cause an explosion, hurting the fast, elusive creature. Once the Predator has been killed, your human pal will come through over the intercom, telling you he's done all he can for you. Another Praetorian, or maybe even a PredAlien, will emerge



**Use the missiles and barrels to your advantage against the speedy, dangerous Predator.**

from the ceiling. Kill him and the hangar doors (likely behind you) will open. Head through fast cause they won't stay open very long.

Head down the hall to another lift. Hit the switch nearby to activate the lift and move up. You'll reach a platform overlooking space; a lift will rest nearby. Move around the lift, to its rear, to find the activation switch. Additional Aliens and Praetorians will make every effort to prevent your escape. Hop on the lift, descend, and move forward to end the level.

## EPISODE VI: HANGAR

**Mission Objective:** As you begin just outside the Tyrargo's hangar, there's only one objective: eliminate the Alien Queen. Defeating her with weaponry will be extremely difficult, if not impossible—bullets are almost ineffective, and explosives only stun her—so you'll have to find another way.

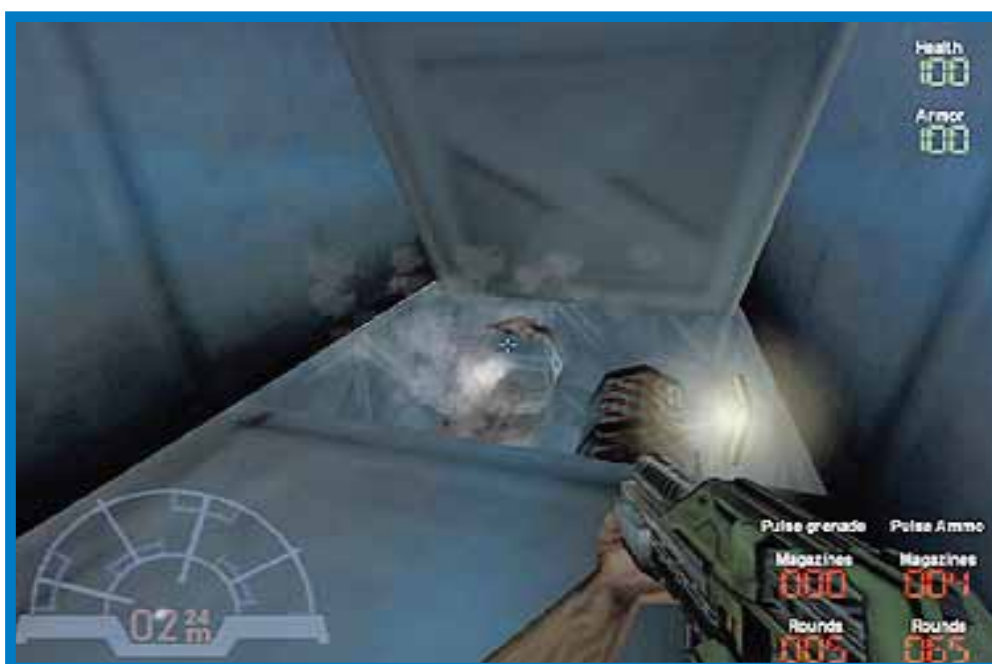
You'll find yourself just outside the main hangar. As soon as you move forward into the room, the Alien Queen spots you—and she's not too happy. There's a surefire way to beat this level, if you follow the appropriate steps.

As soon as you enter, the Alien Queen will be far across the hangar. She'll probably toss some crates at you. Run immediately toward her. Look on the floor and you'll spot a panel marked "Airlock." Operate the red button quickly and turn right and head straight south from your original position. Keep your eyes focused on the floor and shoot the grates you'll spot up ahead.

Fall into the recess of the room. Continue to work quickly, as the Queen will likely be charging up to you by this time. Turn completely around and head back north inside the recess. Hit the button on the left side of the wall; a floor panel will open revealing two pipes. Shoot the two pipes with your pulse rifle.



Push this airlock button as soon as you enter the hangar.



Blow apart these two pipes.

Turn around and head south along the recess, turning right at the junction and up the stairs. The Alien Queen should be close by now; be very careful and keep moving fast and dodging. Return to the floor panel you activated when you first entered the room. Two red switches appear here, both with arrow logos.



**Enter this alcove and press the button to protect you from the open airlock!**

Flip both of them. Turn around and look against the wall that featured the door you entered from. About halfway down, you'll see a small niche in the wall, enough for a person to stand in. Run inside and hit the red button. The door will close; meanwhile, outside the airlock is opening, sucking Alien Queen out with it.

**Congratulations! You've completed the Marine section of Aliens vs. Predator!**

# CHAPTER SEVEN

*Multiplayer*

---

*Tactics*





As engaging as *Aliens vs. Predator* is in single-player, the ante is upped considerably for multiplayer. Now you're up against your fellow humans; humans that think and react much differently than the computer-controlled enemy. Not only will you be faced with unpredictability, but you'll have to overcome squad tactics and coordination, as well as come to grips with many different multiplayer game types. What follows is an examination of the various game styles, as well as specific tips and tactics for each class of character.

## GAME TYPES

*Aliens vs. Predator* offers much more variety than the average first-person shooter. While straightforward deathmatches are a given, the game has quite a few interesting tricks up its sleeve to keep the game extremely challenging. Let's take a look at what you can expect.

### *DEATHMATCH*

Traditional deathmatch is where you let it all hang out. Kill anything you see, even a fellow species. He or she that attains the most kills wins—simple as that. A good tactic for deathmatch play is to always hang back and let the other players engage in combat with each other. Then, during the peak of the fray, you enter the picture and mop everyone up with the weapon of your choice.

### *SPECIES DEATHMATCH*

Similar to traditional deathmatch, this is effectively a teamplay modification that finds players of the same species working together to

attack the other classes. The added hitch here is that if you kill a member of your own species you can expect to lose points ... and face. You must work together as a team and play up to the strengths of your race. Predator teams should split up and stake out effective sniping positions; Aliens should travel in packs and stay in darkness, launching surprise assaults on unsuspecting squads of players; and Marines should stick together as a close-knit unit, moving slowly and cautiously, using their impressive firepower to tackle anything that comes.

Teams should allocate point-men to scout ahead and, better still, keep a little distance among themselves to avoid friendly fire accidents.

## ***LAST MAN STANDING***

When a Last Man Standing game begins, all players will enter as a Marine save for the host, who will be an Alien. The objective of the Alien is to kill as many Marines as possible. When a Marine is killed, they respawn as an Alien with the same objective as the original host. Ultimately, there will be one Marine left standing and this Marine will have his work cut out for him. The last Marine on his feet will receive bonus points for killing Aliens. Try to survive as long as possible and take out as many enemies as you can before finally falling.

## ***PREDATOR TAG***

All players will begin the game as Marines or Aliens, save for the host who will begin as a Predator. The only scoring in this game type is done by the Predator, whose sole objective is to kill as many enemies as possible without dying. The lucky player that finally scores a victory against the Predator will become the new Predator.



## ***COOPERATIVE***

Cooperative play is a challenging form of Aliens vs. Predator that finds all the human players working together as Marines, Predators, or a mix of both. When the game begins the computer will control a legion of hungry Aliens out to stop you. You'll have to work close as a team to prevent the onslaught, protecting doors, watching passageways, and covering each other's back.

## ***ALIEN TAG***

See Predator Tag above.

## **GENERAL DEATHMATCH TACTICS**

Many of the tactics used in traditional deathmatch carry over to Aliens vs. Predator. No matter which of the many multiplayer game types you elect to play, there are a few basic tips you should employ to set yourself apart from the masses.

## ***STRAFE***

If you're not in the habit of incorporating the strafe move into your online repertoire then chances are good that you consistently rank last on the kill board. Strafing is the simple maneuver of side-stepping left or right, used in conjunction with moving forward or backward. Through this process you can master the circle strafe, a powerful move that finds you always pointed toward your enemy, but never remaining still; literally running circles around the opposition and blowing them to kingdom come.

You'll find that many expert players employ circle strafing, so don't be surprised if you find yourself in a round of circle-strafing combat. The winner of these little competitions is usually the one who can mix up the right and left transitions on the fly, always keeping the enemy on their toes. Practice the strafe until it becomes second nature and you'll soon find yourself ruling the roost of deathmatch.

## ***PATIENCE IS A VIRTUE***

How many times have you walked into a large room, only to find several combatants waging war; then you just run right in and join the fray, only to find yourself acting the part of a corpse a few seconds later. The temptation to charge right into the thick of combat is sometimes overwhelming, but the patient player is one that stands in that doorway and blasts the opposition from afar, wracking up several kills in the process.

## ***STALK YOUR PREY***

Let's say you spot the enemy. His back is turned and he's heading away from you. You could risk a long-range shot and hope for luck, but the chances are good you'll miss, in turn alerting your prey to your existence. At this point, it's any one's battle. What you should do is stalk your prey until you are absolutely sure you're going to connect with a shot. Again, the temptation is to fire the second you see someone, but the patient player is one who finds the proper time to exterminate a victim and move on to the next. The major drawback of simply firing wildly is that you're alerting all the other combatants on the level that a major firefight is going down. They'll point themselves toward the fray and soon you'll have more problems to deal with.

## **KNOW YOUR MAP**

Victory is assured the warrior that knows the map like the back of his or her hand. Before you even consider hopping online to duke it out with your fellow humans, you should take the time to host your own private multiplayer game and run around the map, mentally logging the location of every weapon and power-up. Additionally, you want to be on the look out for excellent sniping positions and dark corners where you can lurk and launch surprise attacks. The well-versed player will know what corners and areas to duck into when being chased, only to turn the table at the last second and launch a counterattack. The more you can get the layout of the level firmly imprinted into your mind, the better you'll be at making intuitive judgements in the thick of battle. He who thinks the fastest is usually the winner of any combat situation.

## **ALIEN MULTIPLAYER STRATEGIES**

The primary benefit of the Alien class is its ability to climb walls and hang from ceilings. This ability must be exploited to its maximum potential if you are to succeed. The Alien has no firepower, only a tail attack and claws, and this does not bode well when standing in front of a primed and ready minigun. The wise Alien player will lurk in a dark section of the room and attack from behind. Forget all the negative talk you've heard in other first-person shooters in regard to "camping" (a "camper" is the nickname given to players that hide in shadows and wait for someone to walk by). Camping is the fundamental strength of the Alien and should be used whenever possible.

Unless you have other Aliens helping you out, you should never even consider attacking more than one person. Chances are, you're going to die. Instead, wait for that one lone warrior to stumble into

a darkened room and fly into action. After you have disposed of your victim, change locations as quickly as possible; the chances are good the person you just slaughtered will return to the scene of the crime seeking the taste of revenge. Don't be there when they return; instead, be somewhere close and ruin their day by nailing them again when their back is turned.

Since everyone but the Alien will be making mad dashes for weapons scattered throughout the level, the smart Alien player will lurk near weapons and launch surprise attacks against players that attempt to pick one up. Just don't expect this tactic to work for very long, because players will soon wise up.

## **PREDATOR MULTIPLAYER STRATEGIES**

The Predator should find the highest point within a room, check the ceiling for Aliens, and then whip out the spear gun, cloak, and enter zoom mode. Once you're in zoom mode you should monitor any doorways within the room and proceed to pick off every enemy that carelessly walks through the doorway. If you're well-hidden they'll never figure out which direction the killing blow came from, allowing you plenty of breathing room to proceed with the same strategy. Don't press your luck, though. Sooner or later the enemy will wise up and figure out a way to take you out. Always keep on the move and don't wear out your Sniping locations.

The Predator should avoid close combat at all cost. If you happen to find yourself in such a predicament then you should unleash your wrist blade and cleave through the enemy as soon as possible. With a little luck you'll decapitate your opponent before their weaponry has the chance to tear you in half.

When spotting a gaggle of Marines or Aliens, sniping will do you no good. What you should use now is either a well placed disc toss that will cleave through all of the opposition or pelt the ground with energy blasts and electrocute everyone in attendance. Either of these attacks will drain some energy, so take the time to replenish your supplies before moving on to the next confrontation.

The Predator has three vision modes for a reason; they need to be used if the Predator is to reach his potential. Quickly toggle to the vision mode that relates to the target in question and unleash a disc, mowing down the opposition with ease. If you're not using your vision modes then you're playing at half your capability. Why handicap yourself?

## MARINE MULTIPLAYER STRATEGIES

Simply put, watch your back. Both the Alien and the Predator classes are hell-bent on attacking you from behind. The player that moves through the level by seldom turning around is mere seconds away from having a tombstone erected in his honor. Stay the heck out of large rooms and barricade yourself in small chambers, waiting for the enemy to come to you instead of the other way around. Constantly check behind on the ceiling and in the dark corners when you enter a room for the first time.

Though the pulse rifle, the Marine's default weapon, is often good enough to take out the enemy players, you're still going to want more powerful equipment. Memorize the location of the better weapons, such as the SADAR and minigun, on the map and return to them when you're ammunition has run dry. But as mentioned in the Alien and Predator tactics, these classes will likely be staking out these areas. Proceed with caution at all times and use your image intensifier to search dark corners; the Marine can't afford to be surprised at every turn.

In team games, it's safety in numbers; if you have several Marines on a map then you should all be working together and protecting each other. Work as a squad, with one person as point man, another watching the sides, and another monitoring the rear. A well-tuned squad stands a great chance of thwarting any surprise attack; just be careful not to kill each other in the ensuing fray!

# CHAPTER EIGHT

*Cheat*

---

*Codes*





W

ith the knowledge you've gained from this guide, you might take a stab at unlocking the various cheat codes contained within the game. Keep in mind that these codes are just for fun; none of these cheat codes actually allow you to beat the game any easier. In fact, to even use these codes, you're required to beat certain levels under certain conditions. It's a lot of work, but if you've studied the walkthrough and the strategies for each species, you shouldn't have too much trouble.

Once you've unlocked a code, you'll notice another main menu item marked "Cheat Options". Select this option and you'll find a list of the various cheats you've uncovered. From here, you also select the level in which to use the cheat. Keep in mind that most codes are species-specific. For instance, the "PIGSTICKING" code that gives the Predator a beefed-up speargun can only be used on Predator levels.

Below you'll find a sample list of cheats, what the cheat does, and how to unlock the code. Before you're able to utilize the cheat, you must unlock the code by beating the particular level under the conditions mentioned.

**SUPERMUNCH:** Alien gains long-distance jaw attack. To acquire the SUPERMUNCH, you must defeat the first Alien level, Temple, and score 10 live civilian head bites.

**NAUSEA:** The entire screen shakes and moves, causing, well, nausea. To acquire NAUSEA, you must defeat the second Alien level, Escape, in less than two minutes.

**PIPECLEANER:** All characters are shown as pipecleaners, or as their skeletons. To acquire PIPECLEANER, you must defeat the third Alien level, Ferarco, with 15 dead civilian head bites.



**MOTIONBLUR:** Makes the screen blurry. To acquire MOTIONBLUR, you must defeat the fourth Alien level, Gateway, in under four and a half minutes with an average speed of 9 m/s or greater.

**MIRROR:** Mirrors your display of the level. To acquire MIRROR, you must defeat the fifth Alien level, Earthbound, with one live Predator head bite.

**JOHNWOOMODE:** When you attack or are attacked, the game slows down. To acquire JOHNWOOMODE, you must defeat the first Marine level, Derelict, with 80 percent head shots.

**GRENADE:** Stocks your Pulse Rifle with 99 grenades (but no bullets). To acquire GRENADE, you must defeat the second Marine level, Colony, with 40 percent accuracy.

**WARPSPEED:** Run very fast. To acquire WARPSPEED, you must defeat the third Marine level, Invasion, in less than four minutes.

**LANDOFTHEGIANTS:** Makes you very small. To acquire LANDOFTHEGIANTS, you must defeat the fourth Marine level, Orbital, using less than 20 shots.

**SLUGTRAIL:** Causes all Aliens to crawl on the floor because they have no legs. To acquire SLUGTRAIL, you must defeat the fifth Marine level, Tyrargo, with 32 Alien kills.

**PIGSTICKING:** Gives the Predator's speargun unlimited ammo and extra shots. To acquire PIGSTICKING, you must defeat the first Predator level, Waterfall, with 80 percent accuracy.

**SUPERGORE:** Ups the level of blood and gore. To acquire SUPERGORE, you must defeat the second Predator level, Area 52, with 25 marine trophies.

**BALLSOFFIRE:** Enemies are always on fire. To acquire BALLSOFFIRE, you must defeat the fourth Predator level, Fury 161, with 40 Alien kills.

**RAINBOWBLOOD:** Causes the lights, smoke and blood effects to be rainbows. To acquire RAINBOWBLOOD, you must defeat the fifth Predator level, Caverns, and be spotted less than 15 times.

**IMPOSSIBLEMISSION:** Causes the game to be more difficult because you take more damage. To acquire IMPOSSIBLEMISSION, you must defeat the second Alien bonus level with 20 live marine head bites.

**TICKERTAPE:** Aliens all have a trail following them. To acquire TICKERTAPE, you must defeat the first Predator bonus level, Invasion, with 15 alien trophies.

**TRIPTASTIC:** Causes the screen to be blurry, jittering, and rainbow. To acquire TRIPTASTIC, you must defeat the second Predator bonus level, Escape, with 10 civilian trophies.

# GAMESPOT

## FEATURES

**THE BEST GAME GUIDES ON THE WEB  
ARE ONLY ONE CLICK AWAY!**

### **CIVILIZATION: CALL TO POWER GAME GUIDE**

<http://www.gameguides.com/guides/civctp/>

In Civilization: Call to Power you must start new cities, engage in diplomacy with many friendly and hostile races, chart a course for scientific advancement, and engage in both small skirmishes and full-scale global wars. To avoid being a footnote in history, you must master the many elements that compose the Civilization: Call to Power experience, and that is where this handy guide comes in.

### **EVERQUEST GAME GUIDE**

<http://www.gameguides.com/guides/evrquest/>

Norrath is a seemingly endless world, replete with a history steeped in racial tensions, warring factions, and numerous competing deities. Indeed, an untimely demise awaits the novice, the fool-hardy, and strong alike. Even so, how do you get to Norrath? Where do you go? What can you do? How do you make sense of it all?

That's where this Game Guide comes in.

### **HEROES OF MIGHT AND MAGIC III GAME GUIDE**

<http://www.gameguides.com/guides/heroes3/>

Fight on Queen Catherine's behalf to restore Erathia. Ply your mercenary trade for the squabbling neutral kingdoms surrounding the lands. Overthrow the just government of the land. We've to you covered with helpful strategies, regardless of which faction you champion.

