

PRIMA'S OFFICIAL STRATEGY GUIDE

GUNMAN

CHRONICLES™

WEAPON-
CUSTOMIZING
TIPS



Michael Knight
David Knight

primagames.com



Gunman Chronicles

Prima's Official Strategy Guide

Michael Knight
and David Knight

Prima Games

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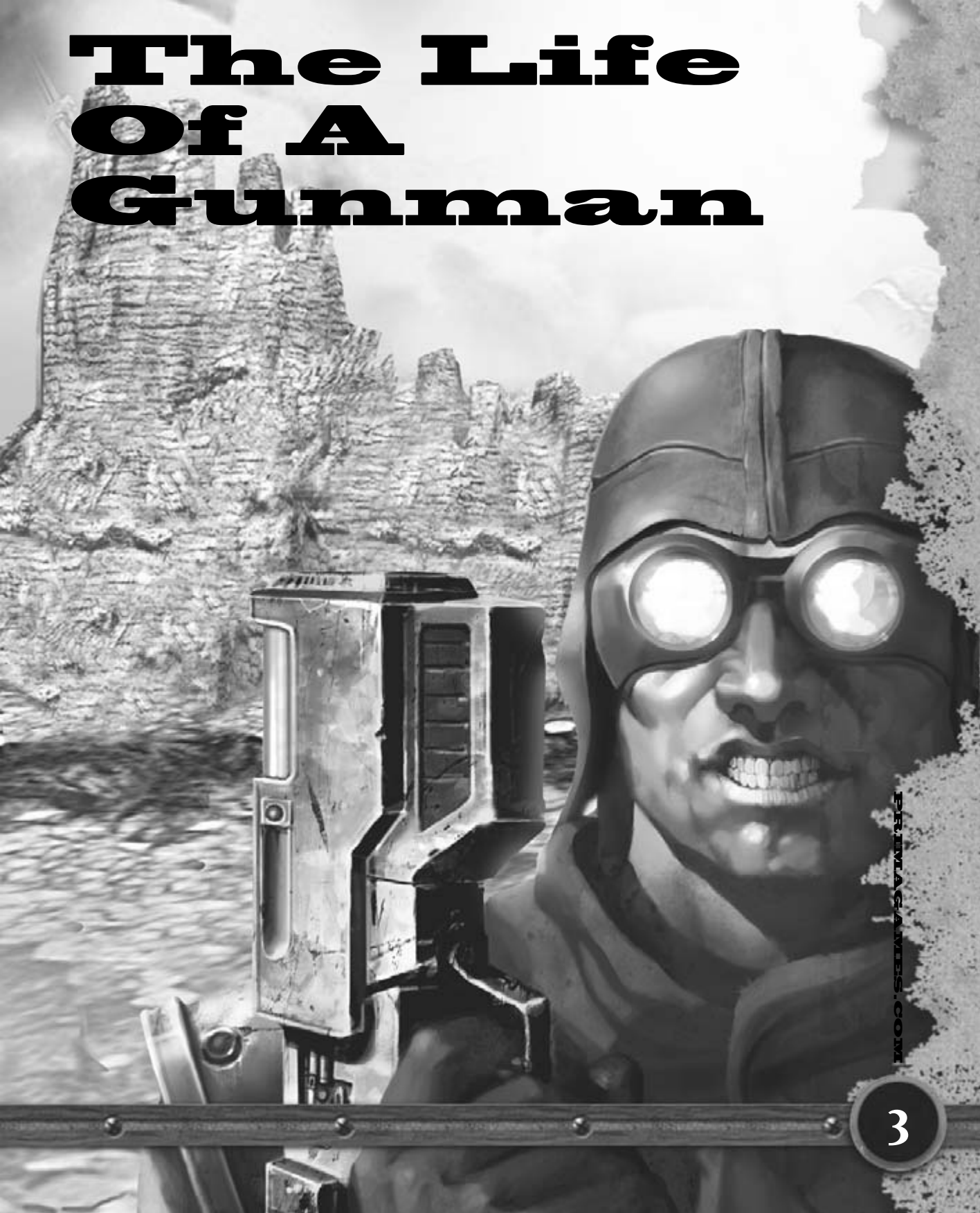
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The Life Of A Gunnman



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The Life of a Gunman

Welcome, new gunman, to the outer fringes of the civilized and settled galaxy. Just like the marshals of Earth's Old West, gunmen represent the law and order in these often chaotic locales.

As part of your job, you deal with smugglers, bandits, and even an occasional Xenome. However, you are armed with the latest and most powerful weapons. You have also received the most rigorous training in the galaxy. You are trained not only to fight, but also to survive in a variety of hostile climates.



The gunmen are an elite group of soldiers.

No matter how proficient a gunman you are, it is important to stay in prime condition and continually refresh your former training. Now let's get started.

Setting Up for a New Assignment

Before leaving the Gunman base for an assignment, take some time to personalize your game.

Game Difficulty

When you start a new game, you must choose a difficulty level. Gunman Chronicles offers three levels of difficulty—easy, medium, and difficult.

Unlike many games, changing the difficulty level in Gunman Chronicles does not change the story line or the game itself. Whether on easy or difficult, you traverse the same maps and terrain. You find the same items and enemies in the same locations. The number of enemies you encounter remains the same on all difficulties—and on all difficulties, the enemies you face in



Selecting the difficulty level is the first choice you must make when beginning a game.

the beginning of the game are weaker and fewer in number than in the later stages, providing a good but challenging learning curve. All of your weapons function the same no matter the difficulty level. Even the amount of damage you can take remains constant.

If everything appears to remain the same, why have a difficulty level? There are a few variations, all of which affect your enemies. The greater the difficulty, the greater the hit points of the enemies, so they take more damage before being destroyed. Your enemies' attacks also cause more damage to you as difficulty increases. Finally, enemies are smarter and more aggressive at higher levels. They come after you faster, try to ambush you, or work together against you.

Here is a quick guide to help you determine which level to choose.

Easy: If you are relatively new to computer games, or specifically to 3-D action games, easy is a good place to start. It allows you to go through the game, experiencing its many entertaining aspects without constantly worrying about getting killed.

Medium: If you have played some 3-D action games and are familiar with the concept and the controls, medium is a good level. This is the best choice for most gamers.

Difficult: If you are a veteran of 3-D action games, or if you like playing the same section of a game over and over until you get through it, the difficult setting is for you. Some parts of the game can be nigh on impossible. This level is also good for training for multi-player games.

Video Options

Three items appear on the Video Options screen. All affect the game and the way you view it.

The first option is screen size. You want to keep the screen as large as possible, but the game may be sluggish on slower machines when using the largest screen size. Therefore, experiment with this setting and find the best combination of screen size and game speed.

Gamma determines how bright the screen is during gameplay. Since each computer monitor is a little different, you may need to adjust the game's lighting. If the gamma is low, it will be hard to see things because the game will seem dark. On the other hand, if the gamma is too high, the colors will seem washed out.



Adjusting the video options makes your game run smoother and lets you see as much of the action as you want.

Some parts of *Gunman Chronicles* are supposed to be dark, adding to the environment or requiring you to use the flashlight. However, if it is hard to see things in the light of day, you should probably turn up the gamma.

The final setting is glare reduction. If you have an older monitor or a lighting source that causes glare, you can adjust the glare reduction to make darker colors appear brighter, thus reducing the glare on your screen.

Setting Up the Controls

One of the most important options is the controller setup. Depending on your gaming experience, especially with 3-D action games, you may have already developed a preference. In that case, go ahead and configure the controls to your liking. However, if you are new to this type of game, try the default settings.

Gunman Chronicles is intended to be played using a combination of the keyboard and the mouse. This provides the quick responses to the environment that are necessary in this type of game. The mouse directs your view. You use it to turn left and right as well as look up and down. The keyboard controls movement. You can use the arrow keys, the **WASD** configuration is often the best. **W** moves forward and **S** moves back. **A** and **D** move to the left and right respectively. Other controls, such as crouching and strafing, are positioned near the movement keys, as are all of the other controls you need.



Using the mouse for controlling the view, known as mouse look, lets you aim your weapons with greater accuracy because the aiming reticle is in the center of the screen. Just place it over the target and fire. *Gunman Chronicles* also uses the mouse wheel. Use it to cycle through your weapons. After you right-click to bring up the weapons customization menu, the mouse wheel lets you select your options for the weapon. If you don't have a mouse equipped with a wheel, **↑** and **↓** do the same thing.

Experiment with different control configurations until you find one that suits you. If it is hard for you to crouch using **Ctrl**, select another key, such as **Alt**. The choice is yours.

The Basics of the Game

Now that you've configured the game with your preferences, let's go over the basics of how to control your character during a game. The action in *Gunman Chronicles* is fast paced, so you can't spend time reviewing the controls as you go. They must become second nature.

Movement

This game is not a shooting gallery; you must move through many different levels to win. Hence, movement is an important part of the game.

Turning

Using the mouse and keyboard combination, your mouse determines the direction you face. Depending on how fast you move the mouse, the speed of your turn is either a slow and controlled movement or a whip around to a new facing. If you are used to using keys to turn, it may take a while to get accustomed to the convention. However, once you master it, it makes gameplay a lot easier.

Running and Walking

The keyboard takes care of all other types of movement. Your default forward movement is a run, which helps you cover a lot of ground quickly. In most cases, you want to run. However, at times, discretion is best and walking is preferred. To walk, hold down c while moving forward. Walking is best when you want to slowly approach a fight. You can also walk backward, which is handy for withdrawing from a fight; it lets you put some distance between you and the enemy while keeping the enemy in your sights so you can keep firing if necessary.



You do a lot of moving and turning in this game.



Learn to strafe—it will help keep you alive.

Strafing

Strafing is a sideways movement, like a sidestep. Your character moves either to the left or right while maintaining the same facing. In Gunman Chronicles, always try to keep your weapon aimed at the enemy. Strafing allows you to dodge incoming fire or duck behind cover while firing at the enemy. This tactic works well during long-range fights. Since many projectiles take time to travel, you have time to get out of their way.

Jumping and Crouching

In *Gunman Chronicles*, many obstacles block your path and prevent you from advancing using only the standard types of movement. You must jump over chasms and crawl through holes. Pressing just the Jump key (**Spacebar**) causes your character to jump in place. However, jumping while moving allows you to jump over things. To jump even farther, run toward the obstacle and jump while holding down the Run key (**W**).



You have to jump across damaged bridges and other obstacles to progress through the many levels.



The only way to get through small holes is to crouch and crawl.

Ducking is also easy. Just press and hold down the Crouch key (**Ctrl**). This allows you to crouch down and crawl through low openings. It also makes it harder for the enemy to see you and hit you. Sometimes you can crouch to hide behind low objects and avoid enemy fire.

At times, you may have to jump up onto something with very little overhead clearance. In such circumstances, use both actions at the same time. This crouch-jump allows you to jump farther because you tuck your legs up as you jump, so they don't drag or hit something while you are in the air. To perform the crouch-jump, press the Crouch key just before you press the Jump key. It may take some practice to get this move down.

NOTE

For more tips and tactics concerning movement, check out "Advanced Gunman Tactics."



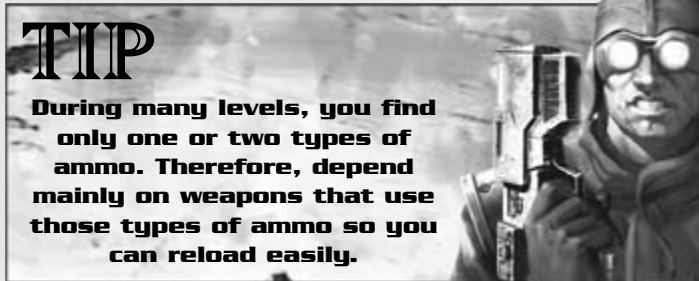
Using Weapons

Naturally, you do a lot of shooting in Gunman Chronicles. Not a single enemy will throw down its weapons and surrender to you. Instead, you must destroy or neutralized each one. Weapons vary from hand-held pistols and grenades to stationary heavy machine guns. You can even drive a battle tank!

“Weapons and Equipment” covers the specifics for each weapon, but some basics should be mentioned here. All hand-held weapons have limited ammo. Firing or using the weapon depletes the ammo. Look for more ammo on the bodies of dead enemies or lying around throughout the game. Any time you see ammo, pick it up. Each weapon also has a maximum amount of ammo you can carry for it. Stationary weapons and tanks never run out of ammo. However, tanks do require fuel to move.



Weapons are your best friends in this game—the only things you can rely on.



TIP

During many levels, you find only one or two types of ammo. Therefore, depend mainly on weapons that use those types of ammo so you can reload easily.

All hand-held weapons are customizable. Variables range from rate of fire to the amount of damage caused per shot. Depending on what type of enemy you are up against, customize your weapon to do optimal damage and maintain the balance between accuracy and rate of fire.

Finally, where you aim makes all the difference. Just as in real life (though you wouldn't be shooting aliens in real life), the location of a hit can have different effects. For most enemies, such as bandits or dinosaurs, a single headshot often does as much damage as two or three shots to the body. Therefore, to conserve ammo and eliminate enemies faster, aim for vital spots. This is easier said than done, especially during the heat of battle, so you may be up for a challenge.

Interacting with the Environment

Throughout *Gunman Chronicles*, you must get through obstacles and puzzles—or just through closed doors. To complete these tasks, you must interact with the environment. Interaction is painless. Just approach the object and press the Use key (E).

The Use key lets you open doors, press switches or buttons, pull levers, turn wheels, and activate med stations. Whenever you get stuck and can't proceed any farther, try to interact with everything. You will eventually find a switch or something else that will provide a way out.



Many objects, such as this wheel, are interactive. As you play, you will learn what to look for.

Occasionally you may come across a barrier you must break to get through, such as a grate, a panel, a window, or even a damaged console. You can blast through it with a weapon, but it's better to save your ammo and use your knife to slash through. You may even find tanks of gas. If you fire at them with a weapon such as the pistol, they explode, often blowing a hole through a door or wall.



Push and pull crates to provide steps for getting over obstacles.

In other areas, you may have to move boxes or crates and use them to jump over higher obstacles. To push a box, just run into it. If you want to pull a box, walk up to it and press the Use key. Then move backward or side to side to move the object into position.

TIP

You must also employ the Use key to enter the battle tank. Press this key while adjacent to the side of the tank to quickly enter it or pour fuel into it.



Weapons and Equipment



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Weapons and Equipment

Personal Weapons *Fists/Combat Knife*



Strike with your fists only when you have nothing else.



The knife can break through obstacles or eliminate small, easily killed enemies. The nice thing about the knife is that it never runs out of ammo.

When you have no weapons at all, your fists can inflict some damage. However, going up against an armed adversary with only a quick jab in your arsenal is not advisable. The knife does more damage but still requires you to strike at close range. If it comes down to defending yourself with a knife, move into the target to strike and then backpedal to avoid any retaliation. When you're swimming, the knife is actually the best weapon for taking out carnivorous fish. For the most part, the knife works best for pounding on grates and glass.

Laser Pistol



The pistol is your basic weapon.

The laser pistol is the most common weapon in the game. However, don't underestimate its power and versatility. Its four available firing configurations prove useful throughout the game. This is the preferred weapon of gunmen and bandits alike, making ammo plentiful and easily replenished. When fighting bandits, choose the gun frequently, since you can pick up more ammo off of your fallen adversaries. This weapon uses green power cells referred to as pistol ammo.

Pulse

This setting configures the weapon to fire a three-round burst when the trigger is held down. The Pulse setting is good for mid- to long-range combat since it is the most accurate of the three basic configurations. The slight pause between each pulse might prove to be a disadvantage in close-quarters firefights. This mode is best employed during situations involving no immediate threat. It's great for taking out Xenomes on a lower level or across a canyon.

Charge

The Charge setting fires a massive ball of energy when you pull the trigger. Although the Charge setting is quite powerful, it is also one of the harder ones to use. Due to its slow projectile speed and recharge rate, save Charge for those instances when one shot will do the task or where you have adequate cover. Because the energy charge moves so slowly, it is possible for your enemies to simply sidestep and dodge. For this reason, use Charge for slow-moving or stationary targets when firing from long range. Charge can be used at short range, but you better take out your target on the first shot. Otherwise, your enemy has a chance to retaliate before your weapon recharges. Each energy pulse fired in this mode consumes 10 energy units.

Rapid



The Rapid mode for the pistol lets you put out a lot of firepower in a short amount of time. However, it is best at close range.

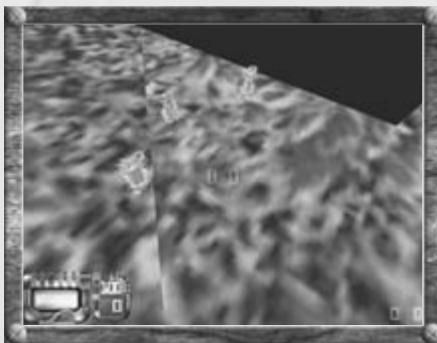
The Rapid setting fires a continuous series of energy pulses as long as the trigger is held down. In other words, this is the Automatic mode. Use Rapid mode in close combat situations where the action is fast. Avoid wasting ammo by tapping the Fire button to fire off a few shots at a time. More times than not, holding down the button wastes more ammo than is necessary to eliminate your target. This mode is most accurate at mid- to close range. Using it for long-range situations will only waste your time and ammo. When you're fighting bandits, this mode is great at close range. Each time you hit a bandit it is temporarily stunned. If you land all of your shots, you can effectively stun and eliminate your targets before they have a chance to return fire.

Sniper Rifle Stock

The sniper rifle stock is not a part of the laser pistol's basic firing modes. The sniper stock is an add-on that allows you to zoom in on your target and inflict massive damage. The sniper add-on is contained in a large chrome briefcase. To activate the zoom function, press and hold the Fire key. This gives you a closer view of your adversary, allowing you to target specific features. Releasing the Fire button activates the weapon and fires a fast-moving energy pulse.



The Sniper mode lets you zoom in and go for head shots.



Be sure to pick up pistol ammo wherever you see it. Also, picking up a pistol if you already have one gives you ammo.

You can cancel firing the weapon by pressing the Jump key while zoomed in. Each energy pulse fired in this mode consumes 15 energy units. Therefore, employ this mode sparingly and only at long range. The zoom function greatly reduces your vision arc, so use this mode when you are relatively safe from side or rear attacks. Tracking a target through the scope at mid- or close range can be difficult and even dangerous (especially if your enemy is able to flank you and attack your side or back). As a general rule, use the Sniper mode to take out enemies at a range where they cannot retaliate or before they even know you are around.

Shotgun



The shotgun makes a great weapon for close combat.



A well-placed shot can take out an enemy with only a single hit.

The shotgun is your best friend in close-quarters combat situations. Despite its slow rate of fire, the shotgun dishes out an enormous amount of damage. If you're good with it, rate of fire shouldn't be an issue because you can usually take a target out with one carefully aimed shot. Boxes of shotgun shells can be picked up to replenish your ammo. Each shell contains hundreds of tiny spherical pieces of lead called shot. When you fire the weapon the shot exits the weapon's barrel in an indiscriminate spray of lead. Like other weapons in the game, the shotgun has customizable features.



Be on the lookout for shotgun shells to reload your weapon.

Shot

The Shot setting allows you to choose the degree of spread the individual pieces of shot take after leaving the barrel. The Rifle setting confines the spread to a fine cluster, allowing you to deal damage at greater distances. The Shotgun setting employs a traditional spread for mid- to close-range targets. For a more extreme spread, set the weapon to Riot gun. This dramatically increases the spread and should only be used at close to point-blank range. For the most part, the Shotgun setting is the best. The Rifle mode works if you're running low on other mid- to long-range weapon ammo, but otherwise it shouldn't be your primary choice.

Shells

The Shells setting refers to the number of shells fired with each trigger pull. This shotgun is capable of firing one to four shells at once. The number of shells you want to fire at one time varies. In most cases, firing one shell isn't enough to eliminate a target, and four shells are usually overkill. The best cost-effective setting is two shells. If aimed properly (and at close enough range) this setting puts most bandits and Xenomes down with a single trigger pull. Be aware that increasing the number of shells also increases the weapon's recoil. The recoil of four shells actually kicks you back a couple of steps. You can compensate for the recoil by moving slightly forward when firing. The more shells you fire, the longer it takes for the weapon to prepare to fire the next shot.

Mecha Gun



The Mecha Gun can put out a lot of firepower and mow down several enemies at once.



When firing the Mecha Gun, watch the temperature gauge. If the gun overheats, it will keep firing on its own, wasting ammo.

The Mecha Gun is a modified machine gun that can lay down a tremendous amount of lead. It is the first weapon you come across that has a temperature gauge. It is crucial that the temperature does not reach critical levels or else the gun will malfunction. The weapon has two firing modes. The first is a basic automatic mode that does little to affect the gun's temperature but fires very slowly. Simply click the left mouse button to operate the weapon in this mode. The Barrel Spin mode fires off a tremendous stream of lead at the cost of increased temperature, not to mention quickly depleted ammo. To use this mode, right-click the mouse to start the barrel rotation and then left-click to open fire. When the temperature approaches the "Warning" or "Danger" stage, halt firing and wait for the temperature to decrease. To quickly decrease the gun's temperature, switch back to the default mode by right-clicking. In either firing mode the weapon isn't very accurate. For that reason it is best employed at mid- to close range. However, what the Mecha Gun lacks in accuracy it makes up for in volume.

Barrel Coolers



The desert planet holds the barrel coolers.

This add-on for the Mecha Gun greatly decreases the heat generated by the weapon. It also cools the weapon down much faster when it reaches critical temperatures. Basically, this add-on allows you to fire on full auto much longer than before. With this addition, heating (and thus malfunction) rarely occurs.

Polaris Blade

Despite its cumbersome appearance and operation, the Polaris Blade packs precision and awesome power. Unfortunately, the weapon takes a few seconds to warm up, which makes it difficult to use in close combat situations. Therefore, the Polaris Blade is best against slow or stationary targets at medium to long range. In most firing configurations the Polaris Blade discharges a continuous electrical stream at a target. Like the Mecha Gun, the Polaris Blade has a temperature gauge that measures the temperature increase while the electrical stream is deployed. If temperatures reach critical stages, the weapon will violently malfunction, often causing damage to you while expending precious ammunition. The settings allow you to manipulate the electrical charge to balance power and accuracy.



The Polaris Blade is great for medium to long-range shots, especially on the Beam setting.

Range

The Range settings change the form of the electrical beam. The Long Beam setting produces a very fine electrical stream that is best used for extreme ranges. The Medium Beam mode is a good choice for long- to midrange combat. Short Taser mode produces a shotgun-like effect of short electrical charges that will only be effective within a few paces of the target. Use the Touch Taser setting at close to point-blank range. Think of it as the Riot Gun setting for the Polaris Blade. Since constantly changing settings while playing can be difficult and time consuming, the best settings are medium and long beam, because you probably won't be using the weapon at short range very often.

Power and Accuracy

Increasing the Polaris Blade's power decreases the accuracy and vice versa. Low power gives you the highest accuracy available but outputs such little power that it is barely worth it. The Medium power setting gives you more power at the cost of some accuracy. The High and Highest power settings give you much more power, but the accuracy is greatly decreased, and temperature can easily get out of control. These settings should only be used during mid- to close-range combat for a short duration. The Medium power setting is the most versatile, especially in conjunction with the Medium or Long Beam range setting.

Lightning



The Ball setting for the Polaris Blade causes a lot of damage.

The final setting configures the form of the electrical output. The Beam setting fires a stream of electricity that is emitted as long as the trigger is held down. The Chain setting is like the beam setting except that, when the trigger is released, small electrical charges continue along the beam's trajectory for a few seconds. The Ball setting begins with a short burst of a beam that gives way to a large ball of electricity. The ball moves very slowly along a linear trajectory and fires small bolts of electricity as it passes. The Ball setting is very powerful (if it hits the target) and causes a tremendous increase in temperature. For most situations, the Beam setting is sufficient, offering a fine electrical beam and a minimal increase in temperature.

MULE Packs

MULE packs are the rocket ammunition used by the MULE. If you unscrew the nose cone you can configure and throw them like grenades. Throwing MULE packs, as opposed to launching them, allows you to lob them over walls and other structures in an arc trajectory. The MULE packs have multiple configuration settings that make them useful in many different situations.



MULE packs are great for attacking the enemy indirectly.

Trigger

The Trigger setting determines when the warhead(s) will explode. The On-impact mode tells the payload to activate whenever the MULE pack hits a solid surface. This setting offers little margin for error and can be quite dangerous in close quarters. Always make sure that the distance you can throw it is farther than the blast radius, or make sure you find cover before it explodes. The Timed setting allows the MULE pack to bounce before triggering the payload. The timer starts counting down once the pack hits a surface. This can be useful when you want to throw a pack around a corner or in situations where your target is outside of your throwing range. Just make sure the pack doesn't bounce back at you. The When-triggered mode allows you to place a pack in a surface (such as a wall or floor), after which a red laser beam is emitted. This red laser beam is a trip wire. Whenever something passes through the beam, the payload is triggered. You probably won't use this setting much in the single-player game, but it's great for setting ambushes in multiplayer.

Payload



The Cluster setting lets you attack targets over a wide area.

The Payload mode allows you to configure how the MULE pack detonates. Explosive setting sets the pack to detonate in one big fiery explosion. This is the preferred setting when you want to concentrate the weapon's explosive power within a defined space. The Cluster setting allows the payload to disperse into four separate bomblets. Each bomblet reacts like a separate timed pack, bouncing around indiscriminately, but with less explosive power. This is good for clearing rooms of multiple unassuming Xenomes, but should be used sparingly elsewhere. The low explosive yield and timed bomblets do little more than annoy and irritate bandits. Most times the bandits will simply run out of harm's way at the sound of bomblets bouncing around.

MULE (Multiple Unit Launch Engine)



MULEs are great weapons for attacking at long range with a lot of firepower.



For long shots, the Homing mode allows you to fire at the target and then make another move. The rocket will hit the target, regardless of the targets' dodging tactics.

This weapon launches MULE packs at an aimed target. Most obviously, the MULE allows you to finally use the packs at long range by employing the small rocket in each pack. In addition, the MULE provides greater accuracy and less travel time to reach the target. The MULE's multiple settings make it capable of several useful firing configurations.

Launch

The Launch setting determines when and how the weapon is fired. The When-fired option is the most basic, allowing the user to fire the weapon whenever the trigger is pulled. The When-locked setting delegates the weapon's launch to the MULE's computer. In this mode, the user holds down the trigger while centering the target in the aiming reticle. The weapon won't fire until the target is locked and within range. This is a good mode if you want to be sure you hit the target, but it can be a bit awkward and unintuitive in the heat of combat.

Flightpath

The flightpath settings determine how each MULE pack reaches its target. Configuring the flightpath to Guided mode gives the operator total control while the pack is en route. When firing under Guided mode you can control where the MULE pack is headed by simply aiming the launcher where you want it to go. This gives you the most control, allowing you to control the pack until it detonates. In Guided mode the MULE pack can make radically sharp turns that are not possible in the other modes. This makes it possible to fire a pack down a mysterious hallway and make a 90-degree turn while you remain safe around the corner.

The Homing setting requires the operator to lock onto a target before firing. Once the target is locked and the pack is launched, it will home in on the locked target. This mode is good for taking down fast-moving air targets that are difficult to track in Guided mode.

The final setting, Spiral, is a dumb-fire mode that launches two packs at one time. The packs travel in a spiraling linear trajectory with no flightpath corrections after the launch has occurred. This is good when you want to hit a stationary target with a tremendous amount of explosive power.

Detonate

The Detonate settings are the same as for the MULE packs, with one addition. The extra setting is called Proximity, and triggers the payload when the MULE pack is near the target. This is a good setting to use with the guided setting; it makes the Guided mode more forgiving, allowing you to miss the target but still trigger the payload when the MULE pack comes within an acceptable distance. The When-tripped mode can be a fun setting to use to set traps rather quickly. Couple this mode with the Spiral Flightpath setting to set two trip mines at one time.

Payload

The payload options available for the MULE are the same as with the MULE packs. In most cases you'll want to use the Explosive setting. However, using the Cluster setting with a spiral flightpath allows you to fire two MULE packs that will disperse a total of eight bomblets. This can be an extremely effective tactic for clearing a crowded room or space. At the very least, it causes a lot of havoc.

Chem Gun



The main way to fire the chem gun is to launch either acid or base at the target.



Mixing acid and base together creates some explosive results.



The chem gun and its ammo can be found only in the underground base.

The chem gun allows you to mix three different chemicals for differing effects. The chemicals you can mix are an acid, a neutralizer, and a base. The acid by itself eats away at organic matter, such as Xenomes, bandits, and you if you're not careful. The base is best used on silicon-based life forms such as drones. However, the best way to use this gun is to mix the two. Mixing the acid and base chemicals causes an explosion. If you mix the two without adding a neutralizer, the two chemicals will mix as soon as you fire the gun and explode in your face. The amount of neutralizer you use delays the explosion. The pressure setting determines the speed at which the chemical glob is fired, and thus its range. Play with different combinations and decide which is best for your style of gameplay. Overall, this gun is fun to play with but shouldn't become the centerpiece of your arsenal because it rapidly uses up ammo.

Stationary Weapons

The game contains only a few stationary weapons. To operate them, position yourself behind them and press the Use key. Once you have control over the weapon you can aim it with the mouse. You can't move while operating a stationary weapon. However, if you're experiencing incoming fire, you can crouch and continue firing. There is no aiming reticle, so fire off a few shots to see where the weapon is aiming. Don't worry; these weapons have unlimited ammo, so just hang back and open fire. When you're finished firing the weapon, back away from it.

Heavy Machine Gun



The heavy machine gun puts out some major firepower.

The heavy machine gun operates like any machine gun. As long as you hold down the trigger, it continues firing. The rapid fire and the awesome penetration power make this weapon capable of ripping into certain objects that your normal weapons cannot damage.

Electrical Gun

The electrical gun fires a spiraling purple beam of energy. It's just like using the Polaris Blade without worrying about the temperature. Just hold down the trigger and point it at anything that moves.



The electrical gun only appears in one place on the moon research station.

The Battle Tank



The tank is the heaviest weapon available.

The battle tank is a citadel of offensive and defensive power. While you are inside it, nothing can hurt you, and there's nothing you can't hurt. To get into the tank, approach it from either side and press the Use key. Driving the tank is pretty easy once you get the hang of it. Use the movement keys to move the tank forward and back. The strafe keys turn it left and right. Keep in mind that the turret moves independently of the tank's chassis, allowing you to aim in a 360-degree radius without changing the directional heading of the tank. The mouse moves the turret left and right and points

the main gun up and down. Like any vehicle, the tank requires fuel to run. Without fuel, the weapons and turret are still operational, but you won't be able to move the tank's chassis. The tank puts two weapons at your disposal; the main gun and two chassis-mounted machine guns. Each has unlimited ammo, so take your time getting familiar with them.

The Main Gun

The main gun fires an explosive shell. At close range, you can point the gun at your target and fire. However, at longer range it becomes apparent that the main gun fires the shells in a slight arc. Therefore, at longer ranges aim above your intended target to compensate for the increased range and effect of gravity.



The main gun has unlimited ammo and really packs a punch.

Dual Chassis-Mounted Machine Guns

The dual machine guns on the front corners of the tank fire straight ahead when you press the Crouch key. To aim these guns, you must use the Strafe keys to change the directional facing of the chassis. Sweeping movements from right to left are a quick way to mow down any targets in your way. The machine guns have a rather limited range, so you must be at mid- to close range for them to really be effective.



The machine guns are great for mowing down enemies in your path.

Items

Medical Equipment

While traversing the hazardous worlds, you will probably absorb more than your fair share of damage. Thankfully, plenty of med kits and med stations are around to help you regenerate some of your lost health.

Med Kits



Always be on the lookout for med kits. They can be hidden anywhere.

Med kits are small boxes with a red cross on the side. Pick them up simply by walking over them. They recover part of your health meter.

Med Stations



Depending on where you are, med stations can look different.



They offer medical help.



In the ruins, these faces carved into stone will also heal you.

There are several types of med stations throughout the game. Most of them have a red cross. On the early Mayan level there are some green carved stone faces that work the same as med stations. To activate a med station, approach it and press the Use key. Each time you hit the Use key you recover some health units. Each med station has a maximum number of health units to dispense.

Body Armor

Body armor is quite rare; grab it whenever and wherever you find it. Body armor greatly reduces the damage inflicted on you. Like your health, the armor also has a meter that shows you how much armor is left. Each time you get hit, it strips away a certain amount of armor until you are left with nothing. Some areas of the game are made easier by wearing armor. In some cases, armor is in hard-to-reach spaces. Take the time to figure out how to get it, because armor often indicates a tough spot ahead.



Armor helps keep you alive by absorbing some of the damage you take. However, it can be hard to come by.

Mainframe Core

Certain portions of the single-player game require you to interact with large computer mainframes. The Mainframe core can be plugged into the various receptacle outlets by approaching the outlet and clicking the left mouse button to insert the receptacle.



The only thing you do with the core is plug it into receptacles so the AI inside can interface with other computers.

Characters, Creatures, and Threats

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PRIMA'S OFFICIAL STRATEGY GUIDE

Characters, Creatures, and Threats

Gunman Chronicles features a cast of many characters that can either help or harm you. This section discusses each in depth, including tips on how to defeat each one.

Allies and Non-Player Characters

Several non-player characters (NPCs) give you valuable information. Be sure to approach these characters and stick around to see if they have anything to say. In most cases they pass on valuable tips on how to accomplish tasks.

Gunmen



Listen to what gunmen have to say. Some of them provide useful information.

Gunmen are your comrades, so listen to what they have to say. The information they pass on is usually useful. When they come under fire, help them target incoming threats. Unfortunately, most of the gunmen you encounter will be injured or dead. However, they leave behind weapons and ammo. You also might find some med kits near them.

Scientists



Scientists act somewhat defensive, but for the most part they pose no threat.

Most scientists are not an immediate threat. As with gunmen, listen to what they say. They'll often give you hints on how to solve certain puzzles. Scientists are unarmed and carry no useful items, so don't shoot them. On rare occasions a scientist might feel compelled to attack you. In that case, do what you must.

The Mainframe

The Mainframe is a central character in *Gunman Chronicles*. The creator of the various drones, the Mainframe becomes a reluctant ally in your fight against the Xenomes. As you'll find out, the story has several twists involving the Mainframe. Due to its binary nature, the Mainframe can take on many different computerized and robotic forms. It also has the ability to attack and take over other computer systems. Most of the time, the Mainframe speaks over an intercom. Sometimes it says things you don't want to hear, but whenever it speaks, listen—what it says is always important.



The Mainframe plays an important role in the story line.

Dinosaurs

On some worlds, dinosaurs are alive and well. However, these creatures aren't from any amusement park or wildlife reserve. Most of the dinosaurs are carnivorous and obviously a threat to you, but one can actually help you.

Ouranosaurs

These are the only herbivorous dinosaurs in the game. Despite their intimidating size and loud vocalizations, the ouranosaur is quite benevolent. Constantly grazing on grass and leaves, they pose no threat to you. Simply leave them alone and they will do the same to you. Once in a while an ouranosaur comes under attack by a raptor. In this case, give the big guy a hand and unload a few rounds into that vicious raptor. However, they can handle things pretty well for themselves. Any raptor they take out is one less you'll have to expend ammo on.



Ouranosaurs won't attack you, so leave them alone.

Raptors



Raptors are quick and ferocious. Take them down as soon as possible.

The ravenous, carnivorous raptors move quickly and have incredible jumping ability. Their speed makes them extremely dangerous. Try to kill them at long range before they're in striking distance. If they get in close, they'll tear into you with their sharp teeth and claws. Use a standard fighting withdrawal, slowly backing up while firing. However, watch out for other raptors—where there's one, there are probably others.

The best weapons against raptors are the laser pistol and the shotgun. Set the laser pistol on Rapid and open fire. Accuracy will improve while the raptor closes. If you start firing early you should be able to kill it before it reaches you. The shotgun is a bit more challenging than the laser pistol, but much more rewarding. Before you spot a raptor, configure the shotgun for three shells and set the spread to Shotgun or Riot Gun. Two shells might be enough if your aim is really good, but three will do the job for sure. When a raptor charges, wait until you have its head within the aiming reticle. If you center the head and pull the trigger, the shot should cleanly decapitate the charging beast. This tactic can be somewhat dangerous, but it's definitely the most effective.



If you can count its teeth this well, you're too close.

NOTE

In the later levels, bandits use monitoring stations that report the health of tagged raptors. When one is killed, it is displayed on the screen and a long beep sounds. Use these screens to monitor how many raptors are loose and count them down as you take them out.



Baby Raptors



Keep moving, or these guys will be all over you.

Don't let the size of these infants fool you. In some respects, these raptors are more vicious than their adult counterparts. These little critters have amazing and unpredictable jumping ability. They can jump into striking range within a fraction of a second. Whatever you do, don't stop moving. If you keep circling them, they'll have a hard time tracking you and miss with their jump attack.

Due to the baby raptors' fast jumping ability and your need to keep moving, the shotgun is the only effective weapon. Configure the weapon for two shells and a regular Shotgun spread. It may take more than one shot, but the shotgun gives you the best chance of hitting these fast-moving creatures.

Reเนสaurus

The Renesaurus is the biggest and most lethal dinosaur you'll encounter. One chomp from this guy pretty much ends your game. Fortunately, the Renesaurus is quite slow and can be tricked easily. It lowers its head for an attack every time you show yourself in the open. Use alcoves and other roofed cover to escape its attack. Try running into the open and quickly back to cover. It will lower its head, attack, and then raise its head. The dinosaur's head must return to a vertical position before it can strike again. Use this delay to run to another spot. You can't kill the Renesaurus, so don't shoot at it, no matter how tempting it might be. You'll encounter only one of these dinosaurs in the game.



Speed and careful planning are the only things that will keep you from being this guy's dinner.

Creatures

Each world you visit hosts creatures that pose immediate threats to you. These creatures aren't very powerful, but they will attack you. Try your best not to expend too much ammo on them—they certainly won't leave anything behind for you to pick up.

Scorpions

Because of their low profile and brownish color, scorpions can be hard to spot until they start prodding you in the leg. Listen for their scampering feet as they close in on you. When one approaches, it'll stop before it strikes. To avoid being hit, back away as soon as it stops—its strike will hit nothing but a swoosh of air. You can shoot the little nuisances if you want, but the easiest way to dispatch them is straightforward—step on them. After one is finished striking, move forward and you'll be rewarded with a crunching sound.



Don't waste ammo on these nuisances. Just step on them.

Giant Scorpions



Don't let these fellas get too close—take them out from a distance.

Unfortunately, these pests are too big to step on. They may look slow, but these giant scorpions can really move! As you might have guessed, it's best to attack from a distance. Any weapon will work fine, but it's easiest to use something with rapid fire, such as the Mecha Gun or the laser pistol. You'll know they're dead when they flip over and curl their legs inward.

Crocodiles

There aren't too many Crocodiles in the game, but you'll face at least one. Crocodiles usually lurk in wet areas. They have an obvious advantage in the water, so avoid taking them on in their own environment. If you do encounter one in the water, kill it fast—its attack is comparable to a raptor's. If possible, try shooting it before entering the water. Because of its agility, choose a rapid-firing weapon. The shotgun might work fine, but you don't want to get too close.

Hatchet Fish



Use your knife to take out these bothersome fish.

These carnivorous fish are more of an annoyance than a threat. You can simply avoid them if you can find a quick way out of the water. However, they do get in your way when you try to move—often biting you in the process. Equip your knife and slash your way out of the water. In shallow water, you don't need to crouch to hit them—just look down and slash as you move.

Drones

These robotic creations were manufactured by the Mainframe to help battle the Xenome infestation. Unfortunately, the drones have no way to differentiate between you and the Xenomes. Despite their hostility toward you, you do share a common enemy. Sometimes you'll come across a large Xenome-versus-drone battle. Don't rush in and get caught in the crossfire—hang back and listen for the fight to end. Then rush in and take out any of the survivors.

Rustbit Drone

These floor-hugging bipeds may not look too intimidating, but your first impressions will be shattered if you don't approach these guys with caution. Rustbit drones almost always attack with other drones. When they're alone, they usually retreat or find cover. Hunt them down—they have a nasty habit of returning when your guard is lowered. Their projectile attack consists of yellow spark-like energy pulses that travel at a moderate speed. They can be easily dodged at long range, but be cautious of anything closer. If you get too close, the drone will switch to its melee attack. Each of the drone's arms has three sharp spinning metal blades. You'll only have to worry about this attack if you clumsily run or back into one—they prefer to use their projectile attack.



Rustbit Drones are small but powerful.



This scientist is experiencing the full horror of the Rustbit Drone melee attack.

Deciding which weapon to wield against a Rustbit Drone is really a question of range. Sometimes these drones appear at point-blank range, and other times they show up at the end of a long corridor. Without a doubt, the shotgun is the best weapon at close range. Usually two shells and a Shotgun spread is adequate. At long to moderate range, either the Mecha Gun or laser pistol works fine. When firing, Rustbit Drone must remain stationary. Exploit this flaw by hitting them with a Charge from the laser pistol—if you hit, you won't need to worry about follow-up shots.

Rustbot Drones

Rustbot Drones are quite imposing. It's not uncommon to find an Rustbot Drone wandering around on its own, but they usually work with Rustbot Drone. They fire blue energy beams from the radar-like structures on their heads. You can make it difficult for them to hit you by moving around—this makes you harder to track. When you move in close, the Rustbot Drone ceases its energy beam attack and tries to score some hits with its melee attack. Back away to avoid the Rustbot Drone's flailing arms, which can cause a considerable amount of damage.

Unlike Rustbit Drone, Rustbot Drone will approach you when fighting. However, they must remain still when firing. Trying to hit them when they are firing might be dangerous unless you can catch them firing at something else. The Mecha Gun is one of the best weapons against Rustbot Drone. Its rapid-fire capability provides sufficient firepower to take them down with a short auto burst. The Rustbot Drone's bulky frame makes it quite easy to hit, so don't worry too much about accuracy.

Sentry

The sentry is the heaviest weapon in the Mainframe's arsenal. This large robotic war machine fires volleys of rockets at its target—which in most cases is you. The rockets have a pretty linear trajectory with limited tracking ability. However, they can be dodged quite easily. The sentry does not like to fight at long range, so be prepared to keep running away from it. Due to its large size and strides, it can traverse terrain much faster than you can. If it gets close enough it will kick you, sending you flying.

The best tactic to beat this heavily armored drone is circle-strafting. Keep the sentry in the center of your sight and use the Strafe keys to move around in a circle. This prevents rockets from hitting you, while giving you a clear shot at the sentry. Explosive weapons may seem like the best choice, but they are much too slow and unpredictable. You want to take this guy down as fast as possible, and there's no weapon that does this faster than the Mecha Gun. Get the barrels spinning and open fire. If you keep the sentry in the aiming reticle while you circle-straft, you should be able to take it out with less than 100 rounds. Don't worry if your weapon overheats. In fact, a malfunction might be helpful—the only thing you'll lose is ammo, and that can be replenished quickly.



Their large size makes Rustbot Drone easy to hit.



The sentry can be destroyed with the Mecha Gun.

Aerial Drones

These large manta-shaped crafts loom overhead and fire various energy beams. Like the Renesaurus, aerial drones can't be destroyed, so don't waste your ammo trying. You'll encounter aerial drones in open-air spaces. They fire a large spherical charge that is slow but has limited tracking ability. Avoid this charge and the other attacks by moving and taking cover in roofed areas. Whenever you encounter these crafts, don't stop moving.



Keep moving to avoid the aerial drone's energy attacks.

Xenomeres

These silicon-based life forms pose an immediate threat to anything that approaches. The general and his bandits are responsible for breeding and proliferating the species on various planets. Xenomeres are extremely robust and vicious.

Beaks

Of all the Xenomeres, you'll encounter Beaks the most often. These short creatures are similar in size to the Rustbit Drone, but the similarities end there. These carnivorous creatures are more like raptors. As soon as they see you, they charge in your direction. When they're a few meters away, they leap at your face, causing considerable damage and often surprising you. When they land, they attack at close range until your health bar is emptied. Beaks wouldn't be so menacing if there were only a few at a time, but these creatures attack in packs of three to eight.



Most levels are crawling with these critters.

Try to learn the sounds that Beaks make and anticipate their presence. Sometimes you'll be able to sneak up on a few that are preoccupied with snacking on corpses. These situations are perfect for MULE packs. Depending on how spread out the Beaks are, configure the pack for either Explosive or Cluster. Unfortunately, you won't be able to use this tactic very often, because you are usually the one being ambushed. In most cases, the shotgun is the best weapon. Configure the weapon for two shells and Shotgun spread. This will kill them with one trigger pull if you hit. Try to hit them while they're flying through the air. You can usually kill them in midair before they strike.

Beak Cocoons



Blast away at these Cocoons to stop the endless supply of Beaks.

So where do these evil Beaks come from? If you're lucky enough you'll find a cocoon where you can study just how fast Beaks are produced. The cocoons hang on ceilings, usually in dark caves. Every few seconds a new Beak emerges, ready to attack. To stop this, use any weapon—anything does damage. After a few rounds, the cocoon bursts open, leaving behind a sticky mess.

Hiveback Critters

These scorpion-like Xenomes project a foul green slime that causes damage when it hits you. Fortunately, this projectile attack is easy to avoid by simply sidestepping. Don't let these Xenomes catch you standing still, or you'll be easy to hit. They do have a decent melee attack if you get too close for comfort, but for the most part, Hiveback Critter attack from mid- to long range. Choose an appropriate weapon (such as the laser pistol or Mecha Gun) to take them out.



Circle-strafe to avoid the green slime Hiveback Critter spitting at you.

Hiveback Maggots



Just like with scorpions, step on these nuisances.

Inching along at a slow pace, these annoying Hiveback Maggots are pretty easy to eliminate. When they get near you they'll jump to attack. Either sidestep or back away to avoid getting hit, and when they land, step on them. Don't waste ammo on them. If they're not in stepping range, just ignore them—yes, you can outrun them. Although they can be found on their own, these Hiveback Maggots are often associated with Hiveback Critters. The Hiveback Critters sometimes shoot these Hiveback Maggots at you, but they usually just splat on a wall.

Tube Launchers



Be sure to find cover when fighting Tube Launchers.

This strange-looking Xenome has a pale humanoid body and a head that consists of multiple tubes. It looks more silly than threatening, but by now you should know not to be deceived by appearances. Of the Xenomes, these guys pose the biggest long-range threat. From each of their tubes they fire green biological entities that can track you quite well. Don't think that hiding around a corner will ensure your safety. These green flying creatures can make turns as long as they're not too sharp.

In most situations you'll encounter Tube Launcherers at mid- to long range. However, in some situations they wait around a corner. Waste no time! Take them out before they can fire a barrage at you. There's no way you could dodge a point-blank attack from one of these guys. The laser pistol and the Mecha Gun work well against Tube Launcherers. However, if you run into one at close range, you can take it out with a quick shot from the shotgun. They're not very tough, so two shells is enough at close range.

Tube Launcher Eggs



If you see these eggs, just leave them alone.

These eggs are an early stage of a Tube Launcher. It may be tempting to blast them, but don't. If the eggs are ruptured, a swarm of the green Tube Launcher projectiles emerges and flies all over the place. It's best to just leave them where they are and continue.

Xenome Birther Queen

The Xenome Birther Queen is the largest enemy you'll confront. Don't be overwhelmed by her size; she has a hard time moving around. She'll stand (or sit) in one spot and launch the green organisms at you. Keep moving and take cover to avoid getting hit by these incoming creatures. She also produces regular Tube Launchers that attack you. This spawning of other Tube Launchers makes your job much tougher.



The Xenome Birther Queen is a giant version of a Tube Launcher. Approach with extreme caution.

Concentrate on the queen's head and use damaging weapons. This is a time when using four shells in the shotgun is recommended. Adjust the shotgun's spread to reflect the range of engagement. You won't be able to kill the Xenome Birther Queen, but once you cause enough damage, she'll retreat.

Emperor Xenome

Along the way, you've probably heard rumors of Xenomes that consist of nothing but shadows. The Emperor Xenome is without a doubt the Xenome that spawned this rumor (and it's partially true). Emperor Xenomes can make themselves partially invisible, making them very difficult to see until they're on top of you. It also doesn't help that they tend to inhabit dark areas. Equip your flashlight and look for shifting movement in the background. You should be able to make out an outline of the creature. Emperor Xenomes prefer to attack at close range with their sharp claws and teeth. However, they also have a projectile attack that can surprise. They make themselves visible before firing a bullet-shaped object that moves rather slowly but still does considerable damage.



Emperor Xenome are some of the fiercest enemies you'll face.

Fighting a Emperor Xenome is similar to fighting a Beak. Because they are hard to see, fire the shotgun in a wide spread and see what you hit. If you hit one, you'll hear it shriek. The shotgun is preferable because these Xenomes prefer close-range attacks, and this is your best point-blank weapon. Configure the shotgun for two or three shells and set the spread to shotgun or riot gun. One solid hit should be enough to kill a Emperor Xenome.

Alpha Species

Capturing the Alpha species is the general's crowning achievement. It is the largest and most destructive of all the Xenomes. The general is absolutely obsessed with this creature. It would really make him mad if this one got loose. Fortunately, you'll never have to battle this Xenome face to face, but it does make an appearance every now and then. On certain levels, the Alpha species thrusts its tentacles through walls. Just watch out when this happens and steer clear of them—they will cause damage.



Be thankful you won't have to face this bad boy.

Bandits

The human adversaries you face are called bandits. These men remain loyal to the general and his Xenome projects. The general controls and sacrifices them like a mad dictator. But don't start feeling sorry for them. Unlike the other enemies, bandits move and think like you do, so be ready for a different style of fighting.



Bandits can be quite unpredictable during a fight.

The bandits are the most intelligent enemies you'll face. This also makes them the most unpredictable. Often, you take cover behind a crate and a few seconds later a grenade lands at your feet. They fight and react like you would in a similar situation. For example, if you toss a timed MULE pack in their direction, they'll run away. If you injure them, they'll retreat and find a new position. Keep this in mind before entering a large fight with multiple bandits.

Because of their versatility, there really is no single weapon that is best against bandits. It all depends on the situation. However, they're easiest to kill when they don't see you. Try to spot bandits at long range and bring up the laser pistol's Sniper option. This allows you to zoom in on the bandit and take him out with one shot. Also, approach areas with bandits stealthily. The more noise you make, the more likely they'll be ready for you. Sometimes you can get close enough to fire a point-blank shotgun blast—which is almost always lethal. However, such tactics should only be used against single bandits.

Sooner or later you'll get in a large-scale gunfight with a group of bandits. Be sure to use plenty of cover and strafe tactics. Try to use the same weapon they're using so you can replenish your ammo when the battle is over. If you want to use the MULE or MULE packs be sure to set them to explode on impact with a regular Explosive payload. This prevents the bandits from running away and is the most accurate and effective way to dispatch them. Using a Cluster payload isn't a good idea because each bomblet does such little damage.

The four different types of bandits wield different weapons.

The General



The general is always just out of reach.

The general was a former commander of the gunman unit that you are a part of. During an operation on Banzure Prime, he was left behind and believed dead after a large Xenome swallowed him. However, he and his men survived and fought their way out of the monster's belly. Since that day, the general has resented being left behind. His respect for the Xenomes grew out of this ordeal, and they have become the primary weapon in his campaign of vengeance. Even though he puts them at enormous risk, he commands a deep respect and loyalty from his men and science teams.

You'll run into the general several times throughout the game, but you are never able to attack him. He's always behind some sort of protective barrier. As you might have guessed, a showdown involving the general and you ends the game, but you take a somewhat secondary role. Apparently, there are others waiting in line to take on the general.

Pistol Bandits



Laser pistol bandits are the most common.

These bandits carry two laser pistols each. Almost unanimously, the bandits choose a Pulse setting, giving them balanced accuracy and rate of fire. Since they fire two pistols each, a group of these guys can lay down a lot of fire. Use cover as much as possible, popping out for a shot every now and then. If there is no cover, circle-strafe to avoid getting hit.

Mecha Gun Bandits

You'll probably agree that the Mecha Gun is one of the most devastating weapons in your arsenal. Now imagine being on the other end of its spinning barrels. That's what it's like to go up against these guys. If you can't take them out fast, retreat and try to lure them into an ambush or trap. If that doesn't work, try to bounce MULE packs in their direction while you're concealed behind cover. Whatever you do, don't stand in the open and try to kill them before they kill you. You might win, but the damage you'll take won't be worth it.



Try indirect fire techniques against these guys.

Demolition Man



These guys really dish out the damage at either long or close range.

Fortunately, you won't run into these guys until the later levels of the game. They aren't necessarily harder to kill than the other bandits, but they can really cause some damage. Their primary weapon is a rocket launcher. They'll use this at long to medium range. They can fire several rockets within a short time span, so keep moving. When the rockets collide with an object, they explode immediately and cause splash damage. Therefore, you can dodge an incoming rocket barrage and still be injured by the splash damage as they explode on a wall behind you. The bandits'

secondary weapon is a shotgun. Sometimes they'll switch to it if they're unsuccessful at hitting you with rockets or when you move in too close for rockets to work. Make this your opportunity to strike. The shotgun does cause damage, but it beats the alternative. On top of everything else, they'll toss grenades at you if they can't get a clear shot. Try to take these guys out fast—the more time they have to shoot, the more you will need medical assistance. Don't feel bad about launching a MULE pack at them.

Chem Gun Scientist

These bandits appear in the last part of the game and carry the chem gun. They might be difficult to spot at first because of their white suits, but they'll make their intentions clear once they shoot a glob of acid your way. The chem gun is an extremely versatile weapon capable of doing a great amount of damage. Not only can it fire lethal acid, but with a little mixing it can fire an explosive combo of acid and base. As a rule, assume that the incoming projectile is explosive. Use strafing techniques to avoid the slow-moving globs and take out the bandits with rapid fire from a distance.



Don't let their white suits fool you. These are no scientists.

Vehicles

Vehicles serve basic transportation functions and provide extra fire support. Of the vehicles that are unfriendly, each one can cause a tremendous amount of damage. In most cases, make indirect approaches to destroy or bypass certain vehicles.

Gunman Drop Ships



This is how gunmen get to a planet's surface.

Capable of carrying multiple gunmen, the drop ship quickly transports troops into potentially hostile zones. As soon as the ship hits the ground the front doors open, allowing gunmen to rapidly deploy. Drop ships have light armor that can withstand light arms fire. However, these transports are especially vulnerable to antiaircraft missiles and other explosive projectiles.

Bandit Helicopter

These small one-man copters are fast and agile. Sporting a mounted Mecha Gun on the front, the bandit copters are mainly used for light attack and reconnaissance purposes. Bandits usually fly them in areas where placing guards is difficult or dangerous. Take cover when a copter gets close, because the Mecha Gun can rip you to shreds. The copter has no armor, making it vulnerable to just about any type of weapon. Because of its speed and agility, try using the MULE (at long range) with the flight path set to Homing. Once you achieve a lock, fire two consecutive rockets to knock out this flimsy threat.



This target is begging for a homing MULE.

Armored Personnel Carriers (APC)



The weakest armor is on the top of the turret.

Like the drop ship, APCs move troops in and out of hostile territory. The auto cannon on the turret makes this an extremely dangerous threat to infantrymen such as yourself. These transports have thick armor all over, so don't try to take them out with any of your weapons. If you get pinned by one of these, there's always a creative way out. Since APCs are used to move troops around, you can usually find ammo and med kits inside.

Battle Tanks

You don't really appreciate the power of tanks until one has attacked you. If this happens, find cover immediately. No weapons in your arsenal are capable of piercing its thick armor, so your best tactic is to just avoid it. The tank's main cannon fires an explosive shell that has a large blast radius. Always make sure you have something solid between you and the tank's main gun.



Tanks are absolutely devastating. Avoid them when possible.

Bombers



Keep an eye to the sky for enemy bombers.

Bombers drop high explosives that have the ability to deform landscapes, not to mention your body. When a bomber attacks, it drops a line of bombs behind it. To avoid getting hit, stand back and wait for the first few bombs to explode in front of you. When the explosions clear, run for the area where those bombs hit. This keeps you from getting hit by subsequent bombs. Bombers are impervious to anything you can throw at them, so save your ammo for Xenomes and bandits.

War Drone



The general's answer to the sentry

The war drone is certainly the most devastating enemy you'll come across. Piloted by the general, this thing makes the Mainframe's sentry look like a toy. This offensive platform features three weapons, including the unique Kata-Cannon. This gun is on the drone's right shoulder; it fires a slow, spherical, blue charge. If the charge hits you, it teleports you into space, which brings an abrupt end to your day. It also has heavy machine guns and rocket launchers with limited homing ability. Fortunately for you, it is extremely slow, allowing you to literally run circles around it. But that won't stop it from stepping on you. The only vulnerable piece of equipment on the war drone is the Kata-Cannon. However, you won't be able to destroy it with any of your weapons. Only multiple hits from a tank's main gun will do. You're going to need some help taking this thing down.

Other Threats



These lightly armored turrets can be taken out quite easily.

Machine Gun Turrets

These can almost exclusively be found in bunkers and other defensive positions. Machine gun turrets employ two rotating machine guns. The turrets are unmanned and use sensors to track and target enemies. The turrets are lightly armored and can be destroyed with concentrated small arms fire. Try the Charge setting on the laser pistol to take one out with a single shot.

Auto Cannon Turrets

These turrets operate like the machine gun turrets. However, they do much more damage and have considerably thicker armor. The only thing that threatens these turrets is a direct hit (or several indirect hits) from a tank's main gun. Short of destroying them, the only way past these defenses is in a heavily armored vehicle.



You'll need a tank to eliminate these threats.

Antiaircraft Missile Turrets



These turrets pose an immediate threat to drop ships.

In conjunction with a radar system and a manned control panel, these turrets destroy air targets. The missiles can be configured for different launch modes, including Heat Seeking. You can't destroy these, but you should still be aware of their existence.

Proximity Mines

These mines are placed by bandits and will explode if you get too close. You can take them out by shooting at them. The best weapons for this are either the laser pistol set to Pulse or the Mecha Gun. MULE packs can also be used to clear these threats, but its best to save them for other situations.



If you get too close to these mines they'll explode.

Cacti



Avoid running into cacti. They do cause damage.

These are the easiest threats to avoid. Just like in real life, a cactus can stick you. Although it causes minimal damage, there's no reason to get injured by one. Simply stay clear and you'll be safe. You can run over them with the tank if it makes you feel better.

Advanced Gunnman Tactics



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Advanced Gunman Tactics

Now that you've gone over the basics of *The Gunman Chronicles* and studied the weapons as well as the enemies you must face, it is time to learn the advanced tactics that will save your life and make your game much easier.

Move and Shoot

Beginners often suffer from the stop-and-shoot syndrome. It may apply to some games, but not *Gunman Chronicles*. The key to success, and survival, is to stay in motion during combat and fire on the run.



Standing stationary makes it easy to aim, but prepare to take some damage.

Strafe Around Corners

Walking past the corner of a wall then turning and heading in a new direction will only get you killed. Instead, learn to strafe around corners.



A corner can be dangerous. First approach it.



Turn toward the corner.



Strafe past the corner, facing in the direction you will proceed.

When you come to a corner, stop before you get to it. Then turn and face in the direction the corner turns. Slowly strafe out past the corner of the wall to expose yourself and your weapon. For example, if you need to turn around a corner to the left, you would first turn left, facing the wall, then strafe right past the wall until you can see what is around the corner.

This tactic gives you a brief advantage and helps prevent ambush. If an enemy waits around the corner, your reticle faces almost directly at it, allowing you to fire quickly. It follows the rule of always putting the enemy—or where you think the enemy might be—in your sights.



When you encounter an enemy down a hallway, strafe in and out of the adjoining corridor for cover.

Shoot-n-Scoot



Take a shot or two, then strafe back behind cover until the enemy stops shooting at you. Repeat the tactic until the enemy is dead.

Stay in motion. This can be simply strafing right and left to avoid enemy fire as you shoot. It works fairly well, especially at long range, where you have time to dodge the shot before it gets to you. However, some enemies fire projectiles that seek or home in on you. Just strafing back and forth is not enough. You must seek cover.

Rarely should you run out into an open area with gun blazing. If the enemies can shoot back at you, it is even more dangerous. Instead, always look for and use cover. *Gunman Chronicles* is filled with objects that will protect you against enemy fire: doorways, walls, crates, etc.; if you can't destroy them with your weapons, neither can the enemy.

The best way to use the shoot-n-scoot tactic is to strafe out from behind cover, fire at the enemies, then strafe back behind the cover while they shoot at you. Continue strafing back and forth from behind the cover, getting in a few shots each time.

As a variation, you could use a low object for cover by ducking behind it. Then pop up and shoot for a bit before ducking back down again. Both of these tactics work best when the enemy is at a distance or can move toward you. If the enemy is close enough to come around the cover, you are in trouble.



Metal crates are plentiful and provide good cover.

Ambushes

In many cases, once the enemy sees you it comes after you. In those cases, try to set up a quick ambush. Ambushes don't need to be elaborate or well planned. Just withdrawing back around a corner and waiting for the enemy to come to you is a simple yet effective form of ambush.

As you progress through the levels, you run into groups of enemies. So that you aren't attacked by all of them at once, use the ambush tactic to take them out one at a time as they come after you.



Lure an enemy to where you are hiding and, as soon as it comes into your sight, fire.


The first step to an ambush is finding something to hide behind. Any form of cover will work—corner, crate, doorway, whatever. This hiding spot should prevent the enemies from attacking you until they enter the kill zone. The kill zone is the place where the enemy comes past your cover and into your weapon sight.

More elaborate ambushes may include an object that you can strafe behind as the enemies reach the kill zone. This could include a second corner to hide behind. Or you could use grenades set to explode when tripped over. Place them behind the cover so the enemies can't see the laser detonator until they run around the corner and it is too late. If you are ambushing a large and powerful enemy, you might try using several of these grenade mines. Just be sure you are far from the explosion or behind cover, or you will get hurt too.

Once your ambush site and kill zones are set, you must lure the enemy into them. Usually the best way to do this is to expose yourself until the enemy sees you, fire a shot or two, then return to your hiding spot. For groups of enemies, you may have to lure them in individually if they did not all see you the first time.

TIP

Try using the MULE to plant trigger-detonated grenades along the enemy's path. If you use the Spiral Flight setting, you can plant two with one shot.



Assaults

You will not always be able to lure the enemy into your ambushes. In some cases, the enemy may be in a defensive position or stationary. Then you have to try to make use of as many of the above tactics as possible. Use any cover you can find. Also try using weapons such as grenades or the MULE that can bounce around corners or cause a lot of damage with a single hit. Assaults are often dangerous. Don't attempt them unless you can afford to take some damage and there is no other way get the job done.



A grenade makes a great start to any assault. Even if it does not kill the enemy, it will surely cause some damage.

The Fighting Withdrawal



There's no dishonor in a fighting withdrawal—especially when the enemy is invisible.

At times, when you come across a powerful enemy (or a lot of them, such as a band of Beaks) and you have little cover, you must fight as you withdraw. Move backward through an area as you fire. This buys you more time before the enemy gets to you, while allowing you to attack as you move. This isn't as effective against enemies that shoot, but it is better than nothing.

Engage at Long Range

Whenever possible, attack the enemy from long range. The farther away you are, the more difficult it is for the enemy to detect you, giving you an opportunity for the first few shots as well as time to strafe behind cover to dodge incoming fire. It also gives you plenty of time to take out the enemies if they are advancing toward you. The sniper rifle makes a great long-range weapon, as does the MULE.



The sniper rifle lets you reach out and touch someone at a long distance.



The MULE also causes damage at long range.

Circle-Strafe



Circle-strafting while firing at an enemy keeps your shots on target while you dodge attacks.

When you confront an enemy in an open area, try the circle-strafe. Strafe while maintaining your aim on the enemy. If the enemy is stationary, you will eventually strafe around it in a complete circle. The key is to keep the enemy centered in your sights. For example, if you are strafing to the right, you must slowly move the mouse to the left to maintain your shot. This works well for the multiplayer game as well.

Basic circle-strafting sometimes works, but humans or a clever enemy may be able to lead their shots to hit you during your strafe. Therefore, it is important to add some random elements to your maneuver. This can include changing the direction of your strafe every so often or adding jumping and ducking to the strafe. You can even withdraw as you circle-strafe to put more distance between you and the enemy.

Use Stealthy Approaches

It's hard to remember, but the enemies can hear you. Since the default movement mode in *Gunman Chronicles* is run, you make a significant amount of noise from just moving around. This allows enemies to anticipate your arrival. If you're running low on health or ammo, the last thing you want is to get caught in an ambush. Slow down your movement and use the Stealth mode to avoid detection. Stealth mode is just a fancy name for crouched movement. Press and hold the Crouch key to move around in Stealth mode. You will move much slower, but you'll make less noise. Use Stealth to sneak up on enemies and take them out at close range with one well-placed shot. Once you get close enough, they'll sense a presence and turn around. However, if you're fast enough, you can take them out before they have a chance to raise a weapon. Employ this tactic on single bandits. Use weapons (such as the Shotgun) that cause massive damage at close range.



This bandit didn't hear anything until it was too late.

Play Defensively



Too bad that shot didn't take him out. Now it's his turn to shoot.

Such notions lead to sloppy gameplay, and while it may not be a big deal in the single player game, just wait until you play multiplayer. More defensive players will mop the floor with you and your bad habits. Old habits are hard to break, so develop good ones while playing the single player game.

Nothing is more dangerous than overconfidence. Just when you think charging in at close range is a good idea, enemies will surprise you when your first shot misses or causes less than lethal damage. Now what? It's their turn to attack you. This is less a tactic than a mindset. Assume that every shot/attack can kill you, and proceed accordingly. The game's health bar and armor let you absorb a considerable amount of damage, allowing you to feel somewhat invincible at times.



The sniper rifle gives the unsuspecting bandit no opportunity to respond.

General Strategies for Completing Levels

In addition to the above tactics, several strategies will help you complete the game successfully.

Learn and Master the Controls

A primary requirement for success is to master the controls for the game. You should not have to look down at the keyboard to find the correct key. The split second this requires could be enough to get wasted. If you have trouble remembering or finding a key by touch, reconfigure your controls so it is easier. Then practice, practice, and practice some more.

You should also know which keys change your weapons. If you are about to run out of ammo for one weapon during a firefight, you need to be able to quickly bring up another weapon to continue your attack.

Explore and Experiment



Don't forget to shine the flashlight on those dark areas.

Though the levels in *Gunman Chronicles* are almost always linear, many side rooms or passageways lead to ammo, weapons, and equipment. Therefore, always explore. Go down every path, even if you know it's a dead end. If you can't see into a dark corner, shine the flashlight on it. The game designers like to hide ammo and other items in dark areas where you might just walk on by without seeing it. You must also experiment. Try to knock out every grate, break every window, go through every hole. If there is a path, there is usually something at the end. On rare occasions, you may find only enemies and waste your ammo killing them. However, in most cases, your efforts are rewarded.

Keep Your Weapons Loaded

Nothing is worse than getting into a fight and then running out of ammo. The levels contain more than enough ammo for you to take on every enemy you face. Be sure to collect ammo from dead enemies or look around for ammo just lying on the ground. Sometimes ammo and supplies are hidden on top of or inside crates, and behind corners.



Pick up ammo wherever you find it.

Also, try to use weapons for which there is a lot of ammo. If you run into a lot of pistol-wielding bandits, you should use the pistol too because you can pick up pistol ammo from their bodies. In other cases, if you see a lot of shotgun ammo in an area, pull out the shotgun because you know you can reload it when the area is clear.



Use the pistol to take out pistol-wielding bandits.

During a mission, be on the lookout for weapons lockers. These often hold a variety of weapons, ammo, and equipment. Most are locked, so you have to shoot them open.

Clear as You Go

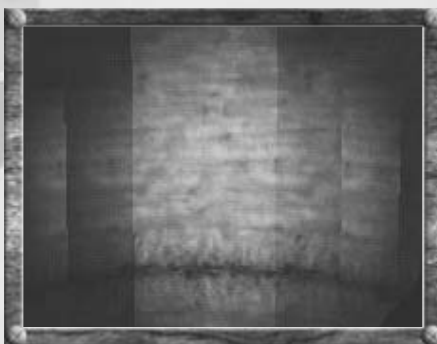
As mentioned earlier, the levels of the game are linear. As a rule, you should clear out the area as you advance. Don't try to run past enemies except in special cases. Instead, spend the time and the ammo to take them out. Otherwise, if you leave enemies to your rear, they may attack you while you are trying to deal with enemies in front of you.

It is also a good idea to grab as much ammo and equipment as you can before progressing. Often, after you get past an obstacle, you cannot go back to where you were.



Even on the run, take the time to eliminate all adversaries.

Exploit Elevation



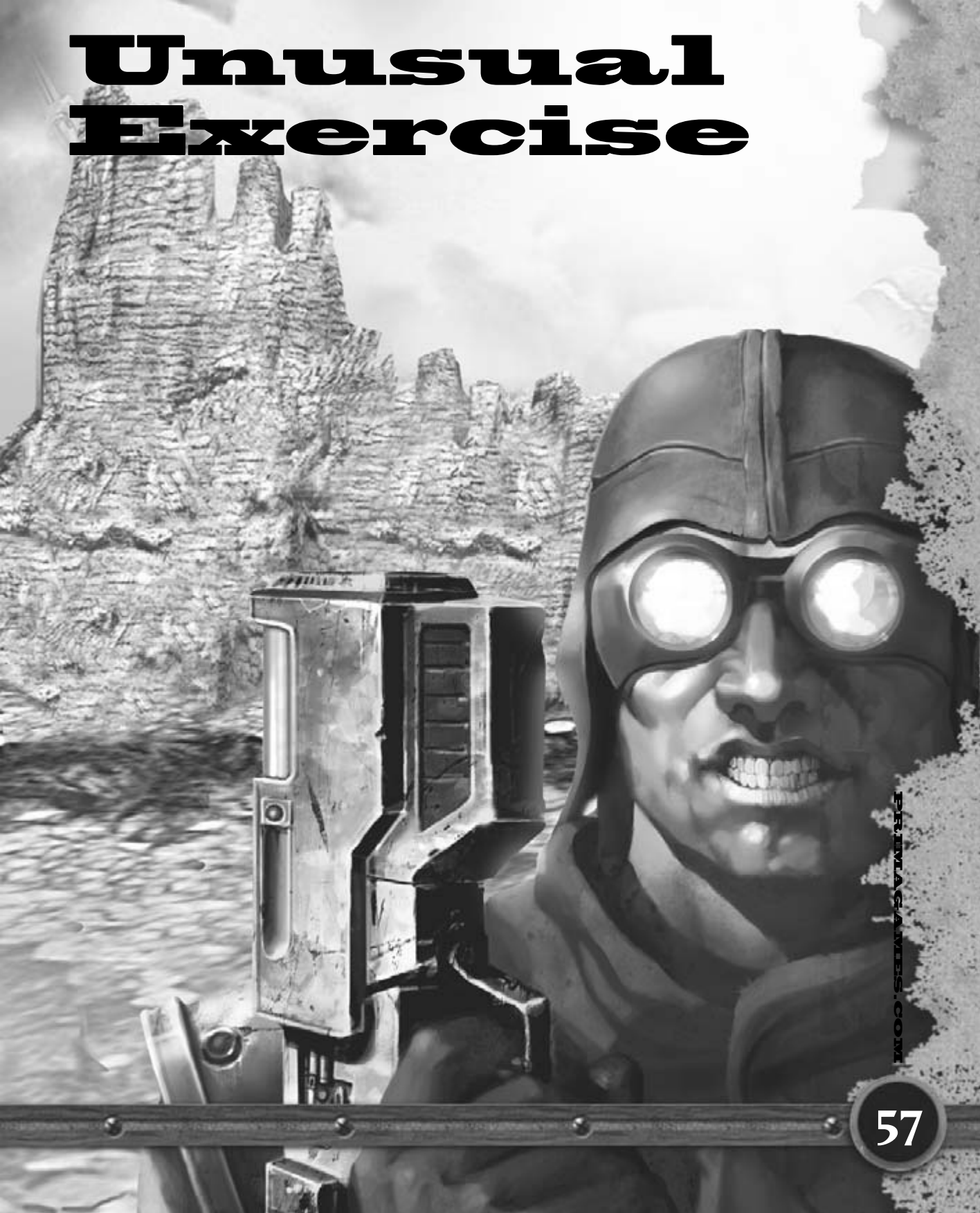
Take out all the enemies on lower levels before dropping down.

On most levels in the game, you will attack from higher elevations. Instead of dropping to the enemy's level and fighting on even ground, use your elevated position to take them out. This gives you several advantages. If you enter an area silently, sometimes you can begin your attack before the enemy is aware of your presence. There are also several creatures that don't have a projectile attack. If you're on a different elevation, you can take them out without worrying about retaliation. Use explosive or splash damage weapons when firing down on an enemy, because even if you miss you'll hit the ground and cause collateral damage. The MULE and chem gun are good to use in situations like this.

Save Early and Often

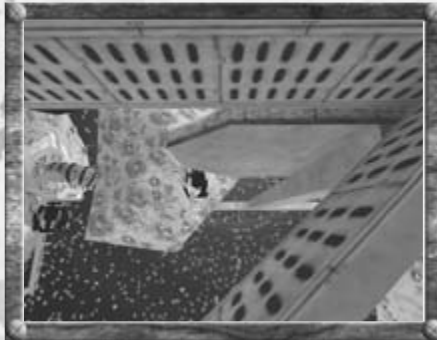
Unless you like playing the same parts of the game over and over again, it is a good idea to save the game on a regular basis. In fact, after just about every fight, do a quick save. Then if you get hammered or killed, you can just quick-load back to the last save. In addition, after every major battle or several smaller battles, perform a regular save so you can come back later and try it another way—or in case you accidentally quick-save somewhere you don't want to be.

Unusual Exercise



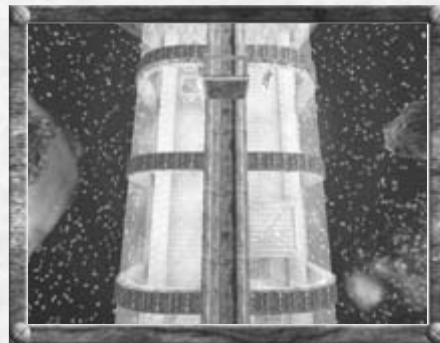
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Unusual Exercise



You begin the game riding a transport.

As a new game starts, you are on Starbase Aeronautica. During the opening credits, you are riding a transport. Look out the window to see what's going on outside. Also listen to the reports on the speaker. This level is a training mission that teaches you how to use various weapons as well as how to move about as a gunman.



The transport takes you to the *Gunman* headquarters.

NOTE

These instructions use the default control configuration.



Briefing and Training

- 1 When the transport stops, drop through the hatch in the middle of the floor. You find yourself at a fork with two passageways ahead.
- 2 Pass through the rising steam and take the corridor to the left. It leads you to the briefing room.
- 3 Enter the briefing room and listen to the officer. When he is finished, retrace your steps back toward the transport, where the level begins, and take the other corridor to the right. It leads to the firing range.



Go to the briefing first. There will be time for the firing range later.



Listen to your briefing.

4 Eventually you come to a large window where another soldier is standing. Glance outside and you'll see a damaged ship crash into a portion of the space station. The crash causes a hull breach and requires you to evacuate this portion of the space station immediately. Follow the other soldier and listen to his directions.

5 A large pipe blocks the passageway. Crouch by pressing **[Ctrl]** and then pass underneath it.

6 Next you have to jump over a damaged bulkhead; while moving forward press **[Spacebar]** to leap over the debris.



The damaged spacecraft crashes into the station.

7 At the end of this corridor rests a tall ladder. Move forward while looking up to climb it to the top.

8 At the top of the ladder, turn around and study the large chasm ahead. You have to jump over it. Get a good running start and jump at the ledge. If you jump too soon you will fall. Fortunately, the fall is minimal and causes no damage. Just climb the ladder and try again.



Jump over the debris.

9 Up ahead is a corner with a force field. The other soldier does not have proper clearance to deactivate it. Approach the console on the wall and deactivate it by pressing **[E]**. The force field drops and allows you to continue down the corridor.



These wall switches can open doors or lower force fields.



Luckily the force field activated to seal the breach, or you would have been sucked out into space.

10 Just past the force field is a dead end. However, a small circular window in the floor is cracked. Grab the nearby knife and crouch next to the fractured window. Smash the glass with the knife and drop to the area below.

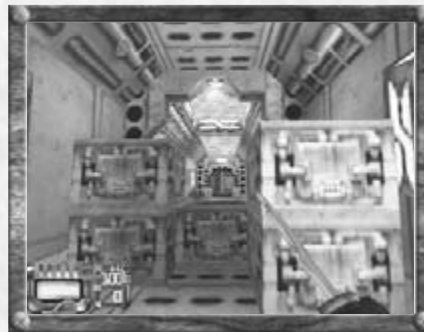
11 The fall inflicts some damage, but don't worry—there are two med stations nearby. Approach one of them and press **[E]** until your health is at 100.

12 As you continue down the corridor, a loud crash erupts to your right. Another hull breach has occurred and objects are blowing out into space. Fortunately, a

force field has activated and closed the breach. Straight ahead is a vent, but it is too high to reach. Push the wooden crate against the bulkhead and use it as a step to reach the duct system. Jump up the crates to the vent.

13 Crouch (**[Ctrl]**) to enter the vent and continue through the cramped duct. Use your knife to clear any grates in your way.

14 Once out of the duct, you must leap over a narrow gap between some containers. One of the containers is too high for you to clear with a regular jump. Run and hit jump (**[Spacebar]**) and crouch (**[Ctrl]**) simultaneously to clear the obstacle. This move pulls your legs up while you're in the air and allows you to clear objects easily. The crouch-jump can be tricky but is important to master because you will use it throughout your adventure.





Practice the ever-useful crouch-jump.

The Firing Range

1 You finally reach the firing range. Soon after arriving, a pistol ascends to the right of the first stall. Pick it up and enter the first stall, labeled "Rapid Fire."



Set the pistol to rapid fire.

- 2** The computer tells you to switch your weapon to Rapid Fire mode to eliminate the holographic target. To do this, right-click and use  and  or the mouse wheel to select “Rapid,” then click the left mouse button to exit the menu. Aim at the target and squeeze off a burst to eliminate the holographic Xenome.
- 3** If you need more ammo, turn around and go to the ammunition counter.
- 4** Next, try out the sniper rifle. Move to the next stall, labeled “Sniper.” To the right, pick up the silver case containing the rifle. Line up your target and click and hold the left mouse button. Holding down the mouse button zooms in on the target. When you release the left mouse button it lets off a powerful blast consuming 15 energy units.
- 5** Move to the next stall, labeled “Charge.” Right-click the mouse and select Charge mode to put away the sniper rifle and bring up the pistol again. Charge mode takes 10 energy units per shot.
- 6** The next target has a three-digit counter above it. You must inflict 400 damage points on it within a few seconds. The damage is reported on the counter above. Practice using different weapons and modes to see what works best, then proceed down the corridor to the next area.



7 A force field lowers, letting you into the next room. Move next to the red box and deposit your weapons to lower the next force field, then continue down the corridor.

8 The next area is the shotgun range. Like the target before, it has a damage counter above it. You need to inflict 300 damage points within a given time frame, after which a barrier raises and resets the damage counter. The shotgun is quite slow, so you need to adjust the “Spread and Shells” to maximize rate of fire and damage inflicted.

9 Right-click to customize the weapon. A good combination for this target is a spread of two, and two shells. When you have eliminated the target, move to the rear-right corner of the room and deposit the shotgun in the red box. Proceed to the next target area.



10 The next room is the Mecha Gun firing range. You must inflict 500 points of damage within a few seconds to eliminate this target. The Mecha Gun has a temperature gauge at the bottom of the screen. If the temperature reaches critical levels, the gun will malfunction. The weapon has two Firing modes. The first is a Basic Automatic mode that does little to affect the gun's temperature, but fires very slowly. Click the mouse button to operate the weapon in this mode.

The Barrel Spin mode fires off a tremendous stream of lead at the cost of increased temperature, not to mention quickly depleted ammo. To use this mode, right-click the mouse to start the barrel rotation and then click the mouse to open fire. High temperatures cause you to momentarily lose control of the weapon, often depleting your ammunition stores. When the weapon approaches the "Warning" or "Danger" stage, halt firing and wait for the temperature to decrease. To quickly decrease the gun's temperature, switch back to the Slow Auto mode by right-clicking. Once the target is destroyed, store the Mecha Gun in the red box and continue down the corridor.

Advanced Training

1 A technician warns you that the lights are out ahead. Press **[F]** to activate your flashlight. The walkway is damaged, but you can easily jump across the gap.



Prepare for some advanced training.

2 The next area is the vehicle training ground. Enter the room and proceed along the left-hand side. Approach the tank and press **[E]** to enter. The instructor tells you to maneuver the tank to the other side of the crates. Maneuvering the tank is similar to moving your character except that moving the mouse turns the turret, not the direction of the tank. Use the strafe keys (**[A]** and **[D]**) to change the tank's direction. **[Shift]** fires double heavy machine guns from the front of the tank. You aim these by rotating the tank.

3 Park the tank on the large metal plate and press **[Spacebar]** to exit. Follow the instructor to the explosives training area.

4 The first part of explosives training teaches you how to use grenades. These grenades have different settings, which can be accessed by right-clicking, similar to how you customized the shotgun. Set the grenades to the settings relayed by the instructor. Experiment with the different settings while taking out the holographic targets.



Practice throwing grenades at the holographic targets.

5 When you finish taking out the targets, grab the multiple unit launch engine (MULE). Target the drones that are launched in the open area behind you. Set the MULE to Homing mode by right-clicking and accessing the weapon's customization menu. Homing allows the rocket to lock and seek the target on its own. To attain a target lock, keep the drone within the confines of the green aiming reticle. When the reticle turns red you have a lock. Fire the weapon and the rocket heads for the drone.

NOTE

The MULE is versatile and has many different settings. Feel free to experiment with the various launch and war-head combinations.



Use the MULE to take out the drones.

6 When you're finished blowing away drones, take the elevator to the next level. Exit the elevator and follow the corridor around and pick up your body armor. After the other Gunman wishes you good luck, proceed to the Dropship Hanger located through the large blast doors near the elevator. Enter the docked Dropship at the far end of the hanger to end this level.

Well-Known Enemies



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PRIMA'S OFFICIAL STRATEGY GUIDE

Well-Known Enemies

This chapter in the *Gunman Chronicles* takes place five years after the defeat of Banzure Prime. The Xenome infestation is spreading rapidly, and many gunmen have lost their lives trying to stop it. Another way must be found.

The Gunman communications center has received a signal containing outdated military encryption. Because this obsolete coding was used by high-ranking officers, a section of gunmen are being sent out to investigate. The signal appears to have originated from a nearby jungle planet. Join the team and get moving.

Locate the Source of the Mysterious Signal

1 Exit the drop ship and head toward the other drop ship. There are several gunmen in a group. The leader tells you to search the area for the source of the signal while the others secure the drop zone.



You have arrived on this jungle planet.

- 2** Turn left and head up the ramp. Follow the passage through the ruins to the next open area.
- 3** Continue on to the next soldier. He informs you that the transmitter has been found.

NOTE

The faces in the walls act as med stations, healing your wounds if you activate them with the Use key.



4 Continue through the pond and up the ramp to the transmitter area. A soldier is waiting. However, as you arrive, he crosses a trip laser sensor. The transmitter is a trap. Run out of the room before the ceiling comes crashing down.



These faces carved in stone have some type of healing property.



Someone has set a trap for the gunmen.

5 Once outside, head along the top of the slope on the pond's right side. Don't move too fast. The area will be bombarded. After the shells and debris stop falling, go back toward the face on the wall. Pick up the pistol and ammo nearby, then continue forward, back to the passage to the drop ships.

Secure the Drop Zone

1 The soldier by the passage tells you a tank is firing down on the drop ship area and that gun turrets in a bunker need to be taken out. Head through the passage, careful to grab the pistol and ammo along the way.

2 When you get to the end of the tunnel, you see the tank bombarding the drop ship area. Wait until the shelling stops for a bit, then turn right and run for the other gunmen hiding behind a large stone block.

3 Pick up the shotgun and approach the standing soldier. Follow him to the drop ship and then to the open green container.



An enemy tank bombards the drop zone.



Run for the open container.

4 He wants you to follow him and flank the bunker. However, if you strafe to the right from the open crate, the fire from the bunker cannot hit you. Select charge rounds and fire them at the gun turrets through the openings in the bunker.

5 When the firing stops, run straight for the bunker and climb the ladder on the left side. At the top, crouch and move forward into the bunker.

6 The enemy knows you have entered the bunker, and begins using the tank to fire on your position. Withdraw back to the little alcove and wait for the bombardment. After a few hits, the floor of the bunker drops out.



If you stand just outside of the open container, you can fire at the bunker without getting hit.



The bunker floor gives way.

7 Below, shallow water fills a cavern. Piranha-like fish will attack you. Keep out your knife and jump into the water. Slash at the fish to clear your way through the passage.

8 When you emerge, the tank is on the ledge above you. However, it retreats because a large dinosaur is approaching. As you emerge from the water, watch out for the baby raptor. Take it out, then search the area for pistol ammo.



Wield the knife to take out the fish.

9 Move up the planks through a hole in the wall into another passageway. Follow it around to a communications room. You hear the enemy preparing to shoot down one of your drop ships with a SAM (surface-to-air missile) turret. Pick up the ammo on the table and continue through the next passage on the right.



The enemy communications room.

10 At the end of the passageway are a radio and a ladder. Climb the ladder. At the top, you see the SAM turret shoot down the drop ship coming to pick you up. Hop up onto the blocks and across to the grassy area below.



The SAM turret fires on the drop ship.

11 Turn left and head to the fallen block that creates a ramp. To the right of it are a med kit and some shotgun shells. Climb up the ramp, follow the blocks, and jump over the gap.



The SAM turret creates an opening for you.

12 You'll find a dead bandit who was killed by the malfunctioning turret. He leaves behind some ammo. Pick it up, then enter the passageway through a hole in the wall. After going through the hole, turn left and pick up some more shotgun shells and use a med kit if you need it.

13 In this room, several stone monkey heads fire darts. You must time your run. Go toward the room's left side. Near the exit is a Mecha Gun and some ammo for it.

14 As you exit the room, beware of dinosaurs that crawl out from the holes in the wall.

15 To the left is the downed drop ship. A raptor is feeding on the survivors of the crash. At the far end of the area you find a med face and a gunman.



Watch out for the darts that shoot from the monkey heads.



A raptor is taking a bite out of your would-be rescuers.



Heal yourself and see if you can find out any more information.

Find Some Help

With the drop ship damaged beyond repair, and no way for you to call for help, the other gunmen will probably presume you are dead and leave you here all alone. You must find some way to contact the other gunmen, or a means of escaping this planet.

1 Straight across from where you entered this grassy area is a stone figure with glowing red eyes. It's a doorway. Move inside of it.



Watch out for a creature that may pop out of the hole on the left and attack you.

2 Follow the passageway around to a room. There is a radio here and some med kits on the right side. The radio only receives messages. You cannot use it to send one.



The enemy is shipping dinosaurs for some reason.

3 Exit the room through the open grassy area. On the left side is another passageway. Follow it around to a long corridor with arches.



Head through this opening.

4 A large dinosaur walks past you above. At the end of the corridor are a gunman and a med face. After talking to him, head back out the way you came.

5 When you get to the end of the passageway, rubble comes crashing down into the open area. Wait for it to stop, then head left through a hole it created in the wall. Follow this next passage past a lava pit.



Climb through the hole in the wall.

7 Crawl through the hole to another open area. Select your shotgun with a two-spread, four-shell configuration.

8 As you move farther into this area, you see a bandit get eaten by a raptor. Then two raptors come after *you*. It takes one shot per raptor at close range to drop them.



A bandit is grabbed by a raptor.



A huge dinosaur just walked past.

6 When you come to a barrier of rubble, a gigantic foot crashes through the ceiling in front of you, killing a scorpion. To the right of the barrier, a new hole appears.



That giant foot just squashed a scorpion for you. You can't cross this barrier. Look down and to the right for a hole out of here.



Someone has set a trap for the gunmen.

9 At the far end of the area is another hole in the wall. Crawl through it. Take a right, follow the passageway, and climb the stairs. The passage ends in a barrier. On the other side are some humans. Move forward to talk to them.



Crawl through another hole.



The general informs you of his planned fate for you.

10 After learning that you have been ambushed by the bandits left behind on Banzure Prime, led by the general celebrated as the hero of that battle, the bandits leave and seal up the exit behind them.

On Your Own

After learning that the bandits were lured into a trap by a group of former gunmen, you are left as food for the creatures around you. The general doesn't expect you to survive. Time to prove him wrong. You must now find some way to get off this planet. It doesn't look like you will get any help from your fellow gunmen.

1 The barrier in front of you opens. Turn right and head through the only passageway you can, toward a giant dinosaur. Save the game.



The only way out is toward that huge creature.

2 Wait until the dinosaur head comes down at the exit to the passageway, then run to the right side of the open area. You are safe once you get under cover. Make your way toward the opposite end.

3 Across the way is a wooden ladder. Climb up, and then jump up to the top corner. Here you are safe from the dinosaur. However, you must take out the little scorpions before they cause you any damage.



Wait for the dinosaur to attack before you run out into the open.



Run for this ladder.



The dinosaur can't reach you while you are in the corner.



Run as fast as you can to push this block, then jump down and head for the safety of the passageway.

4 At the far end of the area, above where you began, is a stone block switch. Run as fast as you can and push it, then jump down and head back into the passageway. If you do all of this quickly, the dinosaur will be too late to get you. Save so you don't have to do it again if you get killed later.

5 Repeat steps 3 and 4, but hit the switch on the other side at the top. This opens the door by the ladders.

6 Make your way down the open area for a third time, using the sides for cover. Run for the door, and duck as you run to get through. Do it right the first time or you will be dino food.



Crouch as you run through the door that opened when you pushed the second switch.



Fire quickly to take out this former gunman.

7 Follow the tunnel around, up some stairs, and to an opening where you can again see daylight. An enemy lurks around the corner to the right. Just outside are two bandits gazing upward at a Raptor caught in a snare trap. You can't fit through the hole in the wall, so use your knife to break it open. This alerts the bandits to your presence, but just as they see you, the raptor breaks free and starts attacking them at close range. You can either hang back and let them fight each other, or help the raptor. When it's over, you should only have to worry about one injured bandit.

8 Once the coast is clear, enter the open area and pick up a Mecha Gun and some ammo near the crates on the right. Be sure to pick up some laser pistol ammo off of the fallen bandits too. Cautiously enter the passage ahead.

9 Watch out for enemies and raptors. If a raptor is chasing or attacking an enemy, the enemy will not fire at you. However, once the raptor is dead, watch out. Pick up any ammo from the bodies of enemies, whether you killed them or the raptors did.



You, the bandits, and the raptors are all fighting each other.

10 The passageway ends at a damaged staircase leading down into an outdoor area. Ahead of you is an alcove with a med face, but don't rush ahead—it's a trap. If you head for the med face four baby raptors surround you. Hold back and wait for them (preferably at the top of the stairs) to rush out, and take them out one by one. Even if you don't need to use the med face, take out the raptors or else they'll follow you.

- 11** The tunnel at the bottom leads to a pool with a crocodile-like creature. Shoot the croc before jumping down into the pool.



You can hit this bad guy right in the back of the head by shooting through the window.

- 12** Take the passageway to the right of the damaged staircase and follow it around until you reach a hole in the wall overlooking a water filled room. This is an unavoidable trap so keep this in mind as you drop into the room.

- 13** Turn around to take out the bandit firing down on you. As you move forward into the room, you'll hear some other bandits talking about releasing some "croc." Equip your shotgun and set it for three shells. There are a total of four crocodiles so don't relax till you can account for each of them.

- 14** When you have killed them all, the bandits will drop grenades down on you from a hole in the roof. Back off and let the grenades blow a hole in the floor. Before swimming through the hole search a nearby stone coffin for a med kit.

- 15** Swim through the hole in the floor and into the subterranean passage below. Get your knife out and slash at a Hatchet Fish as you go. You'll eventually emerge in a dark room with a chain running through the middle of it.



Blast the baby raptors from the top of the stairs.



Back off from the hole in the ceiling to avoid the grenades.

- 16** As you enter the room, several scorpions will drop from the ceiling. Step on all the scorpions and activate your flash light to find a wheel switch. Activating this switch lowers the stone block allowing you to drop through the hole in the floor. Use the chain to climb down to the next passageway.

- 17** When you come to the end of the passage, you'll see two low rectangular holes leading out to an open area. A bandit in a stone bunker will try to hit you as you emerge from the opening. Take him out before crawling through one of the holes—a couple of charges from the laser pistol should work well.



Take out the first ambushing enemy.

18 Take the passageway as far as you can. When you get to a certain point, an enemy detonates an explosive and cuts off your advance.



The second one is hard to see.



The enemy blows up an area to try to stop you.

20 Not to worry—to the right of the new rubble, low on the wall, is a small hole. Take this short tunnel around the rubble and back to the passageway. If you haven't already, take out the bandit near the detonator switch—that'll teach him!

21 The passageway darkens as you continue. Ascend two flights of stairs until you come to a window that looks out onto a cargo area.

The Landing Area

The enemies are preparing to take a load of cargo off the planet. This landing area is well guarded. Before you can get onto the spacecraft, you will have to clear the landing area.



Watch out for the scorpions in this room.

1 You can take out one or two enemies by firing through the window. Then advance into the landing area. Several enemies are waiting to get a shot at you. Use the cargo containers for cover.

2 Once you've taken out the two bandits near the spaceport entrance, search the various crates for ammo and other goodies. You'll find a Mecha Gun and some ammo. Don't shoot any of the grey cages unless you want to fight some baby raptors.



Once the area is clear, search the floor for goodies.



You'll find a Mecha Gun and ammo in one of the crates.

3 When you've picked up whatever you can find, use the small step on the far side of the spaceport to get on the ledge leading around the perimeter of this area. Pick up the med kit on your way.



Use the small box as a step to reach the perimeter walkway.



Dodging this guys shots can be difficult—
take him down fast.

4 As you round the first corner, a bandit will pop out ahead of you. Drop him before he can get too many shots off. There's no cover on this narrow walkway.

5 At the fork ahead, turn right and grab some Mecha Gun ammo in the small red lit room. When you've grabbed the two clips, turn around and head up the steep stairs. At the top of the stairs, just around the corner to the left, is a bandit lying in wait. Side strafe and open up with a rapid fire weapon. You need to take him out fast because he can cause quite a bit of damage to you at point blank range.



This guy's waiting for you at the top of
the stairs.



Make your way for the green crate behind
the space craft.

6 Once you take out the bandit at the top of the stairs, you've got a clear path to the General's spacecraft. Follow the upper walkway to the stairs leading down to a loading platform. Before jumping into the green container, pick up the nearby med kits (if you need them).



For your escape from this dangerous planet, hop into the open container carried by the spacecraft.

7 It is now time to get off this planet. Enter the open container attached to the spacecraft and catch a ride.



Takeoff!

8 Inside the container is an intercom. Turn it on to find out where you are headed. The general is on this spacecraft and it is headed to a moon, where the bandits have a station to study and create new types of Xenomes. You would prefer to just get away from these people, but your sense of duty prevails. This moon may have the secret to the Xenome menace, and it is your job to learn more about it and try to stop it.



Where is the general headed?

Unstable Moon



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Unstable Moon

An alien spacecraft attacks the enemy ship as it arrives at the new planet. In order to escape, the enemies must drop off the cargo container you are in at their science facility and take off. You are now on your own.



The general drops you off on this moon while he escapes in the spacecraft.

NOTE

You will find very little ammo for your pistol on this moon, especially at the start of the level; however, there's a good deal of shotgun and Mecha Gun ammo. Take advantage of the situation by relying primarily on these two weapons.



The Landing Area

1 As the level starts, you look out the open end of the cargo container to see a brawl between a raptor and some Rustbot Drones. Let them fight it out. The Rustbot Drones eventually win. Before they begin firing at you, take them out.



Fire at the Rustbot Drones.



Another Rustbot Drone awaits above.

2 Be careful as you walk out of the container. Another Rustbot Drone lurks to your left on the upper level of the building. Drop it and continue.

3 The area is now clear. Look around for some supplies. To the left of the container is a med kit. Straight ahead out the container door is a shotgun and a couple of boxes of shotgun shells.

4 Once you are ready, head into the building through the lighted entry under the blinking green lights. Follow the passage around to a ladder.



Now to enter the facility.



These Rustbot Drones can really hurt you.

5 Climb the ladder and turn around. You'll see a distressed scientist on top of a crate asking for your help in eliminating two Rustbot Drone. Fire at them and strafe back and forth to avoid their energy pulses. When you've destroyed them, the scientist will open a crate releasing a Beak. Blast it and head into the crate it came out of. The right wall of the crate is damaged. Shoot it or hit it with your knife to break through, and proceed into the next area. There are several Rustbot Drones in this area, so take cover and use the Charge mode on your laser pistol.

6 A couple of openings in the platform lead to a lower level. Watch out for an Rustbot Drone. Quickly take it out and then walk around to the larger opening on the left side.

7 Drop down onto a crate near an armored vest. Grab it and then jump down to the floor.

8 Move through the area, past a couple of dead Xenomes, and then head to a hole down to a lower level with "Caution" stenciled above it.



Drop through this hatch.

9 Jump down to a grate. Position yourself above a med kit, then use your knife to break through the grate. You fall on top of a crate and heal yourself.

10 Jump down to the floor and listen to what the dying scientist has to say.

11 Walk toward the blue lights at the end of the hall. Along the way, pick up a couple of med kits and three Mecha Gun clips. At the end of the hall and to the right is a glowing red light.

12 Here the Mainframe introduces itself to you and informs you of your imminent doom. A door opens and reveals two Rustbot Drones. Strafe while using the wall for cover to dispatch them.



The Mainframe releases these two Rustbot Drones.

13 Once the Rustbot Drones are dead, walk past them and head to the left to another landing platform. Down below are a couple of burning tents. A Rustbit Drone is sawing up a scientist. Neutralize the beast and then drop onto a green container, then onto the ground.

14 You find some med kits and ammo for the Mecha Gun by one of the tents. As you approach a monitor, you receive a message from the general informing the science station that his ship must go in for repairs and will not be able to return. He orders the scientists to escape the moon however they can. Afterward, the Mainframe taunts you again.



The general orders an evacuation.

15 Once you have all the supplies you can carry, move toward the passageway by the red and green lights. Off to the left, a container has opened. A Beak waits inside. Take it out from a distance before it can charge at you. Then enter the building through a door.

Into the Science Station

The general ordered an evacuation, which makes you think the Xenomes have taken over the science station. There must be some way off of this moon, but you have to find it.

1 You enter a room to find a scientist who asks for your help. Stay back because the red Kata space anchor he is standing under is about to explode, killing him. After it does, the Mainframe opens a large sliding door, releasing a couple of Rustbit Drones.



Stay back from this scientist.



Go through the door on the left.

2 Advance through the opened door and down a hallway. At the end is a room full of glowing red containers and a Rustbit Drone. Continue through a door on the left and down a passageway that leads to a crater. If you did not kill the Rustbit Drone earlier, it will have withdrawn to this area.

3 Go through the door with a red switch on the opposite side of the crater. Press the Use key to operate the switch that opens the door.

4 Follow another corridor to a large room with a device firing three green beams. Pick up some shotgun shells on the floor. If you look down the hole in the room's center, you can see a Xenome in a control room. You can't get through the hole because of a force field.



You must destroy this device.

5 Stand back from the beams and fire at the disk upon which the three beams are focusing. This causes the device to explode and crash down, taking out the force field and the Xenome below. Drop down through the hole.

6 You are in a damaged control room. Pick up a med kit and head down the hallway.

7 Take a right at the end and climb up a ladder. Halfway up the ladder, a med kit sits on a ledge off to the right. The ladder leads to an upper level of the room where you destroyed the beam device.

8 Take a right and follow the walkway up.

9 Go through a door into a room with a paranoid scientist. Be cautious. A door opens in one of the walls, releasing a couple of Beaks and a Hiveback Critter. Take them all out and head into the room from which they came.



Turning this wheel opens a hatch.



These Hiveback Critters are dangerous.

10 Inside is a locked weapons locker. Shoot the lock and pick up ammo for the shotgun and Mecha Gun.

11 To the left of the locker is a red wheel. Turn it by pressing the Use key, then climb the nearby ladder. The wheel opens a hatch at the top of the ladder.

12 A Beak waits for you at the top. Take it out before getting off the ladder, then turn to the left and neutralize a Hiveback Critter.

13 Follow the elevated walkway around the room to a passageway. It leads back to the device area, but you are now on a higher level. Head along the pathway to the next passage into the building. Along the red-lighted passage, a Beak lurks.

14 At the end of the passage, debris blocks your way. Climb to the top of the pile and clear a path using your knife. Drop down to the other side and head through a door on your right.

15 You enter an open area where a scientist with his back to you states he just finished developing a Polaris Blade. However, when he turns around and recognizes you as a gunman, he refuses to give it to you. If you want it now, kill the scientist and take the Polaris Blade and some ammo for it. To the left is a tent containing some med kits and more ammo for the Polaris Blade.



The scientist doesn't want to give you the Polaris Blade.



This Hiveback Critter waits to ambush you.

16 Proceed right around the green containers until you locate a passageway.

17 As you advance down the passageway, you come across a med station. Restore your health and continue on. Find some ammo for the Polaris Blade near some crates below the med station. One box is on the floor and another is on top of the crates.

18 To the left of these crates, a Hiveback Critter waits to fire at you. Take it out.

19 As you pass by the Hiveback Critter's body, you hear several Xenomes fighting around the corner to the right. Hang back and let the Xenomes fight it out. There are a couple of Rustbot Drones, a couple of Beaks, and a Hiveback Critter. If you are lucky, all but a few will be killed. When the fighting appears to have ceased, go in and finish them off.



Let this fight continue.

20 As you go through the combat area, pick up some Polaris Blade and shotgun ammo as well as a med kit. At the end of the area is another hallway. Take it to a bridge. An Rustbot Drone from the battle may have escaped to this bridge, so use caution.



Traverse this bridge to the next part of the installation.



The Tube Launcher projectiles have a limited seeking ability.

21 Cross over the bridge and enter the passageway, which leads to a walkway. Follow this walkway to an open area. Below are two Tube Launchers. Use the wall for cover. Strafe out to the left and then back behind the wall. Repeat this tactic until both of the Tube Launchers are dead.

22 Head down to the yellow door in the lower area. Hit the red switch and enter yet another passageway. At the end, a dying technician tells you that not even the Polaris Blade will make a dent in "it."

23 He then opens a door, revealing a large room where several Beaks are being killed by an aerial drone. Pick up the Polaris Blade and ammo.



You cannot destroy the aerial drone, only dodge its fire.



Pressing the red switch opens a door at the other end of this area so you can get away from the aerial drone.

24 You can't damage the aerial drone, so don't try. It fires seeking blasts at you (they're purple), so move quickly to dodge them. Run down the ramp to a lower room in the center of the area. You are safe down here.

25 Press the red switch to open a large door on the opposite end of the area. Run for the door and head right once you're inside.

26 You come across a couple of Rustbot Drones in the hallway. Off to the left, several Xenomes are fighting in a room. You can see them through a window.

27 Open the door on the left and finish them off, or shoot out the window and fire through the opening.

28 Another door opens to the left of the one you came through, revealing two Rustbit Drone. After finishing them off, use the med station and pick up ammo for the Polaris Blade and the shotgun, as well as some rocket grenades.



These Rustbit Drones are hiding by a med station.



Pull this lever.

29 Return to the previous room and walk over to a red console. Pull on the lever with the Use key. A ramp lowers, allowing you access to the upper levels.



Fire this laser cannon at the Rustbit

30 Take the ramp up to a passageway that leads to a door on the right. Open it and enter a large area. Take the walkway around to a laser cannon.

31 Press the Use key to take control of the cannon and fire at the four Rustbit Drones on the walkway across the open area.

32 Once the Rustbit Drones are dead, follow the walkway around to a passageway. In one of the corners along the walkway is a med station. If you did not get all of the Rustbit Drones, some may have retreated to the passageway.

33 On the right side at the end is an opening leading to a room with five Beaks. Without letting them see you, throw a grenade so it bounces off a side of the opening. Hopefully this will take out a few Beaks. Switch to the shotgun and back away in case they come after you. If they don't go to the opening, enter the area and finish them off.



Bounce a grenade off the left side of the opening to take out a group of Beaks in the next room.



A Tube Launcher guards the weapons lock-

34 When they are all dead, enter the room and pick up some ammo for the Mecha Gun. On the right side of the room is a door. Hit the red switch to open it.

35 Enter the passageway and follow it around and then down a ramp. At the bottom is a Tube Launcher. Kill it, then break into the weapons locker to find Mecha Gun ammo, armor, and a med kit.

36 To the right of the locker, a ramp leads down to a hole. Use the ladder to descend to a lower level.

37 Here you must cross an open area while an aerial drone fires down at you with the seeking blasts. Run straight ahead to the covered area, where you will be safe for a moment.



Another aerial drone. Just run and dodge so it doesn't kill you.

38 Take the passage to the left and follow it uphill to another covered area, where you discover a dead scientist and a med kit.

39 Continue to the open area. Wait for the spacecraft to fly away, then run toward the ramp in the center.



Turn right at the ramp and take the path to the right when you come to the wall.

40 Once you get there, turn right and head for a narrow covered area that circles back toward where you were, but on a higher level. Keep going until you get to a building. To the right of the entrance is some pistol ammo.

Destroy the Plasma Cores

1 As you enter the building, the Mainframe mentions something about a plasma core. As the passageway turns to the right, take out an Rustbot Drone.

2 On the right side a weapons locker holds a Mecha Gun and five clips of ammo, rocket grenades, and Polaris Blade ammo.

3 Once you are restocked, turn around and face the green plasma core. Fire at it to destroy it. When it is smoking rubble, the Mainframe mentions that there are only two plasma cores available. Now you have to find and destroy them as well.



The first plasma core.



Mop up the remaining creatures after the battle.

4 Hit the red switch to open the orange-lighted door and continue into the next room.

5 A door on the left opens, revealing a Rustbit Drone. Kill it.

6 In the next room, several Xenomes and Drones are fighting. Hang back as several Beaks battle a couple of Rustbot Drones, then take out the survivors.

7 Along the right wall is a weapons locker containing ammo for the pistol, shotgun, and Mecha Gun, as well as a shotgun and two rocket grenades.

8 Another passageway leads to the other side of the room. Pick up a med kit and some more shotgun shells on your way into the next room.

9 On the left side of the room, a Beak is trapped in an X door. Shoot the Beak to activate a laser.

10 Coax the Beaks in the other room toward you by shooting at them. They charge at you, running into the laser beam, which destroys them. Continue this until the other room is empty.



The green lasers destroy the Beaks as they come toward you.



The second plasma core.

11 Turn around and shoot the second plasma core. Only one plasma core to go.

12 Head up the ramp by the core and follow the passageway around to another large room. Take out the Rustbit Drone running around here, then continue.

13 Walk forward and take a right, then a left up a ramp. At the top is an Rustbot Drone. After wasting the creature, take a right at the top of the ramp to discover the third plasma core.



Head up the ramp on the right side of the center console.



You have deactivated all three plasma cores.

14 Before deactivating the plasma core, walk past it and to the right until you reach a door. Go through it; on the left is a med station. Heal yourself, then return to the plasma core.

15 Take a step back and fire a round into the third and final plasma core. Then retreat back to the room with the laser. When you arrive, you see that the laser is deactivated.

16 Proceed into the room where all the Beaks were. Be alert to any survivors that may be hiding.

17 Now take a right through the red-lighted area. Watch out for falling debris. Jump over debris and follow the passage around until you come to a white-lighted area.

18 Continue through the passage, head up a ramp, and keep going. You come to a large room with three chambers.

19 Once you enter the room, a laser barrier goes up behind you. Don't back up or it will damage you. A Rustbit Drone appears in the middle chamber, and a Rustbot Drone in the right chamber. Take them both out, then press the switch in the right chamber to activate a teleportation device.



Take out the creatures as they appear in the chambers.



An Rustbot Drone lies in wait around the corner to the left.

20 The teleportation device sends you to a cramped science lab. Follow the adjoining passageway. You come to a room where several Xenomes and Drones are fighting each other. Wait until the Rustbit Drone at the far end stops firing before you enter.

21 An Rustbot Drone hides around the corner to the left. Take it out, followed by the Rustbit Drone at the opposite end of the room. Pick up a shotgun and some ammo, then climb up the ladder to the upper level. The Rustbit Drone should have cleared out the two Xenomes and drones on the upper level, but be careful all the same.



Crawl through the hole.

22 At the top of the ladder, locate a small hole in the wall under the word “Caution.” Crawl through the hole and take the tunnel to an area overlooking a control room.

In the Middle of a War

1 Down below, a technician and the Mainframe are arguing over whose creatures are superior. Then the Mainframe's drones kill the technician. Before you have time to think this over, you are detected. Run to the opposite side of the area before the roof falls down.



The technician and the Mainframe argue.

NOTE

You now know why some of the creatures were fighting each other. The bandit had been working on creating new biological creatures called Xenomes. Simultaneously, the Mainframe had developed a series of combat drones. The two factions are now fighting for control of the moon—and you are stuck right in the middle of it. Unfortunately, neither side wants to ally with you, so prepare to be attacked on all fronts. You can use this war to your advantage. Whenever you enter an area with Xenomes and drones, let them fight it out first. Once the fighting stops, step in and mop up any survivors.



2 Take out the drones below and then descend the pipe. The room behind the glass window contains some pistol ammo. Load up, then head back in the opposite direction to a passageway.



Take out the drones below.



The crate creates a gap in the laser barrier.

3 Before you can enter, a laser barrier blocks your way. A Tube Launcher waits beyond the barrier, firing at you. Take it out.

4 Go back and push the silver crate over to the barrier. If you push in along the left side of the barrier, where the laser beams originate, you will create a hole in the barrier on the right side—you can crawl through it.

5 Once past the barrier, head up a series of stairs to a large room. The Mainframe knows you are in the room but cannot see you. It begins firing red arcs of electricity. While dodging the electricity, locate a weapons locker on one side with Mecha Gun ammo and some rocket grenades inside.

6 The Mainframe blasts a hole in the floor along one wall, allowing you to climb down a ladder. As you descend, pick up a med kit on a ledge.



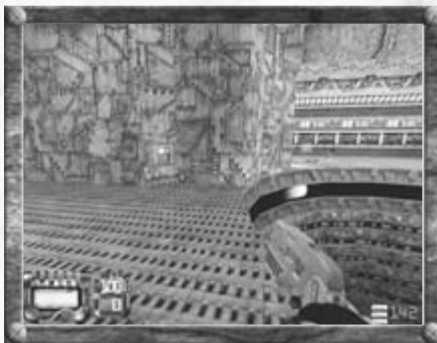
The Mainframe blasts a way out of this room for you.

7 The ladder ends and you must drop a short distance to the bottom. Crawl to another opening in the floor and drop down to the passage below. Ignore the door on the side and head down the passage in the opposite direction. Crouch Jump over the blue energy beam that blocks your path. You'll still take some damage, but you'll take less than you would while running through it. Continue down the passageway.

8 You come to a door with a red switch. Press the switch to open the door and enter a tunnel. Turn around and press the green switch. Then head to the opposite door and hit the red switch to open the door. Step through the door and proceed to a green lit room.



Head toward the Reserve Power Generator.



Hit this green switch to activate the platform.

9 A couple of Rustbot Drones are fighting Hiveback Critters. Let them fight for a while, then move in and finish them off.

10 At the other end of the room, press a green switch to move a platform into position. Walk onto the platform. When you get to the middle, it rotates and allows you access to the other side.



Break through the instrument panel.

11 Walk around to a damaged part of the instrument panel and break it open with the knife. Enter the room beyond and climb up the ladder.

12 Climb to the top and jump off to the right. Take the passageway forward to a med station and a weapons locker containing Mecha Gun clips and a Polaris Blade.



Load up on ammo and heal yourself here.
You will need strength and ammo for the next challenge.

13 Once healed and reloaded, continue on to the hatch at the end of the passageway. Open it and proceed into the next room,

14 Turn left and take the ladder down. Save the game here. Pull out your Mecha Gun and get it ready to fire rapid auto.

15 As you approach the bottom, the ladder falls away, dropping you to the ground below. A bigdrone comes after you.

16 Quickly circle-strafe to the right to avoid the rockets, keeping your aiming reticle on the bigdrone.



Strafe to the right while firing.



Back away from the bigdrone and keep firing. Don't worry if your Mecha Gun overheats and malfunctions.

17 Once you are facing the ladder and have cleared the wall behind you, back up as you strafe to avoid the rockets and put more distance between you and the big drone.

18 Keep firing the gun. It may overheat, causing it to fire uncontrollably for a while, but you will kill the bigdrone. Watch out for a final volley of rockets as it explodes.

The Shield Tower

1 Once the bigdrone is history, climb up the ramp to the Shield Tower. Enter the door and push the button. This elevator takes you to the top of the tower.



Up into the Shield Tower.



Clear out this room.

2 The elevator door opens to a larger room. Face left and right-strafe out of the elevator to take out the first Rustbit Drone.

3 Keep strafing and turning left to take out a couple of Rustbot Drones and two more Rustbit Drones.

4 Climb up a short ladder onto a platform to pick up a rocket grenade and some med kits. There are more med kits and ammo in the low alcove at the back of the room.



Get some ammo and med kits in this alcove.



Make your way around the top of the tower.

5 When you are ready, head to the door opposite the elevator and open it by pressing the red button.

6 Inside is a Rustbit Drone. Kill it and then head through the tunnel to take on an Rustbot Drone, followed by a Rustbit Drone and another Rustbot Drone.



This switch shuts off the Meteor Shield.

7 The Mainframe warns you not to interfere with the drones, but keep going. Continue all the way to the end of the walkway at a console. Flip the red switch to shut down the Meteor Shield.

8 By shutting down the shield, you allow a meteor shower to hit the area, including the tower you are in. As the tower takes damage, you fall into a cavern and are knocked unconscious.



You fall to the ground below.

In the Cavern

Because you have taken out the Meteor Shield, meteors can now rain down on the moon, causing damage and destruction everywhere. As you continue, especially through open areas, watch out for falling meteors. You are still looking for a way off of this moon.

1 You awake three hours later on a ledge. Turn left and go down the ledges to the sandy area. Pick up some ammo near the destroyed Rustbit Drone. You'll also find a Polaris Blade and ammo near the dead scientist.

2 Continue through the cavern until you come to a fork. Three Beaks charge you from the left room. After taking all of them out, pick up the shotgun ammo in the room and head up through the cavern.



Take out a small group of Beaks.

3 When you reach the next room, you have to take out a lot of Beaks as well as the creature that produces them. The Mecha Gun works well for this.



This breeder will keep dropping Beaks until you destroy it.

4 Once the large creature is dead, continue past it and through the cavern. Watch out for a couple more Beaks.

5 You come across a fork. One tunnel leads down to the right, the other goes up to the left.

6 The right path takes you down to the canyon floor, where you can pick up some pistol ammo and a couple of med kits. However, watch for falling meteors while trying to get it.

7 Retrace your steps back to the fork and take the other tunnel leading up.

8 As you enter this tunnel, take out a Tube Launcher to the left.



Make a long shot at this Tube Launcher.

9 Continue and take out a Beak, followed by another Tube Launcher hiding off to the right. Pick up some Polaris ammo by the dead Tube Launcher, then continue up the tunnel.

10 As you exit the tunnel, kill a third Tube Launcher across the canyon and above you. There are two med kits to your immediate right.



A grenade is the easiest way to take out the Hiveback Critter at the bottom.

11 Down to the left, a Hiveback Critter fires at you. Set a grenade for cluster and throw it down at the Hiveback Critter. Watch out for its projectiles.

12 With the area clear, head right along the narrow ledge.

13 As you advance, the large pipe below you is hit by a meteor. Drop down onto the pipe.

14 Line yourself up with the other pipe piece and run so you drop right into the pipe. Watch out for Hiveback Critters below you.



Run and drop down into the broken pipe.

15 Follow the pipe to the end. Eventually the floor breaks away, dropping you into a tunnel that leads to a room. Watch out for the Hiveback Maggots that inhabit this large pipe. Eventually another meteor will sever the pipe, forcing you to jump another gap. Make this jump count because there's lava below. Eventually the floor breaks away, dropping you into a tunnel that leads to a room.

16 The room contains a couple of Beaks and a couple of Rustbit Drones. Let them fight it out before you enter. The Beaks usually win, so just go in and destroy them after the fighting stops.



You have to climb ladders and jump across to ledges to get through this area.

17 Climb the ladder and take the ledge around to the right. Run and drop off the ledge so you land on the ledge across the room. Don't jump, or you will hit the light and drop to the floor below. On the lower ledge, pick up some shotgun shells and two med kits. Climb another ladder to the room at the top.

18 The Mainframe speaks to you again. One passageway is blocked by a force field, so go in the other direction.

19 In the room around the corner to the right are several drones. After taking out the Rustbit Drone, drop back behind the wall for cover.

20 A group of Beaks attack the drones. Wait for the fighting to stop, then enter the room and mop up the survivors. At the left side of the room is a weapons locker with ammo for the Mecha Gun, shotgun, and pistol.



The Beaks usually win this battle.



This red button lowers a force field.

21 Continue through the hole in the wall, careful to pick up the rocket grenades on your way.

22 Press the Forcefield Control button.

23 As soon as you do, two Rustbit Drones to the right are released. Strafe back and forth to dodge their projectiles while shooting at them.

24 Once they are dead, head to the room where they were. Use your knife to break out the grate on the floor.

25 Drop down into the red-lighted room below. Approach the door and it opens automatically. Go through it.

26 In the room to the left, there are three Rustbit Drones. Set a grenade for cluster and get it ready to throw. Strafe to the right just enough so you have a space between the bulkhead and the crates in the center. Aim carefully so the grenade doesn't bounce back at you, then throw.



Aim between the bulkhead and the crates before tossing the grenade.

- 27** This takes care of two of the Rustbit Drones on the left. Use a gun for the one on the right.
- 28** Continue forward and take out another Rustbit Drone and a Rustbot Drone who are occupied by a Beak behind a door. This area has a few explosive missile crates, so use them to your advantage. There is also a damaged wall, concealing ammo, just to the right of where you came in. Once the room is clear, look for a med station along one of the walls and heal yourself before proceeding.
- 29** Go to the green-lighted door by the dead Rustbot Drone; it opens automatically. There are three Beaks in the tunnel, so enter with caution.



Break through this grate.

- 30** Continue to the diamond-shaped door; it opens. In the next room is a med station. Head up the stairs and pick up some Mecha Gun ammo near the dead scientist.
- 31** Then walk over to the damaged grate under the Caution sign. Break it open with your knife.

- 32** Enter the duct and follow it until you reach a ladder.
- 33** Climb to the top and continue to follow the duct to a room with a scientist. He tells you not to open the door until "it" is gone. Pick up some ammo and grenades as well as some body armor behind the ladder.
- 34** Press the red switch next to the entrance to the room to open the hatch above.



Back on the Surface



- 1** Climb the ladder as fast as you can, turn left, and run to another ladder.

- 2** Take it to a ledge and follow it around to a small red-lighted room on the right where you will be safe from the battle above.
- 3** From the cover of the room, you can take out a Rustbot Drone and any other drones that fire at you from across the way. Once you take out the drones firing down on you, and the aerial drone is out of sight, make a break for the switch on the far side labeled, "Fill Plasma Chamber." Activate the switch and run back to the room for cover.

- 4** Wait in the room for the aerial drone to return and leave again. Once it's gone head over to the control panel labeled "Open Plasma Chamber." Don't hit the switch just yet, wait till the aerial drone returns and is just over the Plasma Chamber—in the center. When the aerial drone is in place, activate the switch. The aerial drone will take a critical hit and crash into a nearby bulkhead, creating a new entrance for you. Take some time to find several med kits scattered around, and proceed through the new opening.
- 5** Inside the damaged room you'll find two crates and a round hatch leading to a lower level. Break open the crates to reveal two med kits. Proceed through the hatch.
- 6** Advance through the tunnel to a grate. Break it open with your knife.



Jump across the lava to the walkway on the other side.

- 7** Drop down to the meteor-stricken crater below. Head to the left and approach a walkway. As you near, the floor falls into a lava pit.
- 8** Work around to the pit's left side until you can jump to a platform on the other side. Follow the maintenance passageway, picking up some Polaris Blade ammo along the way.

- 9** In the next room, a meteor crashes through the ceiling and breaks a hole in the floor. Shoot the Rustbit Drone below, then drop through the hole.
- 10** Advance through the damaged grate to the red-lighted tunnel. Operate the door switch on the right and go through the door. Continue through the next door. You must jump across some lava onto a ladder.
- 11** Climb up into the room above, turn around, and wait for an Rustbot Drone to come into the room. Kill it and then head to where it came from.
- 12** The passageway in front of you was destroyed, so break out the windows to your right with the knife.
- 13** Crouch-jump through them. The floor ahead drops into lava, so walk around it to the force field door. Press the switch to lower the field and continue.

14 Take the passageway around. There is a bigdrone across the large room. However, a door closes between it and you so you don't have to worry about it now.

15 Turn right and follow the walkway to a room where a laser fires down into a sunken room. The laser is destroying equipment below. When it stops, drop a grenade or two below to take out the Beaks.



Drop a grenade on the Beaks.



The laser cuts a hole in the door.

16 Drop down onto the tall computer below so you don't take damage.

17 Then jump down straight ahead so you end up by the door on the left. Step back, and the laser cuts through it for you.

18 Go through it and turn left. Take out the Rustbit Drone and pick up the Mecha Gun and ammo at the far end of the area. Since there is nowhere else to go, drop down through the break in the floor to the level below.

19 There are a couple of Rustbit Drones in this crawlspace; take them out before proceeding along the pipes. Climb the short ladder to the top of the pipes, then duck and crawl along the pipes to a blue-lighted tunnel.

20 When you come to a room, drop to the floor below. The platform holds body armor and some ammo. Grab it, then climb the ladder.

21 At the top, take out a Rustbit Drone. Then turn to the right and climb another ladder up.

22 Splat a Tube Launcher at the top and proceed to the weapons locker to find more body armor and ammo. There is also a med station behind you—on the other side of the ladder shaft.

23 Take out a Tube Launcher across the way, hiding behind a column. Proceed past it and into another passageway. Go through two doors to a large open area.

24 You see a giant Tube Launcher. It can fire several projectiles at once. Plus, it pulls Tube Launchers out of the pipes.



This giant Tube Launcher is dangerous unless you approach it with the correct tactics.



Keep shooting the giant in the head until it leaves.

25 The key to getting through this area is to quickly run to the right of the giant Tube Launcher.

26 By this time, it should have pulled out only one Tube Launcher. Take that one out and then begin hammering the giant in the head with the shotgun set for four shells.

27 After a bit, the creature gets tired of being hammered, so it leaves. Search the area for ammo, med kits, and body armor. Once you are ready, head to the blue-lighted passageway.

28 Down the passageway, you find an Rustbot Drone and a weapons locker with more ammo and a med kit.

29 As you advance to the next open area, grab some pistol ammo and med kits. Take out the Rustbot Drone in the center of the room.

30 A bigdrone is also in the area. Instead of fighting it, drop down to the ground below and run toward the right.



You will take more damage fighting this bigdrone than you will just running away.

31 A ladder drops down. Climb it and then run through the passageway to the left. If you move fast, you should only take a little damage.

32 The passageway leads to a room with a med station. Use it if needed, then go over to the red switch on the left wall. Flip the switch, then turn around and run for the circular elevator as it descends.

33 Follow the corridor around. Off to the right below you, several creatures are fighting. Let them fight, then take out any survivors. On the left is a weapons locker with ammo.

34 Drop to the floor below. On the right is a tunnel. Crouch-jump into it and take it to a small room. Grab the ammo, then crawl through a small crack to the right.



Crawl through this tunnel.



The bigdrone defeats the giant Tube Launcher.

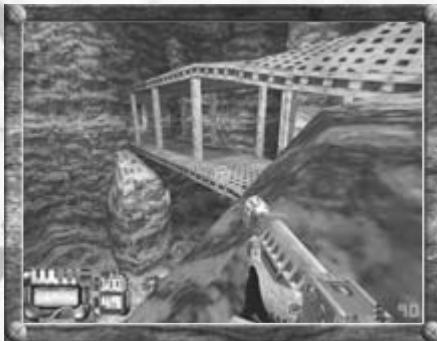
35 You emerge in a large open area. To the left, a bigdrone is taking on the giant Tube Launcher. The bigdrone wins and then comes after you.

36 Circle-strafe around the rock in the center as you hammer the bigdrone with the Mecha Gun.



Circle-strafe while firing to defeat this big drone.

37 Once it is dead, take a ramp up the side wall. Follow a narrow ledge around. You have to jump over some areas. If you fall, you have to start over from the bottom.



Jump across onto this catwalk.

38 The ledge leads to a small cave. Enter it and follow it to an opening. Two Beaks come toward you. A stone column falls and usually kills them both. However, have a gun ready just in case.

39 Climb up on the column and then jump onto the catwalk. Proceed to the door on the left. Follow the tunnel around to a room with a med station.

40 Climb the ladder to the top of the pipe. Take it to the end and break through a grate with your knife. Crawl through a tunnel to a grate in the floor. Break it and drop to the ground below.

41 When you go back outside, you witness a giant meteor crashing into the moon. You take some damage because of the blast. After killing a few Hiveback Maggots, search for ammo. The blast also knocks down a door, allowing you to return to the med station for healing.



A giant meteor crashes into the moon.

Destroy the Orbital Anchors

1 Crouch through the twisted metal door and grab some body armor inside. There is also another med station here. Exit and head to the lighted passageway in the far corner of the large open area.



This passageway leads to the orbital anchors.

- 2** Inside, you come to a fork. Take the right passage and stay to the right as you continue around to a room with a damaged train.
- 3** Destroy the Hiveback Critter at the far end of the room before it begins spitting at you. Now search the room for ammo. There is a lot of Mecha Gun ammo here, so fill up.
- 4** Retrace your steps back to the first fork and take the other passageway.
- 5** It leads to a room with a couple of Hiveback Critters. A train passes by overhead. After eliminating the Hiveback Critters, cross to the opposite side of the room and climb up the ladder into the ductwork.

NOTE

A passageway leads off from the right side of this open area. There are only Xenomes in this area—no ammo or any reason to go in except to waste ammo. Therefore, skip it and head to the ladder.



- 6** The ducts lead to another ladder. Climb it and, while crouching, get off the ladder and into another duct system that leads to another open area.
- 7** Proceed carefully along the ledge on the right side of the stone wall. Head toward a small dark cave. Crouch and crawl in.



You can't get past this barrier—yet.

- 8** Drop to the bottom and take out a grate with the knife. Drop down again and follow the passage. Stop at the weapons locker to pick up some more Mecha Gun ammo. Continue down the passageway.
- 9** You come to a red energy beam blocking your path. Turn to the right and look for Tube Launcher. They are around the far side on the ledges. Eliminate them.

- 10** Then take care of the Beaks. Try to lure them toward the ladder and then drop a grenade on the group. Or you can just shoot at them. Neutralize as many as you can before descending the ladder.
- 11** At the bottom, mop up any remaining Xenomes. Then crawl into the tunnel under the cylindrical structure to the right.
- 12** When you come to a sign warning of low gravity, break through the grate above.
- 13** Watch out for the sweeping arm. If it hits you, it will hurt. Once it passes, jump up and run to the side of the structure where the scientist is. He has scrambled the tumblers that you need to open to overload the anchor.
- 14** To deactivate the space anchor you must configure two sets of tumblers—one on each side of the room. Due to the low gravity you can jump extremely high. Use this jumping ability to reach the high ladders leading to each platform.



Use the switches to manipulate the tumblers.

- 15** The tumbler switches are set so the red energy beam is blocked by a set of metal blocks. Use the five switches to configure the tumblers so the energy beam can reach the octagonal structure in the center of the anchor. Once you complete this task, go to the other set of switches and do the same.
- 16** Once both sets of tumbler switches are configured, the large rotating arm will stop. Sometimes the arm will stop over on escape shaft. Don't worry there are two shafts and they both lead to the same place.

- 17** Drop to the floor and proceed through one of the two shafts; they both lead to the same place. Find the two med kits in the shaft and work your way back out to the large open area.
- 18** The large anchor on the opposite side of the room malfunctions and shuts down the red energy beam blocking your path. Before heading for the tall ladder, take out any Xenomes that might be waiting to ambush you. Once this area is clear, climb the ladder and proceed down the corridor.
- 19** As you advance down the corridor, the floor in front of you caves into the lava, and a hole opens in the wall behind you.
- 20** Walk through the hole and enter a cavern. Off to the right side you find some ammo for the Polaris Blade.



Blast at the tower.

21 Continue out into the open area, where you will see the dying giant Tube Launcher. Shoot at it to make it fall into the lava below.

22 Carefully hug the wall to the right as you advance along a narrow ledge. Pass by the first grate and shoot at the tower on the pillar in the middle of the lava.

23 This allows you to break through the second grate with the knife. Jump into the duct and follow it to a heavily damaged room. Pick up some ammo and med kits from the weapons locker as well as another med kit on the other side of the room.

24 Work your way through the rubble to get to an open area where a battle between Xenomes and drones is raging. Hang back for a bit, then enter and finish off the survivors.

25 Continue to the middle of the area, then turn right and crouch-jump onto the fallen pillar that forms a ramp to the upper level.

26 Take a right at the top and then go left into the building. A Tube Launcher waits to ambush you, so take it out first.

27 Follow the passageway. A Hiveback Critter is near the dangling cables, so be ready. Keep going to the next open area. There is a Tube Launcher to the left. Eliminate it before it begins firing.

28 Walk along the ledge to the left. As you do, you overhear the Mainframe ordering the drones to prepare for evacuation. When you come to a chunk out of the ledge, drop down.

29 Continue to an alcove holding some shotgun shells. Backtrack and take out a Tube Launcher. Follow the ledge right to a passageway with another Tube Launcher. Drop it, then enter the passageway.

30 Continue down the passageway. Pick up some med kits along the way if needed. Take a left and drop through the floor to the green room below.

An Unexpected Alliance

1 Once you are inside the green room, the Mainframe informs you the moon is about to fall out of orbit. It proposes a truce: If you will carry the Mainframe core with you, an aerial drone will carry you safely off the moon. From now on, the drones will fight with you against the Xenomes.



The Mainframe proposes a truce for mutual assistance.

2 After the Mainframe finishes speaking, a door opens. Go through it and take the passage to several med kits and a Rustbit Drone. Don't worry; it will not attack you.

3 Continue to another open area and take the ledge on the right. At the end, look down and try to drop onto a pillar with a black circle on it to minimize the damage from the fall.

4 At the bottom, Rustbit Drones assist you in killing a couple of Hiveback Critters.

5 Cross the open area to the ladder. Climb it to the ledge. Advance to a red-lighted shaft heading down. Climb down this ladder.



Destroy the Emperor Xenomes.

6 At the bottom, crouch into the duct and follow it to another ladder. Descend to the bottom and break through a grate. Drop down into the blue-lighted computer room. The Mainframe advises you it has lost contact with two of its drones in this area and is detecting unusual movement.

7 At the bottom are three Emperor Xenomes. They are transparent until they attack you. Take all of them out and pick up some ammo and a med kit.

8 To open the door to the left, approach the red wheel on the wall and turn it by pressing the Use key. Run through the door. As soon as you let go of the wheel, the door starts to close, so hurry.

9 Head down the passageway. It is blocked after a turn to the left, so break out the fractured glass behind you and take a tunnel to another barrier. Break it and enter the next passageway.

- 10** Head to the right toward a security door. The Mainframe informs you that this door must be sealed.
- 11** Pull out the knife and break up the three rocks jammed in the door. Turn around and advance to the now open door at the opposite end of the passageway.
- 12** Pass by the Rustbit Drone and use the red switch to open the next door. Continue forward to the grate.
- 13** Before breaking through the grate, turn around and take out a few Tube Launcher above you.
- 14** Jump up into the duct behind the grate. The Mainframe informs you all passageways have been sealed, including the one you just entered, so no more Xenomes can get in. Ignore the duct to the left and keep going.
- 15** The duct breaks away beneath you, dropping you into a room with a Tube Launcher and several Emperor Xenomes. Take them all out.
- 16** Next, head down a corridor. Part of the floor and wall are blown away. Jump through the hole in the wall across to a walkway. Turn right and climb up the ladder.
- 17** Enter a duct and follow it around to a med station, a Polaris Blade, and ammo. Backtrack to the circular hatch and break through it with the knife. Drop through to the corridor below.



Cross to the opposite side of this room.

- 18** A Rustbit Drone is taking out a Tube Launcher here. Follow the corridor and take out any remaining Xenomes. Advance through the broken door and continue down another corridor.
- 19** Go through an opening on your right and continue to a room with several drones. Head to the right side of the room and follow the passageway beyond. At the fork, open the undamaged door on the right.
- 20** Go through the door and help a Rustbit Drone take out a Beak. Continue to the next room with a laser barrier.
- 21** Wait for the Rustbot Drone to deactivate the security laser .
- 22** Once the laser is down, proceed through the next passageway to a section with a damaged walkway. Advance along the sides of the hall, ducking to avoid the blue electrical charges.
- 23** Keep going until you reach the final security door. The Mainframe tells you the area beyond the door is free from Xenome threats. Don't count on it.



Pick up the core module.

- 23** To open the escape hatch, plug the core module into the circular outlet by using the Fire button. A hatch opens in the floor to your left. Activate a weapon and then climb down the ladder to the bottom.

24 Head through the door, past the Rustbit Drones. Immediately turn around and help the drones take out some Emperor Xenomes. Then continue through the passageway to the next room.

25 Take the first left into the red-lighted nook. Climb the ladder into the computer core room. The Mainframe downloads itself into the core module. Pick up the module.

To the Aerial Drone

- 1** Smash the grate to your right to enter a room with a movable crate. Push it next to the taller crate and climb up them to the next passageway. Take the first right, following the signs to the escape pods.



Use the missile crate to blast through the closed door.

2 Cross straight through a lava-filled room. A missile crate blocks the door at the other end. Step back and fire at it. It explodes, creating a hole in the door. Climb through the hole.

- 3** Follow this passageway to a room. Continue past a ladder on the left into the next white-lighted corridor.

- 4** At the T intersection, take a right and pick up some ammo along the way.



Flip both switches.

- 5** Flip the switches labeled “Exit A” and “Exit B.” Jump up to the nearby ladder and take it into a small room with med kits and shotgun shells.
- 6** Go back down the ladder and backtrack to the other ladder you passed earlier. Climb it.
- 7** At the top and to the right is a Hiveback Critter. Continue past the dead creature to a med station and then on to a larger room stacked with crates.
- 8** Jump up the first set of crates on the left side. Wait for the room to stop shaking, then jump across to the crates on the other side.
- 9** Climb the crates and then jump to the ladder in the center of the room. At the top, go through the passageway.
- 10** Continue until you are attacked by several Beaks. Pick up some ammo and med kits on the crates. On the far left-hand side, the tall crates hold some body armor. You have to hop across from other crates to get to it.
- 11** Continue through the next corridor. When you reach the debris blocking your way, turn right and duck into a crawlspace.
- 12** Follow the duct to a grate at the end. Break through it with the knife and drop down into the next room.
- 13** Help the Rustbit Drones dispatch several Tube Launcher and Beaks. When all is clear, head for the ladder on the other side of the room.
- 14** Climb it to the top and take out the Xenomes ahead of you on your way to the next ladder.
- 15** Climb up the ladder and turn left at the top. Follow the ledge, jumping over damaged portions. Take the first passageway to the right all the way to the next open area.
- 16** Another battle is taking place here. Don’t waste time fighting. Just run as fast as you can for the aerial drone. Once you approach the ramp, you will be taken to your next adventure.



Run straight toward the aerial drone.



Make your escape.

The Desert Planet



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PRIMA'S OFFICIAL STRATEGY GUIDE

The Desert Planet

The aerial drone crash-lands on a desert planet. You survive the crash; however, some of your equipment does not. You begin with the Mainframe's AI core and a pistol with only a limited amount of power. On the ground nearby is a shotgun with only a few rounds. It's time to find out where you are and how you can get off of this planet.



The aerial drone crashed into the side of a canyon, dropping you to the floor below with only a few supplies.

Getting Your Bearings— and Some Ammo



Better get moving!

- 1 Pick up the shotgun and begin walking up the canyon toward a pine tree.
- 2 As you advance, small scorpions attack you. Conserve your ammo—step on them. They will pause before attacking, so backstep to make them move after you. Then, while they are still moving, just walk right over them.

NOTE

Don't run into any cacti. They cause you damage.



3 Continue past the pine tree and on through the canyon. You come across a large scorpion. Don't try to step on this one. Instead, use one of your weapons to take it out.



Don't try squashing the large scorpion.

4 Keep moving. Along the way you find some shotgun ammo on a rock to the right.

5 Shortly thereafter, a raptor approaches from the left. Take it out with the shotgun. To the right, large rocks block a passageway. Remember this place for later.



It looks like you are up against raptors again.



Note the location of this blocked passage for later use.

6 As you advance farther down the chasm, you hear human voices mentioning a meteor that landed nearby. They must be referring to the aerial drone.

7 Some grenades sit on a rock to the left side of the chasm wall. Pick them up.

8 At the end of the canyon is a tent with a couple of bandits. Charge them and attack with the shotgun. Once they are down, pick up some shotgun shells and a MULE. Don't forget to take pistol ammo off of the bodies.



A couple of bandits seem to be monitoring the raptors.

NOTE

If you look at the console, it looks like the bandits were monitoring raptors. One of the monitors reads "Dead." That must be the raptor you killed. However, it looks like there are two more live raptors out there, so be careful.



9 When you have everything you need, walk over to the detonator and press the Use key. This blows up the rocks that blocked the fork in the canyon a ways back.



Activate the plunger-style detonator to blast open the blocked passage.



This is the last raptor in this area.

10 Return to the fork and go through the newly opened passage. Another raptor requires your attention. Notice the transmitter on its head. This is the second one the bandits were monitoring.

11 As you continue, the third raptor appears and attacks. Shoot it and keep moving.

12 You come across a med kit and a sniper kit for your pistol. Pick it up. Select Sniper mode for the pistol.

13 Look down the canyon ahead to see a bandit in the distance. Hold down the mouse button until the rifle sightzooms in on the bandit, then release to fire. This takes him out with a single shot.



Use the sniper rifle to eliminate these bandits at long range.

- 14 Strafe to the left to bring a second bandit into view and drop him with the sniper rifle.

NOTE

As you are firing, you hear a voice that does not seem friendly to the other bandits. Listen to it. It's the AI core you are carrying, and will often warn you of danger.



Drop down into this crevice and pick up some supplies.

- 15 Advance to the downed bandits and pick up their ammo. Then drop down into the crevice and pick up some rockets and a couple of med kits.
- 16 Go through the dark cave. Use the flashlight to help you see if needed.

Down the Canyon Wall

You have worked your way through a smaller canyon to a much larger one. To continue, you must make your way down the canyon wall. One misstep and you will fall to your death. To descend, you have to drop down a series of ledges and make some daring jumps. The key is to drop down—not jump. You want to stay as close to the wall as you can. In fact, you should crouch before dropping to the next ledge to further reduce your momentum.

- 1 The cave ends at a ledge. Follow it around to the left. You come across a large scorpion and some smaller ones. Eliminate them all.
- 2 You then hear the AI core warn you of an airborne vehicle approaching. Activate the MULE and set the rockets for Homing mode.

4 Clear out any small scorpions on the ledge below you before continuing, or they will sneak up behind you later.

5 Advance to a position where a rock overhang provides some shelter. Face forward and wait for a bandit helicopter to appear. Center it in your sights. When the sight turns red, fire. Make sure the sight is still red and fire again. It takes two hits to bring down the bandit helicopter. The sooner you take out the copter, the less likely it will be able to fire at you successfully.



Advance to this overhang and use it for cover from aerial fire.



Lock onto the bandit helicopter and fire two rockets at it.

6 Continue along the ledge until you come to some pistol ammo and med kits. Pick up any you need and then turn to face the ladder. Save the game here.

7 Crouch and head down the ladder to the ledge below. Be careful not to gather too much momentum or you'll be kissing the sky on your way off the edge of the cliff.



Be careful as you descend along the canyon wall. One fall is all it takes to kill you.



The scorpions are just waiting for you to cross.

8 Continue to crouch and then sidestep off of each ledge so you fall straight down to the next ledge below.

When you reach a ledge with a couple of med kits, look down near them and drop to the next ledge below.

9 Work your way down to the plank across a gap. Walk over the plank and take out the two scorpions on the other side.



The grasshoppers in this cave won't harm you.

10 Advance to the next plank, which is partially damaged. Part of it will break away as you cross, so stay to the right side.

11 Continue along the ledge and enter the cave on the right.

12 You emerge on another ledge. Head left and jump across to a ledge with two med kits. Past the kits, drop to the next ledge below.

13 Keep going until you reach another ledge with a cave. Enter the cave and follow it along. When it starts to get dark, a bandit comes out and attacks you. Take him out and pick up his ammo.



Watch out for the bandit hiding in the dark.



Use the sniper rifle on this guy.

14 Continue forward, then descend the ladder. As you climb down, a bridge below you blows up. Another bandit begins firing at you.

15 You may need the flashlight to see him hidden in the shadows. Climb up to find some cover and bring out the sniper rifle. Then climb back down and take him out.

16 When he is gone, drop to the ledge below. Since you can't jump across where the bridge was, turn around and jump to the opposite ledge. If you fall into the water, you can swim to the ledge.

17 Follow the ledge to a small encampment inside a cave. Take out the bandit guarding the area. Here you will find a Mecha Gun, lots of ammo, and med kits.



Take out this bandit and then load up on ammo at the camp.



The double-plank bridge.

18 Continue farther into the cave, squashing any scorpions you come across.

19 Exit onto a ledge and turn left. Cross a double-plank bridge and keep going. There is another scorpion to step on along the way.

20 Jump across a gap and pick up a couple of med kits. Continue and hop across another gap. You eventually come to a cave on the left with three scorpions at the entrance. Squash them and enter the cave.

21 The cave ends at a pit. Work your way down, dropping from ledge to ledge. Exit the cave to an open area. At the bottom of the large ledge area are two med kits. Pick them up if needed and continue to the left.

22 Follow the ledge around and then up to an overhang. The AI core detects a useful energy signature.

23 Continue down the ledge and enter the cave on the right. It exits at another canyon.

24 Head right down the ledge to the tree. Before dropping to the canyon floor, take out the large scorpion below.



The cave exits onto the canyon floor.

The Canyon Floor

You have finally made it to the floor of the canyon. You still have to do some dropping and jumping, but from now on you mostly keep your feet on terra firma.

- 1 Enter the cave to the right and pick up shotgun ammo, rockets, and some med kits.

NOTE

During combat on this world, you run into a lot of bandits. They will be a primary source of ammo for you, so attack them with the same weapon they are using against you (typically pistols or a Mecha Gun). Then be sure to clean out their ammo supply.



The spacecraft begins dropping bombs on you.

- 2 Once loaded, exit and head down the canyon. You hear the enemy state that the bombing run is about to begin. A spacecraft appears overhead and begins dropping bombs.

- 3 One of the bombs breaks open a wall in front of you.
- 4 On the other side is a camp with several items. Fortunately, the bandits guarding this area were taken out by bombs.



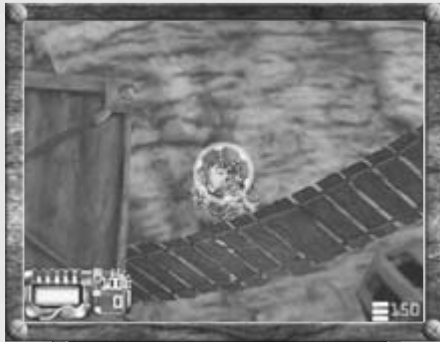
Clear out these two bandits.

5 Crouch-jump through the damaged wall and pick up the Mecha Gun, ammo, and a cooling vent accessory (in a case) for your Mecha Gun. This keeps your Mecha Gun from overheating.

6 To the left of the camp sits a large boulder. Climb up the left side of the boulder and enter a cave at the top. Follow the cave to a large, open area. A voice cries out, "Get him!" Then a green container is dropped. When it hits the ground, a raptor jumps out and charges you. Eliminate it.



The dropped crate contains a raptor.



Use the sniper rifle to clear the catwalks above.

7 Continue past the container and approach a cave to the left. Look back and up at the open area. A bandit stands on a bridge overhead. Take him out with the sniper rifle.

8 Enter the cave and follow it to another opening. Three bandits wait here. Show yourself so they see you, then duck back into the cave. They will come to get you. Take out each one as they appear at the opening.



Try to deal with these bandits one at a time.



The Mecha Gun works well for taking out the copter. However, you can also use the MULE.

9 A bandit helicopter flies around as well. Use the Mecha Gun to shoot it down. When the area is clear, enter the personnel transport and pick up some body armor and a couple of med kits.

10 Use the heavy machine gun near the transport to shoot a hole in the crate blocking a passageway. The crate contains dynamite, so aim low to blow the crate sky high.

11 This opens up the passageway. Take it into another cave. As you approach an opening, a raptor comes after you. Eliminate it.

12 A bandit waits to ambush you. He is near the tree overlooking the opening. Take him out at long range with the sniper rifle.



Use the sniper rifle when you're ambushed here.



Clear the catwalks as you advance across them.

13 Continue along the pathway and take out another raptor. At the end of the pathway, climb the ladder to the ledge above. Watch out for a small scorpion.

14 Head across the plank and climb the next ladder to where the raptor dropped the crate at you.

15 Take the bridge across to a platform. Pick up the two nearby med kits. Head across the next bridge to a cavern.

16 Shoot the bandit inside and take his ammo. Continue deeper into the dark cavern. Use your flashlight to illuminate your path.

17 The cavern exits into a canyon. Follow it to a ledge that drops down. Underneath the ledge an alcove contains six small scorpions. After dropping down, move away, then turn around and step on them.

18 At the end of the canyon is a building. Hug the wall to the right and slowly strafe around the corner until you see a bandit in the tower. Take him out with the sniper rifle. If he sees you, he'll open fire with the mounted machine gun.

19 Use caution as you approach the building. There are bandits inside, so move stealthily so they can't hear you sneaking up on them. Peek through the window and you'll see a bandit putting down a proximity mine. Use your laser pistol or Mecha Gun to take out the mine. For some reason, the bandits won't hear this.

20 Enter the building and eliminate the three bandits inside. Try peeking around the corner and tossing in a MULE pack. This will soften up the enemies, making them easier to kill during your assault. In the main room, pick up the MULE and open the safe to reveal some body armor.

21 Opposite the safe is a jail cell. Open it to find a friendly gunman. He tells you to find the enemy's subterranean base and to continue on without him.



Release your fellow gunman.



Take out the cannon in the tower.

22 Exit the building and head to the cargo net. Watch out for proximity mines near the cargo net and at the top of it.

23 Climb up it to the top. Continue through a narrow canyon, dropping a couple of times, until you see another building ahead.

24 The building is empty, so don't even bother going in. However, as you approach it and turn right around the corner, four bandits pop up from holes in the ground.



These enemies hide in camouflaged pits, waiting to ambush you.

25 Withdraw into the canyon and wait for the enemies to come to you. Take them out one at a time as they appear.

26 When the area is clear, climb the crates over the green container and continue down the next canyon.

27 In the next open area, a personnel transport blocks the way. The AI core informs you that your weapons cannot destroy this armored vehicle.

28 Rush into the nearby building and climb the ladder to the top. Take out the two bandits upstairs and grab the med kits.

29 Then take control of the heavy machine gun and fire at the rock precariously perched above the transport. The rock falls down and destroys the transport.



Commandeer this heavy machine gun.



The gun cannot hurt the armored transport, but it can dislodge that large rock.

30 Advance past the transport and climb a short net up into a mine. Continue through the mine, which exits into a canyon. Turn right and follow it to some large steps.

31 Hop up the steps until you can just see an bandit in the mine across the way. Pick him off with the sniper rifle. Enter the mine, quickly head right, and hop into the tank.



Advance toward the mine after taking out the guard.



Hop in the tank.

32 The door in front of you opens. Fire the turret gun through the door to kill the enemies on the other side. Since you do not have any fuel, you cannot move the tank.



Fire a round right through the door.

NOTE

Although the tank has unlimited ammunition for the machine guns as well as the turret gun, it does require fuel to move.



33 Now jump out of the tank and go through the door into a room filled with ammo and some body armor. Climb the ladder to the upper floor to find fuel and med kits.



There's the fuel.

34 Return to the tank. You must pour in the fuel before you will be able to drive the tank.

Tank Cruising

You now can advance through a large part of this world in armored comfort. Take care of the tank—you have to use it to continue.

While driving the tank, you come across several obstacles that require you to exit the tank and clear the way on foot. Therefore, if you see ammo or med kits while driving, take some time to pick them up.

- 1** Drive the tank out of the mine. Turn right and head through the opening.
- 2** Drive toward the tower, then rotate the turret toward the rear. Take out the two auto cannons that fire at you from behind.



Destroy the two auto cannons.

3 Near the tower, a couple of crates block your way. Hop out of the tank and head through the hole in the side of the tower.

4 Climb to the top and use the lever. However, the lever does not seem to make the crate move. The system must be locked. While you are in the tower, be sure to pick up some ammo and med kits.



The lever doesn't move the crate.

5 Climb back down to ground level and walk past the blocking crates. To the right is a console with a red light. The crate cannot move until the console changes to a green light. The control is actually above the console, on top of the rails. To get to it, enter the structure built into the side of the canyon.



Turn the wheel to unlock the crane.

6 Walk inside and turn right. Climb up the cargo net to the top of a ledge. Follow the passageway around to the rails of the cargo crane.

7 Walk along the rail to the left side and turn the wheel with the Use key. If you look down below, you see that the light on the console is now green. Head back the way you came and climb down the cargo net.

8 You have done all you have to do for now. However, if you would like to pick up some more rockets for the MULE, advance farther into the building.

9 When you come to a door, open it. Inside are a pair of cages. Shoot at each of them to blast open the door and release a couple of baby raptors.



Shoot the doors to these two cages.

- 10** Then go back through the door and wait. An bandit inside shoots at the raptors.
- 11** If you open the door and check out the console on the right side of the room, you can see the status of the dinosaurs. When all are dead, enter, finish off the bandit, and pick up his ammo.



The crate moves, clearing the path for the tank.

12 A second bandit is in the next room down the hall. Take him out, then grab the ammo and the rockets. Whatever you do, don't pull the lever on the wall. That opens the cell and releases three adult raptors. They're not worth the ammo you'll waste on them.

13 Now head back to the tower, climb it to the top, and pull the lever again. The crate moves out of your way. Return to the tank and drive it past the crates through the canyon.

14 As you round a corner to the left, an auto cannon begins to fire down at you. Use the turret gun to take it out. It takes a couple of hits to do the job.

15 Just after this, you come across an outpost. Use the bow-mounted machine guns to mow down the bandits on the ground and the turret to take out the gunner above.



Use both the machine guns and turret gun to clear the area around this outpost.

16 Drive around the corner to the left, mopping up any remaining enemies. Then hop out of the tank and climb the ladder up to the outpost, which holds a med kit and some ammo for the pistol as well as for the Mecha Gun.

The Drawbridge

1 Get back into the tank and follow the canyon until you come to a drawbridge. Shoot the two bandits on this side of the bridge.

2 Also, shoot down the bandit helicopter flying above. It can be tough to hit. Wait until it flies straight toward you and overhead for an easier shot, rather than trying to lead it as it flies from side to side.



It may take some practice, but you can shoot down the copter with the turret gun.



Walk around the crates to get to the other side of the pit.

3 Exit the tank again to find a way to lower the bridge. You can get to the other side by walking along a ledge to the right.

4 Pick up some med kits by the crates, then bring up your sniper rifle. Strafe to the right around the crate and shoot at the bandit on the other side of the bridge.

NOTE

If you fall in the pit below the drawbridge, you can climb up a ladder to a cave that takes you back to the top of the pit.



5 Once he is down, advance to the other side and head into the large tunnel.



Climb these ladders up into the structure.

6 Inside are four bandits. Use the sniper rifle to take some of them out at a distance, then switch to either Rapid Fire mode or another weapon to finish off the rest at closer range. When sniping, try hitting the missile crate. If you hit it before they see you, you'll have a good chance of taking out all the bandits.

7 Once the area is clear, climb up the ladder leading to the structure built into the rock at the top.

8 Enter the first room and climb the ladder. The other door leads to a dead end.

9 At the top of the ladder, carefully move forward. A bandit lurks around the corner to the right. Take him out.

10 The gunfight brings in another enemy from the room to the right. Neutralize him as well.

11 Continue to the next room. A bandit hides in the small room to the left through the door. Kill him so he can't sneak up behind you later.

12 Make your way through the structure to a door leading out to a balcony where you'll find some med kits.

13 Return to the first room on this level and climb up the ladder. At the top are a couple more bandits. Just as you can see into the room, while still on the ladder, take out one and then climb up farther and eliminate the other.

14 Grab some pistol ammo, then climb back down again.

15 At the bottom of the ladder, go through the nearby door. It leads outside the structure and along a dusty path. Follow it to another structure.

16 Inside are two enemies. Gun them down. On the room's far side is a lever next to a model of the drawbridge. Pull on the lever to lower the drawbridge.



This lever operates the drawbridge.



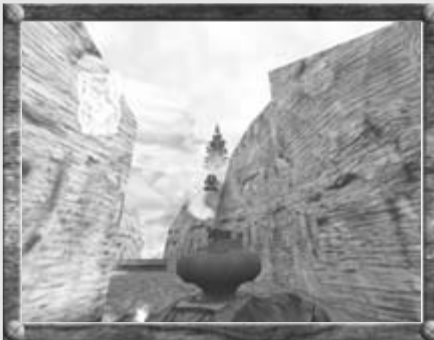
Drive across the drawbridge in the tank.

17 Backtrack your way out of the structure and back down to your tank. Hop in and drive across the bridge and through the tunnel area to the canyon beyond.

18 Just as you clear the tunnel, a couple of auto cannons begin to fire at you from behind. Rotate the turret and destroy them with your cannon. Then continue down the canyon.



You don't have to take out these auto cannons. You have the option of just driving away from them.



You do have to take out *this* auto cannon.

19 You eventually come upon another auto cannon, up on the right side of the canyon. Destroy it with your turret gun as well.

Out of Gas

1 Shortly after eliminating the turret, your tank runs out of fuel. The only thing you can do is get out and continue on foot.

2 Advance down the canyon. When you come to a structure built high above, watch out for an enemy firing rockets at you. Don't try to take him out with the sniper rifle. Just run as fast as you can down the canyon, past the structure and the console on the left.



Run right past this structure through the canyon. Watch out for the Demolition Man at the top.



Back on the road again!

3 Just after you pass a cactus on your left, turn into an opening in the canyon on the left side. You can easily miss this while running. Pick up some ammo and med kits before climbing the ladder.

4 At the top, enter a tunnel. Take out a bandit inside and make your way to the structure you passed by earlier.

5 Inside the structure is some more fuel for the tank. Pick it up.

6 Before leaving, climb the ladder to the second floor and eliminate the rocket soldier. Otherwise, he will fire at you on your way back to the tank.



Don't forget to neutralize this threat.

7 Pick up some more med kits, make your way down to the canyon floor via the ladder, and get back to the tank.

8 Fill up the tank with the fuel, then continue down the canyon to the structure. The rocks ahead block your way. Fire at the structure at the top of the canyon wall to destroy it.

9 Then, position the tank so you can fire at the pine tree across the canyon from the structure. Once you hit it, the tree falls and creates a bridge for you to cross.



Destroy the structure and blast down the tree above you.



Walk across the canyon on the tree.

10 Climb back up to the structure and cross over to the cave on the other side by walking on the fallen tree.

11 Inside the cave, you have to deal with a couple of bandits. There is a MULE in here.

12 At the end of the cave is a console. Turn the wheel. This provides power to the console at the bottom of the canyon. Get back down to the canyon floor.



Turn this wheel to send power to the console below.



This machine crushes the two boulders so your tank can pass through.

13 Climb the ladder to the lower console and pull the lever. This causes the crusher to obliterate the two large stones blocking the path of the tank. Now you can continue.

14 Return to the tank and drive under the crusher and on down the canyon.

15 Not far past the opening where you climbed the ladder, you come upon a turret on the left side of the canyon wall. Blast it.

16 After winding down the canyon, you see a house up ahead with a couple of Demolition Men. Take them out with the turret gun and keep driving. The house holds nothing you need.



Burn baby, burn!



Take down another copter.

17 The right side of the canyon wall falls away after you pass the house. As you enter this area, a bandit helicopter begins attacking you.

18 Just like before, wait until it stops moving from side to side and comes toward you to fire. Shoot it down with the turret gun.



It is worth taking out these two auto cannons for the body armor near them.

- 19 When the canyon wall comes back up, the road forks. Take the path to the right until you see a house up ahead.
- 20 This house is really a trap. Fire the turret gun at it to destroy it. This reveals a couple of auto cannons inside. Destroy them with the turret gun as well.
- 21 When the auto cannons are both smoking wrecks, park the tank right next to the stone platform and hop out. Climb up the cargo net to the top. Inside the ruins of the house are some body armor and ammo.

- 22 Return to the tank and drive it back to the fork. Take the other path through the canyon. After passing under a rock bridge, you come across a couple of auto cannons off to the right side.



Destroy some more auto cannons.

- 23 Destroy the turrets and then park the tank. To the right side of the turrets, a pathway leads up to the outpost. Here you can find some med kits and ammo.
- 24 Stock up and then get back to the tank. Continue down the canyon.

The Roadblock

- 1 A couple of bandits appear after a while. Use the bow machine guns on them and continue toward the structure ahead.
- 2 An auto cannon fires down on you. Destroy it with the turret gun.
- 3 Then continue until you see a personnel transport. One shot with the turret gun and it's smoking ruins. But now it blocks your way.



Place a round from the turret gun right into the armored transport.

4 Look above the wreck and you can see a crane. If you can get to the controls for the crane, you can probably lift the wreck right out of your path.



You need to get to the controls of this crane.

5 Exit the tank and enter the structure to your right.

6 As you enter the area, you see several cans of fuel on some steps. As you approach, they blow up, taking the steps with them.

7 Don't worry, there is another way up. Pull the lone crate to the stack of crates. Then jump on them and onto the conveyor belt.

8 Advance in the opposite direction of the belt. If you follow it into the dark cave, you will be crushed.

9 Jump off of the conveyor belt to the left and onto the wooden platform. Turn left and kill the enemy in the window above you.



Take out the bandit in the building above you.

10 Turn right and follow the wooden walkway toward the tank. Climb up a cargo net and cross over the canyon floor to some med kits.

11 Return to the place where you shot the enemy and continue down the walkway to the building. Inside are more med kits and some body armor.

12 Exit through the other door and follow the pathway toward another building. An bandit lurks to the right, so take him out as you approach.

13 Go through the second building, pick up some shotgun ammo, and continue on to a T intersection.

14 Turn left and follow the path to another door. Enter the room and climb down the ladder on the left.



The grenade took out one of the enemies and damaged the other. Now just finish him off.

15 Approach the next doorway from the right side. Throw a cluster grenade in so it bounces off the left wall and toward the two bandits inside on the right.

16 After it detonates, move in and finish them off. Pick up the ammo and grenades in here.



The crane picks up the wrecked transport.

17 Now climb back up to the pathway and take it to the T intersection. Walk straight across to the crane. Enter it and pull the lever to raise the transport below. The road is now clear for the tank.

18 Exit the crane and return to the tank. Drive it along the road through the canyon.



With the roadblock removed, you can drive a bit farther—but not much.



Use the turret gun to take out the two auto cannons. Leave the SAM turret alone.

19 The tank runs out of fuel just as you near the end of the road. Off to the right is a structure with a couple of auto cannons. Use the turret gun to blow them up.

The Surface Base



Take out these two guarding the building.

1 The tank can't take you any farther, so hop out and advance toward the ladder leading into the structure.

2 Climb the ladder and then walk up the steps. Around the corner to the right are a couple of bandits. Neutralize them, then pick up their ammo.

3 The room they were in has a shotgun. Open the safe to reveal some rockets.

4 The room to the left as you exit the safe room contains a passage down. However, it is blocked by a force field. You must go up the stairs to the second floor.

5 In the room upstairs, you see the general. After he mentions explosives, turn to the left and blast the padlocked door with the shotgun to get out of the room before the explosives go off.



You meet the general once again.



Blast through this padlocked door.

6 Follow the hallway around and turn right to get to the force field generator. Below, through a grate, you can see the force field. Shoot out the power cells to lower the force field.



Destroy this generator by shooting out the white cells.

7 Now head into the next room, picking up some ammo and body armor. Then go down the stairs back to the ladder that leads to the lower level.



You need to activate the anti aircraft system.

10 Walk over to the console and pull on the red lever. This activates the SAM turret outside, which fires a missile, taking down one of the bandit copters.



Drop down onto the crates.



Climb down this ladder to a lower level.

8 At the bottom, you see the general walking away behind a force field. You also hear a copter in the distance.

9 In front of you is a console. Across the top, a message reads, "Anti Aircraft Inactive." Time to change that.



The SAM shoots down one of the copters.

11 The AI core then tells you to run to the entrance. Do so and exit the structure.

12 As you head toward the road, you notice that the downed copter opened a hole in the underground base.

13 Drop down onto the green crate and then to the floor. Pick up the shotgun ammo and continue through the doorway.

- 14** Enter the next room and right-strafe past the green crates while facing the opposite side of the room. Take out the three bandits, then grab their ammo.



Clear out the enemies in the large room.



Take out another force field generator.

- 15** If you push the silver crate next to the other crates, you can hop up and pick up a couple of rockets.

- 16** Once back on the floor, walk over to the force field generator and destroy it. This lowers the force fields, allowing you to reenter the anti aircraft room and continue through the automatic door.

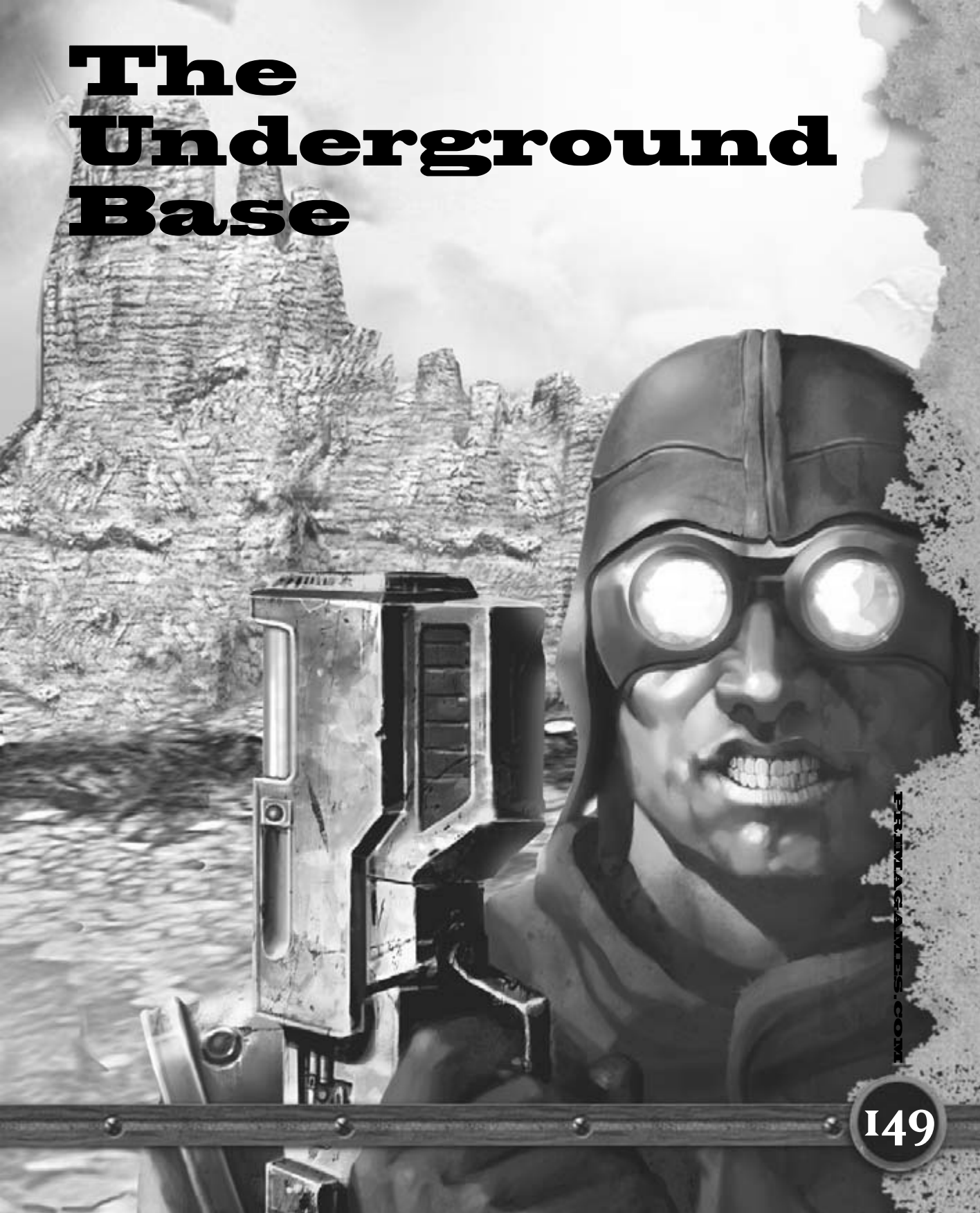
- 17** Follow the corridors along until you come to a partially opened door. The Mainframe informs you that some of this computer equipment looks familiar, and predicts doom for the general and his men.

- 18** You are about to enter the general's underground base. Get ready for some fighting.



Advance through these computer rooms.

The Underground Base



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The Underground Base

Entering the Base

At the end of the last episode, you went through the surface base on the desert planet and found an entrance to the general's underground base. After disabling a force field, you advanced through a computer room to a door from behind which you heard voices.

- 1** When the door opens, get ready to shoot. One bandit stands right there.



Take out the bandit right near the doorway.



Clear out the room and then pick up some ammo and rockets.

- 2** After killing him, continue into the room and begin attacking three more enemies. Withdraw, using the wall as cover.

- 3** When all is clear, turn around and use the med station, then walk over to the open crate and pick up some rockets.



The exploding gas tanks blast through the locked door.

- Another med station is on the other side of the room, by the open door. Use it if necessary, then continue through the door.
- The door at the other end of this room is locked. However, you notice several tanks of flammable gas. Back out of the room and fire at the tanks. They blow up, blasting a hole in the door.

6 Head back into the room and through the now open doorway.

7 To the left is a console and a med station. Heal yourself if needed and pick up the rocket on the crate. The console lists a number of facilities. The processing plant is listed in red; apparently you've done a good job.



This console lists the items on each deck of the base as well as their status. Look for these as you advance through the base to check on your progress.



The Alpha species is contained below the grate by the elevator.

- Turn around and pick up the vials on the crate, then break through the grate below with the knife. Crawl in and get some pistol ammo.
- Continue through the passageway. Below is a giant Xenome—the Alpha species. The AI speaks to you. When it is finished, head to the elevator.
- Enter the elevator and turn to face the door.

Elevator Ambush

1 The door opens, and someone yells out an order to cut the cable. As soon as you can, jump out the door and onto another elevator. Ride it to the service shaft and then jump off.



The cable to your elevator is being cut.



Drop onto the next elevator.

2 Cross over to the next elevator and jump down onto it. Walk to the other side and slip down through the gap to the floor. Now you can enter the elevator. There's a missile crate near the three bandits—try to hit it with a Mecha Gun burst.

3 It drops you off on Deck A. The enemy has sealed off the area to hunt you down. The passageway on this deck makes a complete circle.

4 As you get off the elevator, turn left and take out two enemies. Then turn around and head the other way.

5 When you come to some flammable tanks, shoot them; the explosion blasts open a door on the right. Inside is Mecha Gun ammo and med stations. Continue around the entire deck until it is clear of all enemies.



Clear this deck of all enemies.



The AI has been uploaded into part of the base mainframe.

6 The deck contains lots of ammo and med kits. When you are restocked, enter the room with all the computers. There are two Chem Gun Scientists in here. They fire explosive shots, so watch out. When you've taken them out, climb up the ladder and insert the AI core into the receptacle.

7 Once you have uploaded the mainframe, climb back down the ladder and head out of the room. A door across the hallway has opened.

8 Go through the door and head down some stairs to the bottom floor. Pick up some ammo and med kits straight ahead, then turn around and pass through the doorway to the laboratories and engineering.



Follow the signs.



The chemical soldiers can be very deadly, so be sure to kill them and pick up their ammo.

9 When you come to a grate, blast through it. Several enemies wait in the next room. Use the wall of the corridor you are in as cover.

10 You face a new enemy here. Some of the soldiers carry chemical guns. You have already picked up a few vials; now you can pick up the gun that uses them.



The Alpha species is still locked up—but not for long.

Once this area is clear, pick up all the ammo and body armor. On the far right side, you can look out a window at the Alpha species. Then turn around and head down the next passage.

Releasing the Alpha Species

1 In the room at the end of the passage, you find another core receptacle. Insert the AI core again.



Another computer receptacle.



You don't have to worry about that bandit.

2 When the AI is finished uploading to the computer, several explosions occur. Exit this room and head for the main room. You can see that the force field for the Alpha species has been shut down. Head through the now open doorway to the left.

3 As you turn the corner, you see a tentacle impale a bandit.

- 4** Continue past him and take out two more of his friends.
- 5** Advance through the room to the elevator. Enter it and take it to another deck. When you exit, pick up the med kit and push your way through the door to the left.
- 6** Turn left and head to the opening. As you exit to the outdoors, the Alpha species escapes. It seems the AI core succeeded in uploading itself. However, you don't ever want to get that close to the creature again.



The Alpha species escapes.



Use the fallen light pole to cross the chasm.

- 7** To continue, you must cross the chasm in front of you. It is too far to jump, so walk carefully across on the fallen light pole.

- 8** Hop over the railing to the ledge, then turn right and follow it back inside. Follow the passageway around to a room with a small bridge.
- 9** As soon as you arrive, the bridge crumbles away, leaving only some wreckage. You have to jump the gap now. Because there is more of the bridge remaining on the right side, hug the right, then run and jump across.



Jump across this damaged bridge.

10 Carefully round the corner. There is a bandit up ahead behind a support. Take out the sniper rifle and slowly move to the right until you can take a shot.

11 Move forward across the walkway to the body and pick up his ammo. Nearby, to the right, is more ammo and a med kit. Be careful; there is a bandit with a rocket launcher on the canyon wall behind you. Use the pillars for covers and use the sniper rifle to take him out.



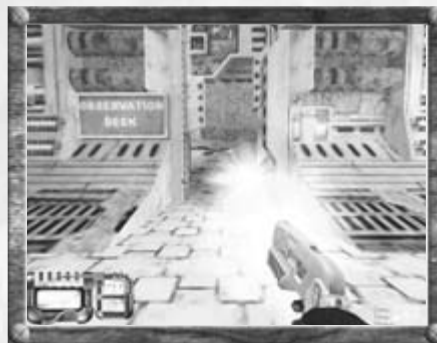
After eliminating the bandit, advance across this room.



Drop onto this walkway.

12 Continue to the back wall and turn left. Drop to a walkway below. Follow the passage to the end. There you hear the general order his men to destroy the Alpha species if they can't capture it. Along the new passageway, two scientists will attack you with knives—be ready for this.

13 After the conversation, head back to the med station and heal yourself if necessary. Then move over to the doorway leading to the Observation Deck.



Blast away the remains of the door so you can pass through.



This room is filled with enemy soldiers.

14 Follow a narrow corridor to the end, then drop to the crates below. Pick up some med kits and shotgun shells. Ahead is a large room with several of the general's soldiers. Get ready for a big gun battle.

15 Several pistol bandits and Demolition Men square off against you. Use the crates for cover and clear the floor.

16 Then head up the ramp and clear out the upper level. Pick up any ammo you can carry. Use med kits to heal yourself.



Take the ramp to the second level, where you can exit this room.



More bandits await.

17 Exit the room through the doorway on the upper level. Just as you go through, get ready for a couple of bandits to your right. Take them out, using the doorway for cover.

The Xenome Laboratories



A Beak breeding chamber.

1 Follow the corridor toward the laboratories. The door on the left opens automatically. Go through it as well as the next door.

2 Follow the next passage to Xenome Breeding Tank #2. The AI core informs you that several Xenomes lurk ahead.

3 Go right in the next room. If you look through the force field chamber, you can see a Beak breeder producing Beaks that are then loaded into crates.

4 Don't go down the ladder. There is nothing you need there. Proceed to the doorway on your right and take out the Chem Gun Scientist.

5 Continue to the next room and watch a hologram of the general. All of a sudden, the Alpha species tries to eat the hologram general.



The giant Xenome thought it was going to munch on the general.



Descend through this hole in the floor.

6 Pick up some shotgun shells in here and use the med station if necessary. Then drop through a hole in the floor to the level below.

7 Land on a crate and destroy any Beaks below. When it is clear, jump to the floor and turn left.

8 Head toward the Genetics Lab. Take the hallway to the next room, where the dying scientist is.

9 Climb down the ladder to the floor below. Go to the door to enter the Genetics Lab.



This ladder leads to the Genetics Lab.

10 Pick up the ammo in here and use the med station if needed. Then climb the ladder to the next level.

11 At the top, turn around and take out the Chem Gun Scientist, then proceed to the left side of the room. The general walks by. There is nothing else up here. Don't waste ammo trying to blast through the grate. It will not give.

12 Instead, climb back down and then take another ladder down farther. At the bottom, turn left and grab some Mecha Gun ammo by a med station.

13 Continue through a hallway to a large room where a battle is going on—several Tube Launchers and Beaks against bandits.



You come across a battle between the bandits and the Xenomes.

14 Hang back in the hall and let the Xenomes come to you so they don't surround and overwhelm you.

15 When the Xenomes stop coming for you, enter the room and clear out any remaining creatures.

16 The only way out is to climb the crates in the middle of the room. Before you do this, however, take out any bandits you can see above you.

17 As you jump up the crates, look around and see if you can pick off any more bandits.



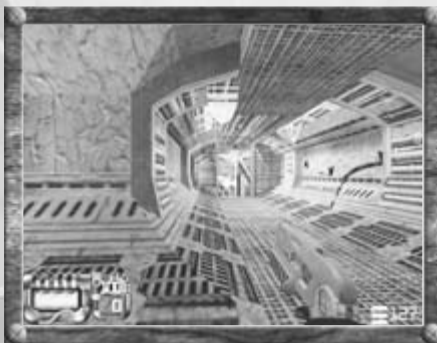
Look for enemies as you ascend the crates.

18 At the top of the first set of crates, hop onto the platform, then climb up the next set of crates.

19 When you reach the top of this set, jump across to some more crates, then climb up to a balcony overlooking the room. Follow it around to a passageway.



You want to get to this balcony.



Watch out for enemies as you advance through the corridor.

20 Advance through the passageway to an automatic door. The general announces that the base is on red alert. At the corridor, turn left and follow the signs leading to the mainframe access.

21 Around the corner, a bandit and a tentacle await. Blast the bandit and pick up the med kits.

22 Continue down the corridor. When your passage is blocked by debris, squeeze past it through a gap on the left and keep moving.

23 As you approach the Engineering Room, watch out for a Hiveback Critter. Eliminate it; in the dark area where it was hiding is some Mecha Gun ammo. You need the flashlight to find it.



The Hiveback Critter is hiding in a darkened corner and is hard to see until it starts attacking you.



That chemical soldier is sure in a hurry to get away from something.

24 Return to the Engineering Room. Kill the bandit running away from some Beaks, then turn left and blast the feasting beasts. Pick up some ammo from the dead bodies and use the med stations if needed.

25 Work your way around the room, picking up all the supplies you need. Then head through the door in the middle. Pass by the aquarium and follow the walkway to a ladder.



Go through the aquarium room.

26 At the first platform, drop off the ladder and take out the two Chem Gun Scientists. Then continue to the bottom.

Cut Off from the Surface



The flammable gas ignites with a shot from the pistol.

- 1** Over the intercom you hear the general announce that he is sealing the lower levels because of the Xenomes and you.
- 2** Pick up the chemical ammo in the room, then face the door leading to the mainframe. Back up and watch for purple gas to escape from a broken pipe.
- 3** Fire at the gas with the pistol to ignite it and blow away the door. Then pass through the doorway and follow the passageway.

- 4** Walk out onto a catwalk. You can't get through the opposite door. Pick up some med kits and then locate a Tube Launcher on the level below. Blast it.



Destroy the Tube Launcher below.



This sign provides a clue for how to get past this room.

- 5** Drop onto some crates so you are not injured by the fall. Then hop down to the floor.
- 6** A force field blocks the doorway. Squash the Hiveback Maggot on the floor. A sign says that the force fields are on battery power.

7 Walk over to the tanks with the Xenomes and start pulling the switches to shock the Xenomes inside.

8 Try to throw both switches at the same time to drain the power. After a few times, the power will be used up and the force field lowered.



Shock both Xenomes at the same time to quickly drain the battery power.



After clearing this room, pick up supplies.

9 Continue to the next room. Inside and to the left are several Hiveback Maggots and a Beak fighting a bandit. Eliminate them all and pick up ammo and a med kit.

10 Go through the door by the Mainframe sign and follow the corridor to the right. Watch out for the scientist with the knife in this area.

11 The AI core informs you the mainframe is nearby. Enter the room off to the left leading to the Observation Deck. Pick up some chemical ammo and a med kit.

12 Continue to a large room with several containment cells. Be careful of the three Emperor Xenomes here; because they are transparent, they can easily sneak up on you and attack.



Destroy these Emperor Xenomes.

13 At the back of the room, hit the large green Forcefield Control button. This opens the next doorway leading to the mainframe.



Press this green button.



The AI sends a message to the high command using the equipment in the communications room.

14 Follow the passageway down to the next room, which a bandit guards. Take him out and pick up his ammo.

15 Walk over to the mainframe receptacle and insert the AI core.

16 The AI informs you it is using this communications room to contact the Gunman high command. It will give them the coordinates of this facility and request reinforcements.

17 Exit the room and turn right to go through a newly opened door. Locate another receptacle on the right side of the room and plug the AI core into the mainframe.



Plug the AI core into this receptacle as well.



These scientists try to prevent the AI from taking control of the mainframe—unsuccessfully.

18 The AI core tells you to climb up and meet it in the next room. Climb the ladder behind you.

19 Turn right and enter the Mainframe Control room. Walk to the hole in the floor and listen to the scientists below. The AI takes control of the mainframe. It then tells you it will help you get to the surface.

Fight to the Surface

1 Drop through the hole to the floor below. Head left past the scientist and then through a door.

2 This takes you back to the mainframe room. Backtrack through this room all the way to a destroyed room. Eliminate the Emperor Xenome in here.



Watch out for the Emperor Xenome.



Hop over this rubble, then be careful of Hiveback Maggots dropping from overhead.

3 Make your way through the rubble to the doorway on the other side.

4 Jump up and over the crate blocking your way. Watch out for Hiveback Maggots that drop from the overhead light.



A Beak tries to attack you.

5 In the next room, the AI tells you to hurry because there is a lot of damage.

6 Go through the automatic door on the left side. A dead enemy soldier hangs above. Watch out for a Beak that climbs out of a hole to the left. Blast it and then head toward a door on the right.

7 In the next room, climb the stacks of crates and grab a med kit. Continue climbing until you can reach the ladder to the left—climb it to the top.



Climb up these crates to get to the ladder.



This room is flooded.

8 Turn left and take out a bandit. The AI then tells you it will help you destroy the general and manufacture something to help you.

9 Around the corner to the right, a Beak charges. Blast it and continue down the corridor to the red-lighted room on the left.

10 The room is flooded, so swim across to the doorway on the other side.

11 Follow the corridor to a room containing a couple of Xenomes. After eliminating them, pick up some ammo and use the med station if needed.



Blast that Hiveback Critter!



Carefully advance across this damaged walkway.

12 The console shows that the surface elevators are still functioning. Climb up the ladder to the top and then hop across to the broken catwalk. On the left side of the room are more ammo and a med kit. Continue to the aquarium room.

13 The AI informs you that the general and his men are barricaded in the spaceport on Deck A.

14 Push the toppled file cabinet over to the other file cabinets and then jump up them and through the doorway.



Use the file cabinet to jump through the blocked doorway.

- 15** The next room is also severely damaged. Tentacles flail off to the left. To the right is some pistol ammo.
- 16** Proceed carefully past the tentacles to the red-lighted area. Destroy a Beak before it can get you, then continue down a passageway to the right.



Stay back from these tentacles as you walk past them.

- 17** After passing through an automatic door, head left. Around the corner, you come across a couple of bandits. Blast them and pick up their ammo.
- 18** To get past the rubble ahead, squeeze through the opening on the right. Watch out for the proximity mines on the other side of the rubble. Blow them before proceeding. Continue down the corridor, picking up ammo as you go. There's another scientist with a knife just around the corner—do what you must.
- 19** At the hanging cables, turn left and enter the Genetics Lab. A force field blocks your way. However, a nonvirtual representation of the AI helps you out.



Go through this doorway.



The AI's representation lowers the force field for you.

- 20** After listening to the Mainframe's instructions, turn on your flashlight and find the body armor.
- 21** Continue around the room to an elevator. Ride it to the next level.

Xenome Refrigeration Area



The elevator takes you to a battle.

1 As the elevator doors open, you can hear a fight raging in the adjoining corridor. Hold in the elevator until the fighting subsides, then proceed into the corridor—mop up any survivors.

2 Turn right and work your way around to a door on the left. Take out any bandits or Xenomes along the way. Go through the doorway and follow the passageway toward the spaceport.

3 Watch out for a Emperor Xenome that attacks you at an intersection. In the room to the right you find some chemical ammo.



Don't you just hate these Emperor Xenomes?



The Alpha species eats a couple more soldiers.

4 Continue down the corridor and kill two more Emperor Xenomes. At the end of the corridor, the Alpha species chows down on some bandits.



The shapely AI representation gives you new orders.

5 Turn around and pass through the automatic doors on your right—they lead to the coolant control. In the next room, you run into the AI representation again. It orders you to take out the coolant pump below.

6 Shoot out the window on the left and drop to the green crate below. Advance through the Xenome refrigeration area. You cannot get to the coolant controls because of a force field.

7 Follow the passageway through the refrigeration area. At the large room, pick up some ammo, then follow the passageway on the right with the med kits.



Follow this passage.



Clear out all of the soldiers in this room.

8 Continue to the next large room. Several bandits roam around this level and above. Use the corridor and the crates for cover while you clear the room.

9 Climb the ladder to the upper level and turn right. Blast through a small grate and climb into the duct. At the end, break open another grate.

10 Walk across the catwalk to another grate. Pick up some shotgun shells off to the left. Blast the grate and enter another duct. Follow it to another room. Take out the Chem Gun Scientist on the lower level of this room.

11 Off to the left and down you see a security area. While hugging the left wall, jump over to the top of the wall, drop into the security area. Take out the Chem Gun Scientist and the knife-wielding scientist waiting on the other side.



Jump over into the security area.

12 Flip the switch to shut off the security. Then run out the door and follow the main passage. Off to either side, doors to the cooling chambers open. Ignore them and keep going.

13 When you come to a door blocked with ice, shoot out the ice and enter the room. Shoot out the power core of the cooling device.



Blast away the snow to open this door.



Then destroy the cooling device.

14 Run as fast as you can back the way you came. If you take your time, lots of Beaks will thaw out and attack you. You will still have to take out a few.

15 After climbing some stairs, turn left at the open area and right in the next room. Follow the passageway out of the refrigeration area. Don't confront the bandits along the path out of this area—they'll be too busy with the Beaks to even notice you.

16 At the next large area, you have to fight a number of Beaks.

17 Once they're dead, advance straight ahead and then through a passage on the left leading to the spaceport.



Go through this passage toward the spaceport.

Advance to the Spaceport



Don't start fighting here until you have to.

1 In the red-lighted room, pick up some ammo and med kits. Continue through the automatic door to the next room.

2 You'll encounter the Mainframe once again. Listen to what it has to say and then proceed to the elevator.

3 As you get to the far end of the room, the room shakes and the elevator opens. It is damaged and unusable.

4 Return to the middle of the damaged floor. Shoot at the square metal hatch to create an opening. Drop down to the catwalk below.



Blast through this hatch so you can drop to the level below.



Descend from the catwalks until you reach the water below.

5 Drop from level to level, picking up some chemical ammo and med kits on the way down. Equip your knife before jumping down the last level into the water below.

6 Slash at the biting fish as you work your way through the flooded passageway. In a room off to the right there are some ammo and med kits.

7 Continue down the passage. At the end, break a fractured window and climb through.



Break this window out.



Rush across the room to the crates on the other side.

8 At the next room, a Beak breeder is dropping Beaks one after another. Don't just stand there waiting to kill each Beak as it emerges. Instead, blast at them as you make your way across the room to a stack of crates.



Use the heavy machine guns to destroy the power cells.

9 Climb up the crates and head left. You see a scientist behind a force field. Turn around and go to the automatic door. The scientist opened it for you.

10 The next room contains several Xenomes. They're on your level as well as above and below. Take them all out and make your way to the heavy machine guns on the right.

11 Use the heavy machine guns to destroy the white power cores in the consoles on the level above. This shuts off the power to the force field as well as to the lights.

12 Head into the room where the scientist was. You'll find the Mainframe at a computer console. It informs you that it has flooded an elevator shaft and instructs you to proceed. There are several eggs in the corner of this room. Don't shoot them or they will shoot projectiles at you.



Leave these eggs alone.



Go through this hole in the floor.

13 Pick up some ammo here, then drop through the broken glass in the floor. Follow the passageway at the bottom to a large room.

14 Walk over to a flooded shaft. Break away some glass and lower yourself into the water.

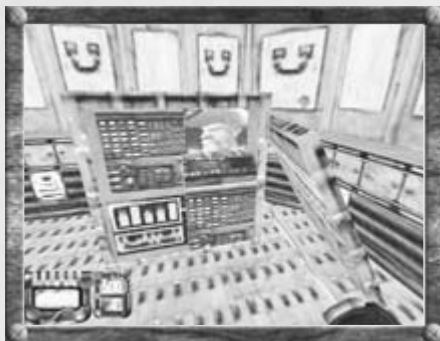
15 Swim down to a corridor with a sign pointing to the surface elevator. Follow it around to a security console. Once there, look up and swim up to a passageway.



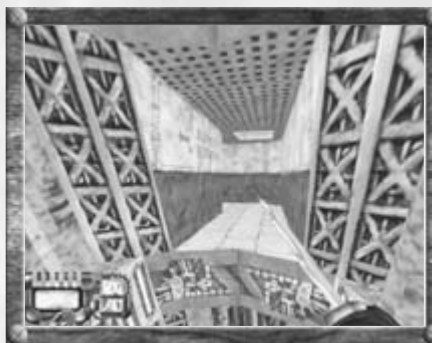
Turn this red wheel.

17 Head toward the med stations and swim down through another hole. At the bottom you find ammo and a med station.

18 Continue through the damaged doors to the elevator shaft. Swim up and jump into the elevator. Pick up the rockets and the med kits.

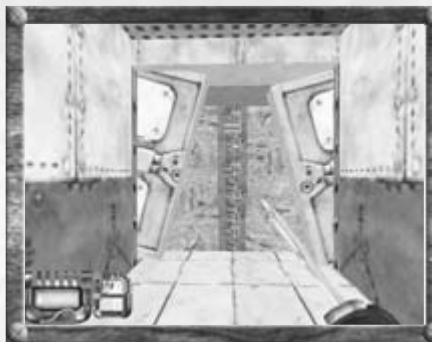


The general appears on the console.



Go through this passage.

16 Follow it around past floating crates. Near the damaged cables, turn a red wheel. Then go back the way you came. Swim down through the hole to the security console.



Go through these doors to the elevator shaft.

19 The general makes an announcement on the communications console.

The Surface

- 1 Exit the elevator into a room containing a large drone called a sentry. The AI constructed it to do battle with the general's war drone.



A sentry stands before you. Don't be alarmed.



The AI created this sentry to help you beat the general.



Follow this passageway.

- 2 Take the hallway to the elevator's right and climb the ladder at the end.

- 3 Continue upward to some viewports looking out on the general. Listen to what he has to say.



The general taunts you some more. Hasn't he learned?



These crates can be easily jumped.

4 When the general finishes, continue down the passageway. Jump over the crates that block your way and proceed into a control room.

5 Throw the switch to activate the elevator that raises the AI's sentry.



Flip this red switch.



It raises the sentry up to the surface.



Break out this grate.

6 The AI needs your help to destroy the Kata-Cannon on the war drone. The right weapons pod contains the Kata-Cannon; it will take some heavy firepower to destroy it.

7 Continue to the next room and pick up ammo for a variety of weapons, as well as three med kits. At the back left corner of the room sits a grate. Break it out.



Drop onto this landing.

8 Eliminate the bandits down in the area below. The sniper rifle works best at long range. When the bandits are dead, pick up the various ammo nearby.



Snipe at the bandits below.



Pick up some ammo to reload your weapons.

9 Once you are restocked, head down the ladder on the balcony's right side.



You get to drive a tank again.

10 Below sits a tank. Its main gun can destroy the Kata-Cannon on the war drone. Enter the tank.



Keep the tank moving up and back to dodge the Kata-Cannon blasts.

12 Drive it forward while firing at the war drone's right weapons pod. Watch out for the Kata-Cannon. If its blue bursts hit you, they warp you and the tank into Kata space.

TIP

To avoid getting hit by the Kata-Cannon, just drive the tank forward and back to dodge the blue blasts. Don't hit the Strafe keys or you may run into a wall and get stuck while trying to evade. Also, hold down the Fire key to keep the tank's main gun firing as quickly as possible.



13 Once you take out the war drone's Kata-Cannon, hop out of the tank. Run for the cover of the bay where the tank was parked.

14 On the right side rests a short ladder. Climb up and quickly follow the ledge to a covered area. You are momentarily safe here from the war drone.



Follow this ledge across the gap to where the war drone waits.

15 Drop down on the other side of the covered area to the level of the war drone. Pick up some med kits. Then run past the drone and around the corner to the left. Use containers and walls for cover as you advance.



Run past the war drone. Watch out for its legs; they can kick at you to cause damage.



Make sure the war drone follows you.

TIP

Med kits and some ammo lie around the area; some are behind containers while others are inside the large concrete structures. All can be found in places you can use for cover from the war drone's attacks.



The Final Battle

1 Across a gap, you spot the AI's sentry. Lure the war drone toward the sentry. If the war drone didn't follow you, go back and take a few shots at it so it will come after you.



The sentry waits for you and the war drone.



These two beams help you cross the gap.

2 Once the war drone starts moving, run across the gap on one of the beams.

3 The sentry will take care of the war drone. However, you must help protect the sentry from the Beaks that will break out of the green containers as well as out of the partially opened bay door.



The two large drones fight it out.



Keep the Beaks off of the sentry.



This dispenser keeps your Mecha Gun loaded.

4 Use the Mecha Gun on the Beaks with the barrels spinning. On the right side as you cross the gap, you see a green-lighted area by some containers. Go over there to find an ammo dispenser for the Mecha Gun. There are also med kits scattered about, as well as a med station.

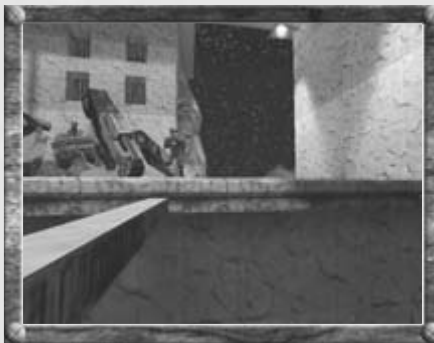


Beaks come at the sentry from all directions.

5 During the battle of the drones, the best place to be is right behind the sentry. This puts you in a good spot to take out the Beaks and also provides you with some protection from the war drone's attacks.

6 As long as you can keep the Beaks off of the sentry, it will destroy the war drone.

7 Once the war drone is a smoking pile of rubble, the general comes after you with his bare hands, but don't worry. He won't get very far.



The general attacks.



Looks like the general is Xenome food again.

8 The AI now informs you that bandit drop ships are preparing to land and secure the rest of the base. Good job. You have completed your mission and are entitled to a well-deserved rest. That is, until the next mission comes along.



The AI in the sentry tells you the gunmen are arriving.



The first drop ship prepares to land.



The gunmen reinforcements begin clearing out the Xenomes.



They also arrest the bandits.

The Multiplayer Game

PRIMA GAMES.COM

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PRIMA'S OFFICIAL STRATEGY GUIDE

The Multiplayer Game

Unlike the single-player game in *Gunman Chronicles*, the multiplayer game is ever changing. Therefore, this chapter is written a bit differently. Multiplayer games contain many variables, depending on the connection, your opponents, and how you are playing, so it is difficult to provide a step-by-step walkthrough. Here you will find strategies, tactics, hints, and tips to help you survive—maybe even win.

Before You Get Started

Before you try a multiplayer game of *Gunman Chronicles*, several things can help prepare you for your first deathmatch. If you are new to multiplayer gaming, it is a good idea to read this section. Even if you have been playing this type of game for years, take a look—you may find something to improve your game.

Play the Single-Player Game



Practice for multiplayer by playing the single-player game.

It is a good idea for all players to get through the single-player game, or at least a good portion of it, before heading on to multiplayer games. The single-player game lets you try out weapons and get used to customizing them. It also lets you practice different moves and tactics. Think of it as the shooting gallery for your training.

If you want to have a chance in a multiplayer game, you should be able to hold your own on the medium difficulty level of the single-player game. Experienced gamers can use the difficult level as training for their multiplayer games.

Customize your Controls



Set up your controls so they are second nature to you.

Fast-paced multiplayer games require a lot of quick reactions. To respond to threats as they appear, you must be comfortable with your controls. You don't have time to look down at the keyboard, searching for a key to change weapons or using the mouse buttons to customize a weapon. Everything must be second nature.

The single-player game provides a good opportunity to try out various controller configurations and see what you like best. Depending on how you like to play, keep the keys you use most close to your fingers so you can press them when needed without having to take your eyes off of the screen.

The best choice for controls is the mouse and keyboard combination. Nothing beats the accuracy of the mouse for looking around and aiming your weapons. Joysticks, gamepads, and the keyboard cannot compare. Unlike games that give you a hit if your shots are in the general vicinity of the target or have auto aiming, *Gunman Chronicles* makes you aim and earn your hits. If you are not accustomed to this control convention, practice it. It may seem awkward at first, but once you get used to it, you won't want to go back.

Study the Map



Learn all the places where weapons are located.

You don't have to enter a real multiplayer game to check out the maps. Instead, from the multiplayer menu, choose LAN (local area network) game, and then Create a Game. Don't worry if you are not connected to a LAN; you just want to get to the Create a Game Choice. Finally, choose a map you want to explore and start the game.

You can now walk around the map, scouting out ambush sites and weapons to pick up. The more powerful the weapon, the more remote or hidden its location usually is. Locate ammo and med kits. Check for dead ends where you could get trapped or passages that might be used to sneak up behind an opponent.

Explore every bit of the map and keep running around it until you know it cold. The last thing you want to ask yourself during a multiplayer match is, "I wonder where this tunnel goes?" If you like to use certain weapons, learn how you can get to them quickly. Also, locate great places to plant MULE packs set for Trip detonation or positions great for sniping.

The Basics

Connecting to a Game

Now that you have practiced on your own, it's time to go against other players. The following are some of the issues involved in connecting to a multiplayer game.

Latency

In a LAN game, latency is rarely a problem, and all players are usually on equal footing. However, when connecting over the Internet, latency becomes a major concern.

When playing over the Internet, computers connect with a server computer known as the host. If you create a game, your computer *is* that server. If you join a game, you connect to the server. Whenever a player moves or fires a weapon, a signal for the action is sent to the host, which then sends it out to all players. The delay from the time you fire or move until other players see this on their screens is known as latency. The lower the latency, the lower the delay.

Latency depends on a number of factors. Those able to connect directly to the Internet through a T1 line, or those with ISDN, DSL, or cable modems have little trouble with latency. Standard modems are where most troubles begin. The speed of your modem, the quality of your phone line, and your ISP all factor into your latency.

If you are playing via modem, try to select games with low latency. Also look for games where all players have similar latency. You are in trouble playing with a modem against opponents on T1 lines. The game goes on without you. The game is actually taking place on the server, so the faster your connection to the server, the less delay in sending and receiving information between the server and your computer. Whenever you fire at a target, your computer sends a signal to the server showing what you fired and where you fired it. However, if you have a lot of latency, by the time your signal gets to the server, your target may have already moved out of the way.

Find a Game for Your Play Level

When searching for a game, look for one with players of your skill level. Playing against less experienced players may boost your confidence for a while, but your skills will dull because you are not being challenged. On the other hand, playing against more experienced players isn't very fun when you get killed every few seconds. Choosing the right level of game makes your game more enjoyable, and also makes it better for your opponents.

Know the Rules

Many games have rules set up by the host. These may apply to the type of game played as well as the various options. When first joining a game, check out the rules and see how you will have to adjust your style of play to not only conform to the rules, but also to use them to your advantage.

Strategies and Tactics

Many of the strategies and tactics for the single-player game work well for multiplayer games. However, the single-player game is very linear. You always move forward through levels. Multiplayer levels are often circular, with passages winding around back to a central area. Therefore, you have to play a bit differently.

Don't Stop



Set up your controls so they are second nature to you.

As mentioned in tactics for the single-player game, keep moving. When you are moving, you present a harder target to hit. If you observed the bandits in the game, they were always running, rolling, and moving about. Remember how hard they could be to kill? Follow their example. Strafe back and forth or circle-strafe. When running toward or away from an opponent, add strafing moves to your running so you zigzag back and forth.

About the only time you can stand still is if you are taking a long-range shot at your opponents, such as with the sniper rifle. After taking the shot, move out of the way in case your target, or another opponent, fires at you.

Many novice players wait around to see the results of their attacks, especially when using MULE packs. Avoid this rookie mistake—move around to try to keep attacking from another angle. The same goes for setting MULE packs as trip mines. You don't need to be watching to see if someone walked into it. Instead, keep moving, and maybe you'll live to keep fighting.

Grab Some Firepower



One of your goals should be to grab the big weapons like the MULE.

Everyone begins with the standard-issue laser pistol in each multiplayer game. However, don't be content with it. Another reason to keep moving is to pick up weapons, ammo, and med kits if needed. While a player may be hiding, waiting to get a good shot at you with his or her pistol, you are grabbing a MULE and a Chem Gun as well as some body armor. As a general rule, if you are moving (and you are always supposed to keep moving), move with the purpose of picking up things. From studying the maps, you should know where the weapons and ammo you need are. Just go to them and take out opponents on your way.

Retreating

When your health starts to get low or you are up against an opponent with superior firepower, run away. There is no use trying to get a perfect shot if you will most likely get killed in the process. Instead, run backward so you can keep your sights on the enemy and fire as you go. Throw MULE packs or place them as mines to slow down your opponent's pursuit. Also, try to withdraw to areas where you can find med kits as well as more powerful weapons and ammo to let you take the advantage.

Use the Right Weapons

You may have a favorite weapon, but you should take time to learn the best time to use it. Each weapon has its own strengths and weaknesses. For example, the shotgun is great for close-range combat in narrow passageways or small rooms. On the other hand, for larger areas you will want the Mecha Gun or the pistol. The sniper rifle has a limited use in multiplayer games since it requires you to remain still while aiming and firing. Unless you're in a large area, it is a bigger liability than it is worth.

Learn the best configurations for each weapon. For example, with the shotgun, the more shells you fire at a time, the greater the damage. Unfortunately, using more shells also increases the time between shots. You have to find a balance between power and speed.



The shotgun is great for close combat.

MULEs are very powerful weapons. However, they can be tough to use in a multiplayer game; their rockets can be evaded or dodged because of their slow velocity, and it takes a while to reload between shots. The Chem Gun can be tricky to get configured during a fight and quickly runs out of ammo, but it has some great effects, especially for explosive shots.

The best way to find the right weapons for the circumstances and your style of play is to experiment. Try different weapons and different configurations to see what works. However, don't get set on just one weapon. Your opponents will quickly learn how you play and find ways to take advantage of that. So keep switching between a few weapons to keep the other players on their toes.

Check Your Six

This is a term used by fighter pilots to remind them to look behind them, but it also applies to multiplayer games. A game experienced players like to try against novices is to follow them around the map for as long as possible. While the novices get frustrated because they can't find their opponents, the experienced players just tag along waiting to see how long it takes the novices to turn around and look behind. Whenever you are moving, you should occasionally take a quick look behind you to make sure no one is trying to sneak up on you.

Learn as You Play

Whether you win or lose a match, you can always learn something. If you won, consider what you did and why it worked. Was it because of the map or the way the opponents played? How can you improve on this?

If you lost, you should study why you lost. What did you do wrong? What did the other players do right? What can you do better next time? Often, defeat is the best teacher. If one of your opponents uses a great tactic, learn how to do it and then practice it for yourself. If your opponent can do it, so can you. You might also try chatting with your opponents after a match and asking them how they did certain moves or tactics. Some like to guard their secrets, but many are willing to share their tactics to help others become better players and more challenging opponents.