

KILLER TACTICS
FOR ALL
3 SPECIES!

ALIENS VERSUS **2** **PREDATOR**™



Rick Barba

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SIERRA



Prima's Official Strategy Guide

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INTRODUCTION

Welcome to Prima's Official Strategy Guide for *Aliens versus Predators 2*, the chilling sequel to one of 1999's biggest hits. Featuring three interwoven and riveting story lines—one for each of three species—and enhanced by Monolith's stunning LithTech 3-D engine, this game marries the cinematic to game technology in original and truly creepy ways. In essence, it offers three games in one. Each character type—Marine, Predator, and Alien—has its own inimitable style of play. Each has a different set of movements, abilities, weapons and attacks, strengths, and weaknesses. The tactical combinations are nearly limitless. And that's where this guide comes in.

Part I: General Strategy

Whether you plan to sample the single-player missions or leap fangs and guns into multiplayer madness, this section offers everything you need to know about all three character types. This overview covers basic combat tips, weapons, special abilities, and tactics for battling each species. Check out "Chapter 4: Multiplayer Tips," for some insider advice from those who best know the game.

Part 2: Single-Player Missions

This section gives detailed, step-by-step solution paths through the 21 missions (seven for each species) that comprise the single-player component of *Aliens versus Predator 2*. Use this guide's table of contents to find the area where you're stuck. Then turn to the corresponding section of "Part 2" to get the answers you need.





PART 1: GENERAL STRATEGY

MARINE TACTICS

Marines are human and therefore vulnerable. After all, underneath all that equipment, is soft, fleshy tissue. Unlike their enemies, Marines have few inherent strengths or abilities. As a species, compared to both Alien and Predator, the Marine is slow and weak with limited optical perception.



Fig. 1-1. Marines have physical limitations, but their arsenal is second to none.

However, human intelligence and ingenuity levels the playing field. As a Marine, your weaponry is truly fearsome, your armor is moderately tough, and your range of attack is superior. Being slow doesn't matter when you have a Minigun that tears the hide off any living creature in one short burst.

General Tactics

Fighting smart is the key to Marine success. Due to your natural limitations, you must put yourself in situations that maximize strengths and minimize weaknesses.

Keep an Eye Out for Gear



The mighty Marine arsenal does you little good on the floor, nor is it particularly effective without proper ammo. Scan *every* room you visit for weapons, ammo, armor, and health items. Unlike Aliens, who need only food, Marines must be constantly vigilant to maintain combat readiness.

Fig. 1-2. Marines rely on stuff left by others to repair health and keep guns loaded.

Keep an Eye (and Ear) to That Motion Tracker

Your Motion Tracker gives you an advantage in situational awareness. White dots on its display and the sound of its ping gives you early warning of an attack. Swinging around so the dots are aligned with the center vertical line of the tracking screen will put the intruder right in front of you. You're ready to open fire the moment you make visual contact.

The Motion Tracker is a tremendous tool, but keep two things in mind: First, it tracks only *moving* enemies. An Alien hanging motionless on the ceiling doesn't register on the Motion Tracker display until it drops on your head. (Fortunately, Aliens are hyperactive and rarely stand still.) Second, moving enemies are displayed in a 180-degree frontal arc. To keep track of enemy movements to your rear, occasionally spin around.

Remember, although the Motion Tracker is valuable, it's not a substitute for old-fashioned eyeball reconnaissance. If enemies lurk above or below your horizontal plane, you may find the display hard to interpret. Keep your eyes primarily on your environment, glancing at the Motion Tracker for supplemental information from time to time.

Do Most Fighting from Medium to Long Range

Again, a Marine's biggest strength is the killer arsenal. Its great range and power are unmatched by anything available to Predator or Alien. From the basic Pulse Rifle to the lethal Minigun, your weapons put out some awesome firepower. More importantly, their accuracy and power barely lessen as you get farther from your target. Aliens have no long-range weapons, and the Predator's plasma weapons emit relatively slow projectiles that are easy to dodge at range.

Take advantage of this: Particularly against Aliens but also against Predators, keep attackers at a distance. This lets you deal death without taking much (or any) damage. Standing toe-to-toe and slugging it out is rarely a good idea—maybe even *never* a good idea—for the Marine. It plays into the enemies' strengths, not yours.

Fig. 1-3. Fight from a distance to avoid close-quarter confrontations.



Avoid Close Quarters—If You Can't, Use a Shotgun or Flamethrower

Small rooms negate many of a Marine's weapons advantages. Your own explosives (grenades, rockets) can hurt you, but sometimes range isn't possible of course. In winding tunnels or small rooms, you may not have the time or space to separate from suddenly appearing targets. In that case, your best weapon is the Shotgun. Aliens in particular splatter nicely with one Shotgun blast. Just remember to step back from their acid blood spills. A Flamethrower, too, has great lethality—without the toxic splatter of Alien blood.

Beware of Holes, High or Low

Wall-walking Aliens love to burst shrieking from out-of-reach places. Mark all high and low passages—grates, vents, ducts, alcoves, any holes—in each area.

In Combat, Keep Moving

This is standard advice for any action game: Stationary targets are soon dead targets. This especially applies to a Marine facing a drooling swarm of cat-quick Alien drones or a plasma-slinging Predator. The more you move, the less damage you take, but movement should be unpredictable. Run forward and back, zigzag across open spaces, and slide side to side. Do anything to keep enemies from drawing an easy head on you.

When the Coast Is Clear, Stop to Recharge and Explore

Relax after combat. Quickly assess your health. Look around. Search for pickup items. Get the lay of the land. You may come back this way later. When exploring, be slow and methodical so you don't miss pickup items or obscure passages.

Don't Show Your Back



Hey, you're a Marine. As a matter of honor, you don't turn tail and run from a fight. It's also a poor combat choice. Predators are somewhat faster than you, and Aliens are *much* faster. Thus, running away is not a good option—unless you *like* getting your butt chewed as you die.

Again, a Marine's greatest asset is weaponry. To use your big guns, you must face the enemy. You shouldn't stand in one place and slug it out either. But if you let Aliens or Predators get on your six, it nullifies your weapons advantage.

Fig. 1-4. Master the art of shooting while backpedaling from Alien swarms.

Learn to Fight while Running Backward

On the other hand, a tactical retreat in the face of overwhelming numbers isn't cowardly. In fact, against Alien swarms, it's the only way to stay alive. Marines should backpedal while shooting; most enemies are faster and doggedly pursue.

In the single-player game, you generally trigger enemy swarms when you cross a line into a new area. Whenever you move into new territory, keep a finger on the Move Backward key (the default is **S**). If you hear the distinctive snarl of Aliens ahead, start backpedaling right away. Fire when the beasts come into sight. If you back into an obstacle, whip your mouse sideways to swing your view 90 degrees, then run backward again—firing, always firing.

Master the "Strafe-and-Shoot" Technique

Pure movement is a defensive tactic, but movement combined with outgoing fire is a killer offense. In an exchange with enemies other than multiple Aliens, use the basic strafe-and-shoot tactic—that is, slide sideways while keeping your target centered in your crosshair to dodge attacks without actually turning away from your enemy.

This technique is particularly effective against Predators and human enemies. Again, it's less effective against Aliens, who tend to swarm and hit you from all sides.

Always Strafe around Corners

When walking normally around a corner, you suffer a split second when you can't see down the next passage. That split second can mean life or death if an enemy is lying in ambush. Eliminate that vulnerable moment by strafing around corners—that is, just before you reach the corner, turn to face the wall, then slide sideways with your finger on the Fire button (where it should always be, anyway). This way, you already face the direction of any possible threat.

Fig. 1-5. Strafe (slide sideways) around corners to avoid nasty ambushes.



Be Smart about Consuming Medikit and Armor Pickups

When you grab Medikit and Armor pickups, you can't stockpile points that exceed your health or armor maximum capacity. The remainder of the pickup's points remain in the pickup for you to use later. So, note its location, then return when your health is again depleted. The same holds true for your Armor Counter. Leave Armor pickups for when you really need them.

Use Your Image Intensifier for Quick Scans Only

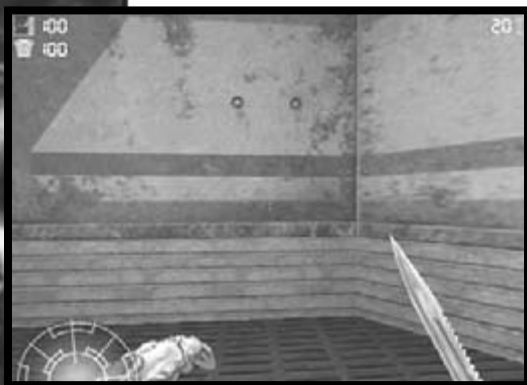
Don't rely on your Image Intensifier for constant night vision; it drains your battery too quickly. Instead, flip it on briefly as you enter a dark area, scanning for the size of the room, exit passages, salient features, number of enemies, and so forth. Back out of the area, and turn it off to recharge. Switch to your Shoulder Lamp or toss a flare ahead and reenter the room.

Toss Your Greetings into Suspect Areas

Grenades are fun. If your sojourn through a mission leads you to a drop-off, vertical shaft, or a dark tunnel ahead, lob in a grenade. You hear few things as satisfying as the death scream of an unseen Alien. You might flush out wounded enemies into the teeth of your Pulse Rifle or other favorite weapon.

Weapons

Aside from good situational awareness, your biggest edge in *Aliens Versus Predator 2* combat is your Marine Corps arsenal. This section details the characteristics of each weapon and suggestions on using them.



Combat Knife

Fig. I-6. Combat Knife

A limited combat weapon, the Knife is nonetheless valuable when fighting Predators. If you get tangled in a Predator's net (fired by his Netgun), start slashing with your Knife to get out quickly.



M4A4 Pistol

Fig. I-7. M4A4 Pistol

This is a good weapon against even tough enemies. Your M4A4 Pistol features both antipersonnel and antiarmor ammo. It lacks the range of bigger weapons, but in a pinch, it does fine. In fact, in one single-player mission, you pack only a Pistol as you face a powerful Predalien—and the little gun admirably serves you.



Shotgun

Fig. I-8. Shotgun

The ultimate infighting weapon, your Shotgun also has good range. It packs a punch that shreds a typical Alien in one shot, and it's nice in tight quarters where Aliens love to lurk. However, the punch has a drawback: it tends to splatter toxic Alien blood. So shoot and step back, shoot and step back, and then, as your capping move, shoot and step back.

One other thing about the Shotgun: its primary ammo, shells, is deadly against standard Aliens, but doesn't penetrate armored foes well. Against other Marines in multiplayer, and Alien Praetorians (whose hardened shells provide a type of armored protection), use slugs. As the game manual points out, slugs are ideal for taking down armored targets.

M-41A Pulse Rifle

Fig. 1-9. M-41A Pulse Rifle

Probably your most trusty sidekick, the M-41A Pulse Rifle combines good range and power with rapid-fire capability perfect for melees. This rifle also features a built-in grenade launcher that delivers powerful pulse grenades with excellent long-range accuracy. That combination provides much versatility. The automatic-fire function spits out 99 rounds per clip—just what you need when facing multiple Aliens. The Alt-Fire grenade delivery (the default is the right mouse button) is a nice anti-Predator weapon that can punch holes in armor and inflict area damage too. Just remember the tip from the game manual—use Pulse Rifle grenades sparingly—that ammo is hard to find.

In general, your more advanced weapons offer better benefits against specific threats, but your Pulse Rifle covers the entire gamut. With this gun, feel confident walking into any situation.



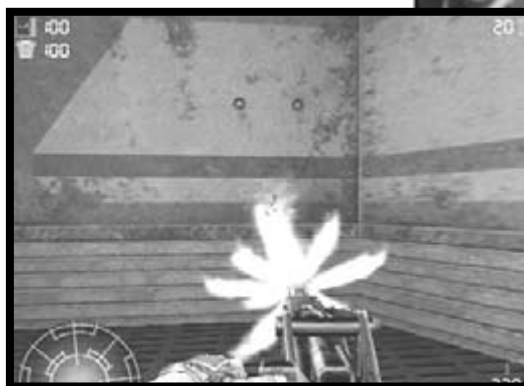
M-56 Smartgun

Fig. 1-10. M-56 Smartgun

This weapon lays down a rapid-fire blanket of caseless rounds. With 150 rounds per clip, you can put a lot of flying metal in the air without frequent reloads. It has excellent range too. That, combined with its motion-tracking function, lets you destroy multiple targets at a distance, quickly and accurately.

The Smartgun has some limitations. In multiplayer, its weight forces you to a walking speed, reducing the effectiveness of your backpedaling technique. When Aliens manage to penetrate your fire, they often get in a few slashes before you take them out. Second, Smartgun shells don't pierce armor well, so the gun loses effectiveness against durable enemies.

The Smartgun also automatically switches to direct fire mode (no tracking) when you activate your Image Intensifier, but this isn't much of a liability. Direct fire mode is just as withering as tracking fire—you just must aim better!





M-240 Flamethrower

Fig. 1-11. M-240 Flamethrower

You'll love this weapon. Its continuous stream (no pause, no reload!) of pressurized napalm is particularly deadly against Alien swarms. Flamethrowers sizzle *everything* right in front of you. Thus, it's the only weapon that simultaneously kills multiple enemies at close range without damaging you. (Grenades or rockets at close range usually hurt you too.) The Flamethrower's wide swath makes it ideal for roasting Alien facehuggers, whose small size and darting movements make them difficult targets.



M-6B Rocket Launcher

Fig. 1-12. M-6B Rocket Launcher

With a blast radius big enough to eliminate an entire platoon of bunched enemies, the M-6B Rocket Launcher is the most powerful single-shot weapon in your arsenal. It's a specialized long-range weapon, not one to use in tight places. This is probably your most effective anti-Predator weapon. Use it against larger Aliens too—the Predalien and Praetorian.

Like the Smartgun and Minigun, the Rocket Launcher restricts your movement to walking in multiplayer. Avoid lugging it around unless the immediate area is clear, then wield it when you're ready to fire at a suitably distant target. At middle range, use direct-fire rockets. At long range, hit Alt-Fire (the default is the right mouse button) to switch to tracking rockets. (The more time self-propelled rockets have to home in on their target, the more accurate.)



M-92 Grenade Launcher

Fig. 1-13. M-92 Grenade Launcher

This powerful weapon launches four types of munitions. The game manual points out one good use: "Ideal for creating defensive perimeters." Proximity grenades and smart mines can be particularly deadly defensive traps when set properly. Spray some down passages where attackers are likely to come. The proximity grenades stick to surfaces and detonate when they detect motion. Even more fun, on detecting a target, smart mines actually "walk" toward it on tiny robotic legs.

Timed grenades are more useful for offensive purposes, but only in certain circumstances. Because they bounce off surfaces (unless they hit a target) while their timers beep toward detonation, you can launch timed grenades down suspicious-looking shafts and vents, around corners, or into dark rooms and tunnels—anywhere you suspect enemies lurk.

Two warnings: First, all grenades have a large blast radius, so don't use them near yourself. Second, the launch delivery is *slow*. Fast-moving foes will make human hash of you if you try to use a Grenade Launcher in a typical fight. Save it for the special uses mentioned.

M-90 Minigun

Fig. I-14. M-90 Minigun

This is the big boy in your armory. The M-90 Minigun spews lethal high-caliber ammo from its rapid-fire, rotating multibarrel housings. Designed to punch holes in armored vehicles, it can kill absolutely anything—Predator, Praetorian, Predalien—with one short burst. But several drawbacks make it useful only for the toughest confrontations.

First, it's heavy, so maneuvering at anything faster than a walk is impossible in multiplayer. You may obliterate everything in front of you, but nimble Aliens don't usually camp in your gun sight very long. Second, although its ammo belt holds 900 rounds, it expends them quickly. (You run dry in about 20 seconds.) Learn to fire in short bursts to conserve ammunition. Again, save the Minigun for your biggest, baddest enemies. In the single-player game, for example, it's the best way to eliminate the imposing Alien Empress.



WY 102 Sniper Rifle

Fig. I-15. WY 102 Sniper Rifle

This slow-firing weapon has only 30 rounds and is a poor choice in standard combat. But what a sweet range! Its Alt-Fire (the default is the right mouse button) function, which activates a scope, gives you accuracy within millimeters over great distances. Its high-caliber bullet usually guarantees a one-shot kill. With lots of practice, this weapon can be used effectively at all ranges. Use your WY 102 Sniper Rifle when you don't want to miss a distant stationary target.



Tools and Equipment

Marine tools are pretty straightforward. The Motion Tracker and its use were discussed earlier in this chapter. The other two tools provide access to areas that are locked tight. The Welding Torch burns through padlocks and bolts on certain doors. The Hacking Tool lets you override some electronic security systems. (You must access the system circuitry; if you can't open a switch panel to see a circuit board, you won't get the yellow crosshair that indicates a "hackable" system.)

When you're stuck, move your cursor over lock panels and door bolts to see if one of the tool crosshairs appears.

There are three items that help Marines see better in the dark passageways of the infested research facility and the Hive. First, the flare burns under all conditions, so throw one down a dark tunnel before you enter. Can be used with any weapon. The other two items drain power from your battery. The Shoulder Lamp casts a beam of light wherever you look. Even more powerful is the Image Intensifier, which boosts all light levels. But the Intensifier rapidly drains your battery, so you must frequently stop and turn it off to recharge.



Combat Tips

Fighting Aliens

Fig. I-16. Keep your distance from Aliens. Fire while backpedaling to string them out and avoid acid splatter.

Aliens only hurt you at close range, so keep your distance and use quick-firing, quick-loading

weapons. (Slow reload is the kiss of death against Aliens.) Of course, "Keep your distance!" is easier said than done. Aliens are very fast, and they close distance with amazing alacrity. When they converge on a target, they hit from all sides—even from above and below.

To counter Alien speed, find open spaces if possible, and use the backpedaling technique almost exclusively. Packs of Aliens often string out in a ragged line as they pursue, making it easy to pick them off. Long passageways and corridors, even if narrow, make good Alien killing grounds. Strafing techniques are somewhat less effective against the agile, pouncing bugs.

Against the powerful Praetorian, you need an armor-piercing weapon. The Minigun is best, but grenades, rockets, and the Alt-Fire ammo for both your Shotgun (slugs) and Pistol (tungsten core bullets) penetrate armor too.

For more tips about fighting the different varieties of Aliens, see the "Alien Types" section in "Chapter 3: Alien Tactics."



Fighting Predators

Fig. 1-17. Bring out the big guns against Predators, and keep moving, dodging, and sliding.

In single-player missions, Aliens usually swarm, but encounters with Predators are one-on-one affairs. The Predator's overwhelming strength and vicious Combistick make infighting with him a losing proposition. Unlike the Alien, the Predator has decent midrange weapons. If you simply backpedal in a straight line, he'll toast you with his Plasma Pistol or Plasmacaster.

Keep your distance and strafe! Dodge from side to side, or even "circle-strafe"—that is, strafe while keeping the target in sight, which slides you in a wide circle around him. Heavier weapons such as your Grenade and Rocket Launchers (or the pulse grenades from your Pulse Rifle Alt-Fire) work best.



Fighting Guards and Other Marines

Fig. 1-18. Other Marines have the same killer arsenal, so get in the first shot.

In multiplayer games, you face other Marines and mercenary soldiers hired by the Weyland-Yutani Corporation. Take advantage of the very weaknesses you compensate for when playing as a Marine. Pick off slow humans with sniper fire from high ground, or hide in the darkness to exploit human vision limitations. Above all, get in the first lick. The combination of powerful weapons, lack of mobility, and average armor all add up to short, bloody battles when a Marine encounters other Marines.



PREDATOR TACTICS



Predator culture is based on the hunt. Thus, your skills as a Predator are aggressive by nature. You are the hunter, your enemies the hunted. You seek trophies of your exploits—skulls, to be precise. You are durable and powerful, you have versatile weapons and abilities, and your technology furnishes you with remarkable tools. But your prey has some inherent advantages too. This chapter examines Predator strengths and weaknesses and gives you tips on how best to match your foes.

Fig. 2-1. The Predator is strong, durable, with no single glaring weakness.

General Tactics

Being a Predator is fun. You have amazing abilities and get to roar a lot. But for some reason, your enemies don't enjoy being hunted. They fight back, and darned if they aren't good at it. So remember the following tips.

Learn to Cycle Through Vision Modes Quickly



The Predator's three special Vision modes easily provide your biggest tactical advantage in combat. They are: Thermal vision (Blue: highlights and tracks humans), Electrovision (Red: highlights and tracks Aliens), and Predtech vision (White: highlights and tracks Predators; offers best night vision). When combined with tracking weapons (Plasmacaster or Disc), these Vision modes give you significant sight and targeting advantages.

Fig. 2-2. Thermal vision mode, establishes human targets in sharp relief against a blue background.

Keep in mind that the specificity that makes them so effective also has a drawback. You can't mix modes; only one can be active at a time. Worse, you can't assign single keystrokes to each mode. You must cycle through all four modes (including Normal mode) with your Next Vision Mode (the default is **[V]**) and Previous Vision Mode (the default is **[B]**) keys. So practice cycling until you burn the mode order into your mind and can flip quickly and unconsciously to the necessary Vision mode.

Devote *Every* Lull to Medcomp and Energy Sift Recharging

Medcomp and Energy Sift devices provide another huge advantage to the Predator. Aliens must seek food (human prey) to replenish health, and Marines need Medikits and Armor pickups to stay strong. But Predators can heal themselves and replenish energy supplies anytime, anyplace, anywhere.

After the adrenal rush and heat of combat, it's too easy to forget to recharge. So make it a habit to use your Medcomp and Energy Sift whenever you get a quiet moment in a secured location. (For more on how to best use these devices, see the "Tools" section later in this chapter.)

When Hunting Human Prey, Cloak and Follow

Cloaking is easily the biggest advantage the Predator has over humans. But humans carry Motion Trackers that can indicate the position of cloaked targets. Remember two important things: First, Motion Trackers do exactly what the name indicates—track motion. Second, these devices cast an invisible eye in a 180-degree arc in front of the human. This suggests two important tactics when stalking human prey.

Fig. 2-3. He can't see you, but he can draw a good bead with his Motion Tracker. So don't move.



First, if you are cloaked and you suddenly find yourself face-to-face with a heavily armed (and they're *all* heavily armed) Marine or guard—that is, if you can see any of the front half of his body—his tracker can pick up your movements. So what do you do? *Freeze!* Your signature disappears from his Motion Tracker display. Sure, it is hard to freeze; it violates basic hunter instincts. But the human's weapons are very powerful and likely better than yours.

Your next step in this scenario leads to the second point. Wait, frozen, until the Marine moves on, turning his back. Now you can follow undetected because his Motion Tracker “sees” only in a frontal arc, leaving him blind to the back. Always stay *behind* human targets to get the full benefit of your cloaking. Stealth is a killer advantage, so don't squander it.

Avoid Water When Cloaked

This is a simple tip: Water disables your cloaking device.

Don't Waste Energy Cloaking Against Aliens

Aliens navigate as much by sense of smell as sight. When you cloak, Aliens lose sight of you, but they can still sense you. It's not possible to hide from Aliens using a Cloaking Field Generator.

Against Aliens, Use the Backpedal and Fire Technique with Electromagnetic Vision Mode

"Chapter 1: Marine Tactics" discussed this when describing the best tactic for Marine versus Alien encounters. It applies to Predators as well. However, because Predators are faster than humans, the backpedal technique works even better. Again, when you see or hear an Alien pack attack, switch to Alien Electrovision (Red) mode, plant a finger on the Run Backwards key (the default is **[S]**), and open fire with your Plasmacaster. The gun locks in on the nearest Alien and guides each blast home. If you back into an obstacle, quickly swivel 90 degrees and backpedal again, firing.

Play the Angles with Your Speargun



Fig. 2-4. With your Zoom feature, pick off enemies around corners by targeting just a small piece of them.

Combat in *Alien versus Predator 2* is nerve-racking at times, as combat should be. Nothing chills like the suspicion that a brain-sucking Alien or a Marine with a Minigun lurks just around the corner. But sometimes you can see him before he sees you. Approach corners from a wide angle and slide *slowly* sideways, and you can often target a piece of a waiting enemy—an arm, a leg, sometimes even a sliver of head—in your Speargun crosshair. Then take him out before he knows what hit him.

Weapons

While your arsenal may not be quite as expansive or formidable as a Marine's, it is certainly impressive. Predators have a good selection to choose from in terms of range, power, and utility.



Wristblades

Fig. 2-5. Wristblades

Obviously, Wristblades are close-combat weapons. Though they aren't as lethal as your Combistick, these razor-sharp blades, combined with your natural Predator strength, shred an Alien in one good swipe and most humans in one or two. Against human targets, the Wristblades' advantage is that they don't remove your cloaking. You can sneak up behind a Marine and dispatch him with stealth. Of course, Aliens "see" right through your cloaking, plus they shed toxic blood, so avoid close combat with bugs.

Here are three quick notes about Wristblades: First, they use no energy, so they're always available. Second, their Alt-Fire (the default is the right mouse button) jab strike is more powerful when charged by holding down the Alt-Fire key for a moment. Third, the Alt-Fire jab is one way to collect trophies. Just move the target cursor over the head of a vanquished foe, jab, and listen to your roar of delight.

Combistick

Fig. 2-6. Combistick

This jagged spear is the Predator's favorite and certainly most effective close-combat weapon. Its huge swipes quickly cut through enemies, and direct head hits yield instant trophies. Like Wristblades, the Combistick doesn't draw anything from your energy stores, thus it doesn't affect cloaking. Few things are more fun than sneaking up behind an unsuspecting victim and beheading him with one joyful swing.

The Combistick is lethal to both humans and Aliens. It reaches farther than Wristblades, so you can whack an Alien from farther away, avoiding the acidic blood splatter. But the Combistick's slow swing makes it less than effective against swarming opponents, particularly speedy Alien drones. So use it primarily in one-on-one duels with Marines or other Predators in multiplayer games.



Plasma Pistol

Fig. 2-7. Plasma Pistol

The Plasma Pistol is a trusty mid-range weapon with a good combination of punch and accuracy. It fires a powerful encapsulated plasma charge that causes splash damage in a small radius. One hit dispatches most enemies. The primary Fire button (the default is the left mouse) zings a single charge in a straight line, while the Alt-Fire button (the default is the right mouse) lobbs three successive stun charges in a downward-curving arc. This lobbing action is nice if you suspect enemies lurk over a rise, on the other side of a crate, or down a vertical shaft.

Keep in mind that the Plasma Pistol is a mid-range weapon. Hits on close targets hurt you with the splash damage, and the plasma projectile is too slow to hit distant targets before they dodge—especially in multiplayer action if savvy opponents guide your onscreen enemies. The Plasma Pistol also stuns other Predators when they are hit by it.





Speargun

Fig. 2-8. Speargun

The Speargun is a Predator's long-range sniper weapon. Its view scope features three Zoom levels, so you can hit distant targets with excellent accuracy. The gun fires rapidly and is effective at any range. With only nine spears per clip and limited clips available (only three to start), be somewhat frugal with your shots.

However, you can actually retrieve spears. When you eliminate prey with your Speargun, walk over the carcass to pick up any spears (you hear a retrieval "click"). If the victim is an Alien, wait until the acid dissipates. Note also that a head shot yields a trophy and a lusty roar.

Plasmacaster



Fig. 2-9. Plasmacaster

The Plasmacaster is your best bet for an "all-the-time" weapon. It deals effectively with threats at any range, although its splash damage can hurt you at close range. Add in the ability to track targets and vary the power of its charged projectiles, and you have a versatile shoulder cannon. The Plasmacaster's basic characteristics follow:

- ▶ Tap the Fire button for a quick shot. Each deals moderate damage and uses one energy unit. With a full store of energy, you can squeeze off 54 quick shots.
- ▶ One Plasmacaster quick shot kills almost any Alien except for big boys such as the Praetorian and Predalien, while you generally need two or more quick shots for Marines.
- ▶ Hold down the Fire button for a second or two to unleash a supercharged shot that deals serious damage. Few things survive this type of direct hit, and anything in its large blast radius takes damage (including you, if you're too close).
- ▶ You can also "pre-charge" a shot—that is, hold down your Alt-Fire button for a second, which supercharges the next shot you unleash with the Fire button. (See units of energy disappear from your Energy Counter on the right side of the screen during this pre-charge.)

- ▶ Each full supercharged shot uses five energy units, giving you about 11 such shots from a full energy store.
- ▶ To create a midsize supercharged shot that uses only three units of energy, hold down the Alt-Fire button for less than a second until just one unit of energy disappears from your Energy Counter. Your next Plasmacaster shot uses three energy units.

When you're in a special Vision mode, the Plasmacaster locks on the nearest highlighted target. You see a visual depiction of this lock-on process—three sides of a triangle snap into place around the target. The Plasmacaster auto aims, and when you fire, the plasma projectile tracks to the target.

The biggest drawback of the Plasmacaster is that, as with your other energy weapons, its use disables your Cloaking Field Generator. Against Aliens, this is no loss, but against humans, use it only when your stealth options are limited.

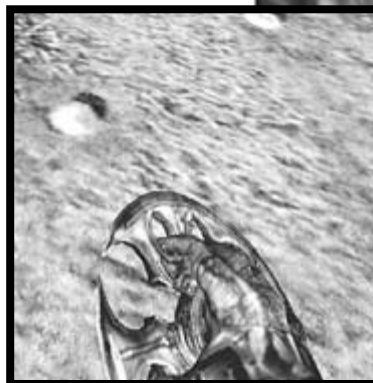
Disc

Fig. 2-10. Disc

The Disc is one of the most powerful single-shot weapons. It has tremendous range, one hit takes down almost anything, and it tracks targets, locking on the nearest available target in the current Vision mode. You really can't miss when you toss a Disc with a tracking lock.

But remember its limitations. First, you get only one Disc. That's right—if you lose it (and it happens), it's gone, never to return. Second, the Disc eats energy, so it disables cloaking when you use it. Third, and most limiting, each Disc toss and return takes a considerable amount of time, in a combat time frame, anyway. When multiple enemies attack, you can hit only one at a time, with several seconds elapsing between each toss. That doesn't work against Alien swarms.

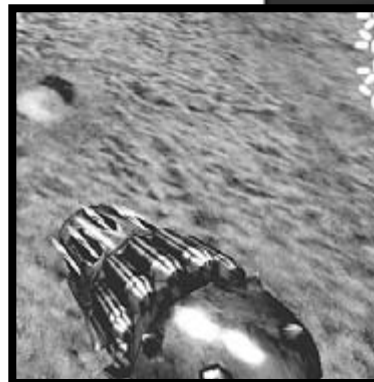
Think of the Disc as a near-infallible sniper weapon.



Netgun

Fig. 2-11. Netgun

The Netgun is a low-tech equivalent of a stun gun. Nets fired by this device (it's more a "device" than a "weapon") knock down and incapacitate targets for a short time. Most enemies extricate themselves in roughly 10 seconds, which gives you time to take trophies from the helpless victims. The Alien drone (the adolescent bug), however, is so hyperactive and claw-happy that nets tend to shred before taking hold.





Remote Bomb

Fig. 2-12. Remote Bomb

An old-fashioned booby trap dressed up in fancy duds, this explosive device is a multiplayer favorite. Drop or toss it anywhere; it usually sticks where you aim, although rugged, rocky surfaces can cause it to ricochet until it strikes a better surface. Step carefully past the bomb, then lure enemies over the spot.

This is a good path-clearing device too. Toss it into suspect areas—tunnels, mines, shafts, and dark rooms or hallways—and press your Alt-Fire button to detonate a cheery inferno. A Remote Bomb explodes automatically if it strikes a living target. Sling it into a slaving Alien pack and waste the whole lot.

Tools

Medicomp and Energy Sift

The Medicomp and Energy Sift serve similar purposes and are best used in conjunction. Use the Energy Sift anywhere at anytime to completely recharge your energy stores. The Medicomp restores full health. It does, however, draw from your energy stores. So if you're badly hurt, the Medicomp can drain energy to almost nothing. If you're low on energy, too, the Medicomp won't work.



Fig. 2-13. Activate the Energy Sift and Medicomp devices in secure areas. While in use, both devices disable cloaking and draw enemy attention.]

This is the best sequence: Wait until you reach a quiet place with no enemies nearby. If both health and energy are low, use the Energy Sift to build energy, then use the Medicomp to heal. Fire up the Energy Sift a second time to charge to full power. You're done, with full health and full energy—so go back to skinning people and spearing heads.

Charge Emitter

The Predator's Charge Emitter is the equivalent of the Marine Hacking Tool, though a bit cruder. Whereas the Marine device overrides security lock codes with sophisticated electronics, the Charge Emitter simply shorts out security devices—if you can get at the circuit boards. Zapping its circuits automatically opens a door.

Special Abilities

Vision Modes

The “General Tactics” section of this chapter mentioned these, but it certainly doesn’t hurt to reiterate the value of your Predator Vision modes. Thermal vision mode creates a blue background against which humans stand out as multicolored heat signatures. Other creature types are not highlighted, though, and can be difficult to spot. Electrovision mode turns everything red, leaving Aliens highlighted as bright white. As with Thermal vision mode, it works even in total darkness and non-Aliens are hard to see. And Predtech vision mode turns the landscape snowy white with other Predators highlighted in greens and blues.



Fig. 2-14. Target locks are beautiful.

When you use either Predator tracking weapon—the Disc or Plasmacaster—in one of the Vision modes, the weapon’s tracking system locks on to the nearest target highlighted. When you fire plasma or toss the Disc, the projectile tracks directly to the target.

The Crouch-Leap

When the Predator leaps from a crouched position, his powerful legs propel him to remarkable heights. This technique lets you hop from branch to branch through treetops with carefully timed intervals. Later you must crouch-leap to ledges, walkways, pipes, and platforms in the Weyland-Yutani Forward Observation Pods.

The crouch-leap not only gets you places, it can also get you out of tight combat spots. A sudden crouch-leap out of an Alien ambush buys you precious seconds, letting you regroup, reorient yourself, and get control of the battle.

Combat Tactics

Fighting Marines

Avoid extended long-range exchanges with Marines; their long-range weapons are more powerful than yours. Instead, cloak and get in close. Predators are stronger and more durable, and face-to-face, your Combistick is vicious. In close combat, the Marine Shotgun is mighty, and the standard Pulse Rifle is no slouch. But your durability is greater; if it comes down to blow for blow, you win.



Fig. 2-15. Predators are superior to Marines in close quarters.

Don't just stand still and whack away, though. Strafe, rush, and pull back a bit—mix it up! If you do slip to mid-range from time to time, that's okay. Both your plasma weapons are quite good at that distance, and your Plasmacaster's tracking system (combined with your Thermal vision mode) means your aim can be less precise as you joust and move; your projectiles still find a home in your enemy's heart.

For some good advice on cloaking against human enemies, see the note on cloaking in the "General Tactics" section of this chapter. A tip from the game manual that bears repeating: The ordnance from the Marine's tracking weapons (the Smartgun and Rocket Launcher) locates you if you are moving. If a human faces you carrying one of these weapons, don't move! Wait until the human turns away.

Fighting Aliens

Aliens can't hurt you unless they're in your face, so keep them at range. Your best tactic by far is the following: When a batch of Aliens attacks, switch immediately to Electrovision (Red) mode, whip that Plasmacaster onto your shoulder, and start running backward, firing quick shots. Your Plasmacaster is the ultimate Alien killer; its tracking feature helps you mow down the mob, one by one, as its projectiles find the mark every time.



Fig. 2-16. Fight Aliens from as far away as possible, backpedaling and using your Plasmacaster.

If you get backed into a corner or deplete your energy store, use your Combistick to slash a hole through Alien ranks. (If Aliens are in point-blank range, your targeting system weapons don't have room to track properly.) Then spin and start backpedaling again, firing or slashing all the way.

Forget the Speargun! Aliens just move too fast. You'll just waste a lot of spears that you can use later to snipe at slower, more stationary humans. Stick to the plasma guns, switching quickly to your infighting weapons (Combistick and Wristblades) if bugs get too close.

For more tips about fighting the different varieties of Aliens, see the "Alien Types" section in "Chapter 3: Alien Tactics."

Fighting Other Predators

Your fellow species members are powerful and durable, just like you. So in Predator versus Predator battles, cloak and hope your opponent isn't in Predtech vision mode, so you can sneak in the first hit. Try the Disc or a Plasmacaster supercharged shot as your opening salvo. Soon you'll both be in Predtech mode, slinging vision-specific tracking shots. Don't forget to keep moving! You can even dodge plasma projectiles guided by a target lock if you're on your toes. As you trade blasts, strafe from side to side. Then make a rush, and try to slip behind your foe, hopefully breaking out of any tracking lock.

Fig. 2-17. Other Predators are just like you—only a little uglier, of course.



ALIEN TACTICS



From the first time you saw the original movie *Alien*, you wanted to be one, just for a little while. Open your mouth—surprise!—out comes another mouth with slavering razor teeth. Not to mention the acid blood.

Fig. 3-1. Have you ever seen a tongue with teeth? If you're an Alien, you see it in the mirror every day.

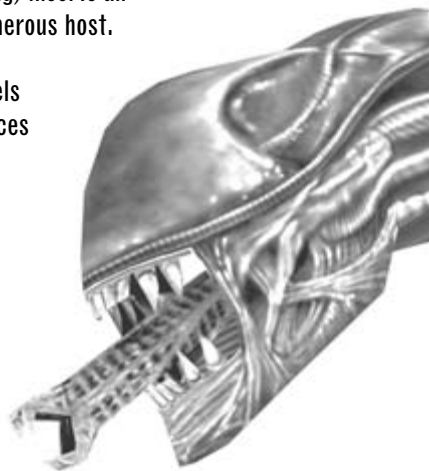
Well, here's your chance. In the Alien missions, you start as a creepy little facehugger, then eat your way out of some guy's chest as a chestbuster. Then it's on to adulthood. You might ask how an Alien should act. What are my special powers and abilities? Read on.

Alien Types

Before we dive into tactics, take a closer look at this species. Aliens come in a variety of shapes and sizes, and each variety has somewhat different abilities. In *Alien versus Predator 2*'s single-player missions, you play as an Alien who undergoes the transformation from facehugger to chestbuster to drone. In the Marine and Predator missions, you face those varieties, plus tangle with Alien runners, Praetorians, and Predaliens.

The Alien has a double gestation life cycle that begins with the large eggs in the various egg nurseries throughout the game. From that egg pops the scorpion-like "facehugger," with a single purpose in its very short life span—to find a viable host in whom to implant an embryo. When it finds a suitable target, the facehugger (via his wonderful facehug) inserts an embryo down the throat and into the body cavity of its generous host. Doesn't *that* sound pleasant?

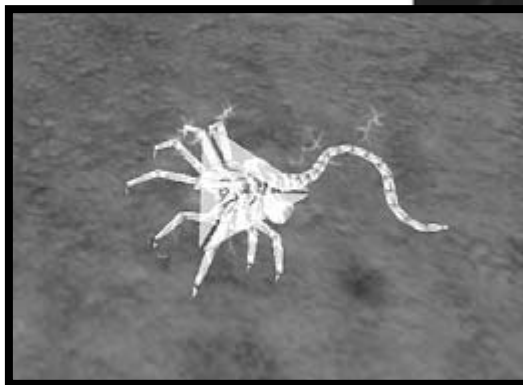
Soon the facehugger, having served its purpose, shrivels into a carcass and falls away. Days later the embryo produces a larval Alien creature known affectionately as a "chestbuster." It is roughly the equivalent of a caterpillar in the metamorphic cycle. Limbless, it scurries around seeking food, food, and more food. In days, this creature molts, and from the snakelike skin emerges an adolescent Alien, complete with claws and the overlapping double jaw that makes headbiting so easy.



FaceHugger

Fig. 3-2. Facehuggers are weak and have only one attack, the pouncing facehug.

Facehuggers are quick, darting little buggers with only one real attack, the facehug. Because of the beasts' quickness, the best defense against their attack is a Flamethrower, which sprays ignited, pressurized napalm over a wide area. To execute a facehug, the facehugger must target the upper torso of a human host and press the Pounce key (the default is **[E]**).



Chestbuster

Fig. 3-3. Guess what chestbusters do? That's right—they burst from chests.

Chestbusters have only one attack, which is a fairly weak bite. Plus, they're very weak—one or two shots finish them off. But they're also very, very quick. When you are an Alien chestbuster, avoid confrontation, zigzagging from crate to vent to alley. Focus on finding small mammals to eat. (Cats, for example, are very tasty. And they usually don't carry guns.)

Chestbusters pop quite suddenly from the torsos of human hosts. Take this into account during any visit to the Alien Hive.

In fact, it's not a bad idea to level a Shotgun blast at hosts attached to walls and ceilings. It's not only humane—these people *want* to die, as many will verbally attest—it also kills the chestbusters growing inside.



Drone and Runner



Fig. 3-4. Drones are adult Aliens that run on their hind legs.



Fig. 3-5. Runners scramble about on all fours.

These two are lumped together because of their similar powers and abilities. Drones and runners, both adult Aliens, can wall-walk (climb walls and ceilings), headbite (eat human heads), pounce, and attack with claws or tail. However, slight differences do exist.

Drones walk on their hind legs because they gestated in bipedal hosts (such as humans). When a drone attacks, you see its face, which is not a pleasant sight. Drones aren't as fast as runners (but fast nonetheless); their pounce attack doesn't reach quite as far either. But they absorb more damage than runners, so it takes more shots to kill them.

Runners scramble on all fours because each emerged from a facehugged quadruped host. As mentioned above, runners are both faster and weaker than drones. A runner also tends to use its tail attack (which stuns the victim) more often than the drone.



Praetorian

Fig. 3-6. The Praetorian is armor tough. Only armor-piercing ammo penetrates its hardened shell.

Their name comes from the elite imperial Roman guard, and they play a similar role in the game. Most (but not all) Praetorians are special guardians of the Alien Empress. Very powerful and deadly, they sport a huge, helmet-like head (similar to the Empress) and feature a hardened outer shell, the equivalent of a light armored vehicle.

As a result, small arms fire doesn't penetrate the Praetorian hide. Only armor-piercing ammo works—rockets and secondary ammo for the Pulse Rifle (grenades), Pistol (tungsten core bullets), and Shotgun (slugs), and of course, the mighty Minigun. The Praetorian cannot wall-walk; but, it has all the other attacks of an adult Alien—claw, tail, headbite, and pounce.

It is slightly weaker (absorbing less damage before dying) than its cousin, the Predalien.

Predalien

Fig. 3-7. The brutally tough Predalien is half-Predator, half-Alien.

The Predalien is a genetically engineered crossbreed of the Predator and Alien. It has no headbite attack, but its pounce attack is an absolute killer. Essentially, the Predalien looks like a Predator with a tail. Its Predator genetics make it much more durable than the standard adult Alien—tougher even than the Praetorian. Even its roar is more Predator than Alien. But its Alien roots give it the ability to wall-walk and launch tail and claw attacks.



General Tactics

Alien tactics are very different from those of the other two species, human and Predator. Take the following advice to heart if you want to survive.

Use Your Speed to Get Close

Your only weapons are attached to your spiky body—claws, teeth, and tail. So you must deal damage in close combat. But that's okay—you are, by far, the fastest creature in the game. In fact, the velocity of your pounce attack is downright astounding. Fully use your mobility. Hit enemies before they can react. Marines go down fast, but Predators are tougher, and they're vicious infighters. So you may have to get in some licks, make a tactical retreat, then try again.

Fig. 3-8. You must get close to inflict damage. But don't stay very long.



But Don't Slug It Out

Aliens are built for ambush and quick kills. So don't try to hold your ground *mano y mano*, trading blows with an enemy. You'll lose that fight. Instead, circle, dodge, rush, pounce—or just run away to try again from a different angle. (See the “Run Away” section later in this chapter.) Your lack of durability means sure death in a static slugfest.

Avoid Open Spaces

You might think a big, open room would be an attractive field of operation for a speedy Alien, but you would be dead wrong. Open space means you must travel farther before making contact. Remember, you have no long-range weapons—not one. So while you show your dazzling moves in the open, enemy Marines or Predators unload big guns in your direction.

Meet enemies in tight spaces at close range. If a Marine approaches across, say, an open cavern or landing bay, take immediate evasive action. Find a protected corner or ledge, and let him close the space himself when he foolishly pursues. Then drop in close for the kill.

Use the Element of Surprise



Given your superior quickness, even alert foes have trouble recovering from a surprise Alien attack. Seek stationary, inattentive prey. Lurk in dark spaces and around corners, or hang on walls and ceilings above doors and other passages. Sneak up on victims from behind whenever you can.

Fig. 3-9. Hang from walls or ceilings near doorways, then drop on unsuspecting prey.

Run Away

Yes, you're a single-minded killing machine. But you're not very durable compared to your enemies. You damage easily, so if you get hurt in a fight, particularly against multiple opponents, break off the engagement. (Your speed makes this easy to do cleanly.) Hide in a place that plays to your strengths, and wait on a wall or ceiling for your pursuers. Or just seek other, less aware prey.

Stun Folks and Eat Heads

Your best source of energy is the head of a living human. Headbites are hard to execute against moving targets, however. So give a quick Alt-Fire punch of your tail to stun your victim. While he stands there wobbling, line up your jaws and bite off a nice cranium crunchy. We talk about this more in the “Attacks” section.

Pounce on More Dangerous Enemies

Your pounce is a gruesome thing. When you pounce on an opponent, his chemicals splatter in every direction, leaving nothing behind—not even enough for a snack. Sure, heads are nourishing and tasty, but some enemies are too dangerous to risk killing with a headbite or claws. You must incapacitate foes brandishing Miniguns, Smartguns, or Flamethrowers as soon as possible. And nothing kills as quickly and efficiently as a pounce attack.

Conserve Cowering Food

One cool thing about being a hideously scary hell beast is that some people—puny, unarmed people—collapse with fear at the mere sight of you. Perhaps they realize that flight is impossible, perhaps not. Whatever, they cower at your feet. Essentially, this gives you a free lunch. Line up your headbite at leisure and munch.

Fig. 3-10. Prey on the cowering helpless only when you have low health. Otherwise, leave them to consume later.



But this is an important tip: cowering scientists and lab technicians aren't going anywhere, even if you pass by. So if your Health Counter is at or near 100 percent, eating a head is waste; it's like cramming down a big milkshake after stuffing yourself with pizza. Let the poor souls cower in peace for a while. If you take serious damage later, return, stare at them for a few seconds with pitiless indifference, and *then* eat their heads.

Think Vertically

An Alien's favorite hideout and means of moving about is the standard air duct. Anytime you see a grate or vent, chances are good you can claw your way inside. (If a grate is breakable, your claws appear on the side of the screen when you face that grate.) Other good avenues of Alien travel include elevator and maintenance shafts, fan ducts, and straight up walls.

Fig. 3-11. Look for vents and shafts, high and low, when navigating through an area.



Travel the Odd Angles

You must almost alter the way you perceive space to fully adjust to Alien wall-walking. Remember, this ability means that if surfaces (even narrow ones such as poles or struts) connect to something, you can get to it. High balconies or ceiling crawl spaces—nothing is beyond your reach. Rooms, in essence, become one big floor, from top to bottom. Once you get the hang of it, it's really quite liberating—and fun.

Attacks

As we mentioned many times, Aliens have no long-range weapons—other than, perhaps, the projection of fear across a room, causing helpless people to cower shamelessly. (The fear effect doesn't work on armed opponents.) But that doesn't mean Aliens lack potent attacks.

Claws

Claws are your primary means of attack. One tap of the Fire button prompts a heinous double swipe. Hold down the Fire button for a rapid shredding with both claws. Clawing may be your weakest attack, but it still hits hard. One good swipe takes down most humans or completely shatters annoying turret guns. Your amazing claw speed also complements your overall quickness. Simply hold down the Fire button as you rush and circle your foe, keeping him off balance while tearing him apart with razor-sharp, lightning-quick jabs.

Jaws (Headbite Only)



Brains are good food. For Aliens, human brains provide a balanced, nutritious diet with the greatest health benefit. So headbite your enemies whenever possible. Line up your crosshair on the target's head until your inner teeth appear at the top and bottom of the screen. Then pop the Fire button for a delicious, if somewhat grisly, snap of the jaws.

Fig. 3-12. Headbiting works only when the teeth appear at the top and bottom of the screen.

This powerful attack scores an instant kill, but it's not easy to line up in the heat of battle. Even slow enemies like Marines move a little. The focus required forces you to halt your own frenetic movements, giving enemies a clean shot. Remember, a *corpse's* head still gives you a decent energy boost. Consider the tradeoffs before you sell out for a headbite on a breathing target.

Tail

Your tail attack can stun or kill, depending on how you execute it. A quick punch or two of the Alt-Fire button (the default is the right mouse button) stuns your target, leaving them disoriented and wobbling for a moment. This leaves the target vulnerable to your headbite, which again, restores the most health when your victim is still alive. If you hold down the Alt-Fire button, your tail "charges" for an extra-strength attack. When you let go, the tail hits with about five times the force of the quick tail punch.

This supercharged attack is good against more powerful foes such as the Predator, but it still requires three or four good hits. Hold down the Alt-Fire button as you dart toward your enemy, release to strike, then dart to safety, charging the tail again. As always, don't stand in one place to trade blows!

Pounce

This fearsome attack kills quickly, but leaves nothing behind for health consumption. Line up your target, and press your Pounce key (the default is **E**) to unleash a brutal, snarling lunge that tears any human into ribbons. This attack is most useful when you're trapped or hemmed in or if you want a quick sure kill against a heavily armed foe.

Remember that after a pounce, you must pause for a couple seconds to regain your strength.

How to Replenish Alien Health

Fig. 3-13. Dead heads aren't as nutritious as living ones, but they're better than just clawing the corpse.

Clawing corpses gives you a small dose of health, but the best dose comes from a headbite on a living target, which you can execute only with your jaws (see the following section). The next best dose of health comes from a headbite on a corpse, so if you unleash your claw attack, don't go wild! Continuous clawing totally shreds a victim into tiny chunks, leaving no head. Instead, complete the kill with a claw swipe or two, then line up your headbite on the remains. Then you can claw the headless corpse for a small additional health dose.

We told you being an Alien was fun! For more on Alien attacks, read the following section, "Special Abilities."



Special Abilities

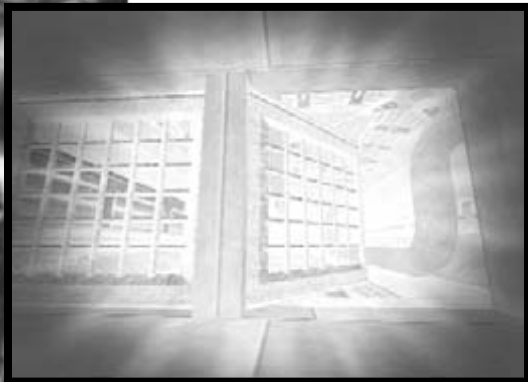
Aliens have other unique abilities. This is a quick look at what makes Alienhood so special.

Wall-walk

Alien claws cling to almost any surface. (Two forms of Aliens, the Praetorian and chestbuster, cannot wall-walk.) When you toggle on your Wall-walk function (the default is **F**), you climb straight up walls or even scurry across ceilings as easily as if you were walking across the floor.

This can be disorienting, however. "What's up, what's down?" Fortunately, you have a built-in Gravity Sense that appears as blue directional arrows around the edges of the screen. An arrow at the bottom means you're on the floor; at the top means you're on the ceiling. Two arrows at the sides of the screen indicate you are perpendicular to gravity—that is, hanging on a wall.

Vision Modes



Aliens have two Vision modes. The Hunt mode is normal vision, except other creatures emit a colored aura. Humans appear with a blue aura, Predators with green, and other Aliens with red. You can see these auras even in total darkness or when a creature (such as the Predator) is cloaked. Unlike the Predator's enemy-specific Vision modes, the Alien Hunt vision mode highlights all enemies, all the time.

Fig. 3-14. The Navigate vision mode is perfect for night vision.

The Navigate vision mode intensifies the brightness of even the darkest areas, making it your night vision mode. Aliens move through many vents, shafts, and other badly lit places, so you'll use Navigate mode frequently. Note that the brightness washes out creature auras, so you lose that benefit. However, most dark ducts and other passages that call for your Navigate vision mode are free of other creatures.

Combat Tactics

Fighting Marines

Marines are fairly easy to kill if you get to them. But Marine weapons are lethal against Aliens at any range; their long-range salvos are particularly troublesome, because you can't retaliate or even distract from a distance. So the key to victory against human opponents is *close combat*. Get in tight before he can unleash his arsenal! This means stealth, sneak or flank attacks, and avoidance of well-lit open areas. Never wander into the center of a big room when fighting a Marine.

Fighting Predators

Predators are far more durable than Marines, so even the stealthiest surprise attack is unlikely to kill one outright. Hit-and-run tactics work best. Dart in, strike with a supercharged tail, and dart out. Find cover and wait for the Predator to approach. Then repeat the process. If you find yourself cornered, unleash a pounce attack, then hurry away.

Fighting Other Aliens

Alien versus Alien battle is some of the most interesting we've seen in multiplayer gaming. These are clawing, spinning, biting grudge matches, with victory usually going to the player who lands the first solid hit. The key to any Alien victory is to strike first, and this is even more true against another Alien.

MULTIPLAYER TIPS

Multiplayer action in any game is wild and unpredictable. No “expert” can lay out an infallible prescription for success, because every game, every player, every Internet or network connection is different—you get the idea. The variables increase almost exponentially with every new joystick jockey who jumps into the fray.

However, in this chapter we point out a few truths about multiplayer gaming in general and *Aliens versus Predator 2* in particular. Veteran gamers will recognize many tips presented here, but it never hurts to review. Special thanks to Fox Interactive testers Glenn Dphrepaulezz and David Farkas for their generous help in compiling these multiplayer tips.

Play the Single-Player Missions

What better way to master all the basics of *Aliens versus Predator 2* than to play the excellent single-player missions for all three species? First, they’re a blast. The stories are compelling, the action fast and furious. Think of it as pre-season training, although the missions are very challenging, some of the toughest we’ve ever faced. Beating *Aliens versus Predator 2*’s single-player missions is an accomplishment in its own right, but it also introduces you to some basics and unique features of this particular game.

For example, Alien movement can be disorienting at first. Mastering the Alien wall-walk and interpreting the Gravity Sense display takes practice. It also takes time to adjust to fighting without ranged weapons; Aliens have only teeth, claws, tail, and their fearsome pounce attack. Players used to slinging the intense long-range guns found in most first-person shooters must make big adjustments.

Know the Species

In other words, read the “Tactics” chapters of this guide. Learn the characteristics of the three species you can play. The true beauty of *Aliens versus Predator 2* is that it’s really three games in one. Each species attacks, defends, and even *moves* differently than its two counterparts. This makes for some wonderfully diverse scenarios in the single-player missions and some wild and unpredictable action in the multiplayer arena.

The bottom line is that you can’t just perfect a single style of attack or defense. You need *at least* three of each. Indeed, Aliens and Marines are so different that someone playing as a Predator better master two distinct (and nearly opposite) fighting styles—and be ready to shift between them at a moment’s notice.

Learn the Locale

In multiplayer gaming, nothing is more crippling than ignorance of your environment. Even players with lightning reflexes and total mastery of a character’s nuances suffer mightily when they don’t know where pickups lie, where choke points are, or where the high ground looms. Players with lesser skill can tear you to shreds because they get all the good stuff, camp in the best sniper lairs, or lay Proximity Grenades and Remote Bombs in places you’re likely to wander through.

Before you jump into unfamiliar territory, try this: Host your own multiplayer games to explore maps on your own. You don't need (or want) other players yet. Study the layout; find the secret areas, the open expanses Aliens should avoid, and the tight spots Marines should avoid. Take note of where all the good gear is.

Once you have a basic sense of direction, run at top speed through the map time and time again to get the feel of moving at game speed through its unique architecture. When you are oriented in all areas of the map—that is, able to move instinctively to new locations without thinking “Where am I now?” or “How do I get to that item/area from here?”—you're ready to drop into a game using that map, as long as you know the rules in play (see the next tip).

Know the Rules

You can have great fighting skills and a cartographer's knowledge of the current map, yet still suck if you don't know the rules of that particular game. The original shipping version of *Aliens versus Predator 2* offers six multiplayer game types, each with a wide variety of settings and limits set by the person hosting the game. (See the game manual for a detailed explanation of each game type.) Always take a few minutes to consider the rules and develop a game plan before you leap into a multiplayer match.

Standard Deathmatch

The name says it all—deathmatch, standard—that is, everybody against everybody else. This is a free-for-all with only one objective: get more frags (kills) or points than anyone else. Each game can end in one of several ways set by the game's host—when the game reaches a maximum time limit, or when one player reaches a certain maximum value (frags or points).

Tips

As the manual points out, this is a very fast game. The key: If you see your enemy first, you have the upper hand. Either kill him, or withdraw. Keep moving, especially side to side. Take advantage of the different species. For example, Predators often get lazy and use only one vision mode. If you are an Alien, and you see a Predator hunting a human, you know that he's probably using Thermal vision mode and not paying attention to you.

Team Deathmatch

This is a team game, obviously. It follows the basic free-for-all Deathmatch rules but pits teams of similar species against each other—Alien versus Marine versus Predator. You score by killing members of other species. If you accidentally (or purposely!) kill one of your own species, you subtract one frag and points from your team score.



Tips

Stay together! This applies to all three species. Use all the classes—this is particularly true for Aliens. Alien teams should let the Praetorian and Predalien (the largest and most durable Aliens) distract foes while faster allies finish them off. Marines should use Smartguns and fire tracking rockets with the Rocket Launcher to find cloaked Predators, and drop proximity grenades and smart mines to protect your rear.

Hunt

In this game, one or more players are designated as Hunter, and everyone else is Prey. Only Hunters can accumulate frags (kills). If a Prey kills a Hunter, the two mutate into each other and respawn to new locations—that is, the Prey becomes the Hunter race, and Hunter becomes Prey. The game continues until the maximum number of frags or the maximum time limit is reached.

One other note: The host sets the ratio between the two teams. (The default setting puts the ratio of Hunters to Prey at 1:2.) If players drop out, changing the ratio, the game automatically mutates players to restore the host-specified ratio.

Tips

When you are the Hunter, remember that no one else can score, so take your time and maximize your kills. When you are Prey, try not to kill other Prey characters. This hurts your score and makes it easier for the Hunter to kill you.

Survivor

Survivor starts in a “tag” mode where it’s every man for himself. The first person killed becomes a Mutant, everyone else becomes a Survivor, and game play moves to the “survive” mode. For each second you stay alive as a Survivor, you gain 1 point. When a Mutant kills a Survivor, the Mutant gets 10 points and the Survivor respawns as a Mutant. But if a Mutant kills another Mutant, or a Survivor kills another Survivor, the killer loses 10 points. (A Survivor who accidentally kills himself also turns into a Mutant, but gains or loses no points.) The round is over when all Survivor players are killed and thus respawned as Mutants. The player with the highest score wins.

Tips

Dying is no penalty for Mutants; you only gain points for Survivor kills. So Mutant tactics should be aggressive, almost reckless. Because Survivors are scored for time and Mutants are scored for kills, Mutant players want to end the round as quickly as possible. Survivors, on the other hand, should take evasive measures. If pinned down, Survivors should work together, using Team Deathmatch tactics of fire and cover.

Overrun

This is a team-based game played for a set number of rounds. Players divide into two groups, Attackers and Defenders. Each round lasts for a fixed period of time, and there is no respawning—if killed, you are out until the next round. If at least one Defender survives the timed round, the Defenders get one point per team member still alive. If all Defenders are eliminated, the Attackers get one point per team member still alive. The team with the most points at the end of all rounds is the winner.

Tips

Work together to concentrate fire on targeted enemies. If you eliminate one or two opposing players without losing any from your own team, you can usually mop up the other enemies quite quickly. Learn the maps beforehand. Good Overrun teams ambush their enemies at the key choke points.

Evac

Evac is another team-based game played for a set number of rounds. Players split up into two groups, Attack and Evac. The Evac team must evacuate one or more of its members before the round ends. To evacuate, a team member must reach the map's Evac Zone and stay there—alive—for ten seconds. Attackers must prevent Evac players from evacuating before the round ends. Attackers also win by killing all of the Evac team. Each round lasts for a fixed period of time, and there is no respawning—if killed, you are out until the next round.

Tips

Tactics are the same as in Overrun and other team-based games. Teams work together to concentrate fire on targeted enemies. Even moderately skilled teams can overwhelm undermanned opponents easily, so your goal is to eliminate one or two opposing players quickly, without losing any from your own team. Obviously, the Attack team should post a strong squad in unobstructed free-fire positions around the map's Evac Zone. This squad should emphasize power over mobility.

Understand Ping

This excellent discussion of “ping” comes courtesy of Joe Grant Bell, fellow Prima Games writer and author of Prima's Official Strategy Guide for this game's predecessor, *Aliens versus Predator*.

If you play on a LAN (Local Area Network), chances are good that everyone's on equal footing. But on the Internet, you may be at a terrible disadvantage. Typical modem connections suffer from latency—the delay in back-and-forth data transmissions from computer to computer. Ideally, you want a fast, latency-free connection to the host computer (the “server”).

Connection speed is usually measured in “ping”—the time it takes for the data signal to travel to the server and back to your computer. Ping is measured in milliseconds; larger numbers mean a longer delay. Hence, you want your ping to be as low as possible.



A player with a direct connection to the Internet—for example, a T1 data line at a university—usually has great ping, often less than 100. Players with ISDN, DSL, and cable modems can also break into that exalted territory. But regular modems connected to standard phone lines usually get stuck with pings between 200 and 500, although pings around 100 are possible under ideal circumstances.

If you play on a modem, connect to a server that offers a reasonably good ping. Anything over 300 is a real liability, and anything over 400 is virtually unplayable. Consider your opponents' ping as well: a ping of 300 isn't so bad if your opponents have the same; it's terrible if they all have ping approaching zero. You sometimes can improve ping and latency issues by getting a better modem and optimizing your dial-up Internet connection with various utility programs, but phone line quality can limit both.

The bottom line: understand ping and how it affects the game. Seek games in which you have a good comparative ping, and understand that the guy who keeps beating you might not be a better player; he might just have a better ping. If that's so, look for a game you can connect to faster or that has players connected at speeds near or below yours.

Keep Moving

This is another age-old multiplayer adage that bears repeating again and again like a mantra: *Don't stand still!* Unless, of course, you are a cloaked Predator hiding from a human. Otherwise, keep moving, keep dodging, keep zigging and zagging, even if the current room seems deserted. Chances are someone is drawing a bead on you even as we speak.

... Unless You Find a Good Sniper Post

There's always an exception to every rule. Movement is always good in multiplayer gaming; the more active you are, the better. But every once in a while, it pays to stay put for a few seconds. Find a protected perch overlooking juicy pickups or a doorway or other critical passageway, train a big gun downward and wait, then wait some more. When you hear the first sounds of approaching life, open fire.

That said, it should be noted that "camping" is almost universally despised in the multiplayer gaming community. But there's a reason for this hatred: sometimes camping works. It doesn't work for long, of course. Once they discover your perch, those burned hit it with a fiery vengeance. Don't push your luck.

After a few sniper kills, return to roaming and dodging.



Grab the Good Stuff

There's more to movement than just dodging enemy fire. Constantly explore for pickups, particularly if you're a Marine. Never stop your search for equipment, ammo, and health items. Always look to upgrade your current weapon to something more powerful. Greed is a good thing in multiplayer action: You can never have enough good stuff.

Mine Popular Pathways

As you get to know each map, you learn where opponents want or need to go. Doorways, shafts, and pickup items all see enemy use sooner or later. An alternative to camping over such areas is to plant Remote Bombs or fire Proximity Grenades around the area. Savvy gamers look for them, so be creative in your placement.

Be Unpredictable

Rookies often learn this seemingly obvious tip the hard way. Yes, you should run and dodge. But don't run and dodge the same way over and over. Some people get into predictable patterns—back and forth, back and forth, always the same—and veteran gamers will quickly recognize this error and adjust their firing leads accordingly.

Run Backward from Aliens

Keep backpedaling... unless you're an Alien, of course. Aliens have no weapons other than what's attached (claws, teeth, tail), so they must advance and close the space. The previous Marine and Predator chapters explain that your best combat tactic against Aliens is to run backward while firing.

For more specific tips on how each species should fight the others, check the ends of Chapters 1, 2, and 3.

Keep Enemies in Front

This is common sense, but we must state it: You can't shoot enemies who aren't in your sights. Enemies at your rear laugh, getting ready to smite the poor fool who lacks situational awareness. Aliens particularly love to dart behind you; Predators cloak and hit from the rear too. "Backside defense" is easy to forget in a wooly battle with multiple enemies crashing a single area. But don't let yourself get caught in a unidirectional exchange. Keep spinning and moving, squeezing off shots on the run, and making it hard for anyone to tap your spine with a Combistick.

Get Behind Your Enemies

This is the corollary of the previous tip, of course. Few things are more satisfying than finding a clear shot at the tucked tail of your enemy. Good Predator players use their powerful crouch-leap to hop completely over a foe, executing a 180-degree spin in midair to land facing the foe's back.

Special Marine Multiplayer Tips

Be Environmentally Aware

As a Marine, you're the slowest and most item-dependent of the trio. Keep an eye out for where your favorite weapons spawn, and waste no time getting there.

Know Your Weapons

In multiplayer games, the weight of your super-weapons (the Minigun, Smartgun, and Rocket Launcher) creates a handicap that restricts your movement to a walking speed. This reduces the effectiveness of your backpedaling technique.

Special Alien Multiplayer Tips

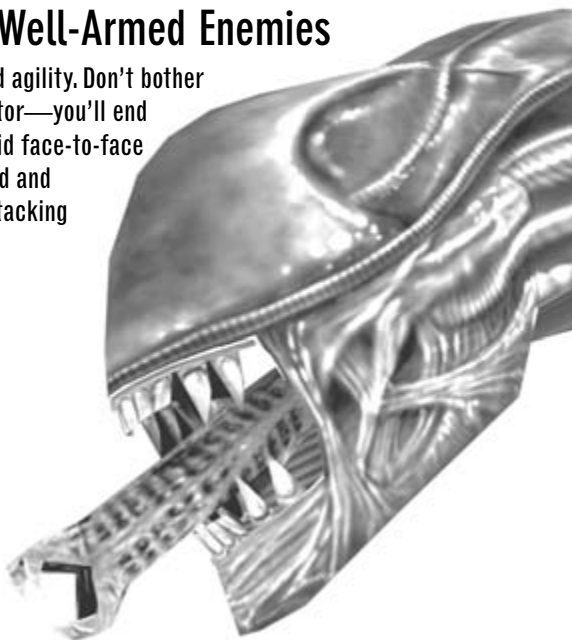
Alien tactics offer some unique challenges to even veteran multiplayer gamers. Most online gaming involves big guns and ranged weapons. Aliens have neither. But bugs do have some slick advantages. Read the following tips, courtesy of Fox tester David Farkas.

Waste No Time Engaging Enemies

As a bug, your first and probably biggest advantage is that you start off fully armed to the teeth, no pun intended. With your claws, tail, and pounce attack ready, get out there fast and begin killing as quickly as possible. If you wait around, giving your enemies time to pick up their favorite weapons, you're going to be in for a much tougher battle. Never think twice about taking advantage of the unarmed or the freshly spawned.

Avoid Frontal Assaults against Well-Armed Enemies

The Alien's second-biggest advantage is speed and agility. Don't bother going head up with a fully-armed Marine or Predator—you'll end up a trophy. Unless your opponent is unarmed, avoid face-to-face confrontations at all costs. Instead, use your speed and pounce attack to outmaneuver your opponents, attacking from behind every chance you get.

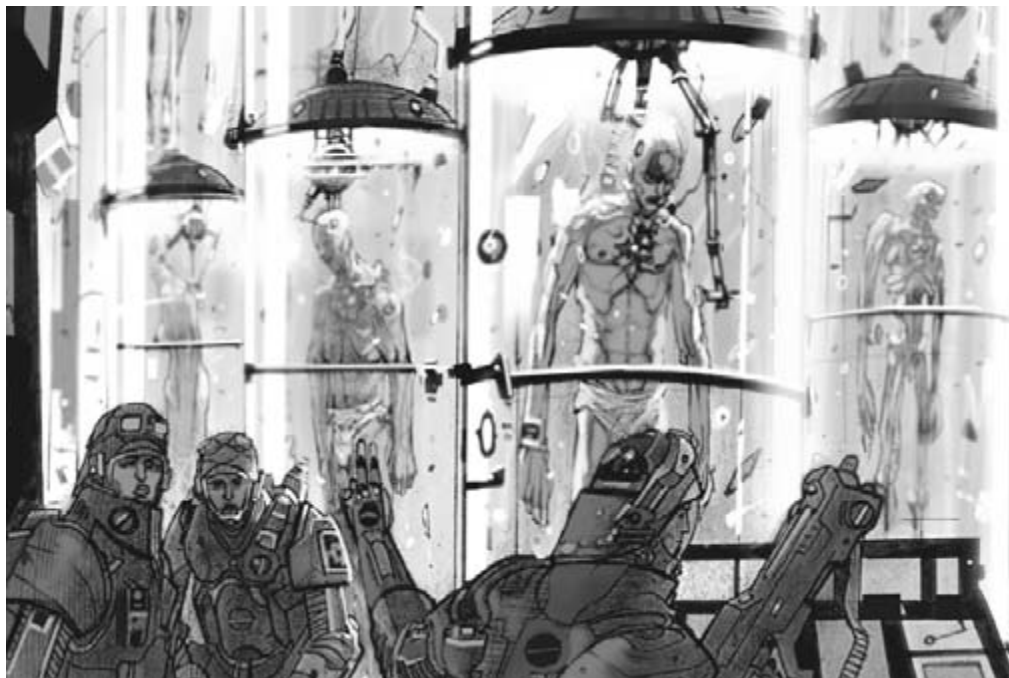


Pounce Around the Map

The Alien pounce attack is not only extremely lethal, but is also the best way to navigate around any multiplayer map. It is truly the Alien trump card—but of course, nothing comes without a price. Due to its destructive power, your pounce eviscerates the unlucky opponent on the receiving end, leaving you without a corpse for health replenishment. Also, the recuperative pause between pounces leaves you high and dry at inopportune moments. It's not uncommon to pounce into battle only to find yourself outnumbered with no way to quickly escape.

Use the "Circle Claw" Tactic

Often a multiplayer melee leaves you with no time to carefully line up headbites, pounces, or tail stuns. Sometimes the best attack is to simply get up close and personal, and let your claws fly. In a close-range melee, keep your crosshair centered on your target and strafe sideways, holding your primary Fire key down. This moves you in a circular pattern around your victim. Remember that your claw attack also replenishes your health, but only on corpses. Simply claw a dead body repeatedly, until nothing is left.





PART 2: SINGLE-PLAYER MISSIONS

MARINE MISSIONS

The assault vessel USS Verloc orbits the planet LV-1201, a forbidding swirl of gale-force winds, extreme electrical activity, and general seismic instability. Aboard the Verloc, Marines under the command of Major Thomas McCain gather in the dropship bay, preparing for a planet-side search-and-rescue operation. You are Corporal Frosty Harrison, a tough Corps veteran. Your team includes Sergeant Hall, the section leader; Johnson, the dropship pilot; Shugi, your APC (Armored Personnel Carrier) driver; Jones, the communications tech specialist; and Duke and Blackwell, fellow grunts.



Fig. 5-1. Prepare to assume the persona of Cpl. Frosty Harrison, U.S. Marine Corps.

Commander McCain briefs you on your mission. Six weeks ago, the Weyland-Yutani Corporation lost contact with its research facility on LV-1201. Your job is to secure the site and find out what happened. Duke describes the facility's basic layout: two heavily fortified installations—a Primary Operations Complex (POC) and Forward Observation Pods, connected by a secured tunnel network.

Mission 1: Unwelcome Guests

The stormy descent into the canyon jams your dropship's stabilizer and fries the antenna. McCain deploys you, Shugi, and Blackwell to find the facility's landing bay. His orders: "We need that wind shear radar up and the landing site clear and powered. Once you've done that, activate the beacon."

Tactical Overview

- ← This mission is linear in structure; in fact, it's almost impossible to get off the critical path. You can't unlock locked doors, although you must hack one (the very first) open with your Hacking Tool.
- ← Your first task is to find a landing facility and get it operational. Throw switches to power up an auxiliary generator and the landing beacon, then activate the defense grid.
- ← The grid activation riles up Aliens, and sealed doors force you to find an alternate return route through ventilation ducts.
- ← Aliens hit you in small groups—usually one or two at a time—so combat is manageable for beginners.

Objective: Locate the Primary Operations Complex

This first task is a no-brainer. You start behind Shugi and Blackwell at a base entrance.

Exterior: Canyon Gate

- ▶ Proceed through boxes and shattered vehicles to the door. Blackwell asks you to “run a bypass.”
- ▶ Face the entry panel to the right of the door.
- ▶ Move your cursor over the panel's control pad. The cursor turns into the Activate crosshair (a green box around a crosshair).

Fig. 5-2. Activate these entry panels to open doors throughout the complex. Some require hacking.



- ▶ Press your Use key (the default is **[E]** but you can program any key in the Options/Controls menu). This opens the panel, and the cursor turns into the yellow crosshair.
- ▶ You must override the entry code. Press your Hack key—the default is **[H]** for “hack”—to wield the instrument.

NOTE

The Hacking Tool allows Marines to communicate with, and override some, electronic security systems.

- ▶ Making sure the crosshair is visible, press and hold your primary Fire button (the default is the left mouse button) until the panel reads “Bypassing Security Protocol.” The door slides open.
- ▶ Enter the base.

First Building: Base Hallways

- ▶ Round the first corner. An explosion seals off the doorway behind you. You're on your own now.
- ▶ Move forward to the red-lit intersection, turn left, and proceed to the door.
- ▶ Approach the door entry panel. You hear a horrible scream! If you open and get through the door quickly, you see a base guard killed by a seemingly invisible entity.
- ▶ Continue down the hall, and take the first left. You hear another scream... and the next door slides shut as you approach.
- ▶ Open the door and enter the control room.

CAUTION

Avoid those steam jets! They burn you and degrade your armor.



Control Room

A horrible sight awaits you. Unfortunate skinned victims hang from compartments ripped open in the ceiling. What's going on here? What sort of creature is capable of such brutality?

- Pick up the PDA (Personal Digital Assistant) from the chair under the hanging bodies and read the note from "Xavier."
- Walk to the red-lit alcove in the corner, and look down at the trap door. (The cursor changes to the Activate crosshair.)
- Press your Use key to force the trap door open, and then drop into the garage.

Garage

- Approach the garage door with its control panel to the right.
- Activate the panel to open the door. Exit the garage into the canyon.



Canyon

Dead ahead lies a bridge over a steep, river-hewn chasm. On the far side rises the blinking tower of a non-operational wind shear radar installation. In the far canyon wall, you see the door to the Crew Quarters. The Main Landing Facility sits atop the canyon wall.

Fig. 5-3. Projectiles slam into the canyon bridge when you emerge from the garage. Follow the sign up the hill to the Primary Operations Complex.



- Your exit from the garage triggers an attack from an unseen assailant.
- Move forward slowly and carefully! Three projectiles take chunks of the bridge, and a fourth blast knocks a truck completely off the span.

Note the signs for the Tunnel Access Gate 1 (Southern Landing) and the Primary Operations Complex (Northern Landing). The door entry control to the Tunnel Access Gate 1 just ahead is locked.

- ▶ Turn right and follow the arrow up the hill to the Primary Operations Complex.
- ▶ As you move, something drops from the sky with a loud shriek. It's a dead guy! Where did *he* come from?
- ▶ Continue up the hill to see a truck hit by another projectile. It tumbles sideways down the slope and explodes.
- ▶ Continue, climbing the narrow ravine out of the canyon. You hear Hall report as her team reaches the southeast entrance of the POC.

Top of the Canyon

- ▶ Approach the door of the Main Landing Facility. Two more skinned bodies hang from a wire. *Something* is collecting human skins as trophies. Don't miss the Pulse Rifle near them on the ground. Picking it up gives you more clips of ammo for your own Pulse Rifle.
- ▶ Open the hatch of the door control panel. Use your Hacking Tool to bypass the door's security protocol. Also read the note tacked nearby on the wall.
- ▶ Enter the facility. This is part of the POC, so you've achieved your first mission objective.

Objective: Power Up the Auxiliary Generator

You find yourself in a dark landing bay—just the sort of place Johnson needs to land her dropship. A large facility surrounds the bay. Hall reports that her team reached the power core, but someone needs to reset the local relays in each sector. So to get the landing bay lit and operational, you must find and activate the facility's auxiliary generator.

NOTE

Note the message at the bottom of the screen that reads "Receiving Transmission: Objectives Updated." Press and hold **[Tab]** to see your new objective.

East Landing Bay

- ▶ Follow the wall on the left to the opening in the ground.
- ▶ Climb down the ladder (or hop into the trench), and follow the long corridor around many turns to its end. Ignore the flapping insect; it won't harm you, so don't waste ammo on it. Keep an eye out for a PDA just beyond the blue pipe stretched across the floor.



Fig. 5-4. Descend the ladder in the landing bay, follow the twisting corridors, and pull this switch to power up the auxiliary generator.

- ▶ Pull the System Charge Switch on the far wall to power up the generator. You hear Jones acknowledge your success, then Johnson asks you to get the landing beacon online.
- ▶ Retrace your route to the landing bay. Be careful!

Objective: Activate the Landing Beacon

In the bay, the landing pad lights are flashing, and the facility mechanisms are lit and active. But you must still fire up the beacon for the dropship. Let's go!

Control Tower: Level 1 (Ground)

- ▶ In the landing bay, follow the left wall to the next door. Open it, enter the facility, then proceed down the corridor and turn left. A sign at the end of the hall reads "Control Tower."
- ▶ Open the shattered Landing Pad 2 Cargo Access door, and step into the room.
- ▶ Turn right and follow the wall to the elevator (next to the Level 1 sign). Open the Ammo Box to get 10 more flares, and then find the Pulse Rifle ammo pickup on the nearby shelf. Return to the elevator.
- ▶ Push the call button to bring the elevator to Level 1. Enter and press the button inside to ride to Level 2.



Fig. 5-5. This elevator takes you to Level 2 of the landing facility.

Control Tower: Level 2 (Landing Beacon)

- ▶ Exit the elevator and use the computer on the desk to the left to read another desperate message. Then examine the nearby table to find a topo map of the Northern Landing Area. Follow the hall to the left.
- ▶ Approach the workstation labeled "Landing Beacon Control."
- ▶ Move the cursor over the workstation's center panel—the cursor becomes the Activate crosshair—and press your Use key to activate the landing beacon.

Fig. 5-6. Johnson acknowledges that the beacon has been activated.

A metal shutter rises behind the workstation, revealing a window overlooking the landing pad. Johnson "...acknowledges that the beacon activated." Outside the window, you see the dropship land on the pad. It's time to report to McCain.

Objective: Report to Commander McCain

Landing Bay: Exterior

- ▶ Retrace your route to the landing bay.
- ▶ Approach McCain, who stands at the foot of the dropship. His next order is to find the nearest security office and restore the defense grid for the bay.
- ▶ Before you go, raid the Ammo Box next to McCain. This equips you with a Grenade Launcher.



Fig. 5-7. Commander McCain appreciates your work, but a Marine's job is never done.



Fig. 5-8. Head into the open garage with the APC vehicle inside.

Objective: Locate the Security Station and Activate Automatic Defenses

- ▶ Turn left and enter the open garage at the end of the landing bay. Note the big APC (Armored Personnel Carrier) vehicle, which looks undamaged and more or less impregnable.
- ▶ Walk up the ramp to the right and open the door.



Level 1 (Entry)

- ▶ Proceed down the hallway—avoid those steam vents!—and turn left to open an Ammo Box and see a door jammed partly open.
- ▶ Use the entry panel to open the door and enter.
- ▶ Turn left and walk until the floor collapses, dropping you to Level 2.

Level 2 (Ramp)

- ▶ Follow the corridor as it turns right, then open the first door on the right. Cross the room, keeping an eye out for a Medikit on the floor.
- ▶ Open the door at the far end of the room and exit. Follow the corridor to the overturned desk. Continue around the corner, and open the first door on the left. (This door sits opposite two pipes labeled "Natural Gas" and "Steam.")
- ▶ Grab the Armor pickup, read the disturbing PDA memo on the desk, then drop down the hole in the floor so you land on the crate one level below. (The hole continues for two levels, so step off carefully to fall only one level.)

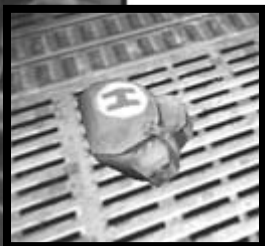



Fig. 5-9. Don't miss these valuable Armor and Medikit pickups as you roam.

Level 3 (Barracks)

- ▶ This is a barracks, and it's a mess. Find the Flare Pouch (a belt holding 10 flares) in the middle of the room. If you have less than 20 flares left, pick it up.
- ▶ Jump down the hole to the next level.

TIP



If you haven't already done so, activate your Shoulder Lamp (the default is ) .

Level 4 (Barracks)

- ▶ Traverse the boxes to the door on the far end of the room.
- ▶ Open the door and emerge into the corridor. (You should again see pipes labeled "Natural Gas" and "Steam.")
- ▶ Turn right and round the corner to find an Ammo Box. Then come back around the corner, hustle through the steam hazards (ouch!), and follow the corridor to its end, where you find a dead soldier. Pick up his dropped Shotgun.
- ▶ Backtrack, turning right just before you reach the steam vents, and open the door.

CAUTION

Beware of Alien blood—it is deadly acid. When you blast a bug, its limbs and interior fluids splatter. Stay clear to avoid damage to your armor and health.

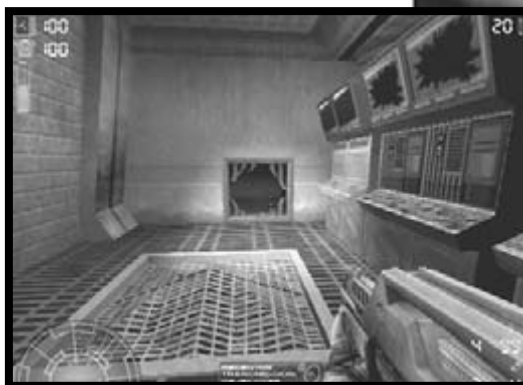
**Defense Control Room**

- Cross the room to the control station. Activate the pad labeled “Local Nexus” to the right of the station to open a circuit panel.
- Use your Hacking Tool on the panel, reactivating the defense grid...and letting all hell break loose.
- Immediately arm yourself (we recommend the Shotgun). A ceiling panel falls, and an Alien drops from above. Blast it!

Fig. 5-10. Take a closer look at one of the locals. Aliens love to ambush unsuspecting Marines from behind crates.



Fig. 5-11. After you activate the defense grid, crouch and duck into this nearby open vent.

**Objective: Return to the Landing Bay****Defense Control Room**

- Walk to the vent in the corner of the room. An Alien tries to bash through the floor grate, then crashes through the vent. Waste it.
- Push your Crouch key (the default is left **[Shift]**), and move forward to enter the vent.

Ventilation Ducts

TIP



Be careful! Aliens burst out of grates or drop down vertical shafts as you move along the ducts. It's best to keep your Shoulder Lamp lit and your rapid-fire M-41A Pulse Rifle (in slot 4) ready.

- After the drop, take the first left, then follow the vent around two right turns, a left, and another pair of rights. An Alien bursts from a grate in the floor. Kill it and drop through the grate.



- Follow the lower duct as it turns right and then left to an intersection. Turn left and go to the ladder. (You can turn right to find a Flare Pouch around the corner, but it's risky.) Watch out for Aliens! Grab the Medikit at the base of the ladder. When you reach the ladder, climb quickly!

Fig. 5-12. Climb this ladder at the end of the ventilation ducts.

Bathroom Area

- At the top of the ladder, crouch to exit into the bathroom. An Alien drops from the ceiling. Kill it and scour the room for pickup items. Be sure to check the lockers as well. You find the dogtags of the dead security guard whose PDA messages you've been reading.
- Exit via the small hallway and step into the next room, which is filled with boxes.
- Search for items—a box of shotgun shells and another PDA message—and watch out for another Alien lurking behind a crate. Exit through the far door into a central stairwell.
- Climb the stairs to Level 3 to find a Medikit. Climb the stairs to Level 2 to find an Ammo Box. Open the door behind the Ammo Box, and step into the hall.

Objective: Rendezvous with White Team

Level 2 (Corridors)

- Beware of a pack of Aliens bursting through the high wall vent down the hall to your left. Turn right, go to the next corner, and turn left... then brace yourself for a major attack. An Alien squad rushes up the corridor looking for brain food. Good luck!

- ▶ Continue past the fallen pipes around the next corner to the left, and fend off another Alien attack. Proceed past the overturned desk. At the end of the hall, yet another Alien bursts through a gate to your left. Open fire!
- ▶ Open the door at the end of the hall. Cross the room and exit through the door into the next hallway. Go left (where more Aliens attack) and climb the ramp to Level 1.

Level 1 (Exit)

- ▶ At the top of the ramp, turn right, run through the half-open door, and blast the last two Aliens. Take the next right, exiting through the door into the APC garage.
- ▶ Walk down the ramp, and approach the APC to trigger a cutscene: Harrison takes the big vehicle to a rendezvous with the White Team.



Fig. 5-13. When you reach the APC garage, you're safe... for the moment.

You (Harrison) learn that Aliens snatched Sergeant Hall, and you get an idea: "These things are parasites. They need hosts. They'll want her alive."

Objective: Locate Sergeant Hall

Despite Duke's protests, you decide to use your motion tracker to find Hall: "I'm not leaving without her. If our data's right, they'll take her for incubation. That's their weakness."

POC Exterior: Alleys

- ▶ Pull out a nice, big gun. From your starting point, go straight and follow the alley. Duke reports that you're heading toward the Main Personnel Quarters.
- ▶ Get ready for bugs and keep an eye out for pickup items along the way. Follow the alley around to the right, take a left, fight your way past the striped barriers to the next intersection (marked by the North Gate sign), and turn left.



Fig. 5-14. Find and open this security door just beyond the East Gate sign.

- ▶ Proceed past a small door on the left and a sign that reads "East Gate" on the right, heading for the big door ahead. (If you go down the alley behind the East Gate sign, you find a dumpster, some pickup items, more Aliens, and a gruesome surprise.)
- ▶ Open the big door and the second security door just inside. Step into the alley. Continue around the corner, and follow the ramp to the Alien Hive entrance.

Infested Base: Level 1 (Hive Tunnel)

Fig. 5-15. This is your entry point into the infested part of the base—the Alien Hive.



- ▶ Follow the Hive tunnel through open doorways into the facility, watching for pickup items and attacking Aliens along the way. Pass a white-lit door on the left and a red-lit door on the right. Continue around the corner, and find the low, red-lit passage on the left.
- ▶ Crouch under the passage to approach the door. Note the poor woman on the left wall. Open the door and enter, prepared to fight off a multiple Alien attack.

TIP



Note that you can now see Hall's life signs, indicated by a red dot on your motion tracker.

- ▶ Turn left and examine the walls for more people being good hosts. If you talk to them, several howl and produce Alien spawn ("chestbursters"). Blast the little larvae, and move past the Level 1 sign to the elevator. (Watch out for the hole in the floor.)
- ▶ Push the elevator button and ride to Level 2.

Level 2 (Alien Egg Room)

- ▶ Move forward into the room. Jones and Duke offer a few cautionary words. Destroy all the eggs *before you get close*, or nasty little Alien facehuggers leap out.
- ▶ Approach Sergeant Hall, attached to a wall in the back alcove, and attempt to free her. An Alien chestbuster explodes from her abdomen!

Fig. 5-16. This is a fun moment. An Alien chestburster explodes from Hall's thoracic cavity.

- ▶ Kill the Alien chestbuster that crawls out of Hall.
- ▶ Run!

Objective: Return to the APC

The next steps retrace your route all the way back to the APC, where you started. But now the Aliens are ticked off and swarming. After you fight your way out of the Hive, you face insurmountable numbers.

- ▶ Be careful! Several angry Aliens drop from the ceiling just outside the egg room, so leave with guns blazing.
- ▶ Take the elevator back up. Head to the right, and move carefully along the tunnels until you exit the Hive.
- ▶ Just run! A mob of Aliens chases you, and your only hope is to sprint directly back to the APC. After you climb the ramp, take the next left, and run through the security door, shutting it behind you. Aliens—*lots* of Aliens—are clumped on the other side. Whew!

Fig. 5-17. Don't try to fight the Alien mob on your tail. Their numbers are limitless, so just run straight to the APC.

- ▶ Open the next security door, and sprint straight down the alley. It's useless to turn and fight! Turn right at the corner, run past the striped barriers, and go right, then left to the APC. Don't stop running until you trigger the cutscene!
- ▶ You made it (barely). Watch the APC pull away from the Aliens.

Fig. 5-18. Cpl. Harrison escapes in the APC... with a grisly vision of hell locked in his consciousness.



Mission 2: Collateral Damage

Despite heavy casualties, your force established a solid perimeter around one landing bay and the command and communications area of the POC. Finding no more survivors, Commander McCain orders your team into APCs for deployment through a secure tunnel to the Forward Observation Pods. Unfortunately, the tunnel entrance door won't open.



For containment purposes, the tunnel is divided into segments; massive vehicle doors seal both ends of each segment, similar to an airlock system. With the tunnel's security system active, you can only open one segment at a time. However, a single Marine on foot can allow an APC to move through the tunnels by opening the vehicle doors, segment by segment. Guess who volunteers for the job?

Fig. 5-19. The APCs rendezvous at the entrance to the containment tunnels. Your job is to open the vehicle doors between the tunnel segments.

Tactical Overview

- ◀ Shuttle the APCs through the five tunnels by finding and activating the manual override switches to open the vehicle doors between each segment.
- ◀ Each tunnel segment has a control room with an override switch that opens that segment's vehicle doors.
- ◀ Aliens destroyed some control panels. At one point, use an underground water channel to bypass a jammed door.
- ◀ Find the primary control terminal for the tunnel defense grid, and shut down the security system.

Objective: Open Containment Tunnel 1

Jones explains that he's rigged up an Image Intensifier. It drains your battery more quickly than your Shoulder Lamp does, but it provides much better vision in dark passages.

Security Tunnel Entrance

- ▶ Walk around the back of your APC, heading for the big red drainage pipe extending from the canyon wall.
- ▶ Enter the pipe and open the pair of doors.
- ▶ The third door doesn't open, but you can climb the nearby ladder. At the top, approach the next door.

Commander McCain offers an update through the com channel. He explains that “Mother” (the main computer aboard the Marine mothership) can’t override the access codes while the security system remains online. You must proceed through the tunnel section by section, opening the vehicle doors using manual override switches. McCain also asks you to shut down the primary control terminal.

- ▶ Open the door ahead.
- ▶ Step into a large room with a flickering light overhead. This is Containment Tunnel 1.

Containment Tunnels

- ▶ Cross the tunnel and enter the red-lit control room behind the glass partition.
- ▶ Approach the control panel overlooking the tunnel. Note the yellow-lit message that reads “Vehicle Doors Secure.”

Fig. 5-20. Pull the switch to open the vehicle doors and let your team’s APC roll into the containment tunnel.

- ▶ Examine the two monitors. (Move your cursor over each and press the Use key.) The left monitor shows the view outside the tunnel entrance—McCain, your team, and the lead APC. The right monitor shows the inside of this first containment tunnel.
- ▶ Pull down the big switch just right of the yellow-lit message. This opens the tunnel entrance door, and the APC rolls into Containment Tunnel 1.



Objective: Open Containment Tunnel 2

- ▶ Exit the control room, and head through the open door directly across the tunnel. Jones reports that you should be near the next control station. Turn right and open the door at the end of the short corridor, which leads into another control room.
- ▶ Approach the control panel. An adult Alien hammers the door behind you. Turn and blast the big bug as it bashes through. Wow!

- The vehicle door switch doesn't work, but hack the exposed circuit panel to its right. Use your Hacking Tool on the panel until McCain says, "Good job, Harrison." Pull the switch and watch the APC crawl into the next tunnel.

Objective: Open Containment Tunnel 3

- Open the door to your left, and exit the control room.
- Move slowly down the dark corridor, gun ready. Two adult Aliens lurk in the control room at the other end, one around each corner. When they charge, back up firing.



Fig. 5-21. After you throw the third override switch, annoyed Aliens rush up the corridor behind you.

- In the third control room, throw the manual override switch, and immediately turn around. One Alien drops from the ceiling behind you, and more rush down the dark corridor.
- After you polish them off, go to the door to the side of the room. (An angry Alien bashes at the floor grate, but can't get through.)

Objective: Open Containment Tunnel 4

- Want to save a few bullets? Sprint around the next corner (where a dead guy lays on the floor), and run straight toward the APC. Hungry Aliens pop out of a vent. If you run around the front of the APC, your buddies gun down your pursuers. Nice cover, fellas!
- The next control room is to the right of the APC. Its entry door is back up the tunnel a bit. Find the door and enter the control room.
- As you enter, something explodes on the far end of the room—consoles fall, and more Aliens burst through a grate. Gun them down from a healthy distance.



Fig. 5-22. Don't miss the Smartgun on the floor in the fourth control room.

- Pick up the Smartgun and a box of Smartgun ammo. You find a Medikit here too.
- Pull the override switch to send the APC to the next door.

Objective: Open Containment Tunnel 5

- Exit the control room, blast some Aliens, and re-cross the tunnel to the stairs. Climb the stairs, turn right, and go through the next door.
- Help yourself to the Ammo Box to get the Welding Torch. Continue past the big steaming grate toward the next door. An Alien pounds it from the other side. Dang! Now it's jammed.
- Turn around and walk back to the metal hatch with the striped outline.
- Press **[T]** to wield your Welding Torch, and then move directly above one of the two bolts.



Fig. 5-23. Torch the bolts to open this hatch. Then hop down into the passage below.

- Place your cursor over the bolt. When it turns into the blue Welding Torch crosshair, press your Fire button to torch the bolt.
- Repeat the process on the second bolt. The hatch falls into the darkness below.
- Arm yourself, hit **[V]** to use your Image Intensifier, and hop into the hole.
- An Alien quickly runs at you—blast it! Switch from the Image Intensifier to your Shoulder Lamp (for less battery drain), and head down the passage to the steam vent. Look for pickup items (and Aliens) in the dark area behind the vent.
- Continue to the far end of the passage and climb the ladder. Now you're on the other side of the jammed door.
- At the end of the passage is the Water Pump Control Switch. When you turn it, this passage fills with water, so you better have a plan first.



Fig. 5-24. Exit the dark underground passage via this open ceiling hatch.

- ▶ Follow the corridor around the corner, and open the next door.
- ▶ Arm yourself with the Smartgun, and cross the grate bridge. When you reach the other side, a floor vent bursts open, and Alien drones flood out. Thin their ranks with Smartgun firepower.
- ▶ Approach the now-open floor vent.
- ▶ The next door entry panel is damaged and doesn't open the door, so hop into the open floor vent. Follow the passage to the ladder, blasting Aliens along the way. Climb the ladder to the landing overlooking the containment tunnel.
- ▶ Cross the landing to the control room door, which is disabled. Rats! Jones tells you to find another way. Go back to the ladder leading up, and climb it into the ventilation duct system.



Fig. 5-25. Ventilation ducts and vent systems are Aliens' favorite hiding spots.

- ▶ Proceed down the long duct to the open grate. Beware: an Alien lurks below.

TIP

If you can see the Alien below from the ventilation grate, hit it from above *before* you jump down.

- ▶ Jump through the open grate into the next control room, and immediately back up, firing. The Alien drops to attack.
- ▶ Goodies! Much-needed Armor, Medikit, and Ammo Box pickups sit here. Grab what you need, and go to the control panel. Open the vehicle doors, and watch the APC lumber into the next segment. It blasts some Aliens congregating in the tunnel area.

Objective: Shut Down the Security System

- ▶ Exit via the nearby door, step onto the tunnel road, and blast any remaining Aliens in the tunnel.
- ▶ Turn left and head toward the APC.
- ▶ Go through the doorway to the right of the APC, and follow the long corridor through open doors and past the ladder to the stairs. (A poor soldier gets pulled into a vent over the stairway. Gross!) Brace for Alien attacks along the way.
- ▶ Descend the stairs and move to the next open doorway. The APC automatically rolls past and stops.
- ▶ Cross the tunnel and walk through the broken door to the left of the APC. As you enter, you see another soldier pulled screaming under a console.
- ▶ Approach the control panel. McCain points out that it's trashed, but Duke finds a service tunnel that should lead to the main station.
- ▶ Grab the Armor, Ammo, and Medikit pickups, climb down the nearby ladder into the service tunnel, and open the door at the bottom. Darkness! This is another good place to use your Image Intensifier.

Fig. 5-26. Your Image Intensifier comes in handy in pitch black tunnels.



- ▶ Step through to the intersection and turn right. (Duke also lets you know which way to turn.) Follow the passage to the next door.
- ▶ Open the door and step through. An Alien onslaught awaits, around the corner to the left! Fight smart, shooting while backing up.

Fig. 5-27. This bug squad hunkers just around the corner in the service tunnel.

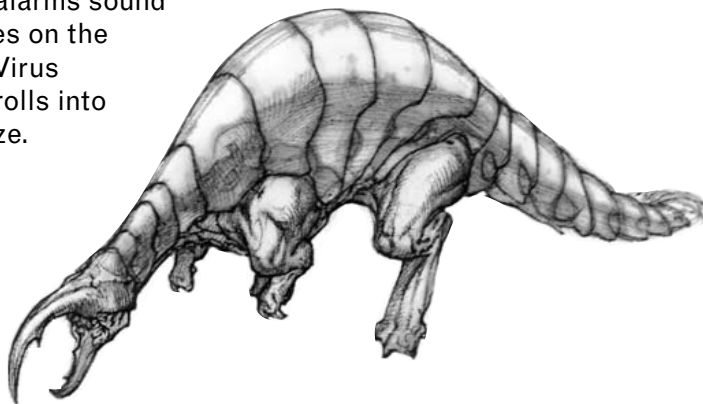


- ▶ After you win, proceed to the ladder. Duke tells you to head straight up. Do so.
- ▶ You emerge in the final tunnel segment. An unmanned industrial power loader stands nearby. Aliens hang out here too, so be careful.
- ▶ Cross the tunnel to the Security Control Room door. It's jammed too! Notice the explosive canisters nearby.



Fig. 5-28. Shoot these explosive canisters to blast your way into the Security Control Room.

- ▶ Move back across the tunnel for safety, then shoot the canisters to blow the door open. Cool!
- ▶ Enter and head for the rear right corner of the room. Find the computer panel that reads "Status: Locked."
- ▶ Use your Hacking Tool to access the computer. Suddenly, alarms sound and a message flashes on the monitors: "Warning: Virus Detected." The APC rolls into the tunnel, guns ablaze.



Mission 3: Betrayal

Meet the odd occupants of the Forward Observation Pods. Vassili Rykov is a former Marine and is now head of the Iron Bears, a Russian mercenary unit that provides security for this installation. Dr. Eisenberg, director of research, claims the Pods are safe, but Rykov is angry because he lost men when you took down the tunnel defense grid. After your team leaves, Rykov has a suspicious exchange with a soldier—apparently, “rosters” were changed to cover up certain fatalities.

Fig. 5-29. Rykov and Eisenberg run the show at this mysterious corporate research facility.



Tactical Overview

- ◀Escape the detention block by overpowering guards and recovering weapons and tools.
- ◀Find and kill a powerful mutant strain of Alien known as a Predalien.
- ◀Proceed through various shafts to the Implantation Lab, and find a concealed drop into the Animal Storage area. Make contact with a spy who wants you to find a computer disk.
- ◀Traverse Alien egg stasis pools to the crew quarters and find an elevator security pass. Use the elevator to find a disk in an Implantation Lab.
- ◀Find a way out of the Pod. Move back and forth across skywalks until you find a freight elevator that takes you to the Cargo Storage area. Work your way to the cargo lift to escape.

Objective: Proceed to Communication Terminal

As he told Rykov and Eisenberg, Commander McCain wants to reestablish a communication link with his White Team at the POC. He wants you to modify Pod software to use the booster transmitter you set up in the security tunnels. You need a communication terminal.

- ▶ You start at a desk. Talk to Technician Stiles, who is tapping on the keyboard. Follow his directions: Open the door on your right, and then open the door to the right of the ladder. Bear left when you reach the junction, and go straight to the room labeled “Communications” at the end of the hall.
- ▶ Open the door and enter to trigger a cutscene.

Harrison walks in and starts talking at the communication terminal. Note the last incoming message before the terminal fails: "Rosters have been altered. Scientists already dead. Your team is in...". A female mercenary soldier named Dunya walks in and suggests an "interface with the root system." Sounds good. But as Harrison follows her, she stuns him and the lights go out.



Fig. 5-30. Your encounter with Dunya puts you in cold sleep and a detention cell.

Detention Cell

Harrison awakens on a cot in a detention cell—no uniform, no weapons. A conversation with a cell mate reveals you're now a prisoner. Worse: a prisoner bound for Prep Room B. You don't have time to find out what that means, because the convict tries to jump the guard that comes for Harrison—and takes a few bullets.

Objective: Locate Your Team

- ▶ When he's shot, the convict drops his Combat Knife. Quickly run to pick it up! Knife the guard, take his Pistol, and arm yourself with it.
- ▶ Proceed into the passage and ride the lift. Turn right and shoot the guard in the next guardroom. Return to the first guardroom to find an Ammo Box with more Pistol bullets and 10 flares and a Medikit.
- ▶ Open the only working exit door, and climb the ladder in the next room. At the top, use the switch to open the iris-like door above you. Hurry! Another guard arrives and fires his Pistol up the shaft at you. (Alternatively, wait until the guard arrives, kill him and grab his Pistol ammo, then continue up the ladder.)

Iris Door Shafts

- ▶ Keep climbing the vertical shaft to the next switch, and open another iris door above you. Climb to a third switch, and open a third iris door, this one leading into a horizontal shaft. Crouch to get into the shaft.
- ▶ Turn left, crawl to the end of the shaft, and open another iris door. An elevator rises on the far side of a big atrium. Another elevator car stops just outside your door.
- ▶ Step onto the platform, underneath an elevator car. You hear a voice above you: "Like we don't have enough problems already. We still have a bug running around somewhere on Level 12."

- When the elevator stops, open the iris door and crouch into the shaft. Take the first right into a storage room. Damn! An Alien facehugger hugs the face of a guard.

Fig. 5-31. The Alien facehugs this poor guard. Find the nearby Welding Torch, and use it on the ceiling door's padlock.

- Pick up the Welding Torch from the floor in the next room. Find the ceiling hatch just above the guard. Torch the padlock, then climb the ladder into the ventilation duct.

Ventilation Duct

- Crouch to enter the duct. You hear some interesting conversations between scientists as you crawl over grates.
- Continue down the duct. When you reach the drop, step forward to fall on the grate. It opens below you, dropping you into a pipe maintenance shaft with an ominous sign that reads, "Quarantined Area: Do Not Enter."



Objective: Escape the Pods

Deck 24 (Quarantined Area)

- Use your Welding Torch to melt both bolts on the grate under the sign. Step through into the nexus area beyond.
- The map next to the ladder reveals that you are in Forward Observation Pod 2, Deck 24. (The flashing ladder icon shows exactly where you are.) Head through the open door and down the corridor past steam vents and a corpse—grab his dropped Pistol for ammo.
- Boy, something really tore up this place—something very, very powerful. In the next room, read the PDA on the floor. Looks like someone implanted a "Xenomorph" (Alien) into a Predator to see what happens. Big mistake: "Chestbuster already exhibiting unusual physiology."
- Climb the ladder (opposite the door that reads "Core Access") to find a Medikit. Climb back down and proceed down the next corridor—the one marked by a huge blood spill. Hear that snarl up ahead?

- ▶ Follow this corridor to the juncture and bear right. Find the Pistol ammo at the end of the hall, then come back to the juncture and take the other fork.
- ▶ Open the door at the end of the hall. You see a scientist brutally dragged beneath another door. That door is now jammed shut, so go down the ladder to the next deck.

Deck 23 (Quarantined Area)

- ▶ At the ladder's bottom, open the door on your right and proceed down the corridor. Bear left at the junction and explore.
- ▶ The Predalien bursts through the ceiling at a random place. Back away and empty your Pistol into the massive beast.
- ▶ Proceed to the nearby door labeled "Surface Analysis Lab."



Surface Analysis Lab

Fig. 5-32. Find the padlocked floor grate just outside the door.

- ▶ Look to your left. The floor grate beneath the sparking panel has a padlock.
 - ▶ Use your Welding Torch on the padlock to open the grate. Drop into the subfloor and crouch to enter the vertical maintenance shaft.
-
- ▶ Climb down the ladder and open the iris seal below you. Climb down to find another iris seal on the side of the shaft. Open it and crouch to enter the horizontal vent.
 - ▶ Crawl down the vent. (The game automatically loads a new level here. Press **Tab** to read McCain's updated log. He thinks you're dead!)
 - ▶ Crawl over the drop-off in front of you to fall into the Implantation Lab.

Implantation Lab

A vicious Predator lies in suspended animation, encased in a chamber. You land right on top of him.

Fig. 5-33. Activate the switch (right) to raise the Predator chamber (left), revealing an opening in the floor.

- ▶ Go to the right-hand side of the room, and find the control pad on the wall near the chair. Activate the pad and turn to see the Predator chamber tilt vertically. Hey, the guy's awake in there! He watches you as you move across the room.
- ▶ Go to the opposite side of the room to find another PDA tucked inside one of the panels on the console.
- ▶ Go behind the chamber, and drop down through the opening to a lab.



Animal Storage Area

Two scientists spot you and sound the alarm. They point out that you're in Animal Storage. That doesn't sound too good. Get out of there.

- ▶ Turn and hustle to the door. Open it and run down the ramp.
- ▶ You have two options here: If your health is good, post yourself beside the door, and gun down the guards who burst through. Nab ammo from their dropped Pistols, and find another Ammo Box full of napalm around the corner in the next room. Then proceed to the following step.
- ▶ Otherwise, quickly hop onto the canisters on the back of the vehicle, shoot the grate on the wall to open it, and crouch-jump into the duct.

Fig. 5-34. Shoot out the wall grate, hop onto the vehicle, and crouch-jump forward into the ducts.



Ventilation Duct

- ▶ Climb the short ladder, and follow the duct past the spinning fan (watch out for the blades) to the padlocked hatch. Melt the padlock with the Welding Torch.
- ▶ Continue down the duct to another padlocked hatch, where you hear a conversation. Torch the padlock and move through the hatch.

Specimen Storage (Facehuggers!)

- ▶ Wield your Pistol, dropping down on the right side. Run around the corner to the right, gun down the armed guard, and run into the room behind him.



- Climb the ladder to trigger a cutscene. A voice through your com system asks you to “get a package” from Implantation Lab 2. In exchange, the voice says he'll put you in contact with your team.
- When the cutscene ends, open the nearby Ammo Box to get the flares.

Fig. 5-35. Meet a mysterious contact in the Specimen Storage control booth. Then unleash a few specimens on the security units below.



- Turn around and activate the panel that reads “Specimen Stasis Online,” which releases a few “specimens”—Alien facehuggers—into the room below. That ought to keep the guards busy. Go right and activate the Belt Relay unit. (This is what the voice meant by “down the belt, buddy.”)
- Return to the specimen room. Guards in A.P.E. (Acid Protective Environmental) suits spray facehuggers with Flamethrowers. One of those might be nice, so if you're feeling lucky, try to gun down a guard and grab his Flamethrower. Follow the right wall to the conveyor belt. Crouch and step onto the conveyor, riding to the egg-filled pool.

Objective: Activate Emergency Security Override

Egg Stasis Pools



- Avoiding eggs, work your way across the pool to the underwater drainage tunnel (surrounded by a low metal gate). Pull out your Welding Torch when you step into the tunnel.

Fig. 5-36. Find this entrance to the egg pool drainage tunnel—and dive in.

- Run—you're underwater! Hurry to the gate and torch the padlock. Hustle through, take the first right, and climb up the ladder.

- Pull the switch labeled “System Charge” to override the security lockdown, which unfortunately, also shuts down the stasis for the egg pits.

Objective: Proceed to the Main Lift

- Climb up the tall ladder in the alcove.
- Find a locked Ammo Box; torch its padlock. Keeping your torch active, climb back down and return to the underwater drainage tunnel. Quickly torch the padlock on the next underwater gate to the right.
- Hurry through the gate—switch to your Pistol as you go—and hop out of the tunnel to find yourself in a second egg stasis pool.
- Take your advisor’s advice: Run like hell through the eggs to the ladder in the room’s rear right corner.
- At the top of the ladder, turn right and hurry through the open door.
- If you go to the end of the hall, the door leads right back into Animal Storage. Been there, done that. Instead, take the first left, and climb the ladder at the end of the short hall. At the top, open the door and go left into the control booth overlooking Animal Storage.
- Move across the control booth to the corridor on the other side. Follow the corridor until an elevator door slides open on your left. This is the main lift. Kenji suggests you ride the elevator up to reach the Implantation Lab.

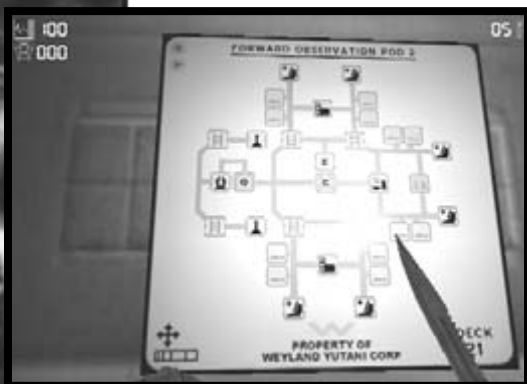
Fig. 5-37. This is one result of your Specimen Storage area antics.



- Before you hop on the lift, look through the window to the right. See the chaos you created in the Specimen Storage area?
- Step onto the main lift. The doors close behind you. Push the control button to ride up. (A new section of the game loads here.)

Objective: Locate Implantation Lab 2

Many doors are locked on these levels, so you must take a roundabout route to Implantation Lab 2, traveling up and down between Decks 21 and 22 several times.



Deck 22

- Open the elevator door and step into the corridor. Be sure you're armed with the Pistol. Guards roam the halls, looking for you. Turn left and open the door into the nexus. Take the ladder down to Deck 21.

Fig. 5-38. This is a map of Deck 21. Many doors are locked, so follow the walkthrough.

Deck 21

You're in a nexus with three doors, but only one is unlocked—the one marked "Crew Quarters, East Wing." As you approach it, Kenji says, "Check the crew quarters. There's an emergency panel at the end of the hall. Hack it and you can gain access." Unfortunately, you no longer have your Hacking Tool. Let's go find it, shall we?



Fig. 5-39. This Conference Room leads to several key areas of Deck 21.

- Open the door, step through, and take the first left into the Conference Room with the big round table. (See Fig. 5-39.) Gun down the guards, and proceed left to the door marked "Core Access." Open the pair of doors, cross the bridge, open another pair of doors, and step into the intersection.
- Directly ahead is the Ovomorph Implantation Lab Check Point (labeled "G" on the Deck 21 map). As you approach its door, Kenji says it has an internal lift, but you need a security pass to use it. This gives you a new objective.

Objective: Obtain Security Badge

- Turn left and open the door into another nexus. Watch out for guards!
- Climb the ladder to Deck 22. More Pistol-wielding guards attack you.



Deck 22

Fig. 5-40. This is a map of Deck 22. Many doors are locked, so follow the walkthrough.

- ▶ Looking from the ladder, go through the open door on the left. Proceed down the hall to the first room on the right, a control room.

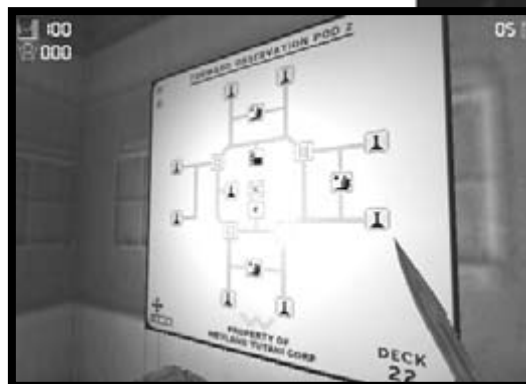


Fig. 5-41. Recover your Hacking Tool here, sitting on a small cart in the back.

- ▶ Enter the control room, and find your Hacking Tool on a small cart in the back of the room. Watch out for a synthetic scientist lurking in here.
- ▶ Exit and go left, back to the nexus. Descend the ladder to Deck 21.



Deck 21

- ▶ From the ladder, go through the open door, taking the first right to the Core Access door. (Beware the multiple guards on the way!) Cross the core, returning to the Conference Room with the round table. Exit right, turn left, and walk to the emergency panel at the end of the hall on the right side.
- ▶ Open the panel. Use your Hacking Tool on the circuit until you see the message "Local Area Security Override."

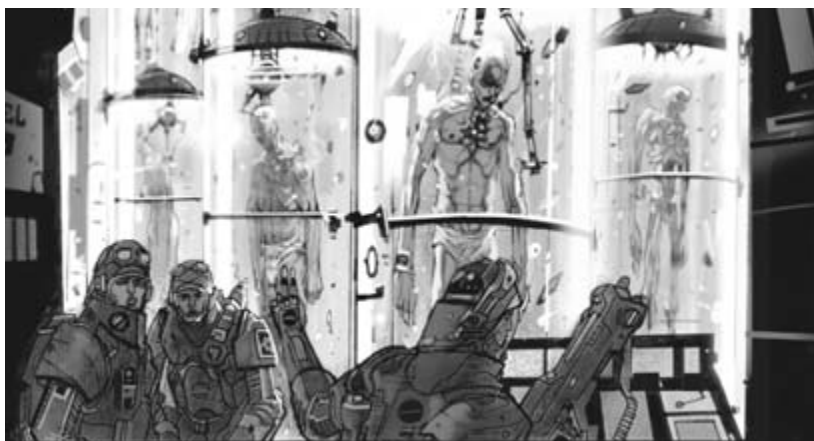




Fig. 5-42. Hack the security override switch to unlock the crew quarters.



- ▶ Before seeking the security card, procure bigger firepower. Directly across the hall is the Locker Room. Enter and open all the lockers. (You must open some with the Hacking Tool.) You should find many ammo clips, napalm, boxes of shells, and a nice Shotgun.
- ▶ Proceed through the following door to find another set of crew quarters.
- ▶ Take the security card, which is randomly placed in one of the four crew quarters.
- ▶ Exit and return to the room with the internal lift—that is, go down the hall to the Conference Room, go through all four of the Core Access doors, and enter the Ovomorph Implantation Lab Check Point directly ahead.
- ▶ Kill the guards and take the lift to the Implantation Lab area.



Implantation Labs

Fig. 5-43. The spy's disk sits on a desk in the control station overlooking an Implantation Lab.

- ▶ Exit the lift and follow the corridor to the control station. Grab the disk from the desk on the right. Kenji says he'll meet you near the exit lift: "After we make the trade, I'll help you find your friends."
- ▶ Return to the lift and ride up to Deck 21.

Objective: Return to the Main Lift

- ▶ Get ready for a *bunch* of Guards! From the room with the lift, fight your way through the first two Core Access doors, cross the core bridge, and go through the two doors into the Conference Room.
- ▶ Exit through the right-hand door, turn right into the nexus, and climb the ladder to Deck 22. Go through the open door on the opposite side of the nexus, and take your first right.
- ▶ Open the main lift door, enter, and push the button.
- ▶ The main lift drops, but it shudders to a halt in midtransit. Use your Hacking Tool to access the panel. The door opens and you face an iris door.
- ▶ Open the iris door, crouch, and jump forward into the duct. Crawl to the end to load another section of the mission.

Objectives: Find New Gear and a Way Out of the Pods

Central Control Room

- ▶ Open the door, turn right, and enter the Central Control Room. As you move toward the far door, Kenji reports a problem and says he can't meet you right now.
- ▶ Move around the room, opening console panels to find pickup items stashed inside.
- ▶ Open the last computer console on the right to reveal a maintenance passage.

Fig. 5-44. Open the computer console (circled) in the Central Control Room to find a maintenance passage to the Pod skywalks.



- ▶ Move down the passage and hop across the hole to get the Medikit. Then drop down the hole, and approach the panel labeled "Sentry Gun Access." Open the panel and use your Hacking Tool to access the system.
- ▶ A floor panel drops to your left. Hop down and open the door next to you.

Pod Skywalks

- ▶ Fight your way across the skywalk, and go through the door at the other end. Guards abound here! Turn right and enter another door. In the next room, use the door directly ahead. Go down the corridor, taking the first door on the right to another skywalk.



- ▶ Don't cross this second skywalk. Instead, turn left and climb the ladder. Emerge onto a platform atop the skywalk.
- ▶ Run across the skywalk's glass ceiling. When you reach the far platform, Kenji points out a catwalk to your right. It's hard to see, but it's there. Step directly onto it from the platform; you don't have to jump.

Fig. 5-45. This narrow catwalk takes you around the Pod to a hatch.

- ▶ Follow the catwalk around the Pod. Be careful at the corners! At the end, hop to another platform, and open the floor hatch. Drop down, open the security door, and step into the hallway.
- ▶ Turn left and go through the next security door. Turn right and go through yet another security door. Walk down the corridor to the left, and then open the big elevator door on the right side.
- ▶ Enter the freight elevator and activate the panel.



Pod Cargo Area

It's not so easy to get out of a Pod, is it? You exit the freight elevator into the Pod's four-tiered cargo loading area, standing on the fourth and highest tier. Below, guards armed with Pulse Rifles patrol in a state of high alert.

Fig. 5-46. Descend a series of ladders to reach the bottom of the Pod cargo area.



- ▶ Veer slightly left from the freight elevator to the ladder, and climb down to the third tier. Move to the other side of the ladder, then descend to the second tier.
- ▶ Walk carefully around the edge of the second tier, drop down to the first tier behind crates, and pick off the guards near where a huge chunk of the cargo area is blasted away! Snatch their Pulse Rifles and ammo (including pulse grenades).

- ▶ **Hurry!** Run around the lift and grab all the good stuff piled up on the crate—Armor (at last!), Medikit, Rocket Launcher, and other goodies.
- ▶ Behind you, the cargo lift rises to reveal Ivan, Rykov's right-hand man, wearing a mighty Exosuit. The Exosuit is the military version of an industrial power loader (it has weapons instead of forklift arms).

Fig. 5-47. Quickly grab your stuff, spin around, and lay into Ivan's Exosuit with rockets and pulse grenades.

- ▶ This is tough fight. Keep moving, and keep slamming Ivan with rockets and pulse grenades.
- ▶ After Ivan finally goes down, step onto the main lift to end the mission.



Mission 4: A Long Detour

As Harrison rides the cargo lift out of the Pod, he learns “Kenji” is in fact a young woman named Tomiko, a communications technician intent on exposing Eisenberg's hideous genetic modification experiments. Kenji is actually her brother's name—who she believes was murdered. The disk you carry contains proof of this and other transgressions.

Your team (the Blue Team), including Commander McCain—is on its way to the Alien Hive. But you can't reach the Hive; the tunnels are now sealed off. So your goal is to rendezvous with White Team in the POC's landing facility. You commandeer an APC and drive to the POC perimeter. Signs of Alien infestation are everywhere.

Fig. 5-48. “Kenji” is actually Tomiko, a woman looking to avenge her brother's death and expose Eisenberg's genetic modification research.



Tactical Overview

- ◀ Fight through teeming hordes of Aliens in the creepy darkness of a maintenance tunnel. You face adult Aliens as well as drones, facehuggers, and chestbursters.
- ◀ Power up another auxiliary generator, then activate the automated defenses of the complex.
- ◀ Journey down to Level 3 and escape an angry Praetorian via a padlocked vent.

Objective: Rendezvous with White Team in Landing Bay 3

That's one infested base—it's crawling with big, ugly bugs. It's also dark and creepy and full of gruesome sights. Let's have some fun.

Infested Base: Maintenance Tunnels

- ▶ Get ready for a brutal melee. Walk in the direction the APC points. When you reach the far side of the yard, Aliens bash through the metal cap of a maintenance tunnel. Then a hole in the ground sprouts bugs. Use the Flamethrower here, spewing pressurized napalm right down the hole.
- ▶ Climb down the ladder into the tunnel. At the bottom, open the nearby door to a dark hallway. Don't rush in, though! Eggs full of facehuggers, plus one Alien drone, infest the room beyond.
- ▶ Use your Image Intensifier and pop the eggs from the doorway.



Fig. 5-49. Use your Image Intensifier to get a quick overview when you first enter a new room or hallway.

TIP



The early part of this mission is the time to use your Image Intensifier. Remember, the goggles drain your battery quickly, so frequently stop and turn them off to recharge.

- Step into the room, and exit through the doorway to the right. Move carefully down the long corridor, using your Image Intensifier to spot attacking Aliens. Be careful! They come from the front *and* back in this corridor. Watch for the Medikit and Ammo Box full of Smartgun bullets at the corner. Continue to the pool of greenish water.
- An Alien lurks in the alcove atop the tall ladder directly ahead. From the doorway, lob a grenade to flush him out, then gun him down.
- We told you it's disgusting in here! Jump into the green slime, and wade to the short ladder to the left. Climb out and move carefully down the hallway, which is lined with human egg hosts.

Fig. 5-50. Examine each host on the wall. Some give you flares and other useful pickups, others produce a chestbuster. That's OK—this way you face the little beasts one at a time, instead of all at once later.



- As you move down the halls, move your cursor over each human host that hangs on the wall or ceiling and press the Use key. Kill any chestbusters that emerge.

Some hosts just heave sighs and expire. Some carry useful flares, ammo, and other pickups. Others, as mentioned, are breeding hungry little chestbusters inside that pop out and attack. It's gruesome, but much better to face them like this, one at a time, so they're easy to kill. If you don't get the chestbusters now, they all rush you at once when you reach the bolted door.

- Turn left at the intersection. Around the next left, big Aliens wait down a short hall. Splatter them and grab the Ammo Box at the end of the hall.
- Return to the main hall, turn right, and proceed to the door with four bolts.



Fig. 5-51. Torch the four bolts on the security door.

- Use your Welding Torch to remove the bolts. After the first bolt drops, immediately switch to a weapon. Aliens don't like you messing with their doors. And if you didn't kill the chestbusters at each individual host, they pop out and attack in a group now, too. Step through the doorway ready to fight.

- ▶ Climb the ladder to find the Ammo Box full of flares and Smartgun bullets. Go back down and open the door on the right.
- ▶ Proceed to a second door, which opens to a big egg room. Destroy the eggs (if you're short of ammo, run past them) and any facehuggers that pop out.
- ▶ Get ready for hell and climb the ladder, where Tomiko tells you to reset the Power Relay to activate the doors.
- ▶ Veer left and run for the ramp leading down. Hustle down the ramp to another dark corridor.

TIP

Hurry! The longer you take to find and activate the power generator, the more Aliens you must fight.

- ▶ Again, the key here is speed. Using your Shoulder Lamp or Image Intensifier (and tossing an occasional flare when your battery runs down), sprint down the long hallway to the generator. Quickly pull the switch, scoop the goods out of the nearby Ammo Box, and sprint back to the ramp.
- ▶ Climb the ramp and double back to the door in the far wall. Open it and hustle through to escape—and trigger the load of a new game section.



Landing Facility

Fig. 5-52. At last! Don't miss these items in the first corridor of the landing facility.

- ▶ Follow the hallway to the right. At the next turn, find the pickup items to your left, then continue down the hall to open the next door.
- ▶ Follow the walkway. As you approach the ramp down, Tomiko reports that a hall on the second floor leads to a Security Station where you can get the sentry guns online. "That should make things a little easier," she says.
- ▶ Descend the ramp to Level 2.

Objective: Locate the Security Station and Activate Automatic Defenses

At the bottom of the ramp you find a pair of ladders. The nearest ladder is intact and drops to Level 3. But the far ladder is broken, so you can't reach the rest of the Level 2 walkway.

Fig. 5-53. Jump across the gap to the broken ladder, then find the storage room to power up an auxiliary generator.

- ▶ Make a running jump to the far ladder. It's not easy, but don't give up. You'll make it eventually.
- ▶ Climb the ladder and follow the corridor to the third door on the right. Open it and step into the storage room.

Storage Room

- ▶ Head for the padlocked gate across the room. Torch the padlock to open the gate, enter, and open the striped power box. Pull the System Charge Switch to fire up the generator.
- ▶ Exit the gate, turn left, walk around the scaffold with crates, and hop onto the low grated platform to the right of the crates on the ground. (Don't miss the Ammo Box in the corner.) Note that one big crate blocks the next door. Also note that a crane hangs from a ceiling track nearby.
- ▶ From the platform, hop to the lowest level of the scaffold. Cross it and hop to the crate on the floor near the edge. Hop up two more crates, and turn right to face the control platform.

Fig. 5-54. Jump from the first level of the scaffold (left) to the crates (center), and then to the control platform (right).

- ▶ Step onto the control platform. Be sure to check out the row of lockers; use your Hacking Tool or weapon to open the two locked ones. One holds napalm and the other an Armor pickup. Also, an Ammo Box sits at the end of the platform.



- ▶ Find the control panel with the display that reads "Crane Sequence Halted." Pull the switch handle to activate the crane. This triggers an Alien attack; bugs drop from a ceiling grate over the platform. Spill their acid blood.
- ▶ Hustle back across the room to see the crane at work, hauling boxes and freeing passage to the door under the sign that reads "Danger: Restricted Area." Unfortunately, you also see a squad of vicious Aliens burst into the room. Keep moving and pick them off one by one.
- ▶ Open the newly uncovered door, and exit the storage room.
- ▶ Follow the hallway around the corner and stop. Aliens drop from a ceiling grate when you move forward again. Back up shooting when you hear them burst through.
- ▶ Proceed to the red-lit door around the next corner. It's locked. Tomiko says she can override it, but she needs a few seconds—15, to be exact. Meanwhile, Alien runners scurry up behind you.
- ▶ Fight off Aliens until Tomiko opens the door. Rush through into the Level 2 Security Station.



Security Station

The striped switch handle across the room controls the facility's automated defenses, but it's enclosed in a bulletproof plastic case. Now what?

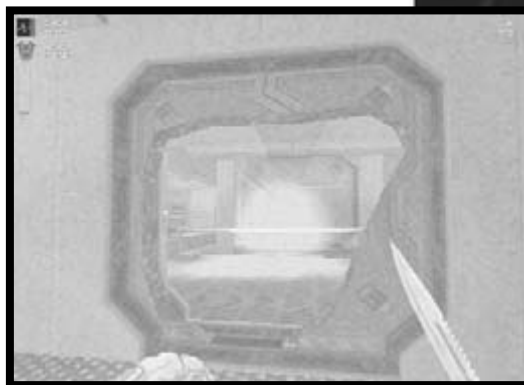
Fig. 5-55. This Level 2 Security Control Room lets you pull a switch to reactivate the entire facility's automated sentry guns.

- ▶ Go up the stairs to activate the Security Station console. This raises the plastic case around the handle.
- ▶ Return to the switch handle and pull it to activate the automated defenses. (You also see a cutscene of a security door opening somewhere.) Good job! It's time to get back to your original objective: Rendezvous with White Team.
- ▶ Run back down the corridors to the storage room.

Storage Room

- ▶ Jump from the low platform onto the scaffold again, then climb up the crates on the other side to the control platform.
- ▶ Wow! Something really powerful ripped right through the security door! Walk through the hole it left.

Fig. 5-56. Whatever tore through this door is sure to seek you soon.



Hallways

- ▶ This puts you in a Level 1 corridor. Aliens try for you; fry them instead and head right.
- ▶ Go down the ramp to Level 2, and follow the hall back to the broken ladder. This time just hop down to Level 3.
- ▶ Follow the hall to the left, down the ramp, and through a big open security door (the one that opened when you activated the security system) into another storage room.
- ▶ Tomiko guides you to the door on your left, and she suggests that you hurry. Why? A huge Praetorian snarls just beyond the door right behind you. Hear it?
- ▶ When you try to open the door, the entry panel shorts out. Use your Hacking Tool on the panel. When the door opens, run through. It closes behind you—just in time. (Look back to see the Praetorian trying to get through.)
- ▶ But the ordeal isn't over. Wield a trusty weapon, and open the next door. Two Alien runners jump you; drill them, then run down the hallway to the next door. Tomiko says she can't override this one.
- ▶ That's no problem. Whip out your Welding Torch, and zap that padlock on the vent just ahead. Hurry now! When the padlock shatters, it triggers the approach of the drooling Praetorian up the hall behind you. Crouch and enter the vent to escape... and end the mission.

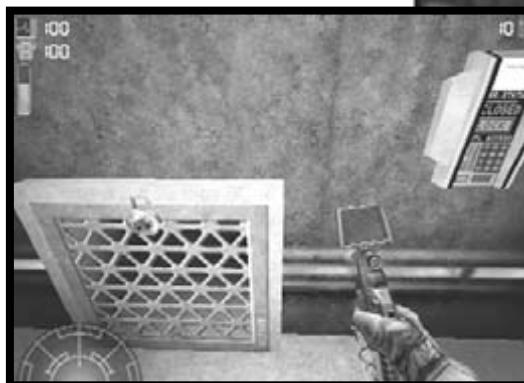


Fig. 5-57. Torch the padlock on the vent, then crawl in to end the mission. If you don't hurry, you'll face Praetorian fury.

Mission 5: Price of Admission



Led by Commander McCain, the Blue Team moves through the access tunnels near the Alien Hive, hoping to find and track transmitter signals from a research team that disappeared. As the mission opens, one of Rykov's combat synthetics (a powerful synthetic soldier) places a transmitter somewhere. Then Jones, your Marine squadmate, picks up the signal. What's going on? It looks like a setup.

Fig. 5-58. Jones picks up a transmitter signal that is "very strong and very close." But is it a phony?

Tactical Overview

- ◀ You face a few Aliens early and late in this mission, but the big fight is with a Predator.
- ◀ Go up the elevator shaft to Level 1 of the POC's landing facility. Find the Landing Control and Communication Center.
- ◀ Defeat the Predator who hunts you.

Objective: Rendezvous with White Team in Landing Bay 3

You carry over this primary objective from the last mission. You're near the landing bay now, at the bottom of a big cargo elevator shaft.

Cargo Elevator Shaft

- ▶ Go straight ahead through the gap, then turn right to climb the ladder. Move up a few rungs, and hop onto the cargo lift to your left.
- ▶ Arm yourself with a good close-in weapon—the Shotgun, for example.
- ▶ Use the switch to ride up in the elevator. As the lift rises, turn left to face the front railing of the lift. . . and get ready.

CAUTION

This mission is impossible if you stay on the cargo lift after it stops. Alien hordes don't desist until you hop onto the maintenance lift.



After a short ride, Aliens cut the power, and the lift stops between Levels 2 and 1. Without warning, a dead Marine drops from above—a victim of the Predator—and suddenly Aliens attack, dropping onto your lift.

Fig. 5-59. When the elevator stops, hop over the railing onto the maintenance lift.

- ▶ Hop over the railing the moment the lift stops. It explodes behind you, so step onto the narrow maintenance lift, and hurry to the left to shield yourself behind the vertical beam.
- ▶ After the explosion, walk carefully along the ledge to the maintenance ladder, and climb to the top.
- ▶ Step into the hallway, turn right, and proceed into the courtyard.



Courtyard/Level 1

- ▶ Follow the courtyard to the right and around the corner. Sprint to the right-most door in the far wall with a free finger on your Use key, because you need to open the door quickly. The Predator stands on a wall to your left, firing plasma projectiles at you if you wait too long. (You can't fight him here; he disappears quickly.)
- ▶ The doorway leads to a Level 1 hallway. Turn the first corner to the left, proceed down the red-lit hall (avoiding that steam vent!), and turn right at the next corner, where the sign reads "Level 1."
- ▶ Open the door ahead.

Tomiko chimes in with some unsettling thoughts. She says the landing bay is just ahead, but you must get there fast "before that thing finds a way to you."

Fig. 5-60. Slip into this room to find an Ammo Box in the rear corner.



- ▶ Proceed up the hallway and around the left turn. Enter the room labeled "Landing Pad Cargo Access."
- ▶ Look in the monitors of the check station to see the gruesome scene in the Communication Center area. Also find an Ammo Box behind crates in the back right corner.
- ▶ Exit the room and turn left, moving down the hallway. Tomiko guides you up the stairs to your right, but before you get there, another body flies down—and you hear more horrible sounds as well.
- ▶ Climb the stairs, but don't run down the hall through the arcing electrical currents! Instead, turn right into the room labeled "Communication Center."



Fig. 5-61. You always find guys hanging around the Communication Center.



Fig. 5-62. Pull this switch to stop the electrical current in the hallway.

- ▶ Two skinned guys hang from the ceiling, and Tomiko points out that the console is fried. Look out the window to see a Marine from White Team exploded by Predator plasma projectiles. Damn!
- ▶ Go to the Power Relay Station 1 switch; the display reads "Power Drain Present." Pull the switch to halt the power drain. This stops the arcing currents in the hallway.
- ▶ Exit the room.

Objective: Continue to Landing Bay 3 to Reboot Guidance Computers and Enable Evacuation

This Predator is frightening in its power and savagery. With the Landing Bay 2 guidance system controls destroyed, you must move on to another bay.

- ▶ Turn right and follow the hallway in which the electrical currents stopped when you pulled the switch.
- ▶ Open the door and step onto the landing bay platform to see two more Marines splattered by Predator fire. It's not a good day for White Team.
- ▶ Tomiko says to head for the APC doors below on the left. Don't waste time—the Predator is on the prowl!
- ▶ Go to the left end of the platform, jump down, and sprint to the nearby APC door. Immediately open it and run inside.

Alley: Fight the Predator

It had to happen sooner or later. After dozens of Alien encounters, you knew you would eventually see a Predator face to face. This is it, so get ready and save your game.

- ▶ Enjoy this quick breather. Wield a strong weapon with a decent range; the Pulse Rifle is good because of its Alt-Fire mode as a pulse grenade launcher. Your Rocket Launcher should be useful too.
- ▶ Open the door and move into the alley beyond. The Predator is atop the far wall with a clear shot at you, so sprint *directly* across the street to cut off his angle.

Fig. 5-63. Stick to the walls of the alley: they lean out, cutting off shot angles from enemies above.



- ▶ Move down the alley along the wall. Stick close to the walls, ducking frequently behind crates or down alcoves for cover. Use your motion tracker to track the Predator's location.
- ▶ At first the hunter shoots plasma projectiles from above. Keep moving down the alley, from crate to alcove, trying to survive his initial Plasmacaster salvos.
- ▶ Eventually, the Predator leaps to street level to get more personal in his combat. This is where you get in your licks. Find a good stand of boxes, and strafe out and in, launching pulse grenades, rockets, or (at closer range) Shotgun blasts.

Fig. 5-64. Use crates in the alley for hide-and-seek strafing shots—slide out, shoot, and quickly slide back in.



- ▶ Keep an eye on the motion tracker! Even when you're safe behind a box, you can monitor where the Predator goes. Keep cover between you and him. Don't let him hit you with his heinous Combistick swipes, but don't give him a clear shot from a distance either—he's very, very accurate.





Fig. 5-65. This is the perfect fighting distance from a Predator. Any closer, and that Spear pierces you; any farther, and the beast switches to his Shoulder Cannon.

- ▶ When you finally kill the Predator, breathe of sigh of relief. But this mission's combat isn't quite over yet. Keep your trigger finger ready, and proceed to the end of the alley.
- ▶ Aliens burst from a door down the alley to your left. Take them down with a Smartgun fusillade—it seems easy after the Predator, doesn't it?—and approach the open doorway to end the mission.

Mission 6: Loose Ends



Led by McCain, Blue Team penetrates the Hive tunnels, finds a "survivor" from the missing research team—and they don't like what they see. The Marines are in an egg chamber, where egg implant victims hang on the walls. Meanwhile, Corporal Harrison (you) continues to seek contact with White Team in the POC landing facility.

Fig. 5-66. Blue Team traced the signal to the Hive egg chamber.

Tactical Overview

- ◀ You fight an assortment of Aliens, plus a pair of powerful Praetorian warriors.
- ◀ Progress through several skirmishes between Marines and Aliens as you seek more powerful weapons to use against Praetorians.
- ◀ Face down two Praetorians in separate battles.
- ◀ Clear all bugs from the landing pad for the arriving Marine dropship.

Objective: Find a Minigun to Take Out Armored Praetorians

Read the excerpt from the Weyland-Yutani journal on Praetorians when you press the Objectives key (the default is **Tab**). You find that much of your current arsenal is largely useless if you run into a ferocious Hive warrior. Their hardened shells make them the equivalent of a light armored vehicle; small arms fire doesn't penetrate.

POC Landing Facility

- ▶ Open the door and enter to find more unfortunate members of Blue Team.
- ▶ Walk down the hall, listening to sounds of fighting. Hustle down the stairs to see a trio of Marines fight a losing battle against Alien drones. (You can join in the battle, but there's no hope for your fellow soldiers.)

Fig. 5-67. Your trek through the facility leads you into several fierce fights between Aliens and Marines.



- ▶ Continue around the corner to see a second Marine/Alien battle. The good guys lose again. Mop up the bugs, pick up weapon ammo, and move on.
- ▶ Climb the nearby stairs, and open the door on the left. Yet another battle rages down the hall. Guess what happens? Yes, Harrison, you seem to be the kiss of death today.
- ▶ Descend the ladder at the railing, and proceed down the hall to the left. Around the next corner, another Marine bites the dust. Head down the hall to the next door and open it.
- ▶ Go down the stairs; as you descend, you hear a howl. Follow the dark, narrow corridor past the blue floor lamp, and take a hard right into a hallway.
- ▶ Follow the hallway to a red-lit ladder. Shoot out the grate at the top, and climb through into a large hangar with a landing bay.

Fig. 5-68. Don't let this puny grate stop you from reaching the dropship hangar. Just shoot it open!



Dropship Hangar Area



- ▶ Walk around the half-track vehicle loaded with cargo to see another pair of Marines across the hangar. Let's see if we can keep these guys alive.
- ▶ As you approach the soldiers, they run across the hangar, so follow them. Soon you see why they're running—a massive Praetorian crawls along the top of the wall.

Fig. 5-69. Proceed to the elevator to escape the Praetorian—for now, anyway.

- ▶ Follow the Marines to the door. They open it and halt, posting themselves on either side. Go on through and proceed into the elevator. Push the elevator button to ride up.



- ▶ When you reach the next level, the Praetorian pounds on the elevator, disabling it. Exit the elevator, turn right, and follow the hallway.
- ▶ Open the next door to another battle. Splatter the Aliens and cross the room to the weapons of your fallen comrades.

Fig. 5-70. Additional weapons can be found in this room—a Rocket Launcher and the all-powerful Minigun.

- ▶ This is serious firepower! Pick up the Rocket Launcher and your primary objective, the Minigun (just up the stairs). Designed for combat against light armored vehicles, the Minigun combines high-caliber ammunition with a rapid-fire, water-cooled, rotating, multi-barrel housing. Feel the heft. See the threat. Know the power.
- ▶ Activate the nearby console with the guidance system display. This reboots guidance computers, thus completing one of your objectives. Tomiko reports an inbound dropship, and she gives you a new objective.

Objective: Clear the Landing Bay of Alien Contamination

- ▶ Arm yourself with the Minigun, hit your Alt-Fire button to pre-spin the barrels, and lumber back toward the elevator.

TIP



The Minigun takes a few seconds to rotate to full firing capacity. Remember that its Alt-Fire mode pre-spins the barrels so you can fire immediately when ready.

- ▶ Round the corner. There's the Praetorian! But you have your Minigun pre-spun and ready to punch bug armor. Just one quick burst turns the big fellow into a puddle of acidic soup. What a gun!

Fig. 5-71. Praetorians are tough, but your Minigun is tougher. Much, much tougher.



- ▶ Jump through the hole in the floor made by the now-deceased Praetorian. Save your Minigun for the next Praetorian; switch to your favorite Alien-killer weapon such as the Pulse Rifle or Shotgun.
- ▶ As soon as you drop through the floor, directly in front of you is a door that must be hacked to enter. Inside you will find an assortment of additional weapons and ammo.
- ▶ Go through the open door down the hall. You hear the roar of the dropship's approach.
- ▶ Retrace your route through the dark hallway, around the corner into the blue-lit corridor, and climb the ladder into the hangar. This time, however, Aliens stream at you, one after another.

Fig. 5-72. The dropship can't land until you clear out the infestation—particularly the big Praetorian.



Dropship Hangar

- ▶ Before you round the half-track cargo vehicle, pull out your Minigun, and hit Alt-Fire to pre-spin the barrels again. Then blast the Praetorian on the landing pad so your dropship can touch down. Watch out for other lesser Aliens making runs at you, too.
- ▶ When the dropship lowers her ramp, walk up to end the mission.

Mission 7: Savior



The Marine dropship descends through the yellowish clouds of LV-1201, as Harrison discusses Hive entry sites and escape plans with Tomiko. The ship deposits you on the surface near a vertical shaft. You land equipped with a powerful Exosuit. It's time to save Blue Team from an awful fate.

Fig. 5-73. Tomiko guides you to the Hive entry—an archaeological dig site that's thousands of years old.

Tactical Overview

- ◀ Drop down the excavated hole and blast Alien muck off ancient reactors to fire them up, opening access to the Empress Chamber.
- ◀ Battle with the Empress herself, along with a few of her drones.
- ◀ Escape to the pickup point, where your Blue Team squadmates await the dropship evacuation.

Objective: Locate Your Team

This should be fun! You inhabit an Exosuit, a “mobile weapons platform.” The Exosuit is the military version of an industrial power loader, with weapons instead of forklift arms. Your left arm is a Flamethrower, and its Alt-Fire a high-powered Laser Rifle (without the scope, unfortunately). Your right arm is a Minigun, and its Alt-Fire a Rocket Launcher. You can kill a lot of big stuff with that kind of firepower.

Dig Site: Entry



Fig. 5-74. Follow the ledges winding down to your right to avoid a nasty fall.

- ▶ Walk to the hole, and hop down to the first terrace. Turn right, hugging the wall as you descend a winding rock ramp until you reach the man-made metal ramp.
- ▶ Follow the metal ramp down the tunnel. Fry up the batch of Aliens that tries to mess up your new suit. Continue past a broken sentry gun and three dead combat synthetics to a large open room with an elevator. (Ignore the flying mosquito-like creatures.)

Fig. 5-75. Pull this switch to power the elevator.

- ▶ Walk behind the elevator, and pull the System Charge Switch to power up the lift.
- ▶ Board the elevator, push the button, and ride down to the geothermal reactor level. As you ride, face the *back* gate of the elevator car—the one next to the button. The gate opens when you reach the bottom... and Aliens attack.



Geothermal Reactors

Fig. 5-76. Use your Flamethrower to charbroil any Aliens that rush you in numbers.

- ▶ Get your Flamethrower ready. When the gate opens, toast Aliens.
- ▶ Exit the elevator and proceed to the walkway that encircles a huge central structure. Aliens and combat synthetics battle nearby; polish off whoever survives. Note the spinning ring at the top of the structure.
- ▶ Follow the walkway to the right and enter the first tunnel. Watch for Aliens as you walk to a room with another central, pillar-like structure.



CAUTION

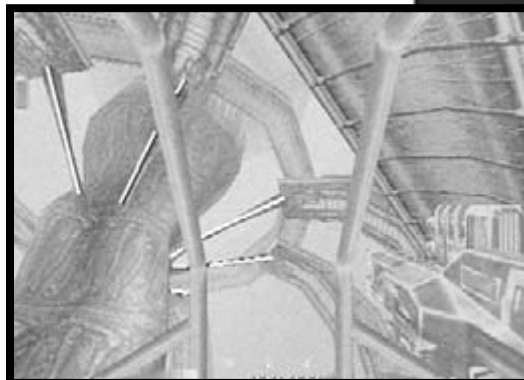
Be careful on the walkways around the pillars! If you fall off the edge, you die.



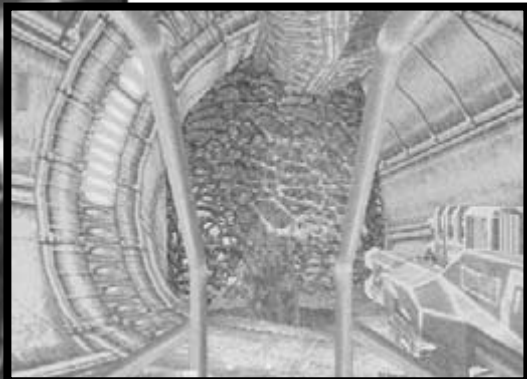
Tomiko calls this a steam-powered portal. Alien crud clogs the central pillar; the ring at the top doesn't spin like the one in the main room. Note also the thin tubes of hardened Alien ooze connecting the central pillar to the lighted side supports. (See this better with your Image Intensifier.) Maybe that's why the turbine ring isn't spinning.

Fig. 5-77. Use your Image Intensifier to spot thin Alien tubes (marked here in white) that jam the reactor ring. Then blast all eight of them with rockets.

- ▶ Press **[2]** to activate your Exosuit's right weapon arm.
- ▶ Carefully target the thin tubes (see Fig. 5-77), and use your Alt-Fire button to blast them with rockets (one apiece should work).
- ▶ Move around the pillar, blasting all seven remaining tubes.



- ▶ When the last tube shatters, the ring spins and explosions shatter the Alien muck that clogs the core.



- ▶ Return to the main room, and proceed around to another tunnel leading to another muck-covered turbine.
- ▶ As before, rocket all eight thin tubes at the top to release the turbine ring. Both turbines are humming now. Be careful, though. An angry Praetorian scrambles at you, seeking retribution. Minigun him down!

Fig. 5-78. When both turbines are spinning, this portal to the Hive opens.

- ▶ Return to the main room, ready to face a slaving horde of angry Aliens. The central pillar now pounds up and down like a piston. Wow! Also, a new portal to the left is open.
- ▶ Head down the newly opened portal with your Minigun ready to rock. Blast the Praetorian and his many minions. You reach a big hole in the floor of the tunnel. A giant stalk of the Hive, draped by that now-familiar Alien latticework, juts up from below. This leads down to the Alien Empress Chamber. As expected, it's *heavily* guarded, so flame on!
- ▶ We hope you enjoyed your Exosuit experience, because it's about to end. That's right—in a moment, you'll be a small, slow, fleshy, and very lightly armed Marine surrounded by some of the biggest, scariest, Alien honchos this side of Cleveland.
- ▶ Step forward onto the Hive latticework. Down you go!
- ▶ Try to enjoy your screaming drop as you crash through several cushioning layers of lattice and land in a shallow pool of water.



Fig. 5-79. You can't avoid the fall into the Hive. It trashes your Exosuit, leaving you with only your Combat Knife and Pistol.

The Exosuit keeps you alive, but the impact disables it, leaving you with nothing but a Combat Knife and your Pistol. At the bottom, you hear Blue Team's radio chatter; it sounds like they're getting desperate. Better get moving.

- ▶ Follow the dark tunnel to an open chamber with a big central stalk and numerous crisscrossing struts. Walk around the central stalk to another tunnel on the opposite side.

- ▶ Follow the second tunnel to an opening into a massive round chamber with an odd, sculpture-like structure in the center. Get ready for the fight of your life, Marine.
- ▶ Save your game here!

Empress Chamber

A battle rages in the Empress Chamber. As you approach the opening, you hear a call to "pull out!" Soldiers exit through a tunnel on the opposite side of the chamber, which an explosion seals shut behind them. No way out! Down below, you see the massive Alien Empress slay one unfortunate Marine who couldn't escape. Then she turns to face you. Don't worry, you have time to look around; she won't climb up to your ledge.

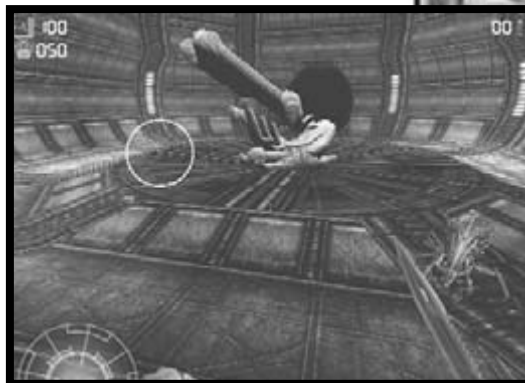


Fig. 5-80. The Empress (lower right) awaits you in her chamber. Spot all the big guns from here—in particular, the Minigun (circled).

- ▶ Survey the room. Your very first task here: Seek bigger weapons! Spot the Minigun to the left of the big center sculpture (Fig. 80). Other big weapons, including a Rocket Launcher and Smartgun, lie scattered about the platform floor, as well.
- ▶ OK, here we go. Hop down (no turning back!) and make a beeline for the Minigun. On the way, run right through the Ammo Box which conveniently holds Minigun bullets.
- ▶ When you reach the Minigun, you automatically arm yourself with it. Swivel 180 degrees and simultaneously hit your Alt-Fire key to get the Minigun barrels spinning and ready to fire. The moment you face the Empress, *immediately* start backpedaling. Open fire when the Minigun is ready.
- ▶ The Empress is bigger and much tougher than her Praetorian guards. The red bar at the top of the screen indicates her health. Fight her the same way you fight a Praetorian—backpedal firing the Minigun, swinging around the circle of the platform and keeping as much distance between you as possible.



Fig. 5-81. Other Aliens join the Empress in the midst of the fight. Keep backpedaling, and keep shooting!

- ▶ Every few seconds, the Empress breaks off the engagement and retires across the chamber to recover a bit. Press the attack when you can, but other Aliens (runners and drones) hop randomly into the fight, too.

- Keep backpedaling around the central platform to pick up all-important Ammo Boxes, a Smartgun, a Rocket Launcher, a Flamethrower, and a Pulse Rifle. This gives you enough firepower to deal with the horrific Alien onslaught.

TIP

Remember, the best combat tactic for a Marine is to run backward firing, then swivel and repeat. Continue to backpedal, putting distance between you and your buggy tormentors.

- The death of the Empress triggers a huge explosion that unblocks the tunnel exit. (A big thanks to your Blue Team mates here.) Switch to the Pulse Rifle (if you picked it up already) so you can run, and go!
- Run into the tunnel to see a walkway leading upward. You see three Blue Team soldiers escaping. Follow them, fighting a rearguard action. But don't miss the big cache of Smartgun ammo just beyond the Empress Chamber exit.

The Final Walkway

- Switch to your Smartgun and backpedal up the walkway, using its tracking ability to pick off Alien runners and drones one at a time.
 - At the walkway's crest, you drop off a short ledge. (You might not see it coming as you backpedal, but don't worry, it's a safe drop.) The path continues into the distance, where the dropship hovers. Keep backpedaling toward the dropship, blasting Aliens as you go.



Fig. 5-82. Decimate Alien attack waves until the dropship finally stabilizes and drops its ramp.

Uh oh! Johnson can't get the dropship stabilized enough to drop its ramp. You'll have to fight off a few more waves of Aliens. This position on a long walkway gives you one advantage—the bugs must run a good distance before they reach you. And a powerful Sniper Rifle sits on the ground near the dropship.

- Back all the way to the end of the walkway and pick up the Sniper Rifle. (Careful! Don't back off the walkway's end!) Use the Sniper Rifle to pick off onrushing Aliens from a good distance.
- When the dropship suddenly opens fire—an explosion rocks the distant ledge when this happens—turn around to see the dropship ramp finally lower. Go toward it to end the mission. Hurry! A final pair of huge Praetorians rushes down the walkway behind you!
- Congratulations, Marine. Watch the bittersweet cutscene.

PREDATOR MISSIONS

The story opens on a glimpse of the past. Twenty years ago on the jungle planet Korari, then-General Vassili Rykov escaped barely alive from a Predator encounter. Now, as head of his own mercenary unit, the Iron Bears, Rykov holds a grudge the size of Siberia. You are a young Predator learning to hunt. When you arrive on LV-1201 with two mentors, your training turns into a deadly game of cat and mouse with Rykov and his men.

The question is... who's the mouse?



Fig. 6-1. Rykov hates Predators. As a young hunter, you walk into a grudge match with the man.

Mission 1: Hunt

You and two mentors arrive on LV-1201 to oversee your first lesson. You start with only Wristblades and your deadly Speargun, but you acquire more weapons as you progress. Keep in mind that cloaking and stealth are *always* important when playing a Predator role.

Tactical Overview

- ← This starter level lets you experiment with basic Predator weapons and your most useful abilities, the crouch-leap and your special Vision modes. Also learn when and how to use your Medcomp and Energy Sift devices.
- ← Crouch-leap across several forest areas, cloaking yourself and eliminating hostile guards. You can reach several new areas only by executing powerful leaps.
- ← Learn to use your Wristblades and Speargun. Your mentors appear twice to help, each time giving you a new weapon (Combistick and Disc) to master.
- ← Fight and defeat a powerful Praetorian Alien.

Objective: Practice Rudimentary Skills—Wristblades and Crouch-Leaping

You begin on a ledge overlooking a forested area south of the Weyland-Yutani Xenomorph Observation Pods. Below, you hear a human research team seeking the cause of an energy surge in the area—the surge that marked your arrival on this godforsaken planet. The team is unarmed.

TIP

Predators leap tremendous distances in Crouch mode. But you can't run fast while crouching, so you must toggle in and out of Crouch mode quickly. Set your Crouch toggle key to one that is easy to reach.

Forest Area 1 (Ruins)

Fig. 6-2. These odd, barren trees provide a primary means of transport in the first two Predator missions. Toggle on your Crouch mode, and leap from branch to branch.



- ▶ Press **[C]** to cloak. You hit targets from afar with your Speargun, but you must get in close for kills with your Wristblades. Guards deal you significant damage if you approach them uncloaked.
- ▶ Step forward through the hanging vines. Crouch-leap across the thick-branched trees to the far side of the forest. This is mostly for practice; the exit from the area is on the ground.
- ▶ Drop onto unsuspecting scientists for quick kills with your Wristblades. When they detect you, however, they run like hell for the tunnel that leads from the forest area. Some may also cower with fear.



Fig. 6-3. Add another skull to the trophy case.

NOTE

You collect "trophies" (skulls) by spearing heads of fallen victims with your Wristblades Alt-Fire attack. Sure, it's gruesome, but you're a Predator, so start acting like one.

- ▶ After the scientists flee (or are dead), uncloak to save energy, and practice more crouch-leaps through the trees.
- ▶ Activate your Energy Sift device (the default is **[T]**) to replenish energy. Then cloak again and move cautiously into the tunnel on the far end of the forest.

TIP

Cloaking slowly drains your energy, so monitor your energy stores (upper right of the screen) and recharge with your Energy Sift device when you get low. Recharge only in protected areas; your Cloaking Field Generator doesn't work while the Sift device is enabled.

Fig. 6-4. After you secure each area, use your Energy Sift device to replenish your energy. Remember, the Sift device is bright and loud and disables your Cloaking Field Generator.



Forest Area 2 (Ladder)

Trees dominate this area too, but some Weyland-Yutani guards are posted here. To hit them from a distance, try the combination of your Zoom ability (thanks to the optics in your Predator mask) with the long-range accuracy of your Speargun.

TIP

Don't forget to cloak *before* you enter each new area. And remember that the Speargun doesn't affect your Cloaking Field Generator.


- ▶ Again, cloak before you enter the tunnel to this area.
- ▶ Arm yourself with the Speargun. (The default puts it in the slot activated by the **[4]** hotkey.)
- ▶ Switch to human Thermal (blue) vision mode. The background turns blue, with humans brightly lit in multicolored hues. Move slowly around the curve in the tunnel until you see the guard on the floor of the forested area. If he rushes you, take him out with Wristblades. Otherwise, carefully target his head using your Zoom ability (the default is **[Pg Up]**) and fire your Speargun.
- ▶ From the tunnel, find the sniper on the ledge above the ladder. Then Zoom in until you can easily target his head. (See Fig. 6-5.)

TIP

Speargun shots to the head are “trophy shots”—that is, you get one point added to your trophy tally at the lower left corner of the screen, plus you can get your spear back. Use human Thermal vision mode to look for the victim's head afterward. That's right—you can retrieve used Speargun ammo from speared heads! (This only works after trophy shots.)



Fig. 6-5. Use Thermal vision mode with your Zoom to easily target the sniper high in the second forest area. Hit his head with the Speargun to win a trophy.

- Step into the forest area and try to find both speared heads to retrieve your spear ammo. Then uncloak, return to Normal vision, and use your Medcomp device (the default is ) to heal yourself if you took any damage. Use your Energy Sift to replenish energy, and climb the ladder to the ledge. (Or you can hunt down any remaining defenseless scientists and spear their heads for trophies using your Wristblades Alt-Fire punch.)

- Cloak and follow the long, twisting tunnel to the next open area.

TIP



Using your Medcomp to heal yourself saps energy. Use the Energy Sift device to replace energy depleted by healing before moving on.

Green Lakes

- You're cloaked, right? From the tunnel, use Thermal vision mode and Zoom with your Speargun to pick off the pair of guards in the open. Be sure to retrieve your spears from their heads, if you scored trophy shots. (This is the last time we'll remind you.)
- Two more guards are on the ridge to the left. Cloak and move across the narrow land bridge toward the two white hives. Don't attack the guards,

CAUTION

Watch out for the flytrap-like plant in the grove near the hives. It emits a toxic vapor that hurts when you're in the vicinity. You'll run into more soon. (See Fig. 6-7 to see what it looks like.)



however; as you approach the ridge, one of your Predator mentors appears and Combisticks both.

Fig. 6-6. One of your mentors hands you the Predator Combistick, a nice weapon for infighting.

- Follow the path and crouch-leap up, to your mentor on the rock arch. He holds out the Predator Combistick. Walk to him to take the Combistick; your companion cloaks and runs off. (You can watch him go if you use your Predtech vision mode.)



- Continue up the path through the tunnel.

Objective: Prove Your Skill with the Combistick

TIP



Using your Combistick doesn't uncloak you, so it's a nice stealth weapon.

Forest Area 3 (Flytraps)

No human enemies lurk here, but several deadly flytrap plants are scattered across the forest floor. Your goal is to leap across the treetops to the ledge on the *opposite* side of the area. There's another ledge around to the right that also leads to where you want to go, but the ledge straight across provides easier access (and no swimming).

Fig. 6-7. Noxious flytrap fumes can hurt you from afar, so quickly leap across the forest area where they dwell. Or drop down and whack them to pieces with your new Combistick.

- Emerge through the hanging vines of the tunnel entrance. Crouch-leap across the tree branches to the ledge on the far side. If you fall, whack nearby flytraps with your Combistick. You take a little damage, but eliminate the noxious plants. Watch out for the gigantic mosquito-like creatures, too. They will attack if you get too close.



Forest Area 4 (Swamp)

- Cloak and follow the tunnel to the next forest area, which is swampy with shallow water surrounding the trees. Three armed guards patrol the swamp.
- Remember, water disables your Cloaking Field Generator! So, hop across the treetops and pick off the guards with your Speargun.
- Now crouch-leap unmolested to the ledge on the far side. Follow the short tunnel to a cliff with a y-shaped pond below. Again, don't forget that the water uncloaks you.

Fig. 6-8. Crouch-leap toward the left fork of the pond below to land in shallow water with an easy wade to shore.



- ▶ Crouch-leap down the pond's left fork (see Fig. 6-8), and exit the water onto the path. (Leap far enough, and you don't have to swim.) Again, don't forget that the water uncloaks you.
- ▶ Cloak before you enter the cave! Guards patrol the other side and detect movement when you approach. Take out as many as you can, but let any who run away escape. (You'll see why in a moment.) Proceed to the next area.

Waterfall/Shelter Area

- ▶ Follow the path across the land bridge. A Predator companion stands on an embankment over more fallen guards.
- ▶ Approach the Predator to pick up the Disc he leaves. Your compatriot cloaks and leaves. Cloak yourself too: Three more guards patrol ahead.

Objective: Prove Your Skill with the Disc

Your Predator Disc is an almost infallible long-range weapon. It kills almost anything with one toss, and when combined with your Vision modes, it "locks in" on the nearest mode-specific target (visually indicated by a triangular targeting reticule that snaps into place around the target) and tracks to it

TIP



Remember that using your Disc disables your cloak. Don't forget to recloak after each Disc toss.



when tossed. So you rarely, if ever, miss a shot. Its drawback, of course, is the long lag between shots.

- ▶ Switch to human Thermal (blue) vision mode. Arm yourself with the Disc, and proceed, cloaked, past the embankment. When the three guards make their run, pick them off from a distance. Fun! After each toss, hit your Disc Retrieve key (the default is **[F]**) to recall the disc.
- ▶ Climb the hill and veer left toward the manmade tower at the top. You come upon an underground shelter. (See Fig. 6-9.)

Fig. 6-9. Explore this underground installation to learn some disturbing back story.

- ▶ Descend the ladders and wander through the underground installation, reading the logs on each level. They tell a horrible story.
- ▶ Exit the shelter, go down toward the cluster of hives, and turn left to see the waterfall.
- ▶ Walk to the abandoned radio that sits on a box near the water, and listen to

Oh no! It sounds as if Rykov's men captured a pair of "specimens" that sound suspiciously like your Predator buddies. Note the reference to the successful use of EMPs. You hear Rykov order a pullback, with squads retreating to the APC. You'd better see what's going on.

Fig. 6-10. Climb past the waterfall, but stay cloaked. More guards patrol ahead.



- ▶ Cloak and climb the path that winds behind the waterfall. Two more guards are at the top of the path. Pick them off with your Disc or Speargun before getting too close—the best spot is just past the waterfall—then continue up the path.
- ▶ Proceed through the cave until you emerge behind more hanging vines. Cloak!

Forest Area 5 (Bunker)

- ▶ Five mean guards patrol the forest floor here, so pick off as many as you can from the ledge with your Disc. Then hop down—cloaked, of course—and sneak up on the others with your Combistick.
- ▶ Stay cloaked and head for the cave at the far end of the forest. (Some guards may have retreated into the cave.) As you pass another abandoned radio, you hear a command to pull back and "get the specimens out of here." It sounds like they're ready to haul off your mentors.
- ▶ Emerge from the cave in a swamp full of weird towering spires. In the water, Aliens and guards knock heads. Don't interfere; let them thin each other's ranks. When the battle is over, finish off whoever survives.

Fig. 6-11. A powerful Praetorian prowls the spires and ledges of this eerie area.



- ▶ Use the Medcomp and Energy Sift device to bring your vitals back to 100 percent.
- ▶ Switch to Alien Electromagnetic (red) vision mode, and arm yourself with the Disc.

Praetorian Spires

- ▶ Weave through the spires to the far end of the swamp.
- ▶ Eventually, you hear the terrifying shriek of a huge Praetorian, a powerful breed of Alien. When you see him, toss your Disc and back away.
- ▶ This is a tough fight. Try to avoid turning your back to the beast; he's faster than you and hits from behind. Hack him up with your Combistick when he gets close! Good luck.



Fig. 6-12. Use your Alien Electromagnetic vision mode to keep the big Praetorian easy to see.

Mission 2: Trap



Your Predator mentors are now contained specimens en route to the Pods. That's not good. And here you are—young and on your own for the first time. Predators may be brutal, merciless killers, but they're also loyal to one another. So your job in this mission is to track the convoy.

Fig. 6-13. Follow that APC! It carries your unconscious clan mates.

Tactical Overview

- ◀ Follow the APC that carries your clan mates.
- ◀ Crouch-leap across a pair of forested areas, avoiding or killing guard units deployed beneath.

Objective: Pursue Your Abducted Clan Mates

You stand on a hilltop, watching the APC that holds your mates roll off into the distance. Just before you lose sight of it, the APC bears left.

Canyon Area

- ▶ Walk left along the edge of the canyon and through the cave. When you emerge, the APC passes right to left on the road below.
- ▶ Cloak and arm yourself with the Combistick. Move down the slope, following the APC's path.
- ▶ Two guards converse behind some crates by a big tree. Sneak up and stick them, then use the crates to hop into the tree branches.



Fig. 6-14. Sneak up on these guards and take them out. You need the crate as a leap platform.

- ▶ Still cloaked, leap from the top branches to the narrow ledge and turn left. Proceed to the second flowering plant and veer right. Continue up the path to a fork; take the right fork, and follow it until you see the big tree below (next to a bunker entrance).
- ▶ Stay cloaked! A guard is on the opposite ledge. Hop carefully down onto the nearest branch, leap to the high branches, and pick off the guard with your Disc or Speargun. Then leap over to the ledge.
- ▶ Follow the cave to a forest area.

Forest Areas

A big squad of Rykov's goons tromps the forest floor. Best bet: keep your distance.

- ▶ Cloak and pick off the guards below from the ledge and tree branches. Or ignore them, stealthily tree-hopping to the far ledge.



Fig. 6-15. Where are those dropships going? What are they up to? No good, no doubt.

- ▶ Run through the winding cave to the cliff, turn right, and run along the cliff edge. (This is a good place to replenish health and energy.) As you run, two dropships roar past, flying down the canyon. Cloak and continue through the next cave.

CAUTION

In the second forest area a powerful combat synthetic prowls with a Smartgun. Also, watch out for a single sniper on the tree branch with the ladder.





- ▶ A guard commander orders snipers to shoot you on sight, so make sure you aren't seen. Combistick the commander, then move to the ledge and pick off the entire squad one by one with your Disc. (Again, remember to recloak each time you toss the Disc.)

Fig. 6-16. You must execute some tough leaps to get to the highest branches of this tree.

- ▶ After you dispatch the guards, crouch-leap across branches to the biggest tree in the corner, next to the ledge. You can reach the big tree's lowest branches; from there, hop up to its middle level, then its top level. From there, leap across to the ledge.
- ▶ Follow the cave to end the mission.

Mission 3: Interloper



After tracking the APC carrying your clan mates to the Forward Observation Pods, you now face the formidable task of getting inside the massive installation. Huge lifts rise from cement platforms straight into each Pod. They look like your ticket in, but first you must reach one.

Fig. 6-17. The Pods seem impenetrable, suspended by struts in the canyon walls.

Tactical Overview

- ◀ You face the usual guards, some automated sentry guns, and a tough new variant of synthetic soldier.
- ◀ Infiltrate the Pods via a cargo lift.
- ◀ Move up the tiers of the Pod cargo hold. Find the stairs that lead into the Pod core area.
- ◀ Crouch-leap up ledges, ramps, pipes, and other precarious perches to the top of the power core.

Objective: Rescue Your Clan Mates

To rescue your mates, you must reach the lift that takes you into the Pod. But the place is crawling with guards and sentry guns, and deadly combat synthetics (synthetic soldiers) man a central watchtower with powerful guns. Stay cloaked and undetected the entire time, or you'll take withering enemy fire.

CAUTION

Remember! Water disables your Cloaking Field. Avoid the dark pools around the lift platforms.



CAUTION

The green-lit automated security guns around the complex detect you whether you're cloaked or not, but only if you walk in front of them.

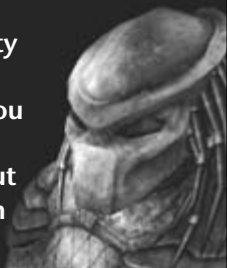


Fig. 6-18. The sentry guns are deadly, but their turrets don't rotate far—stay behind or to the side of the guns.



Loading Area (Beneath the Forward Pods)

- ▶ Cloak! Move down the hillside, veering to the right toward the black water pool.
- ▶ Hop over the fence near the water. Dead ahead an APC sits behind a flashing red light. A pair of guards patrols around the vehicle.
- ▶ You *are* cloaked, aren't you? Veer to the left of the APC and guards, angling toward the fallen Pod. (You can hear the guards' conversation.) When you reach the concrete lift platform, turn right to face the APC and guards.
- ▶ Walk around the left side of the big crate behind the APC, and head toward two more chatting guards near the raised platform.
- ▶ Veer to the right of the second pair, cross another concrete lift platform, then run toward the huge lift hanging from the Pod. Water surrounds the lift; you can't wade across without disabling your Cloaking Field Generator, which could be disastrous.

Fig. 6-19. Use the stalled jeep (foreground) as a leap platform to get across the water to the cargo lift.



- ▶ Make a big crouch-leap to the jeep stalled in the water, then again to the other side of the water.
- ▶ Run over to the lift, which is loaded with crates. Step aboard and eliminate the patrolling guards. When the last guard drops, the lift rises and the next section of the game loads.



Pod Interior (Warehouse)

- ▶ Make sure you're cloaked, then eliminate the guards. It's time for some serious crouch-leaping. Hop onto a pile of crates stacked three high in the corner (see Fig. 6-20). Leap straight to the second tier.

Fig. 6-20. Use this stack of crates to crouch-leap to the second tier of the Pod cargo hold.

- ▶ Fight your way to the opposite end of the tier. See the pair of large crates? Hop onto the one nearest the tier's edge. Turn and leap to the third level.
- ▶ Eliminate more guards. Follow the tier away from the ladder to get around behind the nasty turret gun and destroy it. Then go to the central platform and approach the pair of control panels. (This is an excellent place to hit **F6**, your Quick Save key.)
- ▶ Use the control panel to the left to activate the crane beyond. Wait a couple seconds, then leap directly over the control panel to the box being raised by the crane. Ride the box to the top, turn around, and leap onto the fourth tier.



Fig. 6-21. This control panel on the third cargo tier raises a crane arm that holds a box. Crouch-leap over the panel to the rising box to reach the fourth cargo tier.

- ▶ As you rose, an elevator door slammed shut. Walk around the elevator to the call button panel and open it.
- ▶ Dispatch the guard hiding behind the boxes.
- ▶ Hack the controls: Press **H** to bring up your Charge Emitter, move the cursor over the panel to get the Charge Emitter crosshair, then hold down the Fire button until you override the controls.
- ▶ A ladder drops down behind you. Climb it to the catwalk.

- ▶ Walk to the elevator shaft, jump on top of the elevator, and open the emergency door. Look at that poor blubbering fool.
- ▶ Drop into the elevator, which automatically takes you to a storage area.

Storage Area

- ▶ Several guards roam this area, including a very tough combat synthetic with a Smartgun, so dispatch them. Move around the outer perimeter *to the left* from the elevator area. (If you go right, you walk directly into firing radii of two turret guns just around the corner.)
- ▶ Continue until you find the lift (marked by a striped border).



Fig. 6-22. Take this lift to the level with the stairwell.

- ▶ Step aboard the lift, and ride to another level of the storage area. Exterminate more pesky guards here, then (from the lift) turn left and go around the corner to an automatic door that opens into a stairwell.
- ▶ Climb the stairs to trigger another game load and a new objective.

Objective: Escape the Core

Pod personnel shut down the main lift and isolate you in the power core. It's time to do some power leaping. The only way out is to leap up structures to an Evacuation Room at the top of the core.

Base of Power Core

- ▶ Cloak and climb the stairs with a good infighting weapon handy—the Combistick, for example. Whack any guards in your way, and climb to the second door, which automatically opens.
- ▶ Step into the corridor. Guards seem to be everywhere. Stay cloaked!



Fig. 6-23. Make mincemeat of the Pod minions. Stay cloaked as much as you can.

- ▶ Your current overall goal: Crouch-leap your way up to the Evacuation Room at the top of the power core.
- ▶ From the stairwell, go through the left door. Turn right and walk around to the lift. Step onto it, look down, and activate it to ride up another level.



- ▶ The elevator in front of you is shut down, so walk around either side, and leap up to a ledge that runs around the shaft.
- ▶ Follow the ledge until you see a steam vent above connecting the elevator shaft to the power core. (See Fig. 6-24.) Leap onto the steam vent.

Fig. 6-24. Leap from the ledge on the elevator shaft

to the steam vent.

- ▶ Face away from the shaft, and leap to the narrow ledge on the power core's central tower. Turn left and walk along the narrow ledge around the corner until it opens wider.



- ▶ Be sure you're cloaked before you continue, then take a big leap across to the brown slatted platform. Be careful! Guards and a combat synthetic (see Fig. 6-25) patrol the ramp above you. Leap up to the ramp.

Fig. 6-25. Combat synthetics are tough, carry big guns—and bleed white blood.

- ▶ In this area, four ramps extend from a central platform. Ladders rise near the end of two ramps. Hop onto either ladder, and climb to the catwalk at the top.
- ▶ Tough combat synthetics patrol this top level, so spill their white blood. Then follow the catwalk to another ladder that leads to a doorway with a red sign that reads "Evacuate."
- ▶ Climb the ladder and enter the room.

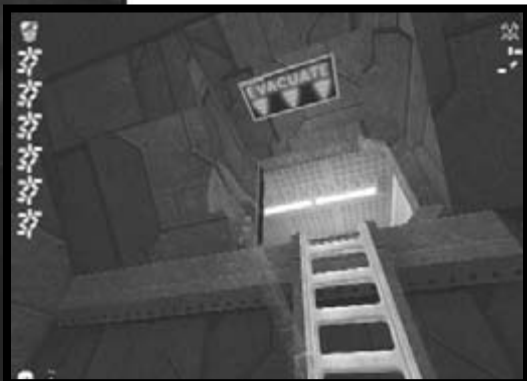


Fig. 6-26. This is your final destination in Mission 3: Interloper—the Evacuation Room at the top of the core.

Mission 4: Unexpected Allies

This mission opens with you encased in glass, ready to undergo an implantation sequence. That doesn't sound too pleasant. But an odd pair of allies (as the mission title suggests) saves your bacon. First an Alien slaughters the scientists conducting the procedure. Then a Marine wanders in, accidentally unlocks your cage, and leaves. You're free! But you have no weapons other than the attached Wristblades. You have no Cloaking Field Generator, and your hunter's mask is gone too. Let's go find your stuff.



Fig. 6-27. First the Alien stops the implantation procedure. Then the Marine frees you from the chamber. Thanks, guys!

Tactical Overview

- ←Escape the Implantation Lab, and seek out your mask, weapons, and tools. Until you find them, avoid fights whenever possible. Hop into pipes and ceiling crawl spaces to escape detection.
- ←Find several new Predator weapons, including the Plasmacaster and Netgun.
- ←Find an elevator to the Pod cargo area. Fight your way to the main floor, then fashion a creative airborne escape.

Objective: Find a Mask, Weapons, and Tools

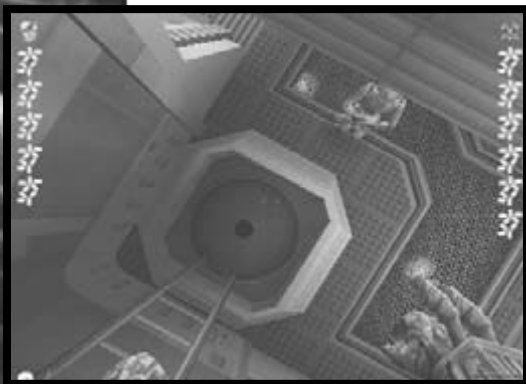
Without your mask, you have no optics—and that means no Vision modes. You miss your other things too—no Energy Sift device, no energy; no Medicomp, no health. You lost your Cloaking Field Generator as well, but that doesn't mean you can't be stealthy. Plenty of maintenance tubes and ceiling crawl spaces exist in this Pod.



Implantation Lab

Fig. 6-28. Hack open the elevator switch to get a lift.

- Approach the exit door and hear some guard's voices. Remember, you have no Medcomp for healing, so take them out fast. The moment the door opens, swing those Wristblades.



- Hop out of the case, and go left to the elevator call switch. It's locked. Override its circuits by opening the panel and using your Charge Emitter. The lift door opens.
- Step into the lift, and use the switch to ride up to the control booth area.
- Open the next door, and step into the hallway. Another guard stands around the corner to the right. Avoid fights for now, so turn left and follow the corridor to the next door.
- Open the door and go to the ladder. Climb down to the next iris seal, open it, and continue down. Be careful! A guard waits at the bottom.

Fig. 6-29. This guard waits at the bottom of the ladder in the maintenance tube.

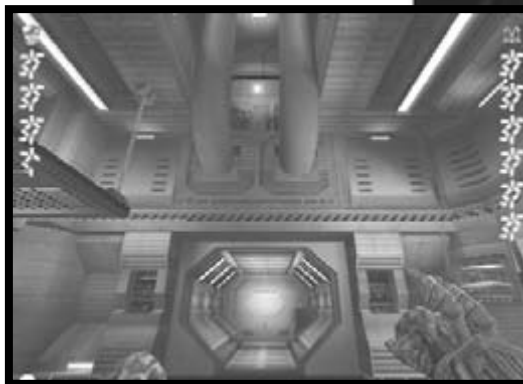
Research Area

- Follow the corridor to the left. Through the next doorway, a guard rushes you. Kill him fast and proceed into a large room with a window at the left.
- Approach the window to see and hear Rykov give orders to a subordinate. (See Fig. 6-30.) Look carefully to see some Predator paraphernalia sitting on a table—a mask and a Netgun.



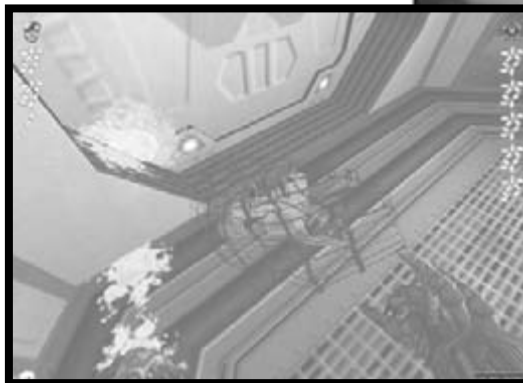
Fig. 6-30. Rykov gives orders next to a table that holds a mask and a Netgun (circled).

Fig. 6-31. To open the door ahead, crouch-leap onto the striped ledge, then between the two big pipes to the alcove under a blinking red light. Zap the circuit panel with your Charge Emitter.



- ▶ Face the far door (see Fig. 6-31), opposite of where you entered. Then crouch-leap to the narrow ledge above the hall entry (just above the striped line). Crouch-leap again, straight up between the two curved pipes, into a high alcove under the blinking red light.
- ▶ Face the wall and smash the circuit panel with a quick punch. Then use your Charge Emitter to blast the circuits. This opens the security door below.
- ▶ Drop down, go through the newly opened door, and creep down the hall to the left. Note the two guards through a window on your left. Two more guards wait ahead. You can't avoid this second pair, so make a slashing rush to take them out.
- ▶ In the next room, kill or ignore the cowering technician, and nab a pack of Remote Bombs from the cart.
- ▶ Remember, two more guards stand in the next room. Use your Charge Emitter to blast the circuit panel to the left of the big Weyland-Yutani logo. This opens the door behind you.
- ▶ Toss a Remote Bomb through the newly opened door, then press Alt-Fire to detonate it.
- ▶ Enter the room beyond to score a Predator mask (you can use your Vision modes again!) and a Netgun. The moment you do, more guards attack. Zap them with nets, then briskly Wristblade all three helpless victims. (The nets only last a few seconds, so hurry!)

Fig. 6-32. Nets from your Netgun immobilize victims for a few seconds. Take advantage of the time—and be merciless.



- ▶ Backtrack through the room where you found the Remote Bombs. Continue through the newly opened door, and proceed to the ladder in the computer room.
- ▶ Climb the ladder and follow the red-lit pipe to trigger a new game section. After the game load, you're still in the pipe and it's very dark.

- Switch to Predtech vision mode, and turn left at the juncture. Before you drop out of the pipe, listen to the conversation below. The guards comment on the unusual valve functions in the gas storage system.



Gas Storage Room

- Drop from the pipe, killing the guards.
- Turn both valves—System Charge and System Purge. The gas tanks behind you explode, knocking a sizable hole in the wall.
- Go through the hole, proceed down the stairs, and open the next door into a hallway.

Fig. 6-33. Throw the System Charge and the System Purge Switches to cause a gas explosion that knocks a passage in the nearby wall.



Energy Deck

Fig. 6-34. Find your Combistick and a Cloaking Field Generator in the energy labs.



- Quickly sprint around the corner to the right into a research office, and grab the Combistick and a Cloaking Field Generator from the desk. Guards approach down the hall, so hit [C] immediately to cloak, then stick the attackers.
- Walk to the end of the hall, and open the door, entering a big reception area. Open the large security door on your left.
- Enter the extensive energy laboratory.

Energy Lab

One of your Predator mentors lies on a table at the far end of the room. Wires and electrodes radiate from his head. Your first questions might be, Where's his stuff? Can I take his stuff?

- Turn around and hop onto the stairs that lead to a containment cylinder, which is currently powered down. Inside, on the cylinder's floor, you find some great goodies—an Energy Sift device (which you probably sorely need right now), a Plasmacaster, and a Medcomp.
- Watch out for guards that appear as soon as you take the equipment.

Fig. 6-35. One of your mentors is wired for research. He would want you to take his stuff, so grab it from the containment chamber that's up those big stairs.

- Take time to heal, replace energy, and toss a few plasma bolts for fun and practice.
- Cross the room and climb the smaller staircase. Open the sliding door to the glass observation booth, then face the back door.
- Guards patrol on the other side of the door, so get ready. Wield your Plasmacaster, and press your Alt-Fire to charge up for a big plasma shot. Open the door and fire at the guards. You should get them both with one shot.

If you move down the hallway, you hear people cowering behind locked doors. Why are they so nervous? Are they hiding things in there? Knowing humans, they probably stashed some of your missing stuff in one of those rooms.

- Crouch-leap into the opening in the ceiling at the corner. Follow the long crawl space to the alcove on the left, where you find a circuit box.
- Knock off the cover with your Wristblades, then override the circuit with your Charge Emitter.

Fig. 6-36. Hack this circuit in the ceiling crawl space to open a room below where you find your Speargun.





- ▶ Exit the alcove and move left to the opening. Cloak, drop down, and stick the guard. Then go down the hallway and through the open door on the left to find your Speargun. See? Humans always try to keep your stuff.
- ▶ Proceed down the hallway and through the open doorway on the left, just past the flickering hall light.
- ▶ Eliminate any guards. Cross the room and step into the elevator shaft to trigger another game load...and an interesting cutscene.

Fig. 6-37. Apparently, Rykov and Eisenberg aren't the best buddies.

Objective: Escape the Pods

Pod Cargo Area

- ▶ Ride the cargo elevator until it stops. (You are on top of the car. Through the grate, you can see two soldiers inside the elevator.) Then get ready for some serious combat.
- ▶ Step forward and hop up to the ledge. Below, the two soldiers and an annoying turret gun are posted at the elevator door.
- ▶ Cloak and drop *straight* down. If you hop too far out, the turret gun nails you, but a straight drop puts you behind its firing radius. Smash it immediately,

TIP



Stay cloaked throughout this final combat sequence. Whenever you find a safe place, recharge health and energy, cloak, and head out again.



then end a pair of mercenary careers.

- ▶ You stand on the top tier of the Pod's massive cargo hold. Walk forward from the elevator, veering right (not left!).
- ▶ Walk to the end of the tier, and drop to the next tier. If you drop down here rather than off the opposite edge, you avoid turret gunfire.

Fig. 6-38. Leap off the top tier from this edge to avoid crippling turret gunfire.

- ▶ The next lower tier features three turret guns. To avoid their firing radius, work *clockwise* around the tier, smashing the guns and eliminating guards.
- ▶ Once you clear this tier of threats, try to do some sniping. Pull out your Plasmacaster (the default is **5**).
- ▶ Carefully move to the front edge of the tier, and fire supercharged shots at zoomed-in targets below. Slide forward and backward and move from side to side to avoid taking hits from the annoying combat synthetics with their Rocket Launchers. With patience, you eliminate them too.
- ▶ Once you eliminate all human and synthetic targets, destroy all four turret guns on the tier one level below you. Again, use your zoom for “can’t-miss” plasma shots. Then find the spot on this tier’s back edge where you can drop a tier farther down.

CAUTION

Don’t get too close to the inner edge of the tier’s circle. Combat synthetics below launch rockets at you every time you get in their sights.



Fig. 6-39. Target the explosive canisters next to the APC to blow a hole in the wall.

- ▶ Now you can drop to the cargo hold’s main floor and wreak some real havoc. Target the explosive canisters next to the APC with your Plasmacaster. (Keep your distance, of course!) A huge explosion rips a hole in the outer wall, and down goes the APC. Cool!
- ▶ Run to the hole, and stand near the edge.
- ▶ Outside, a Marine dropship hovers into position just outside the gaping hole. Wait until it maneuvers right below you. Then take a big crouch-leap onto the ship to end the mission.



Fig. 6-40. Leap down onto the dropship to find airborne passage out of the Pods.



Mission 5: Old Debts

That Marine dropship nicely battered into a nearby canyon tunnel. You're ready to negotiate a labyrinth of caves as you seek a way up to the canyon heights. There, perhaps, you can rendezvous with your clanmates.

Fig. 6-41. You have Rykov and Technician Stiles worried now. Will nothing stop you?

Tactical Overview

- ← Battle many, many Aliens in this mission, including a pair of thundering Predaliens. Use Alien Electromagnetic (red) vision mode with a tracking weapon such as the Plasmacaster.
- ← Traverse an underground maze of tunnels in the canyon to an old elevator.
- ← Activate a transmitter at an auxiliary landing pad, and find access to the Hive excavation site.

Objective: Find High Ground and Signal Your Clan

Tunnel

- ▶ Turn right and open the low gate.
- ▶ Leap into the hole.

Underground Cave System

- ▶ You drop into a pool of water in a cavern far below. Hop onto the shore, and move toward the twin caves ahead.
- ▶ Switch to Alien Electromagnetic (red) vision mode. It provides decent vision in the darkness and lets tracking weapons such as the Plasmacaster lock onto Alien targets. (And trust us, you have *many* Alien targets in this mission.)
- ▶ If you get lost or can't distinguish features in a cave, switch to Predtech (white) vision mode, your best night vision mode. But remember, you won't see Alien attackers clearly, and you can't use the tracking features of weapons.

Fig. 6-42. Alien Electromagnetic (red) vision mode with a good Plasmacaster makes an effective Alien-killing combo.



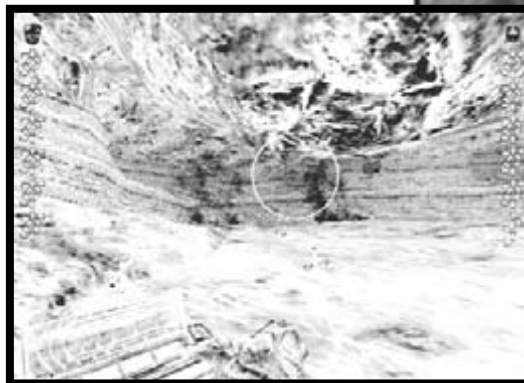
TIP



If quarters are tight, arm yourself with a good whacking weapon such as the Combistick. But in open caverns and exterior landscapes, a Plasmacaster is much more useful, letting you decimate onrushing packs of Aliens from a distance.

- Take either cave; they meet in a few feet. At the next fork, however, leap onto a low ledge to the leftmost cave (left of the cave where steam rises from a crevice).
- Proceed down the tunnel past glowing cave lily plants to a big cavern with a shallow lake under a dome-shaped top.

Fig. 6-43. This lake under the dome-shaped roof is your first underground destination. Cross it to the cave (circled) behind the rightmost steaming crevice.



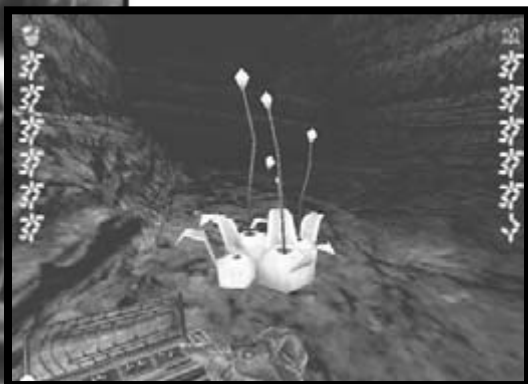
- Drop down to the lake. As you do, prepare for an onslaught of Aliens. The first wave comes straight across the water, but other waves attack from behind you too. So fight from the middle of the lake. The more room you have to maneuver and see them coming, the better. Remember, the best tactic is to backpedal and fire your Plasmacaster in Electromagnetic vision mode.

TIP



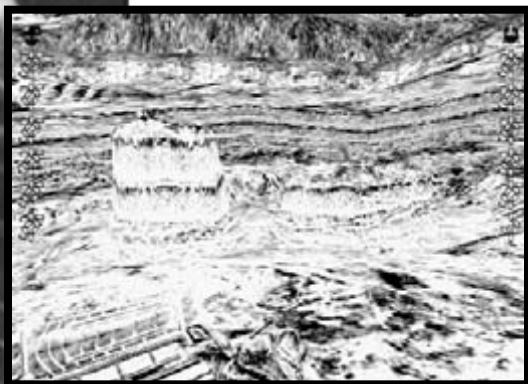
If you use the Plasmacaster, you use up energy. Don't forget to recharge with the Energy Sift device between waves of attackers.

- After you cannon several waves of bugs, note the two Predator corpses lying in the water. Both have exit holes in their chests, meaning both served as hosts to Alien spawn. That means a pair of Predaliens is probably lurking in the area.



- Steer between the two steaming vents (Fig. 6-43) on the lake's far side. Hop onto the low wall near the steaming vent on the right.
- Enter the circular cave mouth behind the glowing cave lily plant. *In general* (not always), these lilies mark the best route through the caverns.

Fig. 6-44. These glowing cave lily plants make good signposts and generally mark the correct path.



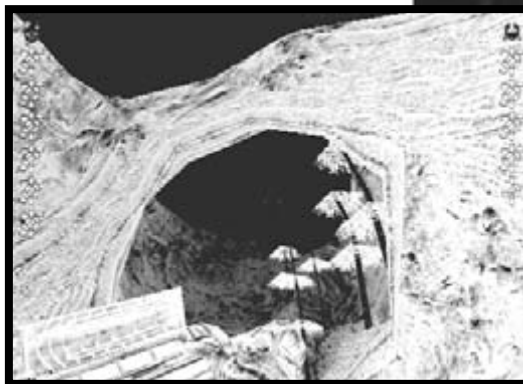
- Straight ahead, you reach an intersection. Veer slightly left—again, toward the tunnel with the glowing lily. At the next fork, veer left again.
- Emerge in a cavern with another lake (Fig. 6-45). This one has two rock formations rising from the water—one low, one high.
- Crouch-leap onto the higher rock formation. Crouch-leap over to the nearest ledge (the one with trees above it) to exit the underground area.

Fig. 6-45. This is the second underground lake. Use the taller rock formation as a launchpad out of the caverns.

Canyon Lava Flows

- Follow the gray lava flow uphill through the rock arch. Aliens attack in twos and threes. This is the perfect place to combine Electromagnetic vision mode with your Plasmacaster, which locks on the nearest target. Pick off Alien runners before they get close.
- Keep an eye on your energy status. Use the Energy Sift device during lulls in the Alien attack.
- After you pass under the rock arch (Fig. 6-46), find a small tunnel entrance (marked by two cave lilies) to the right of the lava flow.

Fig. 6-46. After you pass under this arch, look for the next passage—a small tunnel to your right that's marked by cave lilies.



- ▶ Go through the tunnel.
- ▶ When you emerge, start blasting the next wave of Aliens.

This is a tough fight if you stay near the tunnel; you can't see bugs until they're almost on top of you, making your Plasmacaster's tracking function almost useless. So veer right and head in the direction the Aliens are attacking from. Once you get over a small rise, you see them approach from a distance and pick them off well before they reach you.

- ▶ Turn around and walk up the gray lava flow.
- ▶ Don't worry when the ground gives way beneath you. It's all part of the plan!

Cavern of Spires

You fall down a vast subterranean cavern into a pool of water surrounded by weird spires. The green bar at the screen's bottom shows how much air you have left. You have plenty, so just swim to the surface.

- ▶ Swim to the side, and leap out of the water. Uh-oh. Hear that? It's the creepy hybrid howl of a Predalien. In fact, two of them are in this area.
- ▶ You need a lot of plasma energy for this battle. If your energy is low, recharge now with the Energy Sift device.
- ▶ Find the exit cave. This is how: Two glowing cave lilies grow near the pool's edge. Approach the one on the right. In the distance above and behind it, you can see a patch of purplish light on a spire of rock.
- ▶ Climb toward the purple light (more glowing lilies light the way), and continue between two spires with a lily between them to the cave opening directly ahead.
- ▶ We recommend that you switch to Predtech vision mode here for best visual acuity.
- ▶ Follow the cave, veering left until it reveals a big pipe. Walk along the pipe to the right until you reach a ladder at the water's edge (Fig. 6-47), then climb on top of the pipe.



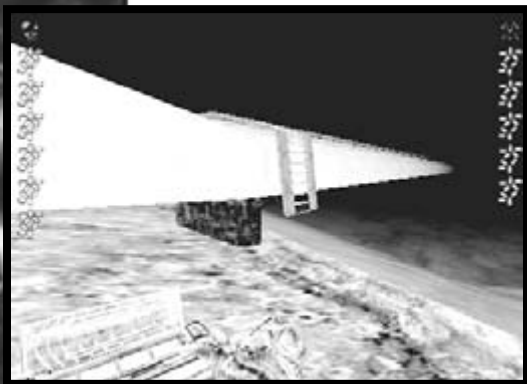


Fig. 6-47. This pipe leads across the lake to an old pump station.

- ▶ Get ready! Walk across the water on the pipe. As you go, switch back to Electromagnetic vision mode, because about halfway across, two howling Predaliens trap you on the pipe, one in front and one behind.
- ▶ The pipe gives you no maneuverability, so we suggest you run past the Predalien (and just suffer the damage) and hustle back to the shore you just left. (If you're really good, backpedal across the pipe, firing tracking shots from your Plasmacaster all the way.)
- ▶ Once ashore, you have room to maneuver. Kill the Predaliens, then climb onto the pipe again and cross to the far shore. Another wave of bugs drops from the heights and quickly hits.
- ▶ Walk through the remains of the pump station. Be careful! The empty containment pool is now an Alien egg hatchery. Watch out for facehuggers. (If you want, hop on the pool's ledge and blast all the eggs. The fewer Aliens, the better!)



Fig. 6-48. The old containment pool is a breeding ground for facehuggers.

- ▶ Continue up the lava flow behind the pump station, veering left toward a huge, circular cave opening. (You can't miss it, especially in your Predtech vision mode.)
- ▶ Move through the cave until you see an opening to the right. Below you see the bony remains of a frighteningly gigantic creature. Turn hard right and follow the glowing lilies to another pool of water.
- ▶ Walk through the water to the elevator. Go around the left side of the elevator, and throw the emergency power supply switch. The elevator still doesn't work, but you're getting there.

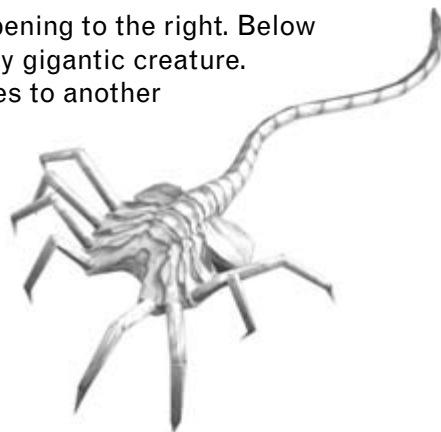


Fig. 6-49. The elevator (right) needs emergency power, and the circuit box (left) needs hacking.

- ▶ Walk toward the circuit box by the pool. This triggers a small explosion. Use your Charge Emitter to hack the circuit inside the box to get the elevator operating.
- ▶ Enter the elevator and press the button to take a long ride to the canyon top.



Objective: Power Up the Transmitter

Auxiliary Landing Pad (Top of Canyon)

Well, you certainly found high ground, but you still want to signal your clan. This area appears to be an old auxiliary landing site. No doubt there's a landing beacon or transmitter somewhere. When you step out of the elevator, a Marine dropship roars overhead, disappearing into the distance.

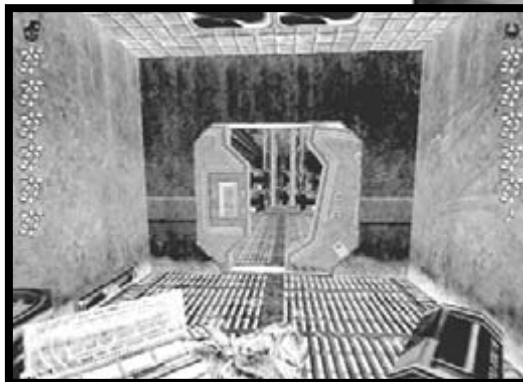
TIP



Be sure your energy is 100 percent and Electromagnetic vision mode is active.

Fig. 6-50. The Primary Antenna control is in the room beyond this half-opened door.

- ▶ Enter through the door to your left. Descend the stairs and follow the hall to the half-opened door on the left.



TIP



Step through the half-opened door, then quickly back out to trigger the Alien assault. Pick them off through the doorway with your Plasmacaster.

- ▶ Enter the room and throw the switch on the far wall that reads "Primary Antenna." Return upstairs and cross the landing pad to the big gate at the far end.



- Find the control pad to the right of the gate that reads “Array Power On: No Carrier Detected.” Open the panel and use your Charge Emitter to override the circuits and power up the antenna array.

Fig. 6-51. Hack the array power panel—and get ready for all hell to break loose.

- Step toward the gate—and look out. The mother of all Alien hordes soon descends on you; it includes two Praetorians in the mix. The Marine dropship reappears and opens fire at you too. It misses but shatters the gate. Your Predator ship suddenly uncloaks and blasts the dropship, which careens away.



- This is one hairy Alien melee. Fortunately, the terrain is in your favor. Rush onto the landing pad, turn, and open fire with your Plasmacaster as you back away, zigzagging over the area.
- Once you exterminate the infestation, return through the gate, and climb to the bunker-like door up the hill to the right. As you approach, a comrade Predator uncloaks and waves you forward.

Fig. 6-52. Your comrade offers you a Disc and Plasma Pistol.

- Approach the other Predator. When you get close enough, he gives you a Disc.
- Open the door and go down the ramp to the next door. Open it and walk inside toward the shaft to end this mission.

Mission 6: New Target

Rykov wants to buy his team time to pull out. His hatred for your species is almost palpable, and he knows you're coming. After all, he has your clan mask.

Fig. 6-53. Rykov takes your incursion personally. It looks like you're headed for an old-fashioned showdown.



Tactical Overview

- ◀ This mission features a difficult mix of human and Alien enemies. You also encounter an area that is heavily guarded by turret guns.
- ◀ Penetrate a heavily guarded excavation site, and find a way to underground jockey tunnels.
- ◀ Reach the Hive entrance.

Objective: Descend to the Hive Entrance to Intercept Rykov

Excavation Site

NOTE

Your enemies alternate between Alien and human in this mission. Stay cloaked when possible, but remember that cloaking doesn't work against Aliens.

- ▶ Crouch-leap to the large vent opening in the shaft above. Follow the vent to the next chamber, and leap down to see a ladder.
- ▶ Cloak and switch to human Thermal (blue) vision mode.
- ▶ Climb down the ladder. Be careful! An armed guard is at the bottom with a maintenance worker. Kill both quickly.
- ▶ Open the big gate, and leap down the hole. Follow the overhead pipes to the switch. Open the switch panel to reveal the circuit board, then use your Charge Emitter to hack the circuits. This opens the door across from the big gate.



Fig. 6-54. This switch opens a door across from the gate.



- Return to the space beneath the big gate, turn, and crouch-leap to the newly opened door (Fig. 6-54). Guards patrol here, so be ready for a fight.
- Go right, proceeding into the next room, then turn left to see more guards. Eliminate them and move forward to find a floor grate.
- You have a choice here: You can continue to the main door beyond, which is unlocked, and enter the artifact room. Or you can open the floor grate beyond the fallen guards, and take an underground route into the site.

Normally, we like stealth, but in this case, the easier approach is probably the direct one through the door. The artifact room is lined with deadly turret guns as well as guards, so slip in behind them (avoiding their firing radius) from the doorway. However, there is something of interest down the grate.



- Open the grate and hop down. On one side of the room, you find some rare Predator pickup items—spears for your Speargun and nets for your Netgun. Crouch-leap back up through the grate, and proceed to the door by the “Sentry Gun Warning” sign.
- You might want to use your Energy Sift device here to recharge.
- Cloak and switch to Thermal vision mode. Wield your Plasmacaster, then open the door.

Fig. 6-55. Take this warning very seriously. The artifact room beyond this door features six screamin' turret guns.

Artifact Room

Several guards patrol the area, but again, the rapid-fire sentry guns that ignore your Cloaking Field are more dangerous. Two guns are installed on a high balcony, so you must look high and low to nail them all.

- ▶ From the doorway where you entered, pick off the guards around the site with tracking plasma projectiles. When finished, switch to Predtech vision mode so you can see the turret guns better.
- ▶ Move left along the wall, picking off all six turret guns. Stick to the walls to avoid taking fire.



Fig. 6-56. Plaster yourself to the walls as you move around the artifact room. Each turret gun's targeting radius ends just before the wall.

- ▶ Once you silence the guns and guards, go to the open door one corner down from the door you entered. Move to the lift, and press the button to ride up.
- ▶ Walk around the first corner, and listen to the conversation about the excavation. Then rush in and end the conversation in classic Predator style. (Trophies!)
- ▶ Pull the switch labeled "Cargo Crane Emergency Release." The crane drops a crate, which knocks a hole in the floor.



Fig. 6-57. Pull the crane release switch to dump the crate and uncover a passage.

- ▶ Go back down the lift and into the dig site. A door opens in the ground, revealing a shaft that drops down to darkness. What now?
- ▶ Of course, all you can do is take a leap of faith into the shaft.

Jockey Tunnels

- ▶ You land in a short tunnel. An Alien attacks! Kill it and proceed down the tunnel. At the end, spot and launch Plasmacaster fire at more Aliens across the way.
- ▶ Drop to the floor, go left, walk past the support, and climb the ladder on your right. Walk to the end of the ramp, and hop down (thus avoiding the 13,800 volts of the electrified fence).

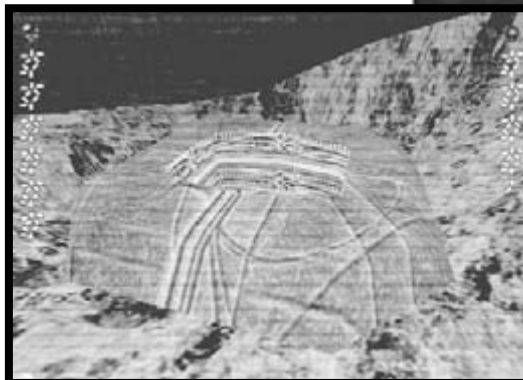




Fig. 6-58. You probably don't want to touch that.

- ▶ Aliens lurk in the tunnel ahead, so switch to Electromagnetic vision mode, and wield your Plasmacaster. Move forward and blast the bugs.
- ▶ Continue down the water-filled jockey tunnel, and get ready for a unique challenge. Ahead, two human guards patrol a high tram station platform. Aliens also infest the area, waiting for you. You must do some quick Vision mode switching as you battle both at the same time.
- ▶ Our advice is the following: Cloaked and armed with your Plasmacaster, switch to Electromagnetic vision mode and approach the tram station. Walk along the curve of the tunnel wall, not in the water—remember, water disables your Cloaking Field Generator.
- ▶ Once the Aliens attack, quickly backpedal down the tunnel, firing plasma all the way. Using the plasma weapon disables your Cloaking Field Generator, but you quickly back out of the guards' weapon range while you pick off the Alien runners. Then switch to Thermal vision mode, cloak, move back down the tunnel (staying out of the water), and hit the humans.
- ▶ Turn right at the tram station, switch back to Electromagnetic vision mode, and follow the jockey tunnel. Another squad of Aliens launches a frontal assault.
- ▶ Enter the open doorway on the right side of the tunnel. Follow the long corridor as it slopes down and then turns a corner. Stop before you step out of the passage. In the next room, three Aliens hang high on the wall above the doorway. If you look up and back through the doorway with your Plasmacaster ready, you can nail them long before they reach you.
- ▶ In the next room, approach the hole carefully and look down. See the series of ledges? Hop and crouch-leap from ledge to ledge to the bottom. Line up each leap and drop carefully before you attempt it.

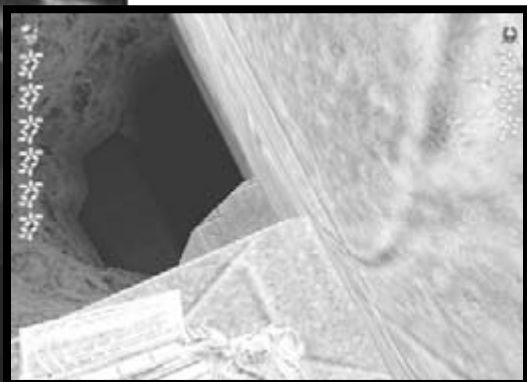


Fig. 6-59. Line up your descent down the hole. The second drop (seen here) is particularly tricky—inch out very carefully, or you miss the ledge.

- ▶ The last ledge has an open door. Inside, a wild battle rages between Aliens and the Weyland-Yutani guards. Hide around the corner until the Aliens win, then blast the buggy survivors.
- ▶ Move down the ramp, and follow the hallway past some crates to another wooly fight. Again, mop up the Alien victors.
- ▶ Proceed to the area surrounding a big dirt pit. Hop over the railing into the pit, and enter the tunnel at the end.
- ▶ Drop down the vent at the end of the tunnel, follow the vent to a grate below you, and drop through the grate to end this mission.

Mission 7: Trophy

Your final confrontation with Rykov looms. He waits for you in the excavation tunnels, and he has your clan mask. To reach him, you must navigate through the Alien Hive. Naturally, some really big Aliens stand in your way, including the biggest Alien—the Empress.



Fig. 6-60. Rykov in an Exosuit should prove to be a worthy challenge of your hunting skills.

Tactical Overview

- ◀Pursue Rykov through dig site tunnels drilled in the Hive.
- ◀Negotiate a maze of crisscrossing struts and the Alien egg chambers to find the Empress Chamber.
- ◀Fight the Empress and her minions.
- ◀Fight Rykov in his Exosuit.

Objective: Find Your Mask—Pursue Rykov

As the action starts, you catch a fleeting glimpse (if you step forward quickly) of Rykov in his Exosuit heading through a doorway below you. Big security doors slam shut behind him. Let the hunt begin.

Entrance to the Dig Site

- ▶ Leap down to the yellow beam, then to the floor.
- ▶ Switch to Electromagnetic vision mode, and walk down the dark, square tunnel toward a sign that reads “Caution: Low Head Room.” Around the corner, an Alien makes a snarling stab at you. Others wait ahead, so be wary.



- ▶ Follow the pipe along the floor to the low passage, and crouch to get through. Keep following the pipe as it twists back and forth until you reach a red-lit room.
- ▶ Go behind the big tank (pipes run into it) to find the remains of an unfortunate clanmate. His sad fate is obvious: you see the facehugger carcass in the water and a hole in his chest from the larval emergence.

Fig. 6-61. Your clanmate met a terrible end, but he left needed items. Don't miss the Smart Bombs and spear pack nearby.

- ▶ Pick up the items he dropped—Smart Bombs, spears for your Speargun, and a Plasma Pistol. Now you possess the entire complement of Predator weaponry. Turn around and retrace your route, following the pipe back to where you started.
- ▶ Leap on the crate directly in front of you as you emerge from the opening. Smash open the grate, follow the vent, and smash the grate at the other end.



- ▶ Drop into the vehicle tunnel. An industrial power loader suit stands abandoned, and both vehicle doors are locked.
- ▶ Approach the sentry gun access panel, and open it to reveal the circuitry. Use your Charge Emitter to fry the circuits. Hey, the door opened.

Fig. 6-62. Fry the sentry gun panel to open the tunnel Rykov went in.



- ▶ Head straight down the vehicle tunnel. This is where you started the level. But another door is open now—the one Rykov disappeared into—revealing a big hole in the wall.
- ▶ Switch to Electromagnetic vision mode, and follow the drilled tunnel. Packs of Aliens come at you, so be combat ready. One attacker is a Predalien.

Fig. 6-63. A couple of tough Predaliens lurk in the drill area.

- ▶ You emerge in a room with equipment and a square hole. Another Predalien roars at you! Down the hole is the massive drill. You can't use it, but it will be in the way later if you don't move it. (We could let you learn the hard way, but darn it, this is a strategy guide.)
- ▶ Walk around the drill pit to the control with the display that reads "Drill Platform Lowered." Pull the switch to raise the drill.

Fig. 6-64. Raise the drill and head down the other drilled passageway ahead. This saves you from backtracking later.



- ▶ Facing the drill, turn right and walk down the other drilled passageway. Aliens make some weak runs on the way—but chaos reigns when you reach the end of the passage.
- ▶ Explosions ring out, combat synthetics sprint past, and below a truck carrying the Alien Empress roars down a ramp toward the far tunnel door.
- ▶ A howling platoon of Aliens burst from the Hive chasing the truck. The combat synthetics and a pair of turret guns make bug meat out of them.
- ▶ Fight the tough combat synthetics, who are armed with Smartguns.
- ▶ Leap down past the big red pipe labeled "Steam." Turn around and walk underneath the pipe, crouching to follow the red-lit passage.
- ▶ At the end of the pipe, a room opens up. This was blocked until you raised the drill. Continue into the drilled tunnel across the room.
- ▶ Aliens (including a Praetorian) swarm this tunnel, so activate Electromagnetic vision mode. Keep following the tunnel until a new section of the game loads.

CAUTION

Don't forget about the two turret guns at the end of the tunnel. You're out of their range when you duck under the steam pipe, but don't wander too close.



The Hive

Fig. 6-65. These struts crisscross beneath the Hive's massive Alien sac. Hop and climb to an exit near the top.



You overlook a pool of yellow ooze with about a dozen crisscrossing struts above. Suspended above the struts is the Alien sac, the core of sustenance in the Hive. The ooze below is deadly sac fluid. Traverse the struts until you reach a tunnel entrance near the top of the chamber:

1. Turn right and walk around the pool. Hop onto the first strut.
2. Turn left, go to the strut that crosses over, and hop onto it. You're on the second strut.
3. Turn left, go to the end of the strut, turn left again, and hop onto the third strut.
4. Turn left, go to the strut that crosses overhead, and hop onto it. (It's actually easier to leap up on the other side, but you can make it from either side.) You're on the fourth strut.
5. Turn right, walk to the end of the strut, and leap onto the fifth strut.
6. Turn right and hop onto the sixth strut.
7. Turn right, move along the strut under one that crosses overhead, and continue to the gap. At the gap, drop onto the strut below. This is the seventh strut.
8. Turn right and follow the strut to the wall. Turn left and hop onto the eighth strut.
9. Turn left and move along the strut until you reach another strut that blocks the path. Hop onto this ninth strut.
10. Step across the ninth strut, and on the other side, drop right back down onto the eighth strut.
11. Follow the strut under the strut that crosses overhead. At the wall, turn around and leap onto the crossing strut. You're on the tenth strut.
12. Move about halfway along the tenth strut to the strut that passes underneath. Drop down the left side onto the eleventh strut.
13. Walk straight ahead on the strut (away from the tenth strut) into a smoky cave opening to exit the room.

Egg Chambers

Any place where a species keeps their eggs is probably heavily defended. Many Alien runners and drones swarm and bite and make your hunt miserable for a while. Save your game frequently, and re-juice yourself with the Medicomp and Energy Sift device after you defeat each wave.

NOTE

Four egg chambers interconnect in a roughly circular arrangement. Each one teems with Aliens. If you follow the walkthrough, you visit only two of the four rooms.

Fig. 6-66. The Alien egg chambers interconnect and are heavily guarded.

- ▶ Enter the smoky entrance, and proceed to a section with crisscrossing struts. The first Alien wave attacks when you reach this section. Recharge with Medcomp and Energy Sift device after you smash this wave.
- ▶ Continue past the struts to the first egg chamber, where a second, bigger wave of Aliens hits you. After you eliminate the threat, cross the egg pits, and exit the chamber through the only other low passage (opposite where you entered).



TIP



Use your Electromagnetic vision mode in these Hive tunnels. If you lose your bearings, switch to Predtech vision mode until you get reoriented, then switch back.

- ▶ Pay close attention. You reach a juncture a short distance down the next tunnel. Either direction eventually takes you where you want to go, but follow the left branch, which is more direct and avoids some Alien encounters.
- ▶ You reach a second egg chamber. Fight off another stout Alien challenge, then cross the egg pits to the passage on the opposite side.

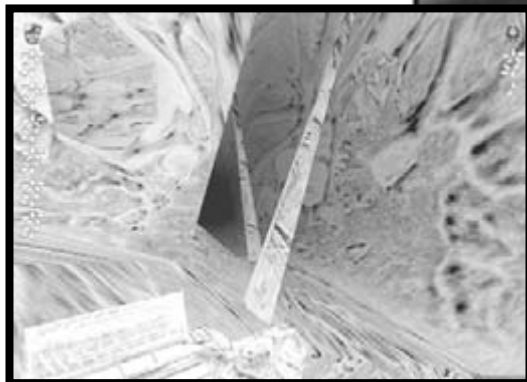


Fig. 6-67. When you find this section of tunnel, with two struts, you're almost out.

- ▶ Follow this tunnel to another juncture. Again, bear left. This leads you into another section with struts—this one has only two (see Fig. 6-67). More Aliens attack here, including a nasty facehugger. Don't lose track of the little bugger in the chaos.



- ▶ Continue past the struts to an opening that looks out on an amazing sight—a massive underground structure, clearly un-Alien in nature, although some Alien-built struts irregularly extend from it (see Fig. 6-68).

Fig. 6-68. Hop into the middle of the three big openings—the infested one.

Ancient Ruins (Empress Chamber)

- ▶ Climb the ramp to the ledge beneath the three big openings. Which one leads onward? Walk underneath the center opening, the one infested with Alien ooze. Several Aliens drop down to attack, which is a good sign you picked the right hole.
- ▶ Crouch-leap to a ledge under the center opening, then crouch-leap again to enter the hole.
- ▶ Follow the tunnel to a big cavern full of criss-crossing struts. Aliens! Kill them and cross the cavern to the passage on the opposite side.



Fig. 6-69. In the water room, leap up a series of platforms to reach the ancient hallway.

- ▶ Follow the passage to a water-filled cavern with a huge central stalk that rises to a lattice-like roof. Walk around the stalk to see a block platform.
- ▶ Crouch-leap onto the platform. Turn right and leap onto another, higher platform. From there, leap straight up to the ledge to end up in a vast hallway.
- ▶ Follow the hallway to the open, egg-filled arena under the huge Alien sac. Hop down and say hello to the Empress.



Fig. 6-70. Descend to the arena beneath the massive Alien sac for your penultimate battle—with the smiling Empress and her little helpers.

- ▶ Backpedal and slice the Empress with heinous Combistick swipes when she gets close. She's tough by herself, of course, but her court soon appears.
- ▶ Once you wipe out her minions, recharge on the run (it's not easy), and then concentrate on the Empress.
- ▶ When she finally goes down, walk down the slightly sunken edge of the arena to the wall section that's different in texture. Whack the wall repeatedly with your Combistick until the latticework shatters, revealing a tunnel.
- ▶ Be sure your health and energy are 100 percent and save your game. Then follow the winding tunnel to a big underground chamber.

Final Battle: Rykov

Fig. 6-71. Get in the first licks. Fire one supercharged Plasmacaster blast before Rykov spots you and a second before he can answer.



- ▶ Rykov is waiting for you. This is an old-fashioned shoot-out. Rykov's Exosuit is powerful, but somewhat slow, especially after all those Aliens you faced in the Hive.
- ▶ The red bar at the top of the screen measures Rykov's health. It recedes as you render damage.
- ▶ Pause at the entrance where Rykov waits, and zoom in on his Exosuit. Try to unleash at least two supercharged blasts from your Plasmacaster before he can wheel on you and open fire with those wicked arm guns. This "head start" puts you in a good position.
- ▶ You'll have the best success with plasma weapons, particularly supercharged hits from your Plasmacaster. Rykov disappears behind the pillars on occasion; use those times to fire up your Energy Sift device and Medcomp.
- ▶ When Rykov's health bar runs out, you win!

Fig. 6-72. Victory!



ALIEN MISSIONS



The Alien missions open with an unsettling image: Dr. Arnaud Eisenberg is curled on the floor, bloody and scared. Something pounds violently on a nearby door. The scene suddenly shifts to a smuggling vessel, the *Aurora*, gliding toward LV-1201. Cut to a tense conversation between Eisenberg, director of the Weyland-Yutani corporate research facility, and a female auditor for the Committee, a governmental body that oversees research activities.

The auditor seeks signs of progress, and Eisenberg points out considerable strides in deciphering Alien chemistry. But the woman accuses him of conducting unauthorized research. She adds, "There's even a rumor you want to try to harness and control the Hive."



Fig. 7-1. The Committee wants results from Dr. Eisenberg. Meanwhile, his staff seems to be involved in illegal smuggling operations.

The scene shifts back to the *Aurora*, where the smuggler captain receives a large box to ship. He loads it carelessly; when he's called out, the box tips to the floor and breaks open. Guess who's inside? That's right: you.

Mission 1: Birth

Welcome to life as a disgusting, scaly, scorpion-like bug. It's not an easy life. Alien facehuggers are quick but vulnerable. Watchful humans run away (locking doors behind them), or if armed, they open fire (killing you with a few shots). When they spot you, security teams immediately rush to the site. Thus the key to success is *total stealth*. Avoid all confrontation until you find a sleeping target in whom to deposit an embryo.



Tactical Overview

- ◀ You spend most of the mission in the dark, so you should negotiate the terrain in Navigate vision mode.
- ◀ Exit the smuggler ship via the fuel arm attached to the landing facility.
- ◀ Wall-walk up and down through various vents and ducts to a laboratory, then sneak past the scientists.
- ◀ Find another vent leading to the crew quarters. Face-hug a sleeping human to deposit your embryo.
- ◀ As a chestburster, zigzag through alleyways, avoiding contact with guards, until you reach a Live Animal Storage area full of tasty snacks.

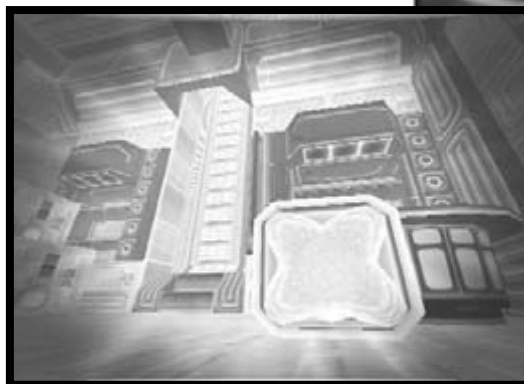
Objective: Escape from this Vessel

You begin life as a lowly, newly hatched face-hugger. Your ultimate goal is to find a nice host to attach to. But first you must escape this smuggling vessel. If you watched the opening cutscene closely, you saw the Aurora taking fuel from the landing facility via a fueling arm.

Smuggler Ship

Fig. 7-2. That ladder behind your egg crate (seen here in Navigate mode) is your first destination. Wall-walk to the top.

- ▶ Turn and walk around your egg crate to the ladder. Hit your Wall-walk toggle key (the default is **G**), and climb the ladder to the upper compartment.
- ▶ Enter the cargo hold at the right and turn right. You see the fuel arm connected to the ship. Scurry down it all the way to its end.



TIP

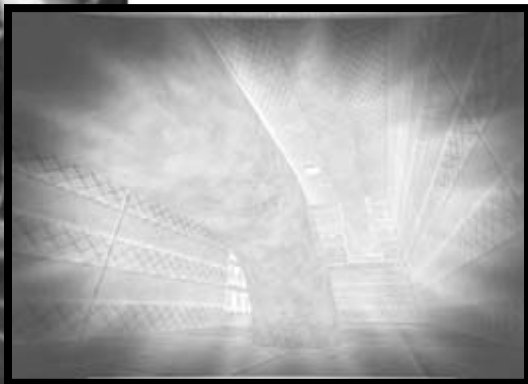


The far end of the fuel arm and the ducts beyond are dark areas—good places to use your Navigate vision mode. Hit your Vision mode key (the default is **V**) to toggle between Hunt and Navigate modes.

Objective: Find an Isolated Host for Implantation

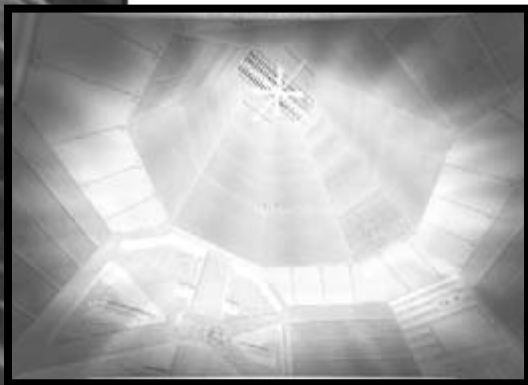
Landing Facility: Ventilation Duct

Note the hint given when you press **[Tab]** for your objectives: "Find an isolated host for implantation." Go find some unconscious joker hanging out by himself.



- At the end of the fuel arm, switch to Navigate vision mode to see in the dark, then crawl down to the floor beneath the blue pipe.
- Follow the blue pipe to its end. Another, higher blue pipe extends ahead. Crawl into the vent surrounding that second pipe.

Fig. 7-3. In Navigate mode, follow the blue fuel pipes to exit the ship to the landing facility.



- Follow the duct to the end, dropping into a larger, red-lit tunnel. Switch from Navigate vision mode to verify the red lights. Follow the tunnel to the dark room at the end, and switch back to Navigate mode.
- Look up to see the spinning fan. (See Fig. 7-4.) Climb toward the fan, straight up the wall into the vertical vent above. Before you reach the fan, another vent passage appears. Follow it.

Fig. 7-4. Climb up the air duct toward the spinning fan to find the next vent.

- Turn left through the half-open grate into another roomful of blue pipes. Crawl over the big floor grate to the other end of the room. (You hear an exchange between the soldiers below.) Enter the vent on the right.
- Scuttle to the end, where a sign reads "Iris Seal 20." Below, you hear another exchange. That commander is a real jerk—someone needs to hug his ugly mug.

Fig. 7-5. As you crawl over ceiling grates, listen to conversations below.

- Climb the wall behind the Iris Seal sign to the vent just above the sign. Angle down the next passage to the long ceiling grate. (The nasty commander continues to abuse his men below.)
- Go halfway down the grate, and turn left into the vent. A sign on the left reads, “Tunnel Flares Repository.” Proceed to the broken grate, and crawl into a closet with a wall of shelves. (See Fig. 7-6.)

Fig. 7-6. Climb just past the first Iris Seal sign, and find the broken grate that finally lets you out of the duct system.

Storage Room

- Exit the closet into the storeroom. Two techs enter, talking about someone hacking the system to make database changes to duty rosters, specimen samples, and so on. Scurry across the floor into the big opening under the Ventilation Shaft Access sign.
- It's dark, so use Navigate vision mode. Head down to the next vent, and follow it into a pipelined room with signs reading “Hot Pipes: Do Not Touch.” Turn left and crawl up the wall to avoid the jet of steam escaping from a burst pipe.



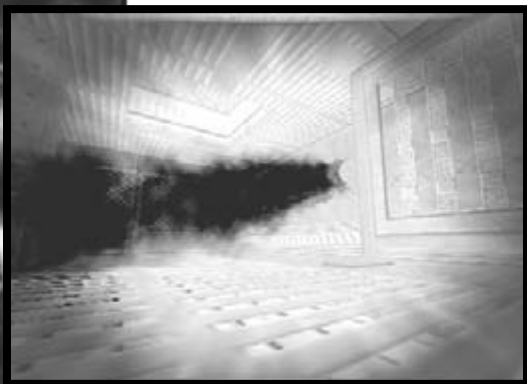


Fig. 7-7. Maneuver around this steam jet to avoid damage.

- ▶ Turn the corner and climb through the U-shaped opening in the metal gate. Climb along the length of the tank to the corridor beyond.
- ▶ Follow the corridor around the corner into another long duct. Crawl through the vent, exiting into a small room with a broken electrical current sparking wildly. Proceed to the right, around the grate, to avoid the sparking current and reach another vent.

- ▶ Follow the twisting duct until you exit onto another ceiling grate.

Laboratory Area

- ▶ Scientists below chat about tours and hazard pay. Maneuver directly over the table, then toggle off your Wall-walk key to drop. If you land right on the table, they don't see you!
- ▶ With Wall-walk mode off, veer behind the specimen case, and drop to the floor. Sneak into the hall.
- ▶ Turn right, going straight down the hall. At the next turn, look up to see the vertical duct in the ceiling. (See Fig. 7-8.) Toggle on Wall-walk, climb to the ceiling fan, and crawl into the shaft above it.

CAUTION

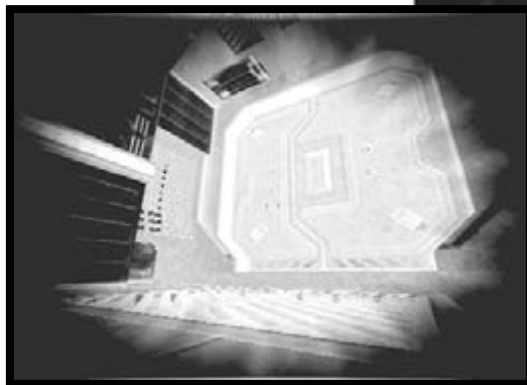
Any human can be a good host, but you must find a solitary, isolated victim. Face-hugging a human with a companion means certain failure; the companion reports the implant attempt and you are destroyed.



Fig. 7-8. Wall-walk and climb into the vertical shaft above the door.

Fig. 7-9. After you emerge from the shaft, look for this opening left of the door.

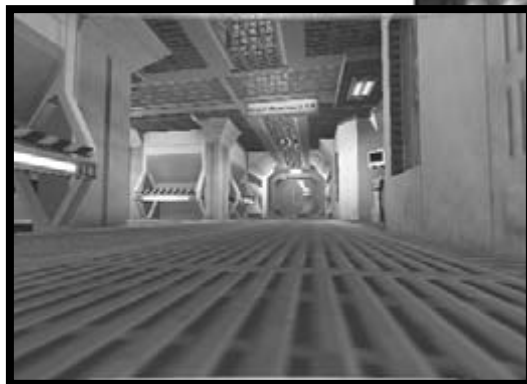
- ▶ Above the opening, another duct branches off. Follow that duct to the next vent. Crawl down the wall to a corridor lined with pipes. (Again, the pipes are blue in Navigate vision mode.)
- ▶ Scurry toward the door at the farthest end of the corridor (where the pipes are straight). Left of the door, near the floor (see Fig.7-9), crawl through an opening that leads to yet another duct.



Crew Quarters

- ▶ Follow the duct through a vent to another hallway. Don't go through yet! Two repairmen discuss a door that's "fried" and other topics.
- ▶ Exit the vent and turn right. Run straight down the hall under the "Crew Quarters 1A" sign and through the broken, half-open door. You may be spotted here, so hurry—and don't stop! A guy with a Flamethrower might be hot on your tail.

Fig. 7-10. Hurry through this half-open door, and take a right at the next intersection to throw off possible pursuers.



- ▶ At the intersection, go around the corner to the right to throw off the pursuit. Enter the open door on the right. You should see a guard commander sleeping in a chair. Hey, isn't that the jerk we've seen abusing his subordinates?
- ▶ Approach the guard commander and aim yourself at his upper body.
- ▶ Press your Pounce key (the default is **E**) to facehug the poor bastard. Land on his face and implant your embryo.

Fig. 7-11. Aim for this sleeping fool's upper body, and pounce to facehug the host.



Congratulations! Your facehugging job is done. You reproduced safely, and your carcass is free to wither happily. You become an Alien larva affectionately known as a "chestbuster." After the next section loads, you find yourself staring at the innards of your host. It's time for a fairly grisly emergence.

Objective: Feed to Grow—Find a Small Mammal

As an Alien larva, you have one driving purpose—to feed until you grow into an adult Alien. Insects are okay, but you really want a nice, juicy, small mammal. Like a cat, for example. Remember, you can't wall-walk and your teeth aren't very big yet. You can kill guards, but only with considerable effort and damage. Speed and stealth are your best tactics.

- ▶ Chew your way out of the guy's chest—that is, press your Fire button several times. You emerge onto the desk in front of your ex-host.
- ▶ Exit the room via the open window. Drop from ledge to ledge to the ground.

Landing Facility (Alleys)

Play the following sequence in Navigate vision mode, because the alleys are very dark. Switch to Hunt mode from time to time to spot the blue aura of human enemies, but depend on Navigate mode to keep you better oriented.

- ▶ A repairman crouches by a scaffold up the alley. Stay out of sight until he walks away whistling.
- ▶ Move down the alley, ducking behind crates and other obstacles whenever you see a flashlight approaching.
- ▶ Go left at the first corner. Take a right at the sign that reads "Landing Pad 2." Slither past the striped road barriers, and take a right at the intersection.

CAUTION

Avoid armed guards!
If they spot you,
zigzag to cover.



- ▶ Follow the long alley to the corner and turn left. At the next intersection, you see a North Gate sign across the alley and a truck moving to the left. Turn left again and follow the truck through the Weigh Station. (See Fig. 7-12.)

Fig. 7-12. The guard at the Weigh Station is hard to avoid. Keep moving, though—you're almost finished.

- ▶ The guard patrolling the Weigh Station is difficult to avoid, but the truck provides some cover. If the guard spots you, sprint down the alley, zigzagging. Turn left at the next intersection and run.
- ▶ At the final intersection, an industrial power loader stands to the left. Veer left around crates, then work from crate to crate toward the truck and a sign that reads “Landing Pad 2 Cargo Access.” (See Fig. 7-13.) Proceed past the truck.

Fig. 7-13. The food you seek is just beyond the truck.

- ▶ Find the Live Animals sign on the right. Move along the fence until you find a low opening.
- ▶ Slip into the yard with the animal pens to begin feasting.

Mission 2: Surprise

It's time for some head-chomping action. As a young drone, you have new needs—serious food, for one. To replace health lost taking damage from human enemies, you must eat them. It seems only fair, doesn't it?

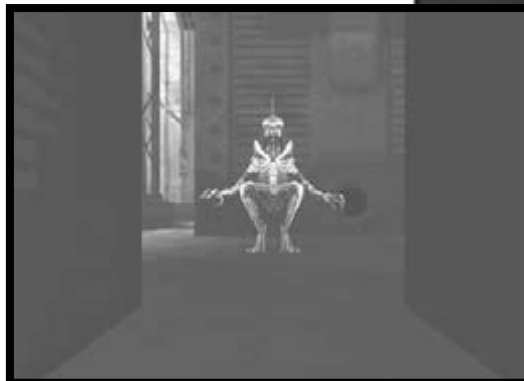
NOTE

Remember, you gain the greatest health from a headbite on a living victim. As the game manual so glibly states, “The headbite provides valuable nutrients and chemicals to the Alien.” The next best health boost comes from a headbite on a dead victim. You also get a minimal health boost from clawing a dead victim (headless or otherwise). So, claw corpses, but only *after* you bite off their heads.

Fig. 7-14. That's you—the skinny guy with all the teeth.

CAUTION

Don't hide behind the fuel canisters in the intersection! If hit, they blow up.



Tactical Overview

- ←You face soldiers armed with various weapons, including guys in A.P.E. (Acid Protective Environmental) suits with deadly Flamethrowers.
- ←Travel across big courtyards (open areas are always dangerous for Aliens), devouring victims.
- ←Seek vents low and high as you move through the complex to a vehicle maintenance area.

Objective: Return to the Hive

You are a gleaming new bug with new abilities—particularly a remarkably violent pounce maneuver (the default is **[E]**) that slices through human flesh. You've also developed a vicious headbite and a gnawing hunger.

TIP



Use your tail attack (your Alt-Fire button) to stun victims. Its venomous barb immobilizes your prey, making a headbite much easier.

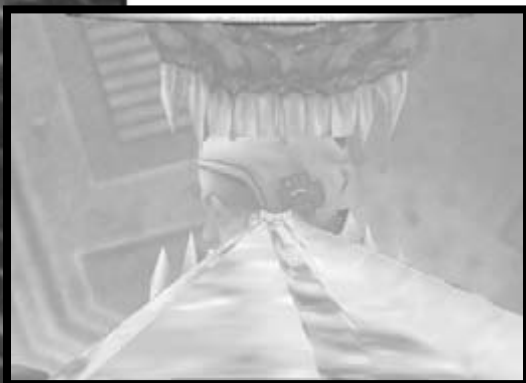


Fig. 7-15. Keep your energy up (measured by the bar at screen bottom) with your patented headbite.

Garage Area

- Burst out of hiding, slaying anything that moves. Try a few headbites to gain maximum health, especially on cowering victims. Tail-stun a few targets too. Use your lightning quick pounce to hit well-armed enemies who hurt you.
- Exit the area through the open garage door (with a striped border). At the end of the corridor, another door automatically opens. Two guards are posted there; quickly finish them off.



Fig. 7-16. Cowering targets are easy meat. Use your tail attack to stun victims too.

- ▶ Step into the large courtyard. Another easy victim, a mechanic, works on the truck to the left across the yard. Give him a good headbite, but watch out for two armed guards who emerge from the open alley across the courtyard.
- ▶ Enter the open alley, and follow it to a bar entrance (marked by a green sign). Two drunks chat and depart as you approach. Eat them, but be careful; one has a pistol.



Fig. 7-17. Chew these two drunks just outside the famous “Bar.” Only one is armed.

- ▶ Your attack attracts more heavily armed guards up the alley. Duck behind the bar entrance, which juts slightly into the alley. Wait until the guards are in reach, then slash.
- ▶ Continue down the alley to the landing bay.



TIP



Remember, as an alien you possess no ranged weapons—that is, you have no way to attack from a distance. So sneak around, find cover, and attack when targets come within a pounce or two.

Landing Bay

- ▶ A dropship unloads in the bay. Two men, one armed, work at the top of the ship’s entry ramp. It’s lunchtime! Of course, other guards patrol the area too.
- ▶ Proceed past the smoking truck into the wide corridor, and turn the corner. Approach the next door, but don’t enter yet.

Fig. 7-18. This smoking truck conveniently jams a door off the landing bay, letting you proceed.





Laser Beam and Sentry Gun Hallway

You better take the sign seriously: "This Area Is Monitored by Automated Sentry Guns. Use Extreme Caution." If you stroll down the hall, ceiling guns track and shoot you. But that's not all: All those red lights lining the hallway are laser beams. If you switch to Navigate vision mode, you can clearly see the beams. So what's a bug to do?

Fig. 7-19. Sentry guns and laser beams—somebody doesn't want visitors. Slip past by wall-walking down the ceiling.

- ▶ It's time to climb. Toggle on your Wall-walk key, step into the hallway, and then turn and climb the wall to the ceiling.
- ▶ Climb along the ceiling to the far end of the hall. Apparently, the sentry guns are programmed to target those walking on the floor. Fools!

Animal Observation Area

- ▶ Turn the corner to another Live Animal Storage area. The attendant is unarmed, but an armed soldier stands guard around the corner to the right. Eat their heads!
- ▶ Another attendant cowers in the Animal Observation chamber, the large room just beyond the cage area. Have a snack and wall-walk up to the surrounding balcony.
- ▶ Exit through a short hall to the balcony of another big Observation chamber, where another guard and more deliciously helpless scientists hang out. Wall-walk to the floor, and eat the guy cowering there. More guards attack, so be wary.
- ▶ Climb to the ceiling of this second chamber, and crawl through an opening into the ceiling crawl space.



- ▶ Enter the broken grate by the flickering red light, and go down the vent. A new section of the game loads.

Cafeteria Area

You end up in the crawl space above one of the facility's cafeterias. You hear a conversation below.

Fig. 7-20. Things can get hairy in the cafeteria. These guards are heavily armed and aggressive.

- ▶ Turn right, moving along the wall to enter the hole in the far right corner. You end in a crawl space over a second cafeteria.
- ▶ Jump down and chew up whoever is in sight. Exit via the stairs at the far end. Climb to the hallway and turn right.
- ▶ A maintenance man works on a grate on the right side of the hall. Eat his tasty head. Adding insult to injury, bash in the grate he was fixing and crawl inside.
- ▶ Wall-walk up the duct, and follow it across the pipes outside into the next building. It ends in another hallway.
- ▶ Drop down, killing people for food. Run down the hall, around the corner past the Level 2 and Landing Pad 2 signs, until you find the Maintenance Access shaft.
- ▶ To enter the shaft, you must destroy a panel in the room to the left of the Maintenance Access shaft.



Fig. 7-21. This Maintenance Access shaft takes you to the landing pad's cargo area.

- ▶ Climb down the shaft—a new game level loads—and exit into the service pit. Claw through the grate above you, wipe out resistance, and run down the hall. Turn left at the corner, kill the two guards, and enter the door labeled “Section 4 Security” to your right.

Landing Pad 2

- ▶ Move through the control room (snacking on a guard and an operator en route), and step into the pad's cargo hold. As you do so, two guys in A.P.E. suits attack from behind. Slice them up, then sneak across the cargo area.

NOTE

The A.P.E. (Acid Protective Environmental) suit protects Rykov's mercenary soldiers from both Alien acid blood and facehuggers. The suit itself has resistance to molecular acid, and the design of the suit prevents a facehugger from wrapping its tail around the neck of the wearer, making it impossible for a facehugger to properly execute a “facehug.”

- ▶ Why should you sneak? Because another A.P.E. suit-wearing commando waits on the far end, this one wielding a Flamethrower. Flame is particularly lethal to Aliens. Duck and weave through the cargo crates, if necessary, looking for an opportunity to headbite him.



Fig. 7-22. Don't get burned by guys in A.P.E. suits. Bite their heads off before they toast you.

- After fire boy's cranium slides down your gullet, approach the door behind his carcass. (See Fig. 7-23.) It's closed and locked, but not particularly sturdy. Claw it three or four times to create a big hole and go through.



Fig. 7-23. Sometimes you just have to make your own way through life.

- Follow the Level 1 hallway to the left, and take a right at the T-intersection. Follow the hall around the next left turn, and headbite the two helpless technicians ahead. Continue down the hallway until... uh oh, the door seals shut behind you.

Vehicle Maintenance Garage

- The garage features two lifts for vehicle repair work. Stealthily head for them. Several guards are posted, waiting for you.
- Eviscerate them. Then hop into the pit beneath the raised lift, and enter the shaft that connects to the other lift.
- Claw open the grate, and hop into the duct. Follow the duct to a room-like pit with a big vehicle lift above. Stairs lead out, but a guard with a deadly Minigun is posted on a platform at the top. The Minigun can kill you with a hit or two, so avoid taking *any* damage. Whip around the corner and pounce under the striped edge beneath his platform to cut off the gunner's shot angle. Then sneak carefully around the right side of the platform, hop up, and hit your Pounce key again to eviscerate him.
- A guard with a Pulse Rifle opens fire far down the platform. Remember, open spaces and big guns give a decided advantage to humans. So hop off the platform and run along its ledge to cross the room out of his gunsight. Then hop up and eat hearty.
- Face the door behind the platform. Wall-walk to the red-lit grate above the door, claw it open, and enter the vent to end the mission.

Fig. 7-24. The vent above the door on the left is your passage out of this mission.

Mission 3: Escape

You still seek the Hive and your bug brethren, but to do that, you must get outdoors. Fortunately, as the opening cutscene depicts, the security units don't want to "overreact" and call down additional firepower. As the guard commander puts it, "This isn't the first time one of those bastards got out of its cage." So if you stay wary and stealthy, you can maneuver without meeting overwhelming forces.

Fig. 7-25. The POC security force commander doesn't want to overreact to a "single contagion." That contagion would be you.



Tactical Overview

- ← Aside from the usual assortment of guards, you run into automated gun turrets and a powerful Predator at the end of the mission.
- ← Move through the facility via air ducts and crawl spaces to bypass guard checkpoints and sentry guns.
- ← Find the central elevator shaft, and crawl down to the ground level.
Proceed to the power core area.
- ← Defeat the Predator in the core.
- ← Escape the facility via the core outflow pipes.

Objective: Return to the Hive

As an Alien, you're pretty single-minded, in an insectile sort of way. You seek only to survive, eat, and congress with your own species. But you're pretty smart for a bug. All that brain-eating pays off, apparently.

Gun Turret Checkpoint

This first challenge is timed. A man kneels in the hallway beyond two doorways. The moment you cross the threshold of the second doorway, a timer starts. In about ten seconds, the man activates a deadly gun turret.

- ▶ Kill the man before he finishes his task, and smash the gun turret for spite.
- ▶ Moments after you strike, two other guards approach and open fire from the doorway to your left. Pounce to either side of the door, and whip around the corner to eat some heads.

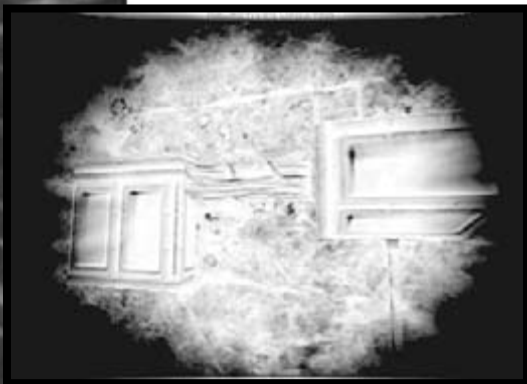


- ▶ A ramp leads to another open door. Don't go down there! Soldiers and three automated gun turrets form a checkpoint beyond the doorway, and attacking it is suicidal. Instead, walk carefully (or wall-walk) to the narrow ledge above the door.
- ▶ Claw through the grate.

Fig. 7-26. A full frontal assault against three sentry guns and five armed guards is totally kamikaze. Instead, find a way through air vents and crawl spaces to get behind the guns.

- ▶ Follow the short vent to the ceiling crawl space. Move to the left end of the crawl space, and enter the duct.
- ▶ Follow the duct to another ceiling crawl space.

As you approach this next crawl space, you hear a radio status report from a containment team. They know you're moving through the air ducts! The voice orders the guards to set up turrets in the crawl spaces—"we need to keep it contained in the corridors." The only way out is through two spinning ceiling fans, but if you try to drop, the fan blades slice you up.



- ▶ Go to either end of the crawl space. A wire bundle connects the main power source to the fan's circuit box.
- ▶ Slash the wire bundle to disable a fan. It doesn't matter which fan you disable; both ventilate the same room.

Fig. 7-27. Claw apart the wiring between the two wall boxes to cut power to the nearby fan.

- ▶ Drop through the disabled fan, and run behind the big, box-like power units. Use the units for cover as you pick off the guards who rush into the room.
- ▶ Move out into the hall, and destroy the two nearby sentry guns. They're easy to smash; they can't rotate a full 360 degrees to hit you, so approach them from behind.
- ▶ The third gun across the room covers only the right side of the room. So approach along the room's left wall and smash it. Then rush up the ramp to eliminate the remaining guards.

Fig. 7-28. Always approach these fellas from behind. They can't rotate around to shoot you.

- ▶ Return to the main room, and smash the floor grate in the corner between the two doorways. Hop in the air vent and follow it.
- ▶ At the vent's juncture, wall-walk up and follow the duct to a large vertical shaft. (It looks like a small room.)
- ▶ Wall-walk up the shaft to the fan, then turn into the vent that branches off at the top.
- ▶ As you approach the grate at the duct's end, you hear a Predator roar and frightened soldiers talking. It sounds like you're not the only beast loose in the complex.
- ▶ Claw through the grate, and drop onto the ledge.



Water Treatment Area

The ledge overlooks a series of water treatment canals and troughs. You must get to the grate near the distant left end of the long canal. Several guards patrol the area below, and you can tangle with them if you want, but it's easier to slip past them in the water.

- ▶ Wall-walk to the water's edge. You hear anxious guards trying to pinpoint your location.
- ▶ Hop in the water, and follow the canal to the left. Note how the canal widens into alcoves at regular intervals.
- ▶ Turn into the last alcove on the right to find the grate on the wall.

Fig. 7-29. To get out of the canal area, wall-walk up to the grate and slash it open.

- ▶ Wall-walk up the grate to the end of the canal. Claw the grate open.
- ▶ Follow the duct, wall-walking when necessary, until you reach a grate overlooking a giant fan and a pair of guards at a barricaded door.



Ventilation Fan Control Area

- Claw through the grate, slay the guards, and exit via the opening under the huge fan. (Don't take the corridor to the right—it leads to a sentry gun and more heavily armed guards.)



- Headbite the defenseless but tasty maintenance guy, and head into the shaft to the right. Continue through another fan housing, proceeding until the shaft angles downward. Wall-walk down, following the shaft until it opens into a wide room.

Fig. 7-30. For fun, slash power boxes to disable the two fans in the room above you, but it doesn't affect the critical path in this walkthrough.

- Wall-walk into the ceiling vent in the opposite left corner of the room. At the top, smash the thin metal plate, and emerge into the room above.
- Hustle up the sloped ladder into another ceiling crawl space. Move along the wall to get behind the sentry gun to destroy it. Then, of course, eat the cowering technician's head.
- Exit into the vent opening near where the sentry gun stood. Follow the vent to another crawl space, turn left, and enter the next vent. Follow it to a grate—and a new game section loads.

Elevator Shaft Area

Look out from your grate at the big central elevator shaft of the Primary Operations Complex. A guard below reports that he locked the shaft door. "There's no way it's getting out of here," he says. This man obviously doesn't know the resolve of a really big bug.

- Claw through the grate, and wall-walk to the floor. Sneak around the corner, and slice up the guards.
- You can't call an elevator, so wall-walk down the elevator shaft—yes, all the way to the bottom, avoiding the lift as it rises.

CAUTION

Be careful! As you descend, a pair of guards rides up. When you see their lift rising (see Fig. 7-31), clamber to one side and let them pass.



Fig. 7-31. Wall-walk down the central elevator shaft, avoiding the lift carrying two guards as it rises past you.



- ▶ At the bottom of the shaft, exit through the hallway and go down the ramp to the intersection. You can either take the easier way (right) or the harder way (left). (Both paths end in the same place, but the left path takes you past killer sentry guns.) In this walkthrough, we turn right.
- ▶ Follow the corridor around turns, chewing up guards on the way to a control booth overlooking a concourse with big wall struts. In the booth, shatter any window and wall-walk to the floor.
- ▶ Don't go up the ramp! It leads back to where you started. Instead, exit through the door to the right that opens and spews out guards. Kill them and follow the hallway down.
- ▶ When you reach the door at the bottom of the ramp, somebody yells, "Seal the gate!" The door at the top of the hallway slams shut. You're trapped!
- ▶ Proceed to the large open room.

Objective: Defeat the Predator

Fig. 7-32. The Predator can blast you from afar or spear you up close with its Combistick. Circle, pounce, bite, and retreat!



Power Core

Do you hear that roar? It's not good. That's a Predator, and it's a *lot* tougher than the mercenary soldiers you've fought. Peek over the ledge to see it roaming the floor below. Don't linger, though. It slings plasma bolts at you when it sights you.

- ▶ Save your game here!
- ▶ Walk down the ramp toward either elevator, then wall-walk down the shaft near the outside wall. This keeps you shielded from plasma blasts.
- ▶ Aliens must fight up close. If you get too far away, the Predator blasts you with painful plasma bolts.



- The Predator wields a vicious Combistick for infighting too. So you absolutely *must* keep moving, pouncing, running, and circling. Your pounce and headbite attacks deal serious damage, but the Predator can absorb a lot. He's much stronger and more powerful than you, but you're much faster than him.
- When you deal your final blow, the Predator actually emits a low-pitched laugh. Don't be amused. He's about to self-destruct, so run for cover!

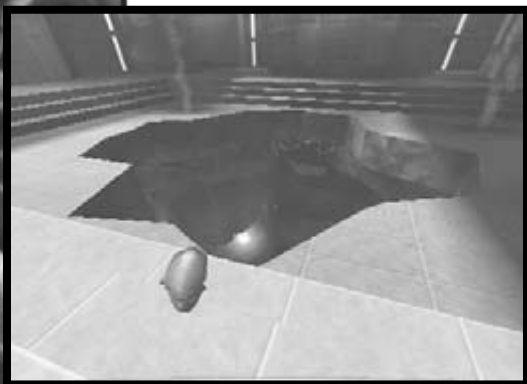


Fig. 7-33. When the Predator laughs and falls, you win! But get back fast. He's about to self-destruct and blow a hole in the floor.

CAUTION

Hustle away from the dying Predator before he self-destructs! Hide around a corner or behind a crate for protection.



- After the Predator explodes, wall-walk down the hole created by the blast. Crawl into the open doorway.
- Proceed down the hallway, take the first left, and continue into the next atrium.



- Hop down, veer right, and wall-walk up to where the pipes enter the opening in the wall opposite the ladder. (See Fig. 7-34.) Follow the long passage to finally reach the cheery wasteland of LV-1201.

Fig. 7-34. There's the passage out. Follow those pipes!

Mission 4: Vengeance

Six weeks later: After contacting your species in the wilds of LV-1201, you were “chosen” to lead a rescue mission to the Forward Observation Pods complex. Your overall objective is to free the Aliens that are confined for experimental purposes in an artificial Hive there. As the only Alien escapee, you have specialized knowledge of human activities, patterns, tactics, and weaponry. Your species mates, and your Empress, look to you for leadership.

Fig. 7-35. Dmitri is outside the Pods when the power fails. The brief lapse lets you slip into the installation from above.



Tactical Overview

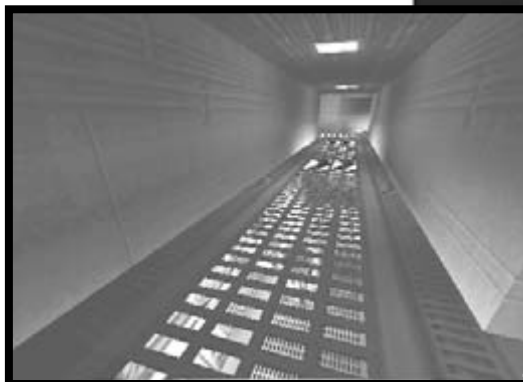
- ← You face the usual assortment of armed mercenaries.
- ← Use the familiar means of navigation—vents, ducts, crawl spaces, and shafts—to reach the central elevator shaft. From there, infiltrate the research area.
- ← Free the mutant Predalien from the Implantation Lab to create access to other areas.
- ← Traverse offices (including Dr. Eisenberg’s) and the implantation prep area to a specimen storage room, where you can “burn” a passage down to the artificial Hive.
- ← Free your fellow bugs, and find an escape route through the central core shaft.

Objective: Liberate the Artificial Hive

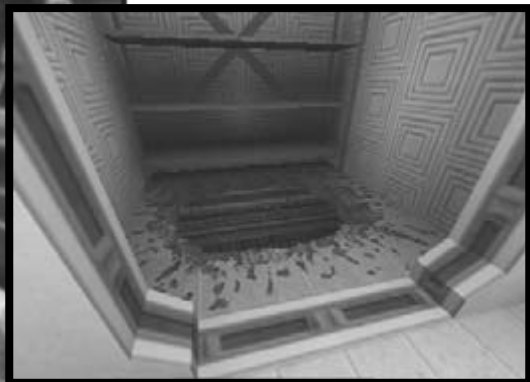
Pod Outer Decks

- ▶ You start in a small repair conduit—a shaft with closed iris seals above and below. Wall-walk up to the hole, and enter a sub-floor crawl space. (You should see a guard on patrol above.)
- ▶ Proceed down the passage under the floor. Veer right at the juncture. At the next juncture, veer right again.

Fig. 7-36. Much early navigation is on catwalks and crawl spaces such as this one.



- ▶ When you reach the opening at the end, wait until the guards patrol past you, then wall-walk straight up to the crawl space *above* the ceiling.
- ▶ Proceed along the upper passage, turning left at both junctures.
- ▶ Claw through the grate at the end of the passage and hop down. Feast on the three guards who investigate. Hey, it's your job. Try to enjoy it.
- ▶ Proceed down the walkway, veering left at the intersection.
- ▶ In the nexus room, wall-walk up the ladder to the next deck. Proceed down the only open hall. At its end, turn into the small alcove, smash the ceiling grate, and wall-walk into the ceiling crawl space.



- ▶ Walk straight ahead into the air vent. Follow the duct as it turns right and left, then veer left at the juncture. At the duct's end, smash yet another grate in the floor of the alcove. Guards run to investigate. You have no choice—drop down and eat them.
- ▶ Step into the nearby room, and enter the closet with the acid burn on the floor. Drop through the hole.

Fig. 7-37. This unfortunate closet mishap provides passage to lower decks.

- ▶ Turn left, crouch, and follow the vent to the shaft with iris seals. Turn left again, following the tube to the elevator shaft.
- ▶ When you reach it, a scientist stands on the bridge across the gap. Have some fun with the guy! Wall-walk around the shaft toward him. Look at him cower! Eat him and cross the bridge to the opposite door, which opens to reveal an armed guard. Eat him, too.

Predator/Alien Research Area

- ▶ You enter a big central room with doorways leading left and right. Bite the heads off a few scientists.
- ▶ Head to the left of the ladder, and enter the narrow, dark room full of computers.
- ▶ Look through the window.

Hey, that's a Predator; no, it's an Alien. Wait, it's both—a Predalien, a crossbreed. See what kinds of hideous genetic experiments Eisenberg favors? But here's an interesting thought: imagine what types of havoc a Predalien could wreak in the Pods if somebody set it free....

Fig. 7-38. The guy under glass is a cousin of sorts—a Predalien: half Predator, half Alien.

- ▶ Bash through the grate on the ceiling, and wall-walk into the vent. Follow it to another grate. Bash through that one too, and drop into a control room.
- ▶ Cross the room to the dark alcove. Hop on top of the console at the window that overlooks the chamber where the Predalien is detained.
- ▶ Slash at the console that reads “Xenomorph Stasis” to short-circuit the controls, and the Predalien’s glass cage raises. Oops! It kills the two scientists and exits.
- ▶ Wall-walk back into the vent, and return to the dark computer room.
- ▶ Exit the dark computer room, and walk around the ladder to two doors literally torn open by the Predalien. Cool! The smaller door to the left leads to the lab from which he escaped—nothing of interest there.

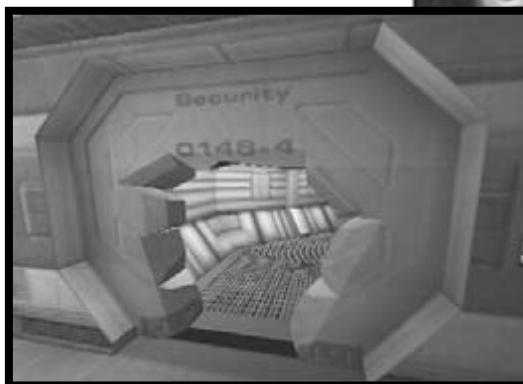


Fig. 7-39. The escaped Predalien blazes a new trail through the research area.

- ▶ Go through the hole in the big security door to the right. Follow the hall into another nexus with a ladder; iris seals block the passage at both the top and bottom.
- ▶ Continue down the corridor to a big room with two stairways.

Office/Conference Areas

- ▶ Climb the stairs on the right to enter the office.
- ▶ In the office, tear the ceiling grate open, and wall-walk into the vent. Inside, take the first left. You arrive at a space with a ladder that leads down and a shaft of pipes that leads right.
- ▶ Jump atop the pipes that head right. It leads to a pair of grates. Smash the one above you, and wall-walk into the opening to prompt the load of another game section.



This triggers a disturbing cutscene. When Dr. Eisenberg receives word of a “contaminant isolated in the maintenance system,” he barricades his office and suffers a flashback to the scene at the beginning of the Alien missions. In the flashback, a rescue team bursts into Eisenberg’s underground bunker to a scene of carnage—and the doctor’s odd comment: “I didn’t have a choice.” What the hell does *that* mean?

Fig. 7-40. Dr. Eisenberg’s past holds something dark.

Back in the present, Rykov and his soldiers arrive, and the mercenary leader stands with contempt over the cowering doctor, calling him a coward. Eisenberg recovers quickly though, intoning the ominous phrase “We have work to do.”

- ▶ You lurk in a dark closet. Slip into the main reception area, and eat the head of the fellow tapping at his keyboard. Cautiously go to the open door beyond the desk—guards attack from the next room.
- ▶ Step through the open door into a conference room with a long table and chairs. Move through the next door into a large office—Eisenberg’s office! (You can tell by the flashing light and the attempts to barricade entries.)
- ▶ Approach the stairs; voices speak of a possible evacuation. Climb the stairs into a security control room with nine monitors on one wall... and then eliminate the two guards you just heard. Be careful! One has a Shotgun, the other a Smartgun.
- ▶ Wall-walk onto the ceiling, and claw the fan grate twice to rip it open. Crawl through and turn into the duct, following it until you reach a grate looking into a small auditorium. A speaker assesses the current situation. These puny humans plan to “extract” your Empress—an effort led by a strike team of combat synthetics! They believe her capture will neutralize your Hive.
- ▶ Continue along the duct until it drops into another repair room featuring another tasty technician.
- ▶ Enter the maintenance shaft, turn right, and proceed to the next opening. Wall-walk down the ladder, then crawl into the next opening, an alcove full of fans.
- ▶ Find the vent that leads up near the tubular fan. Follow it to an elevator alcove. Step into the hallway to hear scientists talking. Glance through the observation glass to see the Predator in his chamber.

Implant Prep Area

- ▶ Proceed into the computer area, and eat the scientist checking his notes. Step toward the entry door and look up. Crawl into the hole in the open ceiling panel.

- ▶ You're in yet another maintenance shaft. Traverse the tubes until you end in another crawl space. Find the small hole in the floor, claw it open, and drop into the room.
- ▶ Munch some food. (Don't miss the guy hiding behind the desk.) Then get ready to fight. Step through the open door.

Specimen Room

Fig. 7-41. Some of your species float in big specimen jars.

- ▶ Guards and scientists scurry all over. After thinning their ranks, note the specimen jars.
- ▶ Climb one of the yellow ladders to a catwalk. The lift on the ceiling track holds containers of acid. But how could you know that? You're just a stupid Xenomorph.
- ▶ Proceed to the control podium near the lift, and rip it apart, tearing out the wiring.

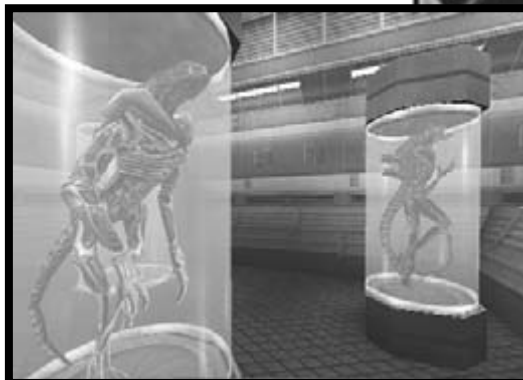


Fig. 7-42. Slash up the control podium for the nearby lift. Slamming across the room, the lift dumps acid on the floor, burning a passage to the artificial Hive.



This violent act propels the lift down its track, but it moves too quickly—the lift breaks and drops the containers. They shatter, burning a hole in the floor. That looks like a passage, doesn't it?

- ▶ Jump down the hole you just burned open. Drop down decks until you land at a control panel that reads “Xenomorph Hive.” Through the glass, you can see your brothers awaiting liberation.
- ▶ Whack on the console controls. Yes! You liberated the artificial Hive. Now save yourself.

Fig. 7-43. Let those boys loose! They look hungry.



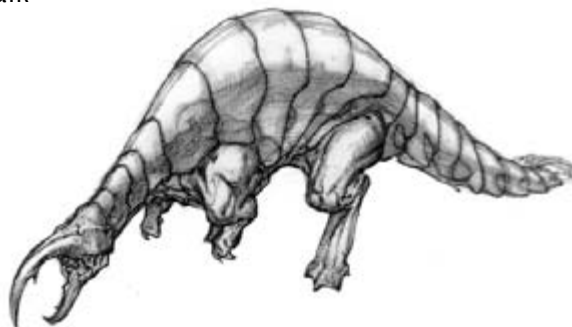
Objective: Escape!

- ▶ Your liberation of the Hive triggers the appearance of a pair of guards. Disengage their heads from their bodies. From the Hive control panel, travel left until you reach the alcove with a ladder inside on the left.
- ▶ Descend the ladder and step around the corner to the red-lit hallway. Some of your poor buddies get splattered by a pair of turret guns on the ceiling. Wait until the guns stop firing, and walk toward them. They target you, but they don't shoot!
- ▶ Turn left at the guns, and follow the corridor to the control room. Two puny humans argue about "purging" your kin. End that foolish notion by devouring the organs associated with thought.



Fig. 7-44. Smash the Power Relay Station to "compromise Hive integrity."

- ▶ Smash the control box labeled "Power Relay Station." You hear a warning: "Artificial Hive integrity compromised." Excellent!
- ▶ Go through the newly opened door around the corner.
- ▶ The cowering scientists look tasty, but keep on your toe-claws; two more armed guards rush in and open fire from the catwalk above.
- ▶ Bash open the trapdoor on the floor under the catwalk, and drop into the pipe-filled crawl space.
- ▶ Go to the opening around the corner. Toggle on your Wall-walk function before exiting; the opening leads right into the huge central shaft that rises the length of the Pod core.



Pod Core

Fig. 7-45. Crawl up the central core through the gap at the top of the shaft. Don't hit any of the spinning fans!

- ▶ Crawl straight up the shaft. Kill the guard on the top bridge, and continue climbing toward the ventilation fans at the top of the shaft.
- ▶ One of the fans is missing; sparks mark where it once hung. Crawl through that gap to escape the Pod.



Mission 5: Abduction

Dr. Eisenberg's nefarious plan unfolds. As this mission opens, he stands before your royal Empress, who looks pretty hanging in her egg sac. A soldier in an A.P.E. suit and carrying a Flamethrower puts the heat to Her Highness, and her survival instincts kick in. Meanwhile, out in the Hive tunnels, Eisenberg's men place bombs to cut the Empress off from her minions. Your job: Stop them!

Fig. 7-46. Eisenberg plans to abduct your Empress.



Tactical Overview

- ← You fight guards, combat synthetics, and turret guns in this mission.
- ← Enter the Hive to destroy the timer devices for three powerful bombs set to seal off the tunnels.
- ← Follow the truck that carries off the Empress.

Objective: Eliminate the Human Threat

Push **[Tab]** to check your objectives, and you get a very useful tip: Combat synthetics emit no scent, thus, your Hunt vision mode doesn't show them with a colored aura. In the dark tunnels of the Hive, this makes combat synthetics difficult to spot.

Fig. 7-47. Combat synthetics, being inorganic, emit no scent and thus, no colored hue in your Hunt vision mode.



Canyon



Fig. 7-48. Steer clear of the flytraps to avoid damage.

CAUTION

Avoid the weird, three-pronged flytrap plants! Their toxic vapors damage your health.



- Move forward, then veer to the left of the mound in the green water to avoid the flytrap to the right. Move to the left of the second mound too.

- Wall-walk to enter the smoking hole of the gnarled, bluish Hive entrance.

Hive Tunnels

Soldiers set charges to seal the tunnels. You must stop them. You have some help, though: Other Alien drones (red-hued in your normal Hunt vision mode) swarm to attack too. But don't count on them much—you're by far the best bug in the area.

NOTE

As you approach an area where soldiers set a charge, you hear it beeping. The beeps speed up as the bomb gets closer to detonating.

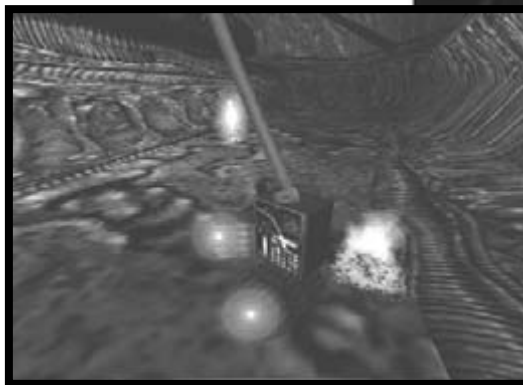
- Switch to Navigate vision mode, and follow the twisting tunnel into the Hive. Keep wall-walking to avoid a painful drop about halfway down!
- At tunnel's end, switch back to Hunt vision mode to see the red auras of fellow Alien drones moving to the attack. Save your game here.
- Do you hear the beeping? That's the bomb, ready to detonate. Your approach starts a timer. If the charge goes off, you die and must reload the game. So get to the bomb and destroy its timer with your claws as soon as possible. Read on to learn the best approach.

First Bomb

- Unfortunately, two turret guns and a pair of brutally tough combat synthetics guard this bomb. Emerge from the entry tunnel and travel straight across to the far side of the main tunnel. Turn right and follow the rock ramp up to avoid turret gunfire. (Remember, turret guns don't swivel far, so they can't shoot anything behind them.)

Fig. 7-49. Each bomb's timer/detonator sits on top of dynamite piles. Slash them before they blow.

- ▶ You arrive right on top of the bomb. Drop down, slay the combat synthetic, and smash the beeping timer. Eliminate any other living enemies, and destroy the turret guns from behind.
- ▶ Continue up the main tunnel. You soon see activity in a passage branching to the right. Ignore it and stay in the main tunnel.



Second Bomb

- ▶ Stop when you round a curve and see green lights ahead! Wait a few seconds, and let your glowing red cousins eliminate the combat synthetics posted there.
- ▶ Two more deadly turret guns are cleverly placed on rock platforms below either side of the path ahead. Don't try to wall-walk up the side of the path to avoid detection—these guns will hurt you.
- ▶ Instead, hustle straight up the middle of the path, and destroy the bomb timer.
- ▶ Continue along the main tunnel.

Hive Pipe (Turret Guns)

- ▶ Stop again when you see several Aliens hanging motionless near a large pit. If you proceed past the pit, two turret guns will make you wish you hadn't. Behind the guns, a section of the tunnel collapsed, blocking your passage. It looks like someone's charge detonated after all.
- ▶ Look in the pit. Several struts suspend a large, pipe-like section of the Hive over a pool of water below. Wall-walk down until you're directly over this "Hive pipe," then toggle off Wall-walk to drop onto it.



Fig. 7-50. Drop onto this big pipe-like segment of the Hive.

- ▶ Toggle Wall-walk back on (just to be safe). Do you see the red hue of an Alien compatriot on top of the Hive pipe? Follow him into a smoky cave entrance near one side of the pipe.



- ▶ Follow the tunnel into a large cavern where three more Aliens sit. Continue past them into the large tunnel opening. Wall-walk to climb the steep passage.
- ▶ Proceed up the large tunnel until you emerge in a shallow pit. Climb out to see the Empress's egg sac—but no Empress.

Fig. 7-51. The Empress is gone, leaving her egg sack behind. Those heartless humans!

- ▶ Enter the smaller tunnel to the right of the egg sac. Follow the first curve of the tunnel, then stop when you see a green light ahead.
- ▶ Save your game here.

Third Bomb

- ▶ As you round the curve, the green light turns red, and the bomb timer starts beeping. Two soldiers and a combat synthetic with a Shotgun try to stop you from destroying the last timer.
- ▶ There's no real trick to this one—you just have to be good. Fortunately, you have help. Three other Aliens join in the attack; let them draw fire while you run for the bomb.
- ▶ Unfortunately, another combat synthetic rushes to hit you after you destroy the timer. So after you defuse the bomb, run behind your species mates, and let them help you take on the new enemies.

Hive Tunnels

- ▶ After you shatter the bomb timer and eliminate all the soldiers, proceed along the lighted path to the next tunnel.

Fig. 7-52. Don't slip up and let this last turret gun get you after you've come so far.



- ▶ Stay to the left! A turret gun guards the tunnel entrance, but Eisenberg's men placed it poorly; it can't rotate to cover the left side of the path.
- ▶ Enter the tunnel to end this mission.

Mission 6: Pursuit

Eisenberg and his henchmen transport the Empress back to the POC, planning to use a Marine dropship to haul her to the USS Verloc. You must penetrate the access tunnel system, then track down the truck bearing your queen to captivity.



Fig. 7-53. Dr. Eisenberg wants this dropship to transport your Empress off the planet.

Tactical Overview

- ← You face mercenary guards and combat synthetics.
- ← Traverse the access tunnels, using ventilation ducts to move from level to level.
- ← Engage in a brutal showdown with a pair of combat synthetics wielding Miniguns.

Objective: Prevent the Humans from Escaping with the Empress

This objective is your sole focus for the rest of the game. You start in the Hive tunnel, where you ended the last mission. Your Xenomorph pals are gone, so you're on your own again. Expect brutal combat at almost every step of this mission.

Access Tunnels (Upper Level)

- ▶ Move down the tunnel until it changes from Alien to human form. The human "archaeological dig" into the Hive began here.
- ▶ The soldier in the A.P.E. suit on the catwalk ahead is tough to reach quickly without taking damage. Also, two killer turret guns cover the approach to the passage below him. This is a challenging fight.
- ▶ Wall-walk up the wall on the left, then crawl for cover to the big pipe that extends from the wall.



Fig. 7-54. Get behind the turret guns (circled) by wall-walking.

- ▶ Defeat the A.P.E. suit and stay on his catwalk.
- ▶ Move to the corner of the catwalk near the ramp leading to it, then carefully wall-walk down. Get as close to the corner as possible to descend out of the guns' target radii.
- ▶ Slip behind the turret guns. They can't hurt you now, but bash them anyway, just for spite. Proceed into the access tunnels.

- ▶ Round the first corner to the left, and rip open the third of three big floor grates. Hop into the crawl space, and get ready for blistering combat. Drop through the open ceiling panel.

Access Tunnels (Lower Level)

CAUTION

Enemies abound in this mission. Assume that you'll meet one around every corner and in every new area.



- ▶ Three soldiers open fire the moment you drop. You land in an area with little cover, so hit the ground running. This is a tough fight; forget about headbiting these guys until they're dead. Move fast and pounce for quick kills.
- ▶ Tear open the circuit box for the nearby security door (it's to the right of the "Automated Sentry Gun" warning sign) to open the door.

Fig. 7-55. Open several doors by smashing circuit boxes.

- ▶ More armed goons patrol a balcony through the doorway. Eliminate them and peek over the railing to see the APC and more guards below. Hop onto the APC, and use it and nearby crates for cover.
- ▶ Open the security door in front of the APC by smashing its circuit box.
- ▶ Follow the tunnel to the left, where three more guards attack. Take the next right, and stop when you see water dripping into a puddle on the floor.

Fig. 7-56. When you reach the water puddle, find the damaged grate above for further access.

- ▶ Look up to see a pair of grates on the wall above the door. The left grate is red-lit and damaged. Wall-walk up to it, and slash your way through. Enter the vent and proceed to a pair of vent openings. Take either one; they lead to the same place.
- ▶ Smash through the damaged grate at the end of the vent, and drop into a short maintenance tunnel. Climb into the fan shaft above.
- ▶ The spinning fan blocks your exit, so destroy all three power boxes. (A pink light marks each box.) When the fan stops, quickly climb through its blades, because two armed guards await.
- ▶ Run straight up the tunnel to see the truck carrying the Empress drive by. But if you try to follow them, numerous guards and a pair of turret guns block your route. Few Aliens could survive such an onslaught.
- ▶ Instead, bypass some of that heat by veering into the dead-end hall to the left. Claw your way into the floor grate.



Steam Compressor Room

This route avoids the turret guns and some guards. At this point, you can probably use the break. But it's not exactly a picnic here either, so stay sharp.

- ▶ Follow the duct to another grate, and slash into a room full of huge compressor tanks. Two guards attack on the ground, while another mans a post on a catwalk. These guys won't leave you alone until you eat their heads, so oblige them.

Fig. 7-57. Find and smash the control box to blow one of these compressor tanks, which knocks a hole in the wall.



- ▶ Climb the catwalk, and smash the control box at the end to explode one of the tanks. Go through the hole in the wall, and follow the rough tunnel to a broken chain-link fence.
- ▶ Rush through the fence hole to defeat the guards, then head left from your emergence point around the corner, and wall-walk to the upper level passage (above the red-lit vehicle door).

Access Tunnels (Upper Level)

- ▶ Smash the circuit box to open the door. Surprise! More guards—kill them. Head down the tunnel into a wider area.
- ▶ A soldier with a Smartgun waits.
- ▶ Save your game here!
- ▶ Smash the circuit box to open the next door. This attracts still more guards. How many brains must a bug eat to get a little peace around here?
- ▶ Continue to the open, arena-like area, and defeat the combat synthetic bearing a powerful M-90 Minigun. As you can imagine, this is a brutally tough fight. Sprint immediately for cover behind the stacks of crates. Pounce whenever possible to inflict the greatest damage, then dive back for cover. Good Luck. Go through the open door to end this mission.

Mission 7: Freedom

Here we go—the final mission. That Predator you just sidestepped is roaming the complex with a vengeance. No doubt you'll meet again. In the meantime, your job is to sabotage Eisenberg's plan. A dropship is coming for your Empress. Do what you can to disrupt its landing.

Tactical Overview

- ◀Climb into the POC, and follow the garage and vehicle tunnels to an area ravaged by a Predator.
- ◀Escape the Predator's attack via a hazardous waste pipe.
- ◀Find the landing pad control area, which is a maze of control rooms under the landing bay.
- ◀Knock out two sets of landing hydraulics controls.
- ◀Disable the wind shear radar.
- ◀Disable the landing beacon to disrupt the dropship's approach.
- ◀Engage in a final confrontation, first with a pair of deadly Predators and then with Dr. Eisenberg—and save your Empress!

Objective: Prevent the Humans from Escaping with the Empress

Cargo Lift Area

- ▶ Wall-walk up the rails to the heavy lift platform. Be ready to pounce when you crawl over the edge: Two soldiers guard the top.
- ▶ Walk to the next door, and wall-walk up to the ceiling grate. Smash it and crawl to the hallway above.

- ▶ Follow the red-lit corridor to a floor grate. A guard below discusses sentry guns. Rip open the grate and drop through. Slay the guards and smash the sentry gun control panel on the wall. (It controls a ceiling gun down the hall.)
- ▶ Move down the hall and around the corner to a large garage.

TIP

Smash *every* sentry gun control panel you find.

Generator Control

Fig. 7-58. Head down this hole to open a vehicle door farther along your route.

- ▶ Go down the U-shaped hole labeled “Generator Control.” Continue into the generator room.
- ▶ Beware of the combat synthetic in the corner with the Pulse Rifle. Kill him and approach the control panel that reads “Vehicle Doors Secure.” Whack it to pieces. You just made some doors very insecure.
- ▶ Return to the garage, and wall-walk to the surrounding walkway where a trio of very tough guards is stationed. Proceed through the cement arch, turn right, and walk through the next arch.
- ▶ Just through the second arch, destroy the sentry gun panel on the right-hand wall. Hop over the railing and go through the Vehicle Doors—the ones you opened by destroying the panel in the Generator Control Room. Did you just hear a Predator growl?
- ▶ Go straight under the red ceiling light, and turn left to move up the ramp. At the top, witness a Predator attack on two guards. (One guard may survive, so be ready to fight.)
- ▶ Wall-walk to the upper balcony. and go right under another red light. Around the corner, two guards shoot at the unseen Predator. Sneak up behind them, and give them a surprise.

Fig. 7-59. What are you guys shooting at? Do you mind if I eat your heads?



- ▶ Continue down the corridor. Ahead is a circular room with two large ceiling fans. Guards open fire from a high balcony on the right. Wall-walk up to eliminate them.
- ▶ Follow the hall past the blue lamp to the wall section that's torn away. Go through the hole to another access tunnel.
- ▶ Turn left and move carefully around the next corner.

Damaged Room

Wow! On the other side of a vast atrium, the truck with the Empress pulls away. As it does, the Predator unleashes a fearsome salvo that knocks a chunk off the building. The hunter makes a stunning leap across the atrium and positions himself on the far side.

Unfortunately, the beast goes no farther. When you step around the corner, he opens fire on you. How uncivilized!

Fig. 7-60. The Predator (circled) lobbs plasma at you from the other side the atrium. Don't fight him now. (You get another chance later, on better terms.) Instead, wall-walk to that open pipe.



NOTE

You can crawl over to fight the Predator, but it's entirely unnecessary now, so save your health and move on.

- ▶ Quickly run out and spot your next destination—a section of severed pipe that runs into the wall in the upper left of the room, near where the truck with the Empress drove off. (See Fig. 7-60.) Run back to safety before the Predator's plasma missiles splatter your acid blood.
- ▶ Are you ready? Walk up the left wall a bit just before the corner. Scramble quickly around the corner and across to the open pipe. Enter and follow the pipe to a hazardous waste pool.
- ▶ From the pool, head left down the passage to trigger the load of a new game section.

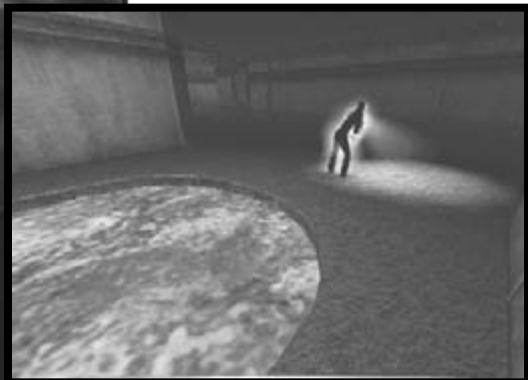


Fig. 7-61. Sneak around this waste pool to slay the unsuspecting guard.

Landing Bay Lift

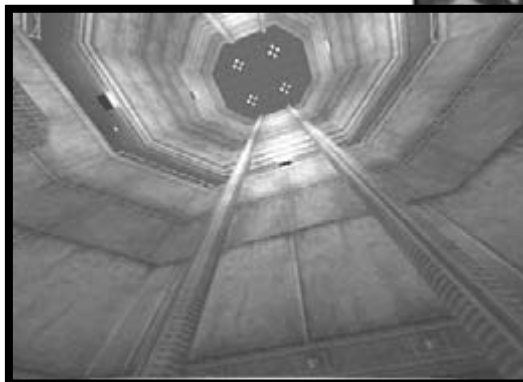
- Claw a bigger hole through a broken part of the chain-link fence.

Fig. 7-62. Tear through this damaged part of the fence.



Fig. 7-63. Climb the elevator rails up the shaft beyond.

- Wall-walk up one of the vertical rails of the elevator shaft. Be careful! Two guards open fire at the first level.
- Two turret guns are installed on the second level. Stay on a rail, and you'll be out of the guns' limited target radii.
- Find the wall grate near the ceiling of the shaft, and break through into the vent. Follow the vent and burst through the grate at its end.
- Proceed along the railing around the open area to the door on the other side. It's locked, but there's another floor grate nearby. Bust through and follow the vent to another grate.



CAUTION

Before you smash this grate, make sure you're prepared for what's ahead.



Objective: Disable the Landing Pad Hydraulics

Fig. 7-64. This is where you reach the landing control area under the landing pad. A long, looping corridor connects doorways ahead and to the left.



- The room beyond features two yellow hydraulic pumps and (more importantly) a guard in an A.P.E. suit to the left. He's behind a sturdy chain-link fence, so pounce over it and attack. Or immediately sprint to your right around a bulletproof glass partition, and wait for him to come closer.



- After you gut the shooter, prey on a couple of cowering workers for some easy health restoration.
- Climb the stairs left of the pumps. Follow the passage to its end, fighting guys in A.P.E. suits all the way.
- All of the side doors are locked, so continue to the end of the passage, where you see a circuit box on the wall under a "Maintenance Access" sign. Smash the box to open the door to your left. (This also opens another door nearby.)

Fig. 7-65. Use these various signs to stay oriented.



- Step past an emergency eyewash tub and turn right, heading through the other newly opened door.
- In the big room, turn right and move to the control panel labeled "Landing Hydraulics 2." Smash the circuit box on the left. Turn around to see the smoky damage you caused. Excellent!
- Exit via the door you entered, turn left past the eyewash tub, and go back down the hall to the first door on your left, which is now open.

Fig. 7-66. Destroy both landing hydraulics control panels.



- Enter another big room and smash the circuit box for Landing Hydraulics 1. A worried voice reports that hydraulics are gone, so they can't extend the landing. That's too bad.
- Exit via the door you entered and turn left. Follow the hallway past the "Refueling System Access" sign and the door labeled "Crew Lockers." Be careful now! Just around the corner, two well-armed combat synthetics lurk in front of a newly opened door labeled "Flight Telemetry Relay." Splatter some white blood, then go through the doorway.

Fig. 7-67. This door is locked, but that grate to the left is an Alien's dream passage.



- ▶ The inner Flight Telemetry Relay door is locked, but a weak grate on the nearby wall looks inviting. Smash it, wall-walk up the vent to another grate, and smash that one too.
- ▶ Crawl into the control room. Eat the technician (they always taste good) as Dr. Eisenberg exclaims, "Predator on the landing!" Outside the window on the landing pad, Predator plasma projectiles rain down on a few more guards.
- ▶ Turn, and with great relish, attack the computer console that reads "Flight Telemetry Relay." A voice cries, "Wind shear and landing data lost!" Gosh, that's too bad. Let's find something else to break, shall we?
- ▶ Go back through the vent, and return to the hallway. Aha! The door to the landing pad directly across the hall is now open. Walk up the ramp to trigger the load of a new game section. And definitely save your game here.
- ▶ Predators—two of them! One's on the landing pad, the other's high up on the surrounding structure. Wall-walk up one of the landing pad's corner towers, pounce across to the pad, and attack the Predator there.



Fig. 7-68. Keep your claws active during the fight with the first Predator. The second one keeps trying to net you.

Fig. 7-69. When fighting Predators, stay close, but not too close. Rapid pouncing attacks, followed by quick little retreats, work best.



This is the grand finale, so expect one tough melee. The guy up high keeps bagging you with his Netgun, so keep firing your claws to slice the netting while you spar with the fellow on the landing pad. After you defeat the first Predator, the second crouch-leaps down for some revenge. Keep moving and use your speed, but stay close. If you back too far off, Predators switch from Combistick to ranged weapons such as Plasmacasters.

- After the second Predator goes down, Eisenberg calls his thugs to prep your Empress for departure. Wall-walk to the platform at the end of the bay.

There's your Empress, imprisoned in the truck bed.



- A guard opens the Control Tower's outer door! Slay him and rush inside. The inner door is locked, but a vent lies to the right. Smash through the grate, and crawl into the control room.

Fig. 7-70. After you beat the Predators, a guard foolishly opens the door to the Control Tower. Fight your way to the booth, and smash the landing beacon control to cripple the dropship.



- Eliminate the final two guards. Smash the control console under the display that reads "Landing Beacon Control."
- Well done! Watch the hapless dropship flounder without a beacon guiding it. You hear Eisenberg cry, "Destroy the Empress! She will not gloat over me!" You'd better get back down there.
- Take the vent back down to the platform, and watch Eisenberg approach across the landing pad. Go get him, Xenomorph.

