PRIMA'S OFFICIAL STRATEGY GUIDE

GOLD EDITION

ALIENS VERSUS PREDATOR™

FULL COLOR VISION INSERT!

Joe Grant Bell

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ALIENS VERSUS PREDATOR™ PRIMA'S OFFICIAL STRATEGY GUIDE

KILLER WALKTHROUGHS!

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ALIENS VERSUS PREDATOR®

Prima's Official Strategy Guide

Joe Grant Bell

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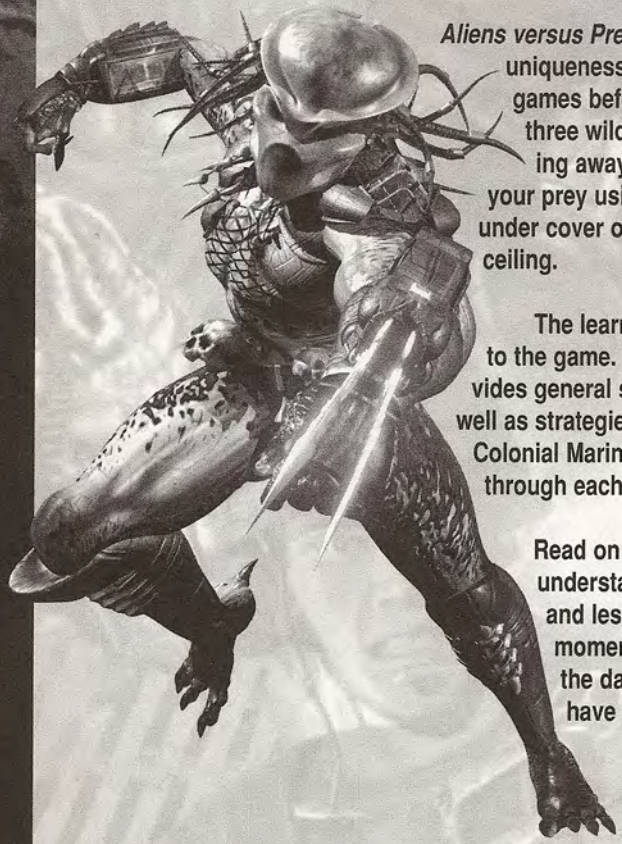
Introduction

If you're reading this book, chances are you've just purchased *Aliens versus Predator*. Maybe you've even played it a few times. If so, I'll wager you found yourself overmatched, overwhelmed, and—admit it—a little frightened.

Paranoia. Fear. Dread. Easy to evoke in a theater, but difficult to convey through a computer screen. Movie theaters are dark, the images huge, and the sound throbbing and real. Theaters are fully equipped to scare you out of your wits. Computers, on the other hand, seldom evoke the same sensations (except in your grandparents). The room is familiar and well-lit, the screen is relatively small, and you just wrote e-mail on the thing. Now it's supposed to frighten you?

But *Aliens versus Predator* can frighten you. The environments are dark and moody. Enemies are numerous, and you never know where you'll encounter them. Despite your weapons and skills, even the lowliest foe can finish you off in half a second.



Aliens versus Predator also overwhelms with its variety and uniqueness. Sure, you may have played 3-D action games before, but how many let you play as any of three wildly unique life forms? Besides simply blasting away with a vast weapons arsenal, you'll stalk your prey using different vision modes, sneak around under cover of a cloaking device, and even walk on the ceiling.

The learning curve is steep, but this adds richness to the game. This book will help you succeed. It provides general strategies for combat and exploration, as well as strategies specific to the Alien, Predator, and Colonial Marine. Plus, its walkthroughs will guide you through each of the game's challenging levels.

Read on and learn. As you acquire knowledge and understanding, the game will become both easier and less intimidating. You'll still experience tense moments—when an Alien leaps suddenly from the darkness, for example—but you wouldn't have it any other way, right?

Chapter 1

An Overview

Aliens versus Predator is a hard game—so hard, in fact, that even with the help of this book you'll probably take some lumps. This chapter gives you an overview of the game, explaining how it works, what makes it difficult, and how to get the most from this book. You'll find *Aliens versus Predator* makes a lot more sense once you understand its ground rules.

TIP

You can read this book in any order. Jump from chapter to chapter as much as you'd like. But *read this chapter first.*

Game Structure

Aliens versus Predator features both single-player missions, called episodes, and multiplayer games. The single-player component is further divided into campaign episodes and bonus missions.

Campaign Episodes

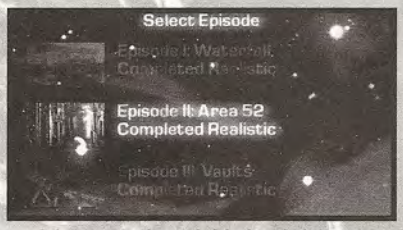


Fig. 1-1. Campaign episodes are linear: you must beat them in order.

Each species—Alien, Colonial Marine, and Predator—has a multi-episode campaign. You must play the episodes in order, because they link to form a chain of events.

A large portion of this book (chapters 6–8) is devoted to walking you through these episodes.

Bonus Missions

After you beat every campaign episode for a particular species, you'll gain access to a chain of bonus missions. As with the campaign episodes, you must play bonus missions in order. There are five bonus missions for each species.

TIP

If you complete all three species' campaigns first, you'll be familiar with the terrain in every bonus mission. You'll have more fun, because you won't have to concern yourself with figuring out where everything is.

Campaign episodes and bonus missions differ in two ways: First, the bonus missions aren't linked in terms of story; they're free-standing. Second, and more important, they take place in the same locations as other species' campaign episodes. For example, the Alien's first bonus mission takes place in the atmosphere processor where the Marine's third campaign episode plays out.

Chapters 9–11 walk you through the bonus missions.

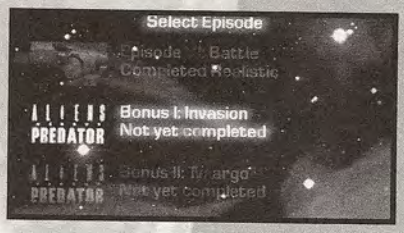


Fig. 1-2. Bonus missions take place in environments from other species' campaign episodes.

Multiplayer

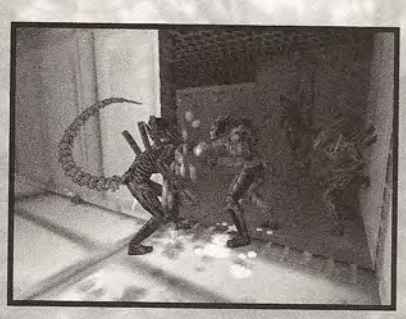


Fig. 1-3. The number of species involved makes multiplayer games complex and interesting.

Multiplayer games have several variants. The simplest is pure combat: every player selects a species and fights every other player, and the winner is the one who gets the greatest number of kills. Basics for playing Last Man Standing and Predator Tag, as well as multiplayer strategy in general, are outlined in Chapter 12.

Three Distinct Species

There are three distinct species in *Aliens versus Predator*. Each has its own unique campaign.

The differences aren't merely cosmetic. They have profound effects on gameplay. You must develop a different style of play for each species, or learn the hard way (through repeated failure) that you can't play them all the same.

Aliens

Fig. 1-4. Aliens epitomize speed and short-range attacks.

Aliens are swift and powerful. Their speed is unmatched. Coupled with their ability to crawl on walls and ceilings and leap great distances, it's no wonder they're feared. Aliens aren't durable, however. They wither under direct weapons fire. But, given their speed and stealth, it's awfully hard to hit them in the first place.

When playing as an Alien, you must develop an assassin's mentality. You'll find yourself sneaking through air ducts, springing on unwary prey, and running circles around your foes to throw off their aim. Your claws and tail are powerful, but you can use them only at close range: Alien combat is always up-close and personal.

Colonial Marines

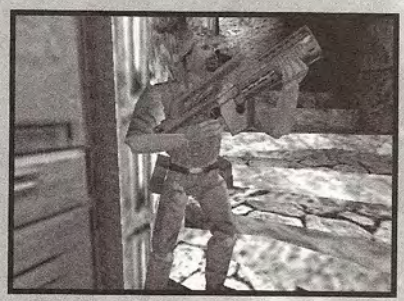


Fig. 1-5. Colonial Marines have exceptionally potent weapons.

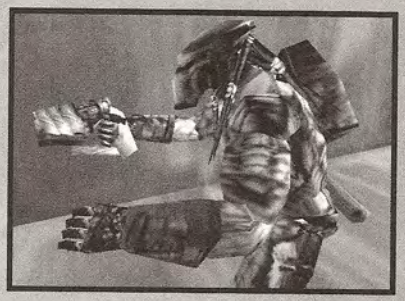
Colonial Marines are slow compared to their extraterrestrial foes, and they aren't particularly durable. But their vast array of military hardware makes them deadly: stay in a Colonial Marine's sights for even a moment and it's all over.

You can kill most foes easily with the Colonial Marine's powerful weapons. The trick lies in spotting your enemies before they get too close. Aliens are so fast and numerous they'll overwhelm you if you aren't constantly vigilant. Predators, thanks to their cloaking ability, also can sneak up on you.

It takes quick reflexes and constant alertness to succeed as a Colonial Marine.

Predators

Fig. 1-6. Predators are tough and well-balanced.



Predators are cold-blooded trophy hunters who'd like nothing better than to adorn their walls with a few more human and Alien skulls. Their armored suits afford excellent protection, and feature built-in weapons and electronic enhancements, such as a cloaking device. Predators also are quite fast, although not as fast as Aliens.

As a Predator, your strategy will hinge on what sort of enemy you're fighting. You should take on Aliens at medium range, staying back to employ your longer-ranged weapons. Cloaking can be highly effective against Marines, and when possible you should bring the fight in to close range. Cloaking is also ideal for sniping.

Unique Characteristics of Aliens versus Predator

There are several aspects of *Aliens versus Predator* you probably haven't experienced in other games. This section highlights some features that may surprise you.

Randomization

Both enemies and supplies are randomized in *Aliens versus Predator*. Enemies can appear just about anywhere, and move independently of you. Some enemies have fixed locations—you'll always encounter them

in the same general area—but by and large you can't predict when or where an enemy will pop up. Thus, you must remain constantly alert; you never will truly "clean out" all the enemies in an area. More can always show up later.

Locations of key items, such as Field Charge and Pulse Rifles, also can be random. Again, some items always will appear in the same places, but others won't. This forces you to stay on your toes, constantly on the lookout for gear.

TIP

Randomization affects the walkthroughs in chapters 6–11. You'll notice they tell you how to beat each mission and where to find major supply caches, but they don't mention *every* item you can find, and they almost never mention enemies. Due to the random nature of enemies and supplies, the walkthrough can't predict these things.

You must stay alert, even when using the walkthroughs as a guide.

Enemies and Awareness

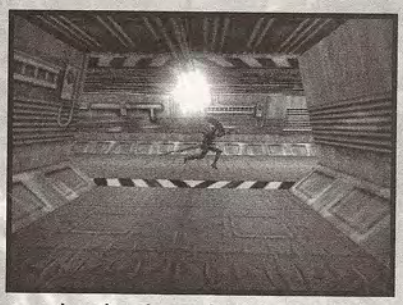


Fig. 1-7. Be vigilant! Your enemies can appear at any time.

The randomized enemies and the dim light that prevails make vigilance more important in *Aliens versus Predator* than in many other games. Instead of clearing out all the enemies from a particular room, then exploring it at your leisure, you constantly must check and recheck the area for newly arrived enemies.

This is most pronounced in single-player episodes featuring Aliens as enemies. They're the game's fastest species, and can be on top of you before you know it. Human and Predator enemies also demand caution, but Aliens are the most likely to sneak up on you when you aren't looking.

Extra Mobility

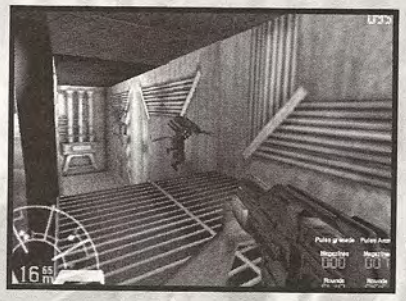


Fig. 1-8. Aliens move fast and can crawl on walls and ceilings.

Marines and Predators usually can't match the Aliens' mobility—again, Aliens can crawl on walls and ceilings and move extremely fast. However, certain bonus missions provide the slower species with a jetpack (for the Marine) or a grappling hook (for the Predator).

Getting used to this extra mobility takes time, whether running around at full speed as an Alien, or aiming at fast-moving Aliens as a Marine or Predator.

Darkness and Vision Modes

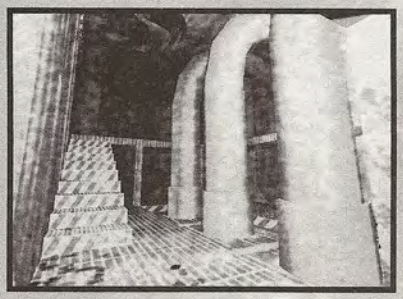


Fig. 1-9. You'll use a variety of vision modes, such as the Marine's Image Intensifier view.

Many areas in the game are very dark. Each species has a number of vision modes that help combat the darkness. These vision modes also help in other ways. Predators, for example, can use specialized vision modes that highlight particular enemies, making them easier to attack.

Chapters 2, 3, and 4 examine these vision modes at greater length.

Continuous Play

You can't save the game in *Aliens versus Predator*. The only way to get to the next level is to beat the current level.

When you start, you may choose from a list of missions you've beaten already, or your current mission (the one you've tried but haven't beaten yet).

Game Difficulty

Another way *Aliens versus Predator* differs from other games is its high level of difficulty: it's a very tough game, regardless of the level you play it at.

The following characteristics contribute to the game's difficulty.

TIP

Chapter 5 provides details on each of the three difficulty levels.

Enemy Power

Fig. 1-10. The smallest enemies can tear you to pieces—even this Facehugger.

Regardless of the species you play, you're fragile. Enemies typically can finish you off with a few shots or clawings.

Marines in particular—especially the well-armed ones—can shred you in less than a second. You must develop quick reflexes and the ability to spot enemies well ahead of time if you expect to survive.

You also must adopt a very defensive playing style. Charging headlong into large groups of enemies and subjecting yourself to multiple attacks may work in other games, but it won't work here.

Enemy Speed

Aliens in particular are incredibly fast. When playing Marine or Predator campaign episodes, you'll encounter lots of Aliens. At first you'll be amazed at how quickly they move. In most such games, the enemies are considerably slower than the player. *Aliens versus Predator*'s enemies are actually faster. It's disconcerting to be surrounded by Aliens, with their blazing speed, and feel like you're stuck in quicksand.

Tactical Variance

You must use genuinely different strategies when you play each species. Playing a Marine like an Alien, for example, will get you killed immediately. Chapters 2–5 cover the tactical differences among the game's three species, and will help you get a feel for how to play them.

Complex Environments

Fig. 1-11. Certain episodes take place in highly complex environments, like this massive spacecraft.

If you don't keep your wits about you, you can get lost in *Aliens versus Predator*'s complex levels. It's important to stop for a moment whenever you enter a new area and note what you see, even when you're frequently under attack.

TIP

If you're in a level with a lot of similar areas, look for small distinguishing features to differentiate one area from another—or make your own: break something—a computer console, a light fixture, a box—*anything*. If you return later, there will be no question about where you are.

Even when following the walkthroughs, you can get lost if you don't pay attention to the world around you.

Using This Book

You can read this book in any way you'd like, but the following sections will give you a few tips on how to get the most out of it.

Reading Order

To get the most from this book, jump in and play a little *Aliens versus Predator* first to get a sense of how the game works. Then you'll be able to relate what you read to the experiences you've had, and it will make a lot more sense.

After playing a little of the game, feel free to read the first few chapters, through Chapter 5. They cover each species in detail, provide general combat strategies, and give you a general idea of how to play the game. If you plan to play multiplayer games right away, read Chapter 12.

Then, whenever you have difficulty getting through a particular episode, refer to the appropriate walk-through in chapters 6–11 and learn how to beat it.

Finally, once you've beaten the entire game, go back and read through all the sections. It's fun to find out what you did differently, or what you may have missed.

The Extra Mile

Reading this book will help you master *Aliens versus Predator*, but don't expect to be in control right from the start. This game takes time to get used to. Practice, read, and persist. Select a lower game difficulty if you have to; there's no shame in that, especially in a game as tough as this one. But don't get discouraged. In time you'll develop the skills you need to beat all three campaigns.

Chapter 2

Aliens

Aliens, a.k.a. "Xenomorphs," are giant, insectoid life forms. They possess only rudimentary intelligence compared to that of humans and Predators, but their speed, physical ability, and sheer ferocity more than compensate for this.

Aliens live in massive, labyrinthine colonies. They're extremely aggressive, often invading other life forms' habitations, killing the occupants, and establishing colonies of their own.

Of the three species fighting to control the stars, Aliens are arguably the most terrifying. Deadly-quick and surprisingly crafty, they're unpredictable and tend to attack in numbers. But they aren't invulnerable: as with the other two species, Aliens' shortcomings effectively counterbalance their formidable strengths. To succeed, Aliens must capitalize on their speed and ferocious close-combat attacks.

This chapter examines the Alien species in depth, starting with an overview of their greatest strengths and most glaring weaknesses. An exploration of Alien weapons, powers, and vision follows. The chapter ends with tips on how to explore and fight as an Alien, and how to deal with its two primary enemies, humans and Predators.

The Alien can be either overwhelmingly dangerous or thoroughly ineffective, depending on the skill of the player controlling it. Learn its strengths and weaknesses, practice the following techniques, and you'll be well on your way to being an overwhelmingly dangerous Alien.

Overview

Aliens are ferocious, near-perfect killing machines. Their great numbers and adaptability to hostile environments attest to their evolutionary superiority. Their abilities differ completely from those of humans and Predators. Instead of using weapons, for example, they employ such natural defenses as razor-sharp claws and powerful tails. What they lack in long-range attacks, they more than make up for in speed, power, and mobility.

The following sections provide an overview of their most prominent advantages and disadvantages.

Advantage: Mobility

An Alien's single greatest asset is its mobility. It manifests in terms of raw speed, jumping, and wall-crawling.

Raw speed speaks for itself. If a human, an Alien, and a Predator were to compete against one another in a footrace, the Alien would win every time. Aliens are flat-out faster than the other species, and this speed is part of what makes Aliens so deadly. Marines' and Predators' superior weapons and advanced technologies are no match for Alien speed and agility. Its speed allows it to sneak in for punishing surprise attacks, easily dodge weapons fire, and close the gap to their prey almost instantly.

Fig. 2-1. Aliens are so fast, they can seem to appear from nowhere.

TIP

Never forget your speed bonus when you play as an Alien. Standing your ground, moving slowly, or slugging it out with foes from a fixed location just won't work. You must stay in motion at all times, or your amazing speed will do you no good.

Jumping adds to the Aliens' already formidable mobility. Using powerful lateral jumps, they can close to within inches of their prey in a split second. It's extremely difficult to shoot a jumping Alien unless it's coming right at you.

TIP

Crouch for a moment before jumping to gain extra distance. To perform a super jump, crouch and look up before jumping.

As you become more comfortable playing as the Alien, try combining lateral jumps with attacks—coil your tail, jump at your foe, and then lash out at the last moment—for a particularly devastating technique.

The Alien's unique ability to crawl across walls and ceilings opens a whole range of possibilities. As it fights, the Alien can wall-crawl toward an enemy from unexpected angles, forcing the surprised foe to try to adjust its aim at the last minute. Using this ability, the Aliens can cling to a ceiling or high on a wall and watch for unsuspecting prey to pass by below. Finally, when threatened, a wall-crawling Alien can retreat quickly to places where its foes can't follow.

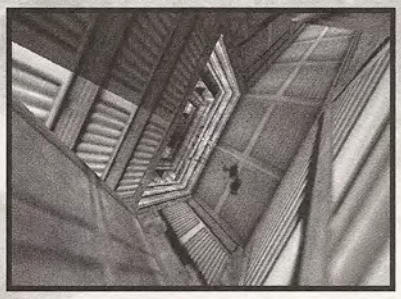


Fig. 2-2. Crawling on walls and ceilings can be disorienting, but it's an invaluable ability.

TIP

Wall-crawling takes some getting used to. At first, you may forget you can do it, and even when you remember, the strange perspectives the walls and ceilings afford can be dizzying. Don't shy away from wall-crawling, however; simply practice and improve.

Disadvantage: Durability

One of the Alien's most obvious weaknesses is its physical vulnerablity.

Humans' suits of armor shield them from enemy attacks, and they can collect more when their current suit is damaged. The Predator's armored suit never goes away; its protective value is factored into every blow it sustains. The Alien's hard exoskeleton protects it from falling damage but offers little protection against its enemies' high-powered arsenals.

TIP

Aliens are the least durable of the three species. Factor this into your strategy when you play as the Alien. Your speed and ability to dodge will keep you from getting hurt, not your inherent toughness. Avoid open areas that expose you to long bursts of weapons fire.

Fig. 2-3. An Alien can handle this sort of onslaught for only a split second.

Advantage: Vision

The Alien's vision is excellent. Hunting vision mode highlights enemies; they become easily visible in any lighting condition. Navigating vision mode renders even pitch-black areas easy to traverse. Later sections in this chapter examine the Alien's Hunting and Navigating vision modes in detail.

Fig. 2-4. The Alien's Navigating vision mode allows it to see in the dark.

Disadvantage: Weapons

The Marine and the Predator employ a wide array of potent manufactured weapons, but the Alien lacks both the intelligence to create such weapons and the inclination to use them. Instead, it uses the tools it was born with—razor-sharp claws, deadly jaws, and powerful tails. All these require the Alien to be close to its prey—a disadvantage not shared by the Marine's and Predator's weapons. In this one area, the Alien is distinctly limited.

Despite these limitations the Alien's biological arsenal is nothing to scoff at. Its claw attacks are extremely fast, and can be delivered in rapid-fire succession to shred an enemy in seconds. Its potent tail attack deals significant damage, as well. And because using these weapons requires no ammunition or energy, the Alien need never search for such things, or worry about running out.

Advantage: Self-Sustaining

The Alien's final advantage is its self-reliance: it doesn't need to pick up or locate anything to keep itself in fighting shape. While the Marine searches for ammunition and the Predator strives to locate precious Field Charge, the Alien can concentrate fully on the task of slaying its foes.

Again, Alien weapons are built-in and require no ammunition. Also, the Alien can't wear armor, so this isn't a concern either.

When it comes time for healing, the Marine must locate Healthpacks, and the Predator must deplete its precious energy reserves to activate its Medicomps. The Alien, on the other hand, replenishes its health by feasting on its victims' heads, using its deadly Jaw attack. This makes every enemy a potential food source.

TIP

You could argue that the Alien's need to eat foes' heads to maintain its health is a disadvantage: where the Marine simply collects a Healthpack and the Predator merely activates its Medicomps, the Alien must attack with extreme precision to make its Jaw attack work. The attack is not automatic, and requires skill and practice to master.

However, experienced players tend to agree that this method of replenishing health is an advantage. Skilled Aliens will have far more opportunities to restore their health than Marines and Predators will—as many opportunities as there are enemies.

Attacks

Although the Alien's arsenal comprises only three attacks, it's potent. All three attacks require that the Alien get close to the prey; none allow it to hang back and strike from a distance.

To succeed as the Alien, you must master all three attacks and learn when to use them. They may seem under-powered or tricky to use at first, but as you acquire more skill, you'll find them to be deadly.

The following sections rate each attack in several categories:

- "Power" is a relative measure of attack strength.
- "Speed" is how quickly the attack can be triggered. Slow attacks must be charged up for a moment or two before being used again; fast attacks can be triggered rapidly.
- "Secondary" indicates what happens when you use the Secondary Attack button.
- "Notes" characterizes the attack.

A general discussion of each attack follows each ratings list.

Claws

Power: Good
Speed: Very Fast
Secondary: —
Notes: Claws deal potent damage; holding down the Claw Attack button results in rapid-fire clawing.

Fig. 2-5. Claws are fast, effective weapons.

Tap the primary attack button to initiate a double-swipe of your claws. Hold it down, and you'll shred your target with a rapid clawing motion.

Claws are the Alien's weakest attack, but strength and weakness are relative terms. Make no mistake, claws are a potent attack. A single swipe usually is enough to kill a weak human enemy.

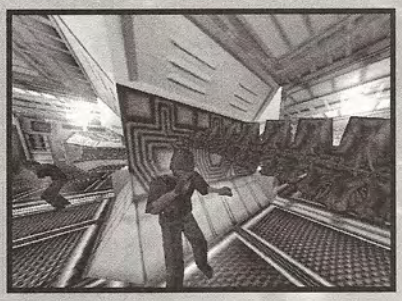
Clawing at a target for too long renders the Alien vulnerable to counterattack. When dealing with foes likely to survive a few claw swipes (well-armored Marines or healthy Predators), the Tail attack is often a better alternative.

Clawing's speed makes it good for intense, close-range, circling fights. Hold down the Claw Attack button as you circle your foe, and you're likely to get in a few good whacks, even if you can't keep the enemy in your sights at all times.

Finally, and perhaps most importantly, the button that triggers the Claw attack is the same button that triggers the bite or "Jaw attack." What determines which it triggers? If you aren't close enough to your enemy, or if its head isn't squarely in your sights, you'll always claw instead of bite. When those criteria *are* met, however, your inner jaws will appear and you'll have an opportunity to bite.

Because the Jaw attack will deploy only when conditions are just right, trying to bite a fast-moving enemy would be an all-or-nothing proposition if claws weren't triggered by the same button. Fortunately, they are, so you can be assured of doing *some* damage as you try to deliver a bite, even if you never manage to make it work.

Tail



Power: Very Good
Speed: Slow
Secondary: Charges up tail for extra-strength attack
Notes: Auto-aims, so you needn't be perfectly accurate

Fig. 2-6. The Tail attack deals excellent damage.

The Tail attack deals slightly more damage than a Claw attack; when charged up by holding the Tail Attack button, it deals excellent damage. One charged-up Tail attack generally will kill a human outright; it takes about three such attacks to level a Predator.

The Alien's tail is slower than its claws, so it may not be the best choice when fighting multiple enemies. But it's often good to initiate combat with a Tail attack, to kill or severely wound one foe, before switching to Claw attacks.

The tail automatically targets any enemy within its range, so you don't have to be too accurate. Just point in the foe's general direction, and you're likely to score a devastating hit. This contrasts with the Alien's Jaw attack, which requires careful aim.

TIP

Tail attacks are great ways to initiate an ambush. Leap at your enemy and lash out with your charged-up tail; if that doesn't do the trick, finish off your foe with a flurry of claws or a ferocious bite.

Jaws

Power: Instant kill
Speed: —
Secondary: —
Notes: Restores health when used successfully; hard to execute, but extremely rewarding

Fig. 2-7. When the inner jaws appear, you're free to use the Jaw attack.

The Alien's ultimate weapon is its bite, or Jaw attack. This attack only becomes available when you're close enough to your prey, with the head squarely lined up in the center of your screen.

When conditions are right, the Alien's inner set of jaws extends from either side of your screen. When this happens, press the Primary Attack button. Your inner jaws will spring out, biting off your enemy's head and scoring an instant kill. Better, you'll receive the same kind of health bonus a Marine would after walking over a Healthpack.

You can use the Jaw attack to finish off living enemies, or target a recently killed enemy lying near your feet. You must be quick with the recently killed, however; you have only a few seconds before they fade away. Although the amount of health the Jaw attack restores varies, you'll always receive far more health from biting a living enemy than a dead one.

Practice the Jaw attack and hone your ability to make it work in tense combat situations. It's a potent attack, and the only way to restore health. Mastering this skill will render you virtually invincible.

Special Abilities

The Alien has several unique abilities. Those we've examined already include wall-crawling, its exceptional leaping power, and its Jaw attack. The Alien's other abilities and characteristics include the following.

- *Falling from any height will never damage the Alien.* Thus, it can exploit its speed fully, without concern about falling to its death.
- *The Alien's blood is damaging acid.* Enemies must stay well back from a dead Alien for several moments, as the spray of acid blood emerging from its wounds is almost as deadly as its normal attacks. This offers little consolation if you're playing the Alien that just got killed, but it's important to remember if you're playing the species that just killed an enemy Alien.

Fig. 2-8. Beware an Alien's spurting blood.

- *Although vulnerable to fire, Aliens can extinguish themselves by running briefly at full speed.* No other species can do this.
- *The Alien frightens humans.* This is especially true of noncombatants, such as lab technicians. In the single-player game, humans sometimes will flee or cower in terror rather than attack an Alien—becoming the Alien equivalent of a delivered pizza. Line up your Jaw attack and munch away.

Fig. 2-9. This human has succumbed to fear. Take all the time you need to line up a Jaw attack. Or leave him for later, when you need a health boost.

Vision

You'll spend most of your time in Hunting vision, but both the Alien's two distinct vision modes have advantages.

TIP

See the color insert for full-color depictions of Alien vision modes.

Hunting Vision

Hunting is the Alien's default vision mode. It views things from a sort of fish-eye perspective: everything appears slightly "rounded" and distorted.

Hunting vision highlights enemies with a bright glow, especially useful in dim areas. Marines are highlighted in blue, Predators in green, and other Aliens in red. Unlike the Predator's specialized, enemy-specific vision modes, the Alien's Hunting vision mode highlights *all* enemies; there's no need to adjust or flip modes to see different enemies.

TIP

You should almost always use Hunting vision mode when playing as the Alien. Switch to Navigating vision mode only when your surroundings are exceptionally dark.

Navigating Vision

Navigating vision makes everything look like a black-and-white photo negative. Objects and enemies are only clearly visible at close range, and distant objects are sort of "whited out." The Alien won't enjoy the enemy-highlighting effects Hunting mode provides. Thus, Navigating vision is inferior to Hunting vision anywhere there's moderate to good lighting.

Navigating vision does afford one distinct advantage, however: it works independently of light. Thus, it's perfect for navigating extremely dark areas, such as ventilation ducts and rooms in which you've destroyed all the lights.

Exploration

Bear the following things in mind as you explore the game as an Alien, especially in single-player mode.

Destroying Items

Although Aliens can push buttons or operate complex machinery the way a Marine or Predator can. You won't find yourself using the Operate button often. Instead, you'll do what comes naturally to an Alien—break things.

Breaking things in Alien episodes usually accomplishes what pressing a button achieves in Marine and Predator episodes. For example, if there's a small, lit panel near a door, break it. Chances are good that will open the door.

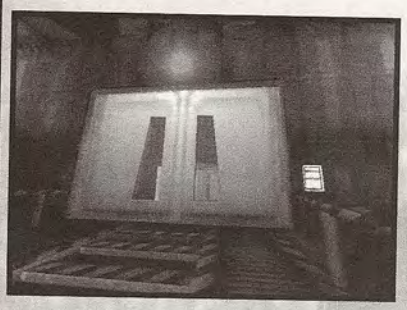


Fig. 2-10. Break the panel to open the door.

Wall-Crawling

Wall-crawling is essential to complete the Alien episodes. Never forget you can do it. If you become lost or confused, or feel that you've reached a dead end, just start crawling on walls and ceilings. Often you'll find a vent or tunnel to escape through.

Tunnel Emphasis

Alien episodes are dominated by tunnels, ventilation ducts, and odd, "in-between" areas Marines and Predators seldom have to deal with. Get accustomed to navigating these types of spaces, and seek them out. You'll find your way through the Alien episodes faster if you do.

Fig. 2-11. Get used to tunnels and air ducts. You'll see a lot of them as the Alien.

Tactics

The following paragraphs briefly summarize the tactics an Alien should employ to succeed. For a comprehensive look at tactics and battle techniques, see Chapter 5.

Overview

To capitalize on its strengths and minimize its weaknesses, the Alien must fight in a very specialized manner. Keep the following in mind when you fight as the Alien.

Constant Motion

Since the Alien is the most fragile species, it can't afford to stand still for any length of time. Speed is its best defense.

When playing as the Alien, never stop—unless you're hiding, of course. During combat, never pause to line up an attack. Run circles around your prey, clawing or lashing out with your tail. Your claws' sheer speed and your tail's auto-aim will allow you to score hits even under these frenetic circumstances.

Avoid the Middle Ground

The worst place for an Alien to be is out in the middle of a large, open area, with an enemy standing at mid- to long-range. Aliens possess no long-range weapons, but both enemy species do. Every second the Alien is in plain view of an enemy—and *not* at point-blank range—it's vulnerable to enemy attack.

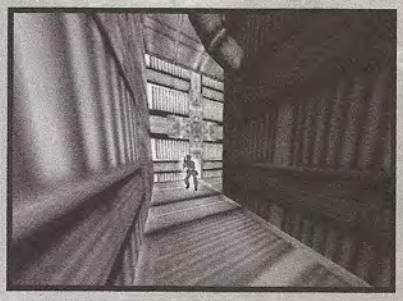


Fig. 2-12. This Alien is standing in a rotten place. It must charge the enemy or, better, get behind an obstacle and attack from a different angle.

Strive to meet your enemies at close range or not at all. If you see an enemy at mid- to long range, either close the gap immediately by running and leaping, or take immediate and drastic evasive action: run around a corner, jump off a ledge, or climb a wall. Do *anything* rather than remain where the enemy can shoot at you.

TIP

If you prefer not to run around so much, you may consider playing a different species in multiplayer games. But give the Alien a chance first. You'll learn to love playing as the Alien. No other species allows you to play as fast and loose and still succeed.

Attack with Surprise

Employ the element of surprise as often as you can. This is never easy when dealing with alert foes, but the fact that you're faster than any enemy gives you an advantage. Hide in dark corners and peek around corners; stay on the lookout for inattentive enemies.

Run and Hide

You're faster than your enemies, so you can escape them. Remember this whenever you get into a bad situation. Say, for example, that you're injured and the enemy spots you from long range. You have the power to race away and break off the fight. This is an extremely powerful ability, as it allows you to dictate when and where a fight will take place. Too few players realize the value of running away!

Think Vertically

If you spend most of your time on the floor, you might as well be a Marine or a Predator. The Alien's ability to crawl on ceilings and walls may disorient you at first, but take time to accustom yourself to the abrupt changes in perspective and you'll realize that there's no better way to sneak up on an enemy than from a wall or ceiling.

Never Slug it Out

Again: Aliens are built for ambushes and speedy kills, not toe-to-toe slugfests. Don't try to hold your ground during a fight. Keep moving, either circling the enemy or dashing away to return from a different direction. You aren't durable enough to survive that kind of punishment.

Alien vs. Marine

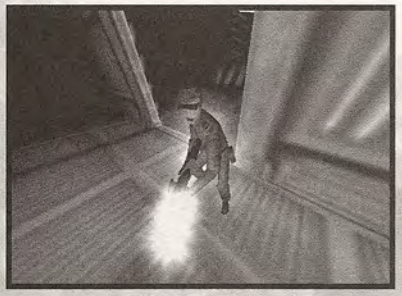


Fig. 2-13. In single-player episodes, the Alien encounters Marines more often than other enemies.

Marines are less durable than Predators, and thus are easier to kill outright using sneak attacks. Marines have better weapons than Predators do, however, so if a Marine spots you from long range, your chances of surviving a weapons salvo are limited, at best.

When fighting Marines, try for sneak or flank attacks whenever possible. Beware of Marines who keep to well-lit, easily defensible areas. Try to catch them on the move, when they're less aware.

Once you've closed the gap with a Marine and entered a range where your weapons can hit, you should be able to kill him quickly. Stay close and finish the job.

Aliens vs. Predators

Fig. 2-14. Due to their tough armor, Predators often can resist one or more Alien attacks.

Predators are more durable than Marines, so your sneak attacks are less likely to kill them outright. However, they lack the Marines' weapons power, so sometimes you can get away with a more direct attack on a Predator than you could on a Marine.

After closing the gap and damaging a Predator, consider running away to approach again from another angle. That's because a Predator can withstand more of your constant clawing than a Marine can, and has a better chance of staying alive long enough to counterattack successfully if you simply hover at point-blank range.

Aliens vs. Other Aliens

Alien vs. Alien fights are scratching, clawing, circling battles. Strategy and tactics fall by the way in such encounters, as both sides are equally fast and agile, and both must fight close-in. Victory usually goes to the Alien that can keep the enemy in view while circling, or that got in the first solid blow.

TIP

Always keep a sharp lookout for other Aliens in multiplayer games, and try to attack them before they attack you.

Chapter 3

Marines

Colonial Marines are hard-bitten human soldiers. They fight not for a country or political allegiance, but for the "Company," their employer. Although not as fast or as durable as their enemies, their best weapons are potent enough to kill a foe almost instantly. Thus, the Marine must always strive to spot enemies from long range, either before or at the same time the enemy sees him, to buy a few seconds to discharge that powerful weaponry.

Playing as the Marine, you can't be as wild and unpredictable as the Alien, but if your awareness and aim are both good, you stand a great chance of killing any enemy you encounter.

Overview

The Colonial Marine lacks the Alien's vast mobility and the Predator's durability and cloaking. Although he can use Flares and an Image Intensifier to augment his view of the world around him, neither solution is perfect, and neither highlights enemies as do the Alien's default vision mode or the Predator's specialized vision modes.

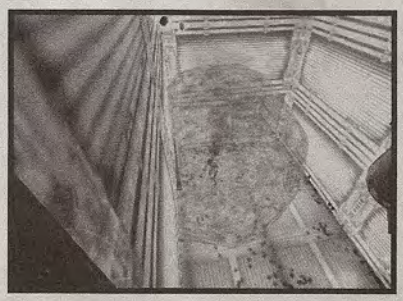
The Colonial Marine's one great advantage is his arsenal. The Marine can carry a wide range of weapons, and there isn't a useless one among them. His best weapons can shred an enemy in a millisecond, but even the weakest possesses great punch.

Advantage: Weapons

The Alien is fast but has no long-range attacks. The Predator is durable and has long-range attacks, but can't quite match the power and scope of the Marine's weapons. From the lowly Pulse Rifle to the deadly Minigun, these weapons are hard to beat.

But because the Marine actually must possess the weapons to benefit from them, he must spend more time exploring his surroundings than other species. Missing a key weapon in a dark corner will reduce his effectiveness greatly.

Fig. 3-1. Marines' weapons are their greatest assets.



Disadvantage: Speed

There's no question about it. The Marine is slower than both the Alien and Predator. He must compensate for this lack of mobility with potent munitions and tactical knowledge.

The Marine must understand his limitations. Fleeing from an enemy can be a good tactic, but only if the Marine runs backward while firing at his pursuer, or drops Proximity Mines to cover his tracks. Actually getting away from a determined Alien or Predator is unlikely; instead, the Marine should view running as a way to buy time for a clean shot.

Advantage: Motion Detector

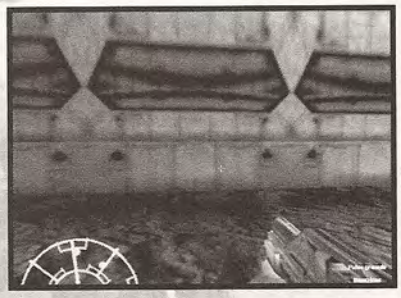


Fig. 3-2. The Motion Detector indicates the general location of your enemies.

The Marine's Motion Detector displays moving enemies within a 180-degree frontal arc. When you play as the Marine you must spin around occasionally to see what's moving in all directions.

Enemies appear on the Motion Detector as blinking dots. If there are multiple enemies, or if enemies lurk above or below the Marine's position, the Detector can be tricky to read. In such cases, it's sometimes better to pay more attention to the environment than to the Detector. It's possible to miss an Alien leaping right for your face because you were too busy reading dots on the Motion Detector.

TIP

Using the Motion Detector effectively takes practice. Watch the dots and note the exact spots where enemies appear. Eventually you'll get a feel for how the Detector works, how distant enemies actually are, and where they're likely to come from. Also, be aware the Motion Detector is unavailable if the Image Intensifier is engaged.

Disadvantage: Limited Vision

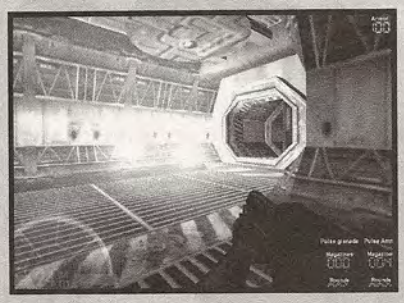


Fig. 3-3. Flares are crucial for lighting dark areas.

Human optical perception requires visible light. The Marine carries Flares to illuminate dimly lit areas, and an Image Intensifier for total darkness. Even with these aids, however, the Marine's vision isn't perfect.

The Marine's unlimited supply of Flares is useful in shadowy spots, but only four can be active at any one time, and by throwing them the Marine reveals his general position. Furthermore, there's an art to throwing Flares. Throwing a Flare into a recessed corner can generate shadows that are almost as pronounced as the darkness.

The Image Intensifier, on the other hand, is useful in pitch blackness, but a bad idea if there's any ambient light to speak of. Even the muzzle flash from the Marine's own weapons can wash out the Image Intensifier, creating areas of intense brightness that interfere with vision.

The Marine must use Flares and the Image Intensifier in conjunction with the Motion Detector to gain full awareness of his surroundings.

Weapons

You've learned that the Marine is slow, that he's only moderately armored, and that dark areas can cause him trouble. But weapons are the Marine's saving grace. The following sections rate each weapon in several categories:

- "Power" is a relative measure of weapon strength.
- "Speed" is how quickly the weapon can be fired. Slow weapons must be reloaded or charged up for a moment or two before being used again; fast weapons can be rapid-fired.
- "Secondary" indicates what happens when you use the weapon's Fire Secondary button.
- "Notes" characterizes the weapon.

A general discussion of each weapon follows each ratings list.

Pulse Rifle

Fig. 3-4. The Pulse Rifle is your default weapon.

Power: Good
Speed: Good
Secondary: Grenades
Notes: Versatile, thanks to the built-in grenade Launcher; frequent reloads necessary

The Pulse Rifle is a solid weapon. Learn to use it well. Even given the array of advanced weaponry you'll pick up throughout the game, you'll find yourself coming back again and again to the Pulse Rifle. That's because many other weapons are too specialized to use all the time, and you won't have enough ammo to use them nonstop, anyway.

The Pulse Rifle fires rapidly and is accurate at long range. A second or two of gunfire is all it takes to shred an Alien; Predators are best dispatched with heavier weaponry, or with the Pulse Rifle's built-in grenade launcher.

If the Pulse Rifle has a downside, it's that it burns through each clip's 99 bullets quickly, prompting frequent reloads. It sounds like a lot, but 99 bullets disappear with alarming speed when you're engaged in intense combat with multiple enemies.

TIP

Let up on the Fire button to reload automatically. It's crucial to run around as you reload to avoid getting hit while you're vulnerable.

If you're between combats and near the very end of your clip, you might want to fire the remaining rounds so you can get a fresh clip. That way you'll be prepared for the next fight.

The Pulse Rifle's grenades have a fairly small blast radius, so you must be accurate. When you do score a hit, however, you'll deal shattering damage.

TIP

Each time you collect a Pulse Rifle you get 5 clips of 99 rounds and five grenades.

Smartgun

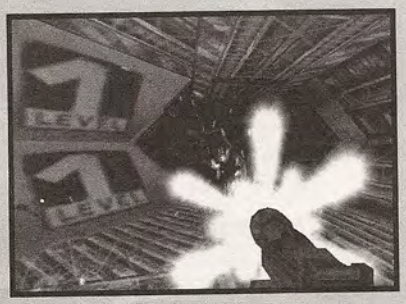


Fig. 3-6. The Smartgun is a heavy weapon with few drawbacks.

Power: Very Good
Speed: Excellent
Secondary: Activates and deactivates tracking
Notes: A great weapon against most enemies; good power and infrequent reloads

Think of the Smartgun as a somewhat more potent, faster-firing Pulse Rifle without a grenade launcher. The lack of a grenade launcher detracts a little, but the increased rate of fire and main attack power more than compensate.

The Smartgun holds clips of 500 bullets, so you can fire for quite some time before running dry. This makes the Smartgun highly effective against crowds of enemies.

The Smartgun's fire secondary mode turns tracking on and off. When tracking is enabled, the Smartgun gradually homes in on targets. You still must aim the gun manually; it's slow to acquire a target if you aren't pointing in the right general direction. But it does fine-tune your shot, taking the guesswork out of long-range attacks and ensuring that your shots hit their marks.

Facehuggers, hard to hit with a Pulse Rifle, are easier to kill using the Smartgun's tracking. Powerful but slow enemies are also choice targets, but any enemy will suffer under its withering fire.

Aliens are so fast, the Smartgun's tracking must labor to keep up, especially when they leap or move laterally. When attacking Aliens, try turning off tracking with the fire secondary button and aiming manually, instead.

The Smartgun has no real flaws, especially if you remember to turn off tracking against particularly mobile foes. The only drawback is that it's not a hit-and-run weapon, so you must stay in the vicinity of your target until it's dead.

TIP

The toughest enemies are often best dispatched with hit-and-run weapons, such as the Grenade Launcher and Sadar. You need only aim for an instant with those weapons, and then you can take evasive action.

Flamethrower

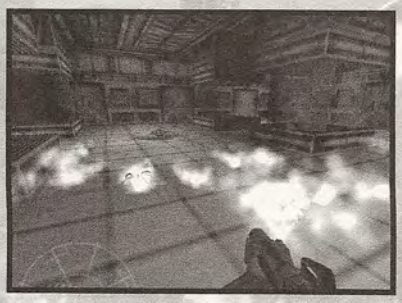


Fig. 3-5. Setting enemies ablaze distracts them, especially in multiplayer.

Power: Good
Speed: Continuous stream
Secondary: —
Notes: Useful as a distraction in multiplayer; great against Facehuggers in single-player game

The Flamethrower is a potent but relatively specialized weapon. Each napalm canister provides you with 100 units of ammo, but because the Flamethrower fires in a continuous stream, it's hard to quantify that.

The Flamethrower sets your enemies on fire. This doesn't kill them instantly, however. Even Aliens can survive for a while after you've ignited them. Your enemies sustain continuous damage the entire time they're on fire, however.

TIP

Beware of using the Flamethrower as you run forward. If you run into any flaming napalm on the ground, you'll set yourself on fire.

In single-player, the fact that an Alien will continue attacking even after you set it on fire can be discouraging. Run away, however, and eventually it will die. Thus, the Flamethrower is a good hit-and-run weapon; set your enemies ablaze and then run, knowing that the enemy will probably die after a moment or two.

The Flamethrower is also great for wearing down tough enemies, and for roasting Facehuggers. The little Facehuggers don't die instantly when you roast them, but will after a second or two. They lose their ability to attack while they're aflame, so hitting them with the Flamethrower effectively negates them.

In multiplayer games, the Flamethrower is a great distraction weapon. First, it forces the enemy to do something to stop the flames. (For Aliens this means running around quickly, for Marines it means picking up a Healthpack, and for Predators it means using the Medicomp.) The time your enemy spends dousing flames is time during which it probably won't attack. Furthermore, burning enemies have a greatly restricted view; they're on fire, after all, so they can't see what's going on very well.

TIP

In multiplayer games, the Flamethrower is a great weapon with which to start combat. Hit the enemy with a shot of napalm, and then switch to a different weapon to finish off your foe.

The Flamethrower also makes a great getaway weapon. Use it as you run backward while an enemy chases you. The constant stream of napalm, plus its tendency to collect, flaming, on the ground, will make it hard for your pursuer to avoid the flames.

M83A2 Sadar

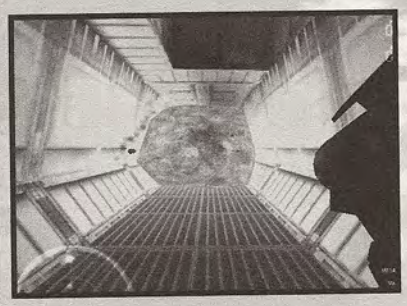


Fig. 3-8. The Sadar's power is excellent, and its blast radius unsurpassed.

Power: Excellent
Speed: Slow
Secondary: —
Notes: Incredibly powerful, but dangerous to the user if used in the wrong circumstances

The Sadar grenade launcher is the Marine's most powerful single-shot weapon and the single best way to eliminate certain enemies. But along with its immense power come substantial drawbacks.

The Sadar is a big weapon, and covers a good portion of your view while it's equipped. This isn't a terrible loss, but it does tend to weaken your situational awareness.

Worse, the Sadar is slow to fire. You can't run-and-gun with the Sadar; each grenade takes a moment to load.

Finally, and most significantly, the Sadar's grenades have a truly immense blast radius. If you use it at close range, or in close quarters, you'll just incinerate yourself.

TIP

Learn how big the Sadar's blast radius is. This involves some trial and error. Once you've got a feel for it, though, you'll know how far to shoot the Rockets to remain unharmed, and how to fire and quickly duck behind cover to protect yourself from the blast.

In single-player episodes, the Sadar is best for taking out large groups of enemies, or lone powerful enemies, such as Xenoborgs and Predators. In multiplayer, the Sadar allows you to literally clear out whole rooms, often scoring multiple kills simultaneously.

Grenade Launcher

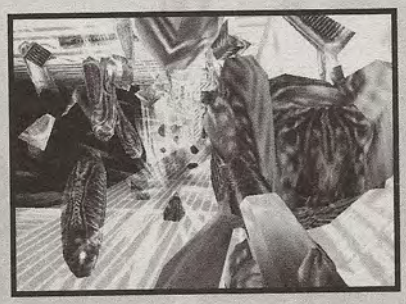


Fig. 3-7. There are three types of ordnance for the Grenade Launcher, all of it deadly.

Power: Very Good
Speed: Average
Secondary: Switches between grenade types
Notes: A specialized weapon that's very effective if used correctly

The Grenade Launcher fires three types of ordnance—Grenade, Frag, and Proximity Mine. Use the Fire Secondary button to toggle between these ordnance types.

Grenade rounds bounce around on surfaces for about three seconds before detonating—unless they hit something living, then they detonate immediately. They deal roughly the same damage as a Pulse Rifle grenade, but their blast radius is much larger.

TIP

Avoid using Grenades against Aliens, or any close-range enemy. You'll get caught inside its large blast radius. Plus, the slow delivery puts you at a disadvantage against a quick-moving foe. Use the Grenade Launcher in specialized situations, when its unique attributes can help. For example, lob Grenades around a corner or down an elevator shaft when you suspect a lurking enemy. The Grenade Launcher's indirect delivery allows you to kill your foes before they even know you're there.

Frag rounds also take a few moments to detonate, unless they hit a living target. They explode into dozens of tiny, damaging fragments that fly out from the blast at high speeds. Frag damage varies according to how many fragments hit the target. A direct hit, however, deals roughly the same damage as a direct hit with a standard Grenade.

Finally, Proximity Mines stick to the surfaces you fire them at and detonate after approximately 20 seconds. If a living creature gets close enough, however, it will beep and detonate.

TIP

Proximity Mines are great defensive weapons. Launch one toward where you think an enemy is approaching and let your foe run into it. Surround yourself with them to give oncoming enemies a nasty surprise. Or drop them as you flee from an enemy—and laugh as your unwary opponent runs over them. Just be careful not to blow yourself up in the process.

The Grenade Launcher is especially useful in multiplayer games. In single-player Marine episodes, you tend to fight more Aliens than anything else, and Aliens are too fast to hit consistently with Grenade or Frag rounds. You'll face so many Aliens, in fact, that even Proximity Mine traps can be insufficient.

In single-player, try to use the Grenade Launcher against large, tough enemies, such as Predators. In multiplayer, make the most of the Grenade Launcher's ability to set Proximity Mine traps and its ability to clear out rooms full of enemies.

Minigun

Fig. 3-9. Use the Minigun against tough enemies, such as this Predalien.

Power: Excellent
Speed: Excellent
Secondary: —
Notes: Nothing can withstand the Minigun

The Minigun is arguably the Marine's best weapon. It deals damage at an incredible rate, taking out any enemy in a split second. Nothing can withstand its power.

The weapon's only liabilities are its limited ammo, and its kick, and the reduction and mobility the Marine must endure while using it—running and jumping are prohibited while firing the minigun. It holds a remarkable 800 bullets in every ammo belt, but a few seconds of constant firing will run you dry. Learn to fire the Minigun in pulses instead of holding down the trigger.The Minigun kicks upward as you continue firing, so you must adjust your aim downward to stay on target. This is a nuisance, but there's no way around it; once you get used to it you'll have no accuracy problems.

You'll seldom get your hands on the Minigun in single-player episodes, but when you do, you should save it for tough enemies—Predators, Predaliens, and the like. In multiplayer games, however, you should use the Minigun whenever you've got it. It epitomizes the Marine's weapon superiority, and it gives you a greater chance to kill enemies before they can close.

Powers

Marines have no innate special powers, but they do carry equipment that gives them permanent, useful abilities. For example, the Motion Detector is always available provided the Image Intensifiier is not activated.

Marines also carry an unlimited supply of Flares to light up their surroundings. Only four Flares can be active at any one time, but there's no limit to the total number of Flares they can throw during the course of a game.

Certain bonus levels even give the Marine a Jetpack. This item allows them to fly to navigate otherwise impossible terrain.

Vision

Marines have two vision modes, Normal and Enhanced. Normal is the default mode; you can supplement it using Flares. Enhanced vision is available after you activate the Image Intensifier.

Normal Vision and Flares

Normal vision is standard for Marines. In this vision mode, things look ... well, normal. Colors are as they should be, light areas look light, and dark areas look dark. This vision mode is preferable to Enhanced vision whenever there's light.

Employ Flares to illuminate dark areas. Flares tend to wash out colors and make everything look a little strange, but they definitely improve visibility. It takes awhile to learn where to throw Flares, though; tossing them into alcoves or behind walls can produce impenetrable shadows.

Enhanced Vision

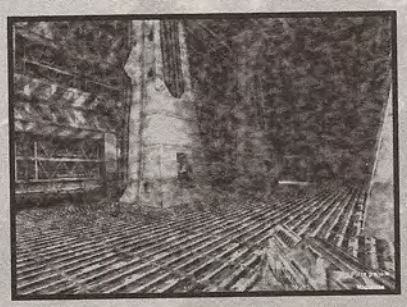


Fig. 3-10. The Image Enhancer makes everything look green and grainy, but at least you can see.

Turn on the Image Intensifier to see the world in Enhanced vision mode. This vision mode is a lot like looking through night vision goggles: everything looks green and grainy. This isn't an optimal vision mode for well-lit places, but it works well in total darkness.

In less-than-total darkness, use Flares. In true darkness, forgo the light and just use the Image Intensifier.

Exploration

The Marine can't crawl on walls as the Alien can, so his avenues of exploration are limited and usually obvious. There's less emphasis on crawling through dark, hard-to-find tunnels. Look for tunnels on walls and ceilings, though; Aliens are likely to appear from such places.

Equipment Gathering

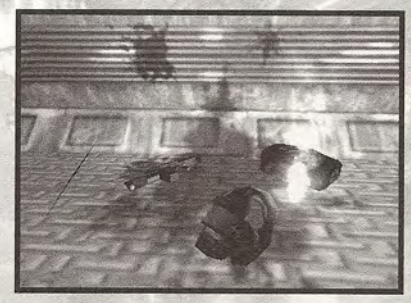


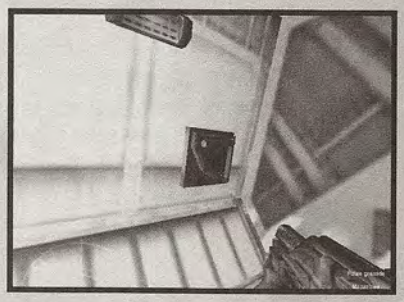
Fig. 3-11. Finding equipment caches like this one is key to the Marine's survival.

Unlike Aliens, Marines need gear to survive. This is placed semi-randomly throughout each level; some items always will be in a particular place, and others items may show up anywhere. The key is to be aware of your surroundings, and seek to collect gear from every room you explore.

Occasionally, you must go out of your way to collect gear. You'll find few true dead ends or secret areas in *Aliens versus Predator*, however; much of your equipment-gathering will happen during the course of beating the mission.

Manipulating Items

Fig. 3-12. You must manipulate buttons and levers to get through most Marine episodes.



Where Aliens must break things instead of using them, Marines can and should use objects and features in their environment, including such common items as levers and valve wheels.

If you find yourself stuck at a door that won't open, look around. There's often a lever somewhere that'll do the trick.

Tactics

Relatively speaking, Marines are slow and not terribly durable—not a winning combination. They do have one major advantage, though—a wide range of potent weapons. Using these weapons properly lies at the core of Marine tactics. But there are other things a Marine can do to help himself.

Overview

Marines are neither fast enough nor durable enough to escape bad positions quickly, so they must avoid such positions altogether. The following tips will help keep you out of trouble when you play as a Marine.

Keep it Light

The Marine's Image Intensifier is a poor substitute for true night vision. Stay in areas with at least a baseline amount of lighting you can then supplement with Flares. Avoid dark areas altogether, especially in multi-player games, where you can pick and choose where to go.

Maintain Situational Awareness

Fig. 3-13. Watch for holes in walls and ceilings, where Aliens might emerge.

Because the Marine lacks a vision mode that highlights enemies, he must be especially diligent about maintaining situational awareness, keeping an eye on his Motion Detector, watching the world around him, and spinning around often to view what's happening on all sides. When he enters a room, the Marine should be extra-careful to look for other outlets, including holes in walls and ceilings. Enemies (especially Aliens) can appear suddenly from such openings.

Stay at Range

Marines must strive to keep their enemies at a distance, for a number of reasons.

First, Marine weapons are accurate and potent from long range. The Pulse Rifle, Smartgun, and Minigun (kickback notwithstanding) don't lose much accuracy or power at long range, and the Sadar is the very definition of a long-range weapon. Compare this to Alien weapons, which are close-combat-only, and Predator weapons, which, except for the Speargun, function best at short to midrange.

Factor in the Sadar and Grenade Launcher (and, to some extent, the Pulse Rifle's grenades), which *must* be fired at long range, and you've got a clear sense of why Marines should fight from afar.

Maintain separation from the target whenever possible! This is particularly neccessary while fighting Aliens. Get too close, and your likely to catch a face full of corrosive blood.

Avoid Cramped Spaces

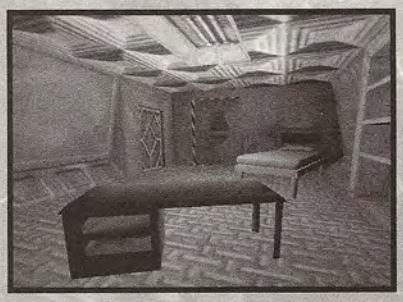


Fig. 3-14. Cramped spaces like this one are hardly ideal for Marines.

Just as Aliens mustn't get caught in the open, Marines should avoid getting caught in small, cramped rooms. In a small room, many of the Marine's long-range weapons are either less effective or can harm the Marine, and Aliens in particular can use their entire arsenals, including their blood, at short range.

If, despite your best intentions, you get stuck in a cramped area, consider using the Flamethrower. This creates a huge distraction, and hinders the enemy's ability to see you. And because it takes only a second for the flame to ignite an enemy, you can concentrate your full energy on fleeing.

Select Appropriate Weapons

Fig. 3-15. Lobbing Grenades down drop-offs and around corners can be a clever tactic.

If you're looking down a steep drop-off, lob Grenades over the edge. At close quarters, use the Flamethrower. If you want to shred an enemy from long range, the Smartgun usually does the trick. Experiment with different weapons in different situations, and selecting the appropriate weapon will become second nature.

Collect Gear

Aliens and Predators both start with all the weapons they'll ever need. The Predator needs an occasional Field Charge to stay in fighting shape, but in terms of weapons, neither species has anything to worry about.

Marines, on the other hand, must locate weapons to enjoy their benefits. When playing as a Marine, look for weapons and armor at every opportunity.

TIP

Fighting without good weapons is a certain recipe for disaster, especially in multiplayer games. This may seem obvious, but in the heat of a multiplayer battle it's easy to forget your options, especially when you're having a rough time. Remember, look for weapons *before* looking for a fight.

Keep Moving

Marines, like Aliens, must keep moving. The only combatants who *shouldn't* are those who want to lose. Optimal combat movement varies according to the enemy you face.

Marines vs. Aliens

Fig. 3-16. Deal with Aliens before they can get close.

The Marine's potent weaponry can blast an Alien in milliseconds. The Alien can shred the Marine just as quickly, however, with its deadly claws and tail. Both species are relatively fragile, and both deal great damage; thus, confrontations between Aliens and Marines are usually brief.

To deal with an Alien effectively, remain aware and start the fight before the Alien can close. If the Alien gets close, you're unlikely to survive. Keep moving, keep turning, and keep watching the Motion Detector.

Weapons with large explosive effects (the Grenade Launcher and Sadar come to mind) are great against Predators, but are harder to use consistently against Aliens. Aliens can quickly close to a range where they're hard to track with such weapons, and where you'll injure yourself by firing them. Instead, use fast-firing weapons, such as the Smartgun or Minigun, to shred the Alien as it lunges at you.

Chapter 5 provides details on specific ways of moving in combat to deal with Aliens, especially in the single-player game.

Marines vs. Predators

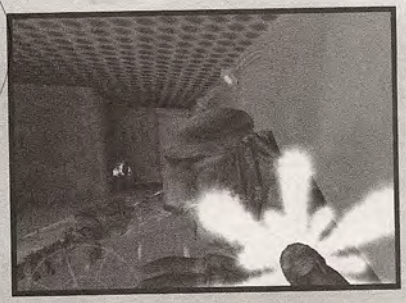


Fig. 3-17. It takes heavy weapons and evasive action to take down a Predator.

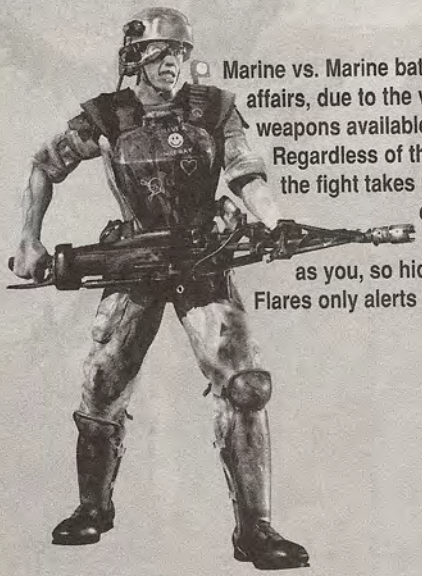
Predators are tough, but they're not as fast as Aliens. Thus, the heavier weapons in your arsenal, including the Grenade Launcher and Sadar, are useful against them. If you must use a weaker weapon, such as the Pulse Rifle, empty bullets and grenades into the Predator simultaneously to maximize damage.

You needn't keep as far from Predators as you should from Aliens, but keeping your distance is still a good idea. In a combat situation, the Predator's best long-range weapon, the Speargun, is hard to aim at medium to long range. It's easier for it to hit you closer in, with its Pistol or Plasmacaster. Stay at medium range and exploit your weapons to their fullest.

If the fight does get close, the Flamethrower is a useful tool for distracting the Predator.

Marines vs. Other Marines

Fig. 3-18. Marine vs. Marine battles tend to be quick and bloody.

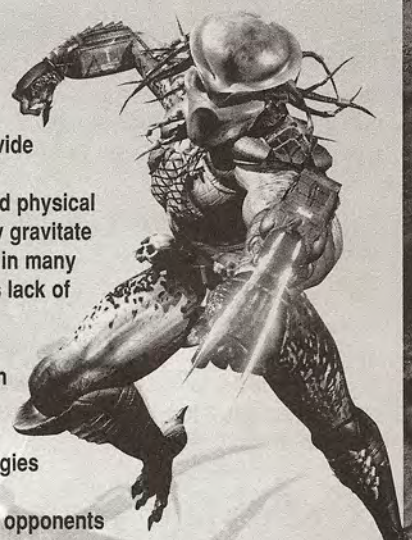


Marine vs. Marine battles are brief affairs, due to the vast array of weapons available to both parties. Regardless of the range at which the fight takes place, it's sure to be quick and brutal.

Your Marine opponents have the same visual limitations as you, so hiding in the dark works well against them. Conversely, throwing Flares only alerts them to your presence.

Chapter 4

Predators



Predators are the ultimate big-game hunters. Driven by motives known only to themselves, they're compelled to travel the stars in search of new trophies for their collections. Their suits of armor provide both protection and weaponry.

Predators thrive on challenge, and because their technology and physical attributes greatly surpass those of most other species, they naturally gravitate toward worthy prey, such as the Alien and Colonial Marine. They are in many ways superior to both, without obvious shortcomings like the Alien's lack of durability and the Marine's slow foot speed.

Their wide range of weapons and their ability to take a beating makes Predators perhaps the game's most versatile species. You can use any number of tactics and win as a Predator, assuming you execute them well. Learn to use the Predator's specialized items, such as its cloaking device and Medicomp, and devise your combat strategies according to your foe.

Predators aren't the best at *everything*, though. Knowledgeable opponents will find and exploit their numerous slight disadvantages.

Overview

The Predator is durable, fast, and possesses potent weapons. It has no glaring weaknesses. Its limitations are mostly matters of degree: it's fast, but not *as fast* as the Alien; it has good weapons, but not *as good* as the Colonial Marine's. Its only unique disadvantage is its reliance on Field Charge to power its special equipment and many of its best weapons. Without Field Charge, the Predator's options are fairly limited.

Advantage: Durability

The Predator is by far the most durable species. Its armor can absorb considerably more damage than the Colonial Marine's and vastly more than the Alien's. However, the Predator doesn't need to pick up armor, as the Colonial Marine does. It always possesses its armored suit, and this is factored into every injury the Predator receives.

Disadvantage: Specialization

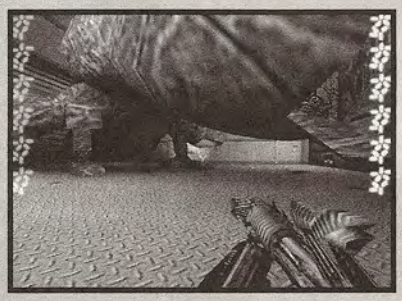


Fig. 4-1. Predators are deadly, but they have few all-purpose weapons.

The Predator, which specializes in hunting and killing, is undeniably deadly. In some regards, however, it may be *too* specialized; it lacks general-purpose weapons and vision modes. Instead, it relies on weapons and modes particular to a given situation.

For example, its Speargun is a potent sniping weapon, but at short range it's too difficult to use effectively. The Plasmacaster, both powerful and accurate, uses too much Field Charge to be useful as a mainstay. The Disc is extremely effective, but if it's lost, the Predator won't find another. Unlike the Marine's all-purpose arsenal, each Predator weapon has a distinct drawback.

The Predator's vision is highly specialized as well. It can switch between several vision modes, and each is optimized to view a specific type of enemy: its red vision mode highlights Aliens and makes them instantly visible; its blue vision mode highlights human prey. No single mode will highlight every enemy type simultaneously, and none of them are perfect.

Advantage: Overall Competence

The Predator's overall competence is a non-specific advantage: it isn't the *worst* at any one thing. It may be a bit overspecialized, it may be highly dependant on Field Charge, but in general areas such as speed, weapons, and durability, it's above average.

The Predator is faster than the Marine (although not on par with the speedy Alien), and its weapons, although not equal to the Marine's in raw power, provide solutions for every situation. When compared to the Alien, which lacks long-range attacks, the Predator's arsenal looks formidable indeed.

Disadvantage: Dependant on Field Charge

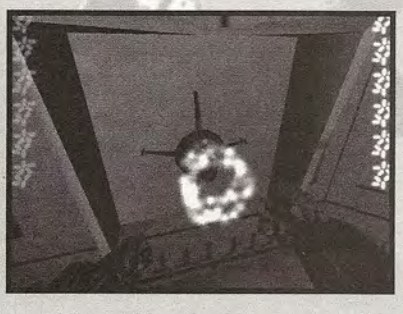


Fig. 4-2. Field Charge is crucial to the Predator's success.

The Predator's special gear and most of its weapons depend on Field Charge. Without Field Charge the Predator can't cloak itself or use its Medicomp; nor can it use its Pistol or Plasmacaster.

This reliance on Field Charge is a double-edged sword. When the Predator has a full complement of Field Charge, it can use any weapon or item in its possession. But lacking Field Charge, it becomes a mere shadow of itself, with a reduced weapons set and the inability to cloak or heal.

Whether reliance on Field Charge is an asset or a disadvantage depends on how much Field Charge the Predator can scavenge from each environment, and how good the Predator is at managing its energy resources.

Advantage: Miscellaneous Gear

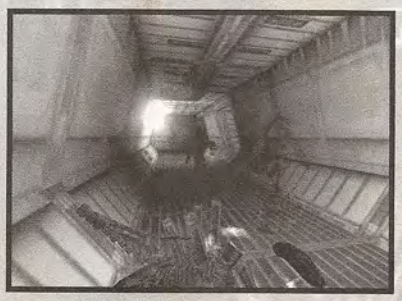


Fig. 4-3. This Predator is cloaked and difficult to see by human enemies.

The Predator has access to valuable gear unavailable to the other species—specifically, a cloaking device and a Medicomp.

The cloaking device renders the Predator very hard to see by humans, but it has little effect on Aliens. The Medicomp allows the Predator to heal itself fully, regardless of the extent of its injuries. Both devices offer substantial advantages, although both require Field Charge to function.

Weapons

The Predator's weapons offer a range the Alien's weapons can't, but they lack the variety and lethality of the Marine's weapons.

The following sections rate each weapon in several categories:

- "Power" is a relative measure of weapon strength.
- "Speed" is how quickly the weapon can be fired. Slow weapons must be reloaded or charged up for a moment or two before being used again; fast weapons can be rapid-fired.
- "Secondary" indicates what happens when you use the weapon's Fire Secondary button.
- "Notes" characterizes the weapon.

A general discussion of each weapon follows each ratings list.

Wristblades

Fig. 4-4. Wristblades are useful for sneak attacks, and at times when energy is low.

Power: Average
Speed: Slow
Secondary: Charges up blades for a more powerful attack
Notes: A last resort weapon, but good for the occasional sneak attack

Wristblades, as the name suggests, are razor-sharp blades attached to the Predator's forearms. They deal moderate damage, but lack the reach of the Alien's close-combat weapons. The target must be extremely close, and your aim precise. Thus, Wristblades should be used infrequently. The Predator's other weapons are more potent.

Hold down the Fire Secondary button to charge up the Wristblades; then let go for an extra-powerful punch.

The Wristblades afford two advantages. First, they don't require energy. You can use Wristblades even when your Field Charge has run low. Use Wristblades to break inanimate objects, such as grates and boxes, to save energy.

Second, using Wristblades doesn't force a cloaked Predator to uncloak. This means you can employ hit-and-run tactics: while cloaked, charge up the blades, sneak up on an unsuspecting Marine, and let him have it. (Aliens are unaffected by the Predator's cloaking ability, so this tactic doesn't apply to them.)

Speargun

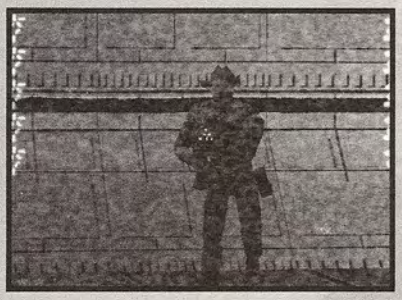


Fig. 4-5. The Speargun is a great sniping weapon, especially when you're zoomed in.

Power: Excellent
Speed: Moderate
Secondary: —
Notes: A true sniper's weapon; works best when you zoom in

The Speargun is a sniper weapon that, in single-player episodes, results in an instant kill when it hits Marines, Aliens, and other Predators. In multiplayer games it's potent, and still extremely damaging, especially if you score a solid head or chest hit. Used in conjunction with the Predator's ability to zoom in on targets, the Speargun affords excellent long-range sniping ability.

Use the Speargun against distant targets that are unaware of your presence. If you're an extremely good shot and/or your enemy isn't terribly mobile, you can also use it in close-range combat situations. This is tough, however, especially against speedy Aliens. All things considered, you're usually better off using a different weapon for general combat.

The Speargun doesn't use energy. It has its own ammo source of 30 spears. They can't be replaced, so don't fire indiscriminately during single-player episodes; you won't get a refill. (During multiplayer games, it's unlikely that you'll live long enough to exhaust all your spears, unless you fire carelessly or are extremely good.)

TIP

The Speargun is great as long as you don't try to use it as a general-purpose combat weapon. Use it for long-range sniping and put it away for true combat.

Pistol

Fig. 4-6. Pistol shots are very damaging, but they don't travel very far.

Power: Very Good
Speed: Good
Secondary: —
Notes: The mainstay for killing enemies at short range

The Pistol is an excellent short-range weapon. A single shot often will dispatch your prey in single-player episodes; a few shots usually does the trick in multiplayer.

The Pistol uses energy to fire a glowing sphere that drops as it travels. To hit distant targets you must aim up to lob the spheres at them—this is generally ineffective. Try to use the Pistol at short range only.

TIP

You can fire about 17 Pistol shots on a full energy charge.

The Pistol's spheres explode when they hit something, causing splash damage within a small radius. It's possible to kill two Aliens with one shot if they're standing very close together.

The Pistol's only obvious limitation—range—is easy to deal with if you simply switch weapons when confronting long-range foes.

Plasmacaster (Shoulder Cannon)

Fig. 4-7. The Plasmacaster combines power and accuracy.

Power: Good to Excellent
Speed: Good
Secondary: Charges up Plasmacaster for a more potent attack
Notes: Powerful; autoaiming; requires lots of energy

The Plasmacaster is a potent and versatile weapon. Here's a list of its important characteristics:

- Tap the FirePrimary button to fire a quick shot. Quick shots deal moderate damage and consume a relatively small amount of energy, but won't kill most enemies.
- Hold down the FirePrimary button for a few moments, and let go to fire a high-powered shot. Or you can hold down the Fire Secondary button for a while to charge up a shot, and then let go. The next shot you fire (using the Fire Primary button) will be high-powered.
- If you're in the correct vision mode to highlight your target, the Plasmacaster will autoaim.
- On a full Field Charge, you can fire 25 quick shots or five to six fully charged high-powered shots.
- In single-player, a quick shot usually won't kill a Marine or Alien outright; two generally will. A high-powered shot, on the other hand, will kill just about anything outright.
- Using the Plasmacaster won't drop your cloak, so it's a great stealth weapon.

Assisted by the right vision mode, the Plasmacaster *will* autoaim, but its projectiles *won't* home in on their target; they travel in a straight line. Thus, a fast-moving enemy traveling laterally (that is, strafing) often can evade your shot. This is of most concern in multiplayer, where your opponents are more likely to engage in that sort of movement.

Because the Plasmacaster's quick shots usually aren't an efficient way to kill foes, you'll want to charge up the weapon at least a little before you fire. Its high-energy shots are a great way to dispatch foes, but you can't fire many of these before running dry. Therefore, try to bring out the Plasmacaster only in situations where you need its power most.

Disc

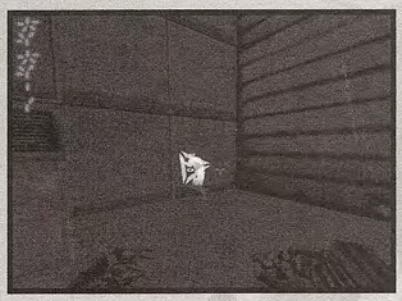


Fig. 4-8. The Disc is a unique and highly powerful weapon.

Power: Excellent
Speed: Single-shot
Secondary: —
Notes: An extremely powerful weapon; must be retrieved between attacks

The Predator's Disc is an extremely potent weapon, capable of killing just about anything in one shot. It's also a unique weapon: the Predator gets only one. If the Disc is lost, that's it.

Like the Plasmacaster, the Disc locks onto a target if you're in the correct vision mode. Unlike the Plasmacaster's projectiles, the Disc both autoaims and tracks its target. As a result, it's very likely to hit the mark.

The Disc bounces and ricochets as it seeks its prey. In theory, it will return to the Predator after scoring a kill. More often than not, however, it ends up stuck in a wall, and you must run to retrieve it.

TIP

As a single-shot weapon, the Disc works best against lone, tough foes, and worst against swarms of smaller enemies, such as Aliens. But no matter how you look at it, it's an extremely valuable weapon.

Medicomp

Fig. 4-9. Use the Medicomp to restore the Predator's health to maximum.

Power: —
Speed: Slow
Secondary: —
Notes: Not a weapon, but deployed like one

The Medicomp isn't a weapon, but a healing device. Select it from the weapons list and press the Fire Primary button to activate it.

The Medicomp always restores you to full health, and always uses the same amount of energy (about a quarter of a full Field Charge), regardless of your damage. Try to use it only when you're seriously injured for the best energy-to-healing ratio.

Powers

Predators have a fairly large array of special powers.

In addition to the Medicomp and special vision modes, Predators can cloak. This renders them partially invisible to Marines, who'll have a hard time spotting them unless they're at close range. Movement also tends to give away a cloaked Predator. By and large, cloaking is highly effective against humans. (Aliens can see through cloaking; it's useless against them.)

TIP

The Predator can use his Wristblades and Plasmacaster while remaining cloaked. Using other weapons drops the cloak instantly.

Predators automatically recharge their energy, but only very gradually. It's no substitute for locating new Field Charge, but it can allow the Predator to get off a few Pistol shots when there's no Field Charge in the vicinity.

With their high durability, Predators can fall from great heights without sustaining damage.

Certain bonus missions equip Predators with a grappling hook that lets them cross almost any terrain. The first shot attaches the hook to the surface the Predator aims at and drags the Predator there; the second shot releases the hook.

Finally, severely damaged enemy Predators in single-player episodes can self-destruct. They crouch as they try to do this. When this happens, finish off the Predator before it gets a chance to self-destruct.

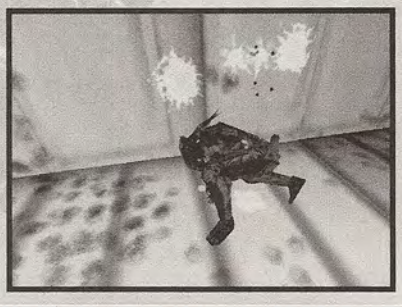
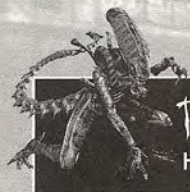


Fig. 4-10. Enemy Predators crouch when they're preparing to self-destruct.



TIP

Human-controlled Predators can't self-destruct, so it's not a concern in multiplayer games.

Vision

Predators have several distinct vision modes, customized to particular species. If the Predator knows which prey it will face, it can set its vision to the correct mode in advance.

Normal

A Predator's Normal vision mode is much like a Marine's: colors are correct and illumination affects how much you can see. Normal vision is a good choice for relatively well-lit areas when your primary goal is to navigate. It lets you see colors and relative areas of light and darkness that may be lost when you switch to specialized vision modes.

If you're in a dark area, or if you're sure to encounter foes of a particular type, then a specialized mode is usually better.

TIP

In most single-player episodes, where your enemies are of a single species rather than a mixed assortment, you'll switch between Normal vision and a single, specialized vision mode.

Human Mode (Blue)

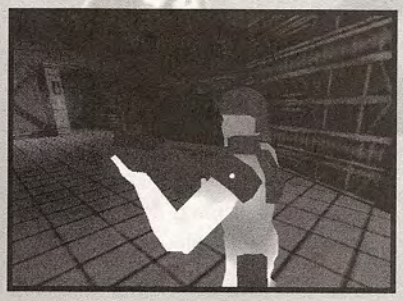


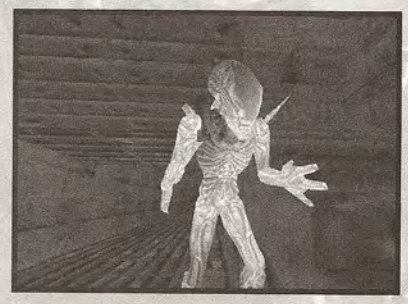
Fig. 4-11. Humans show up as heat signatures in this vision mode.

Human mode makes everything look blue. Colors are indistinguishable from one another, and you'll lose your sense of how well an area is lit. On the plus side, you can see even in total darkness.

Humans stand out vividly as multicolored heat signatures. Other creature types are not highlighted, and can be harder to spot than in Normal mode.

Alien Mode (Red)

Fig. 4-12. Aliens are white against a red background.



Alien mode turns everything red. As with Human mode, you won't perceive other colors or relative lighting, but this vision mode works even in total darkness.

Aliens and their relatives—Facehuggers, Pretorians, and the like—show up white in this vision mode. Other enemies aren't highlighted.

Predator Mode (Green)

Fig. 4-13. That white thing on the wall is the Disc, which shows up clearly in Predator vision mode.

Predator vision mode makes the world look green. Predators are readily visible, and other species aren't.

Your Predator Disc shows up bright white in this vision mode, so it stands out from the scenery. Thus, Predator vision mode is ideal for locating and retrieving the Disc, which you may lose or overlook in other modes.

Exploration

Exploring as a Predator is similar to exploring as a Marine. You can manipulate or break objects in your environment, and, because you can't crawl on walls like an Alien, your options are usually clear. Be methodical, investigate likely corners, and break large objects whenever you can to find Field Charges.

Tactics

The Predator's tactical requirements are somewhat less rigid than those of the Alien or Marine. Whereas the Alien must fight at close range at all costs, and the Marine should try to keep enemies at a distance, the Predator is durable enough—and its weapons are versatile enough—to engage in a variety of tactics.

Overview

The Predator's durability is its best asset. It can survive hits that would kill a Marine or Alien. This is no excuse for laziness, however; the Predator must move constantly during combat, just like the other two species, or it will become a sitting duck.

Predators vs. Aliens

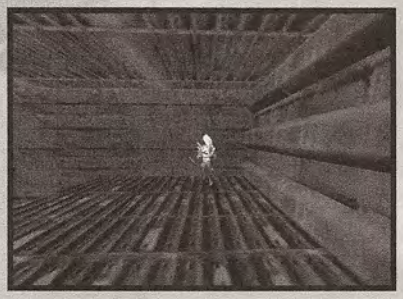


Fig. 4-14. Try to stay distanced from Aliens.

Like Marines, Predators should run backward when fighting Aliens to keep them in view and to keep away from the Aliens' claws. Also, an Alien at point-blank range usually can evade the Plasmacaster's and Disc's built-in targeting systems.

TIP

The Disc is preferable to the Plasmacaster against distant Aliens because it actually tracks the target. The Plasmacaster's shots won't, increasing your chance of missing a fast-moving Alien.

Distant Aliens simply move too fast to be hit consistently, unless they're moving toward you. Try to kill them at medium range, just before they're close enough to attack.

If an Alien manages to get close, running backward usually will buy you time to get a clear shot with your Pistol.

Your Wristblades and Speargun usually aren't great anti-Alien weapons. In using the former, you're trying to beat the Alien at its own close-combat game—and you aren't well enough equipped for it. Using the latter, you'll probably just frustrate yourself. The Speargun requires precise aim, and it's hard to shoot precisely when your target moves so fast. Use other weapons against Aliens.

Predators vs. Marines

Fig. 4-15. Vary your tactics when fighting Marines according to the circumstances and your preferences.

You have many options when fighting Marines. The best will depend on the situation.

First, you can pick off Marines with your Speargun or Disc. If you spot a distant Marine before he spots you, give one of these a shot. (Cloaking can make this even easier.)

You can also fight Marines at very close range, as an Alien would. This makes it harder for a Marine to aim his weapons at you. Use the Pistol at this range.

At medium range, duck in and out of cover using autoaiming weapons.

TIP

Choosing what range to fight at also depends on the weapons involved—those available to you, and those the Marine is using. For example, if you're out of spears and your Disc is gone, but your enemy has a Sadar, you need to get up close, *fast*.

Finally, bear in mind that you can improve on most tactics by cloaking. This makes it very hard for Marines to see you, and gives you a real edge in combat.

Predators vs. Other Predators

Because both parties are so well-armored, Predator vs. Predator duels can last quite awhile.

Try to win with a quick Disc throw or Speargun shot. If they don't work, fully charged Plasmacaster shots are another worthwhile strategy.

If you become injured, don't hesitate to use your Medicomp as you run and dodge. The extra health will give you an edge.

Chapter 5

Combat

Aliens versus Predator features puzzles and problems for you to overcome, but far and away your biggest concern is combat. Enemies are tough, numerous, and randomly placed—a lethal combination. You can't plan on meeting certain enemies in certain places every time you play through a level. Thus, you can't "cheat" by learning enemy locations and adjusting your tactics accordingly. Instead, you must stay on your toes and deal with anything that's thrown at you.

This chapter will help you develop the combat skills you'll need to succeed in *Aliens versus Predator*. It covers everything from adjusting initial settings, such as gamma correction and your control setup, to movement strategies and species-specific tactics.

Adjust Initial Settings

Regardless of your skill level, you'll be at a disadvantage if you don't adjust the game's initial settings to optimal levels before you start to play.

Game Difficulty

Fig. 5-1. Game difficulty levels make a huge difference.

You may set game difficulty before each episode. It has no effect on your surroundings. Whether you play at Training, Realistic, or Director's Cut difficulty, you'll encounter the same walls, elevators, and other features.

So what, exactly, *does* change?

At Training difficulty, the Marine encounters more health and ammo, the Predator more Field Charge, and all species encounter fewer enemies. At this level, Aliens' acid blood does no damage. At Realistic difficulty, you'll encounter more enemies and fewer supplies. Acid blood deals damage. Director's Cut has even more enemies and even fewer supplies.

Which difficulty level is right for you? As Chapter 1 stressed, *Aliens versus Predator* is an extremely hard game. Training difficulty is actually quite challenging, and can be appropriate for many gamers, not just beginners. Realistic is quite difficult, suitable for experienced gamers who want a real challenge. Try Director's Cut only if your patience and desire for a challenge are limitless. Be warned: this mode is definitely not for everyone!

Brightness (Gamma Correction)

Game brightness, or "gamma," is extremely important. Playing *Aliens versus Predator* is far more difficult when you can't see anything.

Complicating matters are *Aliens versus Predator*'s multiple vision modes and areas that are *supposed* to be pitch-black (or very near it). You won't solve every vision problem by adjusting gamma, but if places that are supposed to be well-lit aren't bright enough, and if no vision mode seems to help, low gamma levels might be the problem. Adjust them higher.

Controller Setup

Mastering the controls is another key to succeeding in *Aliens versus Predator.*

The mouse–keyboard combination is best, because it's so versatile. The mouse provides great control, allowing you to turn quickly, slowly, and any speed in between. The keyboard supplements the mouse, adding enough keys to let you trigger all vital combat commands.

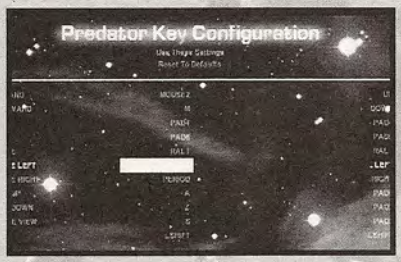


Fig. 5-2. Customize your keyboard and mouse to a comfortable configuration.

Set up a keyboard and mouse configuration that works best for *you.* It can be anything you like, but bear these points in mind:

- All vital combat commands should be at your fingertips. Noncombat commands needn't be quite so handy.
- Use both mouse and keyboard. In theory, the keyboard alone will suffice, but it doesn't allow you the fine control the mouse affords.
- Try to keep your Alien, Marine, and Predator key configurations *reasonably* similar. There will have to be a few differences, of course, but if you don't keep most of the keys in the same area, you'll confuse yourself when you switch species.
- Whatever configuration you choose, stick with it. You'll be a much better player when the commands are second nature

The sample configuration that follows uses a two-button mouse and keyboard—the configuration I use, so it's tried and true. But that doesn't mean it's ideal for you. Try it, but don't hesitate to ditch it if it doesn't suit you.

TIP

Setting your mouse's vertical axis to control Looking and the horizontal axis to control Turning allows you to look around with zero effort—vital in games such as *Aliens versus Predator*. If your mouse isn't configured this way, looking around (and aiming) can be a real pain.

Disable the Autocenter feature.

Set vertical and horizontal sensitivity according to your preferences. I set them quite high, so I can execute turns without a lot of mouse movement.

I keep Invert Vertical Axis enabled, as well, but this is personal preference. This feature is handy for players accustomed to flight simulators, in which forward mouse or joystick movement translates into "down" and backward movement into "up."

This setup assumes your mouse's vertical axis is set to Looking, and the horizontal axis to Turning. Check your Mouse Configuration.

Your right hand controls the mouse. Set up mouse functions as follows:

- Mouse movement controls your orientation.
- Right mouse button makes you move forward.
- Left mouse button fires your weapon (Primary mode).
- If you have a third mouse button, set it to Fire Secondary .

Your left hand rests on the keyboard, with your index finger on [.] and your pinkie on [N]. Set up the keys as follows:

- [L] switches to the next weapon.
- [K] operates things (Marines and Predators).
- [J] fires secondary.
- [.] strafes right.
- [,] strafes left.
- [M] moves you backward.
- [N] either switches vision modes (Predator) or crouches/climbs (Alien) or throws Flares (Marine).
- [Spacebar] jumps.

Assign extra functions, such as turning on the Image Intensifier (Marine), as you see fit.

Again, this is just an example. Find a key configuration that works for you, and then stick with it.

Movement Fundamentals

Movement is crucial to success in *Aliens versus Predator*. It's not the only important combat skill, but it's the one beginners have the most trouble with. And, where aiming and shooting are largely governed by dexterity, movement can be greatly improved if you set your mind to it.

The following sections give you the basics. Later sections cover advanced movement techniques.

Keep Moving

Beginners tend to stand still when they fight—the worst thing you can do. Standing still makes you an easy target, and ensures that 99 percent of the attacks directed at you will hit you. You won't live long if you take that sort of pounding!

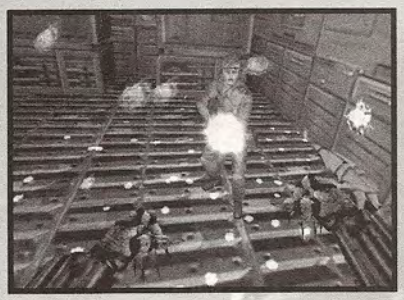


Fig. 5-3. If you don't keep moving, every enemy is sure to hit you.

In combat, movement of any kind is almost always preferable to standing still.

Strafe, Don't Turn

"Strafing," in action-game terms, means pressing a key that moves your character sideways. Where turning actually shifts your viewpoint, strafing slides your whole virtual body sideways as you continue facing the same direction.

Strafing allows you to dodge shots without turning away from your enemy. Press the Strafe Left key, and you'll slide neatly out of the path of an incoming projectile; press the Strafe Right key to slide back to where you were.

In combat, strafing usually is preferable to turning. As you move sideways to dodge incoming shots, you can keep your eyes glued on the enemy. When you turn, on the other hand, you abandon your view of the target.

In a long-range firefight, a little strafing goes a long way toward keeping you alive.

Strafe Around Corners

After you learn to strafe, you must master the all-important technique of strafing around corners.

An average person in an everyday setting generally rounds a corner by walking slightly past it, and then gradually turning to face the new direction while continuing to walk forward. If you're a 3-D action-game novice, you probably round corners in much the same way.

But if you turn a corner this way in *Aliens versus Predator*, you're likely to get shot: for a split second as you walk past the corner you can't see what lies around it. Any waiting foe can see *you*, however.

Get in the habit of turning to face toward the new corridor *before* you actually reach the corner, and then strafing past it. Figures 5-5 through 5-7 walk you through this.

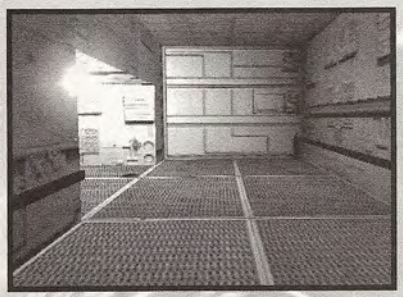


Fig. 5-4. There's a corner up ahead.

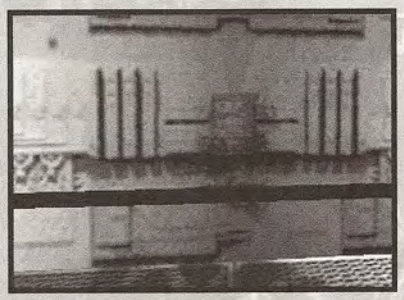


Fig. 5-5. Well before you reach the corner, turn in the direction of the new hallway.

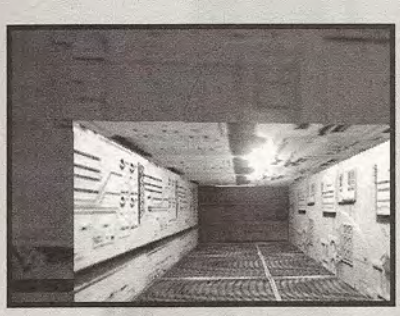


Fig.5-6. Strafe the rest of the way into the new hall. This way you can see what lies around the corner immediately.

Learn to Run Backward

Running backward is a crucial skill. It's easier to execute this maneuver if you use a mouse to control your movement.

As you run forward (that is, hold down your Forward key), simultaneously take your finger off the Forward key and whip your mouse sideways to turn yourself 180 degrees. Then, a split second later, press and hold down the Backward key. Now you're running backward in the direction you were running before.

This trick comes in handy. In both single- and multiplayer games, it allows you to put some distance between you and your foe, while allowing you to return fire.

Let's say you're a Marine. An Alien has just appeared at the end of the corridor. That Alien can't attack you unless it gets close. By running backward, away from the Alien, you ensure its getting close will take longer, giving you more time to shred it with weapons fire.

Running backward also is useful for getting away from an enemy that's circling you, or one that's so close you're having a hard time establishing a weapons lock.

Let's say you're a Predator fighting an Alien. The Alien is circling you up close, mauling you with its claws and moving so fast you can't get a lock with your Plasmacaster. Run backward to pull away from the Alien long enough to get a lock and blast it with your Plasmacaster.

Running backward is a great way to maintain distance between you and your foe, and to create distance when your foe is at point-blank range. This tactic is most useful for Marines and Predators.

TIP

Aliens seldom need to run backward. For one thing, they want to close the gap with their enemies, not increase it. For another, they have no long-range weapons, so running backward won't allow them to fire at the enemy. If you're playing as an Alien and you want to escape a foe, you might as well just turn around and run normally.

Key Tactics

The foregoing sections stressed the importance of staying on the move, and highlighted some basic, but highly effective, movement tricks. The following pages point out some effective combat strategies. Many hinge on effective movement.

Sniping

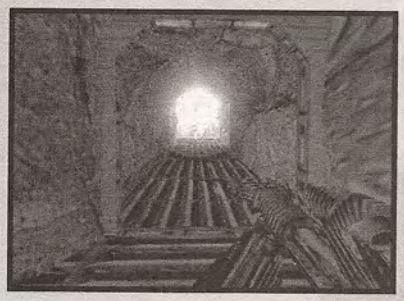


Fig. 5-7. Sniping is mainly a Predator tactic.

Sniping is a valuable tactic for the Predator, and to a lesser extent the Marine. Aliens possess no long-range weapons, so for them this tactic isn't relevant.

Sniping involves attacking targets from long range, particularly when the target is unaware of your presence. The Predator is well-suited to sniping, because it can cloak (increasing its chances of approaching the target unseen), because its Speargun is an ideal sniper's weapon, and because it can zoom in on an enemy for a more accurate shot.

Marines can snipe, as well, but they can't zoom in on a target and they don't possess true sniping weapons.

TIP

Aliens aren't easy to kill with sniper fire, because they move so fast. You'll get your best sniping opportunities when you're playing as a Predator and your prey is a Marine.

To increase the Predator's sniping opportunities, cloak often, keep to dark areas, and stay well away from your prey.

Sniping is effective in both single- and multiplayer games.

Blanket Fire

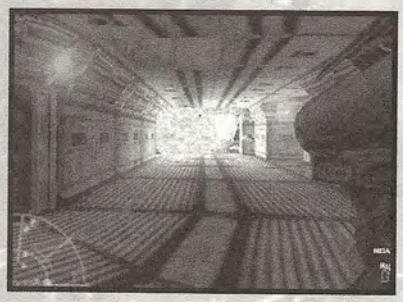


Fig. 5-8. The blanket fire tactic is exclusive to the Marine.

Marines aren't great snipers, but they can use blanket-fire tactics—that is, firing explosives that deal damage across a large area. The Sadar and Grenade Launcher are prime weapons for this technique.

Use blanket fire to target a single enemy, or, most effectively, a whole room full of enemies. The damage is indiscriminate, sometimes even killing foes you didn't know were there. Fire Grenades or Sadar rockets down corridors, over ledges, and into distant rooms, and hope you'll score some easy kills.

This technique works best in multiplayer games where ammo is plentiful. In single-player, Marines face so many Aliens, and their ammo is so limited, using blanket fire isn't worthwhile.

This tactic lends itself to "cheap" kills that annoy other players: nobody likes to be killed in a massive explosion that required no aiming by the attacker. But don't be afraid to capitalize on such opportunities! Heavy weapons are the Marine's best asset. Use them to the fullest.

Surprise Attacks

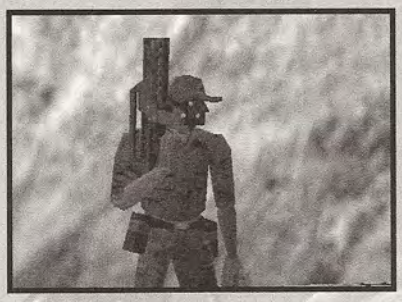


Fig. 5-9. Any species can perform a surprise attack, but Aliens and Predators are best at it.

Although the surprise attack is useful for all three species, the Alien is likely to do best in this department, in both single- and multiplayer games.

To initiate a surprise attack, simply fire at (or claw, or bite) an unsuspecting victim. Predators and Aliens will benefit most from this tactic, given their cloaking ability and speed, respectively.

TIP

Marines sometimes manage to surprise an enemy when its back is turned. This opportunity rarely occurs in single-player episodes, however, where the Marine's most common foes are fast-moving Aliens.

Because of his slowness and inability to detect cloaked Predators, the Marine is the most likely species to be surprised.

If you're playing as an Alien, initiate surprise attacks whenever possible.

Corner Retreats

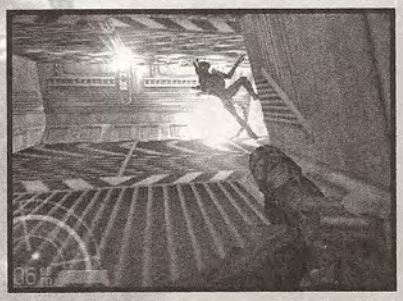


Fig. 5-10. Hiding around corners to make enemies come to you is a good tactic in the single-player game.

To employ a corner retreat, duck behind a corner or large terrain obstacle after an enemy spots you. Then wait. If the enemy pursues, attack as soon as your foe rounds the corner or obstacle. The advantage is that the enemy can't fire at you while you wait with weapons trained on the spot where the pursuer will appear.

Corner retreats are useful if your enemy is a Marine or Predator, but useless if your enemy is an Alien. Because Aliens have no long-range attacks, there's no need to hide. Instead, try to keep the Alien in full view so you can fire at it constantly. If you're playing as an Alien, however, corner retreats allow you to evade your enemies' long-range attacks and get in a close-range attack if the enemy pursues.

Corner retreats work best in single-player episodes, where computer-controlled Marines and Predators almost always pursue you. Computer-controlled Marines and Predators aren't that great at strafing past corners, so you'll have plenty of time to attack as they come around the corner.

TIP

You can succeed with corner retreats in multiplayer, but only if your enemy attacks without thinking. Skilled players won't always follow you, opting instead to wait you out, move to another location, or lob Grenades around the corner to flush you.

Jousting

"Jousting"—essentially just a combination of running backward and strafing—is a technique Marines and Predators will find effective against Aliens, especially in the single-player game.

First, run backward as you fire at the Alien. It will gain ground on you, because it's faster. If you fail to kill it and it gets to within striking range, strafe just a tad to the left or right, and then spin 180 degrees and run backward again. Your sudden reversal of direction should open a gap between you and the Alien, and will give you another opportunity to shoot it. If the Alien closes the gap again, repeat the maneuver.

This technique isn't as effective against Marines and Predators. They have long-ranged weapons, and running backward instead of laterally makes you an easy target.

Circle-strafing

Circle-strafing is the most difficult tactic to master, and also the most generally useful, especially in multiplayer. You'll find circle-strafing and its variants effective in almost any combat situation.

Basic Circle-Strafing

Circle-strafing takes basic strafing a step further, but from a conceptual standpoint it's simple: To circle-strafe an immobile target, hold down the left or right Strafe key (either is fine) as you face that target. You'll start sliding in your chosen direction. As you slide, your target will slip out of your field of view—no good! You must keep looking at the target as you move. To do this, keep holding down the Strafe key, and simultaneously slide the mouse sideways to turn your view back toward the target. If you're strafing left, you must slide the mouse right to keep the target in view. If you're strafing right, move the mouse left. As you continue strafing, continue using the mouse to turn yourself to keep the target in view.

Keep this up for a while and you'll realize that, in your constant effort to keep the target in view, you're running circles around it—circle-strafing. (See figure 5-12.)

Fig. 5-11. Circle-strafing seen from overhead. If you try to keep your target in view as you strafe, you'll find yourself naturally running in a circle around your target.

Of course, for this tactic to be of any use, you must fire at the target as you circle it. Aiming as you run takes practice. (Aliens must circle-strafe their targets at very close range, so they can attack with their claws.)

TIP

Practice circle-strafing by hosting a multiplayer game with no other players. Find a fairly large room with a pillar or other large object near the middle. Practice circling this object as you fire at it.

Circle-strafing keeps you in perpetual motion, and that makes you a lot harder to hit. Enemies must lead you with their shots, which is trickier than firing at a motionless target. At first, your movement will make it harder for you to hit your own target, but you'll learn to fire accurately on the run. And, because you know exactly what you're planning to do, you'll have the easier time.

Your opponent also may try to circle-strafe. Combat then looks a bit like that shown in figure 5-13, with the two combatants circling each other, firing all the while. When this happens, it's good to know some advanced circle-strafing variants.

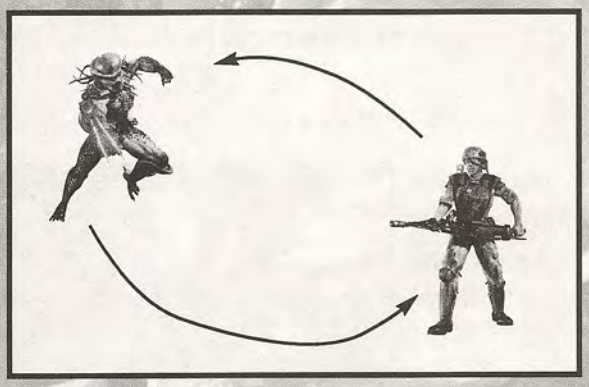


Fig. 5-12. Two circle-strafing enemies seen from overhead.

TIP

If you aren't in a big, open area, you can't always run in perfect circles. That's fine. Just apply the general principles of circle strafing—continually moving from side to side so your enemy won't have an easy shot.

Variants

Because your human enemies usually will circle-strafe, and computer-controlled enemies often are good enough to lead you properly, you'll have to mix up your formula to stay one step ahead.

The most basic way to mix up your circle-strafing pattern is to switch directions frequently. Circle-strafe left for a while, and then circle-strafe right. Do this often to keep your enemy off-balance.

Incorporate jumping and/or ducking. (Jumping is particularly effective if you're playing as an Alien.) If you're skillful or lucky enough, you'll manage to jump over or duck under a few projectiles.

Other change-up techniques include fading back to long range, changing weapons, or retreating altogether and resuming the fight in a different location.

Understand Your Enemies

Another key to combat success is to understand your enemies. Many will be familiar—most commonly, Aliens, Marines, and Predators. Chapters 2–4 cover these species exhaustively, with details on their strengths and weaknesses and tips on how to fight them.

A few foes may throw you off-balance the first time you see them, however. Here's a look at these less common enemies, complete with combat tips. (The following creatures appear only in single-player missions.)

Facehuggers

Fig. 5-13. Facehuggers are hard to spot on the floor.

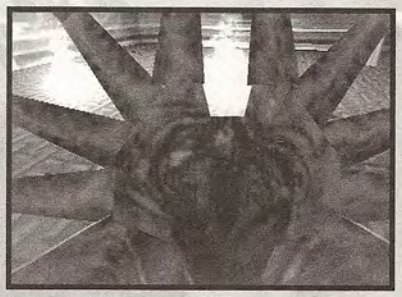


Fig. 5-14. If a Facehugger gets on your face, you're in for a lot of pain.

Facehuggers are small creatures that scuttle across the floor, often going unnoticed until they leap onto your face. They crawl slowly, but can leap with surprising speed. Once they attach themselves to your face, there's not much you can do.

The real danger is that you may not spot them until it's too late. They're very small, and when they're in a dark place it's easy to miss them. Use extreme care in areas that might contain Facehuggers.

Just about any weapon will kill Facehuggers; they're very fragile. The difficult part is hitting them, because they're so small. For the Marine, the Flamethrower is ideal. It sets the Facehuggers on fire; the instant they're aflame they lose their ability to attack, and you can ignore them.

TIP

Its autoaim makes the Smartgun a good second choice against Facehuggers.

The Predator should use the Pistol or Plasmacaster. The former fires shots with a moderate blast radius, making it easy to hit the Facehuggers. The latter autoaims if you're in Alien vision mode.

Facehuggers never appear in Alien episodes.

Pretorians

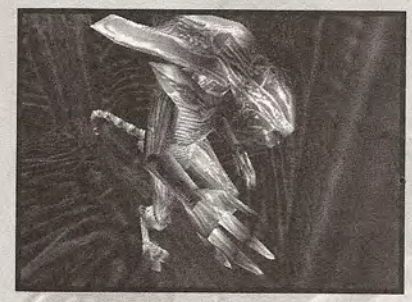


Fig. 5-15. Pretorians are essentially bigger, stronger Aliens.

Pretorians are oversized Aliens, with heads identical to the heads of Alien Queens. They're more powerful than regular Aliens, withstanding more damage and packing a bigger punch. Thus, they're even more of a threat.

Deal with Pretorians as you would regular Aliens: keep your distance. You might want to use heavier weapons against them, because of their extra toughness. Instead of using just the Pulse Rifle's bullets, for example, use its rockets, as well.

Predaliens

Fig. 5-16. Predaliens are a hybrid of Predator and Alien.

The Predalien is a Predator–Alien hybrid, a product of human experimentation. It's ugly, with characteristics of both species.

Predaliens have no long-ranged weapons. They attack like Aliens, leaping and tearing with powerful claws. They can leap farther than Aliens, but are slower in other respects. Their durability and attack damage are excellent, making them a very tough foe, indeed.

Use the same tactics you'd use against an Alien, but use stronger weapons. Fully charged Plasmacaster shots and the Minigun are excellent choices.

Androids

Fig. 5-17. Androids look like normal Marines, but they bleed white.

Androids are virtually identical to Marines, but beneath the skin they're mechanical. They're more durable, and they bleed white instead of red.

Because they don't have a heat signature, Androids don't show up in the Predator's Marine vision mode. Also, Aliens can't bite Androids' heads off for health, as they can with Marines. The jaws won't even appear when facing an Android.

Fight Androids as you would normal Marines, but use heavier weapons, such as a well-charged Plasmacaster, or a fully charged tail lash.

Xenoborgs

Fig. 5-18. Xenoborgs are unique foes that are hard to destroy.

Xenoborgs are the products of humans' attempts to create artificial, mechanical Aliens. In fighting style, they bear little resemblance to true Aliens, however, and you must combat them differently.

Xenoborgs are extremely slow, seldom moving much. Their eyes emit a continuous laser beam, for a contstant stream of destruction. Getting caught in those beams means almost certain death. You can kill a Xenoborg by shooting the blinking red light on its head, or using heavy weaponry.

Xenoborgs shut themselves down when there's nothing in an area to kill. When you enter a room where there's a Xenoborg, it usually takes a few moments to "wake up." During that delay, you can run close to the Xenoborg and fire a rapid-fire weapon, such as the Pulse Rifle or Smartgun, at the red light. (Turn off the Smartgun's tracking so you can aim precisely.) After you hit the light with a few shots, the Xenoborg will die.

TIP

Sometimes you'll shoot a spot *next to* the red light, and will seem to have destroyed it—but you haven't. Note the light and keep aiming for that spot. If the Xenoborg is still fighting, you haven't got it yet.

If the Xenoborg is in full attack mode, awake and with lasers firing, the best policy usually is to retreat and hide for a while. Return after a minute or so; with luck, the Xenoborg will have shut down.

TIP

If *any* enemy nears the Xenoborg, it will reawaken. You want to approach the Xenoborg after it's been sitting for a while with *no targets* in the area.

If you must fight a wakeful Xenoborg, the Sadar is the best weapon, hands down. One direct shot to the head with this weapon will kill a Xenoborg. The Minigun, Grenade Launcher, and Speargun are also effective.

Finally, if you deal enough damage to the Xenoborg's body with any weapon, it will shut down. Then you can get close and shoot out the red light.

Alien Queen

Let's not spoil the surprise. You'll find details on beating Alien Queens in the walkthrough chapters, whenever these creatures appear.

General Techniques

It's easy to get caught up in the combat that figures so prominently in *Aliens versus Predator*. But problem-solving and exploration can be challenging, as well. What follows are a few noncombat tips.

Explore Thoroughly

It may seem obvious, but it bears repeating: when you think you're stuck, you simply may not have explored enough. If a locked door blocks your path, chances are good you must locate a switch to activate it. If there seems to be no place to go, you probably missed something earlier.

Explore thoroughly to gain a full sense of your options and you'll solve many problems easily.

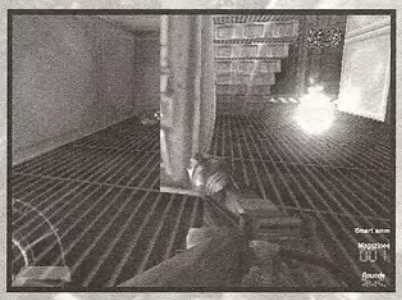


Fig. 5-19. Explore nooks and crannies, such as this area beneath the stairs.

Clear the Area

Be methodical. If there are multiple enemies in an area, kill them before moving along. Continue watching for new enemies, but don't get distracted from exploring.

Also, when playing as the Marine or Predator, be methodical in your quest for supplies. Leave no box unopened, no dark corner unexamined. Weapons, Field Charge, and healing supplies are rare, and you don't want to miss out.

Check Your Bearings

Aliens versus Predator can be complex. Move slowly through the levels, taking your time and checking for exits, entrances, and distinguishing features. The next few chapters provide detailed instructions on beating each mission, but you can still get lost if you fail to look around from time to time to get your bearings.

Read the Messages

Read the in-game messages that pop up on occasion. They'll give you a better sense of what you're doing and why. Even when following the walkthroughs in this book, stay alert for the in-game messages.

Chapter 6

Alien Episodes

This chapter walks you through the five episodes of the Alien campaign. Before discussing the specifics, here's an outline of what is and isn't covered in these walkthroughs.

What you *will* find are detailed steps explaining how to beat each episode. These steps don't always represent the only way to beat the episode, but they do provide a highly efficient path.

What you *won't* find are many specifics about combat. Enemies, for the most part, move randomly throughout these levels, so you must rely on your combat skills to stay alive. (Refer to Chapter 5 for details on combat.) There's no way to predict the enemies you'll meet and where you'll meet them, so stay on your toes. Because it would be redundant (and boring) to read, each time you enter a new room, that there *might* be enemies there, you'll find enemies mentioned only when there's an ambush or other triggered event.

Gun turrets *are* mentioned, however. These are always located in specific places, and will shred you in no time if you get on the wrong side of them. There's always a way to sneak behind a gun turret (facing it is certain death). The walkthroughs take gun turrets into account, and always steer you clear of them.

Even using the walkthroughs, you shouldn't expect to beat these episodes on the first try. The combat is intense and difficult, and the environments are complex enough that it takes time to get your bearings. This is especially true at the harder difficulty levels.

You have been warned.

Episode 1: Temple

Colonial Marines are invading your species' temple. They've secured the lower levels already; the upper levels remain untouched. Your task is to destroy the Marines that have entered the temple, and then seal the entrances so no more intruders may enter.

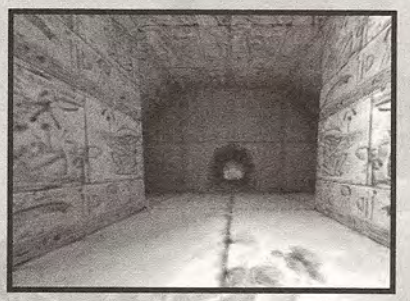
This is a complex episode with complex architecture—not at all what you'd expect in the very first episode. Take it slowly and do your best to understand the architecture to avoid becoming lost and bewildered.

Tactical Overview

- You face no enemies until you drop into the temple's lower levels.
- You'll find several gun turrets downstairs. Each can finish you off in an instant. Be cautious and follow the walkthrough!
- The tunnel network linking the four guardrooms is easy to get lost in. Proceed slowly and methodically through it. There are no enemies there, so there's no need to panic or rush.
- You'll encounter Androids in the two labs. Beware their superior toughness and use your Tail Lash to finish them off.

Walkthrough

Shutting Off the Energy Beam



1. You start in a small chamber. Follow the reddish tunnel that leads away (figure 6-1).

Fig. 6-1. Follow the tunnel.

2. The tunnel dumps you on the floor of a large, dark chamber. Use your Alien vision to see in here. Crawl up the wall to locate a tunnel near the ceiling. Enter it.

3. The tunnel leads to a big, well-lit room. In the center, a yellow energy beam shoots through a hole in the floor (figure 6-2). Note this energy beam, but don't touch it, or you'll die instantly.

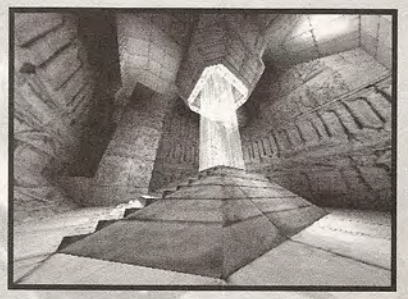
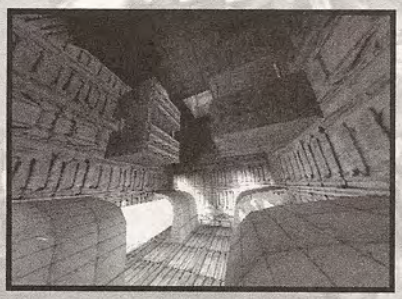


Fig. 6-2. Don't touch the energy beam.

4. Two pillars stand at the far end of the room. Climb either to find a hole at the top. Drop in.

5. Both holes lead to the same small, gray room. There are two ceiling grates here. Pick a grate, climb to it, and break it. Go through the tunnel beyond.

6. Both tunnels lead to the same recessed area. You can climb either side; pick a direction and follow it.



7. Explore. After following either path, you find yourself in the room with twin yellow energy beams shooting along the floor (see figure 6-3). Hanging from the ceiling above each beam is a massive stone. (Figure 6-4 shows a closer view of one.)

Fig. 6-3. Note the energy beams along the floor.

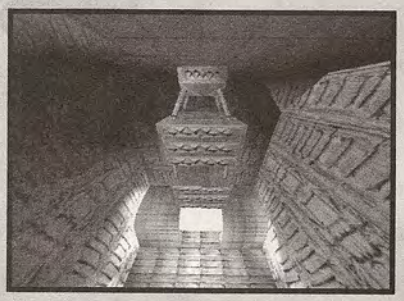


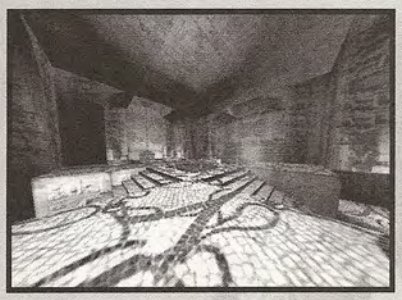
Fig. 6-4. Break the rods that hold these stones aloft.

8. Crawl up to the ceiling and attack the rods that hold each stone in place—that is, the rods that attach the stones to the ceiling, not the rods holding together the two main sections of each stone.

9. When both stones have fallen and blocked the energy beams, return to the room where you first saw the energy beam coming up from the floor (the one shown in figure 6-2).

10. Now the energy beam blocking the hole is gone. Drop into the hole.

Unlocking the Labs



1. You'll fall quite a distance. Don't try to control the fall; just drop as far as you can go. If you get stopped, move around until you fall all the way to the bottom, where you'll find a junction room (figure 6-5). Kill several humans here.

Fig. 6-5. This is a central junction area.

2. Explore the room. At the center is a lift that won't move. Two doors and two corridors lie at the edges. The first door is labeled "Lab 1," the second "Lab 2." One corridor is flanked by signs reading "North Guard" and "West Guard"; the other corridor is flanked by "South Guard" and "East Guard" signs . Follow the corridor between the South and East Guard signs.

3. Turn right at the end of the corridor. Climb a flight of stairs, turn left, and then turn right to enter a room with four large pillars (figure 6-6).

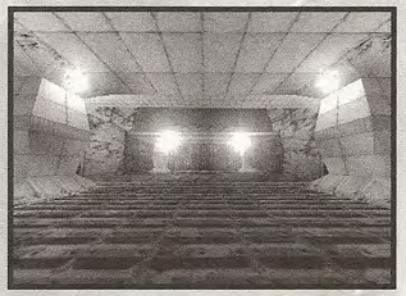


Fig. 6-6. Enter a room with four large pillars.

TIP

The four stone grates all lead to the same place—a series of interlocking vents that connect four similar security rooms. Enter the vents through any of these four grates and explore them thoroughly, breaking more grates as you go. Proceed logically, keeping track of where you've been. Broken grates make this easy to do: when you see an unbroken grate, you'll know you haven't explored there yet.

Eventually you'll find a security room. You'll know you've reached one when you break a grate beneath you and fall into a room where you must kill at least one human guard. After killing the guard, be very careful: there's an automatic turret in each security room; by using the vents, you enter behind them. You can slowly climb to a higher level and attack the turret from behind to destroy it (figure 6-7), or you can ignore the turret and stay out of its line of sight.

Fig. 6-7. Attack the turret from behind.

4. Cross the room and look around. You'll see four stone wall grates. Now, look on the walls. You'll see two panels with blinking lights (figure 6-8). Crawl to the larger of the two panels and destroy it with your claws. It breaks apart.

Fig. 6-8. Destroy the larger of the two lighted panels.

TIP

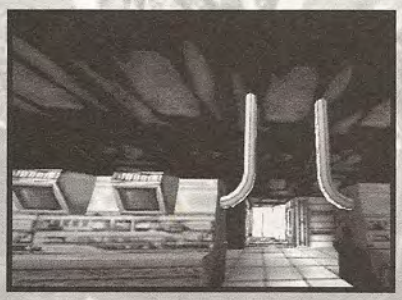
Get back into the vent you entered by and locate the other three security rooms. Repeat the process in each, destroying the turret and the larger of the two wall panels in each room.

If you have trouble finding all four rooms, just relax, take it slowly, and pay close attention to where you've been. The tunnels are a great opportunity for you to get used to crawling around as an Alien. It takes time, and you'll benefit from the practice.

5. Destroy the large wall panels in all four security rooms, you'll receive a message after smashing each pair of panels indicating that labs 1 and 2 are now unlocked. Return to the junction room shown in figure 6-5.

Breaking the Pipes and Descending

1. The lab doors leading away from the junction room are unlocked now. Enter at the door labeled "Lab 1."



2. Beyond is a large, open lab area with several computer banks (figure 6-9). Kill any Androids in the central lab area, and then destroy the pipes sprouting from the computer banks to the ceiling.

Fig. 6-9. Destroy the pipes connecting computers to the ceiling.

TIP

Be sure to destroy all the pipes in the room. You can leave the computers themselves alone. Also, note that each lab has several alcoves (figure 6-10). Each contains a lit panel and a door. Destroy the panel with your claws and the door will open. If you find a human behind the door, eat him for health; they're always unarmed. Otherwise, there's nothing to do here.

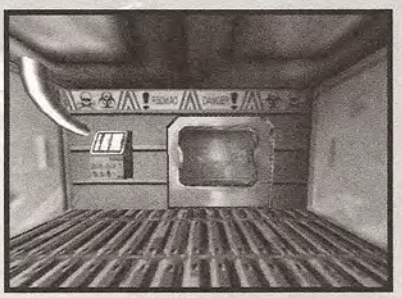
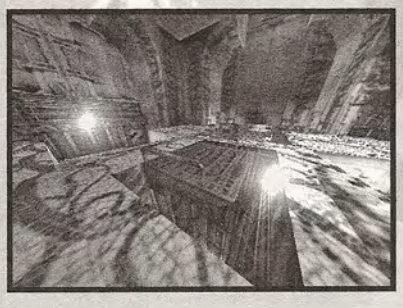


Fig. 6-10. Alcoves sometimes contain helpless human prey.

3. After destroying all the pipes, exit Lab 1 and enter Lab 2. As in Lab 1, kill any Androids in the central area, and then break the pipes connecting computer banks to the ceiling.

4. When you've broken the last pipe, you'll see a worried message from the Marine commander ordering his men to attack. Waves of Marines will start to appear, so be careful.



5. Exit the lab to return to the junction room. Board the lift in the middle of the room (figure 6-11) and descend.

Fig. 6-11. Take the lift in the middle of the floor.

Downstairs

1. Downstairs is a room with two doors (figure 6-12). Kill two soldiers hiding behind pillars here, taking care *not* to destroy the explosive barrels near them.

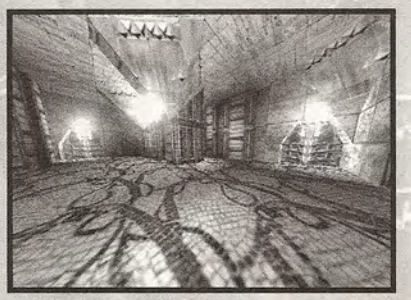
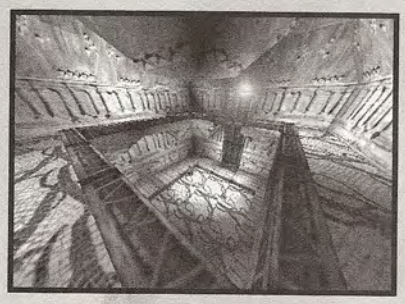


Fig. 6-12. Take the door on the right.

2. Go through the door on the right. (If you're unsure which is the right door, stand near the lift and get both doors in your screen, as in figure 6-12; then take the one on the right.) You must break a nearby panel to open it.



3. Follow a corridor to a multilevel room (figure 6-13). Kill any humans there, and then ride a lift down to the lower level.

Fig. 6-13. Ride down to the lower level.

4. On the lower level, you'll find two doors. If you stand near the lift and face both doors, the one to take is on the *right*.

5. Follow the corridor beyond. It ends abruptly at the edge of a deep cavern filled with obelisks and pillars (figure 6-14). There's a lift here.

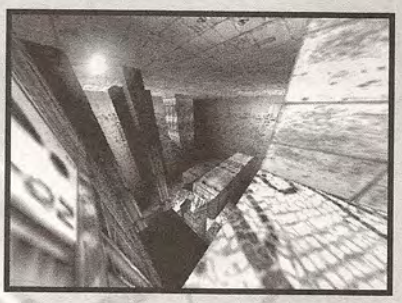


Fig. 6-14. Read the Tip before you drop into the obelisk room!

6. Instead of getting on the lift, crawl up to the obelisk room's ceiling and keep crawling until you're directly *above* the large doorway with the gun turrets beyond.

TIP

On one side of the obelisk room is a pair of open doors. A pair of automatic turrets behind them will rip you to shreds if you let them see you. You must destroy the blockades that hold the doors open. This will allow them to shut and eliminate the turret threat.

If you want, you can ride the lift to ground level, get off, and then don't move. You're looking at a couple of pillars. The gun turrets lie directly behind them; now you know where they are. Ride back upstairs when you're done looking.

You don't *need* to ride downstairs, though. Just move on to Step 6.

7. Crawl down the wall *beside* a doorway (either side, but not in the middle, where the turrets can see you) and destroy a blockade (figure 6-15) holding the door open. Stay out of sight of the turrets as you do this.

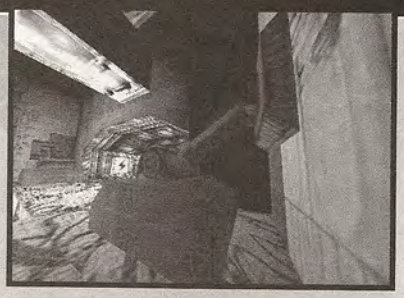
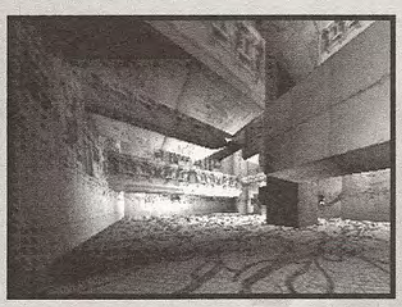


Fig. 6-15. Destroy this blockade with your claws.

8. Crawl back up the wall, over the doorway, and down the other side (again, keeping out of the turrets' view). Destroy the other blockade. Both doors are now sealed.

Finishing Up

1. Now that both doors are sealed, look around on ground level. You'll find another, smaller doorway. Golden light streams from it. Go through.



2. You emerge in another large cavern (figure 6-16). This cavern resembles the earlier one: it contains a doorway with automatic turrets beyond, and you must destroy a pair of blockades to close the doors and remove the turret threat.

Fig. 6-16. This cavern, like the last, has deadly gun turrets beyond a pair of doors.

3. Instead of proceeding into the middle of the cavern, hug the right-hand wall. Follow it slowly until you approach the doorway. Destroy the blockade holding the right door open.

4. Crawl up the wall, over the doorway, and down the other side. Destroy the left blockade and the other door will shut. You'll receive instructions to return to your lair.

5. The recessed panel near the middle of the floor slides open as you approach. Drop into a tunnel.

6. Follow the tunnel to another hole in the floor (figure 6-17). Drop through it.

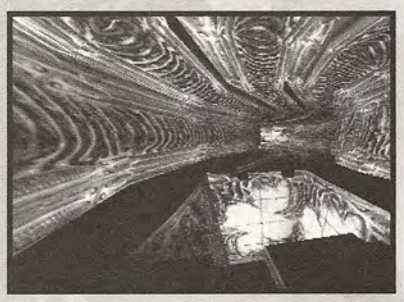
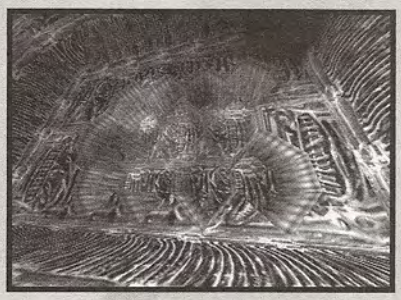


Fig. 6-17. Drop through the hole in the tunnel floor.

7. Downstairs, you must do some climbing and continue deeper into the lair. Eventually, you emerge in a massive chamber that contains a titanic statue of an Alien (figure 6-18).

Fig. 6-18. You're almost at the hive.

8. Crawl up the wall on the far side of the room to find a ledge. A tunnel leads away from one end of it; follow the tunnel.



9. The tunnel twists and turns, and finally leads to the lair. There are hexagonal holes in some of the walls (figure 6-19). The episode ends when you enter one of these cells.

Fig. 6-19. This is the lair, your destination.

Episode 2: Escape

You find yourself in a Weyland–Yutani field laboratory that's been established near the hive. Colonial Marines are busy sterilizing and packaging Alien eggs to send to Earth for analysis and experimentation.

Your job is to make your way through this field laboratory and sneak aboard the transit shuttle taking the eggs off-planet.

Tactical Overview

- This episode features lots of alternate paths in the form of tunnels above hallways. Often, doors are sealed until you sneak past by using tunnels, and then you can open them from the other side.
- Proceed methodically and capitalize on the fact that there are many noncombatants. They provide you with an easy source of extra health.
- Despite the tunnels, this is a linear level. Several office areas look similar, however, and you can get confused. Observe your surroundings so as to avoid getting disoriented.

Walkthrough

Infiltration

1. You start in a lair. A single tunnel leads away; take it.

2. The tunnel leads to a very tall chamber with two spiraling columns. Climb to the top of the chamber and onto a ledge that passes between the two columns (figure 6-20). A door opens. Go through.

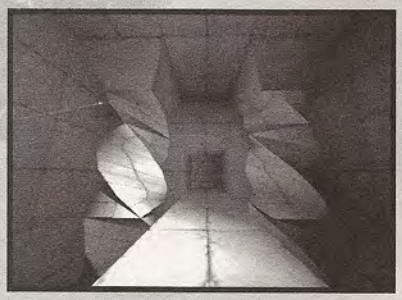
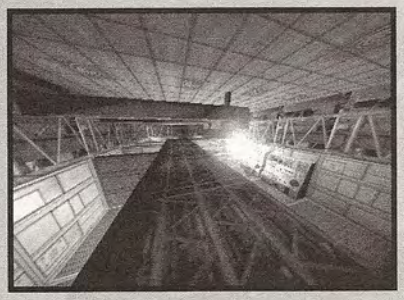


Fig. 6-20. Proceed between the columns.

3. You appear in a back room of the human colony. Kill any humans there, and then look for a wall vent opposite the side you came in through. Crawl through it.



4. This tunnel takes you to a catwalk above a large office area with cubicles (figure 6-21). Drop in, kill any humans that get in your way, and explore. Then get back up on the catwalk and follow it into another tunnel.

Fig. 6-21. Follow this catwalk.

5. The tunnel leads to a second large office area. Drop off the catwalk and kill anyone in the room.

6. There are two doors in this room. The door nearest the tunnel you entered through leads back into areas you've already been through. The other door leads into new territory. Take it.

7. You emerge in a third office area. Climb the walls here to a catwalk. Follow it into a short tunnel.

8. The tunnel ends quickly in a rest room (figure 6-22). Drop into it, killing anyone there, and head for the door.

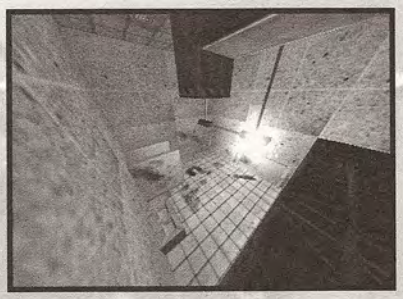
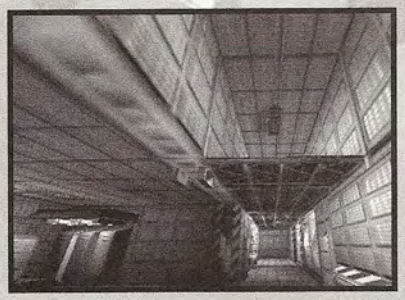


Fig. 6-22. Drop into the rest room.



9. You enter a hallway with locker rooms on either side. Clean out any humans in the locker rooms, return to the hallway, and climb the wall to the catwalk above the hallway (as shown in figure 6-23).

Fig. 6-23. Climb to the catwalk above the hallway.

10. The catwalk leads through a tunnel to another locker room. Kill any humans there and return to the catwalk.

11. Follow the catwalk to a small office (figure 6-24). Kill anyone there and go through a series of airlock doors.

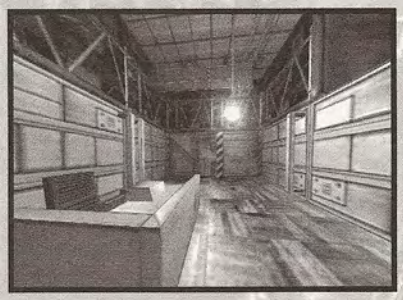


Fig. 6-24. Cycle through these airlock doors.

Airlock

1. Continue past the airlocks into another small office, killing as you go. Now climb to enter a tunnel high in the office wall.

2. The tunnel becomes a catwalk through two big rooms filled with equipment. Kill all humans in both rooms. Drop off the catwalk in the second room and go through a door.

3. The hall beyond leads to an observation room (figure 6-25; you can see Alien eggs behind protective glass windows). Proceed through the other door and enter a tunnel in the wall in the room beyond.

Fig. 6-25. Proceed through this observation room.

4. The tunnel drops you into an adjacent room with two doors. The right-hand door leads to places you've been; the left door takes you to new areas. Take the left door.

5. Carts full of Alien eggs line the long corridor beyond. In the loading room at the end, Alien eggs move along conveyor belts (figure 6-26); the humans are loading them onto a ship, perhaps to take them away for analysis.

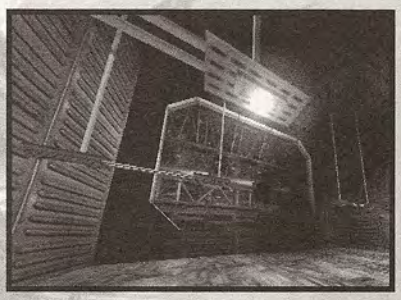
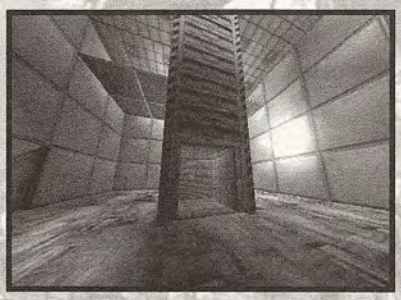


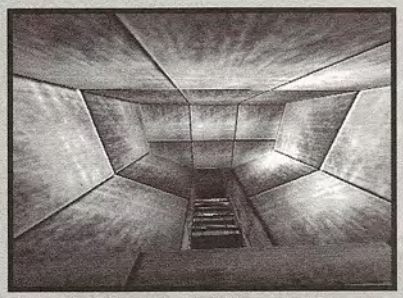
Fig. 6-26. Alien eggs are loaded for transport here.



6. Go through a door to the right to enter a room with an elevator column (figure 6-27). Board the elevator and ascend. (You can kill humans in the bathroom areas adjacent to this room first, if you'd prefer.)

Fig. 6-27. Take the elevator—or just climb up the wall.

7. Upstairs, you can see a spaceship through a long window. Your goal is to board that ship.



8. Keep exploring upstairs: a pane of glass protects a green section of ductwork (figure 6-28). Break the glass and drop in. You might want to use Navigating vision here.

Fig. 6-28. Break the glass and drop into the duct.

9. Follow the duct into the ship's cargo hold, where Alien eggs are stored in glass jars. Proceed as deeply as you can, and the mission ends.

Episode 3: Ferarco

You've succeeded in sneaking aboard the general-purpose freighter *Ferarco*, along with a cargo of Alien eggs. Now it's time to leave the cargo bay where you've been hiding and wreak some serious havoc: specifically, you want to sabotage the ship and thin out its crew.

"*Ferarco*" is extremely challenging from an architectural standpoint. The ship is large, and features areas more or less identical while nonetheless distinct. Take it slowly and make a real effort to get a sense of your surroundings, and you'll do fine.

Tactical Overview

- "*Ferarco*" is a complex environment. Spend enough time in each new location that you can recognize it when you see it again.
- You'll face lots of Androids in this episode, especially toward the end. Prepare for some rough combat.
- Prepare to spend lots of time in tunnels.

Walkthrough

Gaining Access to Upper Decks

1. You begin in a storage area. Kill all humans and proceed down the only corridor. As you round a bend, a door ahead shuts automatically. Note this; later you'll come back to use the central stairwell beyond.

2. Continue along the hall to a ladder (figure 6-29). Climb up and into a tunnel. Follow it to the end. Break a grate beneath your feet to drop into another storage area.

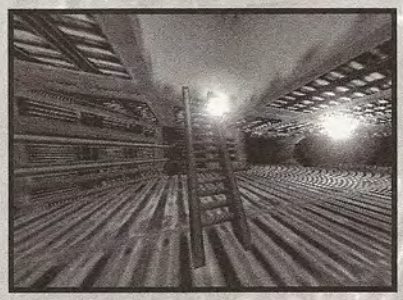
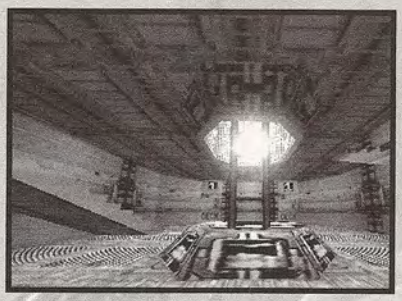


Fig. 6-29. Climb the ladder.

3. Proceed through three connected storage areas, killing humans along the way. (Watch out for one with a Flamethrower.) Soon you'll find yourself back in the hallway near the ladder from Step 2.



4. Backtrack along the hallway as if you were returning to your starting point. Along the way, you'll see that the door to the central stairwell (figure 6-30) is open. Go through.

Fig. 6-30. Enter the central stairwell.

5. Ascend the stairs to Deck 2. Note the locked door that prevents you from accessing it. Then climb the stairs as if you were going to Deck 3.

6. On the landing between decks 2 and 3, a double row of pipes protrudes from the wall in two places (figure 6-31 shows one such spot). Attack the pipes on both of these objects, knocking out the crude plugs.

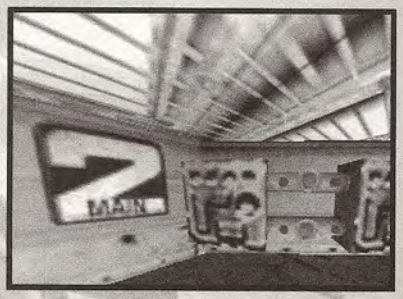
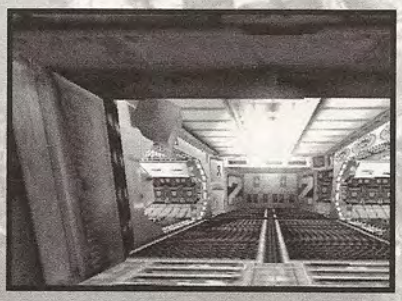


Fig. 6-31. Break holes in these pipes.

7. The pipes will spring leaks and steam will vent. Keep attacking from various angles. Eventually, the lights dim to red and the door to Deck 2 opens.

Decks 2 and 3

1. Follow the corridor into Deck 2, the ship's main deck. You'll reach a door with a button beside it. If the door closes, destroy the button to make it open again.



2. Beyond the door, you can go either left or a right (figure 6-32). Take a left. Proceed slowly, killing humans; it may take a moment before doors open, so be patient.

Fig. 6-32. Take a left.

3. The corridor leads to a small junction room with exits ahead and to the left. Take the left exit and enter a conference room (figure 6-33) with a table at the center.

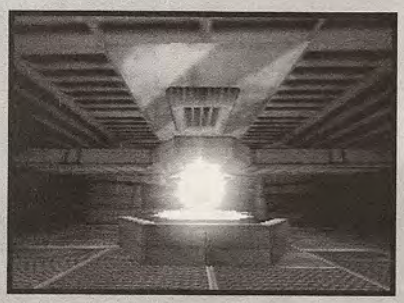
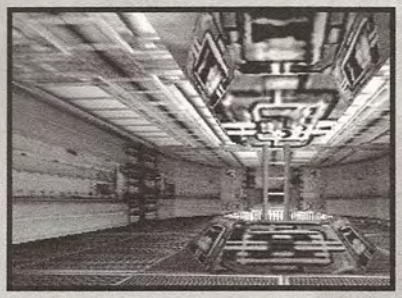


Fig. 6-33. Note the ceiling grate.

4. Climb to the ceiling grate over the table in the room's center, break it, and climb through the tunnel beyond.



5. The tunnel ends at another grate. Break the grate and drop into a short, orange corridor. Follow it to a central stairwell like the one you saw before. You're on Deck 3 (figure 6-34).

Fig. 6-34. You're now on Deck 3.

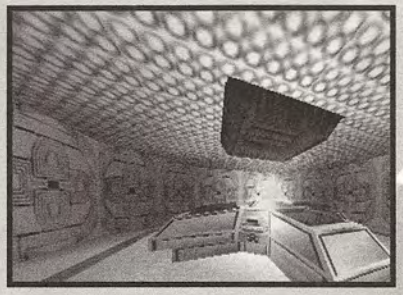
6. Proceed across the stairwell to enter the corridor on the opposite side (do *not* go down the stairs). Break a grate on the left side of this corridor and enter the tunnel beyond.

7. The tunnel dead-ends, but there's a grate on the left. Break it and follow more tunnel. You'll drop into a small room with sleeping pods in the center.

8. Leave the small room via a corridor. When it branches, go left and continue.

9. As you approach a corner, note the glass plate in the left wall (figure 6-35). Break it and run through into an examining room. Take a right to reenter the corridor you were just in: you've managed to get behind a pair of nasty gun turrets you'd have run into had you ignored the glass plate.

Fig. 6-35. Break the glass and run through to detour around the gun turrets.



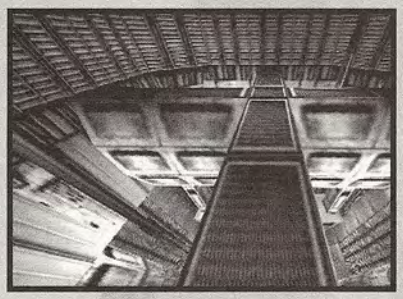
10. Continue along the corridor to a T-junction and take a left into another small room with a table (figure 6-36; it resembles the room from Step 6.) Again, break a grate on the ceiling over the sleeping pods and climb into the ventilation duct.

Fig. 6-36. Break the grate above the table.

11. At the T in the duct, go right, toward the orange glow. You'll drop into another orange hall.

Finishing Touches

1. Traverse the orange hallway. You want to enter a hole at the far end, but a human guards it. You must climb into a side vent and then bait the guard into approaching: his weapon can't miss if you stay in the narrow corridor.



2. Break a grate at the end of the corridor. Follow the tunnel beyond to the top of a massive chamber (figure 6-37) with a cross-shaped structure at the top.

Fig. 6-37. Fall all the way to the bottom of this chamber.

3. Drop to the bottom of this chamber. Follow a corridor into a room with barrels. Sneak past the barrels. (Or you can stay back from them and allow a Marine lurking behind them to fire at you. As he does, he'll destroy the barrels accidentally, killing himself and opening a path for you).

4. Proceed through another room. Break a grate, enter a duct, and follow it. Break a second grate.

5. You'll appear in a big, empty room with strong aquamarine lights (figure 6-38). Remember this room: you'll return here in a moment. Now take the rightmost exit shown in figure 6-38.

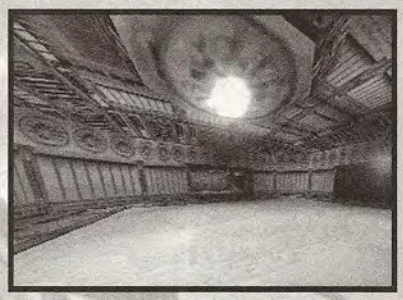
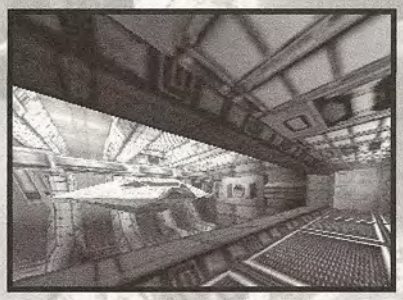


Fig. 6-38. Remember this empty room with aquamarine lights.



6. Drop down a shaft into a room (shown in figure 6-39). You'll see a small ship behind a plate of unbreakable glass, and a sealed corridor leading into the ship. Again, remember this room.

Fig. 6-39. An escape vessel waits behind the unbreakable glass.

7. Climb back up the shaft into the aquamarine room and take the only exit you haven't explored yet. It leads to another stairwell; according to the signs there, you're on Deck 1. Ignore the stairs and run straight to the other side, killing Marines, to enter a corridor. Follow as it leads to a short drop-off and a narrower corridor.

TIP

From this point on, you'll encounter lots of Androids mixed in with the Marines.

8. Follow the dark corridor downstairs, watching the ceiling. When you see a green tunnel above, climb into it. (If you reach a dead end where a chair sits in a glass bubble looking out over deep space, you've gone a little too far.)

9. Climb the green tunnel to the top. Go through a door into a large, two-level room filled with equipment. Find the unique door (shown in figure 6-40; it lies opposite where you entered, on the room's lower level). Destroy the panel beside it and go through.

Fig. 6-40. Destroy the panel and enter through the door.

TIP

Ignore the other door leading away from this area. It takes you to places you've already been.

10. Beyond the door is a second door. Break a nearby panel to open it.

11. A computer console resides in the middle of this room, and nine glass panels (or monitors) are arrayed around the walls (figure 6-41). Destroy all nine panels and you'll receive a message that the ship is self-destructing.

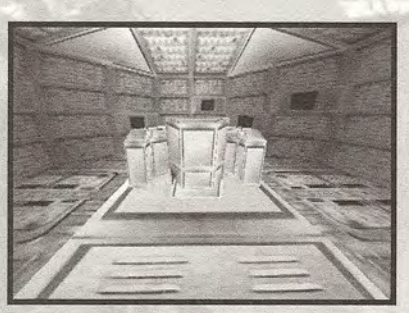


Fig. 6-41. Destroy all the glass panels.

12. Return to the green tunnel you came through (it's red now) and drop to the bottom. Backtrack all the way to the aquamarine room (see Step 5); from there, drop into the room with the ship behind unbreakable glass (see Step 6). The hatch here has opened.

13. Enter the hatch and follow the tunnel to the spaceship. The episode is complete when you board the spaceship. If you don't make it in time, you'll hear a countdown and the ship will self destruct.

Episode 4: Gateway

Having destroyed the *Ferarco* and escaped in the emergency craft, you arrive at the Deep Space Freight Terminal "Gateway." Specifically, you're in a secure research tower of Gateway. Your task is to cause mayhem in Gateway while seeking a hive presence somewhere in the tower.

Tactical Overview

- You must crawl past several fans in this episode, after cutting their power supplies. Don't be impatient; wait until the fans have stopped completely before entering.
- On several occasions you'll meet heavily armed Marines in relatively open areas; this can be deadly. Use care when entering new areas, and try not to get caught in open ground.
- This episode features lots of alternate paths—paired corridors and elevator shafts that lead to the same locations. Don't let this confuse you.

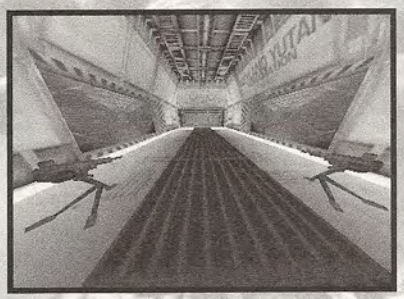
Walkthrough

Initial Foray

1. You start at the bottom of a hangar. A spaceship above you is docked to a short walkway. Immediately crawl up the wall and get onto the walkway; the hangar doors beneath your feet are about to open, and you'll be sucked into space if you aren't on the walkway.

2. You come to a door on the walkway. Break a nearby panel to open it. Pass through.

3. Break the ceiling grate beyond and crawl into a curving duct. Keep moving and follow the duct to the end. *Don't stop.* There's a place where you could get out before the end, but if you do, gun turrets will tear you up.



4. Break a vent at the end of the duct and drop to the floor behind the gun turrets (figure 6-42). Break both turrets.

Fig. 6-42. Destroy the turrets and they'll never bother you again.

5. There are two sealed doors on opposite sides of this room. Break the wall panels next to either or both; they'll open, revealing storerooms packed with crates. Each storeroom has a wall grate. (You may have to shove your way past some crates to reach it.) Go through either storeroom's wall grate and follow the tunnel beyond; both lead to the same place.

6. Both tunnels lead to a huge, empty cargo chamber (figure 6-43). Climb either wall of this chamber to access a hallway overlooking it. Again, there are two of these, and both lead to the same place.

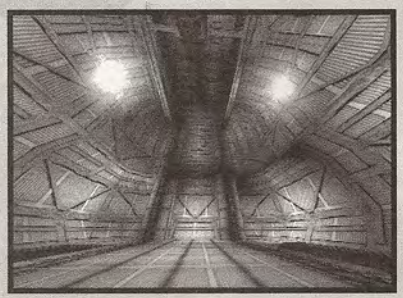


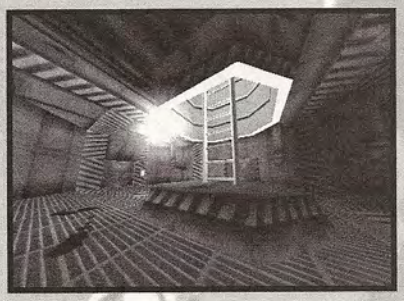
Fig. 6-43. Climb either wall.

7. The hallways lead to two elevators. Both elevator doors will open if you claw at them.

TIP

If you climb through the elevator shafts rather than board the elevator itself, you can control where you go more precisely.

If the car is present and you want it to go away, run into it and then back out quickly. It will leave, and you can crawl through the shaft.



8. Enter either elevator shaft and crawl up slowly. When you see a grate, break it and crawl through into the room shown in figure 6-44: there's a ladder in the middle and three doors in the walls.

Fig. 6-44. Break the panels to open doors.

Killing the Power and Locating the Fans

1. Two of the three doors here have lighted panels beside them. Break the panels to open the doors.

2. Beyond each door is a room with a turbine in the middle (figure 6-45). Destroy the lighted panel near the base of each turbine. The fan blades in both turbines will halt.

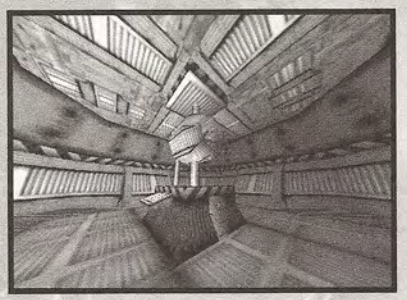


Fig. 6-45. Smash the control panels at the base of the turbines to stop them.

3. Return to the ladder (shown in figure 6-44). Climb up one level (not all the way up) and leap sideways to get off.

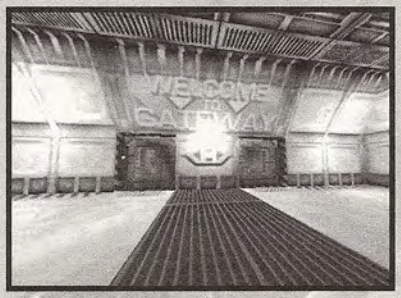
4. This level features another door with a lit panel beside it. Destroy the panel to open the door.

5. Behind is a third turbine; destroy the panel at the base of the turbine to shut it off.

6. Return to the ladder and climb it to the top. There are four grates up here, evenly spaced around the ladder. Gun turrets are visible through two of them, but they aren't pointed at you.

7. Break one of the grates you can see a turret through. Leap through, aiming so you'll land *behind* the turret, not in front of it.

8. Ignore the turrets; they won't bother you if you stay behind them. Look around. Two hallways lead away from this room. Take either hall; both lead to the same place.



9. The hallways lead to a pair of elevator doors (figure 6-46). Claw either of them open and crawl up the elevator shaft.

Fig. 6-46. Enter either door.

10. High up the shaft is a door with a small electrical box nearby. Use your Tail attack to break the box and open the door. Go through.

The Fans

1. The hallway up here has three doors on either side. The three doors on the left won't open, but the three on the right will. Take the third door on the right.

TIP

Make sure you take the door in the middle. Crawl up the wall across from the door onto the ceiling and drop to the walkway behind the guard. Kill him.

2. Beyond you'll find a pair of pillars with electrical boxes on them (figure 6-47). Destroy the boxes on the nearest pillar, and then approach the second pillar and destroy its boxes.

Fig. 6-47. Destroy the electrical boxes to remove the threat of hitting the fans.

3. After destroying both sets of electrical boxes, wait a few moments for the fan to grind to a halt. Then jump off the railing to the level below and locate the massive fan. Crawl past the motionless blades to the tunnel beyond.

4. Break a grate at the end of the tunnel—but *don't* proceed into the room beyond, labeled "JCT 01" (figure 6-48). There's a grate overhead, some electrical boxes on the right-hand wall, and corridors on the left and dead ahead.

Fig. 6-48. Avoid the left corridor.

TIP

The left corridor is dangerous: a gun turret lies at the end. Don't place yourself in full view of the corridor for more than a moment.

5. Dash ahead, down the corridor in front of you. You'll reach another small room, this one labeled "JCT 04."

6. Turn left and proceed to JCT 03. Then take another left and proceed to JCT 02, where the gun turret is. Smash the turret.

7. Now that the turret threat is gone, smash the electrical boxes in all four rooms—JCT 01, 02, 03, and 04. Then break the ceiling grate in any of the rooms (you guessed it: they all go to the same place) and climb through.

8. The tunnels lead to the base of a vertical shaft lined with motionless fans (figure 6-49). Climb to the top of the shaft.

Fig. 6-49. Climb all the way up the shaft.

9. Three holes lead away from the top; take the one in the middle.

10. You come to the bottom of a sloped room with a pair of small fans on one wall. Climb the slope, and then drop through a large hole in the floor. Proceed through a doorway into a small, green room.

Opening the Ports

1. The port in this room opens as you approach it, giving you a view of space (figure 6-50). Watch it open, and then break through a glass door nearby.

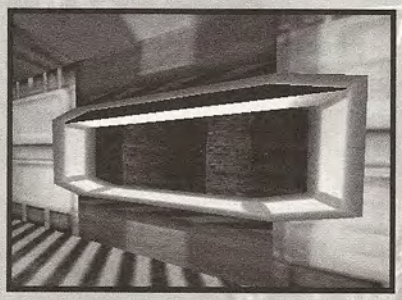


Fig. 6-50. Watch the port open, giving you a view of space.

2. Proceed through a series of six similar rooms in a row. Follow the same procedure in each: break the glass to get in, note the opening port that gives you a view of space, and break the glass to reach the next room.

3. The room at the end of the line has a hole in the ceiling. Crawl through the hole into a room with two small fans and one larger fan. Break the electrical boxes on the wall here to short out the larger fan.

4. Crawl past the blades into the tunnel beyond. Break grates along the way.

5. You'll drop into a long, red room with bars on the opposite wall and slopes on either side (figure 6-51).

Fig. 6-51. The bars on the other end of the room protect the hive presence.

TIP

A constant flow of Marines appears on both slopes, so act fast. Kill quickly, and don't get so caught up in anything that you fail to notice new arrivals. On the other hand, once you've killed all visible Marines, carry on with steps 6 through 8. Don't allow yourself to get so caught up in killing Marines and watching for new ones that you waste your precious moments alone.

6. Clear out any visible Marines quickly, and climb either slope to find a chair and a desk with a computer console on it (figure 6-52). Claw the desk and console until all three panels are destroyed.

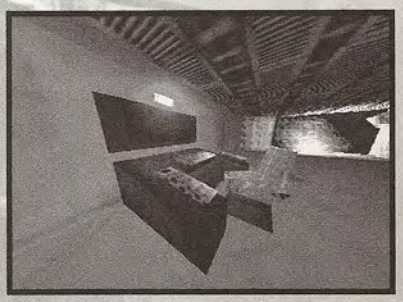


Fig. 6-52. Destroy the computer console.

7. Now go up the other slope and destroy the identical desk and console there.

8. After destroying both consoles, slide down the slope. The bars at the end of the room will slide away. Go past them to end the episode.

Episode 5: Earthbound

You've managed to shut down Gateway's research tower, but Alien specimens (eggs) are still being transferred to an Earth-bound shuttlecraft. Your task is to locate the eggs, join them, and protect them during their long voyage to Earth.

This is an extremely difficult episode, in terms of both architecture and combat. Prepare to try it several times: you're sure to encounter difficulties even using the walkthrough.

Tactical Overview

- You'll face numerous Androids right from the start. Prepare for some fierce combat!
- Human enemies tend to have Flamethrowers—very hard to avoid when you approach along the floor. Try to approach Marines from walls and ceilings.
- Read the walkthrough carefully. Gun turrets in several spots will cut you to pieces if you do things even a *bit* wrong: be prepared.

Walkthrough

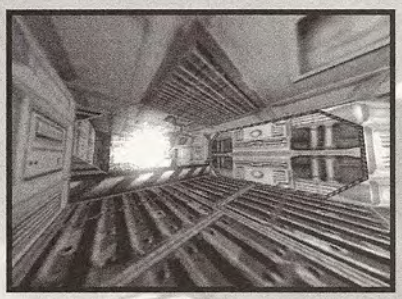
Getting Started

1. You start at the end of an airlock. Run out of it and into a large docking area.

2. Locate an elevator shaft in the floor and drop through it.

3. Downstairs, proceed along a short corridor and go up a second elevator shaft. (You'll have to maneuver around a lift that partially blocks the shaft. Watch out for Androids at the top!)

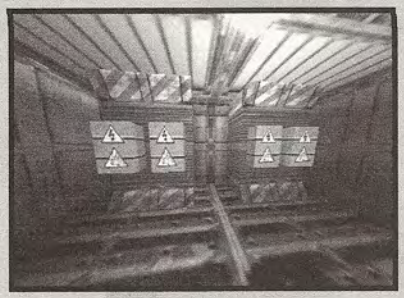
4. Upstairs, you'll find yourself in a second docking area. Locate yet another elevator shaft at the far end. Drop in.



5. Break a grate at the bottom of this shaft and proceed to a spot where a glass wall gives way to a red-hued office (figure 6-53). Break the glass and enter the room. Destroy a computer console there.

Fig. 6-53. Break through the glass into the office.

6. An observation room beyond the office looks over a large train station. (Destroying the computer in Step 5 opened a door that lets you drop into the station.)



7. Drop to the tracks. There are two alcoves near the floor on opposite sides of the room (figure 6-54 shows one of these). Destroy all the fuse boxes in both alcoves, and the immense doors on one side of the station will slide open.

Fig. 6-54. Destroy the fuse boxes.

8. Proceed through the large doors wary of ambush: panels on either side open to reveal Marines.

9. Break the wall grate in an alcove back here and follow a short tunnel to another grate.

The Gun Corridor and Beyond

1. Break this grate—but don't go through yet.

TIP

You're about to enter a corridor riddled with dangerous fans on the ceiling and gun turrets on the ground. Let's call it the "Gun Corridor." Jumping into the Gun Corridor at the wrong spot will get you shredded by turrets or sucked into a ceiling fan.

The following steps will help you use a series of tunnels winding through the Gun Corridor to defuse the guns and the fans. The tunnels may seem to lead you to many separate corridors, but in fact you're returning to different spots along the same corridor again and again.

2. A light flashes within another tunnel on the opposite side of the corridor. Leap across into the new tunnel; it's not hard, thanks to your superior Alien leaping ability.

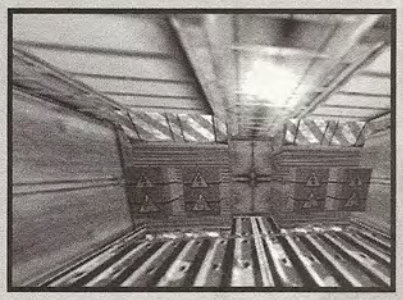
TIP

If you fall into the Gun Corridor, gun turrets will blast you. Use care, and line up your jumps well!

3. Follow the tunnel as it loops back to rejoin the Gun Corridor farther down the line. A flashing light reveals yet another tunnel on the opposite side (figure 6-55).

Fig. 6-55. Don't leap into the tunnel. Instead, leap to the right.

4. Instead of jumping across into the new tunnel, angle your jump to the *right.* You'll land in the corridor between a pair of gun turrets on the floor—each facing away from you. Destroy both.



5. Nearby, in the area between the two gun turrets, a pair of alcoves contains fuse boxes (figure 6-56). Destroy all the fuse boxes on each side to halt the fans in the Gun Corridor's ceiling.

Fig. 6-56. Destroy the fuse boxes.

6. After giving the fans a moment to stop, climb to the ceiling and climb past either ceiling fan. (Both are stopped, and both lead to the same place.)

7. You'll reach a "fan junction" (figure 6-57): there are fan tunnels on either side, and a third motionless fan tunnel directly above. Climb up past the overhead fan.

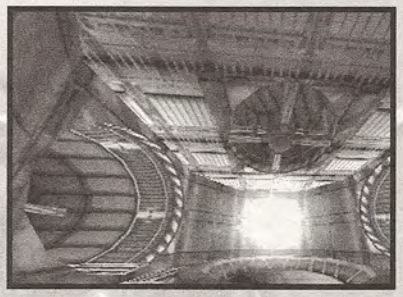


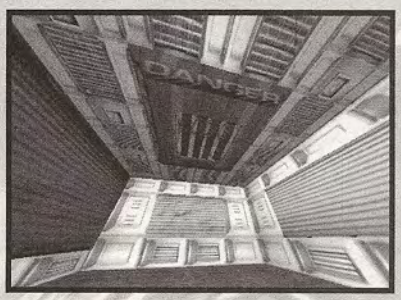
Fig. 6-57. Exit through the ceiling.

More Fans

1. Follow the tunnel beyond the ceiling fan to a small room with yet another large tunnel. Follow it to a floor grate.

TIP

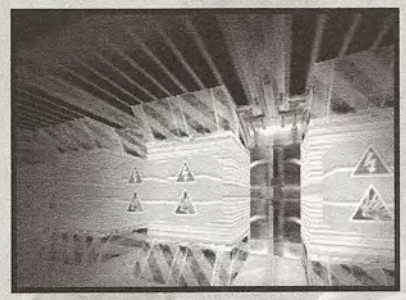
Watch out for Marines with Flamethrowers in the next few tunnels.



2. Break the grate and drop into a well-lit room (watch out for explosive barrels below). Kill the room's occupants and locate another ceiling grate (figure 6-58). Break it and crawl into the tunnel beyond.

Fig. 6-58. Exit the room through a ceiling grate.

3. Follow several more tunnels to a floor grate. Break it to drop into a well-lit room with egg specimens behind glass. Locate an exit near the far end of the room and go through.



4. Two large fuse boxes wait in the dark alcove beyond (figure 6-59). A glass wall overlooks a tunnel with fans at either end. Break all the fuse boxes, wait a moment, and then break through the glass.

Fig. 6-59. Destroy both these fuse boxes.

5. One of the fans will halt after you destroy the fuse boxes. Go past that fan into the tunnel beyond. (Avoid the still-active fan.)

6. The tunnel connects to the top of a tall room. Drop into the room and follow another tunnel leading away near ground level.

7. Proceed to another small room and enter yet another tunnel.

8. You reach a junction of three tunnels with a tower of fuse boxes (figure 6-60). Destroy all the boxes (you must climb to reach some of them).

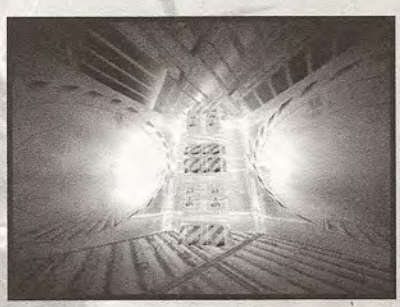


Fig. 6-60. Again, destroy all the fuse boxes.

9. After you smash all the boxes, take either new path: both lead to the same spot.

Déjá Vu

1. Both new tunnels drop you into a passage similar to the Gun Corridor from before, but there are no guns.

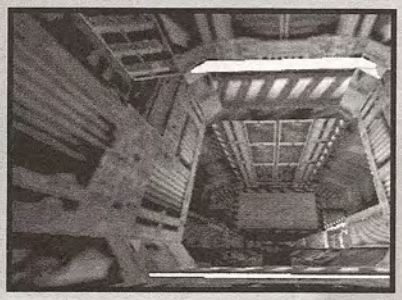
TIP

Much of the architecture will look familiar from here on. It mirrors what you've passed through already.

2. Investigate the tunnels riddling this corridor. Most curve back into the corridor itself, but one, covered by a grate at the end of the corridor, leads away.

3. Halt at the end of this tunnel: don't drop out of it. As you sit and watch, a large cargo train moves away from you, and a pair of cargo doors closes automatically after the train passes through them. Once the doors are closed, you can drop out of the tunnel. (The doors shield you from gun turrets in the cargo area beyond.)

4. A pair of smaller doors on either side of the larger cargo doors conceal fuse boxes. Destroy them all and then quickly crawl up to the ceiling. The cargo doors open to reveal a train station—complete with turrets beneath the train. However, the turrets won't shoot you if you're on the ceiling when the cargo door opens.



5. The screenshot in figure 6-61 is an upside-down view from the ceiling, facing the station. Proceed forward along the ceiling and drop onto the square object ahead (actually the top of the train). Don't fall onto the floor, or the turrets will get you!

Fig. 6-61. Crawl along the ceiling and drop onto the train.

6. Work your way to the back of the train, and then drop to ground level behind the turrets. Destroy the turrets (or ignore them).

7. An observation area lies on either side of the station. Only one is well-lit. Climb into it to enter a green office beyond. You must break a glass window as you go.

8. Beyond the window is a door, and beyond that, an alcove with a ceiling grate. Break the grate and climb up a tall elevator shaft.

9. Beyond a door in a cargo area a Predator attacks (figure 6-62). Kill it. (Refer to the following tip.)

Fig. 6-62. Keep moving as you fight the Predator.

TIP

Keep in constant motion as you combat the Predator, never running directly toward him (always focus on lateral movement). Wear him down with passing claw rakes and tail slaps. If you stand still, he'll blast you with his Plasmacaster.

When the Predator kneels (as in figure 6-63), continue attacking until he falls. He's dying, and activating a self-destruct mechanism to take you out with him. Finish him off immediately.

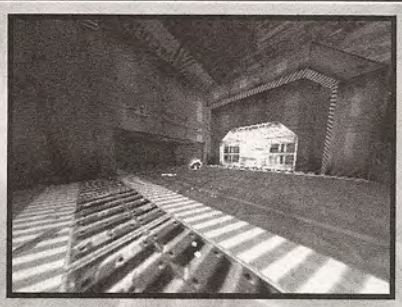


Fig. 6-63. When the Predator kneels, finish him off or die.

10. When the Predator is gone, traverse a long, bright airlock tunnel to end the episode.

Chapter 7

Marine Episodes

The Marine episodes are tough. Aliens are by far your most common enemies, but Predators and other creatures also appear as you proceed through the later missions. Facehuggers are a major concern; unlike the Predator, Marines have no special vision mode that picks up Facehuggers, so they can go unnoticed until it's too late.

Like the other walkthrough chapters, this chapter guides you through each episode, mentioning major points of interest, but says little about combat. Unless otherwise noted, Aliens can and will attack at any time. You must be vigilant and kill these Aliens as quickly as they appear. (Significant battles, especially against non-Alien foes, *are* mentioned in the walkthroughs, so you can prepare for them.)

Episode 1: Derelict

This episode takes place in the Weyland–Yutani Bioweapons Research Facility on LV-426. There's been a massive biocontainment failure, and all personnel are being evacuated.

In other words, this facility has been overrun by the Aliens being held here for research purposes. Your task is simply to escape with your life.

This isn't a tough mission by *Aliens versus Predator* standards, but if you're just getting acquainted with the game, the speed of combat may surprise you.

Tactical Overview

- This is a fairly linear level. You needn't backtrack much.
- Despite the level's linear nature, a number of large doors are locked. Some stay locked; ignore them.
- This episode's initial stages are Alien-free. About halfway through, you'll enter Alien territory and must be more cautious.

Walkthrough

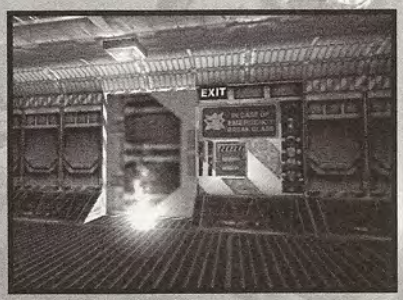
Wake-Up Call

1. You start in your room. The base is being overrun by Aliens; it's time to get moving!

TIP

You won't encounter any Aliens during the first few stages of this mission, so relax and take your time.

2. Leave the room and enter a wide corridor with flashing red lights. The doors at either end of this corridor are sealed; ignore them. Take a side corridor flanked by small exit signs.



3. This corridor leads to another corridor. Look for a lever behind glass (figure 7-1). Shoot the glass and throw the lever to open a door and proceed through.

Fig. 7-1. Shoot the glass and throw the lever.

4. Climb a flight of stairs to the top level of a two-level communications room (figure 7-2). Enter the lift on the other side of the room and descend to the lower level.

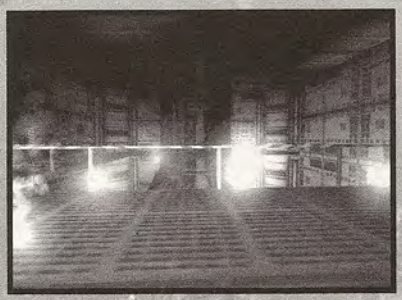
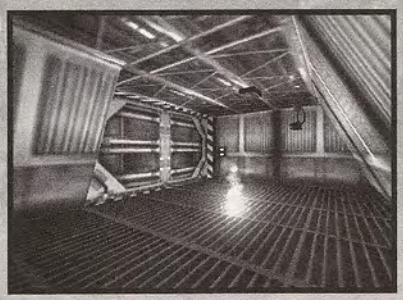


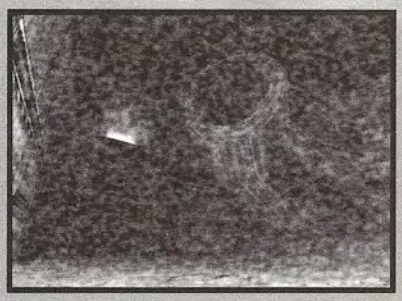
Fig. 7-2. Go down the lift here.

5. Locate a switch near the center of the room. Throw it to open a set of doors. Proceed through the doors.



6. Follow twisting corridors through two doors and down a slight incline. You'll reach a door that doesn't open as you approach (figure 7-3). This is the entrance to an airlock. Press the white button beside the door to open it; then follow the corridor beyond.

Fig. 7-3. Press the white button and keep moving.



7. You'll reach a pitch-black area with a massive Alien artifact in it (figure 7-4). Turn on your Image Enhancer and proceed to the end of this area. Ascend in the lift there.

Fig. 7-4. Ignore the strange Alien artifact . . . for now.

TIP

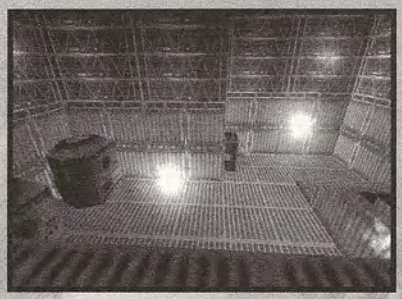
Aliens will start to appear at this point, so be careful!

8. Traverse the upstairs hallway to the lower level of a two-level room. Take a lift up to the upper level, and follow the only corridor leading away.

9. The corridor twists and turns. Follow it—and watch for Aliens.

TIP

You'll have two opportunities to detour away from the main corridor. Both appear on your right. The first leads you to helpful gear on the floor, the second leads to a dead end.



10. The corridor leads to a balcony overlooking a sunken room (figure 7-5) with a pair of generators. Stand well back and fire on the generators to destroy them; then wait a moment and drop into the sunken room. Collect any gear you find on the floor.

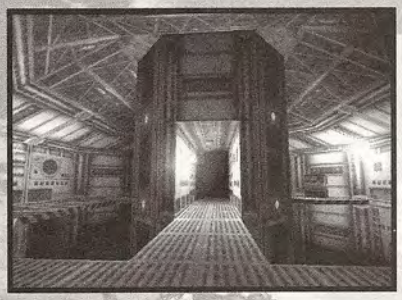
Fig. 7-5. Destroy the generators from up here.

TIP

Destroying the generators stops a dangerous fan in the sunken room. If you hadn't stopped the fan, it might have sucked you in as you looked for weapons.

11. Climb back up to the corridor and follow it again.

The Alien Artifact



1. The corridor leads you to the top of a three-level room (figure 7-6). A walkway leads across the room into another corridor. Follow the walkway; don't bother dropping down and exploring the room's lower levels.

Fig. 7-6. Proceed straight across the room.

2. The walkway takes you out into a massive chamber (figure 7-7). Another Alien artifact looms to your left. Ignore it for now and follow the walkway.

Fig. 7-7. Don't get distracted, just follow the walkway.

3. The walkway ends in a T-junction. First follow the right branch and collect a Healthpack (unavailabe in Director's Cut). Then follow the left branch and throw a switch in the wall.

4. Return to the section of walkway overlooking the Alien artifact (figure 7-7). Enter a lift near the middle of this walkway and descend to ground level.

5. Follow the small corridor away from this room and through a doorway to enter another larger room. Three openings here lead into the Alien artifact (figure 7-8). Enter through the leftmost opening.

Fig. 7-8. All three entrances lead into the artifact. Choose wisely.

6. Follow the strange corridor to an elevator at the end. Descend to the base of a massive chamber. At its center, a long-dead alien creature sits in a massive chair (figure 7-9).

Fig. 7-9. Don't look at the dead creature too long!

7. Search the perimeter of this chamber for a tunnel leading away. Take it.

8. The tunnel leads you through several distinctly human-looking rooms. Proceed through them to another elevator and descend.

9. Traverse another section of winding corridor to end the episode.

Episode 2: Colony

You've escaped the main research area. Now you're in the infested support colony where the research facility's scientists and workers lived. This colony is infested with Aliens, and power is off-line.

Your task is to get the power back on-line, and then gain access to the main gate. Once you've managed to escape through the main gate, you must proceed through a ravine to a waiting APC.

Tactical Overview

- Your first job is to enter the Generator Shed and throw four switches to restore power to the base.
- Next, you must enter the Colony Building and find the Ops Room on Level 3. There, you can throw the switches that open the main gate.
- After you throw the switches, it becomes clear you need an Engineer's Pass, located on Level 2 of the Colony Building, to open the gate. Once you have the pass you can get through the gate.
- Aliens are common in this level. Watch out for Facehuggers as well, especially near the end.

Walkthrough

Restoring Power, Part 1

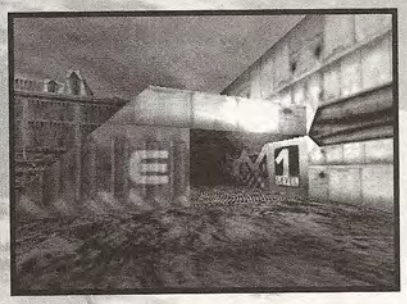
1. You start in a red-hued underground room. Follow corridors to an elevator and ascend to the main level.

2. Upstairs, walk out into the rainy night.

TIP

This walled colony consists of several buildings with a large, courtyard-like open area in the middle. You're in that courtyard now. Pay attention as you move around it, noting in particular that the West Lock is where you just came from, and the South Lock is the main gate—your eventual goal.

3. Outside, veer right and walk through the rain past the main gate, labeled "South Lock." Remember it; you'll come back here later.



4. Follow the wall to a shed labeled "E" and "L1" (figure 7-10). Enter and follow the corridor. Use your Image Enhancer here.

Fig. 7-10. Enter the dark Generator Shed.

5. At the junction, continue forward instead of descending the stairs to the right. You'll reach a large glass window; shoot it and drop through it.

6. You're in a dark room with four columns (figure 7-11), each with a lever. Throw all four levers. Light will come on, and a door opens. Before you leave, grab the Smartgun in this room's upper level. Go through and back to the stairs you avoided a moment ago.

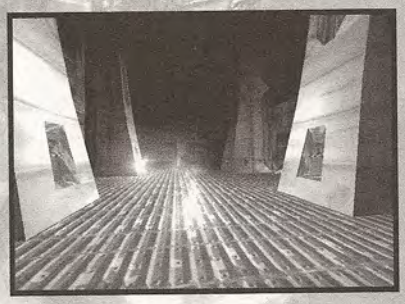


Fig. 7-11. Throw all four switches and turn off the Image Intensifier.

7. Proceed back outside into the rain.

8. Locate the door to the North Lock (figure 7-12). Use the lever next to the door to open it.

Fig. 7-12. Enter the main colony building.

9. Enter.

The North Lock

1. At the junction just inside the door, turn right. Follow the corridor to the end, and look right to see a tunnel in the wall (figure 7-13). Crawl into the tunnel.

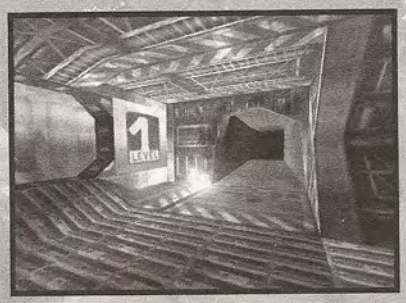


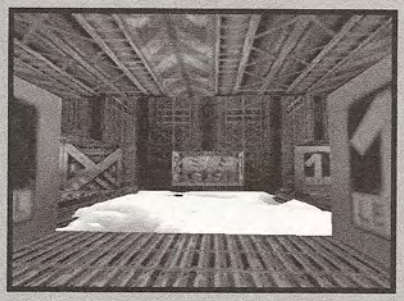
Fig. 7-13. Enter the tunnel.

2. Climb the short flight of stairs at the end of the tunnel.

3. A second flight of stairs upstairs leads to a hole covered by an impenetrable grate; you can't shoot this one out.

4. Crawl into a tunnel near the base of the stairs.

5. The tunnel leads to a warehouse filled with barrels. There are two doors here; one's stuck and one opens. Given these choices, go through the one that opens.



6. The corridor beyond leads to a junction with water on the floor (figure 7-14). Take a right at this junction and get on the lift.

Fig. 7-14. Take a right at the water.

TIP

You can collect gear by exploring the junction's other hallways and jumping off the lift at Level 2 before you reach Level 3.

7. The lift takes you up two floors to Level 3. Get off there and make your way around a hole in the floor.

8. Move forward, bearing right whenever possible. Climb a short flight of steps and go through a door into the control room (figure 7-15).

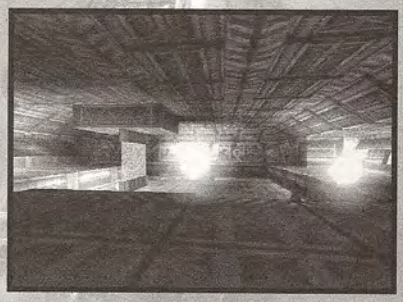
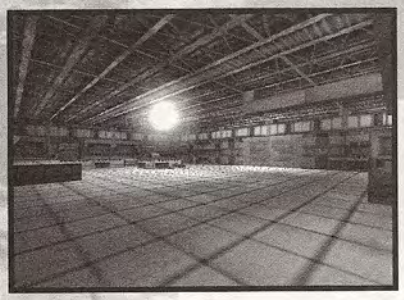


Fig. 7-15. There are five wall switches in here.

9. Collect gear from the floor and throw all five switches mounted at various spots along the walls.

10. Exit the control room and explore. Nearby, a staircase leads down (figure 7-16). Go down one short flight of stairs, and take a Smartgun from a ledge. Turn around and descend a second short staircase to Level 2.

Fig. 7-16. Take the stairs and collect a Smartgun. It's comforting to have so much firepower.



11. Explore Level 2 to find a Medlab (figure 7-17).

Fig. 7-17. Explore the Medlab.

The Medlab and Beyond

1. Search the Medlab, keeping your eyes peeled for a Flamethrower. (Take care to avoid a big hole in the floor.)

2. Beyond a set of sliding doors, you'll enter a room with Facehuggers (test that new Flamethrower) and several raised slabs (figure 7-18). The Manual Bypass, which looks like a satchel, sits on one of these slabs. Take it.

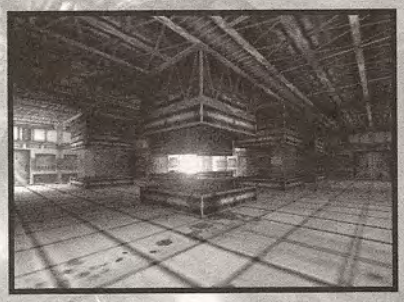


Fig. 7-18. The Manual Bypass rests on a slab.

3. Just outside the door to this room, there's a hole in the floor. Crouch and drop through it into an office.

4. The only available path out of the office area twists through several rooms and leads you back to the junction near the North Lock's exit. Take a right at this junction to find yourself back outside in the rain.

TIP

Hurry. The Aliens are numerous from this point on.

5. Cross the rainy courtyard toward the South Lock (figure 7-19). Approach the doors and they'll open.

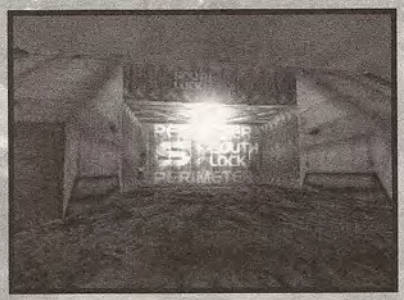


Fig. 7-19. This way to the APC.

6. Go through the doors and run down the ravine beyond, gunning down Aliens as you go. The episode ends when you reach the APC.

Episode 3: Invasion

The APC from the last mission takes you to a Company-owned Atmosphere Processor. This installation is infested, as well. Support personnel are missing and presumed infested.

Your task is to make your way through the Atmosphere Processor and disable five fans to deactivate its cooling system. Only then will the Company airlift you out of the Atmosphere Processor.

Tactical Overview

- This mission features lots of Aliens and a couple of areas with Facehuggers.
- Turn valve wheels to disable the fans.
- It's entirely possible to get lost because this level has a good deal of extra space. Stick to the walk-through and observe the world around you very carefully, and you should be fine.

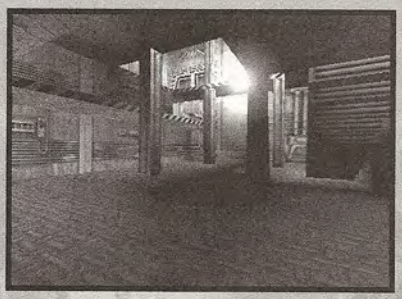
Walkthrough

Initial Exploration

1. You begin inside the APC. Get out immediately.

2. Outside, you find yourself in a large room. A stairway leads up to a door. Run upstairs and go through it.

3. Past the door, follow the corridor as it turns left, and then right. Advance slowly: more Aliens are bound to appear.

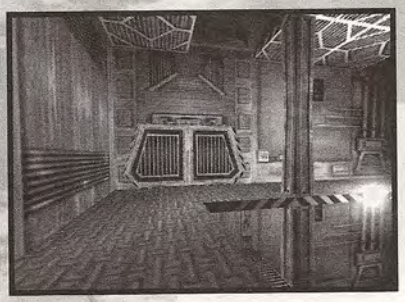


4. Go through the door at the end of the corridor to enter a tall chamber (figure 7-20). Kill the Aliens in here, and then climb a short stairway to a catwalk. Follow the catwalk to another door.

Fig. 7-20. Enter this tall chamber.

5. The corridor beyond leads to a small room. You'll find Armor beneath the stairs in here. Take it if you need it, climb the stairs, and pass through a door.

6. Take a right. Walk down a flickering, bloodstained corridor. Some gear lies near the stains. Collect everything and go through the door at the end of the corridor.



7. You emerge in the tall chamber from Step 4, on a higher level. Turn left, go through a door (figure 7-21), and proceed to a T-junction. Take a right at the junction.

Fig. 7-21. Go through the doorway and take a right.

8. Follow the corridor to a curving staircase. Climb the stairs and through a door into a small room containing a valve wheel and supplies (figure 7-22). Operate the valve wheel, and then take the supplies, including a Flamethrower.

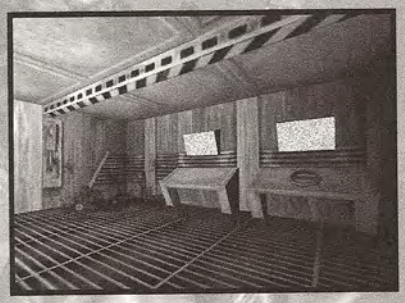


Fig. 7-22. Turn a valve wheel and collect supplies.

9. Exit the room and return to the T junction. Take the path you haven't explored.

Descent

1. The corridor ends in a large room (figure 7-23). Carefully walk along the platform that extends along the right-hand side of figure 7-23. Fall off the end of the platform to drop to a slightly lower level. Find a valve wheel set in the wall. Turn the wheel, and then quickly leap to the staircase leading back upstairs.

Fig. 7-23. Stay to the right, and drop to a lower level.

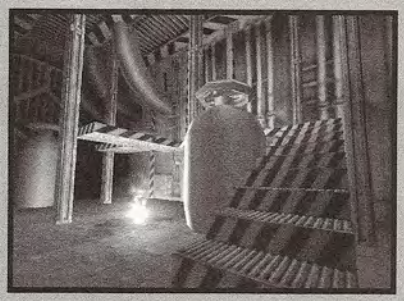
2. Upstairs, lights flash as a small bridge lowers into place. Run across the bridge and through a door to a supply room packed with ammunition, a Healthpack, and Armor.

TIP

The door to the supply room closes quickly, so you must be fast.

3. After you collect the supplies, leave the room and descend the stairs to a moving platform that takes you to the bottom of the room.

4. Equip your Flamethrower and follow the only corridor out of the room. Kill any Facehuggers you encounter, and note a door you can't open.



5. The corridor leads to a big room filled with equipment (figure 7-24). Be wary of Facehuggers in here. Climb the stairs, turn the valve wheel on top of the giant canister, and collect a Smartgun, Healthpack, and ammo from the platform. Then drop back down.

Fig. 7-24. Turn the wheel and collect gear.

6. Backtrack slightly from the equipment-filled room to find that a locked door on your left opens now. Go through it.

7. Follow the corridor until you reach a branch to the right. Take it to a lift in the middle of the hallway. Ascend to another equipment-filled room.

8. Ride a second lift up to a catwalk; follow the catwalk through a doorway.

9. Beyond the doorway, a tunnel leads left and a spiral staircase leads up to the right. Collect a Pulse Rifle (unavailbe in Director's Cut) at the mouth of the tunnel and then climb the stairs. Be careful not to enter the tunnel; a deadly fan waits within.

10. The small room upstairs holds a second ascending staircase, a Healthpack (unavailbe in Director's Cut), and a beam with flashing lights on the ceiling (figure 7-25). Collect the Healthpack and fire your Smartgun or Pulse Rifle at the beam with the flashing lights.

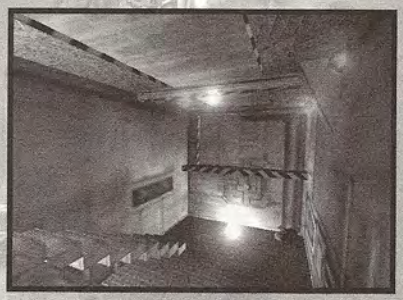


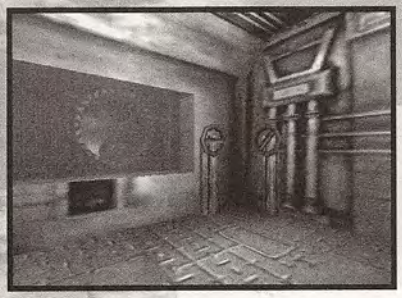
Fig. 7-25. Shoot the beam.

11. The beam breaks when you shoot it, and a section of ceiling drops to form a crude bridge.

Disabling the Hidden Fans

1. Walk up the stairs and cross the bridge you just created. Go through a door at the other end.

2. Beyond the door, a stairway curves down. Take it *very* carefully; there are gaps on either side, and you can take a deadly fall if you're not cautious. Walk (using the Walk key) instead of running at your usual pace.



3. At the foot of the stairs, pass through a door and follow a winding corridor/room to two valve wheels (figure 7-26) and a window overlooking a room with spinning fans. Turn both valve wheels and collect gear from a pile in the corner.

Fig. 7-26. Turn both wheels.

4. Disable both fans, retreat up the stairs, and cross the crude bridge. The hall on the other side of the crude bridge leads to a four-way junction (figure 7-27). Note the red door at the end of the hallway; then turn left at the junction.

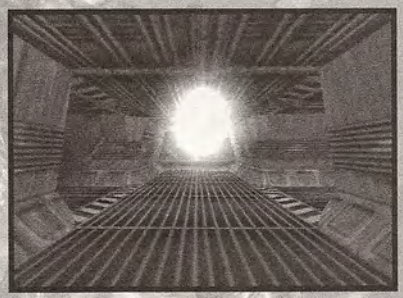
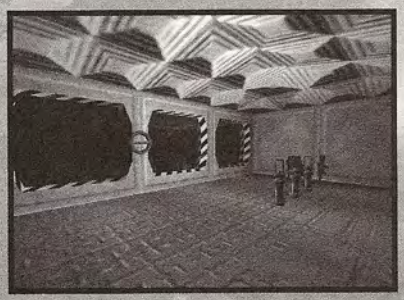


Fig. 7-27. Remember this four-way junction.



5. Go through a door and descend a flight of stairs. Collect Armor from beneath the stairs, and then locate a door elsewhere in this room. It leads to a smaller room with supplies and another valve wheel (figure 7-28).

Fig. 7-28. Turn the valve wheel.

6. Take the supplies, turn the valve wheel, and return to the four-way junction shown in figure 7-27.

7. Proceed through the four-way junction to the end of the long hallway, ignoring a pair of doors on your left.

8. At the end of the hallway, turn right, pass through a doorway, and continue following the hall (ignoring a side door) as it turns right again.

9. As you follow the hallway, you find Armor and a Healthpack (both unavailbe in Director's Cut) lying in a corner. Near this gear, the hallway ends in a small room containing assorted Aliens.

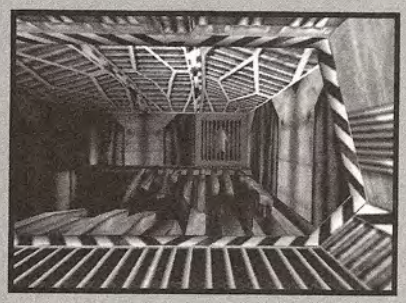
10. Battle the Aliens, enter the small room, climb the stairs, and turn the valve wheel on the catwalk (figure 7-29).

Fig. 7-29. Turn the valve wheel on the catwalk. It's the last one.

11. Go back downstairs and backtrack along the hallway to return to the four-way junction.

Escape!

1. Turn right at the four-way junction and run down the corridor. A door at the end, which was bathed in red light, is now bathed in green light. Go through it and traverse a long, winding corridor.



2. You'll reach a spot where the corridor is damaged, revealing a gaping abyss below (figure 7-30). Either leap across to the other side, or cross on a dangerous metal girder (on the right-hand side of the hole).

Fig. 7-30. Jump across the abyss—or cross the beam on the right.

3. The lift on the other side of the abyss takes you up to a massive launch pad.

4. Run out onto the launch pad and kill any Aliens up there (there's likely to be a real onslaught). Soon a friendly craft descends to take you away.

Episode 4: Orbital

You've been whisked out of the Atmosphere Processor only to find yourself on a Low-Orbit Operations Platform that—you guessed it—has been invaded by Aliens, not to mention other undesirables.

Your task here is simply to escape as quickly as possible. In the process you must deal with not only the usual Aliens, but also Xenoborgs, mechanized pseudo-Aliens humans created to battle the Aliens. Unfortunately, the Xenoborgs will shoot at anything, so you'll either have to kill them or move quickly to avoid them.

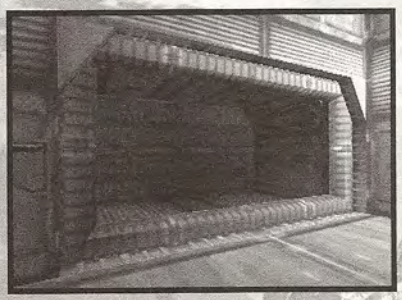
Tactical Overview

- The path through the orbital platform is fairly linear, with only a couple of major detours.
- One detour the walkthrough mentions leads to a Grenade Launcher. It's purely optional, however, and makes your job no easier.
- The walkthrough doesn't mention another detour: take a right when you reach a section of hallway with bunk rooms on either side. You'll come to a shower area with a Predator in it. This detour only hinders your escape; if you want an extra challenge you can try to kill that Predator.
- The Xenoborgs are a major threat. Always scan new areas as soon as you enter them, and try to determine whether any are present. Then kill them quickly or run away.
- You may encounter a Predator or two even if you stay on track. When you do, the Sadar is a good way to finish them off. But be careful not to take yourself out as well!

Walkthrough

Entering the Station

1. You start in a passage leading to an airlock. Move forward and enter the airlock.



2. Past the airlock, you'll find yourself in a room with a sealed door. Use a lever near the door to open it (figure 7-31). Go through this door and an unusual multipart door beyond.

Fig. 7-31. Throw this lever.

3. You'll come to a junction (figure 7-32). A door to the right is welded shut; a small room lies ahead, and stairs descend to the left. Move ahead into the small room and collect a Sadar and ammo for it. Then return to the junction and go down the stairs.

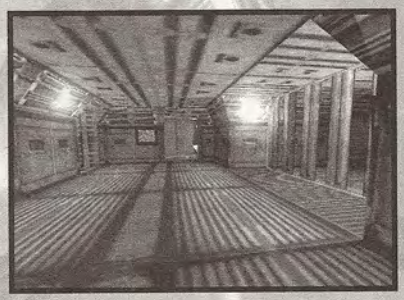


Fig. 7-32. Go ahead into the room with a Sadar. This is some serious hardware.

4. Pass through a door at the bottom to a hallway with doors on either side. These doors lead to bunk rooms.

TIP

The bunk rooms on either side of the hallway are likely to have gear in them. Often they have one piece of equipment—a Pulse Rifle, a Healthpack, or other beneficial items. Because they're tight quarters, however, you can have trouble with the Aliens that get in there with you.

Balance your desire for gear against your needs, and *then* decide whether to explore these rooms.

5. Proceed straight ahead through the door at the end of the hall. Continue ahead through another door. (You must throw a lever to open this one.)

6. You may take a left or continue forward. Proceed forward.

Vision Modes

In *Aliens Versus Predator* each of the three species literally have different views of the world around them. Each vision mode helps the characters track and eliminate their enemies.

These color screens will give you an idea of how the modes will aid your hunt for enemies. Master the use of all the vision modes and you'll keep your species on top.

Alien Vision Modes

Hunt Mode

Aliens see the world through a "fish eye" lens. Hunt mode, seen here, illuminates potential targets with various colors. Marines emit a blue pheromone aura.

The pheromone auras seen in Aliens' Hunt mode make targets much easier to see, especially in dark spots. This Marine stands out clearly from his surroundings.

This Predator is obvious in Hunt mode, despite the darkness. If he cloaks, his body will become invisible but the Alien can still see the green aura.

In Hunt mode, all three major enemy types cast a pheromone aura. A Marine's aura is blue, an Alien's aura is red, and a Predator's aura is green. This is different from the Predator's vision modes, which are specialized and only highlight one particular enemy type per vision mode.

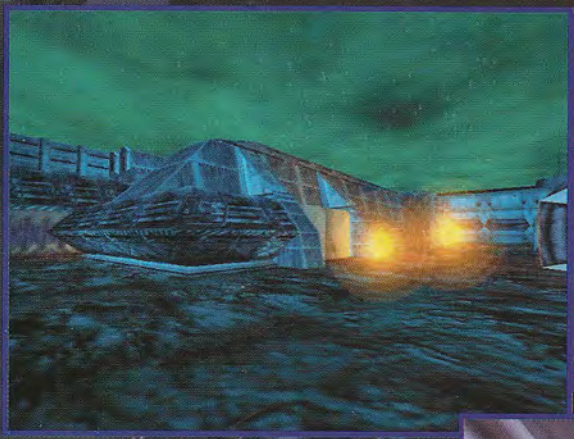
Navigate Mode

Navigate vision mode looks like a black and white photographic negative. It allows you to see in total darkness. There are limits, however. Since this mode doesn't perceive much color, it's easy to miss important features if you aren't careful. Also, there's a limit to your viewing range; items in the distance are lost in a general "white-out", as seen in the picture.

Navigate mode lacks Hunt mode's pheromone auras. Thus, enemies, like these two Marines, tend to blend in. Therefore, keep a careful lookout for foes when using Navigate mode.

Marine Vision Modes

Normal Mode



Marines' Normal vision mode is, as the name suggests, "normal". As you can see from this rainy outdoor scene, Normal vision mode depends on light. In areas such as these, with low light, you'll have difficulty seeing.

Fortunately, you can throw Flares to illuminate the area and aid your Normal vision. In this case, two flares have been thrown. They help to illuminate an Alien in the background.

Image Enhancer

This area, seen in Normal vision mode, is almost completely dark. All you can see is a dim red light in the distance. Flares could help light this area, but it's big enough and dark enough that the Image Enhancer is a better choice.

Here's the same area seen through the Image Enhancer. The view is grainy, but the details of nearby features (such as the floor and the wall on the left) are now clear. View range is limited. Note that the red light seen in the last screen appears bright white to the Image Enhancer.

This shows what happens when you use the Image Enhancer in well-lit areas. The ambient light "washes out" your vision, making it difficult to see. Furthermore, the Smartgun's huge muzzle flash also produces light, further washing out the image. As a result you can hardly see a thing. That's why you should only use the Image Enhancer in near-total darkness, and preferably in conjunction with weapons that produce minimal muzzle flash.

Predator Vision Modes

Normal Mode

The Predator's Normal vision mode is functionally identical to Marines' Normal vision. Both modes perceive colors well and have unlimited range, but both modes are limited by the amount of visible light in the area. Unlike Marines, however, Predators have no flares to throw. When it gets too dark to see, Predators need to shift into one of their three specialized vision modes.

Here's how the three major enemy types appear in Normal mode. All are clearly visible, but they aren't highlighted in any way. If it were darker, they'd all be hard to see.

Human (Blue) Mode

Predators' Human (Blue) vision mode makes the world appear blue. Humans stand out from this blue background, appearing as multi-colored heat signatures. Non-human enemies won't stand out in this mode. Also, note that this vision mode works quite well in darkness.

Alien (Red) Mode

Predators' Alien (Red) vision mode gives the world a red appearance. Aliens stand out, as they appear stark black and white with no hint of red. Non-Alien enemies such as Marines and Predators will *not* stand out. This mode works well in darkness.

Predator (Green) Mode

Finally, Predator (Green) vision mode highlights other Predators in white, but other enemies don't stand out. The rest of the world appears green in this mode. Due to the light shade of green and the high contrast, this mode may be fractionally better than other vision modes for navigating in darkness. Also, note that the Disc burns bright white in this vision mode, making it very useful for locating and retrieving a lost Disc.

HAVE A
NICE DAY

TIP

Taking a left leads you to a dead-end conference room with a Healthpack in it. Again, you can investigate if you really want to (or need to).

7. Go through a door to enter a multilevel room (figure 7-33) (you're on a catwalk on the middle level).

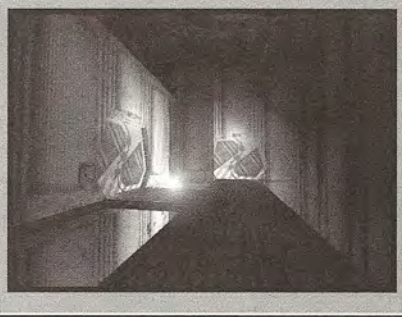


Fig. 7-33. Stay on this level unless you want more gear—and a greater risk.

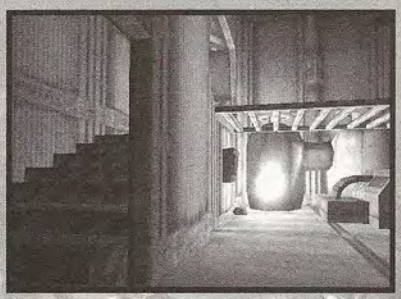
TIP

To collect some new gear, drop to this room's lowest level and locate a lift with a clear tube around it. Ascend to the top level. Follow a catwalk to a door that opens into a two-level room that may contain multiple enemies. You'll find some gear on the floor of the lower level.

Beyond this room and through another door is a room with a Xenoborg and Grenade Launcher. Collect the Grenade Launcher and run, or else kill the Xenoborg (see Chapter 5) and then take the Launcher. Now return to the room at Step 7 and drop to the catwalk at the room's middle level.

More Troubles

1. On the catwalk, you can go either forward or left. Take a left and use the lever next to the door to open it.



2. The corridor beyond leads to a two-level room with pressure tanks (figure 7-34). Enter, collect any gear you find on the lower level, and climb a flight of stairs to a catwalk. Follow the catwalk.

Fig. 7-34. Go upstairs.

3. The corridor beyond the catwalk ends abruptly at a lift.

TIP

The room below is likely to hold a Xenoborg. (Again, refer to Chapter 5 for full information on dealing with Xenoborgs.) If there are other enemies down there, the Xenoborg will attack them: you'll see the Xenoborg's lasers zipping around. Wait before descending on the lift—at least a few seconds after the lasers disappear. This gives the Xenoborg a cooling-off period during which it senses no enemies and shuts itself down. When you ride down on the lift, you can kill it before it gets a chance to awaken fully (or dash past before it wakes up).

4. Downstairs, take the corridor to some stairs; climb them to a lift and ascend.

5. Upstairs, go through a door, across a short catwalk, and into a small room with a staircase (figure 7-35). Collect supplies there and climb the stairs. A panel above your head slides aside so you can proceed.

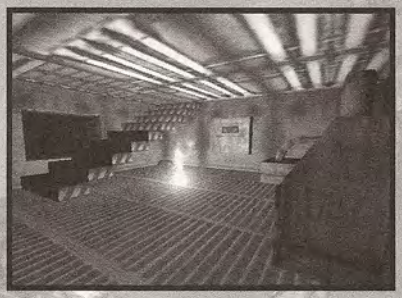
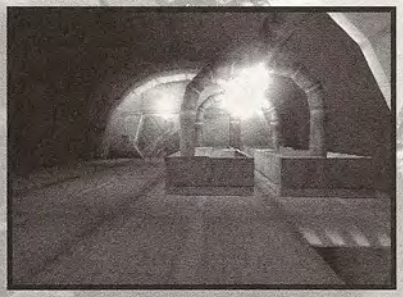


Fig. 7-35. Go upstairs. A panel overhead will open.



6. You come up in the Hydroponic Gardens (figure 7-36). Go through the door there (trigger the lever beside it to open it) and lock it behind you to prevent Aliens from entering. Usually, you will find a Predator here.

Fig. 7-36. These are the Hydroponic Gardens.

7. The door leads to a second garden area (figure 7-37) that may contain a Xenoborg. Avoid the area's lower level. Instead, proceed along the elevated walkway on the left.

Fig. 7-37. Proceed through this second garden area.

8. Pass through another door. Drop through a reddish hole in the floor to enter an escape capsule and end the episode.

Episode 5: Tyrargo

This episode takes place in the cruiser *Tyrargo*. Biocontainment has, not surprisingly, been sabotaged. Once again you confront a ship full of deadly enemies.

The variety of enemies you face in this mission is extreme, ranging from Aliens to Predators to Praetorians. The flow of Aliens seems endless, and you must keep your wits about you as you proceed.

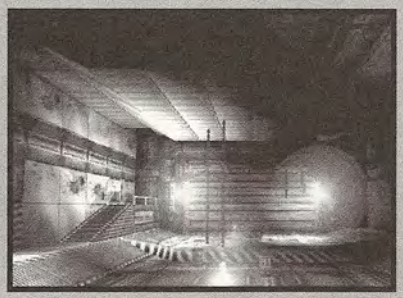
Tactical Overview

- The level starts out fairly linear but expands as you go, so stay aware of your surroundings.
- Save your best weapons for the biggest enemies. Try to use only your Pulse Rifle on common Aliens.
- Don't let the duplicate hangars confuse you. There are two hangars in the ship, and you'll see both of them. They're not identical.

Walkthrough

Hypersleep Chambers

1. You start out in an airlock leading to the *Tyrargo*. Go to the end of the hall, throw a lever, and proceed through the door.



2. You emerge in a massive hangar (figure 7-38). Climb a short flight of stairs at the far end of the hangar and throw two wall switches. One starts a crane moving back and forth overhead; the other unlocks a door in the wall. A light near the door changes from red to green.

Fig. 7-38. Collect gear and throw switches.

3. Grab the equipment from the hangar floor; then go through the door. You'll find yourself in a room with Hypersleep Chambers (figure 7-39). Proceed and work your way through a series of locker rooms and hypersleep rooms. You'll find the occasional Pulse Rifle propped against the wall.

Fig. 7-39. Hypersleep Chambers are a common sight.

4. When you reach a door, throw the nearby lever to unlock it and go through into yet another Hypersleep Chamber. At the far end, you can enter a glass-walled alcove or take a left. Take the left.

5. The left takes you to a locker room and a shower. Grab a Smartgun from the shower; then proceed to the rear wall of the locker room, where you'll see a wall grate (figure 7-40). Blast it.

Fig. 7-40. Break this wall grate.

6. Go through the tunnel beyond the grate. Shoot out a second grate and go through to emerge in a large mess hall with a knife stuck in the table (figure 7-41). Find a Flamethrower there.

Fig. 7-41. Note the knife stuck in the table.

7. Pass through a pair of sliding doors to a wide corridor. Follow it to a lift.

8. Pull a wall lever to activate the lift and ascend.

The Reactor Core

1. Upstairs on the left you'll find a pair of locked doors with a red light above them (figure 7-42): you can't go through them now.

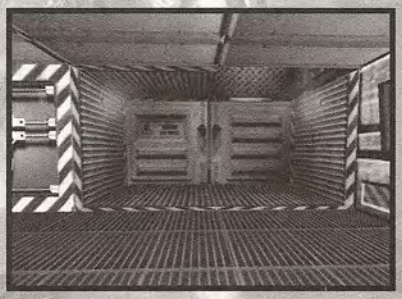
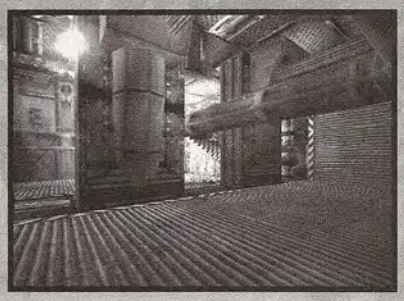


Fig. 7-42. These doors are locked for now.

2. Veer right and follow a winding corridor; pull the lever at the end.

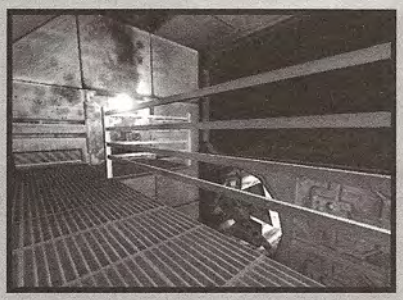
3. Return to the locked doors. The light above the doors is blue now. Go through the doors into a bluish reactor area. Proceed to the far end and pass through another door.

4. You emerge in a dim corridor. Follow it, watching for a cluster of explosive barrels blocking your path (you may have to detonate them).



5. Eventually you'll reach a large room with pipes running through it (figure 7-43). Find the gear on the floor, and then climb the stairs.

Fig. 7-43. Behind some barrels in this room you'll find some gear.



6. The ledge at the top of the stairs overlooks some fans (figure 7-44). You may go either left or right. Take a left and throw a wall switch to stop the fans. Then backtrack and go right through a pair of sliding doors.

Fig. 7-44. Throw a switch on the left before taking a right.

7. Follow the corridor. (You'll face heavy Alien resistance, including a Praetorian mixed in with the regular Aliens.) You'll reach two doors at the end. Throw a lever on the wall and go through the door that's dead ahead.

8. Beyond lies a small room with a lift. Descend and pass through another door into a large hangar that looks a lot like the hangar at the level's start (figure 7-45).

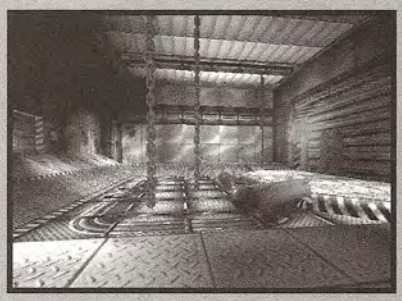


Fig. 7-45. This hangar is much like the first one. Watch out for deadly enemies.

Finishing Up

1. There's a Predator in the hangar, as well as missiles, explosive barrels, and a Minigun (lying on the floor). Collect the Minigun (unavailbe in Director's Cut) and use it to kill the Predator. You can detonate missiles and barrels near the Predator to damage him, as well.

2. Moments after you kill the Predator, a Predalien drops from the ceiling. Make short work of it with the Minigun.

3. Look around. Note the short staircase up to a door (different from the door you entered through, at ground level.) Climb the stairs and wait near the locked door at the top.

4. Shortly, the door will open on its own. Get through it.

TIP

If you fail to get through the door when it opens, it will shut promptly and you'll be stuck in the hangar. Eventually, Aliens will mob and kill you. The moral: be close to that door when it opens!

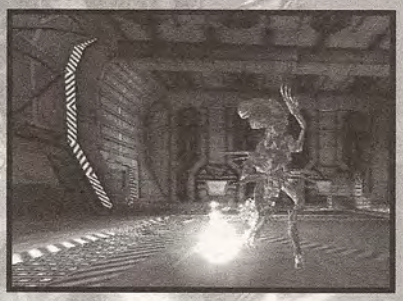
5. Traverse the long corridor beyond to a lift. Throw a lever to activate the lift and ride up.

6. Upstairs, a fence partially surrounds a larger, inactive lift (figure 7-46). Make your way around the fence, detonating barrels if necessary, to a switch. Throw it to activate the lift.

Fig. 7-46. Throw the lever behind the lift, and then ride it down.

7. Get on the lift and descend. The episode ends.

Episode 6: Hangar



This final episode takes place in the *Tyrargo*. This hangar is a massive, open room filled with boxes. There's only one enemy here, but it's the Alien Queen (figure 7-47)—ouch!

Fig. 7-47. The Alien Queen is a formidable enemy, especially at close range.

You can't kill the Alien Queen with conventional weapons; all you have in this episode are your Pulse Rifle and a Flamethrower you can pick up later, and that's just not enough firepower. The key to killing her is blasting her out through the airlock.

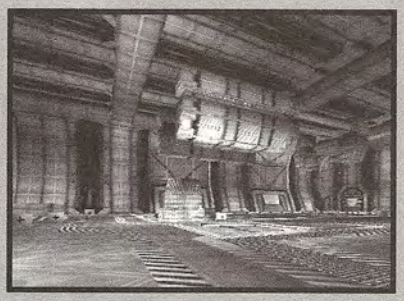
Tactical Overview

- The steps in the walkthrough comprise the only way to win. Study them carefully before attempting the level.
- The Alien Queen can kill you easily if you let her get close (figure 7-48). Try to stay at long range at all times.

Fig. 7-48. Never let the Queen get this close!

- Shooting the Alien Queen is useless, so don't bother. Do, however, keep an eye on her: she can throw the cargo boxes scattered around the hangar. When she does, strafe sideways to avoid them.
- You can use missiles (unavaible in Director's Cut) from the two piles here to slow the Queen and buy you time. (The walk-through explains further.)
- Expect to try this mission a few times to locate all the key features the walkthrough mentions. It's hard to find them when the Queen is attacking.

Walkthrough



1. You start in a small chamber adjacent to the main hangar. Enter the main hangar (figure 7-49). The Alien Queen waits somewhere on the other side.

Fig. 7-49. Enter the main hangar with a healthy amount of fear.

TIP

The Alien Queen's attack modes include hurling crates, slashing with her claws, and charging. You can dodge hurled crates if you see them coming: strafe sideways immediately when you do. Avoid the other attacks by maintaining a healthy distance, and by running and hiding behind the few large obstacles.

2. On the floor nearby is an airlock (figure 7-50) and a panel that controls it (the square thing near the bottom of the screenshot).

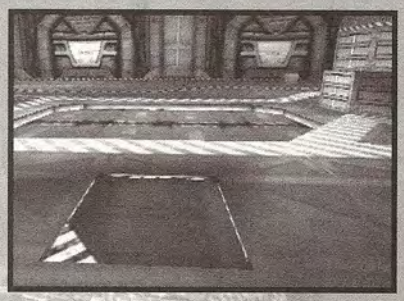
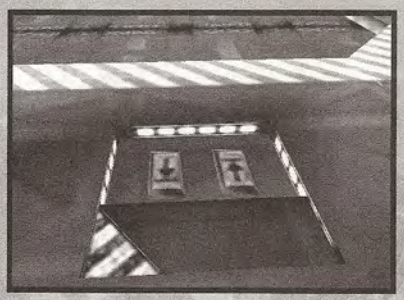


Fig. 7-50. Locate the airlock and its control panel, both on the floor.



3. While dodging hurled crates, press the triangular plate on the control panel. It slides aside, revealing two buttons (figure 7-51). Ignore them for now.

Fig. 7-51. Press the control panel's triangular button to reveal two larger buttons.

4. There are two piles of missiles (unavailbe in Director's Cut) in the hangar (figure 7-52). As you dodge, get one of the piles between you and the Queen; then shoot it when she gets close, or just let her run into it. It will explode, stunning her briefly. Now you have a free moment.

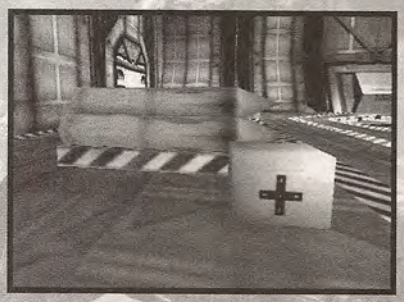
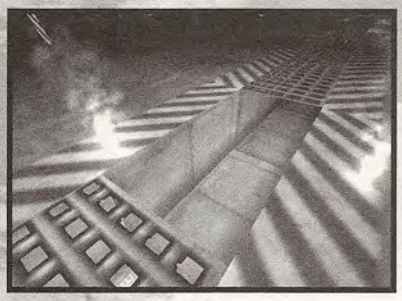


Fig. 7-52. Get one of these missile piles between the Queen and you.



5. *Quickly* examine the floor. There's a long section of metal grillwork (figure 7-53). Drop through a hole in the grill (or shoot one out with your Pulse Rifle), and drop into a trench that runs beneath the hangar floor. Crouch.

Fig. 7-53. Either drop through the hole in the grillwork, or blast a new one.

6. Explore the trench to find a floor panel (figure 7-54). Press a button to open it and reveal two tubes. Shoot both until they're visibly broken.

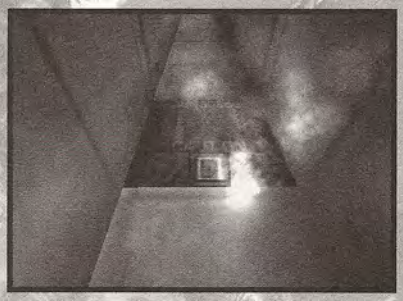


Fig. 7-54. Press a button on this panel. Shoot the tubes beneath it.

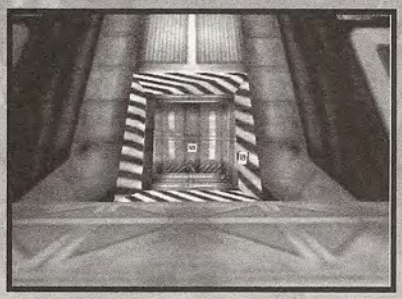
7. Locate some steps leading out of the trench. Shoot a section of grill so you can stand and run out of the trench.

TIP

If you were too slow, the Alien Queen awaits you upstairs. Speed is critically important throughout this episode.

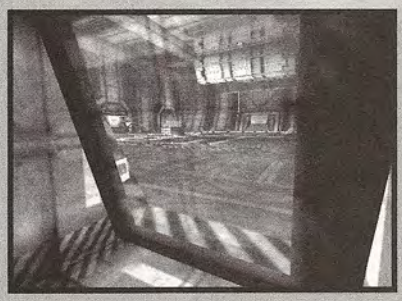
8. Upstairs, get the second pile of missiles (unavailbe in Director's Cut) between you and the Alien Queen. Again, she'll run into the pile, detonating it and knocking herself unconscious for a few moments.

9. Return to the panel shown in figure 7-51 (the one you opened in Step 3). Quickly press *both* buttons; they'll turn green.



10. *Quickly* find a small chamber along one of the hangar walls (figure 7-55). This chamber is actually more of a booth, just big enough to walk into. It has two buttons, one outside and one inside. Enter this chamber.

Fig. 7-55. Enter this tiny chamber and press a button.



11. Press the button inside the chamber. A clear pane of plastic slides shut and seals you in. Turn around and look through the plastic (figure 7-56). As the airlock opens, anything not nailed down—namely, boxes and the Alien Queen—get sucked out through the airlock. You're safe inside the sealed chamber, however, so don't worry. The mission ends shortly after the Alien Queen is sucked out.

Fig. 7-56. Witness the mayhem from your sealed chamber.

TIP

The usual reasons players fail this mission include getting so involved in pushing buttons that you allow the Queen to shred you, and not getting inside the protected chamber quickly enough. If the latter happens, *you'll* get sucked out through the airlock.

Just keep trying and you'll get it right eventually. Be patient. The Alien Queen is powerful but limited, and once you know where all the important panels and buttons are, you'll do well. Move quickly and make the most of the brief periods when the Queen is groggy from explosions.

Chapter 8

Predator Episodes

The Predator's campaign confronts you with a wide variety of foes. Some missions pit you against humans and their creations (such as Xenoborgs and gun turrets) exclusively; in others you must contend with a mix of Marines and Aliens.

TIP

Levels with a mix of enemies tend to separate the two enemy types. For example, Episode 5 starts in a cavern complex inhabited by Marines. Later you'll break through a barrier into an Alien hive. Rarely must you contend with Marines and Aliens together. This makes it easy to select a vision mode.

As always, these walkthroughs alert you to the presence of stationary threats, such as gun turrets (and unusual ones, such as Xenoborgs), but they don't mention commonplace enemies that can pop up just about anywhere. Stay on your toes, especially when entering new areas.

Episode 1: Waterfall

Your tour of destruction begins at the entrance to the Weyland–Yutani Area 52 research installation. Security teams are on alert status. Expect to fight a large number of Marines.

Your objective is to fight your way through to a waterfall that marks the entrance to the research facility. The path is fairly linear, so your main challenge will be combat.

Tactical Overview

- Your only enemies in this episode are Marines. Because they're relatively slow, you can pick and choose your fights.
- Your weapons set is limited for this mission, making things slightly more difficult. You lack your Pistol and Disc.
- Take your time and use care when entering large areas. There are several of these, and you're most vulnerable to Marine weapons fire when you're in them.
- Remain cloaked in large areas where more than one Marine may be patrolling.

Walkthrough

Entering the Installation

1. You start out on a ledge overlooking a gulch (figure 8-1). Descend a winding staircase to the bottom. Kill any humans nearby and press a button near the foot of the stairs.

Fig. 8-1. Descend the stairs.

TIP

Don't bother going through the doorway down here. It just leads to a small area with more humans.
Look for Field Charge in a corner, at the bottom of the gulch.

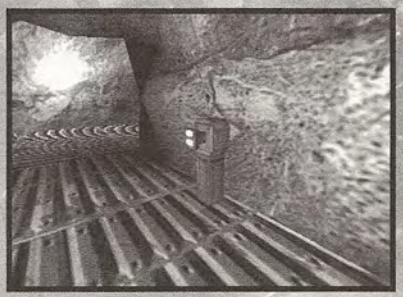
2. Return upstairs. Jump from ledge to ledge, until you reach the third one (use running jumps). Go through the door.

3. Follow a narrow ledge to a second gulch (figure 8-2). Leap to collect some Field Charge from a distant ledge. (Shoot some generators to make enough room for a running jump.)

Fig. 8-2. Leap across ledges to collect Field Charge.

4. Descend the stairs to the bottom of the gulch.

5. A passage in the rock ends immediately in a T-junction. Remember this spot, and take a right. Go down a short flight of steps.



6. Downstairs, you'll find a pedestal with a button (figure 8-3). Press the button. Then move past it, turn left, and enter the bottom of a large gulch. Kill any humans you find there.

Fig. 8-3. Press the button.

7. Backtrack to the T-junction and take the other passage. Follow it across a small room, through a door, up some steps, and across a ledge. Soon you'll walk across a pair of gantries above the gulch from Step 6.

Checkpoints

1. You'll enter a room with a checkpoint, and signs that say "Check 1" (figure 8-4). Cross the room and go up a short flight of steps.

Fig. 8-4. This is the first checkpoint.

2. The steps lead to another checkpoint room, this one labeled "Check 2." Again, clear out any humans. Locate a door opposite the end you entered and press a button to open it.

3. Beyond the door, turn left into an alcove (figure 8-5); a button there opens another door. Pass through the new door.

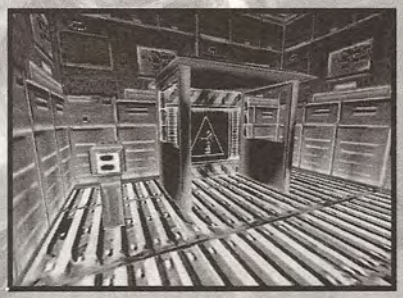


Fig. 8-5. Press the button and proceed.

4. Beyond this door, you can either go left and up a flight of stairs, or ahead into a big room labeled "Check 3." Take the left, go up the stairs, and kill a guard in the guardroom there. Collect Field Charge.

5. Return to the junction and proceed into the "Check 3" room.

6. Go through a small doorway out of Check 3 and across the small room beyond, past a button-operated door, and through more corridor. Eventually, you'll reach a ledge overlooking a waterfall (figure 8-6).

Fig. 8-6. When you see the waterfall, you're near your destination.

7. Press the button at the end of the ledge to summon a lift. Ascend.

8. Upstairs, kill a Marine and press a button to open an airlock. Proceed through the airlock to end the episode.

Episode 2: Area 52

This episode takes place in Area 52, a xenobiological research facility where a Predator ship is being held in a well-guarded hangar. Your task is to make your way to that hangar and enter the ship. There, you can collect high-powered weapons (the Pistol and Disc), and then proceed deeper into the facility.

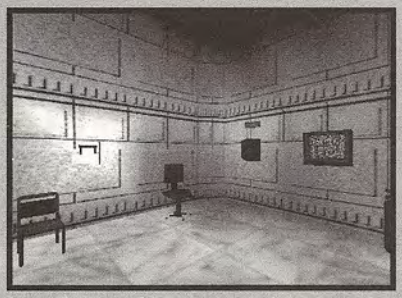
Tactical Overview

- You still lack your Pistol and Disc, so this mission is a bit harder than it would be otherwise.
- As in Episode 1, Marines and their associates are your only foes. Because Marines don't move that quickly, you can relax a bit after you've cleared out an area.
- This level is more complex than the last, with multiple ways of getting to the same place. Follow the walkthrough carefully to make your way.

Walkthrough

The Bridge and Beyond

1. You start out in a hallway. Proceed to the end and go through a door.



2. On your left is another door; to the right, the corridor leads away. Go through the door, kill any humans in the room beyond, and destroy the alarm on the wall (figure 8-7). Throw a lever on the wall and break boxes on the walls to reveal some Field Charge.

Fig. 8-7. Destroy the alarm and throw a lever.

3. Exit the room and follow the corridor to another door (you unlocked it by throwing that lever). Go through. Press a wall button to open the doors to an elevator, board it, and go up.

4. Upstairs, a catwalk leads left (figure 8-8), but first there's a spot in front of you where a bridge can be lowered. Remember this spot; you'll return here later.

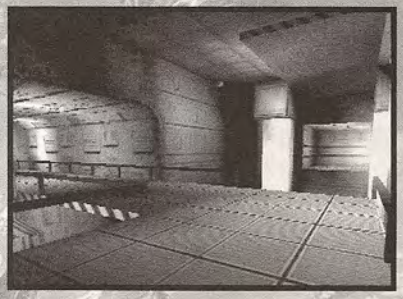
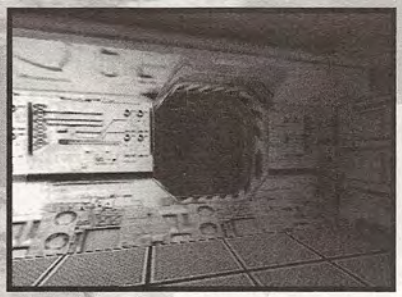


Fig. 8-8. Follow the catwalk.

5. Follow the catwalk as it bends left to a flight of stairs. Go down. At the foot of the stairs, take a right and proceed to a dead end. (You'll pass a corridor en route; ignore it.)



6. At the end you'll find a wall grate (figure 8-9). Shoot the grate and enter the tunnel beyond. Shoot out the grate at the other end.

Fig. 8-9. Shoot the grate and follow the tunnel.

7. You emerge in a small, nondescript room with an elevator. Board the elevator and ascend.

8. Upstairs is another small room. Break a box on the wall to collect Field Charge; then throw a lever on the wall and exit through a door.

9. The corridor beyond ends abruptly at the outlook shown in figure 8-10. You're looking at the catwalk from figure 8-8, except a bridge has dropped into place in front of you. Jump onto the bridge, turn right, and cross it into new territory.

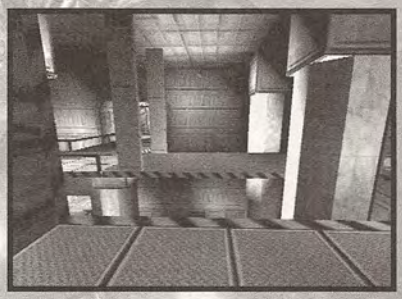


Fig. 8-10. Jump onto the just-lowered bridge.

TIP

If you miss the catwalk and fall, just locate the steps going up. They'll take you back upstairs, where you can cross the bridge.

10. The bridge leads to a corridor that ends at a large conference room (figure 8-11).

Fig. 8-11. Cross the conference room.

TIP

If you take a short flight of steps to a lower level of this conference room, you'll locate a door. It opens to reveal a large glass panel that shows a ship beyond. You can do nothing else here, but you'll get a peek at your ultimate goal.

Return to the conference room's main level when you're done.

11. Exit through a door at the far end of the conference room and enter a stairwell.

Level 2 Access

1. Descend the stairs slowly, looking for doors. Go through the first door you locate (it's hard to see). Traverse the hallway beyond and press a button to open another door.

2. The large room beyond is labeled "Hangar 1" (figure 8-12). Beware the guards and explosive barrels.

Fig. 8-12. The Security Pass is at the bottom of this room.

3. Drop to the bottom of this room using a lift or the stairs at the room's far end. On a table you'll find a Level 2 Security Pass. Pick it up and return to the top of the room.

4. Exit via the same door you entered through and return to the stairwell. Go down to the next door, and go through.

5. There's a door at the other side of a gaping hole in the floor (figure 8-13). You must leap across the hole to reach the door. Be sure to get a good running start: falling here is lethal.

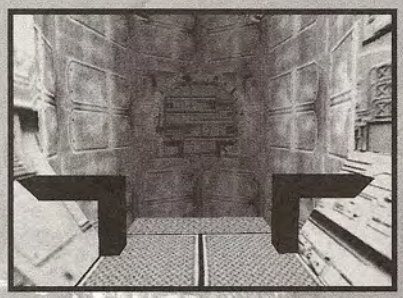
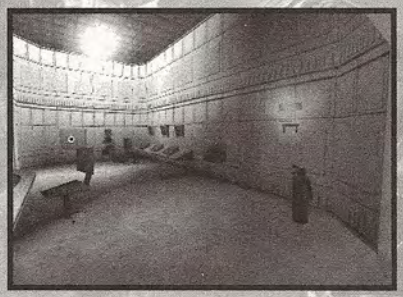


Fig. 8-13. A simple equation: If you fall here, you die.

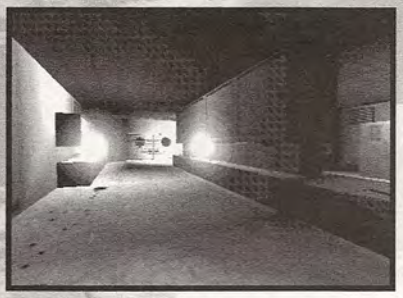
6. Open the door; you'll face a T-junction. Remember the junction and take a left.



7. Follow the corridor around a corner and go through the first door on the right into a small guardroom (figure 8-14). Kill any guards there, break a wall box for Field Charge, and throw a wall lever. This unlocks other doors in the area.

Fig. 8-14. Throw a lever on the wall.

8. Return to the T-junction. From there, take the corridor you haven't followed yet. Follow it almost all the way to the end, taking a corridor left at the last moment.



9. This corridor ends in a large kitchen area (figure 8-15). Proceed to the far end of the kitchen and take the door.

Fig. 8-15. Run through the kitchen.

10. Beyond the door lies another stretch of corridor. The gun turret there can't shoot you. Ignore it and take a right. (This takes you *behind* the gun turret, so it can't bother you.)

Dirty Laundry

1. The corridor leads to a large locker room. Cross the locker room and exit through a door on the other side.

2. Beyond the door, turn left and go through a door. Follow the corridor beyond.

3. A door ahead closes automatically as you approach. You can't go through it; instead, take a right and descend a short flight of steps to a library (figure 8-16). Take a lift down to the lower level, and proceed through a door.

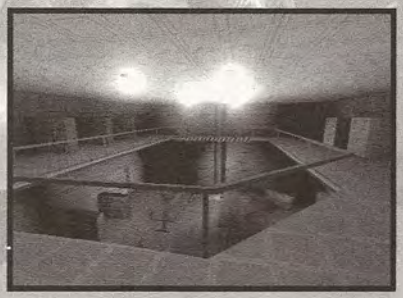
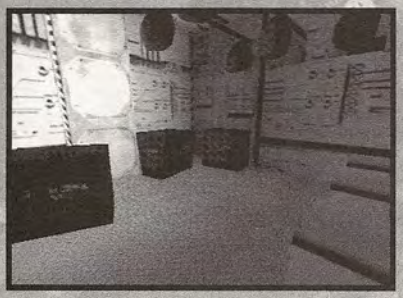


Fig. 8-16. Drop to the lower level.



4. You enter a tunnel that leads to a laundry room (figure 8-17).

Fig. 8-17. Note the laundry containers.

5. Washers line one side of this room. Two massive laundry containers (near the center of figure 8-17) conceal a laundry chute in the wall. Your must jump atop a washer near those two containers, and then leap over (and behind) the containers to gain access to the laundry chute. Or you can just destroy them.

6. Shoot out the grate over the laundry chute and climb inside. Follow the tunnel beyond it.

7. You enter a small room. You may encounter an android here. Shoot out a large grate and follow the tunnel.

8. Shoot out a final grate to find yourself in a hangar with the ship you saw earlier (see the Tip under "The Bridge and Beyond").

9. Kill all humans in this area, and then climb a ramp to board the ship. The episode ends once you're inside the ship.

Episode 3: Vaults

Having fought through to your ship in the last episode, you've finally collected your remaining weapons. Now that you're properly equipped, you can proceed deeper into the research installation. Your task is to locate a fellow Predator being held in the vaults beneath the research facility. He was moved recently from a holding pen to an experimentation cell.

You're in for a nasty surprise when you eventually locate the Predator.

Tactical Overview

- This mission features a mix of Marine and Alien enemies. The switch is very definite: once you stop fighting Marines, you'll face Aliens throughout the remainder of the mission.
- This mission's architecture is complex and confusing. There are numerous dead ends but usually only one correct path. You may have to spend some time reading the walkthrough and observing your environment.
- Don't be discouraged if you have trouble beating this mission. The switch from Marine enemies to Alien enemies is tough: your reaction time must be much faster to deal with Aliens.
- Make heavy use of your Pistol. It's an excellent short-range weapon that's invaluable against both Marines and Aliens.
- Use Field Charge sparingly since there are many foes in this level.

Walkthrough

Computer Downgrade

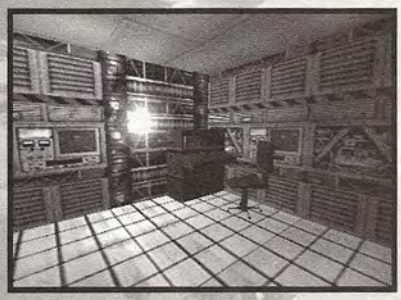
1. You start inside your ship. Descend the stairs into the hangar, locate a door with a green light above it, and go through.

2. Follow a corridor to a small room with a locked elevator and equipment lockers (figure 8-18) on either side. Destroy the locker *left* of the elevator. There's a grate behind it. Destroy this, too, and enter a tunnel.

Fig. 8-18. Destroy the locker left of the elevator.

TIP

There's a grate behind the locker on the right, as well, but it leads to a deadly pit.



3. Follow the tunnel as it bends right—and watch the floor. Almost immediately you'll see a grate underfoot. Shoot it to fall into a computer room (Computer Room 1, figure 8-19).

Fig. 8-19. You're now inside Computer Room 1.

4. It contains a computer with a flashing light. Shoot the computer. When it's destroyed, the light goes out.

5. Locate a wall grate. Shoot it and follow a short tunnel to another computer room (Computer Room 2). Destroy a second computer there.

6. Locate a wall grate, shoot it, and enter a tunnel. It leads up, and then bends right. Watch the right-hand wall; soon you'll reach a side tunnel to the right. Follow it.

7. You can't break the floor grate at the end of the side tunnel (figure 8-20), but you can shoot a gun turret on the floor below it without getting shot at. (Use your Speargun.) Then return to the main tunnel.

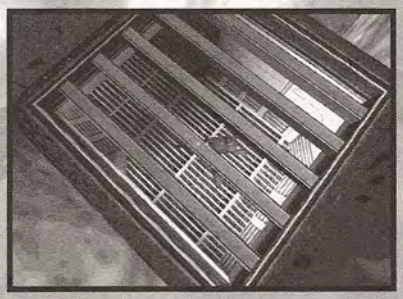


Fig. 8-20. Shoot the gun turret through the grate.

8. Follow the main tunnel to another grate. Break it, enter a third computer room, and shoot the computer.

9. Locate another wall grate, shoot it, and enter another tunnel. Follow it to a fourth computer room. Break the computer there, and a door unlocks.

10. Follow the corridor beyond to the right, through another door. Follow that corridor to the end, ignoring a door on the right. The corridor turns left, but you can take a right immediately. Do so. You'll pass beneath a ceiling grate (figure 8-21)—where you stood in Step 7 and destroyed the gun turret.

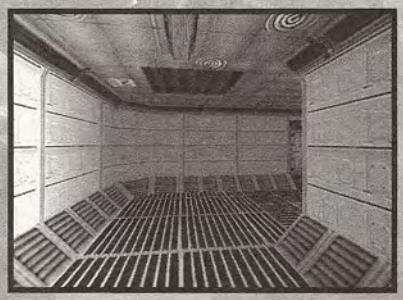
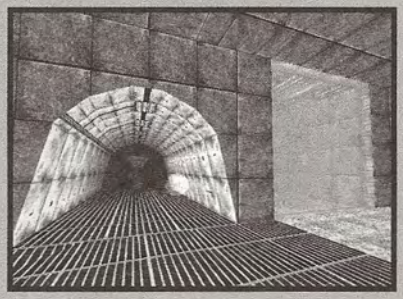


Fig. 8-21. The grate on the ceiling is the same one you shot the gun turret through earlier.

Breakout

1. Follow the corridor past the ceiling grate. Pass through a door.



2. You'll reach a sort of junction (figure 8-22) where an archway leads ahead; to the right, protective glass blocks another opening. Pass through the archway into a small holding room.

Fig. 8-22. Keep to the left.

TIP

Aliens, not Marines, are your main threats from now on. You released them from their pens when you broke those four computers.

3. Proceed through a chain of six nearly identical holding rooms (figure 8-23). You'll find yourself in a massive hallway (on the other side of the protective glass in figure 8-22). Traverse it to the end (figure 8-24), where you'll find a T-junction.

Fig. 8-23. You must go through six rooms similar to this.

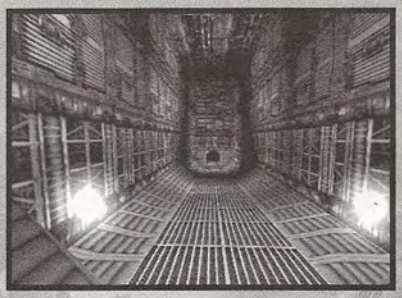
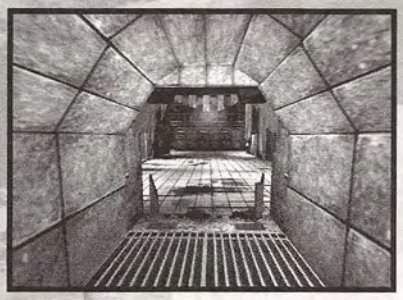


Fig. 8-24. Go to the end of the massive hallway.

4. Take a right at the T-junction. Proceed to the end of the hall, ignoring doorways to right and left. Follow the hallway as it bends right. Then take the first side passage on the left.

TIP

The first side passage on the right has Field Charge on the ground nearby. Feel free to collect it before taking the left passage.



5. This passage ends in a holding room. The door is supposed to be barred, but something has burned through the bars (figure 8-25). Enter the room, break a grate at the other end, and pass through it.

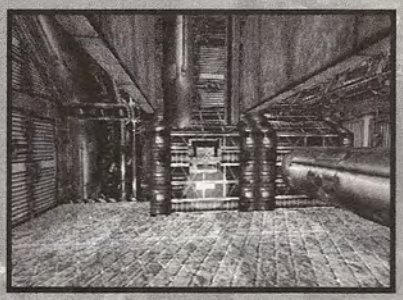
Fig. 8-25. Go through the hole in the bars.

6. Follow the tunnel beyond the grate as it curves to the right. Ignore a side passage to the left. When you reach a T-junction, take a left and follow the long tunnel.

7. The tunnel ends abruptly, but you can take a side passage. Take it, break a grate, and enter a holding room (figure 8-26).

Fig. 8-26. Now you're in a holding room.

8. There are doors at either end of the room. One is barred and impassable, but the other opens when you approach. Take the door that opens.



9. This door leads to a small control room with a wall-mounted switch (figure 8-27). Throw the switch.

Fig. 8-27. Throw the switch to restore power to the area.

10. Return to the Xenomorph holding room and take the other door—the one that's barred. The bars slide away to let you pass.

The Predalien

1. Beyond the bars, a short hall leads to a much wider hallway (figure 8-28). You stand near the end of this hallway. Run all the way to the other end, where the hall veers right. Follow it.

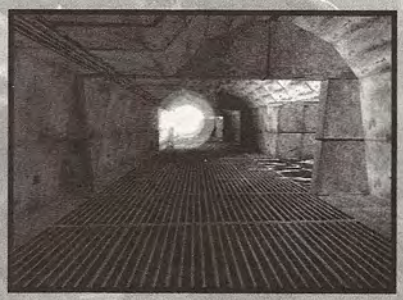


Fig. 8-28. You're back in a familiar hallway.

TIP

One of the glass-walled rooms on the right-hand side of the hallway contains Field Charge. Feel free to make quick detours to collect it.

2. Continue along the wide hallway. When it ends, take the side passage to the right.

3. You'll enter a three-level room with a lift at the end (figure 8-29). Take the lift to the top and follow a corridor away from the room through several sets of doors and down two short flights of stairs.

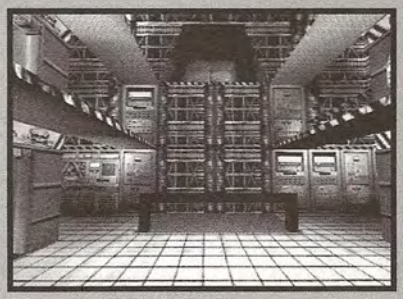


Fig. 8-29. Take the lift to the top.

4. Proceed through a room at the base of the stairs and locate another corridor. Follow it.

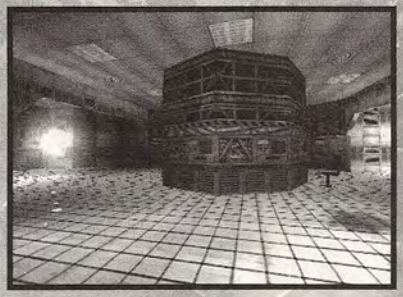
5. Follow the hall, ignoring the smaller side passages. Eventually you'll reach a junction with two equally wide hallways (figure 8-30); you can keep going straight or take a right. Go straight, but remember this spot.

Fig. 8-30. Don't take a right yet, but remember this junction.

6. At the end of the hallway, a side passage leads to the right. Follow it into a bloodstained holding room. Go through the small door at the other end.

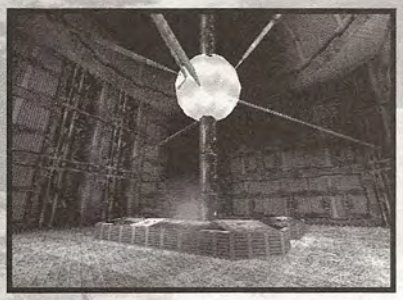
7. It leads to a small office (figure 8-31). Collect a Security Pass from the table, and then return to the fork (seen in figure 8-30). Take the hallway you haven't explored yet.

Fig. 8-31. Take a Security Pass from the table.



8. Follow the corridor to the end, ignoring side passages. You emerge in a large room with a central column (figure 8-32). Take a good look at this room: there's a locked elevator with a red light above it, an unlocked door with a green light nearby, and a much smaller door with no light. Take the unlocked door with the green light.

Fig. 8-32. Explore this room before proceeding.



9. Go through a series of doors to enter a large room with a glowing sphere near the top (figure 8-33). Shoot the sphere.

Fig. 8-33. Shoot the sphere near the top of the room.

10. A Predalien drops into the room. Kill the Predalien, and then run to the other side of the room, to where a red light illuminates a wall switch. Throw the switch.

11. Run full speed back to the large room with the column (seen in figure 8-32).

TIP

The base is about to autodestruct, so you must be swift from this point on. You have approximately one minute to make it back to your ship.

12. Go through the small, nondescript door in this room. Follow a small corridor beyond to another door, into a small room with a wall lever. Throw the lever, and then retreat to the column room.

13. Take the elevator that had a red light above it earlier (it's green now).

14. Upstairs, follow corridors until you return to the hangar where you started. Enter your ship (figure 8-34) to end the episode.

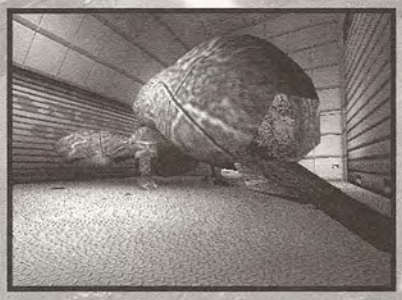


Fig. 8-34. The episode ends when you return to your ship.

Episode 4: Fury 161

You find yourself in the Fury 161 lead smelting plant, which Aliens have overrun. Your must make your way through the plant, killing as you go. You start in its innermost chambers and work your way out to the fields of molten lead.

When you reach the outdoor area, you'll know you're near the end of the episode. Then your task is to locate a Predator ship that will evacuate you from the area.

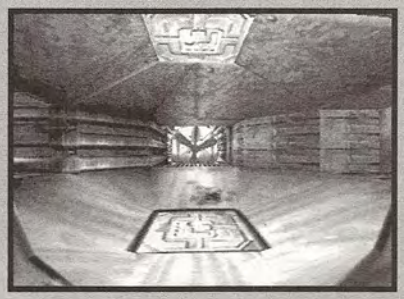
Tactical Overview

- Unlike the last mission, where you started out facing humans but moved on to confront Aliens, you'll contend with Aliens to start this mission and progress to Marine enemies.
- The Aliens are numerous, and you encounter the Marines in wide-open spaces, where they're most dangerous. You can't take combat lightly in this episode!
- Molten lead is a deadly hazard in the last part of this mission. Don't try to jump across it; at no point are you required to jump!
- You may encounter a Praetorian or two in the mission's later stages.

Walkthrough

Beyond the Fan

1. You start in a small chamber. Throw a lever to open a door.



2. Beyond the door lies a room with a fan at the far end (figure 8-35). To the right is a locked door with a red light nearby; to the left is a corridor. Take the corridor.

Fig. 8-35. Note the spinning fan. Avoid it for now.

3. Descend the stairs at the end of the corridor. Locate Field Charge under the stairs, and then proceed along a corridor to a large, open room (figure 8-36).

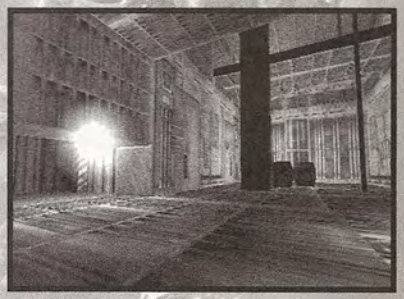
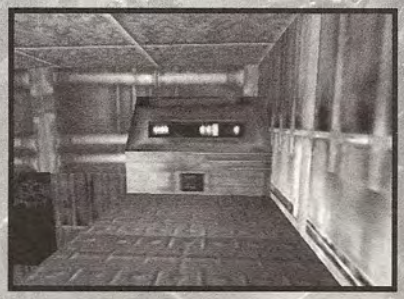


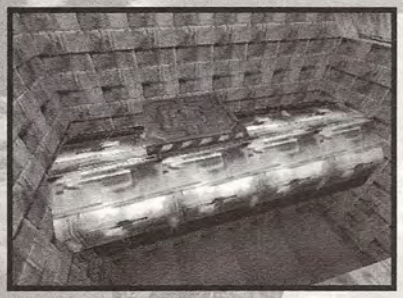
Fig. 8-36. Take a lift up to the gantries.



4. Ride up a lift at the side of the room. Then follow a series of gantries that loop through the room. You'll find an odd-looking switch (figure 8-37). Throw it, and then return downstairs.

Fig. 8-37. Throw the switch.

5. Return to the room with the fan (see figure 8-35). The locked door is now unlocked, and the red light is green. Go through.



6. Beyond you'll find a room with stairs. Climb the stairs and collect Field Charge from a side room. Then look out over a massive pipe (figure 8-38). There's s flat plate atop the pipe. Shoot the plate with a weapon to break it open. Drop into the pipe.

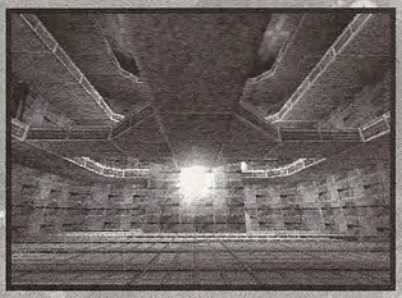
Fig. 8-38. Shoot the plate with your Pistol.

7. Follow the pipe into a small room with another strange switch. Press it to deactivate a fan. Then activate a switch near a door to open it; go through.

8. You'll find yourself near the fan room (figure 8-35). Enter to see that the fan has stopped. Proceed past the fan.

9. The tunnel beyond leads to a room with a pair of doors (figure 8-39). Take the leftmost door.

Fig. 8-39. Take the leftmost door.



10. The corridor beyond winds its way to a massive, multilevel chamber (figure 8-40).

Fig. 8-40. You emerge in this huge chamber

The Big Chamber

1. Explore the floor of the big chamber to find one of those unusual switches; throw it.

2. Near the switch is a hole in the floor. Drop through into a small room. Look for Field Charge in here, and then go through a door with a green light above it.

3. You'll reach a staircase (figure 8-41). Climb the stairs and follow a corridor. Take the first door on the left to reenter the massive chamber (seen in Figure 8-40), but now you're on the second level. Explore this level carefully and throw another odd-looking switch. Take care not to fall to the lower level.

Fig. 8-41. Climb the staircase.

4. Return to the corridor and follow it past a mess hall (which may contain Field Charge) to a morgue (figure 8-42). Climb the spiral staircase in the morgue and go through the door at the top.

Fig. 8-42. Ascend the spiral staircase.

5. Beyond the door, a corridor leads to the third level of the big chamber. Throw another unusual switch in here, and then return to the morgue.

6. Go through another door at the top level of the morgue.

7. You'll enter a massive lift (figure 8-43). Ascend.

Fig. 8-43. Ride up on this lift.

8. The elevator takes you to the fourth (top) level of the big chamber (figure 8-44). Throw a switch there, and then descend on the lift.

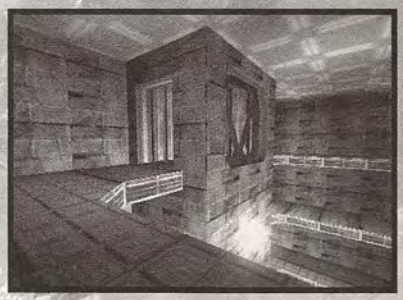
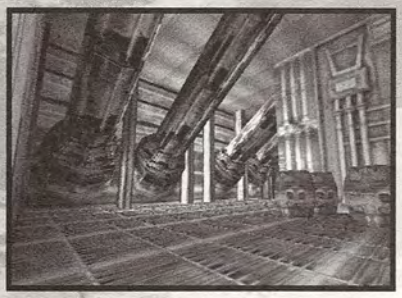


Fig. 8-44. This is the top floor of the multilevel chamber. Throw a switch and ride down in an elevator.



9. You'll descend to a large room with strange architecture (figure 8-45). Find the tunnel out.

Fig. 8-45. The room downstairs has enormous, exposed ducts.

The Smelting Plant

1. The tunnel soon comes to a T-junction. Take a right, and then take the next right.

TIP

You can explore other tunnels, as well. Some areas contain Field Charge.

2. You'll enter a small room. Throw a switch.

3. Exit the room and follow the tunnel through a massive door into an area with a lift. Ride the lift up.

TIP

Humans are your primary enemies after this point. Be wary of facing them in large, open spaces.

4. Upstairs, climb a short flight of stairs to enter a lead-smelting plant (figure 8-46).

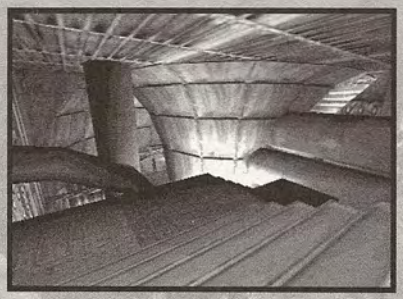
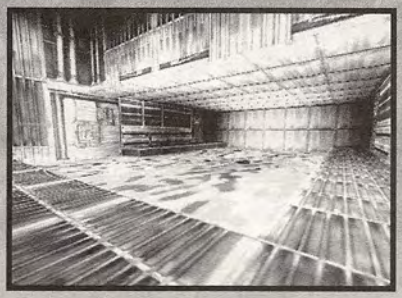


Fig. 8-46. Upstairs, follow the only available path.



5. Continue along this path. Stairs and catwalks lead to another lift. Descend to where catwalks cross pits of molten lead (figure 8-47).

Fig. 8-47. Follow the path on the right. Avoid the molten lead.

6. Follow the path (shown on the right-hand side of figure 8-47). Press a switch and go through a door.

7. You'll reach a plateau overlooking a construction area. A ship descends (figure 8-48). Wait until it comes to a halt, and then leap aboard to end the level.

Fig. 8-48. When the ship has settled into place, jump onto it to end the episode.

Episode 5: Caverns

Your ship has taken you to a Marine-controlled Alien habitat. The Marines here are in the process of obtaining Aliens for research purposes. Your task is to make your way through the caverns leading to the habitat, enter the habitat itself, and approach its core.

If you succeed, you'll move along to Episode 6, which pits you against the Alien Queen.

Tactical Overview

- Marines are your foes early in the mission. Once you break into the Alien habitat, which has a very clearly defined border, you'll face Aliens and their kin.
- In addition to the usual enemies, you'll encounter a Xenoborg (remember to use the Disc on it) and a pair of Praetorians.
- The early stages of the mission require stealthy, methodical killing. Later, when you face Aliens, you must speed up.
- Beware the narrow bridge near the mission's end. A speeding Alien traveling in the opposite direction could make you fall.

Walkthrough

Into the Caverns

1. You start in a tunnel. Follow it to a ledge overlooking a depression with an APC parked in it (figure 8-49). Drop to the lower level.

Fig. 8-49. Drop down.

2. Traverse a tunnel to an open area with a staircase leading up and another passage leading into the rock (figure 8-50). Take the passage.

Fig. 8-50. Take the passage down, for now.

3. The passage leads to a room with a wall switch. Throw it, and then backtrack to the area with the staircase. Take the stairs up.

4. Upstairs, follow a passage to a ledge (figure 8-51). Leap to another ledge and go through a door into the rock. Follow the passage beyond.

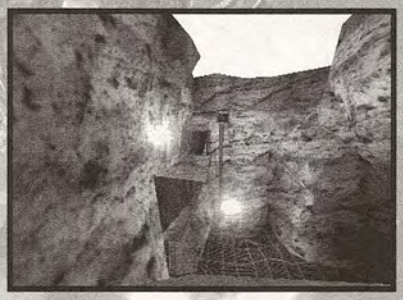


Fig. 8-51. Jump to the distant ledge.

5. This passage leads to another ledge overlooking an open area with a lift. Drop into this area.

6. Examine the lift (figure 8-52): it's broken, so you can't ascend. Inside, take careful aim at the cable that holds the lift in place. Shoot it, and the lift falls through a hole in the floor. Drop into the hole.

Fig. 8-52. Shoot the cable and watch the lift drop.

7. Follow a passage to a large cavern with stairs (figure 8-53). You can descend them and follow a passage in the rock, or you can stay upstairs and follow a tunnel there. (The upstairs path has both Field Charge and sniping opportunities.)

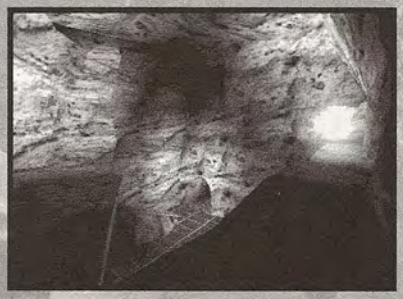
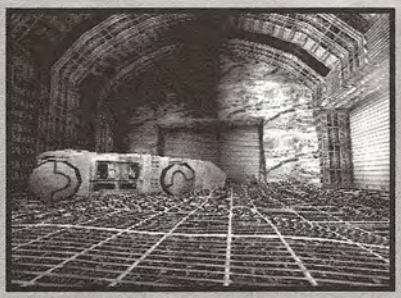


Fig. 8-53. Stay upstairs.



8. Both paths lead through a small room (you must negotiate a very narrow ledge if you take the upper path) to a larger room with an APC parked in it (figure 8-54).

Fig. 8-54. Beyond the APC is a massive door with a button nearby.

9. There are two huge doors in the larger room. One has a button near it. Press the button.

10. Destroy the Xenoborg behind the door. (Use the Disc. It's far and away the best weapon against Xenoborgs.) Then destroy a pair of gun turrets that face a door, press a button near the door, and go through.

The Alien Habitat

1. The tunnel beyond the door takes you to a chamber with a wrecked APC in it (figure 8-55). Run through the APC into a tunnel on the other side.

Fig. 8-55. Run right through the wrecked APC.

2. This tunnel leads to a big cavern, complete with stalactites and stalagmites (figure 8-56). Explore the left side of it and take a tunnel leading away.

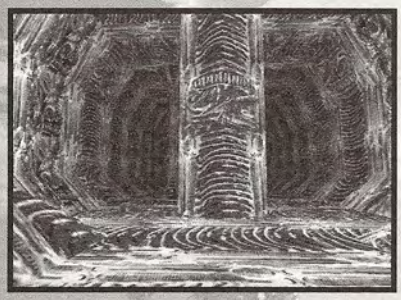
Fig. 8-56. Stay to the left.

3. The tunnel leads to a room with a large piece of machinery in the middle. Two generators sit in back of the room (figure 8-57). Destroy both with weapons fire. Be careful: a side door opens when both are destroyed, freeing several Aliens. When you've finished the Aliens, you may find Field Charge in the side room.

Fig. 8-57. Destroy both generators.

4. Return to the big cavern and explore it further. Go through a small door with a green light over it.

5. Use care as you follow the tunnel beyond. At one point it becomes a narrow walkway over a deadly abyss; if you fall, you'll die. Kill all Aliens in the area before crossing, and then cross quickly.



6. You'll come to another small cavern with a wrecked APC. Run through the APC and traverse a tunnel beyond. Then drop into a larger cavern where you must fight two Praetorians (figure 8-58). Kill both and walk through a tunnel at the other end.

Fig. 8-58. Kill the Praetorians and proceed through the dark cavern.

7. The ground beneath you opens suddenly, taking you to the next episode.

Episode 6: Battle

This is it: The showdown with the Alien Queen. Killing the Queen is a great accomplishment, and provides you with a unique addition to your trophy case.

This episode takes place in a level that's simple architecturally. A short hallway drops into a big, roughly circular cavern where the Queen resides. The battle takes place in this big, stalactite- and stalagmite-filled cavern.

Unlike the Marine, who must defeat the Alien Queen using the environment itself, the Predator must kill the Queen with good, old-fashioned force of arms.

Tactical Overview

- You damaged your weapons in the fall. Only your Wristblades and Speargun remain.
- Watch the floor for Facehuggers. They can end the episode for you just as quickly as the Queen!
- Stay in Alien (red) vision mode at all times. There's no need to use anything else.
- Circle-strafing (described in Chapter 5) is the best tactic against the Queen.
- Shoot only when you're likely to connect. Your Speargun is your only decent weapon, and if you waste ammo by missing the Queen, you're as good as dead. (Getting close enough to use your Wristblades is suicide.)

Walkthrough

1. You start in a tunnel. Equip your Speargun, switch to Alien vision mode, and proceed.

2. You drop into a cavern with the Alien Queen and some Facehuggers (figure 8-59).

Fig. 8-59. Circle-strafe through this large cavern.

3. Immediately start to circle-strafe. Stay in motion, or the Queen will make short work of you.

TIP

The Queen's two main forms of attack are to get close and smash you and to hurl stalactites and stalagmites at you. Maintain your distance at all times, and strafe to avoid projectiles.

4. When you've got a good shot, occasionally fire a spear into the Queen (figure 8-60). *Don't*, if the shot isn't certain: your ammo is very limited. (Shoot Facehuggers if you must, but concentrate on the Queen.)

Fig. 8-60. Shoot only when you're almost certain to hit the mark.

5. After you inflict many successful shots, the Queen collapses. Congratulations, you've won!

TIP

If you failed, chances are good you either got too close to a Facehugger, you let the Queen get too close, or you failed to strafe at all times and got hit by a projectile. Try again, this time doing your best to correct the problem that killed you before.

Beating this episode requires raw combat skills, which you've developed as you beat the previous five episodes. Keep trying. Eventually you'll succeed.

Chapter 9

Alien Bonus Missions

These next three chapters walk you through all three species' bonus missions—five each, all unconnected in terms of story. These stand-alone adventures take place in locations from other species' campaign episodes.

Try to complete all species' campaigns before attempting any bonus missions. This will familiarize you with the architecture, and make it easier for you to make your way through them.

Mission 1: Invasion

This mission takes place in the atmosphere processor from the Marine mission of the same name. Your task is to fight your way out to the planet's surface.

Along the way you'll find a generator you can destroy to take certain defenses off-line and make your mission easier.

Tactical Overview

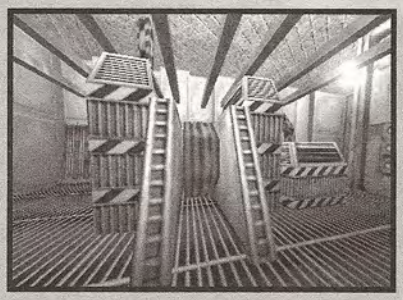
- The most heavily armed foes appear near the end of the mission. Early on, you face little resistance. Later, you must be quick and decisive.
- Your goal—a shaft up to the surface—lies near the spot where the Marine starts his mission in his "Invasion" episode.
- Destroying the generator takes a gun turret off-line near the end of the mission.

Walkthrough

Entry

1. You start in a shallow depression. Climb the wall to see a corridor intersection.

2. Proceed straight through the junction and drop through a hole in the floor. You'll land in a horizontal ventilation tube. Immediately turn left and follow the tube.



3. Take the first left and drop through a vertical shaft into a small room. Nearby is a Generator (figure 9-1). Claw at the spinning part of the generator until it blows up, resulting in darkness.

Fig. 9-1. Destroy the generator.

4. Switch vision modes so you can see in the dark. Follow the hallway out of the generator room into new territory.

5. The hallway leads to a small room (shown in figure 9-2). Take the exit on the left (hidden behind the big container on the left side of figure 9-2).

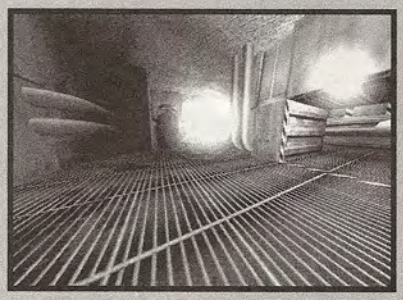
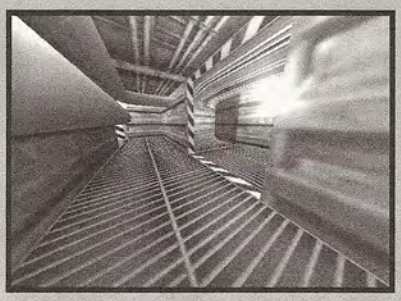


Fig. 9-2. Pass the big container on the left; then turn left to enter a new hallway.



6. Soon you'll come to a junction (figure 9-3). Veer right, into the corridor shown in the right-central area of figure 9-3.

Fig. 9-3. Take the corridor that's slightly right of center.

7. Keep moving to the end of the corridor. A door there opens automatically as you approach.

8. Go through the door, turn left, and proceed to the base of a tall room with a lift.

9. Wall-crawl or ride the lift, and then climb several flights of stairs to reach the top of this room.

10. Follow the corridor at the top to a junction (figure 9-4); turn right and pass through a set of doors.

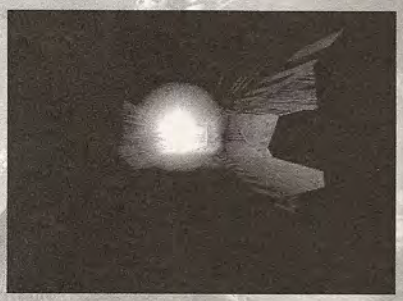
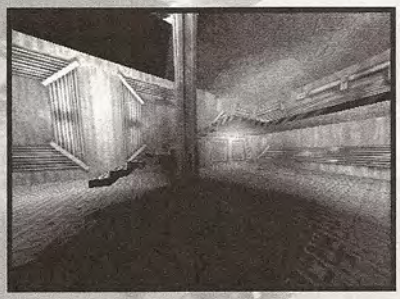


Fig. 9-4. Turn right at this junction.

Serious Resistance

1. You're in another tall, vertical chamber, but this time, you're near the top. Descend cautiously to the bottom of this chamber. Take care; the Marines are well-armed from this point on.



2. At the base of the chamber, find the door beneath a staircase (figure 9-5). Pass through it, killing any Marines beyond. (Again, you must be sharp: from here on all your enemies are well-armed.)

Fig. 9-5. Go through the door.

3. Follow the corridor beyond the door, past an inactive gun turret, to a very large, empty chamber. Kill any Marines there, and then inspect the ceiling.

4. Locate a ventilation duct in the ceiling. Crawl into it (you may need to switch vision modes, it's dark in there).

5. Follow the duct and drop out the other end. Take the right-hand corridor (the one nearest the center of figure 9-6).

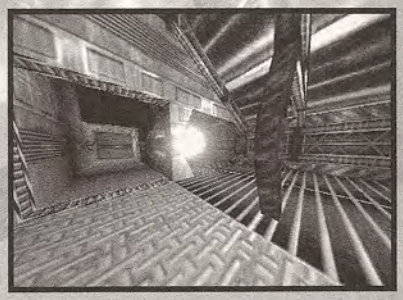


Fig. 9-6. Take the corridor to the right (near the center of the screen).

6. Follow the corridor around a corner. A container extrudes from the wall ahead, and a door lies to your right. Pass through the door.

7. Swiftly kill all the Marines beyond, and then look around. You'll find another ventilation duct somewhere in the ceiling of this area. (If you stand and align your view so it looks like that shown in figure 9-7, you'll spot the ceiling duct a few meters dead ahead.)

Fig. 9-7. Proceed straight ahead and examine the ceiling.

8. Crawl up and into the ventilation duct. Follow it to a massive vertical shaft with open sky at the top. Crawl up the side of the shaft toward the sky to complete the mission.

Mission 2: Derelict

This mission takes place in the same research base as the Marine mission of the same name. Your task is to reclaim control of the base by killing two company heads holed up inside. Killing them will demoralize the Colonial Marines and cause them to retreat.

Tactical Overview

- This mission features a lot of dark areas, so you'll use your Navigating vision mode a lot.
- A large number of turrets block your path. Move carefully and follow the walkthrough precisely to avoid them.
- Complicating matters, the base is packed with Marines. Stay on your toes: your enemies are both numerous and heavily armed.
- Company heads look like normal civilians; they're armed with Pistols.

Walkthrough

Into the Research Base

1. You start in the main chamber of the derelict spacecraft near the space jocky statue. Climb through a hole in the ceiling, up a vertical shaft, and into a corridor. Follow the corridor to an exit.

2. Outside the spacecraft, you're in a large, open area. The door here won't budge, but if you crawl up the wall you can go through a window above it.

3. The window leads to a corridor. Follow it as it turns left. When you can take a right, do so. You'll find yourself on a walkway above a large open area (figure 9-8).

Fig. 9-8. Follow this walkway.

4. Follow the walkway to a multilevel room (figure 9-9). Continue across and out the other side; don't bother exploring the lower levels.

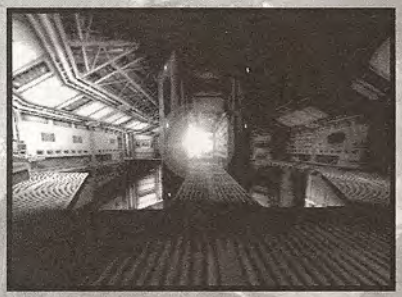


Fig. 9-9. Proceed straight through the room.

5. Follow the corridor past a sunken room. Watch the ceiling: soon you'll spot a ceiling grate (figure 9-10). Climb up, claw out the grate, and follow the tunnel beyond.

Fig. 9-10. Enter the tunnel beyond the ceiling grate.

TIP

You'll use tunnels to avoid gun turrets in the next few steps.

6. Follow the tunnel, watching for grates below. Pass by the first grate. Claw through the second grate, drop down, and destroy a nearby gun turret that's facing away from you.

TIP

Two gun turrets face away from you here, one on either side. Destroy the one that's much closer to where you dropped.

7. Next, turn around, walk forward a few steps, and take a side corridor to the right. You'll know you've taken the right corridor if it contains Alien eggs in crates and a large unbreakable window overlooking the Alien artifact.

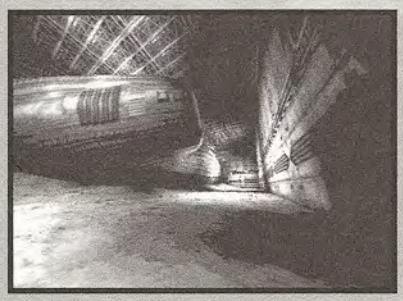
8. The corridor leads you to a pair of gun turrets facing away from you (figure 9-11). Destroy both.

Fig. 9-11. Destroy both gun turrets.

9. Walk past the destroyed gun turrets, turn left at the intersection, and proceed down the corridor.

Killing the Company Heads

1. Soon you'll enter the upper half of a two-level room. Drop to the lower half and locate an exit. (Destroy a pair of gun turrets facing away from you before proceeding through it.)



2. The exit leads to a lift overlooking a massive open area (figure 9-12) with an Alien artifact on the left. Cross this chamber.

Fig. 9-12. Cross the big open area.

TIP

Proceed carefully. This huge open area is the sort of place where Aliens are most vulnerable. If there are Marines here, crawl around on the Alien artifact on the left and sneak-attack from there.

3. Traverse the small, red corridor at the far end of the open area to a door. The door is stuck; break a grate in the ceiling above it (use your tail) and climb into a tunnel.

4. Follow the tunnel beyond the grate, watching the floor. Break the first grate you come to and drop into a large room. Kill everyone there. (Among the Marines is a company head.)

5. Climb back up into the tunnel and follow it to the end. Break a grate and fall out.

6. A two-level room lies in one direction, and a red corridor in the other. Enter the two-level room (figure 9-13).

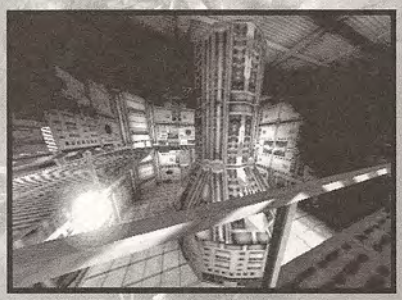


Fig. 9-13. Enter this two-level room.

7. Drop to the room's lower level and kill anyone you find there, including the second company head. Your mission ends shortly after he's dead.

Mission 3: Tyrargo

This mission takes place in the *Tyrargo*, a deep-space freighter that's host to the Marine mission of the same name. Your task is to kill the three officers on board.

This is an unusual mission in that it's highly nonlinear. You start in an attic-like space that spans almost the entire length of the ship. Navigating this space is key, as it allows you to drop in on important locations without getting shredded by gun turrets.

Tactical Overview

- Take it slowly, pay attention to your direction, and read the walkthrough carefully. The "attic" is so featureless you'll become hopelessly lost if you don't.
- Gun turrets that seem to be aimed away from you can hit you if you stray to the edges of certain rooms. Pay close attention to gun turrets and avoid them as much as you can.
- Kill the Predator at the mission's end with the usual circle-strafing techniques.

Walkthrough

Navigating the "Attic"

TIP

In following this walkthrough, keep careful track of where you are. Proceed slowly, noting your surroundings and remembering where you came from.

The attic is complex, with few distinguishing features, so it's easy to get lost. Again, your best bet is to take it slowly and explore. There are no enemies here to harass you, so take all the time you want.

1. You start in a corner of the attic—an upper level with numerous holes in the floor giving access to the main level below. Take careful note of where you start. It's a fairly short section of corridor with slightly yellow-green blotches on the right-hand walls.

2. Go forward from your starting location and take the first right. Continue to a T-junction. Take another right. Go forward, watching the floor, and drop through the first hole you see.

3. This hole leads to the first hangar (figure 9-14). Kill all Marines in this hangar; one is an officer. (Be wary of a gun turret pointed away from the hangar to avoid straying into its field of fire.) Now climb back up the wall and into the hole you came through.

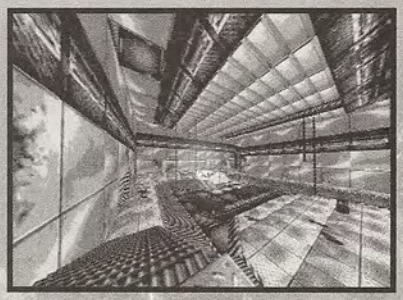
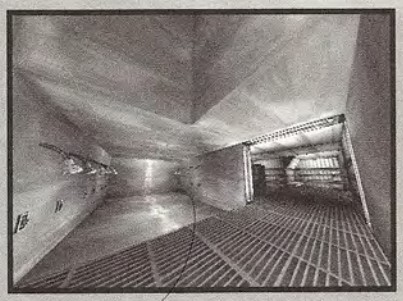


Fig. 9-14. Kill everyone in the first hangar.

4. You're back in the attic, in a corridor that extends in two directions. Go toward the end with faint red lights.

5. Proceed a short distance toward the red lights, ignoring a second hole. Take the first left and walk forward, ignoring another hole, to a three-way T-intersection with a hole in the floor. Drop through.



6. You land in a shower room (figure 9-15). Adjacent to the showers is a locker room with a wall grate. Break the grate and enter the tunnel beyond.

Fig. 9-15. You fall into a shower room.

7. The tunnel leads to a mess hall where a dagger is stuck in a large table (figure 9-16). Kill all the Marines here, including a second officer. Watch out for a gun turret guarding a door; it can shoot you if you stand in certain parts of the room.

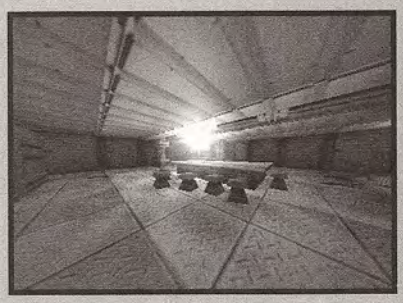


Fig. 9-16. Kill another officer in here.

8. Return to the shower room and climb up through the hole in the ceiling.

The Third Officer

1. Back in the attic, you're at the T-intersection again. Take the corridor that forms the bottom of the T—the one that doesn't flow naturally into another corridor (yellow-orange lights are visible at the end).

2. Go to the end of this corridor, right up to the yellow-orange lights. Drop through the hole in the floor there into the second hangar (figure 9-17).

Fig. 9-17. The third officer is in here.

3. Kill anyone in the hangar, and then explore the area. Two doors lead out of here; a gun turret guards one. Go through the *unguarded* door.

4. A short, Marine-filled corridor lies beyond. Kill them all, including the third officer. A Predator now appears in the hangar behind you.

5. Kill the Predator with circle-strafing and Tail attacks. When he's dead, you win.

Mission 4: Caverns

Taking place in the same caverns as the Predator episode of the same name, this mission starts you in the Alien hive that was the Predator's final destination. Your task is to follow the reverse course, making your way out of the hive and through the nearby Marine base to intercept the Predator before it gets close enough to threaten the hive.

Tactical Overview

- Use care as you leave the hive in the mission's early stages. You must maneuver across a dangerous land bridge spanning a chasm. A fall would be deadly.
- Your enemies have excellent firepower. Avoid getting caught out in the open in some of the larger caverns.
- This mission's later stages demand acute awareness of gun turrets. Be aware that, even if you're in roughly the right place, moving too far in one direction or the other can place you in a gun turret's line of fire.

Walkthrough

Out of the Hive

1. You start in an alcove of a large dark chamber. Jump to the floor and cross the chamber. Enter either of two tunnels in the wall.

2. Both tunnels lead to a cavern with a wrecked APC. From there, a third small tunnel leads to a narrow ledge across a pit (figure 9-18).

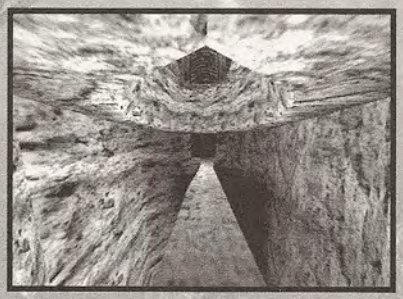
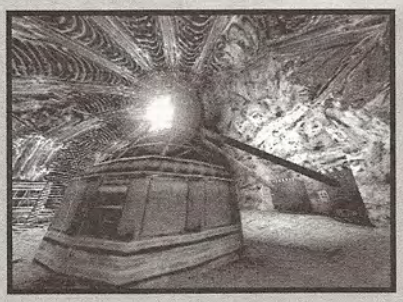


Fig. 9-18. Use care when you cross this ledge.

TIP

Be careful! A fall from the ledge will be fatal: the bottom of the chasm is covered with spikes.

3. Instead of crossing the ledge, climb up and enter a hole in the ceiling *above* it. Follow a tunnel to the end, and drop into a small room.



4. Claw a door open to find a generator room (figure 9-19); two small side generators here are connected to a central generator. Destroy both smaller generators with your claws.

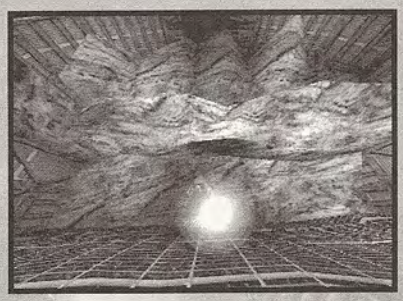
Fig. 9-19. Destroy the generators.

5. Backtrack into the small room, up into the ceiling tunnel, and all the way back to the narrow ledge over the pit.

6. Follow the ledge to a vast cavern with stalactites and stalagmites (figure 9-20). Follow the left wall to a tunnel. Follow it into a room with a wrecked APC, beyond a large door, and into a corridor.

Fig. 9-20. Cross the vast cavern.

7. The corridor leads to another big door, and behind that, an empty warehouse. Cross the warehouse and go through another large door into a large cavern with a functional APC.



8. You'll find a small, ground-level tunnel in this cavern (figure 9-21), but don't enter it. Instead, climb the wall to a ledge over the tunnel and enter another tunnel up there.

Fig. 9-21. Climb to a higher level.

The Predator

1. You'll reach a spot where you must cross the narrow metal beams of a power generator if you want to stay upstairs (figure 9-22). Walk across the beams and follow more tunnel.

Fig. 9-22. Cross this narrow beam.

2. The tunnel ends at the mouth of a large cavern. The gun turret there faces into the cavern (away from you). Destroy it, but don't enter the cavern.

3. Backtrack to the room shown in figure 9-26 and drop to the lower level. Follow the tunnel down (toward the big cavern you just glimpsed).

4. Stick to the right-hand side of the tunnel as it winds into the large cavern. The gun turret there won't "see" you if you hug the right-hand side of the tunnel as you approach it.

5. Destroy the turret and climb a set of steps to the cavern's upper level.

6. Follow the tunnel near the top of the steps into a small cavern. Kill the Predator that appears there to complete the mission.

Mission 5: Fury 161

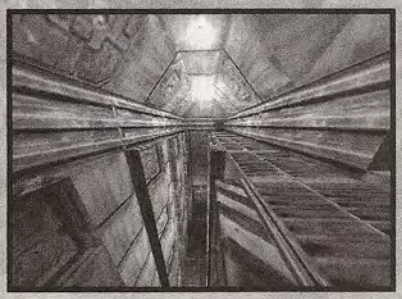
This mission takes place in the same lead-smelting plant as the Predator mission of the same name. Your task is to prey on humans as you speed through the plant. The mission culminates in a battle with a Predator.

Tactical Overview

- In an unusual twist, this mission is tough at the *start*, as you scramble to get out of the molten lead fields without getting shot up too badly.
- You must disable a few gun turrets, but if you follow the walkthrough you'll bypass (and can ignore) a lot of them.
- You must trigger an explosion near the mission's end, staying as far back as you can to survive.

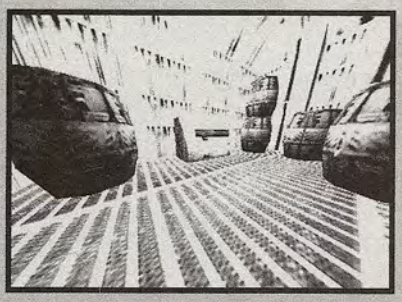
Walkthrough

1. You start in a small alcove overlooking fields of molten lead. Exit the alcove and immediately crawl up the wall to your right, to a catwalk high above the molten lead. (You're under fire as you do this.)



2. Explore the catwalk and climb a few flights of steps to a long, narrow trench with a lift (figure 9-23). Drop to the bottom of this trench and go through a massive door.

Fig. 9-23. Drop to the bottom of this trench.



3. Follow the tunnel beyond, take the first left, and enter a small room with an unusual switch (figure 9-24). Operate it to disable a gun turret. Then reenter the tunnel and continue.

Fig. 9-24. Throw the switch.

4. Take the next left and traverse an orange tunnel to an oddly shaped room. Wait for the elevator there to descend; then board it and ascend.

5. You arrive atop a huge, multilevel room (figure 9-25). Drop to the room's lowest level. There's likely to be a Predator here; kill it, if necessary.

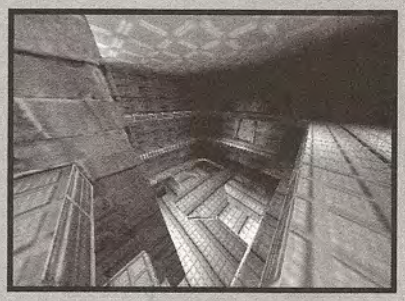
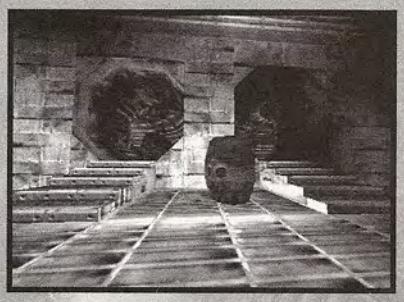


Fig. 9-25. Drop to the bottom of this room.

6. Locate a switch and operate it to disable another gun turret. Then drop through a hole in the floor.

7. Downstairs is a small room with two doors. Avoid the door with the red light above it; take the smaller, unlit door.



8. You enter an area with two tunnels leading away (figure 9-26). Explosive barrels block the leftmost tunnel. Detonate the closest barrel with your Tail attack, standing as far back as you can and retreating immediately after the lash.

Fig. 9-26. Detonate the barrels with a Tail attack..

9. Proceed through the opened tunnel, past a fan, to a four-way intersection.

10. Go straight through the junction and continue on through a door. Operate a switch beyond, and then return to the junction.

11. Return to the intersection and take a left into a corridor you haven't explored. Descend a flight of stairs.

12. Downstairs, follow a corridor into a large chamber. Now kill the Predator that appears and end the mission.

Chapter 10

Marine Bonus Missions

As with the other bonus missions, the Marine's bonus missions take place in locations from other species' campaign episodes. These include some of the more complex game environments, including the massive freighter *Ferarco* and the Alien hive in "Temple".

As always, prepare for intense combat. Like the Marine's campaign episodes, these missions feature hordes of Aliens. Predators also figure prominently in several early missions.

Mission 1: Temple

This mission takes place in the same Alien temple as the Alien mission of the same name. But whereas in the Alien mission you started in the temple's upper levels and moved downward to protect the lower ones, here you start in the lower levels and must make your way to the top. Your task is simply to survive; if you make it to the top level, you'll be evacuated.

Tactical Overview

- Again, the Jetpack is at your disposal. Use it to explore and prevent damage from long drops.
- You'll encounter Facehuggers in hard-to-see spots at a few points in this mission. Stay alert!
- Praetorians pop up near the middle and end of the mission. Use the Smartgun (or the Minigun, if you collect it) on them.

Walkthrough

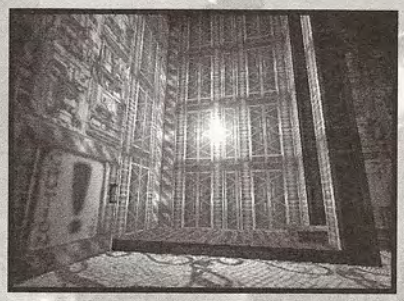
In the Hive

1. You start in an Alien hive. Jetpack to the top. There's a tunnel high on the wall, near the ceiling. Enter and follow it to a chamber with a massive Alien sculpture.

2. Drop to the bottom of the chamber. A tunnel leads away at ground level. Follow it (watch for Facehuggers) to a short drop-off and a long vertical shaft. Jetpack up the shaft.

3. At the top, you can follow a larger tunnel in either of two directions. Choose one and follow it. Jetpack up into a large chamber.

4. Locate a massive lift (figure 10-19). Either jetpack to the top of the lift or ride it up.



5. Upstairs, follow a corridor into a small room. Collect gear from the floor and exit through a door opposite where you entered.

Fig. 10-1. Ascend in the lift.

6. Follow the corridor up a short flight of stairs and into another room. Jetpack into the hole in the floor ahead (figure 10-2).

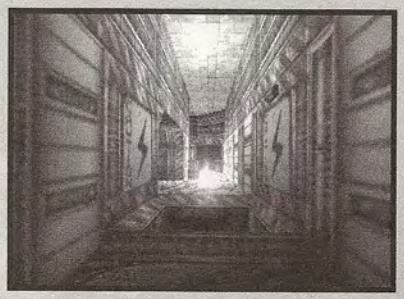
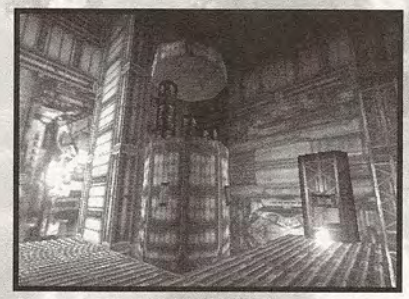


Fig. 10-2. Jet down through the hole in the floor.



7. Downstairs, stand on the platform near a generator (figure 10-3). Shoot the glass over a wall lever to restore power to the area.

Fig. 10-3. Shoot the lever behind glass.

8. Jet back up through the hole you entered through. Upstairs, take the exit you haven't explored yet and climb a short flight of stairs to a small lift (figure 10-4). Fly up through the hole in the ceiling over the lift.

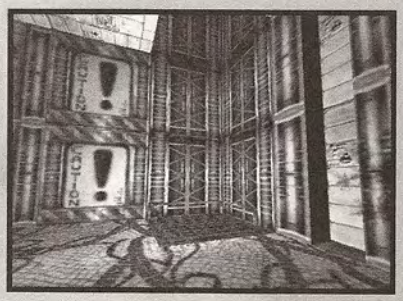
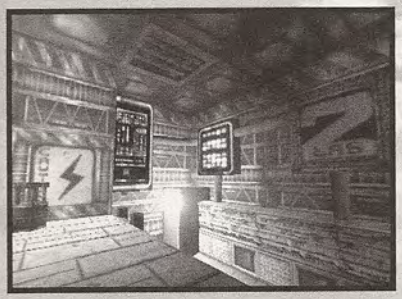


Fig. 10-4. Jet up through the hole in the ceiling.

9. Upstairs, four passages lead away from a central dais.

To the Top



1. Go through the passage flanked by signs reading "North Guard" and "West Guard." Take the stairs at the end to two guard areas (North Guard and West Guard) with large, blinking wall panels (figure 10-5).

Fig. 10-5. Destroy the larger of the two blinking panels.

2. Destroy the larger panel at both the North and the West guard areas; then return to the central platform.

3. Go through the passage flanked by South Guard and East Guard signs. Again, climb upstairs and destroy the larger of the two blinking panels at both the South Guard and East guard areas.

TIP

These are the same light panels you had to destroy in the Alien episode. Watch out for Praetorians in the guard areas.

4. Return to the central platform again. Fly up through the ceiling. (You can't get very high if you fly near the center of the room, where the lift is, but if you fly to its edges you can sneak up above the ceiling.)

5. Fly up through a vertical shaft.

TIP

If you exit the shaft at your first opportunity, you'll find yourself in a large chamber with a pair of doors. The doors lead to a Facehugger shrine filled, not surprisingly, with Facehuggers. Then, if you go through a tunnel attached to a massive Facehugger statue, you'll find a small room with equipment, including a Minigun.

The Minigun is cool, but the Facehuggers are deadly. You can skip this part, if you'd like, or merely approach the pair of doors to the shrine; there should be a Smartgun on the floor nearby.

6. Fly through a large chamber. Keep going (unless you want that extra gear) up through the ceiling.

7. At the top of the shaft, explore. (Watch out for a pair of Praetorians!) Look for a chamber with a view of space (figure 10-6). Stand in there for a moment or two, and the mission ends.

Fig. 10-6. Stand here for a while and the mission will end.

Mission 2: Vaults

This mission takes place in the same Alien research facility as the Predator level of the same name. This time, instead of exploring the depths of the facility, you start at its heart and travel toward the surface.

You have two main tasks as you go: first, destroy a pair of liquid tanks before they explode and destroy the facility; then, protect a company head who's under siege by Aliens near the facility entrance.

Tactical Overview

- Because the first part of this mission is timed, you must hurry.
- Although the second part isn't timed, once you break into the corridor loop with the company head, you must rush to kill Aliens and keep him alive.
- This is a large, complex level. Observe your surroundings carefully or you might get lost!

Walkthrough

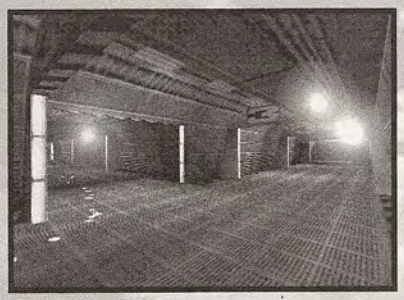
Deactivating the Liquid Tanks

1. You have only a minute to destroy four liquid tanks in the basement. If you fail to destroy them within this time frame, the autodestruct sequence will initiate and you'll lose the mission. You must complete steps 2 through 8 *very quickly*.

2. Leave the room you're in and run through several sections of corridor, passing through small rooms along the way.

3. You come to a broad corridor. Follow it, watching for a small side corridor on your right with a trail of bright green Predator blood showing. Take this right.

4. The blood trail leads to a room with a Minigun propped in a corner. Take the Minigun and backtrack to the broad corridor. Follow the blood into the big corridor.



5. You reach a junction where an equally wide section of corridor branches to the left (figure 10-7). Take this left, still following the blood.

Fig. 10-7. Take a left and follow the blood trail.

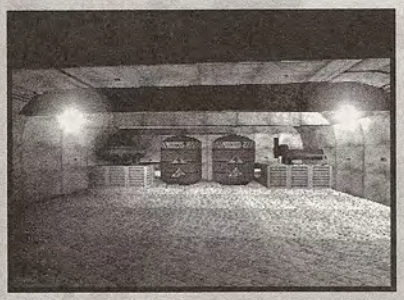
6. This corridor leads to a large room with flashing red lights and a massive central column (figure 10-8). On the right side, a short flight of steps leads down. Descend, still following the blood.

Fig. 10-8. Keep following the green trail.

7. You may encounter a Predator on the steps. Before you can proceed you must shred him quickly with the Minigun.

TIP

You can run past the Predator and ignore him until after you destroy the liquid tanks. This saves you a few seconds, and you won't get hurt too badly, if you're evasive enough. Then, when the liquid tanks are gone, turn your attention to the Predator.



8. Downstairs is a small room with two liquid tanks (figure 10-9). Run in, destroy the tanks with a quick burst of weapons fire, and then run through a short corridor to a similar room with two more tanks. Destroy these to end the autodestruct threat. Collect a Smartgun from the floor.

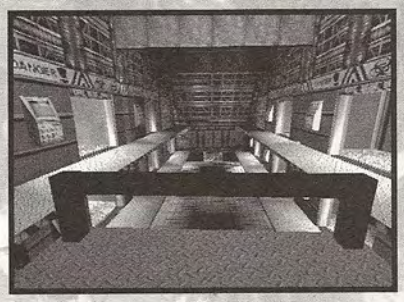
Fig. 10-9. Destroy these liquid tanks.

9. It's time to backtrack. Go back through the room shown in figure 10-7, through the broad corridor you came through, all the way to the junction of wide corridors shown in figure 10-6. Turn left onto the path you didn't take.

TIP

From now on, you may explore small side passages and rooms if you want, as the time pressure is off temporarily. Miscellaneous weapons and gear lie scattered throughout these rooms, so exploring may prove profitable. If nothing else, you can collect extra ammo. Return to the walkthrough after checking out the areas that interest you.

10. Follow the wide hallway, ignoring side passages (unless you want to look for gear). Continue through several small rooms, up two short flights of stairs, and through some doors.



11. When you reach a room with a lift (figure 10-10), descend, cross the room, and follow a hall to another broad corridor. Turn left and follow this corridor, ignoring side passages.

Fig. 10-10. Take the lift down.

Rescuing the Company Head

1. Follow the wide corridor, which eventually turns left. Take the second side passage on the left after that left turn. (It's a small doorway set between two blue rooms.)

2. This doorway opens into a massive, extremely tall corridor (figure 10-11). Follow it to the end, turn left, and proceed through a series of six connected Alien containment rooms.

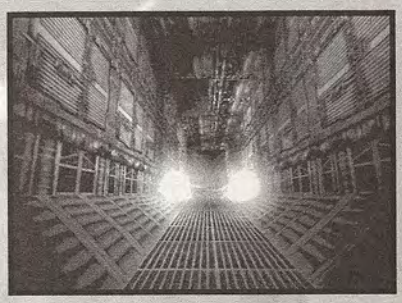


Fig. 10-11. Follow the tall corridor.

3. Beyond the containment rooms you find a locked door. The wall lever near the door isn't in an obvious position. To see it, press up against the door and turn around. The lever is attached to an arch facing the door.

TIP

You enter a roughly circular loop of corridor with doors all around and a glass-doored room in the middle. The company head, who is a human with a Pistol, wanders somewhere in this area.

4. Pull the lever and run through the opened door.

5. Immediately run full-speed around the corridor loop, throwing Flares and gunning down any Aliens you see with great speed. Don't pause; keep running through the corridors killing Aliens. If you find the company head—a civilian with a Pistol—stick close and protect him. Try to get between him and any Aliens that attack.

TIP

If you aren't fast enough, or if you're unlucky and the Aliens find the company head too quickly, you'll lose. There's some degree of luck involved. Just be sure to move at full speed next time, tearing through the corridors and shredding Aliens as soon as you see them. Don't get caught up exploring side rooms.

The Smartgun is the best weapon for protecting the company head; its autoaim feature warns you when an Alien is in the area. Use it exclusively.

Mission 3: Ferarco

This mission takes place in the same ship as the Alien episode of the same name. Your goal is to locate the same computer room (containing the Mother Module) that the Alien tried to destroy in his episode. But where the Alien had to destroy the Mother Module, your task is to reactivate it, powering the ship back to life.

Tactical Overview

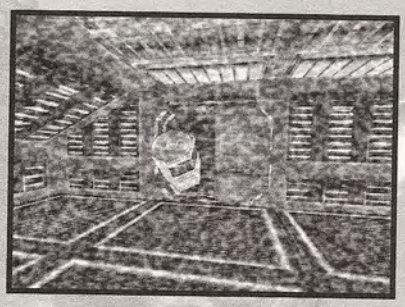
- You get a Jetpack for this mission, which allows you to be as mobile as an Alien. *Remember that you have it* at all times; always use it when dropping any distance to avoid falling damage.
- The Security Pass mentioned later in the mission is a small, rectangular object. You must search carefully to find it.
- The ship is large, with many side paths. Stick to the walkthrough and you'll be fine.

Walkthrough

Restoring Power

1. Proceed through the duct with your Image Enhancer on (the ship lacks power). You reach a small room with a lift. Jetpack up the lift.

2. In a larger upstairs room, turn left and proceed through a tunnel. Break a grate at the end and crawl through it.



3. You enter a room where a barrel props open the door (figure 10-12). Collect a Flamethrower from a table, break the barrel, and go through the door.

Fig. 10-12. Blast the barrel and go through the door.

4. Proceed through a barrel-filled room to a massive chamber (figure 10-13). Jet to the top of this chamber and enter a tunnel near the ceiling.

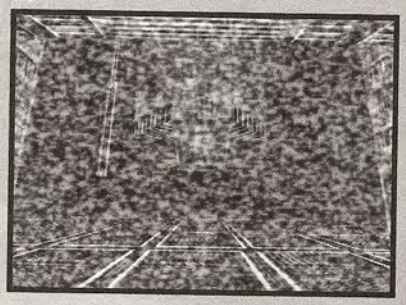
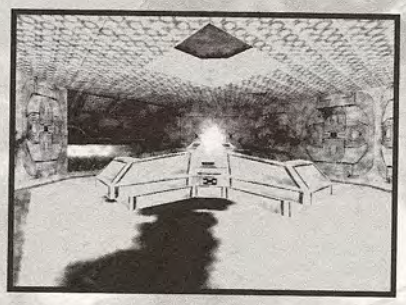


Fig. 10-13. Jet up to the ceiling.

5. Inside the tunnel, break a grate and enter a red corridor. Go to the end of the corridor, and then take a left into another tunnel.



6. After following the tunnel for a few paces you have the option to take a right. Do so; drop down a short vertical shaft and break a grate to land in a room with four hyper-sleep chambers in the middle (figure 10-14).

Fig. 10-14. You'll drop onto this table.

7. The door to this room is partially open. Duck under it and follow the red corridor until you have the option to turn left. Go left.

8. Soon a window appears on the left. Break it and crawl through into a medical chamber (figure 10-15). Break the protective glass to reach a wall lever in here that restores power to the ship. Collect a Smartgun from the floor, as well.

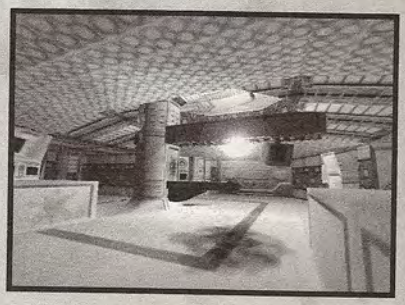
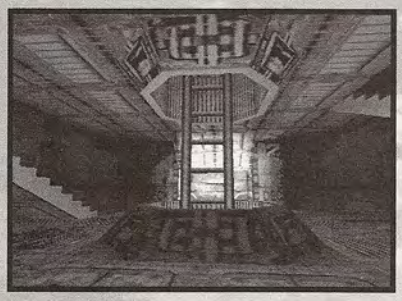


Fig. 10-15. Crawl into this medical area.

9. Return to the corridor and follow along in your original direction to reach a T-junction. Turn right.



10. You enter a stairwell (figure 10-16). You're on Deck 2. Climb the stairs to Deck 3 and locate a pair of levers behind glass. Break the glass covering them and the levers will drop.

Fig. 10-16. Climb to Deck 3.

11. Return downstairs to Deck 2. A second door has opened, opposite the doorway you entered the stairwell through. Red light glows from the new doorway. Go through.

Activating the Mother Module

1. Follow the corridor to a T-junction and turn left.

2. The corridor bends right, ending in a small room with two doors. Turn left, through a big door, and you'll see a big room dominated by a central table (figure 10-17). Somewhere in there—on the table or in an alcove—lies a Security Pass. Take it.

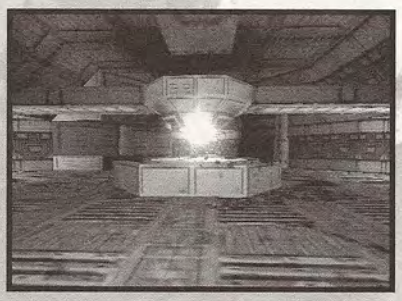
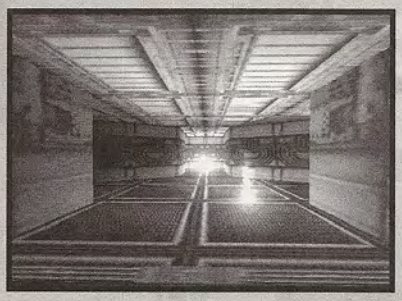


Fig. 10-17. Find the Security Pass in this room.



3. Leave this room and return to the T-junction. Take the other path now. When you reach a small room, turn left. Through a large door you'll see parts of a big, two-level room (figure 10-18).

Fig. 10-18. Follow the right-hand wall.

4. Enter the big room and walk along the right-hand wall to a small, unusual door (figure 10-19). Go through to the Mother Module. The mission ends.

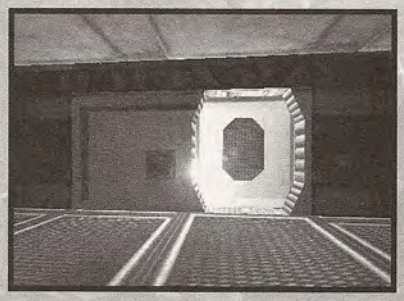


Fig. 10-19. Enter through this door.

TIP

The door opens only if you collected the Security Pass in Step 2.

Mission 4: Gateway

This mission takes place in the same orbital station as the Alien episode of the same name. As in the "Temple" bonus mission, Aliens have overrun the place; your task is simply to reach a spot from which you can be evacuated. Ironically, your evacuation vehicle is the same small craft the Alien rode into Gateway in the Alien campaign.

Tactical Overview

- You can injure yourself around this area's dark vertical tunnels and slopes if you don't use the Jetpack to slow yourself. Use both the Image Enhancer and the Jetpack in these situations.
- You face several tough foes in this mission, including a Predalien and a Xenoborg. Prepare for serious combat!
- As in "Waterfall," you'll find a friendly gun turret. Don't worry about it, and don't destroy it.

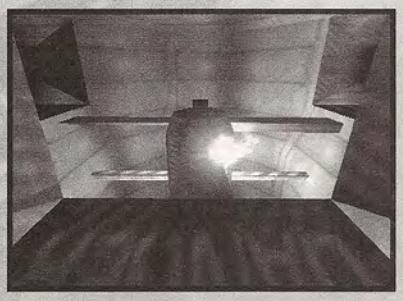
Walkthrough

Downstairs

1. You start in a small room with a door and two large windows overlooking other rooms. Through one window you can see a dark room with no exits; the other shows a room that resembles your starting room. Break the second window and enter that room.

2. Proceed through a chain of similar rooms, breaking windows and collecting gear. You could go through the doors, but they lead only to anterooms that sometimes have equipment such as Healthpacks.

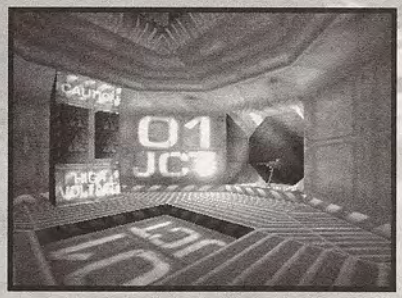
3. The last room has a hole in the ceiling. Jet up through the hole.



4. Upstairs, explore the room for a hole in the floor. Jet down through it to an area with a large, motionless fan (figure 10-20). Jet past the fan, being wary of Facehuggers.

Fig. 10-20. Jet down past the fan.

5. Beyond the fan are three grates—Jct. 1, Jct. 2, and Jct. 3. Break any of these and follow a short tunnel.



6. The tunnels open into four small rooms (Jct. 1 through Jct. 4) with fuse boxes and gear. Explore the four rooms, watching for Facehuggers. When you've collected everything to be found, go to Jct. 1 (figure 10-21), where a gun turret guards a tunnel. (The turret is friendly.) Follow the tunnel, jetting intermittently to slow your fall.

Fig. 10-21. Go past the turret into the tunnel.

7. The tunnel continues past a large, motionless fan into the lower level of a two-level room. Locate a door and go through, down a short, straight corridor, and through a second door. Watch for a Predalien in this area.

8. Turn left and approach a pair of elevators (figure 10-22). Jet to the bottom of either shaft.

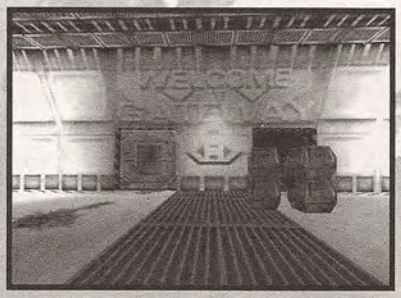


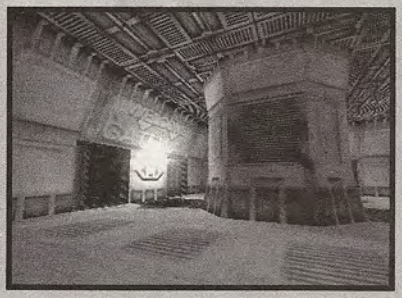
Fig. 10-22. Jet down through either elevator shaft.

9. At the bottom, exit and kill a haywire Xenoborg. Then go through either of two small doors.

TIP

You can run past the Xenoborg before it fully awakens, take either door, and collect the Sadar in the next step. Then backtrack and kill the Xenoborg with the Sadar—a lot easier than attacking it with smaller weapons.

To the Ship



1. Both doors lead to a large room with a column in the center and a pair of elevators along one wall (figure 10-23). (Take a Sadar propped up against the column.) The left elevator shaft is open. Jet through it to the bottom.

Fig. 10-23. Jet down through the left elevator shaft.

2. Exit the elevator into a room with two doors (in addition to the two elevators). Check for gear behind both doors, and then return to the elevator shafts and enter the shaft you haven't been in yet. Drop to the bottom.

3. At the bottom, exit into a corridor. Turn in either direction; both lead to ports overlooking a massive chamber where construction is taking place (figure 10-24).

Fig. 10-24. Jet down into this huge chamber.

4. Jet down into the chamber. Shoot out the grates, jet down into one of two large holes in the floor, and slide down a tunnel.

5. Shoot a grate to exit the tunnel into a small cargo room. Exit the cargo room through a large door.

6. You enter a corridor. At one end, a massive door leads to a vertical shaft (figure 10-25). Peer down over its edge and fire a Sadar rocket—a Praetorian may lurk down there. Then jet to the bottom.

Fig. 10-25. Look over the edge before jetting down.

7. Shoot a floor grate and then shoot some boxes below. Drop through the floor and walk along a ramp toward a small spacecraft. The mission ends.

Mission 5: Waterfall

This mission takes place in the same fortified approach to a research facility as the Predator episode of the same name. But whereas the Predator needed to break into the facility, you must defend it. You start the mission *inside* and make your way out; your destination is the spot where the Predator started his episode.

The mission concludes when you encounter the Predator and slay him, ridding the base of his threat.

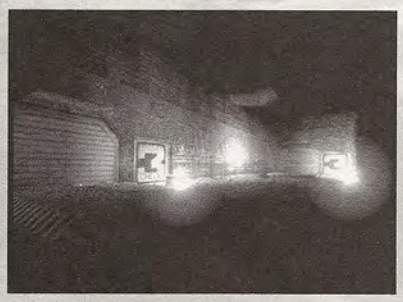
Tactical Overview

- You'll encounter a mix of friendly Marines and hostile Aliens. The Marines fall quickly to the marauding Aliens, so don't count on getting much help.
- A Praetorian or two may be mixed in with the usual Aliens.
- You'll encounter a gun turret that actually *helps* you, for a change!

Walkthrough

At the Waterfall

1. You start in a hallway. Proceed through a set of doors onto a platform overlooking a waterfall. Press the button and stand on the lift to ride down.



2. Downstairs, follow the ledge and climb the staircase. Pass through a door, across a small room, and up more stairs. You'll enter a room labeled "Check 3" (figure 10-26). Proceed into this room and take a right into an open doorway.

Fig. 10-26. Enter Checkpoint 3

3. Immediately take another right and proceed up a short flight of stairs into a control room overlooking the Check 3 room. Collect weapons here, including a Minigun.

4. Go back downstairs and take a right to follow the main hallway.

5. Soon you reach a small shack on the left (figure 10-27). Press a button on a pillar in this room and continue along the hall.

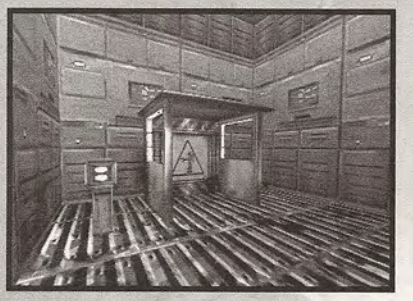


Fig. 10-27. Press the button and keep moving.

6. You'll enter a room labeled "Check 2." You may encounter a Praetorian in here, as well as the usual Aliens. Collect gear from the floor, and then climb a short flight of steps and traverse a corridor.

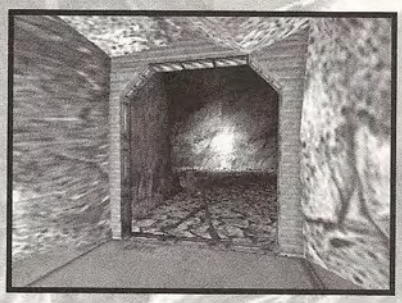
7. The corridor leads you to a room labeled "Check 1." Collect equipment from a small booth and cross the room. Climb the stairs.

8. The stairs take you to gantries (figure 10-28). Follow the gantries and the ledge they lead to. You find a Flamethrower along the way.

Fig. 10-28. Cross these gantries.

The Predator

1. You reach a doorway into a small, water-filled cavern with generators at one end. Equip the Flamethrower before going through to deal with Facehuggers. Just beyond the doorway, press a button on a column.



2. Cross the cavern and exit through another doorway. Soon you reach a doorway with a friendly gun turret in it (figure 10-29). The turret faces away from you, into the open. Allow it to destroy several enemies outside while you stand behind it.

Fig. 10-29. Don't destroy this gun turret.

TIP

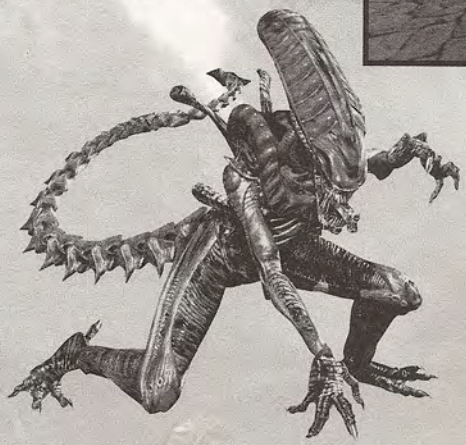
If you'd like, ignore the doorway with the gun turret for now and continue along the corridor. Downstairs are some connected rooms with extra gear, including a powerful Sadar. Return to the doorway with the turret after you finish exploring.

3. After the turret has shredded everything in front of it, proceed outside, and then climb a winding stairway.

4. Follow the stone ledges. Watch out for a Predalien along the way!

5. The ledges end at a massive outdoor area (figure 10-30). A Predator waits there. Stay on the ledge and finish it off with heavy weapons (the Minigun or the Sadar, if you collected one) to end the mission.

Fig. 10-30. Shoot a Predator that lurks out here.



Chapter 11

Predator Bonus Missions

As with other bonus missions, the Predator bonus missions take place in locations already seen in campaign episodes. They're quite difficult, pitting you against a wide array of human and Alien foes. You may have to try some several times to complete them.

Playing these bonus missions is invaluable if you want to succeed at multiplayer *Aliens versus Predator*. They're good practice for the rigors of multiplayer games.

Mission 1: Invasion

This mission takes place in the same atmosphere processor as the Marine campaign episode of the same name. As is typical of bonus missions, you start out where the Marine ended his episode, and must find your way to where the Marine began. In essence, you're playing the mission in reverse.

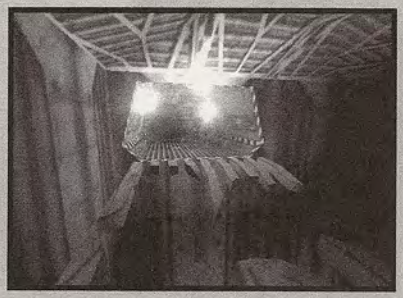
Your task is simply to hunt prey, so kill any Aliens in your way and *all* the Marines you encounter.

Tactical Overview

- You don't need (and don't get) a Grappling Hook in this mission.
- In the mission's early stages, your enemies are Aliens; toward the end, they're Marines.
- You'll have only a few opportunities to replenish your Field Charge, so be conservative with your shots.

Walkthrough

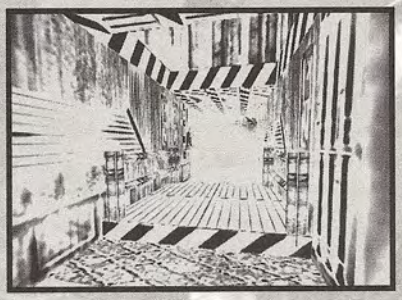
1. You start on the landing platform where the Marine ended his mission. Go to the only door here, open it with the lever beside it, and proceed into the elevator.



2. Downstairs there's a gaping hole in the floor (figure 11-1). Drop through it.

Fig. 11-1. Drop through the hole.

3. Follow a twisting corridor to a room. Turn right in this room and walk until you hit a wall; then turn left and go through the corridor ahead.



4. Follow the corridor to the end and veer left into a room. Find the corridor at the room's far end. It has a lift in it (figure 11-2). Throw a wall lever and go up on the lift.

Fig. 11-2. Take the lift upstairs.

5. Upstairs, take a second lift up to a catwalk. Follow it to a curving staircase.

6. Climb the stairs; then go up a second, straight stairway.

7. Atop the second staircase, a corridor immediately leads to a four-way junction (figure 11-3). Take a *left* at the four-way junction, go through a door, and drop down. Locate a door leading to a small room with a valve wheel and windows (figure 11-4).

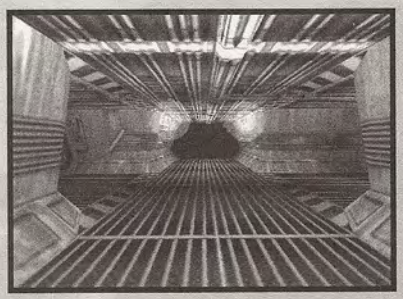


Fig. 11-3. Take a left at the four-way junction.

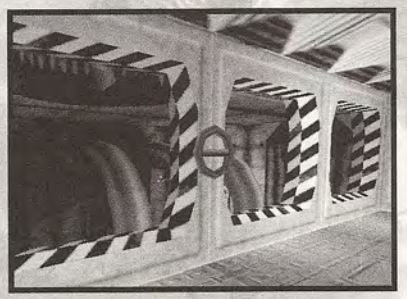
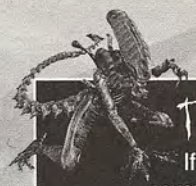


Fig. 11-4. Locate this small room. Break a window.



TIP

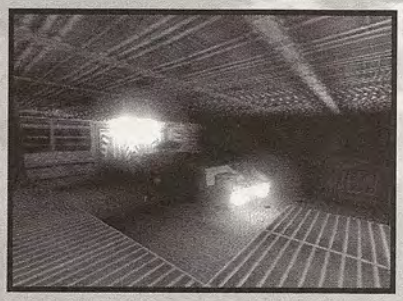
If you go right instead of left at the four-way junction, you'll find yourself in a corridor with several doors leading to small bunkrooms. One of the bunkrooms contains Field Charge, so make a detour if you're low on energy.

8. Smash a window (the Pistol works well) and go through it. In the two-level room you just dropped into, descend to the lower level and follow a corridor into a larger, multilevel room.

9. Drop to the lower level of the multilevel room and go through a door beneath a staircase there.

TIP

You must contend with heavily armed Marines from this point on. Watch out.



10. Follow the winding corridor to a large room where an APC is parked (figure 11-5). Either look in briefly and then retreat to draw out the Marines, or enter the room at top speed and keep moving. You can't hope to survive if you stand still.

Fig. 11-5. Kill the Marine in the APC to finish this level.

11. Enter the APC and kill a final Marine inside to finish the mission.

Mission 2: Tyrargo

This mission takes place in the freighter from the Marine campaign episode of the same name. Your enemies are a mix of Aliens and Marines. The early stages contain only Marines, but after the *Tyrargo* begins evacuating, Aliens show up to make your life more difficult.

Your task is to locate and destroy a pair of Xenoborgs, and then return to your starting point. This contrasts with many other missions, in which you start at one end of the level and make your way to the other with survival as your only goal.

Tactical Overview

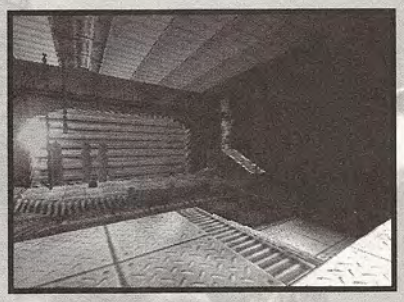
- This mission requires a lot of navigating and backtracking. Follow the walkthrough closely.
- The Xenoborgs are extremely tough. Remember, the Disc is your best weapon against them!
- Aside from the Xenoborgs, this mission is crawling with Aliens. You must stay extremely alert.

Walkthrough

Infiltration

1. A lift deposits you upstairs, near where the Marine ends his mission in the campaign episode of the same name.

2. One corridor here leads to a dead end with a wall switch; the other leads to a drop-off. Find the drop-off and drop down. Throw the lever downstairs (this activates a lift so you can ride it upstairs later).



3. Follow a corridor to a vast hangar (figure 11-6). Go through to a door on the right. Beyond, throw a lever to activate a lift. Before riding the lift, however, look up.

Fig. 11-6. Enter the large hangar.

4. If you look very closely, you'll spot a pair of gun turrets on a ledge upstairs, aimed right where the lift will take you (figure 11-7). Zoom in, target both carefully with your Speargun, and destroy them. Then ride upstairs.

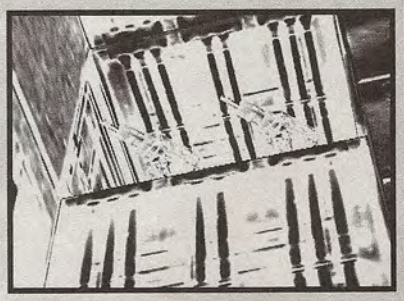


Fig. 11-7. Zoom in on the ledge upstairs to spot the gun turrets.

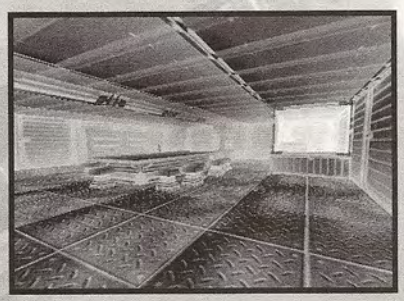
5. Upstairs, go through a door into a corridor. Turn left and go through a second door into a small room.

TIP

If you approach the locked security doors ahead, you'll get a message that the Xenoborgs are behind them. You can't open the doors yet—but remember their location.

6. Take a right and follow a short hallway. Throw the lever at the end. Normally this would open the security doors, but it doesn't do the job this time. Return to the small room.

7. Drop off a ledge. Downstairs, throw a lever near a lift so you can ride up later.



7. Follow a corridor to a room where a dagger is stuck in a table (figure 11-8). Shoot out a large window and go through.

Fig. 11-8. Proceed through this room.

8. Pass through several rooms filled with hypersleep pods to reach a second large hangar.

9. Locate a side door in the hangar and go through. Kill the Marines beyond. You'll then see a message that evacuation has begun. Shortly, you'll receive another message that Xenomorphs (Aliens) have infiltrated the base.

TIP

You should find Field Charge in the short hallway behind the Marines you just killed. From this point on, Aliens are your chief adversaries.

The Xenoborgs

1. It's time to backtrack. Return to the hangar and throw a pair of levers atop a short staircase. This allows you to go back through the door you entered.

2. Go back through the rooms with hypersleep pods and through the broken window into the room with the dagger in the table. Continue down a hallway and ascend in a lift.

3. You're in the small room with the locked security doors from before. They're open now, so go through into a bluish hallway.

4. Somewhere in the bluish hallway are the pair of Xenoborgs you're supposed to kill (figure 11-9). Kill them. (See the following tip.)

TIP

Slice one of the Xenoborgs with a quick Disc throw; then retrieve the Disc and get out of the other Xenoborg's sight. If it chases you, try to kill it with a Disc throw as it rounds the corner. Above all, never let the Xenoborgs maintain a line of sight on you. Keep retreating around corners if they pursue you.

5. When the Xenoborgs are dead, a door opens at the other end of the bluish hallway. Follow the corridor beyond, detonating a cluster of explosive barrels to clear a path.

TIP

A few Praetorians may be mixed in with the Aliens from here on.

6. You'll come to a large room. Climb the stairs there to a T-junction. Turn left, throw a wall switch, and then backtrack to the T and turn right through an open doorway.

7. Follow a long, winding hallway to the end. Go through the door there and drop off a ledge in the room beyond. From there, take a door that leads into the first big hangar.

8. Go up a short flight of stairs and throw a switch. Then climb another short flight of stairs and go through a door at the top.

9. Proceed through a corridor to a lift. Ascend, then locate the big lift you started the level on. Stand on it for a few moments. It will activate, ending the mission.

Mission 3: Temple

This mission takes place in the same locale as the Alien mission of the same name. Your task is to escape from an Alien hive and infiltrate the Facehugger shrine. In practice, this means you start where the Alien ended the episode and must reach the spot where the Alien began.

This is an Alien level with many steep slopes and vertical drops (often without elevators), so you have a Grappling Hook. You must become proficient with it to succeed. You must learn how to grapple up to a surface, aim at a new surface, and then double-tap the Grappling Hook button to disengage quickly and shoot the new surface. This skill is crucial for ascending very steep slopes, where you can't just aim at the top and get all the way up with one grappling shot.

Tactical Overview

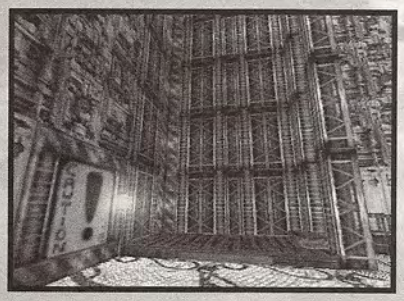
- Aliens are your primary foes throughout this mission, but you'll find a few Marines interspersed with them.
- The path you should take is fairly linear; just go up whenever possible.
- Your Disc comes in handy at the end of the mission, where you must face a pair of Praetorians and a Predalien.

Walkthrough

1. You start in an Alien hive. Look high on the walls to locate a hole. Grapple up into it and follow a tunnel to a cavern with a massive statue (figure 11-9.)

Fig. 11-9. Drop to the bottom of this cavern.

2. Drop to the bottom, near the statue's feet, and follow a tunnel to a short drop-off, and then a large vertical shaft. Using the multiple-grapple technique described in this mission's introductory paragraphs, make your way up.



3. At the top, follow a tunnel in either direction to a large lift (figure 11-10). Either ride the lift up or grapple to the top.

Fig. 11-10. Ride up on this lift.

4. Upstairs, follow a corridor to a room. Go straight through to a door into another corridor. It leads to a second room.

5. Go through the second room, leaping over a lift, into yet another corridor. Follow it to a staircase and climb the stairs to a room with a lift in the corner. Ascend.

6. The lift takes you to a dais in the middle of a large chamber (figure 11-11). A large stone block hovers above the dais; if you examine the ceiling from various angles, you'll see holes you can go up through.

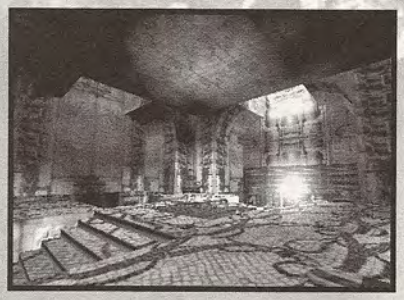


Fig. 11-11. Go up through the ceiling of this central chamber.

7. Grapple up through the room's ceiling and up a tall shaft into a chamber. Gouts of fire block two doorways there (figure 11-12). If you approach them, you'll get a message that you must kill two Praetorian guards to extinguish the fire.

Fig. 11-12. The flames disappear when you kill the Praetorians upstairs.

8. Avoid the fire for now and look up: the shaft you grappled through goes higher still. Grapple to the top and explore the area upstairs through several interconnected rooms. You'll encounter a pair of Praetorian guards. Kill both.

9. Drop down the shaft into the room with the fire gouts. The fire is gone, leaving both passages free. Take either; both lead into a tunnel to the Facehugger shrine entrance (figure 11-13), where a massive Facehugger is carved in the wall.

Fig. 11-13. Enter the tunnel.

TIP

The Predalien might attack you here, instead of at Step 10. If it does, kill it and proceed to Step 10.

10. Crawl into the tube attached to the carved Facehugger and follow it to a small room. This is where the Alien starts in the Alien version of this mission. Kill a Predalien here—the Disc is ideal for this—and you'll win the mission.

Mission 4: Escape

"Escape" takes place in the same field base as the Alien mission of the same name. Your goal is to infiltrate the Alien hive, kill everything inside, and slay targets of opportunity along the way.

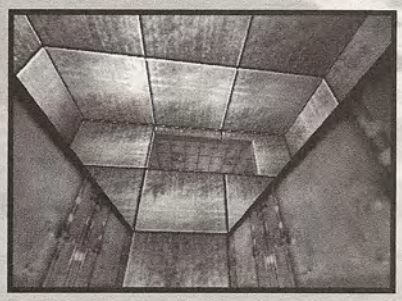
Tunnels and catwalks above many hallways and rooms may confuse you, but often provide alternative routes to the same places the hallways lead to.

In general, stick to the high ground as much as possible. Later on, you'll avoid a deadly Xenoborg this way.

Tactical Overview

- You have a Grappling Hook in this mission.
- You face a fairly consistent mix of Aliens and Marines. Instead of having distinct boundaries between the two species, you'll encounter both throughout the mission.
- In some cases, Aliens will attack Marines and vice versa. Allow one to kill the other, and then wipe out any survivors.

Walkthrough



1. You start in a small room with blinking lights. A greenish room lies on one side and a duct on the other. Follow the duct to where there's a glass plate overhead (figure 11-14). Shoot the glass and grapple up through the opening.

Fig. 11-14. Shoot the glass plate.

2. Examine the area to find a descending lift. Go down in the lift (or just jump). Downstairs, two doors lead to a bathroom. Go through a third, closed door into a large chamber.

3. Proceed through another door and continue through several rooms to a door that won't open. Detour by grappling into a wall duct here; follow the duct and drop out in a room on the other side.

4. Proceed through more rooms to a room with an overhead catwalk (figure 11-15). Grapple to the catwalk and follow it to a small room (ignore everything below you until you reach the end).

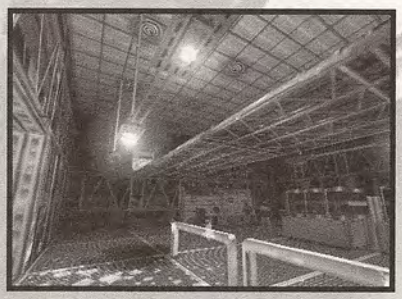
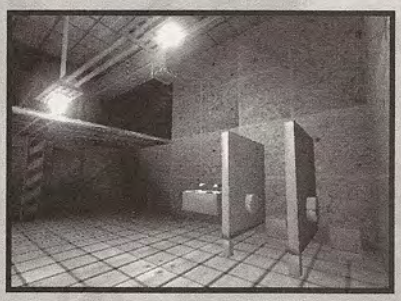


Fig. 11-15. Ascend to the catwalk.

5. Drop into the room and go through two sets of doors into an office area. Grapple to an opening high in the wall and follow a catwalk as far as it goes (again, ignore anything below you until you reach the end).



6. Drop off the catwalk when it ends and keep walking in the same direction. Go through some doors into a small bathroom (figure 11-16). Grapple up to a catwalk and follow it into a large office.

Fig. 11-16. Grapple up to a catwalk.

7. Drop in, and then go through a set of doors into an adjacent large office. Grapple up to a catwalk and follow it as far as it goes.

TIP

You'll pass over an office with a Xenoborg in it. Just ignore everything below and keep going. Also, in a tunnel just beyond the office you must grapple to a higher level to keep going.

8. The catwalk ends at a damaged office (figure 11-17). Drop in and grapple through another hole in the wall to a tall room with two vertical columns.

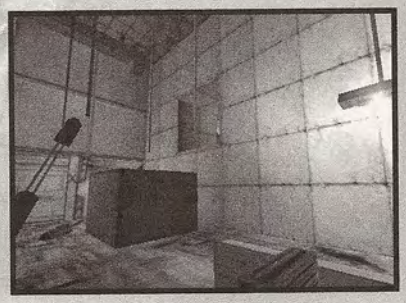


Fig. 11-17. Drop into this office.

9. Drop to the floor of the column room and locate a hole in the wall near ground level. Go through the hole.

10. You've entered a hive. Kill a Praetorian here to end the level.

Mission 5: Earthbound

This bonus mission takes place in a subset of locations from the orbital platform in the Alien mission of the same name.

Your task is to locate the commanding officer of this orbital station and kill him as revenge for the creation of Predaliens—Alien–Predator hybrids.

Tactical Overview

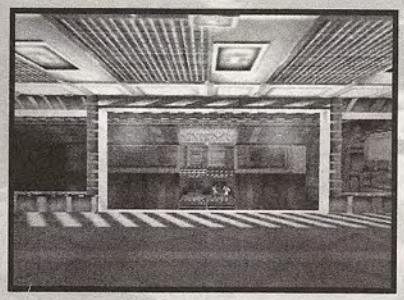
- You have a Grappling Hook in this mission.
- Predaliens may pop up in this mission's middle or later stages.
- You must contend with a fairly even mix of Marines and Aliens. Instead of being separated in two large areas, each enemy type is sequestered in isolated pockets throughout the station.

Walkthrough

Starting Out

1. You start in a dark room. A hard-to-see glass plate along one wall shields a lever; shoot the glass to throw the lever and open a door.

2. Beyond the door, an airlock tunnel leads to an open area. An elevator shaft lies behind a door on one side of this area. Drop to the bottom of this shaft, break a floor grate, and drop through the hole.



3. Break a glass window to enter a greenish office. Go through a door at its far end to enter an observation deck overlooking a train station (figure 11-18).

Fig. 11-18. Drop to the floor of the train station.

4. Drop to the floor of the train station. Alcoves on both sides contain fuse boxes. Destroy them all.

5. When all the boxes are gone, a large door opens to reveal an alcove with a gun turret facing away from you. Allow the turret to destroy all the Aliens in the alcove.

6. When you're ready, destroy the gun turret, enter the alcove, and locate a hole up on the wall. Grapple into the hole.

TIP

Your enemies in the next few steps are mostly Aliens.

7. Follow the tunnel beyond the hole to a large corridor. Drop into the corridor and follow it to where there are alcoves on either side (figure 11-19 shows one such alcove).

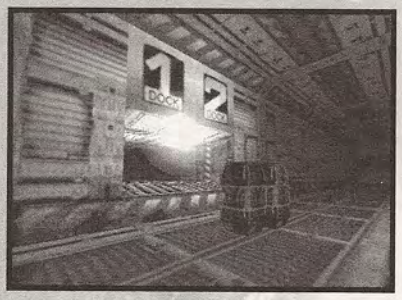


Fig. 11-19. Enter the alcove and destroy the fuse boxes.

8. Destroy all fuse boxes in both alcoves.

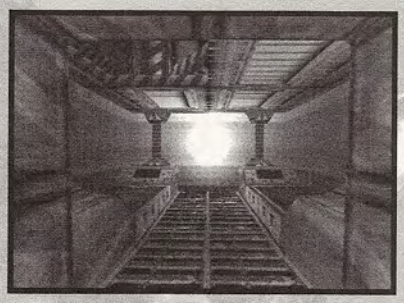
9. This corridor has two large ceiling fans. Locate one and grapple up past it.

10. Three tunnels intersect upstairs. Stand so you can see all three at once, and then take the middle tunnel.

To the Commander

1. The tunnel opens into a long room. Cross the room, watching for a Praetorian.

2. In an alcove at the other side of the room, a ladder protrudes from a hole. Drop through the hole.



3. Downstairs, locate a tiny room with a hole in the ceiling (figure 11-20). Grapple up through the hole, and continue up a vertical shaft to the very top.

Fig. 11-20. Grapple up through a hole in the ceiling.

TIP

Watch for Marines and Predaliens in the next few steps. They're common in this area.

4. You emerge in a lengthy room (figure 11-21). Cross the room, ignoring side doors, and open a door at the far end. Drop into the elevator shaft.

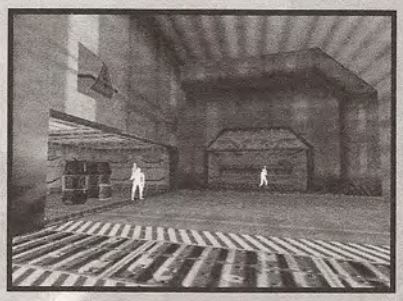
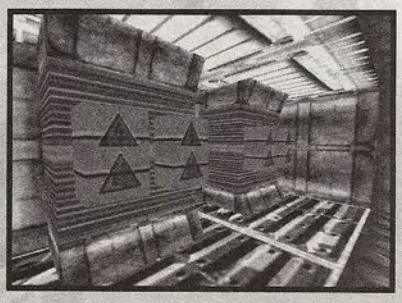


Fig. 11-21. Cross this room.

5. Break the grate at the bottom of the shaft and drop through. Downstairs, break a glass window to enter a green office.

6. Cross the office. A door at the far side leads to a platform overlooking another train station (this one with a train in it).



7. Drop to the floor and locate two alcoves with fuse boxes. Destroy all the fuse boxes (figure 11-22).

Fig. 11-22. Blast these fuse boxes.

8. When the fuse boxes are junked, a large door opens to reveal Marines—including the commander. Kill them all to end the mission successfully.

Chapter 12

Multiplayer *Aliens versus Predator*

It's difficult to explain multiplayer action in a book. It's highly unpredictable, being affected by factors such as the variant you play, how many opponents you face, and how skilled everyone is. If you're playing on the Internet, connection speed and latency—both your own and your foes'—introduce still more variables.

What follows, then, is not so much a walkthrough as a set of guidelines. Only experience will make you a better player, but if you follow these guidelines as you play, you'll continue to grow and learn. It's when you stop thinking about the game—when you stop looking for new techniques, analyzing what the other guy did to beat you, and looking for new ways to fight—that you'll stop improving. Multiplayer *Aliens versus Predator* is partially a game of reflexes. But the more you play, the more you'll realize that it's also a game of decision making. And making the right decisions will make you a better player.

Preliminaries

There are a number of things you can do to improve your game even before you join a multiplayer game. If you jump right in without preparing yourself—especially if it's an Internet game against anonymous foes or a local area network (LAN) game against veteran players—you risk being so outclassed that you'll hate the experience. Preparing yourself cuts down on such frustration.

Play Single-Player *Aliens versus Predator*

Play single-player *Aliens versus Predator* all the way through before attempting multiplayer games against experienced opponents. Real humans make the toughest enemies, and if you can't beat single-player *Aliens versus Predator* at Realistic difficulty, you're in for a rough time in multiplayer.

Your single-player experiences will teach you the basics, such as how to sneak up on foes as the Alien, how far back to stand when firing the Sadar, how to switch weapons on the run, and so on. All this should be second nature by the time you play against other actual humans.

You can get away with not beating single-player *Aliens versus Predator* if you're already very experienced with 3-D action games, or if your opponents are also novices. Otherwise, do yourself a big favor and play the single-player game.

Learn the Controls

As you read in Chapter 5, a keyboard–mouse combination is a versatile, powerful way to control your character in *Aliens versus Predator*. You also learned the value of setting the mouse's vertical axis to Looking and the horizontal axis to Turning, which allows you to look up and down easily.

The occasional player will do well with the keyboard alone, or perhaps with a joystick–keyboard combination. But these are rare exceptions. The best players, by and large, use the mouse–keyboard combo, and use the mouse to look around so they can aim effortlessly. Try to keep your control keys close together.

A bad control setup limits you, and can put a ceiling on your abilities. Don't restrain yourself in that way. Use the mouse or a trackball, even if it feels awkward at first. It pays dividends down the road.

Learn the Maps

If you aren't intimately familiar with the map, you're at a huge disadvantage. Even if your skills are marginally superior to your opponents', they'll have a vast edge if they know the map you're playing on.

If you join a multiplayer game and find that a certain popular map is completely new to you, consider simply observing. It's hard to learn anything with other players distracting you. Instead, familiarize yourself with the map by hosting your own multiplayer game (see the game manual for details). You don't need other players; just run around the level on your own. Learn the architecture, look for secret areas and good sniping spots, and remember where the gear is. Once you've got a handle on the level, go back and join that multiplayer game again. You'll notice a difference.

Why is it so important to know the level? For the Marine, weapons and equipment are life-and-death elements; if you don't know the map, you can't collect high-quality gear with any regularity. For the Alien, finding good ambush spots is key. And for the Predator, locating Field Charge and good combat locales is critical. It's harder for a foe to see you if you stay still while cloaked.

When you know a map thoroughly, you'll find yourself developing a "beat," or pattern of movement through the level. A typical beat takes you past lots of high-quality gear so you can collect the best stuff available. It also gives you a sense of purpose and familiarizes you with the areas you're passing through.

Know the Game

There are numerous variants of *Aliens versus Predator*, each with its own rules. Before you even join a game, make sure you understand what sort of game you're joining.

It may seem obvious, but not knowing or not really considering the rules is a problem that plagues any number of players. For example, Predator Tag is far different from a regular deathmatch. Joining a Predator Tag game without understanding what it's all about means certain disaster.

Always take a moment to think about the rules, and then develop your strategy based on them.

Joining Up

You've prepared yourself for multiplayer games. Now it's time to venture forth and find a game to join. Here are a few things to consider.

Understand Ping

If you're playing on a LAN, chances are good that everyone's on equal footing. But on the Internet you may be at a terrible disadvantage.

Typical modem connections to the Internet 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 using "ping"—the time it takes for a 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—say, a T1 data line at a university—usually has great ping, often less than 100. Players with ISDN, DSL, and cable modems also can break into that exalted territory. Modem players usually get stuck with pings anywhere between 200 and 500, although pings around 100 are possible under ideal circumstances.

If you're playing on a modem, be sure to 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 all your opponents also have 300 ping. It's terrible if they all have pings approaching zero.

You can sometimes 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 what ping is and how it affects the game. Seek games where 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 the case, look for a different game you can connect to faster, or that has players connected at speeds near or below yours.

Play against Equals

Playing weak opponents boosts your ego and makes you feel good, but it ruins your game. You lose your edge playing inferior foes; you develop bad habits, such as standing still or failing to collect the best weapons. And when you finally confront a skilled player, you're helpless.

On the other hand, getting crushed isn't much fun, and you generally don't learn much from it. If an opponent's skills are vastly superior to yours, you'll usually be killed so quickly you don't get a chance to see how it happened.

In an ideal multiplayer game situation, your opponents will range in ability from somewhat below your skill level to slightly above it. That way, you can learn from the mistakes of bad players ("There's that guy who doesn't move around enough") and the successes of good players ("He used an ideal weapon for this big outdoor area").

It's time to quit when an opponent is so good you find yourself genuinely hating him: you're probably outclassed, and should look for another game. Similarly, if you're mowing down enemies like ripe wheat and marveling at their inability to perform basic tasks (such as running and firing a weapon accurately at the same time), it's time to move on.

Keep Moving

Stand still only when you know you're alone, when you're in a great hiding spot, or when you're shooting at a distant foe who doesn't know you exist. Otherwise, strafe around continually at top speed, regardless of what species you play. Don't get caught "camping" or you might have the other players gang up on you.

Even experienced players sometimes let their guard down and stand still for a better shot, especially against weak opponents. Don't do it! As you gain experience, you'll learn to shoot on the run just as accurately as you would standing still.

TIP

This is one of the dangers of playing weak opponents: you get sloppy and fail to move as effectively as you would normally, because you don't have to. That sloppiness will show up the next time you play against quality opponents.

A side note: resist the temptation to watch for the results of your attacks. The classic example of this is a player who watches his Grenade explode instead of simply lobbing it and moving on. Break yourself of the need to see every last spatter of gore. If you continually watch the results of your attacks, you'll become immobile and lose your edge.

Equip Yourself

Aliens versus Predator is a game of skill, but for the Marine it's also a game of equipment. The Marine with the best equipment won't necessarily win—but he or she has a much better chance of winning than the others. Use the weapons you are most familar with.

You already know to keep moving in multiplayer games. If you aren't performing some specific action (such as chasing a foe) you should put this movement to good use and tour locales where weapons and equipment are likely to pop up. Do this even after you have a reasonable supply of gear.

TIP

Aliens don't need gear, and Predators only need Field Charge, but by lurking near where Marines look for gear, other species can pick the humans off while they grab for items.

Be greedy! If you have a great weapon, look for another to supplement it. Grab Armor and other useful items as frequently as you can and try to keep yourself in peak condition. Keep collecting ammo to replace the old stuff.

This all sounds obvious, but it's amazing how many new players (and some veterans) will rush into combat improperly equipped. This is suicide if you're the Marine, whose strength lies in his potent weapons.

If you're killed, don't fall into the habit of running toward the nearest enemy firing your Pulse Rifle. Be patient and reequip yourself first, even if you reappear in an area with multiple targets. Otherwise you'll get caught in an endless cycle: die and reappear, die and reappear. That's no way to succeed.

Run Away!

Running is a valuable skill, yet it's often overlooked. Aliens can always run from combat, because they're faster than other species; Marines and Predators can run, too, but they must combine their flight with attacks.

In Chapter 5 you read that running backward can be a useful technique. That skill comes in very handy in multiplayer games, especially when you're a Marine or Predator. By running backward while firing weapons, you can discourage your pursuers and see what they're doing. If you're good, you can even pick them off.

TIP

In a typical scenario where an Alien chases a Marine, the Flamethrower is an excellent weapon for discouraging close pursuit.

Advanced Tips

You'll be surprised how much you continue to learn, even as you play multiplayer *Aliens versus Predator* for the 50th or 100th time. There are countless small techniques that make a big difference in the game, and you'll acquire them only with experience. The following tips will guide you toward that advanced knowledge.

Pay Attention to the Rules

Host a network game. Before jumping in and playing, however, scroll through the long list of options for the server. There are a vast number of these, any of which can change the complexion of the game.

For example, you can have a game where killing Predators is worth more points than killing Aliens, or where killing any species is worth the same number of points. This simple adjustment has a major effect on gameplay: if Predators are worth only as much as Aliens, you're better off avoiding them to gun down the less durable Aliens.

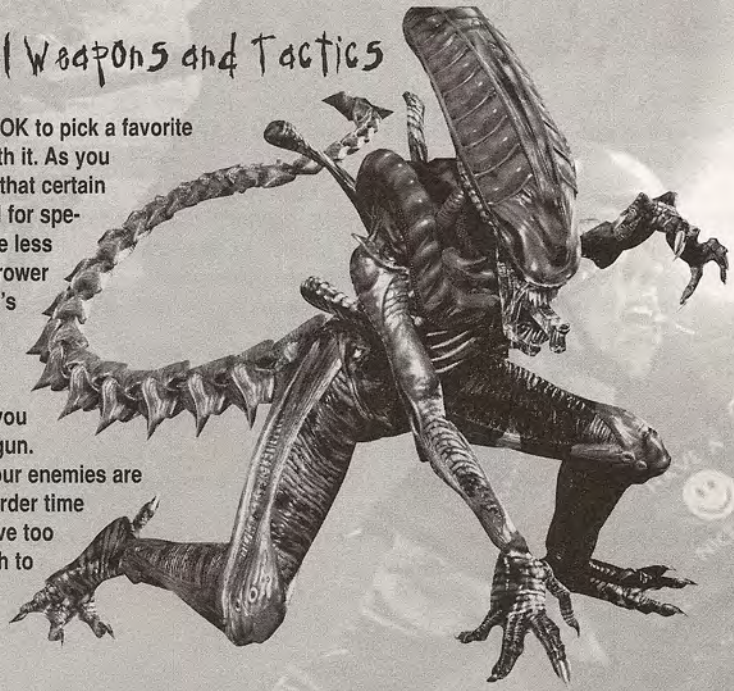
In certain situations, Marines can start right out with a Minigun or a Sadar. This makes Marines a lot deadlier than they might be otherwise.

Always try to figure out the rules of the server you're playing on, and then consider how they'll affect the game. Adjust your tactics to take advantage of inconsistencies, and avoid picking species or using tactics that have been weakened by the current rules set.

Learn Situational Weapons and Tactics

As you first start playing, it's OK to pick a favorite weapon or tactic and stick with it. As you improve, however, you'll find that certain weapons and tactics are ideal for specific situations, and others are less so. For example, the Flamethrower may be a good weapon, but it's of limited value in large open areas, where your enemies can easily escape.

As a Predator, perhaps you love sniping with your Speargun. Fair enough, but if most of your enemies are Aliens, you'll have a much harder time getting a good shot; they move too fast. Maybe you should switch to the Pistol.



As an Alien, you may like dropping down from the dark ceiling onto unsuspecting foes—but now your enemies are mostly Predators, who can see you up there. Again, it may be time to switch tactics and hide behind corners, instead.

If you're sticking with a single weapon, either through preference or because it's the only weapon you've got, it's best to hang around where your weapon will be most effective. For example, the Sadar is most effective in large spaces, where there's enough room to fire without injuring yourself. The Pistol is best in close quarters, where its slow projectile speed and lack of range aren't a problem.

It's easy to understand these principles in theory, but employing them in combat is harder. Players tend to use only a single familiar weapon or technique. Try to break this habit and use the weapon or tactic the situation dictates.

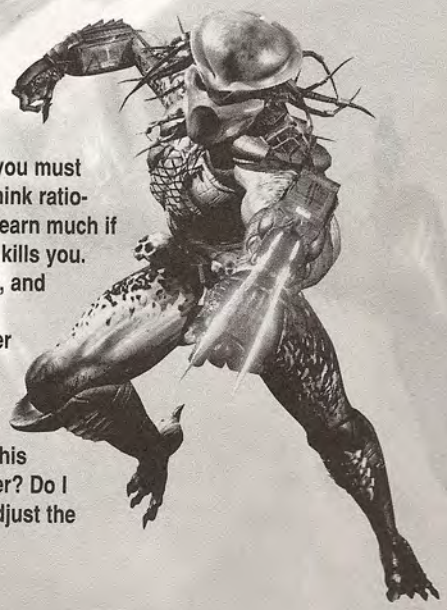
Learn Weapon Nuances

There's an endless parade of little tricks associated with weapons. You'll learn them only by watching, learning, and playing. These include the following:

- Fire Sadar rockets at enemies' feet, not their midsections. That way, even if you miss, you'll hit the ground nearby and deal heavy splash damage.
- Attach Proximity Mines to the walls where players frequently drop down from above. Also, place them behind closed doors and around extremely sharp corners, where your opponents are unlikely to see them in time.
- Use the Flamethrower as a "one hit" weapon: ignite a foe and then switch to a different weapon to finish your enemy off.
- If a foe is running across your vision don't fire directly at them. Instead, fire ahead of them. This is called "leading" and can improve the damage you do to your fast moving enemies.
- Don't fire immediatly on an enemy who rushes past you. Get behind them for a clean shot.

Many more such tricks exist, some so subtle they're difficult to explain. Keep playing and paying attention and you'll learn them.

Learn from Defeat



This final guideline is probably the most important: you must watch and learn to improve your game. It's hard to think rationally when you're losing, but try anyway. You won't learn much if your opponent's so good that you never see how he kills you. But if your foes are somewhere near your skill range, and perhaps a little better, you can learn a lot.

If you get the opportunity to watch a good player in action, do so—preferably by standing behind him or her during a game and taking it in firsthand. Watch for movement patterns and weapon use. If it's a level you're familiar with, ask yourself: How is this different from the way I play the level? How is it better? Do I need to learn new skills to play this way, or simply adjust the way I approach the level?

You'll be surprised what you see when you observe superior players. Sometimes they capitalize on superior reflexes, but often their reflexes are no better than yours. Instead, they use their knowledge of the level to collect great stuff and hang around in advantageous positions. As you watch a good player mow down opponent after opponent, you'll see how a better weapon made the difference, or standing where he or she could get in the first shot, or using a weapon appropriate to the area. Once it becomes clear that this player doesn't have some innate talent that you lack, you'll realize how much you can improve your own game.

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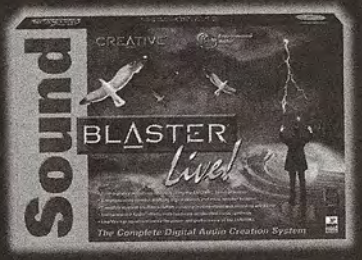

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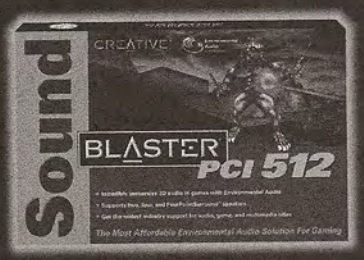

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