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//=====\\  
< 01.  Battle Areas >  
\\=====//
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A comprehensive list and data chart of all the AFO areas of battle.

Ruins

Final Rank: Excellent

Fun Score: Excellent

Size Rank: Average

Demolition: Poor

Battle Rank: Excellent

Alien Respawn: Waterfall area

Army Respawn: Pillar area close to the shore

Hidden Areas: In the open field near the waterfall (not near the shore), you
can blow some of the walls open for little caves. Sort of
useless.

Tokyo

Final Rank: Excellent

Fun Score: Excellent

Size Rank: Average

Demolition: Excellent

Battle Rank: Excellent

Alien Respawn: Far corner away from the Pagoda

Army Respawn: Near the Pagoda

Hidden Areas: Near the alien respawn point, you can blow open a building and
then proceed to drive through it. Useful shortcut sometimes.

Washington DC

Final Rank: Average

Fun Score: Excellent

Size Rank: Poor

Demolition: Excellent

Battle Rank: Average

Alien Respawn: Inside their taken over area

Army Respawn: Near the gated areas

Hidden Areas: If you are looking at the Lincoln Memorial, go right. You can destroy one of the buildings for a useful shortcut that bends into an "L" slightly.

Alien Cave

Final Rank: Average
Fun Score: Average
Size Rank: Average
Demolition: Poor
Battle Rank: Excellent

FORT Location: The big center area
FORT Defense: Alien

Alien Respawn: Behind a mountain..
Army Respawn: ..Behind a different mountain

Hidden Areas: If you fall off of the cliff into the black abyss, you will be fully revived and no penalty will be counted against you!

Area 51

Final Rank: Average
Fun Score: Average
Size Rank: Excellent
Demolition: Poor
Battle Rank: Average

FORT Location: The big center building
FORT Defense: Army

Alien Respawn: Near the moutains
Army Respawn: In the open sands

Hidden Areas: None.

Siberia

Final Rank: Poor
Fun Score: Poor
Size Rank: Average
Demolition: Average
Battle Rank: Poor

Alien Respawn: Far away from the frozen lake
Army Respawn: Closer to the frozen lake

Hidden Areas: Throughout the course, you can blow open walls. They provide great shortcuts.

```
=====\\
< 02. Vehicles >
\\=====//
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A comprehensive list and data chart of all vehicles in AFO. Your ride is an important choice.

Hov Craft

Final Rank: Excellent

Fun Score: Excellent

Armor Rank: Poor

Speed Rank: Excellent

Strong Points: Very fast and mobile, you can swerve around most enemies before they get a chance to hit you.

Weak Points: It offers little protection, it's very easily killed in two or three hits.

2L Walker

Final Rank: Average

Fun Score: Average

Armor Rank: Average

Speed Rank: Average

Strong Points: It's got balance, which is sometimes useful for straight-on attacks. It has more uses than the Hov Craft.

Weak Points: It's got balance and nothing particularly great.

SP Walker

Final Rank: Poor

Fun Score: Poor

Armor Rank: Excellent

Speed Rank: Poor

Strong Points: Lots of armor, this thing can take the most hits of any alien.

Weak Points: Extremely slow, the Hov Craft and 2L Walker are much better choices.

MK2 Merkava

Final Rank: Average

Fun Score: Average
Armor Rank: Poor
Speed Rank: Excellent

Strong Points: It's the fastest an Army vehicle can get.

Weak Points: Can't outrun a Hov Craft; easy to destroy.

M1A2 Abrams

Final Rank: Poor

Fun Score: Average
Armor Rank: Average
Speed Rank: Average

Strong Points: It offers a little bit of everything.

Weak Points: Tanks can't have that kind of armor, they need stronger armor to make up for their lack of speed. The MK2 Merkava is a much wiser choice, as is the M109-A2.

M109-A2

Final Rank: Average

Fun Score: Excellent
Armor Rank: Excellent
Speed Rank: Poor

Strong Points: Lots of armor.

Weak Points: It's slow and can get driven around by most Aliens.

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//=====\\  
< 03. Alien Subweapons >  
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All of the little weapon addons you can get. Use them with "B" if your controller setting is the default one. They look like little blue boxes.

Alien Spike

Final Rank: Average

Fun Score: Average
Useful Rank: Average

Range: Very close

Kills In: 2 hits
Ammo: 3 spikes

Appearance: Little spiked object on your back

Cloaking Spore

Final Rank: Excellent

Fun Score: Excellent

Useful Rank: Excellent

Range: Self

Kills In: 0 uses

Ammo: 2 uses

Appearance: Device spins around you and then cloaks you

Cyclops Blast

Final Rank: Excellent

Fun Score: Excellent

Useful Rank: Excellent

Range: Close

Kills In: 1 blast

Ammo: 3 blasts

Appearance: A blue wave of energy comes flying at the enemies

Flying Drone

Final Rank: Poor

Fun Score: Average

Useful Rank: Poor

Range: Long

Kills In: 3 bugs

Ammo: 4 bugs

Appearance: A little bug is hand controlled by you if you keep "B" held, while you meanwhile are open to enemy fire

Gravity Ball

Final Rank: Excellent

Fun Score: Excellent

Useful Rank: Excellent

Range: Close

Kills In: 1 ball (you must shoot while they are in the ball)
Ammo: 3 balls

Appearance: The enemy is picked up in a ball of gravitational energy, during which time you should fire at it

Light Swarm

Final Rank: Average

Fun Score: Average

Useful Rank: Average

Range: Average

Kills In: 3 swarms

Ammo: 4 swarms

Appearance: Swarms of light attack the enemy

Meteor Shower

Final Rank: Poor

Fun Score: Average

Useful Rank: Poor

Range: Average

Kills In: 1 shower

Ammo: 1 shower

Appearance: A shower of meteors hits enemies, but usually misses

Seeker Wing

Final Rank: Excellent

Fun Score: Average

Useful Rank: Excellent

Range: Average

Kills In: 2 wings

Ammo: 4 wings

Appearance: Lock on and it will send a wing to attack the enemy

All of the little weapon addons you can get. Use them with "B" if your controller setting is the default one. They look like little green boxes.

Flame Thrower

Final Rank: Excellent

Fun Score: Excellent

Useful Rank: Excellent

Range: Close

Kills In: 3 Seconds

Ammo: 6 Seconds

Appearance: A flame emits from your tank and burns all enemies

Grenade Launcher

Final Rank: Average

Fun Score: Excellent

Useful Rank: Average

Range: Close

Kills In: 2 Rounds

Ammo: 6 Rounds

Appearance: Grenades bounce around and deal mass damage

Guided Missile

Final Rank: Poor

Fun Score: Average

Useful Rank: Poor

Range: Long

Kills In: 2 Missiles

Ammo: 4 Missiles

Appearance: You fire a missile that you also control by holding "B"

Hellfire Missile

Final Rank: Excellent

Fun Score: Excellent

Useful Rank: Excellent

Range: Average

Kills In: 3 Missiles

Ammo: 4 Missiles

Appearance: A rapid barrage of missile attacks

Homing Missile

Final Rank: Poor

Fun Score: Poor

Useful Rank: Poor

Range: Average

Kills In: 3 Missiles

Ammo: 4 Missiles

Appearance: A missile locks on and looks to attack, like the Seeker Wing..

Machine Gun

Final Rank: Excellent

Fun Score: Excellent

Useful Rank: Excellent

Range: Average

Kills In: [e-mail me]

Ammo: [e-mail me]

Appearance: Your Tank drive comes up and blasts away at the enemy with a machine gun that locks on well to enemies

Nuclear Missile

Final Rank: Average

Fun Score: Excellent

Useful Rank: Average

Range: Average

Kills In: 1 missile

Ammo: 1 missile

Appearance: You fire a missile at the enemy that has a nuclear warhead on it that comes down to disseminate all vehicles in its radius

Turbo Engine

Final Rank: Average

Fun Score: Average

Useful Rank: Average

Range: Self

Kills In: None

Ammo: [e-mail me]

Appearance: Strap on some boosters that make you faster than a Hov Craft

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//=====\\
< 05. Strategies >
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Some good strategies. If you need any more or have any to submit, please e-mail me.

Alien Hov Craft in Tokyo

This is the real arena for Hov Crafts to shine. When you respawn, or start out even, head right for the Army's respawn zone, which is located near the big Pagoda. Once inside, your job is to kill as many tanks as possible without letting them out.

This sounds fairly difficult, but in reality it isn't. The Hov Craft can maneuver around the newly respawned tanks and really do some major damage. The key to this is getting "combos".

You must get a kill every few seconds, followed by another kill, so you can get enough med kits and possibly subweapons. To start, drive behind the respawning tank. Blast it a few times, driving it into the wall. Drive yourself at it, continuing your fire.

He'll deal some damage to you, but you will get his health. Spin around, finish off the tanks in the other corner (by now your allies should have also infiltrated the respawn zone). You can keep going between respawned tanks and already weakened tanks for lots of health. As long as you do not let the tanks leave the area, you should rack in lots of kills.

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//=====\\
< 06. Cheat Codes >
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There is only one known cheat so far, and I have no friggin idea on how we came to figure it out.

Foggy Cheat Mode

When online, make a game named FOGFOGFOG and then enter it. Your game will be all foggy, which is very cool. Sometimes you cannot make a FOGFOGFOG game, however, because someone else is trying the code. Only one game named FOGFOGFOG may exist at a time. You can either wait for that game to end, or you can join it.

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//=====\\  
< 07. Common Problems >  
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```

Some good troubleshooting. Some help sections may need to be worked on, I will get to that as soon as possible.

Saving Issues

The game automatically saves the game for you after each session of battle.

Voice Chat Issues

If you cannot hear the other people talking to you, try turning down the other sound options (in the Options Menu) to the farthest left. Turn the Voice Chat option to the right, all the way. That usually fixes the problem.

Controller Issues

Your default controller is listed below. I recomend switching "B" to "X" and vice versa, because "X" seems to be a more natural shooting button. Just a recomendation.

Start Button: Bring up the Options Menu, giving you the option to quit if you would like. It doesn't pause you online!

Analog Stick: Use for movement. It works well in the 3-D format of the game. Combined with L or R, you can strafe left or right, respectively.

A Button: Shoots your main vehichle's weapon. You can't hold it down for extremely fast shooting.

B Button: Your extra weapon button, press it to fire your subweapon. Some weapons fire faster than others.

X Button: Change the camera angle from close to far, far to close.

Y Button: Press it once to chat with your allies (useful to set up tactics or strategies). Press it twice to tell the entire game what you want to say. Good for trash talk!

How To Get Online

Many people will have one hell of a time getting online with Alien Front Online. There are lots of steps to take before you can get online.

Before you even attempt, check this checklist.

Checklist of Things You Must Have:

- ❖ Modem
 - basically, all DreamCasts come with one built in. If you bought your DreamCast from a real store (not FuncoLand, your neighbor, or Vinny Two Shoes), this will be no problem. Don't attempt to toy with your modem--EVER!
- ❖ All Proper Phone Accessories
 - lines, jacks, and everything hooked up correctly.
- ❖ Alien Front Online Disc
 - duh.
- ❖ NFL2k1 or Sega WebBrowser
 - I prefer NFL2k1, it's much easier. The WebBrowser is terrible, but it will get the job done. Enter your ISP information (user name, password, phone number, etc). If you can't get it working, e-mail me.
 - REMEMBER: You can't use the BroadBand Adaptor.. at all. Period.
 - REMEMBER: You can get long distance bills if you dial long distance.
 - REMEMBER: No one endorses what is said or done online. There is no filter for bad language.
- ❖ A working, DreamCast ISP (preferably SegaNet)
 - AOL doesn't work (it's not a real ISP, anyway).
 - BroadBand Adaptors don't work.
 - Most of the free DreamCast Internet Sites don't work. If you're using Bluelight, the MSN Uni, or anything else that isn't yours or is FREE in any way.. may not work.
 - SegaNet and Microsoft Network (MSN) are good bets.
- ❖ Patience
 - Seriously, it can take a long time to set this up.
 - The servers are horrible.. you WILL get disconnected .. ALOT!

Once you've got all that, put the ISP information into the WebBrowser or NFL2k1. Put AFO back in the DreamCast, choose Online. Dial the number, and you are off to AFO Online Land, the place of dreams and fairy tales....

Once Online, you must Agree to the terms they flash. Then, choose what lobby you want to be in. If you're in the Army Lobby, you will be an Army player.. and opposite is also true.

Now that you're in the Lobby you want to be in, pick an open game. It will look something like this:

```
.....  
Blues Brothers      5/6   DM  
Hell is L0se       2/4   DM  
IGN OWNZ YOU       8/8   FORT  
USA !              1/2   DM  
Blame Canada       6/6   DM  
Spy vs Spy         1/4   FLAG  
All Your Fort      7/8   FORT  
www.cube99.com     8/8   DM  
Snoopy             4/5   DM  
.....
```

Basically, the team name (Blues Brothers, Hell is L0se, etc) is first. This really doesn't matter at all. Next, comes the amount of players. X/Y, where X is the number of people playing, and Y is the maximum number of people allowed in. The more people, the more intense the battles (usually more fun). The games with less people tend to not freeze as much and are much slower, and tend to be ALOT more boring. The final word is the type of game the match is.

DM is an abbreviation for Death Match (a free for all).
FORT stands for FORTRESS, a game where one team guards their home base.
FLAG is a game of capture-the-flag.. you know how it works.
There are more games, you can choose the DOWN ARROW to choose them.

Other choices include Creating Your Own Game and Randomly Joing A Game.

It's very straight forward to use those options.

More Solutions Coming Soon

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< 08. Questions and Answers >
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Lots of questions, here are the answers.

Q: Can I use the keyboard to chat?

A: No.

Q: Are there hidden tanks?

A: No.

Q: Can I play in Jamaica?

A: ..what the hell? No..

Q: Can I use a mouse?

A: No..

Q: Does Tokyo always kick you off?

A: Sometimes it does, and other times Area 51 always kicks me off.

Q: Is this coming out to the PS2? Me a Sony fanboy!

A: No, the PS2 isn't online.. will it ever be..?

Q: How much does this game cost?

A: This costs you \$29.99, but you get a free Mic, too..

Q: Up for some disco?

A: ...you know too much!

Q: Can I become a guy on the ground?

A: Nope.

Q: What's my age again?

A: ...

Q: Can I fly a plane for the Army side?

A: No, any picture you see of this is from a different game.

Q: Do you like the Mic?

A: It doesn't seem to work as well as it should.

Q: What if I see a cheater?

A: Quit the game.. we don't need no stinking cheaters.

Q: Can you give me some GameShark codes?

A: No.

Q: I hate the damned servers!!!

A: You're not alone, they seem to always disconnect you.

Q: I pirated the game, how do I get a Mic?

A: Call SEGA and tell them. They'll give you a free one...

Q: Can I talk for more than five seconds, ever?

A: No.

Send your questions in, and I'll answer them.

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< 09. Tips and Tricks Themed To "The Offspring" >  
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Good tips, chessily themed, too. Horay.

Come Out and Play

The worse thing you can do in AFO is hide the entire match, and wait for enemies to find you, and then, humorously, kill you. Waiting for enemies to attack is very useless, because you won't ever get more than ten kills! If you want to play cowardly and slowly, you will lose interest in the game very easily, and very quickly.

Staring At The Sun

Sometimes you just have to take damage to deal damage. If you're trying to attack two enemies, you'll have to stare at the blazing shots of the enemies while concentrating on ONE ENEMY. After (if) you kill one, you'll get the health and then be able to take the other enemy on in a one-on-on. Never try to take two tanks down by shooting at them both.

All I Want

All you want is a quick list of the areas, vehicles, and subweapons? I can get you that.

Type	Vehicle	Armor	KPH	Tons
.....
Alien	2L Walker	Average	33.5	26.1
Alien	Hov Craft	Light	60.5	22.1
Army	M109-A2	Heavy	32.4	69.4
Army	M1A2 Abrams	Average	35.6	51.6
Army	MK2 Merkava	Light	41.0	49.9
Alien	SP Walker	Heavy	28.1	36.3

Type	Subweapon	Quick Comment
.....		
Alien	Alien Spike	Spike comes down to hit enemy for mass damage.
Alien	Cloaking Spore	Makes you invisible for a short time.
Alien	Cyclops Blast	Instantly kills any in range of this quick shot.
Army	Flame Thrower	Toasts most enemies within seconds.
Alien	Flying Drone	Hold "B" to guide it on it's way.
Alien	Gravity Ball	Picks up a tank, making it unable to attack.
Army	Grenade Launcher	Grenades bounce around dealing high damage.
Army	Guided Missile	Hold "B" and guide the missile.
Army	Hellfire Missile	Rapid fire of missiles that kills quickly.
Alien	Light Swarm	Good Alien weapon that attacks rapidly.
Army	Machine Gun	Very effective and very accurate subweapon.
Army	Homing Missile	Tries to home in on an enemy alien.
Alien	Meteor Shower	Easily evaded, but powerful.
Army	Nuclear Missile	Destroys anything in it's circle of fire.
Alien	Seeker Wing	Powerful attack that locks on and hits tanks.
Army	Turbo Engine	Makes your tanks faster than Hov Crafts.

Arena	Quick Comment
.....	
Alien Cave	Blue illumination and cliffs make up this place.
Area 51	Open sands make for good long distance battles.
Ruins	Best area for eight on eight deathmatch fights.
Siberia	Snowy level that is boring and not worth playing.
Tokyo	Very fun battle area loaded with demoliton.
Washinton DC	Small, but loaded with buildings to destroy.

Pretty Fly (For A White Guy)

How good are you online? Sure in-game battles determine it all, but when the time comes to tally scores, you will be represented by a symbol, which is determined by your ranking. How good are you? Props to "satan" for some of this info.

Number of Stars	Ranking	Symbol
.....		
00 Stars	Cadet	Comet
10 Stars	Private	One "^"
20 Stars	Corporal	Two "^"s
30 Stars	Sergeant	Three "^"s
40 Stars	Staff Sergeant	Three "^"s with a "v" at the bottom
50 Stars	Sergeant Major	Three "^"s with a "*" at the bottom.
60 Stars	Captain	Resembles: I=I
70 Stars	Colonel	Bird Like Symbol
80 Stars	General	Five Stars
90 Stars	Legend	Torch

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< 10. Mission Tactics Walk-Throughs >
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This is a guide to the tactics missions. It is not complete, if you want to help e-mail me. These are the Alien missions currently.

Mission 1

Start by picking the fastest Alien vehicle, the Hov Craft. It will be very for newbies who are just getting into the game, and it will make things quite simple for 30-starred players.

Red dots on the radar alert you to whether or not there are any targets in the current area. You'll need to learn to use the radar sometime, might as well be now.

Speed ahead, hit the first set of targets. Keep going, you'll see some blue liquids.. hit those targets, too. Continue around, hit the targets on the blue liquids, and then keep going forward. You'll have 26 targets destroyed if you followed this correctly.

More targets are ahead, follow them. You'll destroy a handful of targets at and around the mountain, bringing your total to 41.

Look ahead, you'll see more.. you'll have 50 scored after you run these over.

Find a light source ahead, and turn into the mountains, collecting the final few targets. You're done Mission 1!

Mission 2

In this mission, you'll have three minutes to eliminate all of the targets.

Again, pick the Hov Craft..

Drive forward, shoot the targets. It's pretty simple.

You'll be near the blue liquid, so be sure to take out any targets you see next. The vision is slightly blurred, but it's not bad.

Head forward, taking out all of the targets. Next, look for an opening in the mountains. Drive in, do your business, drive out.

There's some targets far away, drive up and remove them.

You'll find some more targets in the openings from the mountains. Just keep an eye on the radar and you'll easily complete this. There's no way you need three minutes, especially when using the Hov Craft.

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I hope this guide helped you in some way. E-mail me if you have problems, comments, questions, or contributions.

visit my site == <http://www.cube99.com> (Alien Front Online Guild)

contact me == webmaster@cube99.com == AIM: cube99 ACA

my other work == <http://www.gamefaqs.com/features/recognition/10767.html>

.....
My FAQs are intentionally small in KB. I cut out every last piece of unneeded spacing and other areas. I don't try to drag them out so I can get onto the GameFaqs Most Prolifffic Writers list. They are as small as possible while keeping their completeness.
.....

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