

Alien Front Online FAQ/Walkthrough

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Updated to v0.1 on Aug 12, 2001

Alien Front Online
Strategy Guide
Version 0.1
8/12/01
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THE NEWEST VERSION OF THIS GUIDE CAN ALWAYS BE FOUND AT: Cheat Code Central
(www.cheatcc.com) the #1 videogame site on the net!
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----- 1: Introduction -----

Alien Front Online is a great game for Dreamcast. I wasn't expecting anything big when I picked up this game but now I can't stop playing it. With it's wonderful online experience, challenging tactic mode, and a great ranking system Alien Front Online is worth buying for any gamer. In this guide, I try to give all the information needed on Alien Front Online. If i'm missing anything or if you have any new suggestions feel free to e-mail me at DreThug@hotmail.com. If you are ever online and are looking for a good challenge check out the room I'm always in. Whenever I'm on, I'm usually in it because I make it. It's called DreThug. Well, hopefully this guide will help you brush up on your skills a bit. Until my next guide, this is DreThug signing off.

They came without warning, without mercy unleashing unimaginable devastation on the people of Earth. Known as the Triclops, the aliens struck fear into the human race. They preyed on man, woman, and child alike, devouring them whole; their three-eyed gaze impassive, betraying no hint of emotion - making their actions all the more horrific...

The air forces of the world were useless, picked out of the sky by the orbiting alien motherships. Only the surface forces are able to fight back,

to give the aliens pause. The world government has called out its cavalry, and the tank brigades are beginning to make headway against the onslaught. The battles have been fierce, but sporadic so far.

Now it is time for an all-out offensive. Now is the time for you to get involved. Will you fight side by side with your fellow man, or will you accept your role as food in a world ruled by aliens?

You must choose your fate.

Humans! Low level life forms, tiny and weak struggle to evolve against their very nature. They resist us with their manufactured vehicles and weapons. Though they fight us and destroy their own cities in the process we, the mighty Triclops army, will persevere and take control of the planet. We are stronger in numbers, destructive power, and sheer terror...

After the destruction of the human air ships the mothership commanders deemed it time for our forces to dominate the surface as we had the skies. Now we've taken the fight to the humans and are attempting to devour their hopes, dreams, and spirit. The fight has not been as easy one though! How can such a poorly evolved creature put up such a tremendous fight for survival?

We must rally as the time for human annihilation has come! The mothership commands you to descend to the Earth's surface and join your fellow Triclops. Will you fight side by side with your three-eyed brethren or will you let these lowly organisms take their planet back?

You must choose your fate.

2: Update History

August 12th 2001 (version 0.1) - First version online. Everything you see here is new. Alien Front Online just came out a couple days ago so this guide is far from completed. Check back for future updates daily.

3: Controls

The controls in Alien Front Online are very simple. Here are the default controls, if you have any problem with them they are different schemes in the option menu.

Controls

Analog Up.....Move Forward
Analog Down.....Move Reverse
Analog Left.....Move Left
Analog Right.....Move Right
L + Analog.....Strafe Left
R + Analog.....Strafe Right
A.....Fire Primary Weapon
B.....Fire Sub Weapon
X.....Change Camera
Y.....Voice Chat (Team)
YY.....Voice Chat (All)
Start.....Pause the game

4: Starting Up

This is basic knowledge on Alien Front Online. If you are having problems

saving or things like that check this section out.

Save Files

In order to save your game, you must have a VMU inserted in your controller.

When starting the game, the VMU Select screen will appear. Select the VMU you wish to save your game files on; each Save File takes 8 blocks of memory. To name your Save File, use the D-Pad to highlight, A to select, Enter to end, and Done to begin using the file. The file name that you choose for your save game will be used as your handle name for online play. Please do not use any information as your file name that you would not want others to know.

Title Screen

On the title screen, press Start to begin playing Alien Front Online. This will take you to the main menu.

Options

Change settings for the game, such as controller settings, sounds, jump pack, and more.

Online

Initiates an online gaming session.

Tactics

Starts a single player campaign game. You may select which side you wish to play: Army Campaign or Alien Campaign.

Arcade

Beings a single player timed match. You can play as either the Army or the Aliens.

Game Screen

In the upper left corner of the screen is the radar. Red dots are enemies, green dots are allies. Your health bar takes up the top portion of the screen. When you are severely damaged, the screen will get a "shattered glass" overlay. In the top right corner of the screen is the tally bar. Depending on the mission objective, this will show the number of enemies remaining. Below the tally bar is the sub weapon display. This tells you what your current sub weapon is, and how much firepower you have left before it is used up. The center of the screen contains a targeting box, which changes shape depending on whether you have a target. In online and arcade modes only, the bottom right and left corners of the screen contain team information.

Staying Alive

You will discover just how difficult it can be to mantian your vechicle in good working order during a fight. There are several mechanisms for achieving optimal preformance.

The Moter Pool

The Army mantains a repair facility during campaign play. It appears on the field as a lighted, green lined box. Parking your tank within it will repair damage; the more damaged you are, the longer it will take. The staff at the motor pool will also upgrade your vechicle with subweapons, provided any are available.

The Healing Bath

The Aliens use a heavy-UV light bath to repair damage to their organic vechicles. It appears in campaign play as a lighted, red-lined circle beneath a floating bath-ship. Parking your vechicle within the circle will

repair any damage you may have; heavily damaged vehicles take longer to repair. If any subweapons are available, the bath-ship will attach them to your vehicle.

Med-Bots

Found only in arcade and online play, med-bots heal up to one-third of your vehicle's total strength. They are dropped by vehicles that get destroyed in battle, appearing as small white boxes with a red cross emblazoned upon the side; merely run over them to pick them up.

5: Game Modes

Here are all of the modes of play in Alien Front Online.

Tactics Mode

Tactics Mode is a single-player campaign with branching missions and objectives. You can play as either the Aliens or the Army. Missions become progressively harder. In order to advance to the next higher tier of missions, you must successfully complete all missions prior to the branching point.

Arcade Mode

Arcade Mode is a single-player timed match. You should kill as many opponents within the time limit as possible. You are allotted 3 credits, so you can continue twice before the game ends. Your highest score will be uploaded to the servers the next time you log onto the network and posted on the "Worldwide High Score Ranking" table.

Online Play

To begin an online session, you must 1) have an Internet Service Provider (ISP) with dial-up service; 2) have your Dreamcast's modem connected to an active phone line; 3) have your Dreamcast configured for online use via the Sega Web Browser GD-ROM (which came bundled with your Dreamcast). Follow the Sega Web Browser instructions for connecting to the internet. Each online mission is timed. When time runs out, your score for the mission will be tallied, then you will be taken to a new mission. Play continues in this manner until you quit the game by pressing Start, then B to quit. Up to eight players may take part in a mission, with up to 4 players per team. If you get unintentionally disconnected during play, the game will automatically try to reestablish your connection to the Internet. During online play, if you join a game after it has already started, you will not receive any stars for that battle. On the tally screen, you will receive an "NA" to show that your score was not affected by the results of that battle. Also, either players that were involved in the battle will only receive the points that they earned after any new users have joined, so please understand that the points that you receive at the end of any battle will not always be 100% accurate. After the next battle is started, however, if everyone plays from start to finish, you will receive the appropriate number of points. In order to increase the response time of this game online, we have had to very slightly decrease the consistency of the data being transferred across the network. It is an online game, so the quality of the connection, among other factors, might affect the results at the end of any online battles. Please understand that the results of any online battle may be slightly incorrect (i.e. the number of gates destroyed in fortress mode is incorrect) from time to time.

6: Army Vehicles

Here are all the Army Vehicles in the game with a description of each and a rating.

Name.....M109-A2
Armor.....Heavy
Weapon.....155MM Homitzer
Speed.....32.4 KPH
Height.....3.925 Meters
Weight.....69.4 Tons

Description:

The M109-A2 is my favorite tank. Not only does it have exceptional power but it has great protection. Although it is very slow, speed is not needed if you have something with this force.

Name.....M1A2 Abrams
Armor.....Medium
Weapon.....120MM Smoothbore
Speed.....35.6 KPH
Height.....2.37 Meters
Weight.....51.6 Tons

Description:

Decent is the best word to describe this tank. Not only is it not as powerful as the M109-A2, it's not as fast as the MK2 Merkava. Not worth using at all.

Name.....MK2 Merkava
Armor.....Light
Weapon.....105MM Smoothbore
Speed.....41.0 KPH
Height.....3.7 Meters
Weight.....49.9 Tons

Description:

A fast tank that can dish out a beating if used correctly. If you don't go with the M109-A2 go with this little tank. Although it can get blown up easily, it can dodge bullets pretty easily with it's quickness.

7: Alien Vehicles

Here are all the Army Vehicles in the game with a description of each and a rating.

Name.....SP Walker
Armor.....Heavy
Weapon.....Plasma Cannon
Speed.....28.1 KPH
Height.....4 Meters
Weight.....36.3 Tons

Description:

This bad boy gets the job done with its plasma cannon. Not only is this the fastest vehicle in the game it is also the slowest vehicle. Don't worry though, this vehicle is great to just kill with. But beware, you'll get killed a lot if you choose this vehicle.

Name.....2L Walker
Armor.....Medium
Weapon.....Plasma Lazer

Speed.....33.5 KPH
Height.....5.14 Meters
Weight.....26.1 Tons

Description:

Many people tend to use the 2L Walker but I feel that it is garbage. It's not as powerful as the SP Walker and it's still very slow. Also, it's taller in height so it can be shot down easier!

Name.....Hov Craft
Armor.....Light
Weapon.....Plasma Lazer
Speed.....60.5 KPH
Height.....3.7 Meters
Weight.....22.1 Tons

Description:

By far, the Hov Craft is the best vehicle in the game. Although it is the weakest vehicle in the game it is so fast that it can kill enemies by going around them. This is the best vehicle to use in the game hands down!

8: Army Subweapons

Here are all the Army subweapons in the game with a description of each and a rating.

Name: Flame Thrower

Description: A steady, stream of concentrated flame turns the aliens extra-crispy.

Effectiveness: Excellent

Great For: Short ranged, when enemies are right next to you.

Name: Turbo Engine

Description: Your tank's speed is increased for a short period of time.

Effectiveness: Decent

Great For: Speeding away from enemies.

Name: Grenade Launcher

Description: Also known as the drop-and-pop. Very effective for damaging enemies that are using protective cover.

Effectiveness: Good

Great For: Upclose action, one kill.

Name: Hellfire Missile

Description: The Hellfire's massive rate of fire helps prevent enemies from getting a lock on you by keeping them off-balance.

Effectiveness: Good

Great For: Getting you out of trouble.

Name: Homing Missile

Description: Also know as a fire-and-forget missile. Most effective at a distance.

Effectiveness: Poor

Great For: Trying to kill enemies though this usually misses.

Name: Guided Missile

Description: Can be controlled by the player while the sub weapon button is held down. The player can maneuver the missile to its target and the camera follows the missile as it travels.

Effectiveness: Decent

Great For: Shooting enemies at any distances

Name: Machine Gun

Description: An automatic gunner with the fastest re-fire rate of any sub weapon, it can track the movement of the enemy.

Effectiveness: Excellent

Great For: Killing enemies up close and making sure they don't shoot you back.

Name: Nuclear Missile

Description: The most powerful weapon the Army has. This is an "area of effect" weapon that can instantly damage or destroy many vehicles at once. Once placed, there is a 3-second countdown.

Effectiveness: Very Good

Great For: Killing massive amounts of enemies at once. The only problem with the Nuclear Missile is the three second countdown which allows enemies to run away. Also, you can kill yourself.

9: Alien Subweapons

Here are all the Alien subweapons in the game with a description of each and a rating.

Name: Gravity Ball

Description: Prevents an enemy from firing on you by encasing it in a null-gravity and lifting it several meters off the ground. When the field disappears after a few seconds, the enemy crashes to the ground, causing major damage to the enemy vehicle.

Effectiveness: Very Good

Great For: Short, Medium Range. Kills enemies almost all the time.

Name: Flying Drone

Description: This hornet-like projectile is similar in operation to the Army's Guided Missile.

Effectiveness: Decent

Great For: All ranges, usually doesn't get the job done though.

Name: Seeker Wing

Description: Once locked on to its target, the Seeker Wing will stalk its prey mercilessly.

Effectiveness: Decent

Great For: Following

Name: Light Swarm

Description: This weapon launches a dizzying swarm of plasma particles at the enemy.

Effectiveness: Good

Great For: Short, Medium Range. Hurts enemies but usually doesn't kill them.

Name: Cloaking Spore

Description: Less of a weapon than a defense measure, the Cloaking Spore makes your vehicle invisible to the enemy. Beware, though - it does not cloak your footsteps!

Effectiveness: Excellent

Great For: Short, Medium Range. Lets you become invisible to shoot enemies.

Name: Cyclops Blast

Description: The most destructive plasma weapon in the alien arsenal, the Cyclops Blast delivers a plasma shock of immense force. It can destroy a Merkava in one shot.

Effectiveness: Excellent

Great For: Short, Medium Range. Kills enemies all the time.

Name: Alien Spike

Description: A stinger-like weapon that strikes enemy vehicles with a charged particle beam. It must be used at close range.

Effectiveness: Decent

Great For: Short. Kills enemies with 2-3 hits.

Name: Meteor Shower

Description: A radio-signaled orbital onslaught called in from the alien motherships. The single most devastating attack the aliens can use, the Meteor Shower can destroy or damage a multitude of vehicles in a single strike.

Effectiveness: Excellent

Great For: Short, Medium Range. Kills multiple enemies if hit.

10: Alien Campaign Walkthrough

Here is the Alien Campaign Walkthrough. Here I have listed all the missions and how to complete the missions. This will help you beat the game as fast as possible.

Mission: 1

Alien Cave

P.O.W. Overrun

Mission 1 P.O.W. Overrun

Welcome to the elite triclopsian guard. You have been grown in the slime wombs specifically to help us destroy out human enemy! As a member of our invading force, you must lean to pilot our triclopsian vechicles. These ground contraptions are a bit different from the space ships we are all used to. Use this mission to develop your driving skills. We have provided some "interesting" ground targets for you to run over. Use your strafe buttons to move easily from target to target. You must learn to love the screams of our earthling foes!

Objective: Run over all earthling P.O.W. targets within 3 minutes.

This mission is very easy and you should be able to beat it in your first try. Start off by picking the Hov Craft because it is the fastest vehicle. Remember to always look at your radar to see if there are any targets in the distance. If you see a red dot that means there are targets located in the area. Walk forward and hit the first five targets. To hit them quick make sure you strafe to the the side the next target is located. Continue forward and you should see some blue lava. On the left side of that you should see a row of targets. Hit those and then continue around the blue lava. Now when an opening appears look left and hit the two targets on the blue lava. Now look to the left and make sure you didn't miss any targets. You should have 26 targets right now. Continue straight and you should see some more targets leading into an opening. In the opening of the mountain you should see some more targets. Follow the path of targets out to the other side of the mountain and when you are out you should have 15 more targets. Now straight ahead of you, you should see some more targets. Hit

those and you should have 9 targets left. Now instead of going straight turn right and you should see some blue light flashing in the distance. Head next to the blue light and then take a right in the opening of the mountains. Here you should see a path around the mountain and when you are done collecting the targets from the path you should have four left. Continue straight and you should reach a cliff that you can't go pass. Turn to the right and you should see another opening in the mountain. In here there will be the last targets and you should finish the mission.

Mission: 2
Alien Cave
Slimly Shoot Out

Mission 2 Slimy Shoot Out

Now practice your aim. We must prove our superior reflexes in combat. Shoot and destroy all the floating air targets. Remember that the pathetic humans are slow like "benga worms". Train hard so we can see them squirm!

Objective: Destroy all shot targets within 3 minutes

You have 180 seconds to complete this mission. which should be plenty of time. Remember to always look at your radar. If you see a red dot on your radar that means there is a target in that area. Start off by walking forward. You should see your first targets. Shoot each target by moving the analog stick to the target you want to hit and fire by pressing A. Hit the targets and continue forward. It is a bit foggy so it may be slightly hard to see. Move to the left and you should see blue lava. Hit the two targets in the blue lava and make sure you hit the target out of the lava by turning left. After hitting that target continue on the blue lava and you should see another target. Hit that and then look to the left to hit the target out of the lava. Now continue straight and you should see some more targets. After hitting those targets look to the left and you should see an opening in the mountain wall. Go inside and hit all the targets. Now come out from the other side and you should see multiple targets in the distance.

Go over to them. Start by hitting the targets on the far right. Now go around the little rock to hit the targets on the other side of the rock. Now continue going straight and you should see a path around the mountains with targets on it. Blow up those targets and continue straight. Go straight until you see another opening in the mountain. Now you should see your last two targets. Blow them up and you're done with the level. Easy eh?

Mission: 3
Alien Cave
They Dare Attack Us?

Mission 3 They Dare Attack Us?

They have found our base. Look at them trying to stop us. Ha ha ha! Such crafty vermin! This is a perfect time to test your new skills on targets that blow up so pretty when you destroy them. Enjoy the light show my triclopsian brother. But don't forget they are shooting back! Kill 10 of them in this battle and you will be ready to fight for our cause.

Objective: Destroy 10 army enemies before the battle ends.

There are 20 enemies in this level and you must get 10 kills. This is a bit hard because your teammates kill the enemies too so you must make sure you get most of the kills. Start off by going straight. You should be the

first person there if you make it fast. If you see a green dot on the radar that means there is a teammate there. If you see a red dot that means there is an enemy. Right when you walk straight from the beginning of the level you should see an opening in the mountain. Inside there will be a couple little cars driving around. Kill them and you should see a big yellow and green trailer. Inside the trailer, little cars come out. Kill them when they come out as fast as possible because there will be other teammates shooting at them. Once the cars run out, your teammates will leave. Follow them by going out the same way you came in from and head straight. You should then see some red on the radar after you pass the big structure with blue lights in the middle of the level. Kill the little car and go through the mountain pass. Inside you should see another trailer. Shoot at it and cars will come out. Kill the cars and you should get your 10 kills there. If you aren't sure if there are any more cars in the trailer shoot at it more and see if any comes out. If not, then they are no more enemies. I beat the level at the second tank so it's not that hard to do.

On the mission select screen you will be able to select two different missions. You can go to mission 7 or mission 4. Go to mission 4 which is located in Tokyo.

Mission: 4

Tokyo

Crash and Burn

Mission 4 Crash and Burn

Dowgo Tica! One of our incompetent scout pilots has accidentally crash-landed on a small island that the humans call "Asia". I should have guessed it was Penuk flying it. All three of his dim-witted eyes are bad! You must fix this situation. The humans are trying to study it to learn our secrets! Go to this city and destroy our scout ship. Penuk is still trying to get the ship out. Destroy it so I don't have to see his brain-less face again. Teno Youk!

Objective: Destroy our scout fighter within 60 seconds. Do not allow your vehicle to be destroyed.

This level can be hard if you don't know what you are doing. If you know what you are doing this level is very easy. Pick the SP Walker because it does the most damage. Start the level by going left. When you are walking you should see a car. When you get to the last little hut that you are walking next to, stop. Look ahead and you should see an enemy straight ahead. It can't shoot you but you can shoot it. Kill it, and then walk up a little until you can see the two other enemies on the far left side. Kill them. Make sure you don't get too close or they can shoot you. Remember, that these enemies can't move because they are guns so don't worry about them chasing you. After you kill them walk to where they were and you should see a fence. Shoot the fence down and stand where the fence would have been. Kill the two enemies and walk a little forward. Now you should see the scout fighter. It's purple. Aim on to it and shoot it a few times.

It should blow up and you will be done with the mission. Make sure you don't walk too far up or you'll get shot by another enemy. You should never get hit once in this level if you position yourself right.

Mission: 5

Tokyo

Tokyo Has Got to Go!

Mission 5 Tokyo Has Got To Go!

Our great leader thinks Tokyo is a great place to eat. Basically because there are so many people to eat! We will use this city to store our human snacks but first we have to clear the table. Destroy all the buildings and clear a path for our plans. Do this within 5 minutes and it will be lady fingers for all.

Objective: Destroy 80 percent of Tokyo within 5 minutes. Do not allow your vehicle to be destroyed.

Start off by picking the SP Walker. Basically in this level you can blow up all the buildings on the perimeter of the level. Start off by going to the right. Don't blow up anything yet. When you see the car look to the left and you should see a tank. Kill the tank as fast as possible by letting him come to you. You'll probably get shot once. Now retrace your steps and blow up everything on the way. The reason I told you not to blow up everything in the beginning was because sometimes the tank kills you and if it did you wasted your time blowing up all the buildings before killing it. Now when you get to the point where you started off go to left blowing up all the buildings. Pick up the upgrade. Once you get to the end you should see some train tracks. Pass over them and keep blowing up everything in your path. Watch out though because there is a tank lurking around. After crossing the train tracks blow up the buildings next to it and you should see an opening in one of the buildings. Walk through it and before going fully out blow up the tank. Now blow up all the buildings around and you should win the mission. If you don't see anymore buildings to blow up and you are low on health go back to where the car was. Now watch out for the tank inside there because it can kill you easily. Hit the buildings without making contact with the tank and then you should win. Luckily, I didn't even have to do this.

Mission 6

Tokyo

No Tanks!

Mission 6 No Tanks!

Oh look, the earthlings are at it again. I have to say these silly beings are fun to watch. It seems like they are mounting another attack. Go out there with eye lasers blazing! These little insects need to be shown their place. That place is in our stomachs! Remember, your extra vehicles grow out of the spawn flowers. If they are destroyed, your extra vehicles will not be available.

Objective: Destroy all army trailers. If your vehicle is destroyed 3 times, you fail.

This is the hardest mission so far. This mission took me over an hour to beat. Pick the Hov Craft. When the level starts go forward as soon as possible. When you get to the end take a right. Walk past the train tracks and start firing straight. You should see the first trailer. After blowing up the trailer look to the left. Go left and then go right and you should see the second trailer. There should be an enemy there so dodge it and start blowing up the trailer. Then kill the enemies when they come next to you. Blow up the trailer and then go back to where the first trailer was. When there, continue forward. You should see a regular truck. Go past that and you should see the next trailer. Blow up the trailer and you'll see another trailer right next to it. Get the front of the trailer where the tanks roll out and start hitting it from there. Blow that up and then

kill all the tanks that are left. After that, you've won the mission. A few things that you should know is that the trailers put out numerous tanks.

If you kill the trailer, then no more tanks will be made. Another thing that you should know is that there are secondary weapons at the place where you start the level. Make sure to get those if you want to beat this level.

Now you can either go to Washington DC or Siberia. Go to Siberia but move the cursor to mission 7 instead of mission 13.`

Mission: 7

Siberia

Squash Out Humanity

Mission 7 Squash Out Humanity

These frail little "Denkanuks" just won't give up! They have set up small encampments near the entrance to our stronghold and seem to be up to something. Be nice and go out there and greet them. While you are at it, make sure to maim and run over every army trooper you see and open fire on all their encampments! We have a cruel reputation to uphold you know!

Objective: Destroy all army encampments and troopers within 5 minutes.

This may possibly be the easiest mission out there. Be the Hov Craft to make this a speedy victory. Start off by going right. Go next to the tracks until you see the first opening. Then go straight and you should blow up a tank. Also inside there you should blow up the other stuff you see. Now go straight and you should kill more things. If you see any guys on the way make sure to kill them. Now return back by going straight. Go all the way back to where you started and then go left. Kill all the troops over there and you should complete the mission. This mission is by far the easiest mission so far in the game.

Mission: 8

Siberia

Whole Lot O' Tank!

Mission 8 Whole Lot O' Tank!

Alert! The humans are attacking again! This time they are coming at us with a "Gowtonix's" Power! They have tanks are are much bigger than before and fire off some serious hurt! Can't blame them for trying. Yes we can! Vaporize them all! Remember, your extra life vechicles grow out of the spawn flowers. If they are destroyed, your extra vechicles will not be available.

Objective: Destroy all army tanks. If your vechicle is destroyed 3 times, you fail.

This mission is pretty tough too. There are three tanks and you have three lives. It's that simple. I can't really tell you where to go because the tanks all go where you begin the mission. To kill the tank that doesn't have the flame thrower quickly keep turning on him (strafe) while firing. This will kill him easily. The flame throwers themselves are harder to kill. Kill them from a distance but watch out for their primary weapon. This mission will take you a while. I tried out all three vechicles and I found that the Hov Craft is the best by far.

Mission: 9
Siberia
Military Meltdown

Mission 9 Military Meltdown!

It appears we have underestimated these "wakenuk" scum! They fight with a fury we have not seen before! We must drive them back to their mini malls and suburban nests! Destroy all the army vehicles you see to protect our underground lair. They are close to discovering it! Make them taste the eye beam!

Objective: Destroy all army tailors and tanks. if your vehicle is destroyed, you fail.

This mission is all about position. It's a bit hard if you don't know what you are doing. Make sure you use the Hov Craft. Start off by going left. You should get to a charger. When then look to the left and you should see multiple paths. Take the middle path and then when it branches off go to the left. Now you should be on some blue ice. In front of you should be a little hill and then a major opening. You should see red dots on your radar. Get as close to the hill as you can so you can shoot the gun. Once you shoot the gun go around the little hill and then make it back to the opening. Hit the two trailers from a distance. Now you will see another gun. Position yourself next to the hill so you can shoot it down without it shooting you. Once you blow up the gun go back to the charger to power up. Now go back to where the trailers were that you blew up. Continue pass them and you should see red on your radar. Take the path to the left so you are at the border of the level. Position yourself to the mountain on the right and blow up the gun. Make sure it doesn't hit you. Now blow up the two trailers. Now go back to where you started the level from. Retrace your steps, don't take any shortcuts or you might get shot down. Now you should see another charge up and the railroad tracks. Go on the other side of the railroad tracks and start going forward. Once you see something that looks like a trailer start firing. Fire from long range to make sure nothing hits you. You know if you are hitting the trailer because parts of the trailer will be flying up in the air. Blow up the trailer and you should be done with the mission. Not that hard, now was it?

Now you will have the choice to go to Mission 19 The Island, Mission 16 Tokyo, Mission 13 Siberia, or Mission 10 Washington DC. Go to Mission 10.

Mission: 10
Washington DC
Wipe Up Washington

Note: I believe they made a mistake here and put Up instead of Out.

Mission 10 Wipe Out Washington

Our next plan of attack is Washington DC. It is the capital of the most powerful nation on Earth. Through our efforts we have managed to take most of it. But the humans will not give up. They have strategically set up gunner units throughout this area. Go and disable these annoying contraptions. DO it quickly, we might be having the president over.....for dinner!

Objective: Destroy all army gunner installments within 1 minute. Do not allow your vehicle to be destroyed.

Start off by picking the Hov Craft. This mission is pretty easy. Remember

you must work fast because you only have 1 minute to finish this mission. Start off by walking forward. Once you get to the end of the blue lava stop and hug the left side of the wall. Start firing off as many missiles as you can. You should blow up two gunner installments. Now aim to the left a little more and blow up the other gunner installment. Now go straight to where the white structure is. It should be right in front of where you were shooting from. Go to the closest side and shoot straight blowing up another gunner installment. Watch out for the gunner installment on the far left, if you go too far to the left you might get shot. You can't shoot him from the position you are though so worry about him later. Now go forward and you should see a gunner installment to the left of you. It will be aimed the other way so feel free to go as close as you want to kill it. You should now have atleast 24 seconds remaining. Now go straight around the bushes and break through the gate. You should see another gunner installment facing the other side so feel free to go as close to him as you want. Now you should have two more targets remaining. Now go forward a little until you can take a right turn. Fire while walking to the next gunner. He might shoot at you. Kill him and then walk back and turn left as soon as possible. Here you will see the last gunner installment. Run towards him while shooting him as fast as you can. I killed it when I saw him with only three seconds remaining on the clock. After killing him, you should be completed with the mission.

Mission: 11
Washington DC
DC Demolition

Mission 11 DC Demolition

The conversion of Washington is well under way. Soon, my 3 eye comrade, we will be sipping "tevo glow juice" under a nice war torn sky. Our breathing walls of living flesh have begun their infection over the grand capital city. Help them out by clearing the old crude human structures. Our slime must flow!

Objective: Destroy all earthling buildings within 2 minutes.

11: Playing Online

Playing online is the best part of Alien Front Online. Here I have everything you should know about playing online.

=====
Creating A Game
=====

When you create a game you will be given the following choices:

Game Name
Open
Open/CPU
CPU
Closed

Games
Team
Flag

Fortress

Maps

Washington DC

Tokyo

Island

Siberia

Area 51

Cave

=====

Games

=====

Team is a deathmatch type of thing. You battle the other team trying to kill as many of their tanks before the time limit is up.

Flag is a game of capture the flag and hold onto it. It's a great game to play.

Fortress probably takes the most skill. Either you have to defend the fortress or blow up the fortress.

=====

Maps

=====

Washington DC is a great map to play on. There are many hiding spots plus the map isn't too big to get lost in.

Tokyo is another great place to play on. Here there are numerous buildings to protect you.

Island is my favorite place to play on. Want to go into the water? Then play on island.

Siberia is by far the worse map in the game. You play on snow but the map is so hard to get around it's not even worth playing.

Area 51 is on sand. It's a fun and easy map to mess around with.

Cave is an average map to play on. It's not hard to find your way around but it's not that fun to play on.

=====

Earning Stars

=====

Earning stars is easy to do. If you want to earn stars you must be the best player on the team. Even if you aren't the best player on the team and your team wins you'll probably get a star. To get stars all the time play with people with the same or higher ranks than you.

=====

Losing Stars

=====

If you lose to a player with a lower rank then you he/she will probably get two stars and you will lose one. That's not a good thing to have happen to you.

=====

Chatting

=====

During a battle, you can talk to your team members by pressing and holding the Y button. There is a five second time limit for each message. If you should wish to talk to everybody in a battle, including members of the opposing team, press the Y button twice and hold it. Again, voice chat messages are limited to five seconds in length.

=====

Ranks

=====

For every 10 stars you get you get a new rank. Your online ranking will rise depending on your performance and wins in battle. There are a total of 10 ranks.

Stars.....	Symbol.....	Rank Name
00-09.....	A Shooting Star.....	Cadet
10-19.....	One of these: ^.....	Private
20-29.....	Two stacked on each other: ^.....	Corporal
30-39.....	Three stacked on each other: ^.....	Sergeant

12: Frequently Asked Questions

There are a lot of questions that a lot of people regularly ask about Alien Front Online. Here I have listed those questions and the answers to the questions.

Question:

Does Alien Front Online come with a microphone?

Answer:

Yeah, it comes with the same microphone as Seaman came with.

Question:

Can you really chat in Alien Front Online?

Answer:

Yes you can chat during a game by talking into the microphone.

Question:

Is Alien Front Online out for any other consoles?

Answer:

Ofcourse not, do any other systems go online like Dreamcast?

Question:

Do I need the internet to go online?

Answer:

Yes, how else would you get online?

Question:

How do you get stars?

Answer:

You get stars by being the best in the game. Most kills, lease deaths, things like that. Also, you have a better chance of getting stars if you are playing with people with a higher rank then you.

Question:

What is handicap points?

Answer:

I believe they have something to do with your rank. If you have a higher rank then your handicap will be up. This shows that you should have a better chance of winning because if your rank is higher then someone else,

you should be better.

Question:

Can I lose stars?

Answer:

Losing stars is as easy as winning stars so be careful.

Question:

I want to play you!

Answer:

Ok, look for me in room DreThug or just IM or email me telling me that you want to play me.

Question:

What is better? Alien or Human?

Answer:

In my opinion, the aliens are better.

Question:

Can I use Gameshark codes?

Answer:

Yeah

Question:

Is there an arcade mode in this game?

Answer:

Yeah, if you are bored online (which I doubt) then you can play by yourself in the arcade mode.

Question:

I'm having trouble with a tactic mission. Where can I find help?

Answer:

Look in the tactics section of the guide!

Question:

I'm having trouble with this game. How can I find help?

Answer:

Feel free to contact me at DreThug@hotmail.com for any assistance you need.

13: Codes

Thanks to Cheat Code Central (www.cheatcc.com) for supplying these codes.

Gameshark Codes

The codes presented below are for use with the GameShark. They will not work for your game unless you have a GameShark.

To enter these codes simply select New Game from the games menu in your GameShark if you are entering a new game, or select the existing game from your games menu. Once you have selected the title, select New Code, and enter the codes below.

If a code has multiple lines all lines must be present for the code to work.

[M] Must Be First

9C5D88F8

Press L&R For Instant Win
A79D87710000FFFC
CCFAE1EA00000063
A79D87710000FFFC
8CEC6CB500000063
A79D87710000FFFC
6A8DF07D00000063
A79D87710000FFFC
ECE87F5900000063

[M] Must Be Last
245EECA9

14: Credits

This strategy guide was made 99 percent by me. The only people I would like to thank is:

Cheat Code Central (www.cheatc.com)

For supplying all the codes for this guide. Without them, there would be no codes for the game on this guide.

15: Ways Of Contacting Me

There are a few ways that you contact me.

E-mail: DreThug@hotmail.com

If you have any questions, comments, or suggestions send them this way. I will usually respond in 12 hours or less.

AIM: BenjaminCollecta

If you have an urgent thing to say to me feel free to im me. I'm usually always signed online but sometimes I'm not there. I would like only people who want to chat with me about NCAA Football 2002 to im me under this sn. If you have any urgent questions then feel free to IM me here. You might not get a response though.

Cell Phone:

If you need to call me for some reason feel free to e-mail me and I'll give you my cell phone number. I'm not going to post it on the guide though because many people might bug me by calling it. This is for hardcore gamers who want to chat with me personally.

Alien Front Online

I'm usually in game name DreThug. Check that out if you want to play me.

16: Before You E-mail Me

Please don't e-mail me asking stupid questions or I won't respond. When I use to write strategy guides under a different name I would get 100's of e-mails asking the same question which I already answered in my FAQ. Don't think I'm being mean if I don't respond to your e-mail, it's just that I have many other FAQs and I get tons of e-mail a day. Also, if you want to

e-mail me about the game please put in the Subject of the email Alien Front Online so I know what game I'm getting e-mailed about. If I just see hey or something like that, I might think it's porn and just delete it. Now if you write an educated e-mail to me, then for sure you will get a response.
Thanks.

17: Legal Information

Basically, for all the people that want to steal my information and put it on their website, FAQ, or anything like that can't. This document Copyright 2001 DreThug can not be reproduced in any way without written permission from it's author (DreThug). If you would like to use this strategy guide on your website please just send me an e-mail at DreThug@hotmail.com and I will most likely give you permission to use this guide at your site. Remember the most updated version of this FAQ can always be found at Cheat Code Central (www.cheatcc.com) so if you think I haven't updated this guide in a while you might just be looking at an old version of it. If I find that anyone copied any of my information you will be screwed.

18: Final Thoughts

Alien Front Online is a great game online and offline. I strongly recommend anyone who has a Dreamcast to go out and buy this game. I hope that this guide helped you become a better player in this game. Remember, if you ever want to play online feel free to e-mail me or IM me and I'll probably play on the spot. If you are ever online and are looking for me my name is: DreThug. Hope you enjoyed this guide, I'll be shooting you soon.

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