

# Deep Fighter FAQ/Walkthrough

by Matei Emil

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**This walkthrough was originally written for Deep Fighter on the DC, but the walkthrough is still applicable to the PC version of the game.**

Deep Fighter FAQ/Walkthrough

By Matei Emil (killermosi@yahoo.com)

## Sorry

First of all, I want to apologize for the grammatical mistakes in this document. I am not an English native and my English is so and so. Please excuse the mistakes and I hope that you will understand what I said there. If not, feel free to send me an e-mail. I will do my best to help you. Thank You.

## Introduction

Deep Fighter. Cool name huh? But what does it mean? Have you ever played a game called Freespace 2? It is a space sim. When I've heard about Deep Fighter I thought it is a Freespace 2 underwater. Well, the game isn't a Freespace 2 underwater. This game it is not a shooter, it is an underwater adventure. After you will finish the game, I doubt that you'll think differently. It has a cool storyline and you are the one that creates it almost completely. Graphics are cool, the game looks underwater. There are fish, bubbles, water currents shaking the marine plants, other subs and some pesky seaspiders. The weapons are ok, you even have a shotgun-like weapon. The enemies are not very smart but they are not easy to destroy. The controls are Quake 2 style, so if you are an average Q2 player you should handle the sub easily.

Now, for the bad points. The game saving system. The game is automatically saved between missions and sometimes during a mission. After you'll finish the game you'll see that the save points are pretty well-chosen, but when you'll play for the first time, the savegame system sucks. You cannot save the game yourself. Also, the first two subs have a toy-like shape.

## Who am I?

Well I do not need an introduction. I am one of the peoples who like to think about themselves as "gamers". I'm from Romania. I like a wide variety of games, but I like 3D Shooters best. I've played RTS (Red Alert was the first one and I think it is still the best from C&C series), TBS (Only Lords 2 and Heroes 2 and 3), RPG (System Shock 2 was the best I've played because it also had 3d shooter elements), Flight sims (F22 Lightning 2&3), 3D Shooters (here, the list is big: Quake 1&2&3, Half-Life and it's MODS - CS, TFC, Descent 1&2&3 are the most representatives), Space sims (Freespace 2 and Starlancer. To my surprise, I think that Microsoft's Starlancer is a little better than FS2, and I've played only the demo!), Car sims (Need for Speed - all of them from 1 to 5) and many other games and gametypes. If I'll have some money I will buy myself a yellow Lamborghini Diablo. Ferraris are ok, but this car I like best.

## Contact info

I've wrote this walkthrough because I liked the game and because no one else wrote another (at least in my knowledge). If you liked this walkthrough, if you have any suggestions, completions, if you think this document is good or bad, in other words, any comment, send it to killermosi@yahoo.com. Your emails are welcomed. Also, I might be found on Yahoo! Chat as killermosi or on

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Mission 1- Collect Thorium

Well, in the first mission, you'll get plenty of help from the Admiral, but I think that giving you more detailed explanations won't hurt.

Your mission is to collect Thorium yourself (the Thorium mine was destroyed by a volcanic eruption) to continue the construction of the mothership. For this task your Avenger sub is equipped with an Object Retrieval System (ORS) which will automatically collect any objects beneath your sub.

Launch.

Your callsign is Moray 2.

At this point I think is better to explain what you will see on your Heads Up Display (HUD). Take a look below:

-----[See Image #1]-----

A few more points:

-Shield bar - Your sub's health. When reaches zero (from right to left) your sub will explode. IMPORTANT: You can return to City to repair any sub damage and reload any weapon in any mission that take place near the City.

-Current weapon ammo bar - Ammunition level in current weapon. Weapons with limited ammo will have a number near the upper end of the bar indicating the number of shots remaining. Energy weapons have unlimited number of shots, but they need to recharge. These weapons recharge all the time and pretty fast.

-Tool bar - This bar displays the tool status. The status differs from one tool to another ( for the ORS will display the load level, for the towing cable will display the weight of the towed object, etc.)

-High temperature warning - In some areas of the game, the temperature of the environment is very high. When the indicator is yellow, is just a warning that you are near a high temperature place. When is red, your shields are taking damage from the heat.

-Radiation level indicator - Displays the radiation level in the environment.

-Current tool - Displays your current selected tool.

-Current weapon - Displays your current selected weapon.

-Depth level - Your sub's depth level. When it's yellow, keep an eye on it and go down slow. If turns red, don't stay there! Go up!

-Radar - Displays the surrounding objects in a certain range. it will display only metallic object. The radar won't show fish, seaspiders, organic subs or any other non-metallic object.

-Next mission indicator - In DF missions you'll have to accomplish objectives, and the location of the objectives is shown by this blue indicator. If you've played any sims before, then you know how a target indicator works. If not, here is a short explanation: the target indicator indicates the shortest direction you'll have to turn to face your target. the indicator will continue to show this, even if the target (or your sub) is moving. so, maneuver your sub in the direction shown by the arrow and then the arrow will turn to a square which will "frame" the target,

showing it's exact location.

-User-defined objectives - In DF you can mark certain locations on the map in order to reach them fast. (to access the map hit TAB. to place a marker, right-click). The user-defined objective indicator works the same way as next mission indicator with one exception: the User defined objective will always be at the same depth with the sub, meaning that if the sub changes the depth level, so will this indicator. Therefore, when you reach it check the ocean floor, because there are the object you want to interact with. This indicator is white.

Note: Sometimes, you will see on the HUD a yellow arrow or square. This indicator(s) represent enemy sub(s).

Note: On the radar you will see a blue and white circles. These circles also show the direction of the markers and when the markers are in radar range their exact location.

Ok, let's go back to the mission. Follow the blue marker. When you reach the site, the admiral will tell you to break the thorium apart in order to collect it. Thorium crystals will be marked on your HUD when you are near them. To break the thorium, shoot it with your weapon. Then, you can wait for the crystals to fall on the ocean floor, or collect them directly from the water. When you'll collect a crystal the ORS will make an aspiration sound. Keep breaking and collecting thorium until your cargo bay is full (the ORS will become red in the tool display and the tool bar will be completely colored). Ignore the radiation detector, nothing will harm your sub (except seaspiders). When you have a full load, the admiral will tell you to unload the sub by going at the City or at one of the drop-off points (faster). To do that, bring up your map, locate the drop-off point near the city and right-click on it. Press TAB again and you will see the white indicator on the HUD. Follow it to the drop-off point. Locate it, then go over it. When you are directly above the drop-off point, the ORS will become green, meaning that you can unload. Right-click and the sub will unload the thorium. After unload, resume your thorium retrieval, until the time allowed for this task will reach zero. Mission complete.

## Mission 2 - Repopulate Fish Farm

Near the end of the previous mission you will notice an earthquake. This will cause a radioactive rock to fall over the fish farm and kill all the fish. You will be ordered to go to the farm and check it out. Go there and you will find a big rock in your fish farm. At this point you will be ordered to return to City to equip the sub with a magnetic towing cable. Return to city. Click on the Sub Setup. Your sub will always be equipped with the equipment you will need for the next mission, so don't worry about having the wrong equipment on board. Instead, check the description and the characteristics of all the weapons and equipment available. ALWAYS do that. Click on the green light. Launch. Go back to the fish farm. There take a look at the fallen rock. Your computer will analyze it (granite). Go close to it. When you are close, you will notice a green square that will appear on the rock. This mean that the object (rock) can be towed out of there. Select the magnetic grappling hook (MGH) in the tool display (if you don't know how, take a look at your key configuration Esc->Options->Controls. I use Del for Next Weapon and PgDn for Next Tool). Right-click when the green square is on the rock. If everything is right, the view will move behind the sub and you will see the cable attached to the rock. This is how you move objects with your TC. Don't take the rock anywhere. Release it back in the farm (rightclick). Shoot the rock until it will break apart and release some thorium. Collect it. The farm is cleared from radiation. Now you will be ordered to bring a school of females yellowfish to the farm. Take a look at the map. Search for females on the green region on the center of the map. Locate the females, go near them and activate your attractortron. The females will now follow you. Go back to the farm. Here, the females will automatically stick to the farm's beacon. Now,

you must bring a male yellowfish to the fish farm. Look for them near the city. Look for some big, tall plants. The males wander around these plants. When you'll get close to one, they will be marked on your HUD. To bring the male to the farm first stun him by using the darts on your sub. When they are stunned, they will begin to fall to the ocean floor. Now, use your MGH to tow it to the farm. Once there, release it. Mission Complete.

#### Mission 3 - Recover the lost cargo

You are sent to tow a cargo container from a defective drone to the City. Follow the blue marker, listen to the admiral indications and locate the cargo container. Use your TC. When you take the container, an enemy fighter (Shadowkin) will appear. Release the container and defeat the enemy fighter. Use you strafe left-right keys a lot. You can't win, if you don't use these keys (Quake 2 style). You have only your pulse gun for this, the enemy has torpedoes. Keep strafing and you won't even get a scratch. After the enemy fighter is destroyed, tow the cargo to the city drop-off point. Mission complete.

#### Mission 4 - Defend the sand mine

You receive a distress signal from the sand mine and sent there to protect it. One of your team mates reports some problem on the sub and returns to base. Follow the blue marker to the sand mine. There you will find a couple Shadowkins attacking the mine. Destroy them with your torpedoes. Mission complete

#### Mission 5 - Defend the oil mine

After a couple of seconds, you'll receive a distress signal from the oil mine. Go there. Kill all the jellyfish, the investigate the hole they are coming from. When you will reach the max depth ( depth indicator turns red) you will be ordered to retreat. Return to City after killing all jellyfish. Mission complete.

#### Mission 6 - Escort

Mission begins with a small cinematic. You must follow and protect Bloater 1 which is going to the oil mine to drop some turrets. On the way your formation is getting attacked by some Shadowkin fighters. Destroy them all. There are around ten enemy fighters, but only 4-3 at one moment. You destroy one, another one comes to fight. Use torpedoes. 2 for every enemy. Next, go to the mine. Bloater 1 will drop three turrets there. You must install them. Pick one up with your TC. The blue marker will show you where the turret must be put to function. Go there. Drop the turret. You must hear "Turret Activated" (it is best to activate in-game subtitles. it will come handy later). If not, pick it up again and go closer to the blue marker. Repeat the same thing with the other two turrets. Return to City. Mission complete.

Note: If Bloater 1 gets destroyed in the attack, it will drop the turrets where it was destroyed. You will have to carry them to the oil mine yourself. Your teammate may help you on this task.

#### Mission 7 - Defend seismic installation

Follow the blue beacon. Go to the cave. Enter. Use your flares to illuminate your way until you reach the seismic center. Here, the cave will close behind you. Don't worry. Kill all the seaspiders. A teammate will come in and blow the rock. Return to City. Mission complete.

#### Mission 8 - Set up defenses

You are sent to set up turrets at the thorium and metal mines. Go to the metal mine. When setting up third turret, you will get attacked. Destroy the enemy fighters. There will be lots of fighters, so watch out. Use torpedoes. After the area is cleared, go to the thorium mine. There will be no enemy fighters. Set up the turrets then return to city. Mission complete.

#### Mission 9 - Defend the mothership

Mothership is under attack. Your team is sent to defend it. Go there and kill any Shadowkin fighter that approaches. If you run out of torpedoes, go back to the City and rearm. Destroy all the fighters then return to City. Mission complete.

#### Mission 10 - The Rescue

Two civilian subs and one of your teammates are caught under some fallen rocks. You must free them. Look at the map. Mark the civilian sub to the south. Go there. Pull the rocks to free it. Mark and go to the second civilian sub. Free him too. Mark and go to the third sub. This one's engines are down and you must tow him back to the City. When you'll pick it up, two Shadowkin fighters will appear. Drop the sub then destroy the fighters. Pick up the sub again and go to the city drop-off point. Drop him there. Return to City. Mission complete.

#### Mission 12 - Exploration

You are sent to blow a rock which is covering a hidden entrance. On the way you'll find something floating on the surface. Analyze it. Go to the entrance. Select your demolition charges and close to the rock. Your computer will mark four points on the rock's surface with red crosses. Get close and place demolition charges on the crosses. When the charge is placed correctly, the cross turns green. After the charges are placed, clear the zone and right-click (when you select the demolition charges as weapon, a detonator is automatically selected as a tool). Enter the new area. This look like a river in a jungle. Just "go with the flow". In this area, the map is not know and will be completed as you explore the area. Avoid or kill the piranhas. At some point you will find some water mines. Here you can do two things: Destroy the mines with your pulse gun (DO NOT use your torpedoes) or navigate through the minefield. If you can do it I recommend the second variant. At the end of the minefield look for some entrances on the wall. Enter one. At some point you will detect some defense turrets. Destroy the turrets if you want with your pulse gun. Then some Shadowkin fighters will appear. RUN! Do not try to fight them, they are too many. If you didn't destroyed the mines on your way in, they will shake off the pursuers (your advantage). Head for the entrance and exit the area. Four enemy fighters will also follow you. Destroy them. Return to City. Mission complete.

#### Mission 13 - The heat

Go to the seismic center. Pick up the rooftop seismic sensor. Go back. About half way you will notice another cavern to the right (look carefully). The cavern is blocked by a rock. Blow it up with demolition charges. Enter. This cavern is very hot. Release the sensor at the indicated point. Exit. You will be asked to return to the hot cavern and scan some plants that live there. Return to the cavern. The plants are on the right side as you enter. Scan one. You will be asked to pick up one and take it to the city drop-off point Do so. Mission complete.

#### Mission 14 - The jellyfish nest

Follow the blue marker to the jellyfish cave. You have a new weapon on the sub, a shotgun-style one, the Sarnoff. Keep it ready. Find the cave. Go down. Your sub can go deeper then the old one, so there will be no problem until you will reach the jellyfish cave. Once there, take a look at the first boss you will encounter during the game. Enjoy it, it will be the only boss that you will fight "free" (you'll know what I mean by this later on the game). The boss should look like this:

-----[See Image #2]-----

Watch the picture. The marked pink "appendices" are the jellyfish's birth places. Destroy them. Use the Sarnoff because you will need the torpedoes later. When all are destroyed the top of the jellyfish boss will rise, release one jellyfish, then close. Shoot the pink zone that exposes when the boss release a jellyfish. During the fight, continue to strafe around the boss, so the jellyfishes won't be a problem. When the boss is dead, a new entrance will open above. Exit through there. At this point you will be informed that the thorium and metal mines are swarming with jellyfish. Go to the both mines and kill them all. Head to the city. Before you can reach the city, a distress signal will be sent from the thorium mine. Go back. The mine is completely destroyed. Destroy the Shadowkins that are there. Return to city. Mission complete.

#### Mission 15 - The race

Well, a new sub. And a new tool - a booster (extra speed for a short time) unlimited uses, recharges between. Race the other teammates. The purpose of this race is to learn how to use the jump points. Go from the checkpoint to checkpoint (big rings) by using the blue marker. Ready, Steady, GO! Does not matter who wins the race ( I lost it first time I've played it). When one of you reaches the finish line, a distress signal is received from the oil mine. Go there. You will find a large craft armed with a big laser destroying the mine and a couple of fighters. Ignore the large craft. Concentrate on the fighters. Until you've finish them off, the large craft should be already destroyed. If not, hit it with a torp or two. Return to city. Mission complete.

#### Mission 16 - Search for crystals

Follow the blue marker. Enter the area. Go until you will reach a jump point. Go to the minefield until you will find a waterfall to the left. Clear the mines in front of the waterfall. Return to the jump point. Jump. Follow the stream until you will reach the second boss. A big bug. At this point you will hear "attack position engaged". This will mean that your forward key will now move you Up instead of forward. So do not use your forward key, at this boss is useless. Take a look at the boss. On it's rear side you'll see some yellow things which look like this:

-----[See Image #3]-----

Shot them. Use your Sarnoff to do this. When they are destroyed, the boss will fly from the surface of the water and hover at some position in mid air. From there, he will throw at you some radioactive "things". Shoot him, target it's rear side if you can until the bug will flee. During the fight, he may have throwed at you some worms which will follow and try to bite you. Kill them now. At this point you will receive a distress signal from the sub near the jump point. Go through the bug's cave, jump in the river. You did clear the minefield near the waterfall, didn't you? Go to the exit. Exit. Mission complete.

#### Mission 17 - Protect the oil mine

Head to the city. You will be informed that an earthquake has created a rock shower over the oil mine. Because you can't get there fast enough, you will be given the control of a defense turret. This is fun. You are at the oil mine, in a turret, with rocks falling all around you. To complete this mission, watch the radar for the falling rocks. The good part is that the rocks fall only on buildings, so you won't have false targets. Destroy the rocks. You will also be helped by the other turrets and a sub or two, but the damage to the buildings will be mostly caused by friendly fire. When the rocks stop falling, the mission is over. You are returned to your sub. Return to city. Mission complete.

## Mission 18 - The Deep

A radioactive source has been located in deep sea. Your mission: locate and investigate. Take a look at your sub's setup. A new toy: B.O.B. A minisub. Launch. Follow the blue marker to the deep sea base. Go deeper until enter a new area. Now go to the bottom. You will be informed that the source is below you, and you must find another way in. Go up and look for a ledge with a light plant on it on the southern wall. Go inside you will emerge in a large cave. Here watch out for the sea spiders. Don't bother to kill them, because they will appear again in the same places. Look in the cave. You will find a blue thing. Your sub's computer will label it as "unknown organism". When you get close to him, it will move. Follow his lead. He will take you to a cave with a couple of seaspiders. Kill them with your pulse gun. After you kill them all, the blue thing will recharge your shields to full. Keep following him. He will take you to a cave and open an organic door. Return to the main cave. Here will wait another blue thing. Follow him and you will find a big fish.

-----[See Image #4]-----

"Attack position engaged". The fish will shoot at you with some red energy balls. Dodge them as you can. When he opens his mouth to hit you with an energy bolt, shoot him in the mouth. After a few hits, the fish will die. The blue organism will recharge your shields. Follow him. He will go through the door the first blue thing opened and open a second one. Go back to the main cave. Here you will find another blue organism. Follow him to find a big octopus. "Attack position engaged". The octopus has eight tentacles. For of them keep her locked to the wall, while the other four are trying to hit you. Notice that before a tentacle will try to hit, it will "lock" for a second or two, giving you the possibility to avoid it. Be warned that three or four hits will destroy you.

-----[See Image #5]-----

Look at the picture. The blue spots are the weak points. Shoot them until the tentacles are destroyed, one by one. The octopus will die. The blue thing will recharge your shield. Follow him. He will open a third door. Go forward until you will reach a cave with a big sub crashed on his bottom. Locate an entrance in the sub, avoiding the spider's fire. Enter.

Note: I think someone's watching too many movies :)

## Mission 19 - The alien sub

Part 1 - Lower deck: You enter and the door closes behind you. No map. Damn! Don't panic, the sub is pretty simple. As you entered, look to the left. There is a closed door and a big switch. Use your MGH to activate the switch. Enter the door. Go through a second, broken door. You'll find yourself in a small room with two closed door. Look at the door in front of you. You'll notice that the door's glass is broken. Shoot it to break a small corner. Now activate your BOB and go through that small opening in the glass. Inside you'll discover that the corridor is damaged and impassible. Look to the right. Enter through that small maintenance opening in the wall. Go through the corridor. At some point, the corridor splits. Take the right split. You will reach the other end of the broken corridor. There you will find a red button. Touch it to open the door. Make sure the light turn green, and the door stays open. Return to your sub by using the same way. To dock with your sub, get close to it (the blue arrow from the lower right corner will became yellow) and rightclick. Also, a rightclick will change the control from the sub to BOB. This will be useful later. Let's return to our mission. You are now in the your sub, with the BOB attached to it, in the small room behind the partially broken door. Look to the other door. You'll find a red button near it. Touch it. The door opens. Inside, you will see an electric fish. These fish

will keep patrolling on their paths, they won't attack you. Just avoid them. If it makes you feel better, you may shoot them. Ok. Go through the corridor. At the end, you will see two doors, (to the left and right), one maintenance entrance and a red button. The red button does not work for now. Activate your BOB. Go through the maintenance corridor. It will take you to another red button. Touch it. The door to your right will open. Go that way and you will find your sub. Dock with it. Go through the opened door. Inside you will find three niches, each with a switch on the opposing wall. The last niche contains a sphere. Analyze it. It is a power regulator. Use your MGH to activate the switch. This will restore power to a part of the sub. Return to the non-working switch. Touch it. The door will open. Go through there. At the end, the corridor turns left. Keep going. There is an opened door to the left, then a closed one to the right. Ignore them both. Go through the door ahead. You are on the other side of the broken corridor. There is a console on the right wall. Analyze it. It's an uplink. Link to the console by using your TC. Your sub's computer will download the alien sub's map from the console and recharge your shields. Now you have a map. It should look like this:

-----[See Image #6]-----

The consoles scattered around the sub will always charge your shields. Unlimited uses. Look at the map (look in the game's map, not here. this picture is too small to be read). The red areas are damaged. Notice that the room are marked from 1A to 1H. From now on, I will use a room's alphanumeric mark to indicate it. Ok, let's continue. Go to room 1F (the opened door you passed by). Inside are two spiders and a red button behind the boxes. Kill the spiders. Touch the button. The door from room 1D will open. Go to that door. It is closed !?! Well, the door has opened, but only for a short period. If you press yourself the button, there is no way you can pass through that door in time. This is the trick to pass the door: Position your sub in front of the door to 1D. Activate your BOB. Go to the red button in 1F. Now, touch the button, get back a little (so that the BOB won't be touching the button permanently), rightclick to switch to your sub. The 1D front door should be open. Thrust forward and go inside before the door closes. You are now in 1D. Kill the spiders. Look in the north-east corner of the room. There is a ventilation shaft open in the wall. Go in and use the map to find your way to 1C. Kill the spiders and use the uplink in that room. This will activate the door of 1C. Pick up the power regulator and go back to 1D. Here kill the spiders again and make use of BOB to open the door to the corridor. Go to the generators room (the one where you found the first power regulator) and place the one you are towing in one of the two free niches. Then activate the switch in front of the new powered up generator. A new section of the sub will be activated. Go back to 1D by making use of BOB. Turn left. There is a red button there. Touch it. The main door of 1D will now be open permanently. Go and take BOB back on your sub. On the southern side of 1D is a red button. Touch it. A door will open to the right. Go there. Pick up the power regulator from there and place it in the last niche in the generators room. Activate the switch. The entire sub is now powered. Go to the place where you've found the last power regulator. touch the red button there. Go to the door that opens to your left. There you'll find another damaged section of the sub. Look to the right. Use your BOB to go through that maintenance tunnel. You'll eventually find yourself facing a red button. Touch it. A door will open to the left. Now leave the BOB there and switch back to the main sub. On the other side of the maintenance tunnel is a ventilation shaft. Enter it. Use the map to reach the other side of the damaged corridor. Here pick up the BOB Follow the corridor to 1B. Open the door to 1B by touching the red button near it. Kill the spiders and use the uplink in the room. The door to 1A will open. Go to 1A. Use the uplink here. The door to 1G will open. Go to 1G. Use the uplink here to open the door to the lower level engine room (the last door near the 1G) Go there. Inside you will find a vertical shaft which leads to upper



deck. Go up to the upper deck.

Part 2 - Upper deck: Take a look at the map. It's changed. It will look like this:

-----[See Image #7]-----

Here is what you'll have to do: Go east, killing the shooting spider and check the doors. Only the southern door can be opened. Go through it. Follow the corridor. Open the second door. There, go forward but watch out for some "black ink" jets. After you clear the "ink" area turn around. At the corridor's end is a switch. Use it. A door will open. Go through it. Kill the spider. Go through the partially open door. Watch out for the electric fish. Inhere is an uplink. Link to the console. You will hear "door button activated". DO NOT release the MGH from the uplink. Activate your BOB, go back through the half-opened door and push the red button there. This is how you must open the door. Return the BOB to the main sub, then go through the door you just opened. Turn right. At the corridors end there will be two doors. The left one is closed, the right one partially opened. Go through the right door. You are in the torpedo room. Touch the red button there. The torpedo carrier will start to move. This will open the door to the launch bay and, a few seconds later, the door to the torpedo tube will open. Enter the tube, turn left at the junction, then turn left again. You will emerge in the northern launch bay. Touch the red button there to open the door to the torpedo room. Head for the torpedo room's exit. In the small corridor, on the right wall is an maintenance corridor. Activate BOB and enter the corridor. In the room you exit, look for an red button, touch it. Avoid the electric fish. A door will open to your right. Enter and look or another red button. Touch it too. A new door will open . Return to the sub then go through the last opened door. Go to 2C and use the uplink there. A door will open. Turn around 180 degrees and you will see a big wheel spinning. Actually there are three of them. Sneak through them and you will find yourself just a door away from 2A. Touch the red buttons there. Enter the 2A. This room is actually the reactor who's radiation made you get there. Use the uplink in 2A. The reactor will activate. Two things will happen. The engine will start and the water stream caused by him will open a short cut to surface. Second, a plutonium bar will break and a few fragments will fall to the bottom of the reactor. Go and pick them up. On your way down, try to not look at the reactor core. When you pick up the plutonium, your ship's computer will tell you that the sub's hull is hyper-radiated and the shield are taking damage. Now, don't panic. Go up. The door you entered the reactor is closed now. Shoot the glass then use the BOB to open the door from outside. Go to lower deck. Here, go to 1G to fill your shield's energy supply. Then exit the alien sub (if you picked up all the plutonium shards, this door is now open). A new area will load. Go up, through that opening. Keep going up. A new area will load. You will be told to go fast and unload you cargo. Go and enter the city. Mission complete ( At last!).

Note: One of the coolest mission from the game, in my opinion. (long but cool)

#### Mission 20 - First contact

When the mission begins, you are ordered to go to the deep sea base again. Go there, When you are almost there, a distress signal is received from the seismic center. The game will show a small cinematic sequence. Return to the seismic tunnel. Here are some strange red alien ships. You are ordered to kill them.

The best weapon for this task is your chaingun. If you are low on ammo or shield, return to city for repairs. Note: When an alien ship is destroyed, it will split into two smaller ships. These two ships will combine back into a single ship after a while, so destroy at least one to prevent re-creation of the big ship. When all alien ships are destroyed, return to City. Mission complete.

## Mission 21 - Into the vortex

What sub type is that?!? Anyway, hit the launch button, to see a cinematic sequence showing a carrier entering the energy vortex. Then, you are in control of the carrier's forward turret. Your mission: Destroy any obstacles in the tunnel. (this remembers me of the old arcade games). Your shields are pretty strong and you can take more than a few hits, but shoot all you can see moving.

## Mission 22 - The ancients

Part 1 -Outside: After a cinematic, your sub is released into the world. A sub?!? No, it is a hybrid between a sub and a car. You begin as a car. Scroll your tools. One of them looks like some wheels under a chassis. Activate this tool, and you'll become a sub. Activate it again and you'll become a car. Simple huh? Check your arsenal. WOW, an Argon laser!! You are gonna make some fish fries, right? Check your map. It is an ancient drawing. It looks like this:

-----[See Image #8]-----

Here I have marked the important spots on the map. You must visit them and do something in order.. Here is the complete explanation. I will refer the points as "1", "5" etc. Hope you got it.

After you are released from the carrier, transform to submarine and prepare your Argon laser because there are some things, I dunno how to describe them that float into the water and bite you. You'll know what I'm talking about after the first encounter. Head for Nav 1 There is a small pyramid. Look at it. Go to Nav 2. There is also a small pyramid, but this one's top is "screwed". Get close to the top. Use your MGH to spin the pyramid's top into position. Then a door will open somewhere. We will get there later. Ignore the hole at Nav 8 for now. Go to Nav 3. A red crystal is on the seabed into a small opening. Go to Nav 4. There is a partially destroyed tower there. Look on the seabed. To the east of the remaining tower ruin (a few meters) is an entrance partially covered by a flat stone. Make a mental note of it's existence. Look to the east. There, on the seabed is the top of the destroyed tower. Take a look beneath the ruins. There you will find a blue crystal. Use your MGH to tow it to Nav 5. Place the crystal over the opening as seen at Nav 3. The crystal will "snap" into position. Release the TC. Go to Nav 6. There will be another tower, but this is intact. Near the top, on the east side is another crystal (green). Look at the bottom. There will be another flat stone there. Get close. You will notice that you can tow the stone. Use your MGH to pull the stone in a direction so you can enter in the tunnel below. Enter the tunnel. You'll find yourself inside the tower. Go up. There you will find some sort of mechanism holding the green crystal. Touch the mechanism, which will release the crystal. Get out. In the surroundings will be a couple of "things" Fry them with your laser. Then tow the crystal to Nav 7 and put it into position. At this point, the tower between Nav 3 and Nav 5 will lower into seabed. Go to Nav 8. Enter the opening. You will reach a large room with a picture on it's west wall. there are three entrances in this wall. Two in lower position, to north and south, and one in the sun. Enter in one room. You will see that the room is illuminated by the light rays colored by a crystal. Yes, these are the crystals that you towed. Now, take a paper and write down the symbols. Write them in order, from left to right and from top to bottom (as you are reading a modern book). Also write the color. I'm not telling you the combinations because you might not visit these rooms and miss a cool scene. Now, go to Nav 9. There is a square building, with an entrance on it's western side. Enter. Inside you will find a red crystal in a "jewel case" and some stone plates with symbols on them. Step on the symbols which are illuminated by the red crystal in the underground red room mentioned earlier, in order. If everything is right, the red crystal should rise and the door to

the building at Nav 11 should open. Go there. Inside you will find a blue crystal and some columns with symbols. Repeat the procedure as before, but you'll have to press the columns some distance down. Now, the crystal should rise, and the door to building at Nav 10 will open. Go there. Inside you will find some buttons in one of the walls. You will have to use your MGH to pull the buttons from the wall. Pull them in order and the pyramid's door will open after a lightshow. Go to the door and enter. The door closes behind you. A new area will load.

Part two - The maze Well, this area is not actually a maze, but sure does look like one! No map, btw. Go forward until you will reach a room with an Anch symbol on a plate. Step on that plate to recharge your shields. Go up and continue to the east. You will get to a room with some "things" in. Fry them. Look to the west. Above the way you came in is another one. Go through there. Note: In the mouth of this tunnel are two square rocks. You can destroy these rocks with the laser. Look at them carefully. Destroy any other rock that you will find on your way to reveal hidden switches and passages. This is the only advice that I can give you. The level is pretty straight forward, and keeping an eye on these rocks will be enough.

One more thing (this is hard to describe but bear with me): At some point, you will find yourself in a big square room with a big square column in the center and a big square boulder on a side. Also, there is a pull-out switch. When you enter, draw an imaginary diagonal from the corner you entered. On the other end of the diagonal is a closed door. When you pull the switch, the boulder will start to race around the column. When the boulder has completed one lap, that door will open. Enter. There is a recharger to the left. Use it and then look for an exit in the same room. Exit. A new area will load.

Part three - Hot Place In this area your main enemy is the fire (you'll know what I mean.) The puzzles are the same as the ones you meet before. What's new is that you are on the ground, you are NOT in the water. Also, this level is straight-forward. Just keep an eye for rechargers, square rocks, a couple of sea-spiders and touch-plates. At one point you will find stone tower in a room. Shoot the stones at the bottom. The column will fall and activate a switch. Keep solving puzzles until you will reach a strange boss. An authentic Egyptian royal mummy:

-----[See Image #9]-----

Take a look at the mummy's hands. There, on the marked spots you can see the mummy's bones. Shoot them. These are the mummy's weak points. After you destroyed it's hands, the mummy will start shooting from the eyes with some kind of laser. Now shoot the blue box at the mummy's heart. When the mummy dies, watch the cinematic. We will talk about that sphere later. When you exit the mummy's room, there is a recharger to the left and some rocks to the right. Recharge and keep going through the fire puzzles. Then you will reach a room with a golden feather (The feather of Truth) on a golden balance. There, the sphere from the mummy's chest has broken itself into seven pieces. You have to take for of them and place them to balance the feather. Take a look:

-----[See Image #10]-----

Here you can see five pieces, the feather, a statue and a ramp. You'll have to pick up the pieces ( all four of them can be picked up at once) drive on the ramp towards the feather. There, the pieces will automatically be dropped to balance the feather. You'll have to pick up the following colors: WHITE, BLACK, YELLOW and GRAY. If everything was right, the statue will drop a small artifact from it's arms. Otherwise, the pieces will reset and two golden scarabs will appear and try to bite you. Kill them and try again. ( I know they are hard to hit, but do your best, you'll have to beat a swarm of them later). Now, after you balance the feather of truth, the statue will drop the artifact. Pick it up. The whole area will fill with water. Switch to the sub.

Watch out for seaspiders. Locate the dead mummy room. Go on top of the room. Look west. There , on the surface, is a structure which holds up only on a single column in one of it's corners (?!?) Take a look at the lowest point of the structure. There is an entrance. Enter. A new area will load.

Part 4 - Light&Magic Well, this area also contains puzzles. These ones are pretty cool. Ok, let's start. Look to the right. Search for a place to insert the coin. (just kidding, you are NOT in Las Vegas :) ). There are four square rocks. Each one has a water symbol on only one side. You must shoot the faces with the water symbols. Then, this room will fill with water, allowing to go to the upper level. Go there. Look around this room. Strange things there:

-----[See Image #11]-----

There are five upside-down cones, each with a touchplate in front of it and a big pillar which rotates and has a laser beam attached to it. Look at the walls. you will find three groups of rocks ( three, four and five). Destroy them. Behind them the wall is colored. Now, look at the group of three colors. Read the colors from left to right. They are red, green and blue. Now press the touchplate in front of the red cone, then the one in front of the green one then the one in front of the blue cone. A door will open by one third. Now use the same procedure on the other two groups of colors. When the door will open completely, enter the new room. The sharp things to the center of the room are mirrors. Look at the red beam. When you shoot a mirror, it will rotate. You must rotate the mirrors so that the blue beam hits the blue crystal, the red beam hits the red crystal etc. When all the beams are correctly set up, a beam of light will rise from the center of the room. Go into that beam. It will take you to the upper level. A new area will load.

Part 5 - Gold After a couple of seconds, you will get attacked by a swarm of golden scarabs which will come from the "worms" ahead. Kill them. Go forward. Turn left. There, you will see an opening to the left wall. Enter. Inside is a statue of a golden pharaoh with another artifact in his hands. Also there is a recharger. Avoid the fire snakes. In front of the statue is a touch plate. Touch it. A door will open in the hallway. Recharge and go through that door. Inhere is a BIG golden scarab statue and two pieces of gold near it. When you pick up a piece, the statue will come to life. Select your chaingun. Shoot the scarab. Then, after the scarab is dead, kill the worms that have appeared. Collect all the gold pieces from the destruction of the scarab. Return to the pharaoh's statue. Step over the plate with the hole and the statue will drop the artifact. Pick it up. You will be sent to the upper level.

Part 6 - The top In this room is a big scarab. "Attack position engaged" Your weapon of choice should be the Sarnoff. The boss will release some boulders. Avoid them. Then some green scarabs will appear. Ignore the boss and kill the scarabs. Now, the boss will turn around, open his back and attack with some kind of laser:

-----[See Image #12]-----

Shoot the exposed crystal. After a few seconds, the boss will close his back and release another boulders at you. Repeat until the boss is dead. A new artifact will appear. Pick it up. you will be returned to Part 1. Now, head for your carrier. At some point you will be informed that the carrier is under attack. Keep going. You will see three strange subs attacking the carrier. Ignore them and go beneath the carrier to leave the area (finally).

The carrier will enter the vortex. Here, you know what to do.

When the carrier exits the vortex, the City is under heavy attack by the same strange subs. You will be given the control of a defense turret until the carrier docks at the city. Then, you will be given control of a sub.( if the turret you control is destroyed, don't worry. You will be given control of the next one). After the carrier docks, you will be given back your sub. Arm with

torpedoes and launch. Use the torpedoes to destroy the enemy fighters. Return to city. Mission complete.

#### Mission 23 - Final Showdown

Well, your mission is to eliminate the Shadowkin threat once and for all. Follow the blue marker. Enter the jungle area. Go to the minefield. Locate an entrance in the wall. Enter. Eliminate the phirana. Destroy the two defense turrets from distance with your pulse gun. There, behind the turrets is a metallic door. From time to time a Shadowkin fighter will exit the door. This is your chance to enter. Enter. Inside there is a metal wall with a hole in it. On the other side is another metal wall with a hole in it. the second wall rotate. Wait for the wall to align then enter. Another identical door. Enter this door too. You are in the Shadowkin base. Go in the back section of the base. Avoid the fighters. Do not engage them if they don't do this first. Locate an enemy extraction platform (it has three components which will show as RED dots on your radar. The enemy fighters will show as YELLOW dots). Destroy the installation. Then, an enemy hangar will open. There be careful. Destroy the enemy fighters there. Use your self-locking torpedoes. Then look at the upper part of the central column. There is a rotating ring with a missing part there. Shoot through that hole to destroy the core. Then you will discover that one of your teammates was actually a Shadowkin spy. He will show up in a Shadowkin fighter. Destroy him. Mission complete.

#### Mission 24 - Unfinished business

Once the Shadowkins have been eliminated, there is only one more thing that needs taking care of.: the aliens. Check your sub setup. Two new weapons: the Pin gun and an Artifact weapon that was created from the three artifacts you recovered at the ruins. The pin gun fires a bunch of nails that will attach to the target and explode after a couple of seconds. The damage is very high. Ok, let's launch. Head for the abyss. Enter. Ignore the red alien subs. Go deeper, until you reach the crashed sub. Locate a big hole near the sub. Enter. Keep going through the tunnel at full throttle. Avoid spider's fire. Evade the incoming red alien subs. Keep moving until you reach a big cave. Don't stop to look around, keep moving forward. The cave turns red. In the red wall is a red orifice. Enter. A new area will load.

This area is divided into "arenas". You'll have to complete one arena to move to the next one. The blue marker will tell you when and where to go. Let's return to the game. Follow the blue marker. exit through that "door". Here you must avoid the lightnings. Just avoid the energy bolts and enter through the other door (not the red door). Got to the next arena. Ready your pin gun. Enter. Here are some metallic subs. Try to destroy them before they are released from their locations. After the subs are destroyed, the blue marker will show up. Follow it to the door. Enter and proceed to the next area. Here, prepare your laser. There will de a couple red subs. Destroy them and go through the door. In the next area you will also fight some red subs , but the subs will appear from some kind of eggs and from each egg will emerge small subs, not big ones. Destroy them all then destroy the eggs to proceed to the next area. Here you will meet the last boss:

-----[See Image #13]-----

The boss is hard to describe. Look at the picture. Select the pin gun. Shoot the marked points. One shot is enough. After the bases are destroyed, select the laser. Destroy the three red subs. These subs won't split when destroyed. Now, select the pin gun again. Keep moving. Look at the boss. The "black points" will charge and release a laser beam. Shoot the point when charging so that the pins will explode when it's open. The last "black point" you can't destroy. Three red subs will appear from there. Destroy them. Next, the boss lower "tentacle" will charge and send some sonic beams ( ? ) Select the artifact weapon. This weapon acts like a torpedo

launcher and will lock as a regular torp on the lower tentacle when this one is attacking. One shoot is enough.

You've WON THE GAME!.

Now watch the cinematic. There will be a sequel to the game? At least, that's what I understood. Send me an e-mail.

A public request:

At the level with the mummy, you will find some inscriptions that your computer will decipher. The first inscription is "Faith is the color of fertile soil" Each inscription indicates a color, for the broken colored sphere. Can someone tell me which color represent each inscription?

Also, after you beat the mummy, exit the door. To the left is a recharger and to the right are some square rocks. Destroy them. The inscription behind them reads "Hope was brought by the forgotten dower". I believe that the dower is the column you'll have to shoot to pass. That column has four icons visible only after the column was shoot down. Can someone "translate" these icons for me?

Can someone provide me a full Starlancer?

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