Expendable FAQ/Walkthrough

by winnie the poop

Updated to v1.1 on May 15, 2003

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

~~~~~~~~~~~~~~~EXPENDABLE FAQ/WALKTHROUGH~~~~~~~~~~~~~~~~~
-By winnie the poop (hockeyfox@ameritech.net)
Version 1.1 (3/18/03)
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CONTACT
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If you ever need some help, please do ask me! Any questions are welcomed.
My e-mail address is hockeyfox@ameritech.net. Thanks for using this FAQ/
Walkthrough!
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CONTROLS
_*_*_*_*_*_*_*_*_
The controls here is pretty simple, since you will be shooting all of the
time anyway. Yes, the controls are full but you won't be using them all a

lot. You just use the strafe and shoot buttons only. ***NOTE: Can setup

the controls the way you want, just go to the Options menu and select 'Control Options'. However, you cannot customize everything, just pick one controller setup out of the possible 4. Here ya go: (for people who doesn't have any manual for this game) General/Type A _____ A button- Fire Weapon B button- Fire Grenade X button- Select Weapon Y button- Strafe L trigger- Strafe R trigger- Strafe D-pad/Analog- Character Movement (same for all Types) Type B A button- Fire Grenade B button- Strafe X button- Fire Y button- Select Weapon L trigger- Strafe R trigger- Strafe Type C A button- Strafe B button- Strafe X button- Select Weapon Y button- Strafe L trigger- Fire Weapon R trigger- Fire Grenade Type D A button- Fire Grenade B button- Select Weapon

X button- Strafe

Y button- Strafe

L trigger- Strafe

R trigger- Fire Weapon

Personally, I think Type A is the best, but if you don't like that control setup, then try Type D, it's pretty good too.

# 

This game is all about shooting everything that moves, so the story is like a waste of the time to the gamers. I never paid attention to the story, and I also think there should be no story at all because it would help some loading times haha...

If you seriously want to know, I'll give you a quick summary:

Humans have been ignorant about the other species that exist out here in the vast universe. They roamed the planets, taking over those habitable places to use as homes. They did no harm to anyone, just happily expanded their horizons.

Until... Charva came. 'Twas the first time the humans has seen the aliens. And The Charva didn't say "We come from peace." They ruthlessly destroyed a small planet consisting about 300 people. The other humans were ignorant about this tragic event. Fortunately, the government lost contact with the planet and knew something was up in that place. So they sent Expendables.

You are the Expendable. Your mission is to terminate all of the Charva and its boss. Do not give any mercy, for they will not give you any.

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-*-*-*-*-*-*-*-*-*-*-*-
STATUS DISPLAYS
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The information that the screen shows you (for your health, ammo, etc.) are indeed confusing and very hard to read. I will try to make a good ASCII art to clear things up. Even the manual sucks at explaining this sort of stuff.

X=1

The X's is your character's face. When your face has a lot of skin, no damage, that means you're in high (great) health. If the face shows a skull, you're almost to dying.

The ##### is your score. If you get enough, you get a 1-up. (I think)

The %% is your weapons. There can be more than 1, and the ammo is the number to the right of the weapon.

@@@@ is your grenades. Again, the ammo is to the right of it.

\$\$\$ is your health (percentage). Watch it closely or use the face as a sign.

The X out of the box is your amount of lives in that credit. There are seven credits in all so try to get as much lives you can get.

Here's the full status display without any symbols:

I hope this section helped you out!

-*-*-*-*-*-*-*-*-2-PLAYER -*-*-*-*-*-*-*-*-*-

The multiplayer can only be used as co-op. No deathmatch, capture the flag, or anything. Just play with your friend, busting some slimy alien ass. The controls are the same, of course. You can change your controller Type individually so you don't have to use Type C if your friend want to use that.

The levels and goals are exactly the same while playing co-op. Hell, your friend can come in and start playing on the fly while you're paying in the middle of the level! Your friend just press Start on his own controller and he's ready to play!

The missions will be MUCH easier if you play with a friend so I recommend you doing so.

-*-*-*-*-*-*-*-*-*-*-WEAPONS -*-*-*-*-*-*-*-*-*-*-*-

There are a LOT of weapons lying on the floor waiting for you to pick up. I will also rate them on their usefulness.

Here's some of them:

(Remember, only 3 weapon slots available, can't have more than 3 weapons)

Pulse Cannon

You can't find it anywhere, it's your first weapon in the game and it has infinite ammo so don't worry about it. However, you can upgrade it to a more powerful weapon by collecting orbits. Weak, but the unlimited ammo will help ya out. But... WEEEEEEAK!!!!!

RATING: E

Spread Pulse Cannon

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Ever play Super Contra: Alien Wars for Super NES? If you did, do you remember the Spread Gun? This one is like that! One of the best weapons of the game because of its sheer firing arc. You can kill 2 enemies that's not even close together with this weapon! This can be accessed by upgrading your Pulse Cannon with a orbit.

RATING: A

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# Portable Particle Accelerator

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This weapon's alright, it can go through enemies' armor and out. But... what else? Try to pick up another weapon instead.

RATING: D

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Shotgun

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Another weapon... This time, you can pick it up. Its firepower is pretty good and fast. I think it's a gun with a yellow orb around it.

RATING: B

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Vulcan Shotgun

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Mini-gun!!!!!! YEAHHHHHH!!!!!!!!

One of the most powerful guns in the game, it has aut-fire, making the enemies look like some toys you can kick around! Just strafe with this gun and you're unstoppable! At least until your ammo runs out... RATING: A

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Phantasm

_____

It's an alien weapon and it 'skips' over the surface to find its target. Pretty useful.

RATING: C

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Spyra Missiles

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The best missile in the entire game, it is a heat-seeking missile. It will go to the nearest enemy in the area you fired the missile in. The damage is really good, too.

RATING: B

_____

Multiple Warhead Rockets

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When this missile goes near its target, it breaks up into smaller pieces, making a wall of destruction. Pretty good, but not that good. Try to use the heat-seekers instead.

RATING: C

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Laser Guided Missiles

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This missile is different than the others, because you can control where the missile go. Just press and HOLD to stay in contact with the missile and use the left/right to steer, and up and down to control the speed. If you release the button, the missile explodes.

Pretty neat, but I dont really use it.

RATING: C

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#### Flamethrower

-----

Probably the mosty powerful weapon in the entire game, this weapons just destroys everything that is unfortunante enough to cross its path. Unfortunately, the range of this weapon is short but it's still the best weapon in the game.

RATING: A

____

Mines

____

Just select it and you can drop it when you press the fire button. A lousy weapon, since you can easily kill much more with less hassle with some other weapon (gun).

RATING: E

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Naplam Grenade

_____

This is actually pretty good! This weapon destroys everything in its range when it is thrown. This weapon is pretty powerful so try to use it sometimes to your advantage!

RATING: B

_____

Shatter Grenade

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When this grenade lands, it will shower the area with some shattering glass, damaging the aliens around it seriously. Pretty good, I guess. RATING:  ${\tt C}$ 

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Weapons Crate

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Try to pick this up immediately whenever you see this! It's a crate and it contains ammo and greandes for a lot of weapons! An useful item to pick-up!

RATING: A

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PICK-UPS

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You will find some items that aren't weapons throughout the games, they are very critical to your success if you want to beat the game. Again, I will rate them.

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Orbits

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This item looks like a circle, and when you pick it up, it will float around you. What does it do? It ups your firepower and range a level. Very useful with the Pulse Cannon and Flamethrower. You can hold up to

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3 at a time.
RATING: A
_____
Shield
Of course, this is a shield. hahaha... I don't think you need an
explanation on this. You can see if you have a shield by looking at the face
on the status display. If the face is covered with a green grid, that
means that you have a shield on. The shield does not reduce your
damage taken, it nullifies ALL of it.
RATING: A
_____
Stim Pills
Just like a Shield, but shorter length of time.
_____
Med Kit
Of course, this replenishes your energy. There are plenty of this in
this game but please use them all, you will need it! It looks like a
big box with a cross on it.
RATING: C
Energy
_____
Just like the Med Kit, only more energy will be replenished.
RATING: B
_____
Full Energy
Duh! This replenishes your health totally!
RATING: A
_____
Extra Life
Do you seriously need an explanation? The lives looks like the 'X' in
the 'Expendable'.
RATING: A
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Extra Time
This gets you a bit more time into your time to beat the game. I
didn't need it and I
doubt you will.
RATING: C
_____
Laser Sight
This looks like an aim bullseye, and this will temp. give you a laser
so you can see where the bullets will land if you shoot. It can be
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annoying so I prefer to avoid it.

RATING: C

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ODDS AND ENDS

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Passcards

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In some levels, you will need to find some passcards to order to open some gates. They can be either red, blue, yellow, or green. They usually are found in the open or they will appear when you break some crates, doors, or whatever. If you come upon a door and the screen says, "You need a passcard," then the passcard should be near that area. Just look around and destrory everything. It looks like a floppy disk. To open a red gate, you have to get a red passcard. Got it? Good.

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#### Hostages

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Getting hostages are completely optional but I do recommend you doing so. Besides it's not that hard. They are easily visible, sitting and all tied up. Just touch them (don't kill them!) and they will be teleported to a safer area if you haven't killed all of the monsters in the immediate area. When you do, look for the hostage and touch him and you will rescue him/her. Doing so will add some bonus points to your total score.

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Points Bonuses

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There are few of them and they are usually difficult to find. Usually, you would have to kill a out-of-place monster and the monster will give you lots of bonuses.

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Cytochambers

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I bet you don't know what's that. It can be found in most of the levels, and it looks like a green sphere attached on a wall. Destory them all and you will unlock a door. So try to destory them all as you move along.

*****

BONUS LEVELS

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There are 4 bonus levels and you will go through it, no matter what you've done in the game. However, you do not have to beat it. Their purpose is to give you a chance to rasie your score. Yes, that's pretty much it. Whatever time you have left is multipled by 250. That's your score for that bonus level. The time limit is pretty low so you'd have to destroy some crates to find some time boosters. Or better yet, use my ASCII maps to breeze through it!

Your objective for the bonus levels are to get into the warp point. However, the warp point is guarded by a laser. The only way to get rid of the laser(s) is to get a passcard and insert it in a hub. Then

just walk into the warp point.

*****

SECRETS

Throughout the Mini-Walkthrough, you will see some references to some Secrets. They are secret areas that are marked as 'Secret'. (Duh...) If you get those, 500 more points to your end-of-level score. That's pretty much it.

However, most of those 'Secrets' has some cool and useful goodies such as ammo, hostages, 1-ups, and some crates with stuff inside.

*****

HINTS/TIPS

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- Strafe like there's no tomorrow! It saves you the trouble of running away and turning again to shoot.
- Destroy everything! From crates to machines to aliens! Who knows what lies beneath them?
- Use (choose) your weapons wisely and accordingly. For example, if there's a big mecha firing at ya, use the shotgun for the powerful shot to bring him down. However, when you face hordes of enemies, use the machine gun so you can plow them all down in no time. If you use the shotgun, you will get damage because the shotgun doesn't have auto-fire.
- Save the grenades for the tough-nosed enemies or bosses! They are the most damaging weapon in the game! Bosses fall for them.
- Look for hostages! Finding and rescuing them will give you a 15 health bonus!
- Move, move! You don't want to get hit!
- Use the dynamites and grenades to clear the minefield!

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MINI-WALKTHROUGH

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No, I won't give you the entire walkthrough because it is very linear, can't really get lost in this game. What I am going to give you is some tips or things you HAVE to do to get along. Also, I will post in some end-bosses strageties. Maybe some secrets if I can find them.

# (<(<(<(<(<(<(<((LEVEL 1>)>)>)>)>)>)>)>)

- -When you are blocked by a large train, (about mid-way), use the toxic barrels to the left to clear the train. Make sure you do it from afar, don't want to be injured by the explosion.
- After you see the giant Charva Ship, there will be a fork. Take

the left path first, there's tons of goodies waiting for you to pick up. There's some monsters guarding them, too but they're pushovers anyway. There's some health, orbits, and some ammo there. Then take the right path.

- -After taking the right path, you will see a electrical line. Don't touch it, it will inflict massive damages into you. Instead, shoot one end of the line and the line will go out. Now proceed to the end-boss.
- -The end boss is incredibly easy... First, pick up all of the pick-ups in the fighting platform. Now, shoot the machine guns that are on the sides of the boss. While shooting them, strafe. The machine guns will try to shoot you. When the guns start firing, move to the side until the guns stop. Now, resume firing at the guns. Repeat until both of the guns explodes. Now, all you have to do is fire at the belly (front part). However, the belly also will fire at you. Use the same stragety as before to avoid them. Repeat until he dies.

#### (<(<(<(<(<(<(<(LEVEL 2>)>)>)>)>)>)>)>)

- -Watch out for 2 cytochambers, 1 on each side at the beginning, after you go down the slope. It will open a big door up ahead.
- -When you come upon a gate saying "Yellow Pass Required," go north of that gate and shoot some crates out of the way and there's a yellow pass. Use it to open up that gate.
- -Don't forget the 4 cytochambers, 2 on each side.
- -When you see another place with 4 cytochambers and break them all and the door doesn't open, that means you missed 1 or 2 ctyochambers. Go to the other room with some crates and green cylinders. There's 2 cytochambers there.
- After the 6 cytochambers part, take the first left when you pass through the newly-opened door, there lies a ass-load of weapons and guns for you.
- -To complete the level, pick up the two bombs that's on a bridge near the north side of the train. And go up on the train and the game will automatically place the bomb on the train for ya.

#### (<(<(<(<(<(<(<(LEVEL 3>)>)>)>)>)>)>)>)

- -NOTE: Be careful, the green smoke that some of the vents emits will hurt you. Avoid them.
- -Don't miss the laser after the first bridge. If you cross the laser, you're toast. Shoot one of the ends to 'break' the laser. Then proceed.
- -You see the vents shafts? Can't cross them? You have to kill ALL of the enemies in that area to get the vents out of the way.
- After breaking the vents, go right and then take the south path, do not cross the bridge to the north yet. On the south path, there's

some ammo and weapons.

- -See that pool to the north? Shoot that thing in the middle and when you destroy it, that's a secret! Some bonus points will come flying out.
- -To destroy that BIG mecha with getting any major damage (you'll know when you see it), you have to shoot him from afar and dodge his bullets. Might take some time but SAFE!
- Then the boss.... This boss is a B!tch! This guy has a large chuck of armor and I won't be surprised if you lost a CREDIT to this guy! You have to use ALL of your ammo and use the hostages to refill your health. Shoot at all of his tanks beneath himself. I think there's 6, not sure. His attacks are varied and tough. Always stay AWAY from him, don't get too close or you'll get damaged severely. Use the health and ammo that fall from above to refill. Just dodge and shoot at all times. Be aggressive, don't be afraid to waste your ammo.

#### (<(<(<(<(<(<(<(LEVEL 4>)>)>)>)>)>)>)>)>)

- There's no stuff to find until you get to the point where's theres some mines lying around. Do not go north. Go to the left, toward the ruins. Go under some metal bars and you will access a secret place and you will get a extra life.
- To the south of that extra life and secret you just found, (straight south and I mean, STRAIGHT) is a teleport to a bonus level. This level is pretty fun, all you got to do is to get 5 alien keys and go to the teleport and you're out. All of the keys are in the boxes at the corners. (One is at the middle). The level is pretty simple. You shouldn't have any trouble.
- Boss: He's alright... not too hard, not too easy. Make sure you have plenty of weapons beforehand... If you do, you'll be fine. The only way to inflict damage on the boss is to shoot the green orbs/lights on the sides. There are 2 and when one has taken enough, it will explode. So, there would be only one left. The monsters that are thrown on the field are pretty annoying, so if you want to kill some fo them, feel free to do it. The HP bar goes down pretty fast if you have some decent missiles.

# (<(<(<(<(<(<(<(LEVEL 5>)>)>)>)>)>)>)>)

- Destroy the large machine gun on the other side of the gorge to break the green sphere to move on.
- The red passcard is in the large canister to the right of the place where you insert the red passcard in.
- When you get onto a platform and there're no way out, you have to shoot the 8 green orbs (4 on each side) until they're gone. Then the boss battle will come.
- Boss: This one is easy to figure out but you will die because of its length (time will run out). What you have to do is use the missiles and shoot from the SIDE, don't get hit by its bullets. It

will take ya a while because the missiles aint that powerful. Just be patient and stick to the method. You will die sometimes because of time but stick with it!

#### (<(<(<(<(<(<(<((LEVEL 6>)>)>)>)>)>)>)>)>)

-After beating the boss, you will encounter your first bonus level. I didn't beat this one, but I found a 1-up which is in a crate on the farthest corner from your starting position. The blue passcard is in one of the corners. Unfortunately, I didn't use the passcard quick enough. Here's an ASCII map to explain to ya.

			P
		0	
		11	1
		11	1
	S		1-up
1_			I

S= Starting point

P= Passcard

O= end point (use the passcard)

||= barrier

#### (<(<(<(<(<(<(<((LEVEL 7>)>)>)>)>)>)>)>)>)

- -The red passcard is on the path above the gate, you have to kill some monsters to get the red passcard.
- Don't forget to get to the end of that path with the red card to get a 1-up!
- -To open a gate in this level, you have to look for a switch and shoot it while standing BESIDE it and quickly run to the gate.
- In the part where you have to destroy the 'controllers' (you will get a message on the bottom of the screen when you get in that area), you have to use the missiles that you can control to get it up to the 4 controllers that flashes sometimes. Just line up to one of the controllers and fire a guided missile and press down to get the missiles up to the controllers. When you destroy them all, make sure you kill all of the monsters too. When you do so, the level's over.

#### (<(<(<(<(<(<(<((LEVEL 8>)>)>)>)>)>)>)>)>)

- To open your first stone gate of this level, you just have to find 2 fires on each side of the chasm and fire at them. That will cause the fire's platform to rise. When both of the platforms are rised, the door opens.
- After the hall (after you open the stone gate) go right. Then go hard left, up a snowy ramp. Follow the path to a cave. Inside that cave is a warp point to a place with tons of goodies! Take them all!

- Back on the original path, resume and you will see some fires on platforms like the ones you saw earlier. Again, fire at them (all  $5\sim6$ ) and a warp point will come out.
- The boss is pretty easy... It's the big crystal in the middle. You just have to shoot at it for a while. The aliens will go after you so kill some of them if they get too dangerous. Give everything you've got until the screen says "Take Cover". That means the crystal will release its lightning power. Stand behind some of the pillars to the south. Wait until the crystal 'explodes' and it will kill all of the aliens. Then resume shooting at it. When the crystal's HP is about 1/8, the screen will say "Strike Gong". So go up the stairs to the top and strike the gong by shooting at it. Then the crystal will explode and the level's over!

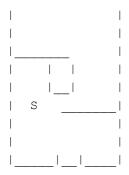
#### (<(<(<(<(<(<(<(LEVEL 9>)>)>)>)>)>)>)>)

- Kill the big mecha near the blue gate to get the red passcard then enter the red gate and destroy some crates to find the blue passcard. Now get back to where you killed the big mecha and enter the blue gate.
- Actually.... wait... Go back to the place where you got the blue passcard and look for a slope that leads to the top of a hub. Go around the path and you will find some goodies and a Secret will be unlocked.
- Probably the most hilarious Secret is located here... Just get a Cytokey and go to a 'door' that needs a Cytokey to get through. That door is located on the bottom left of the valley. It looks very out of place so you will know that's the one. You will be teleported to an island with some hostages and goodies!
- Finally, the boss. This boss is the hardest one you have met yet. This plane has two attacks: flamethrowers and blue missiles. Most of time, flamethrowers are fired from the wings so stay in the middle to avoid them. The blue missiles: it's pretty hard to avoid, but just keep MOVING! Fire while moving. You will get the hang of it, because if you don't you will die frequently. Learn to strafe and fire at the same time. This boss has a large chunk of HP, so you will shoot a lot.

# (<(<(<(<(<(<(<((LEVEL 10>)>)>)>)>)>)>)>)

- Ah, here comes another bonus level. This one I did beat! ^_ The passcard you have to find is red and it's the before the hub you have to insert the passcard at. Here's an ASCII art:

		F	
	H		
I			
R			
l			
I		I	



S= Starting point
R= Red passcard (in a box marked 'X')
H=Hub where you insert the passcard
F=Finish (warp point)

#### (<(<(<(<(<(<(<(LEVEL 11>)>)>)>)>)>)>)>)

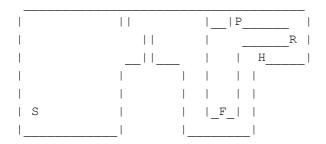
- There is 3 passcards that you must have to get through the first part. I couldn't see where I got the first two because I was in a riot, just happened to pick the cards without me knowing but I did see the green card... It's on the platform to the northeast, after the 2nd gate you unlock.
- When you reach to the point where there's 2 paths to take (lower/upper), take the upper path first since it leads to a dead end with a 1-UP. Then return to the fork and take the lower path.
- When you reach a dead end with 2 tough robots shooting at you, use the grenades to pick them apart. The a bigger robot will come out. Destroy it too, then pick up the spoils: a red passcard. Use that passcard on that switch on the dead end. Then the level is history.

# (<(<(<(<(<(<(<((LEVEL 12>)>)>)>)>)>)>)>)

- -To get past the big log that is being carried by a big 'Tonka', just shoot at the log and it'll explode. Why does eerything explode in this game?!?!
- -To get the red passcard (the second one), go up the ramp to the right of the gate. It's just there waiting for ya.
- After you open the gate that needed the red passcard, destroy the first box to the right because it contains a 1-up.
- After you touch the warp point, go down the slope and kill off some of the monsters. Most of them will drop some Cytokeys. Use those to unlock the chests you just walked past. It's up the slope. One of them consists a red passcard to use on the upcoming gate.
- This level's boss is actually pretty fun and enjoyable! You can't hurt the golem (the boss) physically with your guns... But the golem does have a weakness... Fire! You have to lure him to the area where's theres some vents. When he's in the vent's way, shoot at the vents! That will cause the vents to shoot some fireballs. If the fireballs hits the golem, he takes damage! Repeat until he dies. Enjoy the boss!

- -The first gate does not need a passcard, just shoot the thing that's left to the gate. That will cause the salliette dish to explode, allowing you to pass through the gate.
- -Again, you will come upon a gate that doesn't need a passcard. (this one is ahead of the drawbridge) Just go left, down the little passage and shoot the damn thing out. Another sallitte dish will go KA-KA-BOOM!
- Don't forget to shoot out that damn 'sallitte-dish-killer' up ahead.
- *sighs* yes, there's another one of those. The fourth one.... It's to the northeast of the 4th sallitte dish.
- Did you come upon a locked door with a yellow bar to the right? Go back to the left and go through another gate that's open. Fight some aliens and destroy the crates in the back. One of the crates has the yellow passcard for that locked gate.
- After that yellow passcard thing, go right on the first fork you see. Go up to that hub. Then some weird cutscene will occur. The level's over. No boss this time! yay.

(<(<(<(<(<(<(<((<(LEVEL 14>)>)>)>)>)>)>)>)
Another bonus level!



S= Starting Point

P= Passcard

R= Ramp

H= Hub to insert the passcard

F= Warp Point (Finishing Point)

The ASCII may be confusing, because there's a ramp that leads you to a higher platform. The start of the ramp is R, just follow the green path to the finishing point.

# (<(<(<(<(<(<(<((LEVEL 15>)>)>)>)>)>)>)>)

- When you see some blue electrical lines blocking your path, just shoot past the lines to destroy some building that has the power to the electrical lines. It's to the left.
- Yet again, you will see another blue lines. This time, you have to shoot the one BEFORE the lines. It's the big one to the left.

- As you go down the slope after the second electrical lines, go right and kill off some aliens and wait for a big tank to come out. Use the grenades to get rid of it. Take the cytokey that the tank left behind. Use that to open up a passage to the right. Go up the hill, and shoot the snowman. That's your first secret for a while.
- You will encounter yet another electrical lines. The power hub is to your left. You know what to do.
- To get the passcard (yellow) to open the next gate, you have to kill all of the aliens in the immediate area. the last one will drop the passcard.
- When you reach a place with snow mountains all over, stay to the right, and you will get to a secret passage consisting a 1000-point bonus and a secret.
- You will reach another set of electrical lines, the power hub is not nearby. Go back to the wider platform. The hub is on the northeast corner. Then proceed through the lines. Now, you will see yet another set of lines. The hub is to your right.
- To end the level, just shoot all of the green hubs you see in the last area with a large alien flying object. There should be around 4 or 5.

#### (<(<(<(<(<(<(<((LEVEL 16>)>)>)>)>)>)>)>)

- At the first area, you have to find 2 passcards (red and green) to order to open the first gate. They can be found by killing some monsters and destroying the crates. Then use the green card at the right hub. It will give power to the other hub so you can use your other passcard. Now the gate's open.
- Be careful of the land mines! Go left when crossing the mine field first because there's a red passcard in a recess. The use it to open the gate at the end of the mine field.
- The boss in this level isn't exactly a boss since it's two of them and their HP is not like the bosses in the past have. Nevertheless, they are still tough as hell. Try to avoid their fireballs by staying far away and moving around a lot. Use all of the guns you have, and once you kill one. The other one's going to be easier since... it's only one! This boss has only one attack so don't worry about some other stuff.

# (<(<(<(<(<(<(<(<(LEVEL 17>)>)>)>)>)>)>)

- Make sure you kill absolutely every alien in the first area because if you do so, you will get the blue passcard you need to open the first 'gate'.
- The gates in this levels aren't any ordinary ones. It's like prison bars, and if you touch one, you take damage and may die. Wait until (after you insert in the passcard) one of the blue bars disappears and you go through that opening! Remember that because you will see many more of those in this level.
- The second passcard is somewhere in the aliens, just kill them all to locate it.

-The third passcard isn't in the aliens' possession... it's in the crates to the right of the third gate. It's in the northeast corner.

- Took me a LONG time to figure this out: the fourth passcard is only attainable if you kill all of the machine guns in the area. There are 3, I believe. One is in the beginning, in the middle of the fork. The second one is at the end, near the gates. The third one is easily missed go down the right path of the fork and look right... you should see a machine firing at you. That's the one. Quickly kill it and the blue passcard should appear on the end of the right path.
- The fifth passcard is in the northwestern crate in a dark chasm, just before the fifth gate.
- The sixth one... you should have it without me explaining it to you. It's in one of the aliens. Go look for it...
- The next passcard is a tad confusing to get. You have to kill all of the monsters then wait for the next set of monsters. Just go up and down the path, waiting for some aliens to come. Kill them all, and if you don't have a passcard yet, wait a bit more. You should get a passcard eventually.
- The boss is INCREDIBLY EASY! Just empty out your grenades at him... You should have tons of them because this level had plenty of those lying around. Just empty your grenades... Then take the passcard he left behind and use it on a hub and this level's done.

### (<(<(<(<(<(<(<((<(LEVEL 18>)>)>)>)>)>)>)>)

Another bonus level. Finally, a easy one to write up an ASCII map!

This level is different from the past: you need to find 3 passes to beat this level. The time is running... hurry up!

GXX		-
X XX		
X XXXXXXXX	XXX	
X	X	
X	R	
X	X	
H	X	
H _   _	X	
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XXF	X	
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l	X	
_   _	X	
	ХВ	
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ll	Χ	
	Χ	
	X	



This may be confusing so I drew a path (marked X)...

- S= Starting Point
- B= Blue Passcard
- R= Red Passcard
- G= Green Passcard
- H= Hub to insert the Passcard in
- F= Finishing Point

# (<(<(<(<(<(<(<((LEVEL 19>)>)>)>)>)>)>)>)

- The first three passcards you need are all in the aliens so make sure you kill all of them until you get a passcard (for each area).
- The fourth passcard is in a crate to the left of the gate. It's basically in the front of it.
- The fifth passcard: you have to kill all of the monsters/aliens. That far-away gunner on the cliff, too! Just use the missiles to kill that gunner.
- The sixth passcard: Use a Cytokey to open up a chest leading to a red passcard.
- Boss: This one is a B!tch! You have to just shoot him liek the previous bosses but he has tons of projectiles going at you! You're almost sure to die unless you move around a LOT! Use all of the grenades you've got... That will damage him HEAVILY. Also use the shotgun, pretty good damage. Congrats if ya beat him without dying!

#### (<(<(<(<(<(<(<(LEVEL 20>)>)>)>)>)>)>)>)

- Alright, this level is pretty difficult but it's actually pretty short without a boss.
- The gates here are different: you have to turn on the vent look-alike with some red lights on it. Come up to it and it should turn green. That means you've unlocked it. Find all of that stuff in an area and the gate will be unlocked.
- To open that yellow-orange barrier, you use a projectile missile that you can control (if you don't have any, go to the corner just south and east of the orange barrier. There should be a gun for that) Then fire the gun while you're lined up to the red light above the orange barrier. Press down just enough to pull it up to hit the red light. If you're successful, the orange barrier will go out and you can go in and unlock the red light into a green light so you can proceed.
- When you reach to the point where's there's 2 red light-vents but you can't unlock it, you have ot kill a butt-load of monsters until you get a red passcard. With a red passcard, you now can unlock the vents. The gates should open and you can step onto the warp point.

The level's over if you do so.

```
(<(<(<(<(<(<(<((LEVEL 21>)>)>)>)>)>)>)>)
```

-Ah... the final boss... Congrats to you for making thus far (if you did it without cheats, *wink* *wink*) Like it's supposed to be, the boss' tough.

The weapon to get is the guided missiles (red gun pick-up) because it inflicts the most damage to the boss. It will lock on to the boss if you shoot at him straight enough. However, don't just stand in there and shoot all of the time. Move, move, soldier! Don't strafe to avoid the attacks. Strafing is actually slower than just running away. So release the strafe button when you're trying to run away. Remember to pick up the red gun if you see one. The when the boss momentarily stops, FIRE AT WILL! And try to fire as much as you can. Try to predict his next attacks, so you'd be a step further and may be still attacking him while avoiding his attacks! A good counter. When he flashes his head, that means he's going to fire some projectiles (missiles) at you. Just move around a lot until the missiles stop firing. Also, there's flamethrowers. Get out of the range immediately when it occurs. Good luck, you're going to need it.

Enjoy the ending! This game's ending is actually pretty good, seriously!

Here's the maps of the bonus levels if you're too lazy to look through the Walkthrough for it.

(<(<(<(<(<(<(<((<(LEVEL 6>)>)>)>)>)>)>)>)

-After beating the boss, you will encounter your first bonus level. I didn't beat this one, but I found a 1-up which is in a crate on the farthest corner from your starting position. The blue passcard is in one of the corners. Unfortunately, I didn't use the passcard quick enough. Here's an ASCII map to explain to ya.

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i		11	i
i		11	·
1		1 1	1
1	S	1 1	1 – 11 – 1
1	۵	1 1	1-up
1_			

S= Starting point

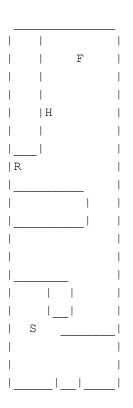
P= Passcard

O= end point (use the passcard)

||= barrier

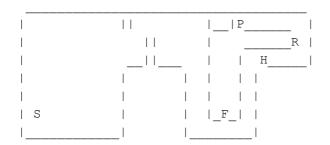
(<(<(<(<(<(<(<(<((LEVEL 10>)>)>)>)>)>)>)>)

- Ah, here comes another bonus level. This one I did beat! ^_^ The passcard you have to find is red and it's the before the hub you have to insert the passcard at. Here's an ASCII art:



S= Starting point
R= Red passcard (in a box marked 'X')
H=Hub where you insert the passcard
F=Finish (warp point)

(<(<(<(<(<(<(<(<(LEVEL 14>)>)>)>)>)>)>)>)>) Another bonus level!



S= Starting Point

P= Passcard

R= Ramp

H= Hub to insert the passcard

F= Warp Point (Finishing Point)

The ASCII may be confusing, because there's a ramp that leads you

to a higher platform. The start of the ramp is R, just follow the green path to the finishing point.

```
(<(<(<(<(<(<(<((<(LEVEL 18>)>)>)>)>)>)>)>)
```

Another bonus level. Finally, a easy one to write up an ASCII map!

This level is different from the past: you need to find 3 passes to beat this level. The time is running... hurry up!

		_
GXX		
X XX		
X XXXXXXXX	XX	
X	X	
X	R	
X	X	ı
H	Х	Ì
H	X	İ
H	Х	İ
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	X	1
		1
	X	
	S	1
l		

This may be confusing so I drew a path (marked X)...

- S= Starting Point
- B= Blue Passcard
- R= Red Passcard
- G= Green Passcard
- H= Hub to insert the Passcard in
- F= Finishing Point

This section, of course, will give you some info about the codes. I tested them to see if they worked. All of the codes below are

tested and works. Also, I will give you the statement the game makes when you've successfully inputted a code. To input the code, just pause during gameplay and input the code. -20 Grenades-D, D, D, D, U, U, U, Right trigger (Down x5, Up x4, R) The screen will say: "MORE GRENADES" -2 More Lives-A, B, X, Y, L trigger, R trigger, Up, Down, Left, Right The screen will say: "MORE LIVES" -Invincibility-Up, Down, Left, Right, X, Up, Down, Left, Right, Y The screen will say: "HEH HEH HEH HEH" -Over the shoulder view-L trigger, Left, R trigger, Right, X, X, Down, Down, R trigger, L trigger The screen will say: "COOL" -Level Skip-Y, Y, X, X, L trigger, R trigger, Down, Down, Up, Up The screen will just automatically go to the next level -Level Select-Up, Down, Up, Down, Up, Down, Left, Right, Right, Y The screen will say: 'LEVEL SELECT' (I'm not sure how this code works, but if you know how to do it, please tell me) -Game Won-L trigger, Left, R trigger, Right, Left, Right, Y, X This code is bogus. -Extra Credits-A, B, Left, A, B, Right, B, A, Down, R trigger The screen will say: 'MORE CREDITS' (I guess this gives ya more points or something) _*_*_*_*_ CREDITS _*_*_*_*_ ~Me, you know why ~GameFAQs- you know why too ~GameWinners for the codes

```
~Infogrames for this weird game, I guess

~And you

--FIN

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```

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