Slave Zero FAQ/Walkthrough

by Magician Type 0

Updated to v1.0 on Dec 12, 2001

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

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| Definative Walkthrough V 1.0 |
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Check out my website at ssekai.cjb.net
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1. Walkthrough
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a. First area
Quite a cinematic intro if I do say so myself. Anyway, run forward and
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turn left at the first intersection. A small blue thing will come at you. Run up to it and stomp it. Continue forward until the road turns left. Continue to follow it. Kill the robot and go right. One of the best way to do this is to open up machine gun fire and strafe back and forth. Turn left. Stomping the robot may SEEM safe, but as soon as you run up to it a robot will open fire. Kill him fast. Coninue along the path. A robot will open fire from a bridge. Blow up the bridge with a rocket. He should die. Continue. Take the LEFT turn in the next area. Watch out for the robot here. Continue. You will be assaulted by a robot and a small tank thing. Kill them and keep going. Jump up on the bridge. A robot will be waiting. Kill him. Continue to walk along the road. When the road turns yet another robot will appear. Kill him, go a bit forward and another is waiting. When the road spits take a right turn and kill the robot. See that thing blocking you? It's the first generator. It can't hurt you so dont' waste rockets on it. As soon as it falls you'll be greeted by gunfire. Kil the robots. Go straight and hop up on the next bridge. Turn left and go straight. A barrage of three robots will attack. Kill them and go up to get to the next area.

b. Second area

Head forward and go on the road then head left. Kill all the robots and blow out the generator. Go up and continue where it was. Go through the water, hop up on to the bridge, and turn left. Climb up the next bridge and kill the robot there, and trot left. Continue, turn left, and drop down.

b2. Titan Siege Sentinel

Not too hard. Run around staying away from him and take potshots with your rocket launcher.

b. Second area

The third generator will be in view and some annyoed robots will start shooting at you. Quickly head out of the room you're in and kill the robots. Then take out the generator. Climb up to where it was. MISSION ONE COMPLETE. ';'

c. Third area

Practice is over. The game really starts to pick up now. Turn around and walk right off the edge. Kill the robot and blow out the sentenel delivery lift. Walk along the road right up the the steps and kill the robots and smoke the lifts. keep going straight and go up to the elevator. Dispatch any robots there. Go off and head right. Another robot will be awaiting your arrival. Turn left and jump down into the road. Be aware of the three robots. Follow the arrows. You should reach an elevator. Go up it, through the path, and left. Be aware there are five robots who will open fire as soon as you do. Go left of the way you came, take a right turn and dispatch the next batch of robots. Follow the robots to find your path. Don't relax just yet. More robots will assault you as you continue. Walk right into the elevator. Whoa. You better start getting used to this fast.

d. Fourth area

As soon as this starts to robots with rocket launchers will attack $(x\ X)$. Strafe left and right and shoot them. Then smoke the lifts they came from to prevent some unwanted surprises. Turn right and go against the arrows. Two robots will run out. Blow their brains.... errrr... circuits out. Continue forward. Make a right turn (you should be going against the arrows again. Watch out, a robot will attack right before you get out of the tunnel. Head forward and get the robot on top of the dome. After that, two more robots attack. Head into the blue tunnel and be mindful of the robot right to the left of the entrance. Forward you go, right off the platform to be assaulted again. Continue forward (as if you were heading towards the robot), head up to where he was, and jump up to the next area. Another robot awaits your arrival. Continue, make a right turn, then left, then dispose of the next two wastes of steel and blow out the lifts. your right on the ledge there's a robot. Blow him out and shoot a rocket up there to blow out the lift. Forward you go, then jump down again. Walk along the road. At the first turn in the road a robot is ready for you. Get him out of your way. Continue to trot along the road. On the bridge not one, but TWO robots will start firing on you. Blow them away quickly because they can do some really nasty damage long range. Again, on the road. Jump up onto the bridge. Look out, a robot will take potshots at you from the tunnel. They're fairly easy to avoid, so take him out and head into the tunnel, walk forward and you should run into an elevator that will go down. After it does so, go left. A robot will be waiting for you, again at long range. Take him out and destroy the lifts (beleive me, you can't miss them). Go up the path on the left, jump up, and climb right into the elevator. MISSON 2 SUCESS. ';'

e. Fifth area

Walk forward. A floating robot will come out. Engage him at long range. Head left of the way you came and the doors should open. Three robots await. Two more robots will come to their aide. Continue forward a bit. Three more robots (x X). Continue along the path. Where the path turns another robot waits for you. Turn right onto the next path. Bad things seem to be coming in threes today, three MORE robots. Two more robots will join the fight. Along the path and you'll meet two more robots who will float away and engage you at long range. Then to more robots will float to their aide from the other side. Turn right and head along that path. From here you should be able to take out those two lifts. Along that road you go, then jump up and head left (you should pass the upper lift if you went the right way). Of course, what would this area be without two hostile robots who like to float about your head and shoot at you? You know what to do. Left, into the tunnel and you'll reach another lift area. Take out the lifts and any robots as quickly as possible. After you take out everything (be absolutely, positively sure you did) head forward towards the blue and green pepsi symbol thing that says "RL," head a bit right, and jump into the green water and head into the doorway to your left, and go the only way you can. In the tunnel, at the first turn, some robots will greet you with fire. Recipricate. Forward you go, into the next doorway. Go left. A robot waits. Forward.

You'll be dropped off where you left off. Forward, then turn right. As soon as you get out of the doorway robots attack from either side. Go away. ';'

TO BE CONTINUED...

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2. Multiplayer

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Before I say anything about the levels I wish to remind you of something: the power of the stomp. Note it can kill very quickly and is difficult to avoid. However, also note in certain stages stomp is a VERY bad idea. Alright, on we go.

a. Box of Fun

+ There are really two ways to go about this. You can either get a good gun, sneak around and blow away your opponent or go close range.

b. Grudge Match

+ There really isn't too much ammo here. Close rang stomps and chest whacks work well.

c. Tunnels

- + This stage is fun. First of all, do NOT, whatever you do, try to engage you foe close-range.
- + Instead, search for the "explosive gun" (I'm not sure of its real name, but you'll recognize it. It uses regular bullets and fires a huge explosion) and rockets then come after you foe from long range.
- + If your opponent powers up before you do RUN. You're doomed if you try to take them.
- + Try shooting the explosive gun and rockets at the same time, I think you'll like the effect.

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0. Non-game

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a. Credits

- + Thanks to me for devoting my time to you ';'
- + Thanks to everyone who never wrote an FAQ for this game ';'
- + Thanks to you for reading this

b. Legal Junk

Look, it's 2001, and I've decided I don't give a damn. Just leave my name on it and it's yours.

Wish to email me? radical_radittsu@hotmail.com

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