

Body Harvest Enemy Guide

by Space Bug

Updated to v2.0 on Nov 14, 2000

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| B O D Y   H A R V E S T   E N E M Y   G U I D E |
+-----+
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by Space Bug

Version 2.0

First Update - 8/--/2000

Recent Update - 11/10/00

(requires at least 79 character
width-sized window)

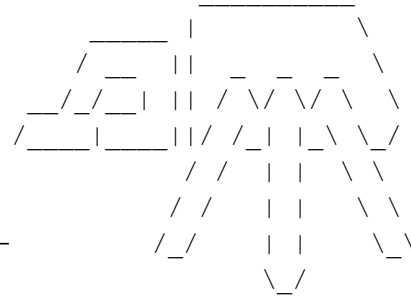
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I N T R O D U C T I O N -1-

For centuries the human race had gazed in wonder at the brilliant clusters of white light that dominate the night skies. One unanswered question had constantly beleaguered our ever-inquisitive minds...

HARVESTER BUG



Are we alone in this universe?

If not, would our exobiological neighbors be intelligent, peaceful and generous? Or would they be ferocious, hostile and predatory creatures? Would they bring with them knowledge and hope to our world or would they bring destruction and death? These questions remained unanswered as the human race entered the 21st century... in the time dimension we live in, that is.

```

      111                111
ooo 111 HHHHHHHHHHHHHHHHHH 111 ooo
oooo 111 HHHHHHHHHHHHHHHHHH 111 ooooo
oooooo 111 HHHHHHHHHHHHHHHHHH 111 ooooooo
ooooooo 111 HHHHHHHHHHHHHHHHHH 111 oooooooo
ooooooo 111 HHHHHHHHHHHHHHHHHH 111 oooooooo
ooooo XXXXXX HHHHHHHHHHH XXXXXX ooooo
oooo XXXXX HHHHHHHHHHH XXXXX oooo
oo XXXX HHHHHHHHHHH XXXX oo
  XXXX HHHHHHHHH XXXX
  HHHH|||||||HHHH
  H |||\//|| H
  HH \/  \// HH
  HH      HH
  HH/\  /\HH
  H||/\//||H
  HHHHHHHH
  HHHH
  "Beelzebub"
```

In reality, we have known about these creatures for a long time. An alien spacecraft, thought to be an orbiting comet "Shesha," the snake, because of it's long and bright tail, had aliens which resemble huge insects have been attacking Earth for a whole 100 years in intervals of 25 years, when the alien "comet" would reach close enough into the sun's orbit. At that point, the Bug aliens would beam down to Earth and cause mass destruction to human civilization. They trap humans in glistening blue force fields in which nothing can penetrate. The Bugs hunt down and devour the helpless people. Scouring and pillaging the once divine planet, in the year 2016, the Bugs would stop the invasion and colonize the Earth, where humankind have been exterminated.

It is up to you to destroy this alien threat. Travel back to the past and destroy the alien infestation. Make what went wrong in the past go right again, and the human race will thrive and live. If not, we are doomed to extinction.

K N O W T H E E N E M Y -2-

In Harvester Waves, each alien has a job to do. They cooperate like a team. The Scouts and Goliaths jobs is the best example of teamwork. They are like the "Phobos" and "Deimos" of the Harvesting Wave. The airborne Scout creatures search and locate buildings for Goliaths to smash into, and they also locate nearby humans so that the Harvester can eat them. The small, man-eating Drones defend the Harvester Group. Drones are the weakest of the group. And surprisingly, the smallest alien member, the Fleas, are stronger than the Drones.

The main alien in the Group, the Harvester, produces the HCU units, the green blobs that are controlled by the Harvester which snatch humans and bring them back to the Harvester to then be eaten. Be careful that you aren't taken by one! If you disturb her, she'll wake up and attack with lightning bolts or slime. You can tell if she's awake by checking the eyes. When the eyes are open, the Harvester's fully awake. When they're closed, she's still in a trance. She's in the HCU-producing trance in the very beginning of the Harvester Wave.

When the humans have been devoured by the Harvester, they are beamed up, where the genetic material from the humans are used towards the creation of a new alien, called a MUTANT. The Mutant is a very destructive creature capable in killing you in an instant. They leap onto their target and eat them. You are the target.

It takes six humans to make a Mutant. If you destroy the Harvester in time, the humans are released. Although the humans will be dead, at least you didn't create a monster Mutant.

Now, back to the Harvesting Wave...

Once you destroy the Harvester, all the other aliens within the Harvester Wave will be alerted and will attack you immediately. They suddenly go from Harvester mode into Attack Wave mode. It's their instinct, or Artificial Intelligence (AI for short), to do this. Goliaths smashing buildings or Drones attacking vehicles with plazma are an example of smart Artificial Intelligence. People who play this game usually don't recognize how "smart" the enemies really are.

Well, unless you like to have a hand-full of Bugs to exterminate I suggest you kill all the other Bugs before you go ahead to destroy the Harvester.

If a Harvester Wave contains several aliens, maybe you should attack with some kind of military vehicle that can stand up to the challenge. Sometimes regular-sized automobiles can get you through. But if you need the heavy artillery you can only find in tanks or other military treaded vehicles, you should head to a military base or something and snatch a good vehicle to do the job. Aircraft that drop bombs are also good.

Attack Waves are less complex than the Harvester Waves. Attack Waves are formed whenever you step into a certain area which triggers the aliens to beam down. All the Attack Wave creatures do is attack or defend. They don't try to ram into buildings like the Goliaths or search for you like the Scouts do in Harvester Waves. Some members of the Harvester Wave Group can also be found in Attack Waves, and vice versa.

All of the Bugs self-destruct in the game. After you kill a Bug, it will cause itself to blow up and disintegrate. They do this so that there will be no evidence of their existence. Some Bugs can act as suicide-bombs and try to kill you on contact by self-destruction.

Here's something fun to do, try to get the aliens to kill their own teammates. If an alien (Scout for example) has a lock on you and tries to shoot you, you can go hide behind another Bug (Goliath or any other large alien). The alien may or may not hit the Bug you're hiding behind. But if it does, then that's just 1 less of an alien to kill.

"Don't blow my brains out. I need what little I have." - Space Bug

```

+-----+
| -Neat Drone Trick-
|
| 1. Take control of a vehicle
| 2. Now find a lone Drone
| 3. The Drone will chase up to you, firing small Plazmabolts at your car
| 4. Slowly and carefully drive up to it, so that you don't squish it
| 5. You should be pushing against it
| 6. Push the B button.
|
| The Drone should have been flung far away at 100 mph!
+-----+

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If you have any other important information I forgot to include, e-mail spaceinsectoid@cs.com and you will be credited for the information!

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*****
-2 1- ALIEN ANATOMY
*****

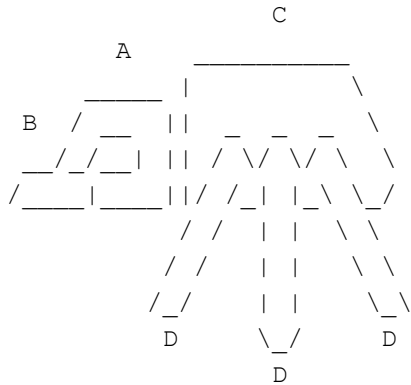
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=====
-2 1 1- NORMAL ALIENS
=====

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Normal Aliens will appear mostly in Harvester Waves, but you will also encounter them in Attack Waves.



A - Head Capsule
 B - Mandibles
 C - Body
 D - Legs

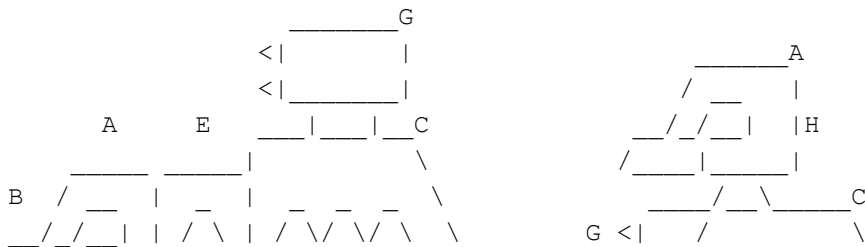
NOTE: Usually the weapons used by the NORMAL ALIENS are stored in the head capsule.

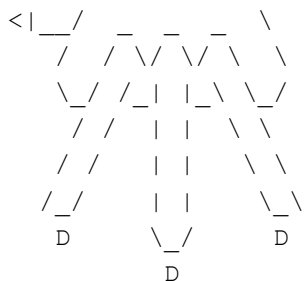
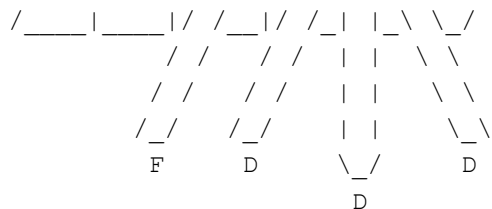
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=====
-2 1 2- ADVANCED ALIENS
=====

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Advanced Aliens appear in Attack Waves.





- A - Head Capsule
- B - Mandibles
- C - Body
- D - Legs
- E - Arms Segment
- F - Arms
- G - Weapons
- H - Head on "swivel"

NOTE: Weapons used by the ADVANCED ALIENS can be found anywhere on the body, depending on what type of advanced alien it is. Scorpiosaurs have weapons stored in their tails while Mantasaurs have weapons in front of their base of their body.

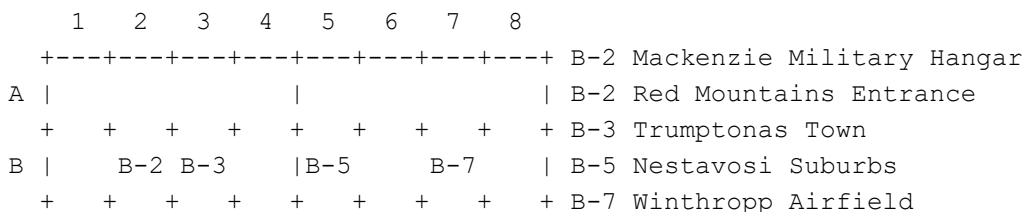
EXTRA NOTE: The diagrams above aren't based on any particular alien, they have the exact features that they are portraying, but show very little resemblance to actual enemies in the game.

-2 2- TYPES OF ATTACKS

WEAPON	DESCRIPTION	SOUND
Bite	- Snapping of mandibles	- Snap-snap !!
Cannon	- Physical artillery	- Bmm-bmm-bmm !!!
Explosives	- Mortar-like explosive/rockets	- Khhh-bmm !!!
Lazer	- Beams of red light	- T'thu-t'thu !
Kick	- Violent swipe	- K'kk !
Lightning	- Electric beams of energy	- T'shh'zz !
Photon	- Pink/green bolts	- V'vmm !!
Plazma	- Magenta-colored artillery	- Tzu-tzu-tzu !
Self-destruct	- Explosion on impact	- Krr-bmmm !!!
Slime	- Alien vomit or secretion	- Sl'shh !
Shock Wave	- Shock waves are caused by violent pounding	- V-v-v-v'mm !!!!!
Super Lazer	- Cause explosions when beam hits it's target	- Bmm !!!!

LEVEL GREECE 1916 -3-

-3 1- MAP OF GREECE



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C |      C-2 C-3 X |      C-6 C-7 C-8| C-2 Pollstura Suburbs
+ + + +----+----+ + + + + C-3 Parenthos Village
D |      |      |      D-7 | C-6 Ancient Tunnel
+---O---+---+ + + + + + C-7 Tamalopolous Settlement
E |E-1      |      |E-6 E-7 | C-8 Crossing Point
+ + + +----+--O--+ + + + + D-7 Pointer Statues
F |      F-2 F-3 |      | E-1 Saint Mungo's Monastery
+ + + + + + + + + + E-6 Mixapolous Town
G |G-1 G-2 G-3 O G-6 | E-7 Mixapolous Chapel
+ + + + + + + + + + E-7 Captain Punto's Boatshed
H |      H-2      H-4|      | F-2 Perikonous Settlement
+---+---+---+---+---+---+---+---+ F-3 Summit Of Light
                                     F-3 The Statues Of Talosis
                                     G-1 Mikatos Hamlet
                                     G-2 Mikatos Watergate
                                     G-3 Xerxas Military Depot
                                     G-6 Davrosi Airfield South
                                     H-2 Mikatos Windmill
                                     H-4 Genakos Coastal Village

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-3 2- ENEMY GUIDE

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-3 2 1- GREECE BUGS
=====

LEVEL BOSS: LEVIATHAN

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ALIEN PROCESSOR - FLEA SU
                 - DOODLEBUG SU
                 - HARVESTER WAVE
                 - ATTACK WAVE

HARVESTER WAVE - HARVESTER LI SL
                - DRONE BI PL
                - GOLIATH BI KI
                - SCOUT PL

ATTACK WAVE - WAR SCOUT (GREECE-JAVA) SU
             - DOODLEBUG SE
             - FLEA SE
             - PIRANHA (GREECE-JAVA&SIBERIA) EX SU
             - SNIPER (GREECE-JAVA) PL
             - GUN DRONE PL
             - MANTASAUR (GREECE-JAVA) KI LA

```

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BI=Bite          CA=Cannon      EX=Explosives   LA=Lazer
KI=Kick          LI=Lightning   PH=Photon       PL=Plazma
SE=Self-destruct SL=Slime       SH=Shock Wave   SU=Super Lazer

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=====
-3 2 2- ALIEN DESCRIPTIONS
=====

Harvester: Harvesters are large Bugs which produce HCU units that chase after humans (such as you) and carry them back to be eaten by the Harvester. The Harvesters are the most important target in the Harvesting Wave Group. Smaller

Bugs guard the Harvester and perform certain tasks for her. She can always summon reinforcements whenever her soldiers are low.

Length - 17 λ ft.
Width - 15 ft.
Height - 17 λ ft.

Drone: This level is swarming with these critters! Luckily they aren't that strong. A couple of shots from your pistol will disintegrate them. Drones will try to bite you or fire plazma at you if you're in a vehicle. Found in both Harvesting and Attack Waves.

Length - 12 λ ft.
Width - 10 ft.
Height - 7 λ ft.

Goliath: These huge Bugs are the toughest land creatures. They use brute strength to smash buildings, causing anyone inside to disperse. Then, the humans become food for the Harvester. When not busy protecting the Harvester, Goliaths will chase you and try to tear you apart with it's large mandibles. Goliaths are found in Attack Waves and Harvesting Waves.

Length - 17 λ ft.
Width - 12 λ ft.
Height - 12 λ ft.

Scout: Scouts search for buildings and humans for the rest of the aliens to destroy. When not helping the Harvester Bugs, these creatures will try to chase you down from the air, following you where ever you go. Found in both Harvesting Waves and Attack Waves.

Length - 17 λ ft.
Width - 7 λ ft.
Height - 5 ft.

War Scout: War Scouts are equipped with a strong turbolazer. They aren't very maneuverable while attacking. They move in straight paths while using the large weapon of destruction.

Length - 15 ft.
Width - 7 λ ft.
Height - 5 ft.

Gun Drone: The Gun Drone is like a mix between a Drone and a Mantasaur. Gun Drones have their head capsule like "swivel", like the Mantasaur, and they'll keep their eyes on you and follow you around like that. But they don't have the large forearms used for pounding like the Mantasaur. The base of the body is structured like a Drone's. The Gun Drone's only weapon is a plazma cannon.

Length - 12 λ ft.
Width - 10 ft.
Height - 17 λ ft.

Mantasaur: Mantasaurs are huge creatures, designed to guard certain places like entrances or places leading to a Harvesting Wave. Try not to get too close, or they will stomp you with their huge arms or zap you with their lazer cannon found in the front of the base of the body.

Length - 27 λ ft.
Width - 25 ft.

Height - 32 λ ft.

Piranha: Aquatic aliens that launch mortar-like explosives at you. They look like large fish. Only a few shots will kill it.

Length - 12 λ ft.
Width - 5 ft.
Height - 7 λ ft.

Flea: Don't underestimate these small critters. Try to think of them as hopping time-bombs.

Length - 5 ft
Width - 5 ft.
Height - 2 λ ft.

Sniper: Snipers are alien Fleas that control the large, bio-mechanical dual plazma cannon turret. If you are on foot, use the Roll maneuver to dodge the plazma bolts or try to snipe them from afar. If you are in a vehicle, then you are protected by the shots and you can fire from a safe perspective. If you are flying in an aircraft, gain altitude to avoid the ack!

Length - 12 λ ft.
Width - 12 λ ft.
Height - 10 ft.

Doodlebug: Basically kamikaze airborne aliens. Make sure you shoot them down early in the attack. If not, run real fast! They'll try to dive bomb you.

Length - 7 λ ft.
Width - 5 ft.
Height - 2 λ ft.

Processor: Processors control all Harvesting and Attack Waves. When you desroy her, every alien creature within your area will desintegrate, and Portals will open up so you can move on to the next area. Without the Processor, Harvesting Waves and Attack Waves cannot be formed. Her wings shield her from attack, so attack the front.

Length - 45 ft.
Width - 45 ft.
Height - 50 ft.

L E V E L J A V A 1 9 4 1 -4-

-4 1- MAP OF JAVA

	1	2	3	4	5	6	7	8	
	+	---	+	---	+	---	+	---	A-2 North Fang Village
A		A-2		A-4					A-4 Elemental Fire Temple
	+	+	+	+	+	+	+	+	B-2 Elemental Water Temple
B		B-2	O		B-6	B-7			B-6 Mount Rua-Rua
	+	+	+	+	+	+	+	+	B-6 Guardian of Mount Rua-Rua
C		C-1							B-7 Port Humphrey
	+	+	+	+	---	+	---	+	O-+ C-1 Blackness Naval Base
D		D-2	D-3		D-4				D-2 Blackness Airfield


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+ + + 0 + + + + D-3 Wavell Gunnery Range
E |           | |E-6           | D-4 Mosy Isle Village
+ + + +---+---+ + + + E-6 Great Elemental Temple
F |           | F-5|F-6 F-7   | F-5 Rob's Reliable Rentals
+ + + + + + + + + + F-6 Craggy Island Generator
G |           G-3|G-4   |           | F-7 Radio Station
+ + + + X 0 + + + G-3 Bob's Bargain Boathouse
H |           H-3|           | H-7 H-8| G-4 Swampville Cable Car
+---+---+---+---+---+---+---+---+ H-3 Swampville
                                           H-7 Jonesville Military Base
                                           H-8 Elemental Earth Temple

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*****
-4 2- ENEMY GUIDE
*****

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=====
-4 2 1- JAVA BUGS
=====

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LEVEL BOSS: CERBERUS

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ALIEN PROCESSOR - DOODLEBUG           SU LA

HARVESTER WAVE - HARVESTER           LI SL
                - BLADE DRONE        BI
                - GOLIATH (JAVA-SIBERIA) BI KI
                - SCOUT               LA
                - MANTASAUR          LA

ATTACK WAVE    - FLEA                SU
                - SNIPER              ^ LA
                - WAR SCOUT           LA
                - GUN BOAT BUG        PL
                - PIRANHA              EX
                - TORPEDO BOAT BUG    EX
                - LAVA SCOUT          SL
                - CHOPPER SCOUT (JAVA-USA) PH
                - WARRIOR BUG (JAVA-USA) CA KI
                - ELECTROJELL (JAVA&SIBERIA) LI

```

```

BI=Bite    CA=Cannon    EX=Explosives  LA=Lazer
KI=Kick    LI=Lightning PH=Photon    PL=Plazma
SL=Slime   SU=Suicide   SH=Shock Wave

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=====
-4 2 2- ALIEN DESCRIPTIONS
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Java Alien Description: Green and brown colored exoskeletons. They have orange slime.

Blade Drone: These Drones are found this level only. They jump from place to place and boast a large, sword-like arm.

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Length - 12 λ ft.
Width  - 7 λ ft.
Height - 7 λ ft.

```

Goliath: The Goliaths here and in other later timezones have armor-plating and a V-shaped visor on their heads. It's the new style now. Expect to see the visors on other aliens also.

Gun Boat Bug:

Length - 42 λ ft.
Width - 37 λ ft.
Height - 35 ft.

Torpedo Boat Bug: Like the Gun Boat Bugs, except these launch red torpedoes at you. If you're swimming the archipelago, watch out!

Length - 45 ft.
Width - 35 ft.
Height - 30 ft.

Lava Scout: Airborne lava-spitting Scouts that occur up in volcanic areas. Pretty large and unusual-looking creatures.

Length - 17 λ ft.
Width - 15 ft.
Height - 12 λ ft.

Chopper Scout: Choppers fire photon cannons. They usually appear in groups of two or three. Easy to dodge and fun to shoot down.

Length - 22 λ ft.
Width - 15 ft.
Height - 12 λ ft.

Warrior Bug: Warrior Bugs act as a defense against intruders. They are stationary aliens that fire cannons or lasers depending on the level you're on. Don't get too close or they'll kick you out of the way.

Length - 27 λ ft.
Width - 22 λ ft.
Height - 30 ft.

Electro Jelly: Electro Jellies usually appear atop mountains or radiostations, powerplants, anything that supplies energy in which the Electro Jellies can use to zap you with. They're large, transparent jelly-like creatures.

Length - 27 λ ft.
Width - 27 λ ft.
Height - 32 λ ft.

L E V E L A M E R I C A 1 9 6 6 -5-

-5 1-MAP OF AMERICA

	1	2	3	4	5	6	7	8	
	+---	+---	+---	+---	+---	+---	+---	+---	A-4 Blackfoot Gulch
A			A-4			A-6			A-6 Chieftain Payoteh's Hut
	+	+	+	+	+	+	+	+	B-2 Pitts Industrial Works
B		B-2		B-4	B-5	B-6	B-7		B-4 Terra Pueblos

```

+---+---+O--+ + +---+O+---+ B-5 Creek of Running Buffalo
C |           |           | C-7 | B-6 Wakon-Tinka Reservation
+ + + +---+---+ + + + B-7 Wakon-Tinka Ridge
D | D-2 |           |           | C-7 Base Station 508
+ + + + + + + + + D-2 Campbellfield Elementary
E |E-1 E-2 E-3|           |E-6 | E-1 Campbellfield District Church
+ + + +---O---+ + + + E-2 Halsall Suburbs
F |F-1 X F-3|           F-7 | E-3 Halsall Storm Drain
+ + + + + + +---+---+ E-6 Main Barracks 01-08
G |G-1 G-3| G-5 O | F-1 Temporary Sewer Outlet
+ + + + + + + + + F-3 Halsall Bridge
H |H-1 |           |           | F-7 Science Block
+---+---+---+---+---+---+---+---+ F-7 Barracks 09-16
                                     G-1 Springville SW Police Station
                                     G-3 Halsall Hospital Grounds
                                     G-5 Military Complex
                                     H-1 Springville Suburbs

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*****
-5 2- AMERICA ENEMY GUIDE
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-5 2 1- AMERICAN BUGS
=====

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LEVEL BOSS: MOLOCH

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ALIEN PROCESSOR - DOODLEBUG CA

HARVESTER WAVE - HARVESTER LI SL
                - DRONE (USA-SIBERIA) BI PL
                - GOLIATH BI KI
                - SCOUT LA

ATTACK WAVE - CHOPPER SCOUT PH
             - CHOPPER SCOUT 2 PH PL LA
             - WARRIOR DRONE KI LA
             - SCORPIOSAUR (USA-SIBERIA) BI KI LA
             - WAR SCORPIOSAUR BI EX LI SH
             - SAND WORM SL
             - DOODLEBUG CA

```

```

BI=Bite CA=Cannon EX=Explosives LA=Lazer
KI=Kick LI=Lightning PH=Photon PL=Plazma
SL=Slime SU=Suicide SH=Shock Wave

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=====
-5 2 2- ALIEN DESCRIPTIONS
=====

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USA Bugs: The Bugs in America have purple-, brown-, and tan-colored exoskeletons.

Drone: Unlike the Drones you've encountered already, these new Drones have a pair of antennae, much like a Goliath, and are more more ferocious in these and later timezones. Drones on steroids. Drones with the eyes of fire. This type will surely last longer.

Chopper Scout 2: Like the regular Chopper Scout, except tougher, these Scouts will follow you and try to shoot you down with photon and dual plazma cannons.

Length - 30 ft.
 Width - 10 ft.
 Height - 10 ft.

Scorpisaur: Huge, ferocious scorpion-like creatures. These aliens are found rampaging the streets and come in several dozens. Scorpisaur will try to zap you or knock you out of the way.

Length - 35 ft.
 Width - 20 ft.
 Height - 25 ft.

War Scorpisaur: This is one of the most insane creatures in the Body Harvest! They will stop at nothing to kill you and tear you apart! War Scorpisaur will attempt to knock you off your feet with shockwaves, lightning bolts, and rockets. They'll follow you everywhere you go. Use the heavy artillery on this bastard!

Length - 45 ft.
 Width - 35 ft.
 Height - 35 ft.

Sand Worm: Sand Worms will appear in the Blackfoot Village, tearing up the entire area. They dig underground and have uprooted most of the houses and buildings in the area. Watch out for their slime attack!

Length - 40 ft.
 Width - 15 ft.
 Height - 15 ft.

Doodlebug: These Doodlebugs look like small space ships. Not much of a hassle, unless they have you cornered and start shooting with cannons! They will also self-destruct on impact. If you're flying a helicopter, watch out!

Length - 7 λ ft.
 Width - 5 ft.
 Height - 5 ft.

 L E V E L S I B E R I A 1 9 9 1 -6-

 -6 1- MAP OF SIBERIA

	1	2	3	4	5	6	7	8	
	+---+---+---+---+---+---+---+---+								A-2 Vadensk
A		A-2				B-4 Military Base			
	+	+	+	+	+	+	+	+	B-6 Tibernaya
B		B-4		OB-6	B-8		B-8 Chemical Factory		
	+	+	+	+	+	+	+	+	C-8 Djugashvilli
C		C-8				D-2 Oil Rig Chetree			
	+---+---+		+	+---+---+		+	+		D-4 Zhivago
D		D-20		D-4		E-1 Oil Rig Dvah			
	+	+	+	+	+	+	+	+	E-2 Oil Rig Adnah
E		E-1	E-2		F-2 Novoscale Nuclear Base				

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+---O---+---+---+---+---O--+ + + H-3 Novoscale
F | F-2 | | H-5 Research Base
+ + + + + + + + H-8 Dorzet
G | | |
+ + + + + + + X + +
H | H-3 H-5 | H-8 |
+---+---+---+---+---+---+---+---+

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*****
-6 2- ENEMY GUIDE FOR SIBERIA
*****

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=====
-6 2 1- SIBERIA BUGS
=====

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LEVEL BOSS: BEELZEBUB

ALIEN PROCESSOR - DOODLEBUG

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HARVESTER WAVE - HARVESTER LI SL
                - DRONE BI PL
                - GOLIATH BI KI
                - SCOUT LA

```

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ATTACK WAVE - CHOPPER SCOUT PL PH
             - GUN DRONE PL
             - HOVER DRONE (SIBERIA-COMET) LA PH
             - PIRANHA EX
             - SCORPIOSAUR KI LA
             - WAR SCORPIOSAUR KI EX
             - HUMAN-BUG MUTANT BI KI
             - ELECTROJELL LI

```

```

BI=Bite CA=Cannon EX=Explosives LA=Lazer
KI=Kick LI=Lightning PH=Photon PL=Plazma
SL=Slime SU=Suicide SH=Shock Wave

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=====
-6 2 2- ALIEN DESCRIPTIONS
=====

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Description of the Bugs in Siberia: The Bugs here have dark purple exos, the V-shaped visors on some of the aliens are jet black.

Chopper Scout: The Siberian Chopper Scouts have dual plazma cannons and a photon cannon. These airborne menaces will stop at nothing to strafe you down. Get the machine gun ready.

```

Length - 20 ft.
Width - 12 λ ft.
Height - 10 ft.

```

Gun Drone: The Gun Drones of Siberia are aquatic, crab-like creatures with a pair of plazma cannons, one on each arm. These Drones don't stray to far from the water, unless they're trying to follow you. Gun Drones skitter sideways and try to strafe you. Their exoskeleton isn't that tough.

```

Length - 7 λ ft.

```

Width - 10 ft.
Height - 7 λ ft.

Hover Drone: Here's a new alien! Like the Greece Gun Drones, the Hover Drones have their heads on top of their bodies, like a swivel, which follow you where ever you go. Hover Drones also wear V-shaped visors on their head. And, they fire photon cannons.

Length - 12 λ ft.
Width - 12 λ ft.
Height - 17 λ ft.

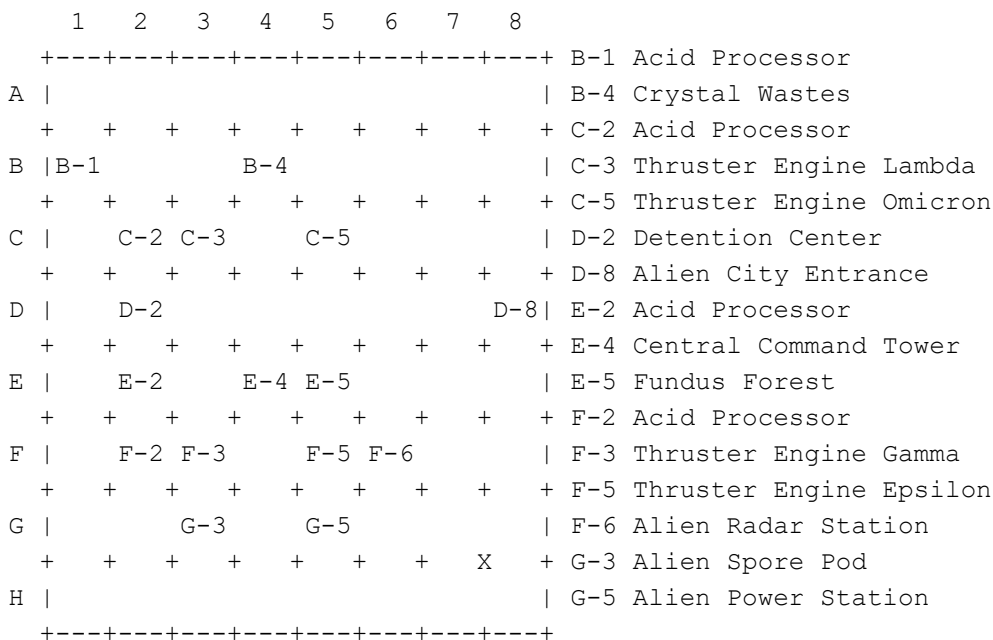
Human-Bug Mutant: A human has been mutated into a Bug creature. The Human-Bug Mutant is another one of those insane attackers that will stop at nothing to destroy you. And your only defense is the Hovercraft.

Length - 50 ft.
Width - 37 λ ft.
Height - 35 ft.

```
+-----+-----+
| request from Tomegatherion121@hotmail.com (Bobby Johnson) |
+-----+-----+
| Zombies: These greenish humans have been mutated by the poisonous gas, |
| thanks to Legopov and your evil clone, Megatherion. They are invincible, but |
| I find it very entertaining to mow them down with harvester tractor |
| combines. |
| |
| Height - 5 ft. |
+-----+-----+
```

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*****
                        L E V E L   C O M E T   2 0 1 6   -7-
*****
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*****
-7 1- MAP OF THE ALIEN COMET
*****
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*****
-7 2- COMET ENEMY GUIDE
*****
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=====
-7 2 1- COMET BUGS
=====

LEVEL BOSS: TOMEGATHERION

ATTACK WAVE	- DOODLEBUG	LI
	- SNIPER	PH
	- WAR SCOUT	LA
	- WHEEL BUG	CA
	- HOVER DRONE	PH
	- LAZER MISSILE BUG	EX
	- SHOCKER	LI
	- WAR SCORPIOSAUR	PH LA
	- WAR SCORPIOSAUR 2	LA PH EX

BI=Bite	CA=Cannon	EX=Explosives	LA=Lazer
KI=Kick	LI=Lightning	PH=Photon	PL=Plazma
SL=Slime	SU=Suicide	SH=Shock Wave	

=====
-7 2 2- ALIEN DESCRIPTIONS
=====

Comet Bug Description: The aliens on this "comet" are dark-colored to jet black.

Doodlebug: The Doodlebugs of Comet are equipped with a lightning beam each. Although they look menacing in their large numbers, a Fraggcannon blast or two will knock out most of these monsters in a swarm. Hey it's raining green slime!

Length - 7 λ ft.
Width - 5 ft.
Height - 5 ft.

Sniper: Comet Snipers are expendable enemies, if you destroy a Sniper they will appear in the same spot later. Good if you are running low on ammo and want to recieve some after destroying these aliens. They have photon weapons.

Length - 10 ft.
Width - 10 ft.
Height - 12 λ ft.

War Scout: These will appear out of nowhere and blaze with lazer fire accurately in your direction. Fire at them when you first hear the sound of their humming engines.

Length - 20 ft.
Width - 15 ft.
Height - 7 λ ft.

Wheel Bug: Yellow and black uni-cycle vehicles that are a real pain. They follow you and fire dual cannons. Not too strong, some chain gun blasts will take out a pack of them. Or, you can get the Fraggcannon to frag them.

Length - 15 ft.
Width - 7 λ ft.

Height - 10 ft.

Lazer Missile Bug: The lazer missile Bugs are huge, hovering craft that block entrances and fire a barrage of lazer missiles. A bit tough to kill, too.

Length - 17 λ ft.
Width - 22 λ ft.
Height - 25 ft.

Shocker: Small turret-like creatures that surround important buildings and fire lightning bolts at unwanted intruders. They are like small brains mounted on posts.

Length - 7 λ ft.
Width - 7 λ ft.
Height - 10 ft.

War Scorpisaur: These Scorpisaur look like smaller versions of the Java boss Cerberus. Lasers and photons are what these creatures use.

Length - 27 λ ft.
Width - 20 ft.
Height - 25 ft.

War Scorpisaur 2: Two of these War Scorpisaur help protect Tomegatherion while you are at the boss area. These will fire lasers, lazer missiles, and photons at you.

Length - 47 λ ft.
Width - 35 ft.
Height - 45 ft.

I C H E A T C O D E S -8-

Enter "ICHEAT" as a name. Then while playing, you can access the following codes:

All weapons
Press A, Right, C-Down, C-Right, C-Up, A, Left.

Weapons power-up
Press C-Down, C-Up, Up, Z(2), Left, C-Right.

Smart bomb
Press A, C-Up, C-Up, Up, Left.

Restore health and fuel
Press Down, Up, Right, A, B, Left, C-Right.

All artifacts
Press Up, C-Down, C-Right, Z, Up, Left.

Weak Boss
Press Z, C-Right, C-Right, B, Left, C-Right.

Suicide
Press B, Left, C-Right, C-Right, Down.

Bad Guy Disguise
Press C-Left, C-Right, A, C-Down, C-Right, Left.

Tall Adam
Press B, A, C-Up, A, C-Up, A.

Short Adam
Press Down, C-Left, A, Right, Z.

Call Mutant
Press C-Down, Up, Z(2), C-Right, Right. (Only if there's a Harvester Wave)

Fat-legged aliens
Press Left, A, Right, Down.

Dancing Adam
Press Down, Up, C-Up, Down, C-Right, C-Right.

Bouncy Buildings
Press C-Down, Up, Right(2), C-Right, A, Left

Cheat I found, the "Sack Cheat"
I'm not quite sure how I got it, or what it does, but it involved using the A and C-Up buttons to get it. If you know about this cheat and know the combination, and what it does, or if there are any other secret cheats, e-mail spaceinsectoid@cs.com and you will be credited for this information!

L A T E R V E R S I O N S F E A T U R E S -9-

- Re-check for mistakes (it's a big game, who knows where I have messed up)

NOTE:

I never got to making a Walkthrough for Body Harvest. But if you want some really good information, be sure to check out Marshmallow's Body Harvest FAQ and Walkthrough! Complete Walkthrus & Tricks. *~~~~~*

(I have also decided to keep this as an Enemy Guide/Enemy Analysis)

S P E C I A L T H A N K S -10-

GameFAQs DMA Design Ltd. Midway Gremlin Interactive

O T H E R G U I D E S -11-

Other guides I have made which can be found at GameFAQs:

- Body Harvest Enemy Guide
- Galaga FAQ
- Armorines Enemy Guide

C O P Y R I G H T I N F O R M A T I O N -12-

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If you have any questions or comments, e-mail me at spaceinsectoid@cs.com.

Keep it clean.

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