

Armorines: Project S.W.A.R.M. FAQ/Walkthrough

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Updated to v4.5 on Apr 7, 2008

This walkthrough was originally written for Armorines: Project S.W.A.R.M. on the PSX, but the walkthrough is still applicable to the N64 version of the game.

WELCOME TO RANDY MURTHA'S ULTIMATE

ARMORINES: PROJECT S.W.A.R.M.

WALKTHROUGH FOR THE N64 OR SONY PLAY STATION

VERSION 4.5

January 2008

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Game FAQ's: www.gamefaqs.com

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Compuserve Video Game Central: <http://go.Compuserve.com/VidGameCentral>

Web Links: www.a2zweblinks.com

Play Station Codes: www.psxcodez.com

Game Radar: www.gamesradar.com

Cheat Planet: www.cheatplanet.com

If you have viewed this walkthrough on any other site than the ones listed or seen this plagerised, please e-mail me and let me know which site you viewed this on, I would highly appreciate it. If you've seen this plagerised or on websites this isn't supposed to be on, there is a \$CASH\$ reward for informing me of who the violator is.

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1) INTRODUCTION TO WALKTHROUGH

Welcome to my very in depth and extensive walkthrough for Armorines: Project S.W.A.R.M. for the Nintendo 64 or Sony Play Station. This is yet another awesome, yet highly underated, first person shooter game by none other than who? One of the best company in the entire video game industry: Acclaim. These guys rule and they know what they are doing when it comes to designing first person shooter games, or any other game for that matter. I have been a huge fan of Acclaim's games for a very long time, since the beginning of the video game revolution when the 8-bit Nintendo hit the market.

This game is really fun to play and I highly recommend it to any FPS game fan out there. Although the weapon selection is lousy, the enemies definitely make up for that. They all consist of alien insects that are trying to take over our planet and you must put a stop to them and save the human race.

So, do you think you have what it takes to rid the planet of this alien bug infestation? You're going to have to be quick on the draw and even quicker on your feet because these bugs are insanely fast and agile. You'll see one in the distance and he will be all over you in a matter of seconds if you don't take care of him, or the twenty other bugs charging you. I thought the Lords of the Flesh in Turok 2 were quick, man, these bugs are FAST! I'd say that 95 percent of this quest is a constant, never ending barage of insects to kill and you definitely will not get bored while playing this game. It is jam packed with never ending action that you expect from a FPS by Acclaim, have fun!

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2) MORE WALKTHROUGHS BY ME, VERSION HISTORY

Check out these other top quality walkthroughs I wrote:

- 1) Fable: The Lost Chapters
- 2) Neverwinter Nights
- 3) Neverwinter Nights: Shadows of Undrentide
- 4) Neverwinter Nights: Hordes of the Underdark
- 5) Neverwinter Nights Gold Edition
- 6) Neverwinter Nights Platinum Edition
- 7) Quake II
- 8) Shadow Man
- 9) Shadow Man 2econd Coming
- 10) The Suffering
- 11) The Suffering: Ties That Bind
- 12) Turok 2: Seeds of Evil

You can ALWAYS find all of my work and lastest versions at:

www.gamefaqs.com

Version 1.0

March 28, 2001

This is the first version of my walkthrough. Since I found all the cheat flags there won't be much to revise, at least I think I found them all. There may be a few more characters to unlock for multi, you never know. The only thing I really have left to do is find out how the promotion scale works and what's the highest rank you can become.

Version 1.5

March 31, 2001

Well, for some odd reason my enlarged fonts title got all screwed up during the transfer. Would there happen to be any voulenteers for doing an ascii art title for me? I also found out that in Siberia there are six Laser Rifles to find to really make it pack a wallop! I actually splattered an Earth Bug with one shot! Totally disintagrated it! I also added a few websites to the list of sites this walkthrough is available on.

Version 2.0

April 19, 2001

I fixed some typos and added some more rules to my e-mail section.

Version 2.5

June 3, 2001

I added another site this is legally posted on. I still haven't received one e-mail on this game. Is it really that unpopular?

Version 3.0

July 22, 2001

I added the Play Station controls, FINALLY! Thanks Julian.

Version 3.5

October 10, 2001

I fixed more typos.

Version 4.0

November 9, 2001

I added another web site this is legally posted on and fixed some more typos.

Version 4.5

March, 2005

Somebody e-mailed me a secret while fighting the Volcano boss. I put it in the walkthrough where it belongs, thanks Dominik Mader for the little secret. I also added another walkthrough I just completed.

Version 5.0

January 2008

I fixed a few typos and added Fable: The Lost Chapters, Quake II, The Suffering and The Suffering: Ties That Bind to other walkthroughs I have written. Does anyone out there actually own this goddamn game? It's been like a year since I got an e-mail for this. It does suck here in '07.

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3) CONTROLS

N64 CONTROLS:

DEFAULT:

- Control stick: To look around and aim your weapon.
- C button up: Move forwards.
- C button down: Move backwards.
- C button right: Strafe right.
- C button left: Strafe left.
- Z button: Fire your weapon.
- A button: Press this and the control stick up, left, right or down to select different weapons.
- B button: Reload your weapon.
- R button: Jump.
- L button: Re-read last incoming message.
- D pad up: Activates Lewis' shield.
- D pad down: Crouch, press again to stand back up.
- D pad right: Brings down your IR Goggles to go into sniper mode. While in sniper mode, hold the R button and press C up/down to zoom in/out.
- D pad left: Activates night vision mode when you have on your IR Goggles.

ALTERNATE CONTROLS 1:

- Control stick: To look around and aim your weapon.
- C button up: Move forwards.
- C button down: Move backwards.
- C button right: Strafe right.
- C button left: Strafe left.
- Z button: Fire your weapon.
- A button: Change weapon.
- B button: Zoom.
- R button: Jump.
- L button: Re-read last incoming message.

D pad up: Reload/shield.
D pad down: Crouch.
D pad right: Reload.
D pad left: IR Goggles.

ALTERNATE CONTROLS 2:

Control stick: To move around.
C button up: Look down.
C button down: Look up.
C button right: Look left.
C button left: Look right.
Z button: Fire your weapon.
A button: Change weapon.
B button: Reload.
R button: Jump.
L button: Re-read last incoming message.
D pad up: Reload/shield.
D pad down: Crouch.
D pad right: Zoom.
D pad left: IR Goggles.

ALTERNATE CONTROLS 3:

Control stick: Look around.
C button up: Reload/shield.
C button down: Crouch.
C button right: Zoom.
C button left: IR Goggles.button: Fire your weapon.
A button: Change weapon.
B button: Reload.
R button: Re-read last incoming message.
L button: Jump.
D pad up: Move forwards.
D pad down: Move backwards.
D pad right: Strafe right.
D pad left: Strafe left.

ALTERNATE CONTROLS 4:

Control stick: Move around.
C button up: Look down.
C button down: Look up.
C button right: Look right.
C button left: Look left.
Z button: Jump
A button: Fire your weapon.
B button: Change weapon.
R button: Reload.
L button: Zoom.
D pad up: Reload/shield.
D pad down: Crouch.
D pad right: Re-read last incoming message.
D pad left: IR Goggles.

PLAY STATION CONTROLS: (default)

Up: Look up
Down: Look down
Left: Look left
Right: Look right
Left analog: Look around
Right analog: Move
Select: IR Goggles

Start: Pause
X: Fire your weapon
O: Strafe right
Square: Strafe left
Triangle: Jump

Thank you Julian Granger for the PS controls.

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4) THE STORY

For centuries now, mankind has gazed into the night sky and looked up in awe at the millions of stars and has always wondered if we are alone in the Universe. And if we are not, would the Aliens from distant planets be friend or foe? Will they be far more advanced than us and see what a weak and fragile race we are and take advantage of it to destroy us all? Many hoped that if there were Aliens and they came to visit us, they would bring advanced technology and philosophies to share with us and we would enter a new era of world wide peace. It is now the beginning of the third millenium and our question of whether or not we are alone in the Universe has just been answered, and they aren't what everybody hoped they would be....or bring. They are a horde of vicious man eating insects.

When the bugs invaded, they caused anarchy and commenced chaos, then attacked our planet with primitive brutality and a lust for fresh, warm blood. They only had one thing on their agenda, to rid this planet of the human race and claim it as their own. These insects are extremely intelligent and developed a plan to swiftly take out every military installation around the globe, and succeeded. They used our own defenses against us and those who did not perish seeked shelter, but it was just a matter of time before the bugs found them...and ate them. We had to retaliate, and had to do it fast before mankind is lost forever.

Only a small number of U.S. Marines hid inside the depths of Area 51 and survived the invasion. Luckily for us humans, 2 ARMORINES had survived and fought their way back to the depths of Area 51. The Armorines are an elite fighting force, the Navy SEALS of the future. Pvt. Lewis and Pvt. Lane are the only two surviving Armorines and it is up to them to save this planet and exterminate this threat.

From what little Intelligence that could be gathered by our only remaining satellite, we have figured out that the bugs had set up four major hives all around the globe. We must assume that these hives are major, strategic locations for the bugs to complete their extinction of the human race. Armorine, it is now up to you to infiltrate the hives to destroy these Alien Insects and save us all. Good luck.

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5) CHARACTERS

GENERAL KENDALL: He is your commanding officer and he will almost constantly update and aid you on your missions. Listen carefully to what he has to say or you will fail in your attempt to save this planet. He is a cool guy and has a pretty good sense of humor. As an Armored, your duty is not to let him down, or mankind for that matter.

PVT. LEWIS: This is not your typical Armored. He is a one man killing machine and is all gung hoed up to exterminate every insect he sees. Lewis is armed with a Shotgun Plasma Blaster and a back up weapon, a Rocket Launcher. He also has a good defensive skill, he can activate a shield that will momentarily make him invincible from enemy attacks.

PVT. LANE: Just because she is a female don't mean jack. This is one tough chick and she is not the least bit intimidated by the Insectoids. She is armed with a Machine Gun Blaster and a Grenade Launcher to back that up. Instead of a shield like Lewis has, she carries a Bug Prod that will electricute the enemy.

Even though you can choose between two characters to play this game, they both have the same quest and there aren't any different boards the characters play.

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6) Items

Here are all of the pick ups you will venture upon:

-HELMET: Restores 20 health.

-BOOTS AND GLOVES: Restores 50 health.

-VEST: Restores all of your health.

-IR GOGGLES: These allow you to snipe enemies and are equipped with night vision. While in night vision mode, the enemies are infra-red, pretty cool.

-ADRENALINE: Temporarily gives you an energy boost to make you faster and stronger.

-MINE: Paste the C-4 explosives on a wall or on an enemy and stand back. You will be shocked by how far you can throw these things, just aim high if you would like to toss one a good 100 yards or so.

-THUMPER: When you place one of these, a sonic wave will be emitted and draw the bugs to it so you kill them with ease or sneak on by. While all of the bugs are around the thumper, throw down a mine to splatter a whole bunch of them at once.

-SMART BOMB BEACONS: Used to blow mission objectives up with. They will emmit a radio signal so our missles can lock on to them. Once you set one of these, you have a limited amount of time to find cover or you'll be sorry.

-PACK OF ROCKETS OR GRENADES: Adds 5 to your total.

-SINGLE ROCKET OR GRENADE: Can you guess?

-LASER RECHARGE PACK: Adds five rounds to the Laser Rifle.

-CHEMICAL PACK: Adds five rounds to the Chemical Weapon.

-PACK OF NAILS: Adds five rounds to the Sonic Cutter.

-SHAFT POWER PACK: Adds five rounds to the Shaft of the Pharoah.

-ALIEN BROOD: Adds five rounds to the Alien Weapon.

-CHEAT FLAGS: The name of the flag is the name of the cheat to enter in the cheats menu except the multi-player charachter unlock flags.

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7) Weapons

- PVT. LEWIS -

PRIMARY WEAPON: Shotgun Plasma Blaster. You have unlimited ammo for this weapon so go to town. You can fire 20 rounds then you will have to reload.

SECONDARY WEAPON: Rocket Launcher. Unlike your blaster, the ammo for this weapon is limited (almost extremely) and you must find rockets for it along the way, 20 rockets max, if you can get that high.

SPECIAL DEFENSE: Shield. When an enemy is near, activate this shield to temporarily become invincible. If you use this, it has to charge up before you can use it again.

- PVT. LANE -

PRIMARY WEAPON: Machine Gun Blaster. As like Lewis' blaster, the ammo for this weapon is unlimited and doesn't pause while it's firing. It just keeps blasting out 50 rounds at a time.

SECONDARY WEAPON: Grenade Launcher. This is the best Grenade Launcher I have seen in any FPS game out there. You must find grenades along the way if you wish to use this frequently, 20 grenades max. You will not be able to blow up the crates found throughout the game with this weapon.

RESERVE WEAPON: Bug Prod. This weapon is for close range combat only and will create an electrical shock to fry the inects.

- LEVEL WEAPONS -

On every level, each character will be able to use a special weapon for that level only. Hold down the trigger for a few seconds for a more powerful shot with all of these weapons. If you collect three of the spare replicas throughout the levels, your weapon for that level will become more powerful. If you play on the normal game play setting, you will start each level with the weapon designed for it. If you play on the hard setting, you will have to search for the weapons.

LEVEL 1 - LASER RIFLE: This advanced rifle fires a powerful laser beam at the enemy. It is very effective on the Earth Bugs in Siberia, 20 rounds max, the number of rounds you use for each shot depends on how long you hold down the trigger. There are six rifles to find to really make this pack a wallop!

LEVEL 2 - CHEMICAL WEAPON: This weapon will fire a poisonous chemical liquid at the enemy if not fully charged and will melt them away like the VX Poison Gas in "The Rock." If it is fully charged, it will disperse a rapid burst of chemical grenades at the enemy. Use this on the Brain bugs and Guards on this level from a distance, 20 rounds max.

LEVEL 3 - SONIC CUTTER: This is my favorite weapon in the entire game. It shoots a very powerful burst of spiraling, exploding nails at the enemy to pierce their thick, rock like skin, 20 rounds max. This weapon was designed for mass destruction and can take out quite a few enemies with one shot when fully charged. If you miss an enemy with this and it wasn't fully charged, you can recover the nails out of the wall.

LEVEL 4 - SHAFT OF THE PHAROAH: This weapon was actually discovered by these insects infesting our planet when they were tunneling beneath the Pyramids. They have figured out a way to make themselves stronger by using the energy the Shaft creates. If you thought the Sonic Cutter did a number on these freaks, wait until you get a fully charged shot off with this bad boy. It will fire a devistating sonic pulse in the form of a magic ball that will totally rip apart the bugs on impact like a K-1000 does to a wooden mail box. Try to hit the ground around the bugs rather than the bugs themselves to wipe out a whole bunch of them at one time, 100 rounds max.

LEVEL 5 - UNKNOWN WEAPON: This is a really cool and original weapon. It looks like the hand of some sort of Alien that can shoot up to three high velocity, highly explosive grenades/bores. When you fire this weapon, the bores will pierce the enemies skin and blow them up. This weapon is extremely deadly to all of the little critters roaming around in their Spaceship. The Guard Bugs on this level will drop ammo for this weapon all over the place so be on the lookout for the extra Broods they leave behind. If you just tap the trigger, a Brood will launch out of the weapon like a Grenade and not pierce the enemies so you can take out the thousands (seriously) of tiny Mites crawling around.

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8) Enemies

This game has a really good set of alien insectoid enemies that are so fast you head will spin trying to kill all of them. Some of remind me of the Alien invaders in "Starship Troopers." As you progress through the levels, the bugs become faster and tougher so get ready for a vicious, never ending horde of the foulest insects you can possibly fathom.

- LEVEL 1: SIBERIA -

Enemies you will encounter:

TICKS AND MITES: These are the smallest insects you will have to deal with and are weak. One well placed round from your blaster should take care of them. They can be highly annoying if they get close to you and jump onto your head.

SOLDIERS: The Siberian Soldiers are big and have two long tentacle like legs that they use to slash at you. Some of them fire a plasma round your way so watch it. They are kind of weak and will die with a few shots from your blaster.

GUARDS: The Guards in this frozen tundra are big and they tower over you and their undersides are red. They are tougher than Guards and one well placed rocket will take them down.

BRAIN BEETLES: These insects are big and have a smooth, round behind. They can turn invisible at will so be careful. They are more powerful than Guards and I wouldn't get too close to them if I were you.

EARTH BUGS: These are the largest insects you will have to deal with while in the frozen wasteland of Siberia. They bore up through the ground and then attack you with a never ending reign of plasma rounds. The best way to take these creeps out is in sniper mode with the Laser Rifle.

- LEVEL 2: JUNGLE -

Enemies you will encounter:

TICKS AND MITES: Same as the annoying ones found in Siberia.

HORNETS: They fly around and sting you. They are weak and a few blasts from your primary weapon will drop them.

GUARDS: These Guards are considerably faster than the ones found in Siberia. They are about your height and have a thick, Scorpion like tail. They attack you with their two front pincers and claws. They are extremely tough. All Guards can shoot at you with their plasma

blasters from a distance.

BRAIN SPIDERS: These big, purple spider like creatures tower over you and can turn invisible at will so watch out. They will deflate your health at a very astounding rate if you get up close to them. Use your Chemical Weapon to exterminate them with ease.

JUNGLE QUEEN: She is the boss for this level. I will go in depth on how to kill all Queens in my walkthrough section as we get up to them.

- LEVEL 3: VOLCANO -

Enemies you will encounter:

TICKS AND MITES: Nothing to worry about. They are starting to become more powerful but are still nothing to fear.

GUARDS: The Guards in the Volcano region are big and they walk around on their hind legs. They will walk right up to you and push you off of a ledge into the lava. They have thick, rock like skin and the Sonic Cutter is the best choice to make when facing these bozos.

SOLDIERS: They are medium sized bugs that look like spiders and they shoot a fire ball at you so watch out. They love to hide up on high ledges and continuously pelt you with those fire balls.

BRAINS: These insects look like big fat Catapillars and have an incredibly thick hide and are rediculously slow. Sonic Cut these freaks before they spit rocks at you.

LAVA BUGS: These things hang out in lava pits and are extremely tough, with size to match, and they spit lava at you. Stand back and take these guys out in sniper mode or blow him wide open with the Sonic Cutter.

VOLCANO QUEEN: The level boss. One tough cookie!

- LEVEL 4: EGYPT -

Enemies you will encounter:

TICKS AND MITES: Are you really all that worried about these things?

GUARDS: The Guards in this barren wasteland look like very large ants and are about 12 foot tall when standing on their hind legs. They love to hide out on the high sand dunes and snipe you with a shot of venom to the face. Try to hit their round bodies with a rocket, one well placed shot will take them down. They use their heads as shields so don't try to blow it off.

SOLDIERS: These are the creepy crawlers you have to be constantly on guard for while venturing through the Desert. They are extremely fast and crawl real low to the ground and kind of look like Spiders. They will charge right up to you and embark upon a slice-n-dice extravaganza with their insanely sharp claws that can actually throw you back. When fully erect they're about 10 feet tall.

BRAINS: These are the largest Insectoids, besides the Queen, that you will have to face while in Egypt. They are about 20 foot tall and pelt you with venom. They aren't really all that fast but I still wouldn't get up close to one. One of your mission objectives will be to capture a live Brain Bug so we can study this Alien Species and find a way to exterminate them once and for all.

EGYPTIAN QUEEN: The level boss. Easy, don't worry.

- LEVEL 5: HIVE -

Enemies you will encounter:

TICKS AND MITES: And I mean hordes upon hordes of them!

GUARDS: The Guards on this Spaceship come in three different sizes: medium, large, and super size. The smallest are about your height and have big, open mouths and they lick you with their tongue, one perfect shot to their mouths with a Rocket will take him down. The medium size ones are about 10 foot tall and look like spiders and they shoot venom at you and are considerably tougher than their little brothers. The largest of these cretants are about 15 feet tall and look almost identical to the Soldier Bugs found in Siberia. These bugs are EXTREMELY deadly.

SOLDIERS: The Soldiers on this Spaceship look and act almost just like the Egyptian Guard Bug. They blast a lethal dose of venom your way and stay really low to the ground when they spit it at you.

BRAIN BUGS: These are BIG, fat, juicy Cattapillar looking bugs and are really hard to kill. They extend their mouths to attack you, stay far back from these creeps while trying to kill them. They also spit broods your way so WATCH OUT!

BREEDER QUEEN: The final boss. I think Primagen met his match with this chic!

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9) Hints ans Stratagies

If you have developed any good stratagies for this game, please e-mail me and I will add them here. I will credit you for any information I use of yours. My e-mail address is randym1375@yahoo.com.

- Try to beat this game without using any cheat codes, they take the fun and challenge out of any game. Only refer to my walkthrough section if you are stuck. Don't rob yourself of figuring out this game all by your lonesome, it's really fun and a few things were kind of hard to figure out.

- One of the most important things to do in this game if you want to win is to learn how to conserve your ammo. Don't waste explosive rounds when you know your primary blaster will do the job. It may take a few extra shots to kill your opponents but in the long run, you'll be sorry if you waste all of your explosive rounds, trust me.

- Another vital key to your survival is to keep moving while under attack. Don't just stand there and try to act like Rambo and let the insects charge up to you. Back up and strafe all over the place while fighting these cretants and whatever you do, don't back yourself up into a corner.

- Try to take out as many bugs out as you can from a distance. If you are far back enough, you can snipe them off one by one and they will never see you. If you are too close while sniping, they will all come charging after you and then you will be in a world of trouble.

- This next stratagy works well in all FPS games. You can circle the enemy by strafing left or right and keeping your sights locked on them. Practice and master this technique and use it in all of your FPS games. And you especially must use this technique on all of your friends in multi-player, they'll hate you for it when you have 15 kills compared to their measly 1.

- Take your time while exploring and enter rooms or caverns very slowly. If there are bugs in the room and they start attacking you, back out of the area and they will follow you. Try to lure them out of the rooms a few at a time instead of charging right in. Or perhaps maybe you're like me and can deal with hairy situations and charge into every room and wreak havoc. If you do it the way I choose, you'll improve your overall FPS gaming skills.

- Explore every nook and cranny on every level. You will be surprised at all of the items lying all over the place just waiting to be found. If you seek these out and don't get too explosive happy, you can pretty much keep a high explosive arsenal throughout the game. Explosive weapons are an absolute necessity for your survival and the destuction of the chaos that has befallen us.

- And most importantly, don't ever give up and beleive in yourself. By doing so you can master this, or any, game in no time.

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10) Game Walkthrough

MISSION 1:

Read your incoming GNN update and General Kendall's area assignment. This information will be provided to you at the beginning of every level. General Kendall has informed you of the objectives you must complete for this mission and they are:

- OBJECTIVE A: You must find and protect Dr. Delaney so he can restore power to the base transport.
- OBJECTIVE B: Use the transport to get into the lower part of the facility.

As soon as you exit your ship the fun begins. Blast the Soldier Bug in front of you, being careful not to kill your fellow Marines and walk across the bridge and enter the doorway into a large, snow covered area with four bunkers. Kill all of the Ticks and go into the bunker on the right of the entrance to this area and press the button on the wall. The crate along side the outer wall of this bunker has some armor in it. If I tell you to shoot something to receive an item, make sure you need it because if you blow up the crate and don't grab the item and come back for it later, sometimes it will not be there. Maybe it's just some weird glitch only in my game, I don't know. Exit the bunker, go down the incline and walk into the Warehouse and blast the crates for a Laser Rifle. Head out of the Warehouse and go straight and climb up that Watch Tower to press a button up there to deactivate an electric fence then climb out of the tower. On the water tank directly across from the Watch Tower is a pack of rockets. Go through the fence to follow the Monorail tracks around the bend and go up the concrete incline at the end of the tracks for a Laser Rifle. Jump down and look for a path along the right wall and go up there. Once at the top, go talk to Dr. Delaney and protect him as he runs back to a bunker at the beginning of this level. Once he is safe inside the bunker, he will open the doors to the Monorail Hangar and activate the power for it and objective A will be complete.

Exit this bunker and the hangar will be on your right. Blast a few Soldier Bugs and enter the darkened hangar and hop onto the Monorail and get ready for an awesome ride. Check out the size of this cannon, wow! While riding the Monorail you have unlimited ammo so go to town and have a great time. You can speed the Monorail up or slow it down by using the up and down C buttons. The cannon can turn a full 360 degrees. Ride the Monorail for a short bit, blast some bugs and then save your game and head to mission 2. Don't worry, the ride isn't over yet. If you use your memory pack to save, it only takes up 1 page. If you don't have a memory pack, then write down the password. I think it's pretty cool that Acclaim offered a password save for all the gamers who don't have memory packs. You will have an option to save or be given a password at the end of every mission.

MISSION 2:

- OBJECTIVE A: Secure the Monorail tunnels. If there is a mourning force here, they must not be allowed to escape.
- OBJECTIVE B: Gain entry into the Missile Silos.

Continuing on the Monorail, blast every Insectoid you see. Make sure you kill all of the insects down these tunnels or they will follow you and tear you a new butt hole when you get off of the Monorail. When the ride is over, go behind the crates and grab the Adrenaline. Go up the ladders into a room and press the button on the wall and return to the Monorail, wasting some pests along the way, and hop on board to continue the massacre. When this ride is, sorry to say, over, objective A will be complete.

When you step off of the Monorail, there will be an electric fence in front of you. Go back to where the Monorail entered this room and go up the incline and press the button inside of the building to deactivate the fence. Return to the fence and slowly walk through it until a gigantic Earth Bug bores its way through the ground and QUICKLY retreat. When you are a safe distance from him, drop your IR Goggles, bust out your Laser Rifle and snipe this creep, aim for his tiny little head. After he croaks, three Soldiers will come out of the hole. Kill them and enter the silos just beyond the fence to complete objective B.

MISSION 3:

- OBJECTIVE A: Destroy the three remaining missiles before the bugs launch them.
- OBJECTIVE B: You must determine the destination of the launched missiles. We cannot risk this bug infestation spreading all over the world, this planet's security must not be compromised.

When you start this mission, quickly disperse the enemies and in the rooms to your left and right are crates with ammo and a Laser Rifle. Go through the door across from the one where you've entered this mission and kill the Guard looming over you. Blast the bug nest and the crate on your left to grab the Adrenaline and head down the incline into a tunnel. Hang a left, there's nothing but a few bugs in the room in front of you, and then go through the first door on the left. Kill all of the bugs in this area and explore it for armor and other goodies. Exit this area and make a right, go past the entrance into this tunnel and go through the next door on the right. General Kendall informs you that Dr. Eastbrook has locked himself in the main control room and you have to find him, he has vital information of where the launched missiles are heading. If this dude's in the main control room, then why doesn't this dweeb try to disable the missiles? Yeah, he's real concerned about saving the human race, isn't he? He should be considered a war criminal and executed for his crime of not giving a crap.

Kill the Brain in this room and the group of annoying Ticks and grab the armor and laser recharges on the table. Exit stage right and waste some more cretants and enter the first missile silo on the right. Oh no, the aliens have launched another missile! Return to the tunnel and go right wasting bugs everywhere, enter the next missile silo on the right and walk around the catwalk and press the button on the wall to self destruct this missile, then get the heck out of there before you

blow. Return to the tunnel and make a right and go into the next missile silo and kill that Soldier before he eats the Scientist. Uh oh, the little freaks have launched another Nuke, gulp! Follow the Scientist and he will open up a door for you. Go up the incline on the right (it looks like the Scientist didn't make it too far) to a room and collect the mines and press the button on the wall. Paste some of that C-4 on the steel gate blocking the way into the next room. Enter this room and press another button and slap another Mine on the door. Enter this room and kill a seemingly endless amount of Soldiers crawling out of the fire. Look around the room for pick ups and press another button on the wall. Return to tunnel, right in the middle, and STOP! Turn to your right. Drop your IR Goggles and snipe that Earth Bug waiting to ambush you behind the doorway. After you kill him, ignore the door opposite from the one you've just came from, head down the tunnel you sniped freakzilla in and enter the next missile silo on the right. Oops, this one is empty except for the laser recharges in the back. Return to the tunnel, and I think you know this by now, make a right and enter the next missile silo and self destruct this next missile. Head to the last missile silo and do what you got to do and objective A will now be complete. Return to the door I told you to ignore and shoot Dr. Eastbrook for letting the bugs launch the missiles and exit to mission 4.

MISSION 4:

- OBJECTIVE A: The world needs you alive Armorine, so fight your way out of the compound and let's continue our struggle for survival and rid this planet of the foul scum that is infesting it. Your newfound knowledge will help secure our victory.

Exit this bunker and jump over the crates and press the button on the wall to open up the compound doors. You are now looking at a trench that you must fight your way down to get back to the drop point. Walk forwards and grab the mines and watch in horror as endless amounts of Guards and Soldiers fill the trench and be quick or be dead. When you get to some huge snow boulders blocking the way, plant a mine in them and clear a path for yourself. Continue blasting your way all the way down the trench to a Snow Plow. Enter it for some goodies and exit the trench through a little cave to the left of the plow. You are now back to where you first rode the Monorail. Make your way way back to the drop point and be sure to check the bunkers for a cheat flag, the sketchy flag. Sketchy is pen and ink mode. It's off to the Rain Forest in South America where you will explore the Aztec Ruins and rid the jungle of these foul menacing creepy crawlers. General Kendall will now debrief you, as he will at the end of every level.

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- LEVEL 2: THE JUNGLE -

MISSION 1:

- OBJECTIVE A: You must locate and infiltrate the Aztec Temple, we must assume the bugs have a ghastly agenda.
- OBJECTIVE B: Seek out the experimental weapon, it must not fall into enemy hands.
- OBJECTIVE C: Our Recon Satellite photos show 34 bug eggs, you must destroy them all before they hatch.

Welcome to the jungle, we got fun and games, we got everything you want and I think you know the rest. The Insectoids lurking around in the uins are considerably tougher and faster than those wimps in Siberia. This level will prove to be a lot more challenging than the previous and is my favorite one. Walk through this water filled cavern to a brick wall, blast a hole in it and go on through. Walk down the corridor and make a right when you have a choice and clear this area out. See, these freaks aren't messing around! These Guards are WAY tougher than Siberian ones. Oh my gawd (say it like a bimbo), what has happened? The insects have slaughtered the Marines sent to aid you in the infiltration of the temple, those bastards! Genereal Kendall is highly pissed off and orders you to avenge their deaths and I'm sure you'll happily oblige. Look to the right of the downed Chopper and step on the switch in the corner, there are a few mines by the Chopper. Return down the corridor that led you here and hang a right and enter an area with little temples to your left and right and a pyramidal monument at the bottom of the incline. Get ready to get bombarded by a whole bunch of Guards. I see him, where did he go? Oh, there he is sinking his pincers into the back of my neck. These cretants are extremely fast and will pounce all over you in a matter of seconds if you don't waste them first. After the mayhem is over, walk the paths near the monument, between the walls, and grab some rockets and armor. Now enter the temple to the right of the monument and walk inside of it, hit the switch, then grab the goodies in here. Exit this temple and head to the one directly across from you and collect the items in there. If you wish, you can explore the other two temples for some more ammo and armor.

When you see a second monument, step on the switch to the left of it and go through the door that will open up on the left. Follow the path and keep moving, the amount of Ticks that are dropping out of the window is endless. Continue on until you can go left and hit the switch and turn around and jump into the hole. Swim through the water way and step on the square elevator at the end so it can lift you out of the water. Hit the switches to your left and right and proceed through the door and splatter some more Guards, make a left at the tomb and walk straight into a switch. Go through the opening doorway and jump up onto the set of crates and step onto another switch and watch the pillars raise up, forming a set of stairs you must climb. Hit the switch at the top of the stairs and go through the opening door in front of you. A wall will raise up and you must kill another group of Ticks and Mites for it to drop back down. Once they're exterminated, go to the end of this passage and grab some well needed armor, some ammo, and step on another switch. Wow, Acclaim is keeping your arsenal pretty loaded on this level, they were kind of cheap on the rockets in Siberia. Enter this final area outside of the temple and you will be in a large area with six huge monuments and six switches in front of them. To activate the "Stairway to the Sun," which is actually a bridge, and enter the temple, step on the second switch and the sixth switch form the LEFT wall! Walk across the bridge to complete objective A.

Follow the corridor into a large room and kill the two Guards waiting to piss all over your parade. Go back to where you've entered this room and stare at the four pillars in the center of the room. Follow the corner of this room from where you have entered it and keep the wall to your right if you are having a hard time finding the switch. In the center of these pillars is an elevator and to activate it hit the switch to the right of the furthest pillar from you and jump up to activate it, and then take a ride on the elevator. Drop down and head down that corridor. Not so fast there slick, you have to waste a few more baddies first. When the door re-opens, take the corridor to a split, a Brain Bug, some more rockets, a Thumper, and some armor. Wow dude, you've just won the Special Ops. Lottery. Every week you have been wasting your hard earned pay on tickets and finally, you've won! Go up the incline and step onto the switch, there is some more lotto winnings to the left and right of the switch. Enter the new corridor, grab the Adrenaline, and quickly put down the two Brains charging you, a couple of Chemical Grenades will do the deed with ease; then waste the countless Guards and Ticks that will flood the room. After you have laid down the law, hop on the platform to the right of the entrance to this room and step onto a switch, then the one on the platform opposite this one. Go and step on the remaining two switches and the pillar will drop into the water revealing a secret passage way you must swim into. Do so and go left at the fork and grab the Chemical Weapon on the ledge to your left, objective B completed. I get e-mails now and then about how the Chemical Weapon isn't here sometimes and I don't know what to tell you if it's not here, don't panic, there's another one coming up soon.

Surface, shoot the switch on the wall, and swim back down the water tunnel and take a left at the fork, step onto the elevator to exit this area. You are now in an egg infested room, take them all out one by one. After you have cleared this room out, go down the corridor and step onto the switch. Drop down and kill some Guards to make a door open up on your left. After doing so, walk down the corridor, not the incline, and walk into another egg infested room. Do what you got to do and after completing objective C, head down the next corridor and step through the door to mission 2. If General Kendall has not informed you that objective C is complete, DO NOT go through the exit to the temple. Your mission will be a failure and you will have to do it all over again. You must have missed a small batch of eggs somewhere. Look for them and destroy them all. Hey, I'm not going to be a total game spoiler on you, there has to be at least one thing for you to figure out on your own. I won't do it again so don't worry. Were they really that hard to find?

MISSION 2:

- OBJECTIVE A: Locate the hatchery deep within the Aztec Ruins.
- OBJECTIVE B: Satellite photos have recorded a large egg in the vicinity, you must find and destroy it.

Don't be fooled by the mission objectives, this mission will take you about one minute to do. When you begin the mission, don't move. Drop your IR Goggles and snipe that Guard above the right pillar. Strafe right into some mines and armor and snipe the next Guard behind the left pillar. Move forwards and take out that Brain crawling around

the entrance to the ruins before he decides to eat you. Proceed through the gateway and take out the Hornets and climb the wanna be pyramid to complete objective A. When at the top, blast all of the eggs below you to complete objective B and this short played mission is over.

MISSION 3:

- OBJECTIVE A: Destroy all of the bug eggs before they are born into a destructive rage and seek bloody mayhem.
- OBJECTIVE B: Locate and destroy the Queen hiding beneath the Ruins, we must secure a victory to boost the morale of the Marines.

You are now inside of a dark cavern. Proceed forwards into a large room and get ready for an all out feircocious battle. Watch out for the Brains, they can become invisible now. Look for the group of eggs in this room and destroy them. After you have done so, return to the dead Marines and grab the items next to them. Look on the wall to the left of them and slap some C-4 on the wall between the two thin pillar thing-a-ma-jiggies and kill the two invisible Brains coming out of the now blown open tunnel. Go up the tunnel and snipe the Guards before you enter the next room. Shoot the boulders on the ceiling in this room so they will come crumbling down, forming a path so you can get across the underground river. Follow the path up, then down and go right at the fork in the tunnel. Walk across the stone bridge and make a right at the cross roads and climb up the bridge and destroy the next group of eggs. Continue back down the bridge and go right at the cross roads and when you get to the next fork, hang a left and destroy the bug eggs at the top of this tunnel. Turn around and head back to the fork and head down the tunnel on the left and enter another large room. Blow open the boulders blocking the tunnel to the extreme left and head on down it. Make a right at the next fork and General Kendall will encourage you keep making your decent into Hell. Cross the stone bridge and destroy the last remaining eggs to complete objective A.

Follow the Marine back to the stone bridge and jump into the water below on the right to enter the Queen's Lair and get ready for a gruesome battle. When she crawls out of her hole, you first have to shoot her in the head, stand far back from her to avoid her loooong, slashing tongue and venom attacks. There is armor and ammo scattered throughout the arena so keep your eyeballs peeled. When you have shot her in the head so many times, she will cower back into her hole and a bunch of angry Guards will come out to play. Take them all out to make the Queen come back out of her lair. This time you have to blow off her two claw arms while still being weary of her extremely lethal flourescent venom. A direct hit takes off about a third of your health so be careful. When she goes back into her hole, you will have to kill a group of Hornets to make her come back out for the final showdown. Now just keep shooting her body until she's a bloody heap of alien guts and pat yourself on the back, she wasn't messing around, was she?

MISSION 1:

- OBJECTIVE A: You must locate the exact whereabouts of the crashed Bug Pods and you must reach them before the bugs find and eat you.
- OBJECTIVE B: It is essential that you eliminate all bug infestation inside this Volcano. We have found signs of eight breeding holes and you must destroy all of them.

This level will prove be quite a dangerous one. While walking along the thin ledges along the Volcano's inner mountain sides, do not let the Guards get close to you for they can push you off and send you plummeting to a fiery grave. Don't try to walk into the lava anywhere inside of here or you will perish, and watch out for bubbling lava spewing out of holes all over the place, the lava exploding out of these crevices will damage you. All of the enemies have very thick, rock like hides and I recommend using anything explosive on the never ending armies of Guards, preferably the Sonic Cutter. The Soldiers go down pretty easily with your primary blaster and you only have to worry about the fire balls they breathe at you.

When you begin this mission, follow the path to the downed Chopper and enter the tunnel on the right of it, then blast the bug hole on the upper right wall with a Rocket as soon as you emerge from the tunnel. You must use an explosive weapon to destroy the bug holes, you can stand there all day and use your blaster on it and it won't do you any good. Take a glance up at the night sky, it's like you are actually gazing up at the stars. If you don't own an expansion pack, it looks all fuzzed out and I highly recommend investing in one. This will significantly enhance the graphics on all your expansion pack compatible games for crystal clear graphics. Continue up this path and destroy the next bug hole behind the Tank, the one the bugs are coming out of. Jump into that bluish alcove via the boulder for a tube of Adrenaline and some armor. Drop down and continue through the next door way and test out your Sonic Cutter on the Guards. Does this weapon kick some serious ass or what? Blow open the next bug hole on the upper left wall of this path. Make your way up the path and then through a tunnel that will appear on your right and follow it, being weary of all the freaky freaks lurking around in here. After exiting this tunnel, cross the stone bridge into a darkened cave a grab the Sonic Cutter by the dead Marines in the water. Leave this cavern and return to the stone bridge and jump off of it to the left and follow the tunnel. At the end of this tunnel is a Japanese looking gate you must cross through and blow up the bug hole on the right wall just beyond the gate. Continue on and use the fallen tower to jump over the lava pit and blow up the next bug hole in front of you on the wall near the crates. Turn to your left. Do you see that statue? Climb up behind it and hit the switch. The door to the tower directly in front of the statue is now open. Enter it and hit another switch in there and leave this tower and head right. Walk into the next area and destroy the next bug hole on the upper right wall. Look for the dark spot on the side of the mountain with the bluish/purple light around it. Take a mine and paste it here and grab the goodies inside. Take a right from here and walk through the next tunnel. When you emerge into another large area, go right and blow up the last two bug holes to complete objective B.

Continue past the dead Marines and grab those well needed rockets. Now look for a waterfall and enter the tunnel behind it, blasting bugs from every which way. Exit this tunnel and follow the thin ledge up the Volcano to a stone bridge. There are some goodies on the other side of the bridge if you want to go and look for them. If not, hang a left at the stone bridge and blow up the dead end at the end of this tunnel with some C-4. Enter this room and destroy all of the Bug Pods, then the Lava Bug that will appear to put an end to this grueling mission.

MISSION 2:

- OBJECTIVE A: Follow the mountain trail until you come across a drain pipe and use it to gain access into the Volcanic Research Facility.
- OBJECTIVE B: You must find the security card so you can access the lower part of the labs.
- OBJECTIVE C: Restore the power to the Research Facility and blast every bug you see into oblivion.
- OBJECTIVE D: Gain access to the lower Research Labs via an elevator.

Walk up the thin ledge and get ready to start blasting away at a seemingly endless amount of Soldiers and Guards. Follow the path all the way up and take out the Lava Bug before this mission is abruptly ended. Once he's done for, blow open the small dark area on the wall behind him and take the items above this entryway. Enter the tunnel and you will emerge onto another thin ledge you must climb up. Once you have fought your way to the end of this path, you will be at the drain pipe that you will use to get into the Research Labs. Turn around and you will see a very large pipe coming out of the mountain side going down into the lava. CAREFULLY drop down to the catwalk around this pipe and press the switch to open up the grate in the other drain pipe so you can gain entry. Return to the other pipe and drop your IR Goggles and activate the night vision. Enter this pipe and follow it to the end, taking the right just before the seemingly dead end and follow this pipe all the way to a switch. Turn around and go back to the main pipe and head left, then make another quick left into another switch. Go back to the first switch you pressed and make a right just before it. Hit the next switch and climb the ladder out of the drain pipe and raise your IR Goggles. When you get to fresh air, go right and jump across the STEEL bridge and follow the path up to a fence. Once you kill the Lava Bug, jump off of the bridge to the left and head into another musty drain pipe to complete objective A.

Climb the ladder and hit the switch, then step into the warp. When you enter the facility, go right and through the first door on the left. Once inside, destroy the three eggs across the pit of lava and explore this room for items. Go back to the door which brought you in here and exit stage left. Ignore the first warp portal and take the second one you run into. Collect the security card in this room to complete objective B. Go back into the main corridor and hang a right. Take the next warp portal you run in to and go right, down the corridor and hit the two switches to complete objective C. Return to the warp portal I told you ignore and hop onto the elevator to end this mission.

MISSION 3:

- OBJECTIVE A: You must locate another missing Scientist, he will give you the key to the last level of the facility.
- OBJECTIVE B: Seek out and destroy the three Queen Eggs with Plasma Charges.
- OBJECTIVE C: Get the hell out of there unless you want to become part of the beautiful fireworks display you will set up for these freaks with the charges.

Take the elevator down and smush a Scientist in the process. Why didn't this guy move out the way? What a dumb ass. Step off the elevator and proceed into the large room trying not to kill any innocent Scientist's running around amidst the bugs. It's kind of difficult to achieve, isn't it? It doesn't matter if you kill them so don't get all paranoid if you do and think he has the key, that dude's not for a couple of minutes yet. Continue on and blast that bug egg on the ceiling to your left. Now blow off the grates to the ventilation shaft on your right, crouch down and make your way into the next room and rescue your fellow Marine who is under attack. Hit the switch on the wall, grab the goodies and salute back to that idiot. Why is he saluting a Sergeant? Make your way back down the vent and head straight down the hallway and kill all the bugs in this room. Head down the corridor to a locked door. Blow of the grate to the left of the door, crouch down and enter it to find the Scientist who gives you the key, objective A complete. Make sure you pick up the three Smart Bomb Beacons in this room or you will not be able to complete the next mission objective.

Head back through the vent and go through the door to the left. Clear out this room and jump into the water through the hole in the middle of this room. Exit the water and take the only path up and jump across the small lava pit that will appear on your left. Walk down the path into a large cavern and slap some C-4 on the pyramid shaped boulder in the corner and drop down the chute. Follow this next tunnel to another chute and drop down. To safely cross this gigantic lava pit, shoot the stalagites on the ceiling and they will crumble down into the pit so you can cross over to the other side. When you get to a seemingly dead end, climb up the wall to a thin ledge. Follow this ledge to the right and fight your way down this heavily infested tunnel to another chute, weeeee! Pay very close attention to detail here. Follow this path to a fork and make a right. Follow this path to the SECOND opening on the right. Enter the Queen Egg room and place the Smart Bomb Beacon, the heat is on! You now have 1 minute and 29 seconds to plant the other two becons and get your ass out of here. Exit this room and go left, and through the next opening on the left to plant the next beacon. Exit this room and hang a left and go past the opening on the left, that's the path where you've dropped down the chute from. When you come across the next opening to your left, enter the final Queen Egg room and place the beacon. Exit this room and go left, then hang a left up the next tunnel to complete objectives B and C.

MISSION 4:

- OBJECTIVE A: Every Army of Darkness has a fearless leader who

thrives off of the foul stench of death. Dethrone the Queen and reclaim your place as King of this Volcano.

As you descend down the path, General Kendall once again encourages you to make you descent into Hell. I think he's dead on this time, you couldn't ask to be any closer to Hell right about now and will soon be expieriencing it first hand. You will now be in a humongous arena with a lake of lava and a bunch of pillars surrounding it. Do not blow up the pillars, you will soon be needing them, trust me. Walk around until you find a group of bugs and exterminate them all. You are about to find out why this chic is a mission all in herself. She is a brutal opponent and you will probably die many, many times if you are not cheating. DO NOT let her hit you with the molten rocks she tosses at you, they are more deadly than the previous Queens venom attack. She will also extend her neck and attack you with her two enormous pincers. Take cover behind the pillars all over the place and keep your eyeballs peeled for ammo and armor. First you have to shoot her in the chest. After a kazillion blasts or so, she will go back under the lava and you must kill some more Insectoids to resume the battle with the Queen. When she rises out of the lava for the second round, blow her arms off to make her stop whipping boulders at you. Kill the next set of bugs and when she comes back out to play, blow her head clean off. There is a small cubby hole somewhere you can hide in to kill this chic with ease, look for it if she's too brutal an opponent and you have no skills. Congratulations on your victory, pat yourself on the back for that one.

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- LEVEL 4: EGYPT -

MISSION 1:

- OBJECTIVE A: The insects are downing our Aircraft with some sort of magnetic field. We will drop you as close to the plant as we can get you and you'll have to advance towards it on foot. We can still outsmart these cosmic freaks, let's just hope you can outfight them as well.
- OBJECTIVE B: The bugs may have human hostages in their vile clutches if any had survived the initial invasion. You must find this out and rescue any survivors.
- OBJECTIVE C: A UN Platoon has mysteriously disappeared. You must locate our fearless Comrades and retrieve the Smart Bomb Beacons from them.
- OBJECTIVE D: It seems that these bugs aren't as smart as we've assumed they were. You will have the oppurtunity to enter the plant through an unguarded enterance.

Get ready for another awesome, action packed level! The bugs are going to be the worst set of freaks you've had to deal with yet. Watch out for the numerous sniping Guards perched up high on the sand dunes. Walk down the platform from the drop point and immediately start blasting away at all of the critters. Continue on past two Gasoline Trucks (you can blow them up if you want) and you will see a very large

pipe with a ladder going up the side of it. Under the pipe on the left are some goodies. Climb up the ladder and walk along the top of the pipe to the left and drop down into the pipe. Grab the items in here and the Claw Cheat Flag, this unlocks another player for multi, an insect. Climb out of here, jump off the pipe to your left and go up the path with a broken pipe going across the path. Continue on past the abandoned Tank and take the path to the far right of this Tank. When you get to a house, I forgot the proper name for Egyptian homes, enter it and grab some ammo inside. Exit the structure, head right and then make another right at the next path and follow it up to a fork in the road. This is actually a hill that you must climb over. Kill the Guard as soon as you reach the top of this hill and don't get kissed by the venom he will shoot at you! Descend this hill and follow the path past a few more houses to a seemingly dead end. Two Soldiers (humans) will run out of the path to the right of the false dead end. You must follow and protect them all the way back to the drop point and Objective B will then be completed. WARNING: While rescuing humans do not use the Shaft of the Pharaoh in their vicinity.

Cheer up, this level isn't going to get any easier. Return to the path the two Marines came out of and follow it to another large area. Holy crap, what is that 20 foot freak-a-zoid towering over you? This is your first encounter with an Egyptian Brain Bug, remember what he looks like 'cause you're going to have to capture one in an upcoming mission. Try not to get close to these things or you will be one sorry mug let me assure you. Grab the ammo behind the pillars and head down the path almost directly in front of the entrance into this area. Keep following this path, under some more pipes and into an area with more houses. Look inside all of them and stock up. You can shoot the pottery in these structures for lots and lots of goodies. Now go and find the three civilians hiding inside two of these houses and bring them to safety. When you have successfully rescued the three remaining civies, climb the ladder on the other side of the pond and objective A will be complete.

Get ready to get bombarded by a whole bunch of Guard and Soldier bugs! Aren't those Soldier Bugs the ghastliest things you have ever seen? Enter the dome building at the end of the six pillars and drop down the hole in there. Take the two Smart Bomb Beacons lying on the floor to complete objective C. Well, it seems that the UN has lost this Platoon to the bugs. Climb out of the basement, exit the building and go between and past the pillars, then down the next path to the left. Crouch down under the pipe and clear out the next area. After the carnage, climb up the pipe via the ladder on the side of it and drop into it via the hole on top and this mission is over.

MISSION 2:

- OBJECTIVE A: You must once again incinerate all of the bug eggs. You must rid this planet of this foul invading force and prevail.
- OBJECTIVE B: Power up the Sea Gates and gain entry to the Dam.
- OBJECTIVE C: Locate and rescue any surviving Soldiers.
- OBJECTIVE D: Plant the two Smart Bomb Beacons in the Dam Towers so our War Heads can lock on to the signal.
- OBJECTIVE E: Once you have successfully planted the beacons, take cover inside of the Bomb Shelter before they blow. Gee, ya think so General?

You will begin this mission in a drain pipe going into an oil filled room. Jump onto the crates up to the catwalk and destroy all of the eggs in the room at the end of this catwalk. Try not to fall into the oil, it will damage you. After you have destroyed the eggs, jump back down to the floating crates, then across the room and climb up the ladder. Go right at the top and clear the next room out and pull the switch on the wall. Go back down the hallway and down the next one to the left of the ladder. Destroy this next set of eggs and pull another switch on the wall. Now exit this room and go down the inclining hallway to destroy another egg. Grab the goodies next to the dead Soldier (the human one), and continue down the hallway to pull another switch. Drop down into the next area and destroy some more bug eggs. Continue on, blow open another egg, and pull the next switch you will run in to. Follow the Marines up the ladder and jump across the next set of pipes to destroy another egg. Go up the hallway and destroy the eggs in the next room. Enter the door on the left and destroy the last set of eggs, objective A complete.

Grab the rockets and go up the hallway to exit this building. Once outside, blow up the set of barrels next to the fence to blow the gate wide open. Before you head through the gate, walk around the building to collect some well needed armor and ammo. Proceed through the gate and you will see two gigantic pipes coming up out of the ground and climb up the ladder. Drop down and proceed towards a Warehouse that will be on the left, past the Gasoline Truck. Go inside, climb the ladder and follow the catwalk around to pull another switch. Drop down, exit the Warehouse and follow the edge of the water to the right. Drop your IR Goggles and blow up the barrels when the bugs are near them to clear this area out with ease and free another Soldier to complete objective C. In case you haven't figured this out by now, you can also blow up the stacks of crates to receive items. Walk along the side of the next large Warehouse and climb up the ladder. Once at the top, drop down onto the ledge to your left and pull the switch to complete objective B.

Go back to the Canal by the first Warehouse and jump into it, then swim to the ladder at the end and climb out. From here on out, you can't re-enter the water so try not to fall or get pushed in by the Soldier Bugs. Go left at the intersection to a large, concrete bunker. This is the Bomb Shelter you must make your way back to once you have placed the two Smart Bomb Beacons. Follow the wooden docks behind this bunker and you will be at the first Dam Tower. Look up at that freaky Squid/Spider thing on the top of this tower. Don't enter and place a beacon in this tower yet. Follow the top of the Dam from this tower to the one on the other side of the long walkway. Climb the ladder inside of the Dam Tower, place the beacon and the heat is once again on. Run back to the other tower, place the beacon in it and get your ass back to the Bomb Shelter to end this mission.

MISSION 3:

- OBJECTIVE A: Fly over this heavily infested area with a Chopper and penetrate the enemies defenses.
- OBJECTIVE B: We need you to capture a live Brain Bug so we can study this Alien species and devise a plan for THEIR extinction. I'm afraid you are going to have to get up close and personal with one of these

freak-a-zoids.

You thought I was full of crap and that wasn't the bomb shelter, didn't you? I was sweating the first time I did it too. You are now flying in a Chopper armed with a Gatlan Gun. You can speed it up or slow it down by using the up and down C buttons. Go to town and splatter as many bugs as you can, your ammunition is not limited. Make sure that you study the surroundings below you, this area can be highly confusing when you have to venture around on foot. When this super short ride is over (objective A complete), walk from the drop point and look for a pit surrounded by three Palm Trees, this is how you are going to capture the Brain Bug. Before you lure one into this trap, go and look for a broken bridge. Follow the canyon to the right of it until you come across a building with two broken pillars lying beside it. Walk up to the rim of the canyon and look down. Jump onto the cheat flag. This cheat flag will unlock the unlimited ammo. Be a man and don't turn it on! Climb out of here and go look for a Brain Bug. There are only two in this area and they are located along side a Pyramid. Kill one of them and make the other one follow you into the trap. You have to drop down into the pit to make him follow you down there. Once he's inside the pit, QUICKLY climb up the wall and search for a set of stairs by a Pyramid (not the pyramid where you've found the Brain Bug) and enter the tunnel beneath them to put an end to another short played mission.

MISSION 4:

- OBJECTIVE A: Rescue any remaining Civilians.
- OBJECTIVE B: The Queen inside of the Pyramid is trying to send a signal to her home planet to inform them of their new Arch Nemesis and to send more reinforcements. You must destroy this E.T. before she can phone home.

Follow the pillars behind you and go down the path to a large area with a Pyramid and two Sphinx statues on either side of it. Just for fun, slap some C-4 on the statues' heads. Grab the goodies between the Sphinx's legs and head to a little Pyramid to the right of the larger one. Once inside, pull the torch on the wall and enter the large Pyramid. Gee, all of this walking around in Egypt and you finally get to explore a Pyramid, it's about time. Go down the first corridor to a room with ancient hyroglyphic writings on the wall and look for a little Egyptian man and press this switch. Return to the main room and go down the corridor on the right, then left at the bottom and escort the two Egyptians safely out of the Pyramid. Just let them run out of it, you don't have to follow them outside. Return to the corridor where you've found them in and pull the torch at the end of it. Return to the main room and go down the corridor directly across from this one to a room with three coffins to your left. Rescue the last civie hiding in a cubby hole on the right and escort him to safety to complete objective A.

Return to the coffin room and hit the switch on the wall near where the Egyptian was hiding and drop down the hole. Turn around. After you activate the next 2 switches this door will be open. Follow the corridor to a room with a large, Urn like statue in the center of the room. Hang a left and follow this corridor to a circular room with a

large support column in the center. Pull the switch inside of this column and the door will slam shut. Kill the pests and step onto a stone switch to re-open the door and return to where you've dropped down from the upper level. To the left of where you dropped down is another Shaft of the Pharoah. Continue down the corridor that was previously blocked and you will soon be on the walkway where the Guard Bugs were trying to snipe you from. Follow this corridor to a torch, pull it and proceed through the door and walk into a very large, circular room with a huge lava pit in the middle and a bridge going across the center of the pit. Clear out this area and go down the corridor on the other side of this ancient sacrificial chamber. Take a left at the fork and pull the switch on the circular platform at the end of this corridor. Return down the corridor, go past the entrance towards the two mummies to another circular platform. Pull the switch in this room and grab the last Shaft of the Pharoah and proceed down the next corridor. When you come up to a wooden boat (inside of a Pyramid?) take a left down the corridor guarded by four mummy caskets and get ready to fight another Queen.

Well, the good news is that she doesn't release any insects while you fight her. As soon as she steps off of the platform that lowers her into the room, she will charge straight for you so get ready to dodge her right away. As with the other two Queen arenas, there is ammo and armor scattered about. When you see her Peacock like plumes puff out around her head, she is about to spit an extremely lethal dose of venom at you. Take cover behind the pillars or you will never defeat her. Inside one of the pillars is a ladder you can climb to get up to the catwalk around the arena. I highly suggest that you go up there and stand your ground. You will always have an advantage from an elevated position, don't ever forget this! Use this tactic in all of your FPS games where the situation calls for it. First, shoot her in the head until her headress comes off. She can still shoot venom at you after it falls off so be careful. Then continue shooting her body or her head to rid this planet of these freaky freaks! When she dies, you will see a cut scene. It's about time we saw a damn cut scene.

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- LEVEL 5: ALIEN HIVE -

MISSION 1:

- OBJECTIVE A: There is a prototype weapon in the wreckage that can be used to end this conflict once and for all. Seek out this weapon before the bugs do.
- OBJECTIVE B: Destroy the two Bug Cannons on the ships surface.
- OBJECTIVE C: Blast your way into the Alien Spacecraft and take out as many of these freaks as you can along the way.

Get ready for the most intense level in the game. If you thought the previous levels were tough, wait until you get a dose of this INSANE one. When the Egyptian Queen asked for reinforcements, she got her damn reinforcements and then some. This Spacecraft is super infested with the ghasstliest bugs of all bugs! They are the most

horrific breed you will encounter and will prove to be quite deadly. If you're not cheating, this level may take you a WHILE to complete. This level will seem like a huge maze to you and is super generous on ammo. If you feel like you've been getting ripped off so far on ammo (I know I do), you will not seem to think so on this level. I tell you the way to go and that's it, LOOK EVERYWHERE! You will venture upon big shell shaped bug warps throughout the level, take these out immediately or bugs will keep warping in to piss all over your parade.

Approach the gate and hit the switch to the left of it. All of the switches throughout the ship look like this one. Walk across the bridge and drop off the ledge in front of it. Walk forwards and take out all of the Mites to open the gate to the next area. Continue along and make a left, when you come up to a gate, hang another left. Go up the incline and take a left and then another left and drop down the chute. Follow this long, infested corridor to a gate and shoot the two switches above it. Go up the incline and take out the two Guards and step into the warp portal. This next part is very, very strange. Sometimes you'll warp to an area with one of your downed Aircraft, an Ugly Cheat Flag to unlock a character in multi, and the Unknown weapon to complete objective A. There are several Unknown weapons lying around to complete that objective so don't worry if you didn't warp to it. Or, sometimes you'll warp to an area with two Marines under attack. Out of the 5 adventures I have completed, twice I warped to the cheat flag. There has to be something special you have to do in order to get the flag and I haven't the slightest clue as to what it is. If you've warped to the flag, drop off the ledge and make your way back to the chute, then hopefully you warp to the two Marines, that's where you have to go. Keep warping until you get to the Marines. Is it just my game or has anyone else ran into this problem?

Follow the ledge to the left of the Marines and you will come across two more and hit the switch at the end of this path. Drop down to the area below and blow open the two bug warps and hit the switches inside of them. Ride the platform to the upper area and hang a left for the Unknown weapon to complete objective A if you haven't yet done so. Take the path right of the elevator, then a quick left and proceed forwards to destroy the first Bug Cannon. Hit the switch next to it and cross the bridge to a warp. Go straight into a switch and through the gate opening up on the left, take the path to another bridge, down the super infested path and cross another bridge. Destroy the last Bug Cannon, hit the switch and cross the bridge to warp to mission 2.

MISSION 2:

- OBJECTIVE A: Incinerate all of the bug pods. These insects are born with an insatiable appetite for death and terror, they crave blood and chaos the moment they hatch.
- OBJECTIVE B: Eliminate all of the Brain Bugs. The freakoid drones will not be able to fight without leadership (I beg to differ!). Hopefully soon, they will all become space dust.

So, how is this level so far, are you tempted to cheat? This mission is really short but it is an extremely difficult to complete, I'll tell you that much. SO MANY BUGS, ARRRGGGHHHHHH! Follow the long corridor and destroy the first set of eggs in the room at the end.

Wow, the Guards down here are way bigger than their little brothers on the surface! Hit the switch and proceed down the next long, heavily infested corridor. Drop down from the bridge to the area below to fry some more eggs. Once they're over easy, hit the switch and ride the platform up and go down the corridor directly in front of you. When you enter the next room, clear it out and drop down the chute on the right side of this room. Destroy the next batch of a dozen or so eggs and follow the corridor to a switch. Go through the opening doorway and destroy some more eggs (are there enough of them for you?). Continue along and wipe out the next set of eggs, daaamn! Step onto the square grate in the corner of this room and ride the elevator down. Take out the eggs to release an Insectoid you haven't ran into yet, YIKES! These cretants are extremely deadly so stay FAR back and be ready to blast them on the ceiling when they jump onto it, they will try to land on your head and piss all over your parade.

After the chaos, hit the switch and descend down the elevator shaft deeper into oblivion. Follow this purple lit corridor to a bridge and drop down to take out the next batch of eggs. Step onto the next elevator down here and take it up and hop into the warp portal. Hit the switch in front of you and go through the opening doorway and drop down the chute. Walk down the set of stairs and hit the switch at the bottom to open a door to the next warp portal. Walk forwards and take out the next set of eggs. Well, it seems that Major Bowery has a good sense of humor for he just placed an order for scrambled eggs. Continue to the end of this large room, hit the switch and hop on the lift. Cross either narrow bridge and go down the corridor to destroy, FINALLY, the last batch of eggs, objective A complete. Hit the switch in this room and go down the inclining corridor to a room with the biggest set of eggs you have ever seen. Destroy them and the Brains that are inside of them to put an end to this grueling mission. Come on, admit it, this mission was INSANE!

MISSION 3:

- OBJECTIVE A: You must evacuate any surviving Marines and see that they return safely to Earth.

Go left and follow the corridor to a switch and take the elevator down. Step off of the platform and drop down into the lower area to hit another switch. Take the lift back up to where you began this mission, go down the corridor on the right, hit the switch and hop onto the lift. Drop down to the area below and follow the circular corridor and step on the lift to raise up to another switch. Drop down and take the square corridor back to a lift that will return you to the start of this mission. Head down the only remaining corridor and hit the switch. DO NOT drop down to the area in front of you, it's an acid pit! Wait for the lift to come up, kill the bug on it and cross over it to hit another switch and drop down the chute. Hit the switch in this room and take the lift up to access another area of the ship. Don't drop down below just yet, hang a right from this lift and follow the thin ledge to the left for the Loaded Cheat Flag. This cheat will allow you to carry all of the level weapons. Drop down to the area below the flag and look for one of your downed Aircraft. When you see it, drop down to the lower area and follow the path to a bug warp, take it out and then the next one you run into. Hit the switch and go

through the dropping gate on your left and hop onto the next lift. At the top, waste the two Soldier Bugs and hit the switch on the left of the prison cell to release two Marines. Follow them to the rendezvous point and protect them at all costs! When they have been safely picked up, go down the path the Brain Bug was guarding until you come across another one of your downed Aircraft and use it as a bridge to get to the other side of the chasm. This area has tons of pillars all around. Look for the last two Marines and hit the switch to lower the cell and follow and protect them to the pick up point, mission complete. This mission will probably take you a few tries to complete. I suggest that you follow the Marines to the two rendezvous points and become familiar with where they are located. When you know where the pick up points are, go to them BEFORE you release the prisoners and clear out the area so when you do go back for them, all of the enemies will have already been destroyed and you and your men will have an easy objective to accomplish. The two Marines under attack at the first rendezvous point are expendable so don't worry if the Brain Bugs splatter them, you only have to rescue the four Marines in the two prison cells.

MISSION 4:

- OBJECTIVE A: Destroy the four birthing tubes. There won't be a single bug left to tell the story of how you crushed them like the filthy Insectoid parasites they are.

This mission is pretty short but is a tough one to complete. Go straight down the corridor and then left into a large room and take out all of the bug eggs. Hit the switch and ride the platform through a tunnel with acid below you, don't fall in! Hop off of the platform and cross the bridge and step onto the lift. You are now in a large room with two birthing tubes on the ceiling, destroy them. Go down the incline, crouch down and enter the tunnel and follow it down two levels. When you exit the tunnel, ride the next lift you'll see to destroy the last two birthing tubes, objective completed. Hit the switch and drop down the hole to the left of it, drop down through the opening floor and crawl into the next tunnel. When you come to a large red-lit room, go through the tunnel on the other side of the room, directly across from the one you just exited from. Hit the switch, drop down to the left of it and go up the incline to a warp and get ready for the toughest mission in the entire game.

MISSION 5:

- OBJECTIVE A: The nightmare is nearly over Armorie. If you execute the Breeder Queen, her reign of terror will be over. The future of this galaxy depends on you, destroy this black plague.

This chic is absolutely brutal and you have to fight your way through a super infested area before you can even meet her. Walk down the super infested corridor (I hope you have a Thumper and some Mines) and exit into a huge area with tentacles hanging all over the place. Destroy the bug warp blocking the path and hit the switch behind it on

the right. Walk across the metal bridge that will appear, then hang a right and ride the lift up. Cross the bridge to a switch and take the next bridge to the left of this switch. Take the next lift up to meet the Queen. It's pretty damn tough to get here, isn't it?

She is snug inside of her cocoon on the ceiling and you have to shoot her birthing tube, and then all of the bugs she continuously gives birth to. Keep your eyeballs peeled for armor and ammo and grab that Leggy Cheat Flag near the far wall circling the arena, this unlocks another Insect for multi-player. After so many successful hits, she will drop down from her cocoon, nasty looking beeyatch or what? She must be 30 feet tall! Now here's where you HAVE to strafe all over the place and take cover behind anything you can find to avoid her venom shooting out of the three Octapuss like tentacles on her head and her electrical attack. Shoot the three tentacles off, they will regenerate quite a few times a piece. After her tentacles are not regenerating anymore, keep blasting her in the body and eventually she'll die and you can jump up and down and watch a lame ass ending for a video game. It was worth it I guess. CONGATULATIONS on your victory, this game definitely isn't one of the easier ones I have beaten, I'm sure you will agree. Now try to beat the game on the HARD setting, it's almost impossible without cheating.

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11) Cheats

- GODLY: Ivinciblility.
- SKIPPY: Level select.
- LOADED: All weapons.
- SORTED: Unlimited ammo.
- SONIC: Fast run.
- SKETCHY: Pen and ink.
- GOLDENPIE: Master cheat.

- Multi player character cheats:
- GODDESS: Female Trooper.
 - LEGGY: Hive Guard.
 - UGLY: Hive Fodder.
 - CLAW: Egyptian Fodder.
 - RUBBER: Volcano Guard.

I thank <http://codes.ign.com> for this list. When I read them I realized the name of the cheat flags are codes you enter to activate the cheat. Does anyone know if there is an invincibility flag lying around so I can add it to my walkthrough?

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12) Credits, E-mail Rules and Legal Things

CREDITS:

- Acclaim for making such a kick ass game
- <http://codes.ign.com> for the cheat codes
- Julian Granger

E-MAIL RULES:

randym1375@yahoo.com

- DO NOT SOLICITE! I don't care what your crappy little product is all about or how cheap you're selling it, I don't want it!

- NO CHAIN LETTERS: I will not send them on and if I go bankrupt, get a horrible disease, an anvil drops on my head, I die, blah, blah, blah, because I don't send the letter on, oh well. I'm not a superstitious fool.

- NO FAN CLUB CRAP! I don't care what your geeky little club is all about, I will not join.

- NO MONEY MAKING SCHEMES! That means you EXCEL (not Microsoft affiliated for all you who don't know about this scam artist company Excel) and all of you other bullshit scam artists out there.

- NO JUNK MAIL! If you write a crappy newsletter or just want to send out your trash to me DO NOT FEEL FREE TO DO SO! If you do then I'll send you a virus. How does that appeal to you?

- If I don't know or trust you I will not open up any attachments so don't bother to send me any. Even though I state this it's amazing all the idiots out there that still send me attachments.

- I don't care what kind of language you use just don't swear directly at me. If you do well then "Fuck you too," you won't be hearing from me.

- If the answer is in the walkthrough you will most likely not get a response from me, maybe a smart ass comment depending on the mood I'm in at the time. I have better things to do than to answer questions that have clearly been answered. Go back to the third grade and take up some Reading Comprehension classes, I think it's time to renew your subscription to Highlights magazine. Hooked on Phonics worked for me, maybe it'll work for you too.

- And as long as were talking about e-mail I'll most likely ignore, please write legible e-mail's without all these modern day acronyms all you tennie boppers IM and text eachother with, I'm kind of old school and aren't hip to all their meanings.

- And one more thing: I KNOW THERE ARE TYPOS in this guide. I typed it in word pad and if you knew anything at all, then you should know word pad doesn't have spell check, plus I'm only human and thus not perfect. When you type in a million plus characters you're bound to make a mistake. It's amazing all these anal retentive asshole yuppies out there who e-mail me and make a big deal because I didn't use proper grammer or spelled a word wrong, whick 98% of the time is due to a typo and not my ability to spell. Get a life you pathetic morons! Maybe someday I'll notice the typos and fix them, then again maybe I won't just to piss you off!

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