

up this guide. As far as I know I've included all the tricks and necessary information to complete the guide so I don't see a need for future updates. Of course, I'm human and there could be some errors in this document.

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---- Chapter 1 : Game System ----
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** 1.1 Controls **

- X Button ----- Shoot weapon
 - O Button ----- Jump
 - Square Button ----- Use psionic attack
 - Triangle Button ----- Use
 - START Button ----- Pause the game
 - SELECT Button ----- Map
 - R1 Shoulder Button ----- Switch psionic
 - R2 Shoulder Button ----- Strafe right
 - L1 Shoulder Button ----- Switch weapon
 - L2 Shoulder Button ----- Strafe left
 - Directional Pad ----- Move character
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These codes must be entered at the Pause screen while holding the SELECT button. Don't do that and...the code won't work.

G A M E P L A Y C H E A T S

CODE	EFFECT
O, O, Square, O, Triangle, X, X, O	Invincibility
L1, Square, Triangle, Square, Square, O, Square, O, Triangle	All Weapons
Triangle, X, X, O, X, Triangle, Square, Square	Full Health
L1, X, Square, Triangle, Triangle, X, O, Triangle, X	Maximum Ammo

The following table is for the level passwords that you get after you complete each level. Just go to the password entry screen at the main menu and enter the password to go to that level.

L E V E L P A S S W O R D S

PASSWORD	LEVEL
Square, Triangle, X, O, O, Triangle, X, X, O, Square, X, Square	Chemical Factory
X, Triangle, O, O, Square, X, Triangle, O, Triangle, X, Triangle, Triangle	Rooftops
Triangle, X, Triangle, Square, O, O, X, O, X, Triangle, Square, Square	Jupiter Station
X, O, Triangle, O, Square, X, X, X, O, O, O, Triangle	Triton
Triangle, X, O, O, X, X, Square, O, O, X, Triangle, X	Mars
O, O, X, Triangle, Triangle, O, Square, X, X, Triangle, Square, Triangle	Antarctica
O, Square, Triangle, X, Triangle, O, X, O, X, Triangle, X, X	Io
Square, X, O, O, X, X, X, O, O, Triangle, O, O	Reactor
X, O, O, X, Square, X, Triangle, O, Square,	Orbiting Habitat

Triangle, Triangle, Square

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O-----O
O, Triangle, X, X, O, O, X, X, Triangle, O,      Dream Circle
Square, O
O-----O
O, Square, Triangle, O, X, Triangle, X,          Prison
Triangle, O, X, O, Square
O-----O
X, X, X, O, O, Triangle, O, X, O, Square,        Fortress
X, O
O-----O

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---- Chapter 2 : Disruptor Walkthrough ----

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**                          2.1 Chemical Factory                          **
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Aside from that first training mission, this will be the easiest level in the game, as well as the shortest. The area immediately around you contains quite a few flying organic enemies. Use your handgun to take them out. Grab the ammunition from the destroyed walls to restock. On your way up the ramp into the next area make sure to grab the pulse rifle. It's a bit slow firing but it packs more pinch than your handgun.

Now in this area you'll find more of those flies moping around. Make quick work of them with your pulse rifle or your handgun. As you come off the ramp you'll find a new enemy, it's a sort of ape creature that spits fireballs at you. The fireballs are quite slow so you can easily just move to the side and open fire on that ugly brute. The rest of this area contains one more ape over towards the destroyed building and one inside on of the buildings, the one on your right as you come up the ramp. Shoot both of them to eliminate distractions and then jump down into the muddy gorge.

The gorge has a few more flies and one ape that comes down from the next ramp. In any case, shoot all the flies and then head up the ramp to shoot the ape. There's one more ape in the next area as well as three flies. Shoot them all and then move up the ramp. This final area isn't too hard. Just walk forward and take care of the two apes and a assortment of flies that present themselves to you. Once they're dead just walk up the ramp and try out your psionic weapons. Walk up to the three saw vehicles and give them a blast with the Square button. Whee! Jump down into the portal when you're done.

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**                          2.2 Rooftops                                **
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Walk out the door and blast the robot outside the door. Turn left and you'll be able to spot a hole in the ground to drop through. Drop down and go through this area, ignoring the floating droid. If you shoot it, it will blow up. So avoid shooting these when you see them. Take the elevator up and turn around to see a robot standing right beside you. Blast that sucker and then head towards the right side of where you came up. By an automatic door is another robot. Shoot it from afar and then enter the doorway. Upon entering

around, shoot the soldier and then follow the hallway to a spot where some spiked orbs come out of the floor. Shoot them and then follow the stairway to the top where another elevator and another bipedal cannon await you. Shoot the cannon and take the elevator. Follow the stairs up and the only available path and you'll come across two more troopers. Shoot them and then follow the stairwell.

There's one more trooper in the stairwell but a few shots from whatever gun will take him out quickly. Now at the top is the last console for the last engine. The only problem is that there's three rooms until you get to it. All you have to do is blast your way through, shoot the console, take the teleport. It's just that simple. Now go through this next chamber. There's a hell of a lot of soldiers and bipedal cannons so use your shock psionic (understanding that you've been charging it during the mission) and your AM Blaster to get through the room. The bottom level of the room contains the switch you need to get to the last chamber. Flip it and get out of that room before you get waxed. Shoot the final bipedal cannon and enter the teleport.

** 2.4 Triton **

Shoot the flies that come up out of the vents and then enter the door. Shoot the ape at the bottom of the stairs before he can shoot his little fireballs at you. Now take a deep breath and jump through the hole in the floor. Shoot the two apes and continue doing this as you follow the only path going through this area. You'll wind up at a big gray door, outlined by green lights. Open the door and immediately shoot the ape on the other side. Keep following this path, shooting all the flies and the apes that come into view. When you emerge into a room with a lit staircase and smaller green-lit door go through the door and follow the path to the end. Shoot the fly and drop down into the hole.

Follow this path and you'll wind up in a large room with three apes. Shoot the apes and grab the plasma lance. Don't use it just yet though. Go down the ramp on the opposite side of the room and you'll drop down into a canyon. Turn right and go through the fog until you reach a structure. Next to it is a small trench. Follow the trench to the end and turn left. Going through this valley you'll find a tough opponent but he has a spiffy weapon called a lock-on cannon. Garb it from him and you'll need to head straight through this valley to the buildings on the sides, one of them has a switch.

Flip the switch and then find the largest building in the valley. Enter it and follow the paths through to a large circular chamber. In it you'll find a ramp that leads down into another room. Flip the switch and head up the ramp with your plasma lance equipped. At the top...use it. After all those bastards are dead just follow the remaining paths to the teleport.

** 2.5 Mars **

This area is heavily fogged up and you only have your psionics with you. So move quickly and shoot them fast. A large group of enemies can be taken out rather quickly with your new psionic, Blast. Eventually, you should find your way to a stone structure set into a cliff. Enter it and drop down to escape the hordes outside. I hope you managed to pick up a pistol outside or else this next part will be tough to do. Luckily you've got s continue point right when you enter so it may not be too much of a hassle.

Run forward and drop down a few levels until you get to the walkway. This entire area is infested with some sort of floating squid that shoot balls of acid at you. Don't waste too much time shooting at them, you'll run out of ammo quickly and then you'll be screwed. Use your weapon if necessary and try to use those psionics, they help quite a bit. Take the fork that goes to the right and follow it until you can drop down. When you do you'll receive a boost of psionics, so if you've been using them you can continue to do so.

Keep going forward and use your psionics to blast some of the weird biped creatures in your path, I suggest using Blast. Take the right fork and drop down to receive yet another psionic boost. Now run forward and take the right fork. use your psionics, keep using them. You'll receive another boost soon. Keep going along the right path and you'll drop down for another psionic boost. Take the middle path and use your psionics to take out all the odd bipedals that I mentioned before. it loops around a whole lot but eventually you'll drop down again and receive another psionic boost.

Now run forward and take the right fork again. Up ahead, going through another swarm of enemies is the orb you have to retrieve grab it and the walls will rush up and enclose you with two of those bipedals. Use Blast to dispose of them. note that the orb has increased your psionic capacity to 200. Sweet!

There's only one path to take from here so take it and blast your way through (no pun intended) the bipeds up ahead. The circular chamber up ahead is actually an elevator so walk into the middle and let it carry you up. At the top is another bunch of bipeds, four in total. Blast them and then take the path on the right and follow the stairs up. Now you just have to emit one more Blast to wipe out all those bipeds. Step on the teleport and you're done.

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**                2.6 Antarctica                **  
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Flip the switch to open the door. Go right and kill the two mutants. Grab their ammo and turn around to see three more rushing in on you. Eliminate them and then follow the other path to a fork. Take the left fork. Shoot the two mutants and the droid outside the tunnel. Make a right after killing two more drones and flip the switch. Immediately turn around and kill the three mutants that come right up your ass. Now take the other path and flip the switch. Backtrack through the tunnel to the fork and take the one on the right. Kill the mutants you come across and the drones up ahead. Head down the steps and into the tunnel Follow the path that goes to the right and you'll find a switch. Flip it and then go back.

Follow the path that is straight ahead and you'll encounter some more drones and more mutants. Kill them all and when you emerge from the tunnel take the path that is opposite where you come out. Follow the stairways and jump over the crevasses, killing the mutants and drones as you go. There's only one path through here so you won't get lost. Eventually you will drop down to a continue point. Move up ahead and kill all the mutants and enter the building. Flip the switch and the elevator will take you up.

Kill the mutants and just keep following the path through here. You'll have to go up quite a bit and kill a few big guys but when you reach the top you'll have to drop down into another big room. Now backtrack through the last areas and you'll come to the first elevator you took. Look opposite it and enter that elevator. When the doors open, fire away. kill all those mutant bastards.

Go through the elevator. in this next room kill all those big guys and then head up the stairs. There's a few more mutants but they can easily be killed with your AM Blaster. Flip the switch and head back down the stairs. Go back to the elevator and you'll find that a new staircase has appeared. Go up and kill the mutant at the top and lo and behold a room full of enemies! Use your AM Blaster and whatnot to kill all these monsters.

Find the room in the middle, go up the stairs, down the other side and flip the switch. Now backtrack and find the door you unlocked. Go through and you'll be in another room full of monsters. Kill them with your AM Cyclone. Find the switch at the top of the stairs and use it. Backtrack to the elevator and go through the new door. Up that staircase is the genetic databank. Grab it after killing the monster and then head back down and kill everything else in the room.

In the next room is four of those huge monsters. kill them and then go through the door on the right side of the room. Follow it all the way through and step on the teleport.

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**                               2.7  Io                               **  
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I tried...I did but this level has way too many twists, turns, thick yellow fog, and alternate paths for me to successfully navigate you through this level. It's not too hard though so maybe that won't be a problem. Just use shoot and run tactics and don't worry about wasting ammo, the guys in this level seem to drop a lot of it for you. Good luck!

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**                               2.8  Reactor                               **  
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This is quick. Never stop running or else the timer will run out on you and...game over. What you want to do is run forward along the passages, taking the elevators and whatnot to go to different levels and dash off into the side rooms so that you can activate the cooling switches. There are a dozen or so of these switches and it's a mad dash in between all of them.

Keep your weapons blazing quickly and don't fuss over unnecessary conflicts. If you can simply move around an enemy do so. When you shut down the final switch, in a round chamber, run off to the right and at the end of the walkway is a floating orb. Grab it and when the reactor blows you'll get teleported out.

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**                               2.9  Orbiting Habitat                               **  
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Run forward and shoot the big guy up ahead. Next run through the door and eliminate the three security guards in the next room. Go through the door to the left and follow the hallway to a door on the left side of it. Now follow this hallway until you see two floating orbs. Shoot them and then turn the corner and take out the three bad guys there. Hop into the elevator. When it get to the top get out and shoot the security personnel and the floating robs. Cycle the doorway and repeat the same procedure in this room. Cycle the next set of doors and....yeah that's a lot of guards. Get out your most powerful weapon and fire away. Cycle the next set of doors and eliminate the security personnel beyond it. Cycle the door, kill the guys and then cycle

the next door. Mission complete.

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2.10 Dream Circle

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This level is like a bad acid trip and confusing as hell. All you can use is psionics so make good use of your Terrablast psionic. It should be all you need. The enemy will come in swarms so fire one Terrablast and then keep moving...after you collect the resulting charges. You'll get sucked down into something that looks like it could be a larger than life representation of your circulatory system. Anyhow I find that the best way to navigate this maze is to stick generally to the right side and follow the psionic bubbles that pop up in your path. You'll eventually get "teleported" back out when you get to a certain point.

**

2.11 Prison

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Run forward and kill the three guards outside. Run out the door and run straight past the guard there. Off in the darkness is a building, it should be forward and slightly to the right of where you exit the first building. Enter the staircase (ignoring all the guards) and then open the door just ahead. Step into the room and lo and behold an elevator. It will take you up a floor. Kill the guard standing there with your psionics. Go into the next hallway and shoot the guard there. Pick up the AM Cyclone in the side room and then keep running down the hallway. Shoot the guard at the end and step onto the elevator. Now exit the building and head to the right until you see the teleport. Hop off onto the other side of the gate and keep running.

Now you basically want to repeat this process 5 more times going along this road in the same direction. It's damn tedious and borders on boring but there's enough enemies to swarm around you and keep you entertained along the way.

**

2.12 Fortress

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Oddly enough, the last level of the game is the hardest one. The room will teleport three guards in so shoot them quickly with your gun. What you want to do now is make your way through the next room and off to the right there is a switch. Activate it and kill everyone you see on your way there and on the way back. Hop onto the elevator it unlocks. Go down and kill everyone you see on the path that goes off to the right. Take the next right as well and hop on the elevator. Rush down the hall until you reach an open area with a tunnel ahead and two doors on either side. Take the tunnel on the right and let the tunnel carry you down. Shoot the bipedal tanks in this area and you'll be free to choose from the teleports. Choose the one closest to where you emerged.

Now you just need to dash across a barren plain of aliens and hop onto the teleporter at the end. Now you just need to kill this final boss and you'll be set. He has a lot of life so it'll take a hefty amount of firepower to take him down. You can shoot down his rocket attacks easily but if they hit you you'll lose a lot of life. Simply use your heavy weapons on him and he'll go down easily enough. It may take a few tries but you'll get it.

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