

# Pax Corpus FAQ/Walkthrough

by Bloomer

Updated to v1.0 on Feb 13, 2001

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|          Pax Corpus for Sony Playstation          |
|          FAQ and Walkthrough                    |
I          Version 1.0, 13/02/2001                 |
I (Australian date format: Day/Month/Year)        |
I          by Bloomer aka Wade Clarke           |
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\_\_\_\_\_ Legal Stuff \_\_\_\_\_  
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\_\_\_\_\_ Thank Yous \_\_\_\_\_  
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- Yes, they're at the front! But see how short they are? Thanks to:
- Cryo Interactive Entertainment, for creating Pax Corpus, for sending me a minimal walkthrough of the game and for replying to my research emails
  - Kahlee, for her vital, supremely confident and sexy stride that really helps Pax Corpus
  - GameFAQs

Version 1.0 - Completed 13/02/2001

You're reading it, and it was written to be as complete as possible at birth.

If you read, use, or like this FAQ, then please send me an email. I am keen to hear from anyone who's playing Pax Corpus. I think I can safely say it is not the best known game in the world ;)

Also, if you have other comments or feedback re: Pax Corpus/this FAQ, or information about something important in the game that you think I have neglected, send those in. Having said that, I know that this FAQ is pretty solid, and covers almost any question you might have about playing the game. If I ever need to update it, gamefaqs.com will be the first place I post the updated version (if they'll have me!)

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Read this because it tells you what you'll find in this document and how the material is all arranged.

Pax Corpus is a sci-fi action adventure with gameplay reminiscent at times of Tomb Raider. Versions of Pax Corpus exist for the Playstation and for Intel-based PCs. This FAQ was written specifically for the PSX version. However I believe that the majority (or all) of the directions for solving levels will hold true for the other version of the game as well, as will gameplay strategies. The passwords are the same for both versions.

Throughout this FAQ, references to missions and levels will take this format:

M1-3 means Mission 1, Level 3 or the 3rd level of Mission 1.  
M5-1 means Mission 5, Level 1 or the 1st level of Mission 5. etc.

This FAQ consists of 4 main parts:

<(1)> A general strategy guide with

- Advice on the controls
- A moves list
- Combat strategies
- Acrobatic strategies - I.E. how to handle the jumping and rolling aspects of gameplay and how to deal with specific obstacles
- A rundown on the use of different weapons and items in the game
- A guide to all the enemies you meet in Pax Corpus

<(2)> A walkthrough of the entire game with maps and detailed directions addressing every level

<(3)> A passwords and secrets list, for those who like that kind of thing :)

<(4)> FUN STUFF!!!

- 'What is Kahlee's tattoo about?..'
- What's cool in this game, what's weird, what's terrible
- Lists of fun things to try out and to watch out for
- List of bugs and amusing faults to play with
- Music breakdown for Pax Corpus
- Read about 'The Love That Dare Not Speak Its Name'
- Info on the end credits (\*\* SPOILER \*\*)

To go straight to the beginning of any one of the four parts, you can do a search for P1, P2, P3 or P4 in the text of the document. But first,

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\_\_\_\_\_ "Why did I write this FAQ?" \_\_\_\_\_

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First reason: I wrote it because in spite of Pax Corpus' large number of faults and problems, I have grown to like the game very much. (Did I mention I'm kinda masochistic too?)

Second reason: It was really hard finding any help for this game. So I hope that my FAQ will provide that help, and save some other gamers the difficulties I had. Though in a way, I only fell in love with the game as a result of spending so much time playing it because of those difficulties!

Thus, my initial idea to write a levels walkthrough developed into wanting to document everything I could about Pax Corpus, and to share this with anyone else who might play or become interested in the game.

...

The game was released in 1997. I picked it up for the PSX in 2000, and in spite of its technical sloppiness, arduous loading times, harsh password system and the cruel and sometimes inexplicable problems it threw at me, I was compelled to keep playing. The dark future atmosphere, foxy protagonists and the plot concerning an all-female society and a mysterious project to brainwash the populace all helped a lot.

I was only up to M2-2 when I first hit a total impasse.. I could not work out how to kill the executioner. The fact that I had to play that level from scratch every time I died on him (20+ deaths) was driving me pretty mad. So I looked for Pax Corpus info on the internet. There were a few cheats, a single old, bad review of it - in German!! - and that was it. No walkthroughs, FAQs, or other reviews anywhere, which were the things I wanted.

So, I emailed Cryo, the makers of Pax Corpus, via a suspiciously dead looking website, and asked for help. Weeks passed. I thought, 'I'm never gonna get any help on this game, am I?' Then suddenly, I got a reply, from France. THANK YOU FRANCE!!! A helpful guy at Cryo in France sent me a skeletal walkthrough (which evidently is not available anywhere else). At last I learned how to kill the executioner, and I played on.

In the credit department, I must point out that the skeletal walkthrough from Cryo formed the framework for my levels walkthrough.

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Lingua Latina: PAX CORPUS

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Before we plough into the strategy guide, let's stop for a second to consider the title of the game: Pax Corpus. Sure, it just sounds cool. What do those words actually mean though? Latin will help us out here in a second. ('Latin?!' I know, some of you are baulking now)

In the game, Pax Corpus is the name of the secret project created by Dr. Ellys for Kiyiana Soro, leader of the Alcyon corporation. It seems to be both a weapon and an entity. The Pax Corpus and its manifestations emit a dangerous radiation. Prolonged exposure to the Pax Corpus will make you become part of the Pax Corpus.. in the process, your freedom of thought is destroyed and you effectively become a mindless slave.

'Pax', from the Latin, means 'peace, tranquility, concord' (New Shorter Oxford English Dictionary). The most famous pax was the 'Pax Romana', which described the security and peace of a particular era of the Roman empire. 'Corpus' means body. So, my interpretation of the term 'Pax Corpus' goes like this:

'Pax Corpus' describes the concord which exists between the Pax Corpus weapon/entity and all of those beings who have been irradiated by it and become a part of it. So it's actually a kind of irony. Certainly there is no conflict, but the victims of the Pax Corpus are now its slaves, and they exist in an immortal and mindless cooperative state, or peace, with all the other slaves.



Hit X to punch (it's really a pistol whip using the butt of Kahlee's blaster, but I'll always refer to it simply as the 'punch')

Hit X twice in a row for 2 punches.

Hit X 3 times in a row for a 2 punch + one roundhouse kick combination.

Even if you stagger the timing of 3 presses of the X button, your 3rd attack may end up being a roundhouse anyway.

Press X whilst crouching to come out of the crouch with an uppercut punch.

Press X whilst holding down the run button (R1) to kick out at someone's groin.

Outside of combat: Stand directly in front of a computer terminal or a switch and press X to activate it.

Circle Button - Jump and Roll button

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Press Circle once to make Kahlee do a short forward leap, useful for clearing a small gap.

For the double jump, you tap Circle a second time before Kahlee touches the ground (or ground level) from the first jump. The double jump will give much greater height and distance, and is used both to clear longer horizontal distances and to vault over those horrible laser forcefields. The longer you wait before you tap the Circle button for the second time, the greater distance you will clear in total. But not so long that you simply land or fall from the single jump.

The double jump is also a decent kicking attack, striking all enemies you clip in the course of your jump.

Kahlee can also roll forwards and backwards.

Hit Circle button + R2 button for a forward roll.

Hit Circle button + backwards on the directional pad for a backwards roll.

Rolls are reasonably fast, so they are a decent defensive movement to evade enemy fire. The more important use of rolling is to roll under laser beams, and occasionally into a small chute, portal or doorway.

Square Button - Blaster (Basic Weapon) button

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Kahlee always has her blaster with her, and unlimited ammo for it. You'll use this weapon to cut down the majority of your enemies, to remotely activate switches by shooting them, and sometimes to destroy scenery, obstacles and false walls.

1. Press and hold the Square button down: Kahlee draws and aims.

It's not instant. If you let go before she fires, the process is aborted. By default, Kahlee aims directly ahead of her. If you are facing sufficiently in the direction of an enemy at the time you draw aim, Kahlee will aim at and track that enemy with the gun (to a limited degree). This includes aiming above or below her, an aspect of aim you cannot voluntarily control.

2. Keep holding the Square button down: Kahlee starts to fire.

She will fire repeatedly at short intervals until you release the button, or start to turn around, or start or stop walking/running, at which point she will have to re-draw and re-aim. This takes time. Therefore, to fire multiple shots at one enemy or track them if they're moving, just keep your finger stuck down on the button. Don't release it unless you really need to dodge, aim elsewhere, or other circumstances have changed. If the enemy Kahlee is firing at dies or moves out of sight, and another is in range and sufficiently in front of her, she will automatically switch her aim to the new enemy without you having to do anything.

Press the Square button when you see a purple-crosshaired object/switch in subjective view mode to fire at that object, destroying or activating it.

Triangle button - Additional weapon trigger

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Fires your additional weapon, if you have one selected (see Select button below). Aiming/tracking enemies for additional weapons is the same as for Kahlee's blaster.

Select button - Inventory mode.

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Press Select: The game pauses and Kahlee's inventory screen appears. You will have one or two 'rings' of inventory items, depending on what you have picked up during the game. I would call one the 'Weapons' ring, and the other the 'Special Items' ring. Use up and down on the directional pad to toggle rings if you have both of them.

Weapons Ring - Use the directional pad to scroll left and right through any additional weapons you have picked up. Numbers by the weapons show how much ammo is left for that weapon. Press Select again to choose the frontmost weapon and return to the game. The icon for the selected weapon will appear in the circular panel in the lower-left corner of the game screen. To use the weapon from now on, press Triangle.

Special Items Ring - Same control as the weapons ring. The difference is, when you press Select to exit your inventory, the item you selected will typically be used instantaneously. I.E. You do not have to trigger it later. An example would be an energy capsule, which will be consumed right away, restoring Kahlee's white energy.

Some items will appear in your special items ring, but selecting them seems to have no effect. Such items are automatically used at the relevant points in the game.

Start Button - Pause mode

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From here you can resume play by hitting Start again, or press Select to get the option to quit to Pax Corpus' front menu.

## White Energy

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Kahlee's health, AKA white energy, is displayed inside the orb in the lower-right corner of the screen. The damage Kahlee sustains from her enemies and from the dangerous environment reduce her white energy until the orb is empty and you're dead. Death takes you back to the start of the level you are currently playing, minus all items you collected whilst playing the level, along with any you had carried over from earlier levels - though some of your special items (non-weapon) are the exception to this rule. There are other fabulous instant ways to die, such as plummeting into voids.

When you complete a level, your health is restored to full.

## Pax Corpus Energy

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Immediately to the left of your life orb is the triangular Pax Corpus energy meter, or 'blue energy' meter. Exposure to the Pax Corpus entity will cause this meter to build up in steps. With each absorption of energy, Kahlee groans as if she had been shot. Everyone, everything and everyplace affected by the Pax Corpus has a neon blue glow, and when you enter or leave a Pax Corpus area, you can also tell because you will hear a blissful chord on the soundtrack. If this meter fills completely, BZZZZT you have been absorbed into the Pax Corpus and you're a slave, as good as dead. On the other hand, once you move back out of the Pax Corpus afflicted areas, the meter will subside, and your Pax Corpus energy will be pumped back into Kahlee's health! This is a very important thing to remember. It essentially turns the Pax Corpus into a healing station, so long as you are careful with it.

## Game Over

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There is no save game system in Pax Corpus. This is Very Harsh... You will receive a password for the purposes of resuming play only once per mission, at the completion of each mission.

The smallest mission is only 1 level long, but the longest missions are 6 levels long! So there will be times when you will have to clear 6 levels in one sitting to get the next password. Otherwise, once you turn off the Playstation, it's back to where you got your last password next time you play.

Whenever you die, you also face about 40 seconds of loading from the CD. For all of the above reasons, avoiding death is a priority (DUH!!!!!!!!). Not just for the sake of Kahlee's life, but for the sake of your own sanity. And because you lose your extra weapons when you die.

## 3 - COMBAT STRATEGY

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### The Radar

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Use the radar, because it's a great tool. The circular radar at the top-right corner of the screen will show your position relative to your enemies (both animate and inanimate), and other neutral beings. You are at the centre of the radar. Northwards on the radar represents the area directly ahead of you. The radar works through walls and can pick up figures who are quite a way off.

Remember that roughly speaking, radar range equals both sight and shooting



range. If a guard is aware of you, has line of sight to you and is visible on your radar, odds are she'll be taking aim now. Inversely, if someone's on your radar and you have an unobstructed path to them, you can blast them, sometimes before you've even seen them in person on the game screen.

#### Blasters and Dodging, Part A

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If you surprise an enemy, or they're not aware of you yet - Just open fire with your blaster. Face them enough to get aim, then hold down Square and start firing. 1 shot will stun or kill standard enemies early in the game, 2 will kill for sure. As you progress through the levels, enemies will be able to take more punishment before dying, possibly up to 5 blaster shots. You can shoot stunned guards who are on the ground, too. Don't try and shoot anyone whilst standing \*right\* in their face. Due to some poor programming, if you stand too close to people, you actually aim over their shoulders.

About half the guards are posted and on watch for intruders like yourself. As soon as you enter the room with these guards, they aim then fire. The key thing is the sound of their weapons. There's a clicking as they load, then the smokey explosive sound of the shot being fired. This may be the future, but fortunately these shots aren't travelling at light speed and you can both see and evade them.

The 'click' is a warning; the guards are still aiming at this point and will rotate to follow you if you're moving. Use this time to face perpendicular to the approximate direction the shots are gonna come from. Once you hear the shot fired, be running, rolling, or jumping briefly to get out of the way. You can use the dodge button (L2) to duck if you wish, but this is less reliable. And don't press L2 while the guards are still aiming either, because then they'll adjust their aim down to where you're ducking. If you let them fire first, then crouch, it will go over you.

Dodge works best when you have the cover of a crate, or any other obstacle that entirely protects the lower half of your body. Fire shots over the top of the crate and just duck down to safety behind it whenever you feel like it.

If you are being fired upon by 2 or more enemies in a room, you may wish to just keep running around them in a circular fashion, or across their paths, to avoid their shots. This will make it harder for anyone to hit you, and if you're lucky they might hit each other too. Keep moving when under fire. Dodge incoming shots, fire a couple of your own, move again, repeat.

#### Hand 2 Hand combat

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Sometimes it can be a pain to aim correctly in a pinch, or if you have multiple guards on you, or someone's hiding behind a corner, or you've got crossfire problems. So mix it up with some kung-fu!

Run (holding R2) right up to an enemy and start hitting X. 3 rapid presses gives the Punch - Punch - Kick combo. The roundhouse is very sloppily programmed and will often miss, seeming to pass right through your foe. Don't worry, they're still stunned enough from your punches and you can just keep smacking them to death. This kamikaze technique rarely fails against guards.

It's cool if you Do manage to land a roundhouse because it usually knocks guards to the floor.

Kahlee's double jump can also be used to kick humanoid enemies down to the

floor for decent damage and the stun effect. If you have room, face your enemy, tap Circle twice and you'll both soar through the air and smack anyone in your flight path. Yep, you can strike multiple enemies at once with this move. Non-humanoid enemies won't be knocked down, but they'll still take damage.

\* Dodging during hand-to-hand combat is only useful against opponents who exclusively use hand-to-hand, such as civilians and packers. Though they're so hopeless and annoying anyway, you probably already shot them from 10 feet away ;)

\* Don't waste time with the uppercut-from-dodge either, as it's largely useless.

LONE EXCEPTION: Fighting Kiyiana, where you actually must use the uppercut at the start of the fight!

Though, if you're really desperate to use uppercut-from-dodge, try boxing with the civilians in M1-2, they seem to like it, or packers or prisoners on later levels. Occasionally you may wish to try to land the groin kick on an enemy (R1 + X) for laughs, but practically it is the weakest attack by far in the whole game. Maybe this is because %90 of your enemies are women or robots. Now if there were only more men around you could kick in the groin...

#### Blasters and Dodging, Part B

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Firing from the crouched/dodged position is also possible. Just hold Square while you're crouched. It can work, though often it prompts the guards to get cute and dodge in return. 'I see your dodge and I raise you a dodge!' kind of thing. And remember if you stay 'dodged', the bad guys start aiming down at you. Some droid enemies fire shots that will always hit you whether you're high or low.

Here's something good to know - Kahlee can fire whilst running or walking.

Just remember that whichever state you first take aim in (either moving or not moving), that's the state from which you will be able to continuously fire by holding onto the Square button. If you start or stop walking/running, you will pause to draw and take aim again. I'm making a big deal about this because in combat, you almost always get shot when you're taking aim yourself. It is important to minimise unnecessary drawing/aiming.

#### Cool Blaster Trick

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Here's the coolest way to use moving and shooting at once to your advantage.

When there's a room ahead which you know contains some guards or other enemies, especially the kind who are waiting for you in the distance, get back a bit in the cover of the previous corridor. Now, start walking along towards the room and hold the Square button down. This gives Kahlee time to draw, and start firing repeatedly ahead of her whilst striding along. So long as you don't stop walking or release Square, she won't stop firing.

Round the corner into the room, walking and blasting, and use your radar to steer yourself directly at each enemy 'dot'. You probably can't even see the guards on the screen yet, but your 'enter blasting' attitude, combined with the long-distance aim you're getting from the radar, means you'll probably take them all out before they even blink. The screams of the dying guards you haven't even seen yet is a great thing. Kahlee also looks extremely cool doing

this, striding along icily and firing. It's one of the best things in Pax Corpus :)

#### Fighting Non-humanoids

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For animal type foes, like wormhounds, dogs and squibs (all described in Part I, Section 7 - the Enemy Guide), fighting from a distance is preferable. Make sure you stand back, take good initial aim, then open repeated fire and don't release the Square button until they're totally dead. Even then, keep holding it down if the enemies were grouped together, because you'll probably take auto-aim on the next one. Animals can mess you up if you let them come close. Sometimes due to their bouncing movements, the odd shot of yours will miss. Don't worry, just keep blasting.

Droids are nasty because they're trigger happy and you tend to encounter them in numbers or in ambush situations. The 'Cool Blaster Trick' is often good when entering a droid filled area, but methods of dealing with droids can be fairly specific depending upon the level you're on. Thus they get more discussion in Part II - The Walkthrough.

#### Security Cameras

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Occasionally you'll spot a security camera attached to the ceiling of a corridor or room. They don't move or rotate. If you come within range of them in the direction they are facing and stay there for a little while, the camera will notice you and you'll hear 'CALL FOR REINFORCEMENTS!' The effect of being spotted is that more guards will appear in nearby rooms.

To avoid this, don't dawdle when you spot a camera. Either move on fast, or better yet, hold L1 to switch into subjective mode, target the camera from afar with purple crosshairs then take it out with a blaster shot.

Of course if you want the joy of torching more guards, which is one of my favourite things to do in Pax Corpus, just let the camera see you.

#### 4 - ACROBATIC STRATEGY

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Kahlee has to negotiate a lot of nasty environments in Pax Corpus with her acrobatic prowess.

#### Key Observations

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1. The most important strategy: Use subjective mode (L1) to check your positioning and aim when taking jumps and rolls. Get your target straight ahead of you, then release L1 and Kahlee will remain correctly lined up.
  2. Kahlee's short sidesteps (R2 + left or right) can also be used to position her more accurately for jumps or rolls. Note that this isn't Prince of Persia - these are Short sidesteps, not Cautious sidesteps. You can still fall off ledges or platforms while taking these little steps, so be careful.
  3. If Kahlee touches a wall in mid jump, whether she ploughs directly into it or only scrapes it with her side, she loses inertia and will drop straight down at the point of contact. So be ultra careful not to scrape walls or obstacles

when you are going for a long/high jump over a chasm/lasers, or a roll under lasers... you'll inevitably end up dead or seriously injured, from falling down a chasm, landing on top of a laser wall, or (my personal favourite!) standing up so that your body is bisected by 4 lasers.

4. Running has no bearing on your ability to make jumps. You do not need run-ups to make big jumps, nor does getting a run-up have any acceleration-type effect in general. You can make the biggest jump you will ever make from a totally stationary position.

Now let's talk about

Laser forcefields!

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These are the red laserbeams that you typically find placed across corridors in groups of 1 to 4. There are many of them to deal with throughout the game, and they can be particularly frustrating, not to mention deadly. They behave in different ways, so always approach them with caution. Here are the 4 behaviours:

(a) Some laser grids completely block your passage, basically stretching from floor to ceiling. In such cases, you will usually need to deactivate one or more of the beams with switches found somewhere in the level first. In rare cases, such lasers may be a permanent feature (I.E. The game is never going to let you go past them and there are no switches for them.)

(b) Some lasers partially block a passage. You have to jump over or roll under them (ARGH!!!!)

(c) Some lasers are designed to allow movement through a doorway in only one direction. You approach from one side, the beams evaporate completely, and when you pass through they reappear behind you. Do not walk back into these beams hoping that they will disappear again. A decent number of people have walked through plate glass windows in history. They got hurt. Don't be one of those people.

(d) Some lasers operate on a timer. There may be a grid of them across a corridor, fading in and out in sequence. You need to be careful and move through as the relevant lasers disappear.

Here are the reasons why I fear lasers and why they can be so savage:

1. They're hard to see. It's simply hard to tell where they begin and end. It's a 3D world and typically you're looking forward at a 2D laser, which is a flat red line.

2. When Kahlee misjudges her acrobatics and gets injured by a laser, she is knocked to the floor and will gradually roll back onto her feet. I've gotta be frank here... the programming for this is atrocious, and one of the very bad things in this game. You have no control over the way she gets back to her feet, though you can start the process sooner by hitting X. If you landed in a poor or unlucky position, you can't do anything but scream as you watch her roll to her feet repeatedly in the line of fire of the lasers, being fried over and over until she dies. A mistake that was meant to cost you %20 of your health ends up costing you %100.

How to negotiate lasers

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If the lasers are all above your waist level, roll under them with the forward roll (Circle + R2). This is a pretty safe activity, just make sure you're neither too close nor too far away when you launch the roll. Close and you might headbutt the laser. Far and you might actually stand up from the roll into the laser.

For any other laser arrangements, perhaps 1, 2 or 3 beams going across, at floor, waist and head height respectively, you must use the double jump. 1 or 2 beams is always easy. 3 beams is okay if they're close together. If the 3 are spaced apart, you're not actually supposed to be able to clear them... the game is encouraging you to go elsewhere or find a switch first. But let's not be put off by that!

\*\*\* OPPORTUNITY TO CHEAT!

If you really want, there are a couple of times in Pax Corpus where you can 'cheat' by making an Olympics-worthy high jump over 3 far-apart laser beams :) Though it's not easy and you might cop some laser burns.

Oh yeah, and 4 laser beams going across is never possible to jump over.

The double jump is a tricky beast. The first press of Circle starts an abrupt forwards jump. The 2nd press (made before you land from the first jump) shoots you up and over at an angle of about sixty degrees. If you're too close to lasers, the first forward jump will just put you into them. You need to practise to get a feel for the distances, and what effect pressing Circle at different times for the 2nd jump will have.

To clear laser beams, get back about a body length and a half from the lasers, make sure you're not going to scrape a wall aim-wise, and do a moderate speed double jump. Remember, don't launch the 2nd jump too early (land on lasers) or too late (first jump takes you into lasers). Following the spot of your shadow on the floor once you're airborne is a good way to tell how deep into the screen you are.

To do the crazy jump over 3 spaced-apart lasers, you need to be back about the same distance, but you seem to have to do the double button tap really quickly, so that you almost immediately start gaining great height. This takes some practice.

#### Chasms, Gaps and Obstacles

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At times you will need to jump across chasms, or between painfully small platforms, or onto or over crates or other raised structures. The single jump will move you about a body length forward, and very low to ground level. Remember that to cover the longest possible distance or make great vertical progress, you need to do a double jump, hitting Circle for the 2nd time as late as possible into the first jump. But not so late that you start to plummet and get no 2nd jump ;)

For shorter jumps, tap Circle for the 2nd time more quickly.

Don't forget, you can overshoot jumps as well as undershoot them.

## Plasma

-----

\*\* Ammo per pickup: 5  
\*\* Range: Same as Blaster

This liquidy red fireball is the most common extra weapon and has multiple uses.

It's solid. It will wipe out most non-boss enemies in one shot.

It also destroys some obstacles like crates and false walls, at times making it essential to progress in the game.

You can't fire plasma from subjective mode, so even when you see the tell-tale purple crosshairs indicating a wall or obstacle that you need to take out, you'll need to just get back to the normal game mode and then hit Triangle to shoot the plasma at it.

\*\*\* N.B. Sometimes if you \*don't\* check the false wall in subjective mode before firing plasma at it, even though you know it's there, the game may not put two and two together and you'll waste a plasma shot. (Yes, that's poor□)

In a rare display of generosity, the game will usually leave some plasma for you to pick up pretty close to any obstacles or walls that you Must destroy to continue.

## Mega Blast

-----

\*\* Ammo per pickup: 1  
\*\* Range: Current room

Quoth the manual: 'A fearsome weapon which combines a powerful bomb and a kind of magic and destroys all the enemies present in a room.'

I wish it was as 'mega' as it sounds, but it isn't. It's astonishingly rare. And it doesn't destroy things guaranteed; it's the equivalent of shooting everyone in the room once with the blaster.

When you activate mega blast, energy crackles and flies around you and you're frozen temporarily, but \*\*\* STILL VULNERABLE TO ATTACKS! \*\*\*

So don't use it when under too-heavy fire. (I dunno. Isn't that when you'd most like to use it?)

You can only carry 1 mega blast at a time.

## Missile

-----

\*\* Ammo per pickup: 5  
\*\* Range: Same as Blaster

This is fun. Although, unlike the super bullets in the Michael Crichton film 'Runaway', and unlike the Stinger missiles in most Konami games, the missiles in Pax Corpus don't turn corners. But they do blow bad guys up instantly. Basically, if you have a semi-clear path to a regular enemy you can see on-screen, face them enough for aim and let rip with a missile to end the matter.

Missiles can also take out false walls and destructible obstacles, though you'd only use them like this if you were out of plasma. Or if you were feeling particularly gratuitous.

Missiles work really well in some of the boss fights, so try to keep a couple spare for these occasions.

>>> Fun Tip: If some sneaky guard is firing at you from behind the cover of a crate, just run around the corner, yell 'SURPRISE!' and put a missile into her.

#### Time-Stopper

-----

\*\* Ammo per pickup: 5  
\*\* Range:            Infinite

A very inventive item!

Fire a time-stopper and a sparkling dark blue glow envelops the world. Time grinds to a halt and your enemies FREEZE!.. This works absolutely anywhere in the game, even during boss fights.

The bad news is that you can't hurt anyone while time is frozen. You can't fire and you can't activate terminals or switches.

Lasers are 'frozen' too. A nice touch I think. I guess now that the waves/particles have stopped moving, they can't hurt you :) On the other hand, they're still there, like wires, which you'll simply bump off without effect. This is a wonderful time to roll under or jump over them without risk of injury.

If you walk off a platform or chasm with time frozen, gravity won't actually kick in (I.E. you won't fall) until the freeze wears off. But you're stuck in mid-air at the point where you walked off until it does. This gives you time to contemplate your imminent plummet.

#### Blue Plasma

-----

\*\* Ammo per pickup: Infinite  
\*\* Range:            Same as Blaster

I'm afraid the biggest anti-climax in the whole of Pax Corpus is this weapon. It looked and sounded so exciting... But you only find it in mission 5, where it's only effective against 1 whole enemy, the Undertaker, who can be taken out with a spare missile anyway. Yes, I don't know if that was a bug or an oversight, but it's not good.

When you select blue plasma, you will be able to fire it as if it were your blaster, but using the Triangle button instead of X. Fire as much as you want, because ammo is unlimited and your time with the weapon will be extremely short. To rub salt into the wound, blue plasma doesn't even scratch anyone else.

## 6 - OTHER SPECIAL ITEMS

---

### Energy Capsule

-----  
Using this will completely restore Kahlee's health (white energy), no matter how badly hurt she is. You can only carry one energy capsule at a time. If you're holding one and you encounter another, it's not wasted, it just won't let you pick it up.

Don't forget that each time you complete a level, you get healed back to full, so don't waste an energy capsule healing yourself after you've done everything in a level but have yet to exit.

#### Access Key

-----  
Usually found on a guard you've killed (you can see it hovering over the corpse), an access key will open one or more doors/barriers in the current level. You need to go up to the terminal/button by the locked door(s) and hit X (action) to use the key and open the door. Access keys never last beyond the current level.

>>> Interesting note: If you tried to open a locked door before you had the key for it, that door may open remotely at the moment you find its access key.

#### Clone Flask

-----  
It looks like a molecule, but it's a flask.

You collect and use this during mission 4, to create 4 dispensable clones of yourself.

#### Guard Costume

-----  
In mission 5, you need to obtain this costume and dress up as a guard to be allowed into the training facility. Kahlee looks pretty cool and scarier than usual in this aqua uniform. She also looks a hell of a lot like the heroine from the film TRON!

#### Cold Crystal

-----  
While this is in your inventory you will be immune to the slow cold damage you would normally take in freezing rooms. Freezing rooms are recognisable by the icy mist in the air and the cold hiss on the soundtrack. The cold crystal has a duration which is worn down for as long as you are in freezing environments. When the duration expires, the crystal vanishes. The crystal makes life easier but it is not an essential item. If you lose it, you can still make it through the relevant levels without dying.

#### Logo 1 & 2

-----  
These logos are the 2 elements which combine to form the symbol of the Alcyon corporation: The triangle inside the ring (with the symbol for Female). To play the sixth mission in Pax Corpus, you must make sure you collect both logos during the fifth mission. Otherwise, the game will end after your fight with Kiyiana at the end of mission 5.

>>> Fine Detail: The logos never disappear from your inventory once you have picked them up, even if you die (unless you quit the current game, of course).



However the game will restock them if you do die, and you can go and pick them up again. No, you won't now have two of one logo, and No this detail isn't of any practical use at all :)

## 7 - ENEMY GUIDE

---

Enemies are listed in the order in which you first encounter each of them in the game.

#####

### GUARDS

#####

Female cyborg guards: the most numerous enemies in Pax Corpus, found throughout the game. They attack exclusively with blaster rifles and never use hand-to-hand. They will sometimes dodge your shots or attack from behind cover.

GREY Guards are the weakest type.

BLACK Guards take more punishment.

HOLOGuards are encountered in the training section of mission 5 only. They flicker with static when hit, and fly up to you like a paper target on a pistol range when killed, instead of leaving a corpse.

#####

### CIVILIANS

#####

You'll see a few civilians at the train station in M1-2. You can recognise these women by their outlandish fashion sense. They're not interested in you initially, but if you fire shots around them or come near them, they'll suspect you're up to no good and attack with hand-to-hand. They're weak - a shot or a punch will kill them.

#####

### WORMHOUNDS

#####

First encountered on the train in M1-3. They have orange worm bodies capped with a maw of teeth. They hop towards you slowly making a growling/barking sound, hence the name I gave them. 2 shots to kill, forget hand-to-hand. If they get up to you and start biting, you may become continuously stunned and die, so kill them from a distance.

#####

### SQUIBS

#####

Squibs are tiny cartwheeling fetus-like aliens with a pale green glow(!!!). They are always found on the floor.

They're first encountered on the train in M1-3. They remain stationary unless

you come too close to them, then they may take a cursory stroll towards you before exploding and injuring you. Easily killed from a distance with 1 shot from your blaster.

#####  
DR. ELLYS  
#####

The woman you're searching for, who researched and created the Pax Corpus. Formerly a close colleague of Kiyiana (and her partner/lover. See in Part 4 - 'The Love That Dare Not Speak Its Name'), she realised the terrible power of her creation and is trying to flee the planet of Oz Nama with it.

In M1-3 you'll scrap with Ellys after she refuses to listen to your sensible suggestions. See M1-3 in the walkthrough section for details of this fight.

Note that her name is indeed spelled 'Ellys', not 'Ellyis'. Look at the computer screen in the introductory FMV, or at French documentation for this game. 'Ellyis' was just a phonetic translation for us dumb English-speakers I believe :)

#####  
PRISONERS  
#####

These robed men with burnt, bald faces have been locked up and tortured by the Alcyon corporation for whatever reasons. You can find them in M2-1 (dead) and M2-2 (alive). Entering their cells probably panics them, which is why they attack you. They go in for surprisingly aggressive hand-to-hand, punching if you're standing, kicking you if you're crouching, so just shoot them.

#####  
EXECUTIONER/TORTURER  
#####

A black-robed sadist creep with blades attached to his hands who tortures the prisoners and performs experiments. Getting a man to torture the men... Kiyiana sure knows how to demonstrate her utter contempt for the opposite sex!

This is a difficult boss fight which you will have to get through twice in different circumstances (M2-2 and M2-6).

Regarding his name: Documentation from Cryo calls him 'The Torturer', and Kahlee calls him 'The Torturer' in an FMV, but then the computer system in the game calls him 'The Executioner', so pick your favourite.

#####  
PACKERS  
#####

Red-uniformed slaves to Alcyon Corporation who carry out menial tasks. They're too depressed to want to hurt you, unless you attack them, in which case they'll invite their own destruction by halfheartedly try to punch you. You probably do them a favour by ending their miserable lives with a shot or two.

#####  
DOGS  
#####

Good old-fashioned vicious dogs. Encountered near cages in M2-3 and as pets of the 2nd executioner in M2-6, they run around in circles which can make them hard to hit. You need to lock on and keep firing to give your blaster shots a chance to catch up to them. They can have decent health (taking up to 5 shots), so once you stun a dog with the first shot, keep firing at the same one til it's dead if possible. Listen for the whimpering to stop.

#####  
GHOULS  
#####

These are the wasted figures who crawl about amongst the highly toxic and acidic waste products stored in the tunnels beneath the prison (M2-4).

They grope slowly towards you along the floor and are easily blasted with one shot if you spot them. But it's dark, they're numerous, there are crates all over the place, and if they do crawl up to your ankle they scream like monkeys before clubbing you to the floor. The damage isn't terrible but being knocked completely off your feet is, as it leaves you vulnerable to further attacks. Just keep track of these guys on the radar and be wary.

#####  
DROIDS  
#####

Small spherical floating robots - they are your worst enemies in the game. They come in 3 varieties:

SECURITY DROIDS - The first ones you meet are fortunately confined to the roof of the Temple (M3-1). They hover in position, firing lasers at you occasionally. If you fire a shot, the nearest droid will zip over your head and try to ram you from above in 3 seconds. They are invulnerable to your attacks when in the 'descended' position after trying to ram you.

HOVER DROIDS - These are the vast majority of droids you will meet from M4-2 onwards. Physical appearance is the same as security droids. They have no ramming attack, but they hover in position, rotate to constantly aim at you, and fire very unpredictably. Sometimes they won't fire at all, at other times they'll shoot like crazy! This random factor will drive you nuts. 1-5 shots to destroy.

ROVERS - Brownish, slightly larger maintenance droids with arms found from M5-1 onwards. The pincers may look mean but these guys have NO attacks! They float about slowly patrolling an area. Easy to spot and kill with a couple of blasts. All they can do to bother you is unintentionally get in your way, which is annoying enough for me. If you attack them once, they start to follow you around (if they weren't already). They have weird little faces and their pinching actions are unnerving.

#####  
TEMPLE GUARDIAN  
#####



There are a total of 6 missions in Pax Corpus, and each mission consists of one or more levels. The total number of levels is 20.

I supply maps for 17 of the 20 levels. The 3 levels without maps are:

M1-3: Level is so linear that I consider a map to be of no additional benefit.

M2-4: You have a guide to follow on this level.

M4-2: Level is insanely complicated and dozens of tiny maps would only make you more confused :)

Maps aren't drawn strictly to scale, but they work. Maps indicate only the complete outer walls of rooms and solid interior walls, using lines and dashes. Doors aren't marked with lines or symbols, both because doors aren't much of an issue in Pax Corpus, and to avoid visual clutter. Wherever there's a doorway, there's usually a door - they either open automatically, or if they're locked I will number them and/or talk about them in the text. Numbers or letters appearing on a map will be referred to in the walkthrough text, and some maps may have an extra key or features.

When I mention 'left' or 'right' during the walkthrough, I refer to Kahlee's left or right based on her facing at the time, except when I describe otherwise.

Boss fights are described in full detail in this section. But for the regular enemies, I will often just say something like 'deal with the two guards'. My detailed advice on combat is back in Part I, Section 3 - Combat Strategy. And for further specific information on any particular enemy, read more about them in Part I, Section 7 - the Enemy Guide :)

### There are 2 endings to the game. If you do not collect both logo items during mission 5, the game ends upon completion of mission 5 and you experience the Penultimate ending.

If you did get both logo items, you will play though mission 6 as well and then you will you experience the Ultimate ending.

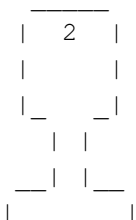
After either ending, you get to enjoy the ULTRA cool credits sequence!

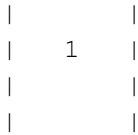
Now let's go:

\*\*\*\*\*  
Mission 1: THE CITY (3 levels)  
\*\*\*\*\*

M1-1

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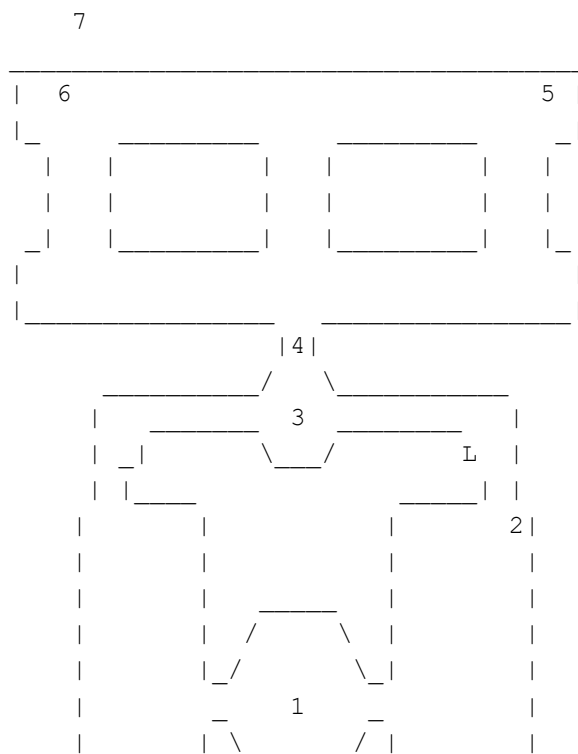
This level consists of 2 small rooms. You start at (1). Proceed from the first room towards the 2nd via the short corridor.

'You're under arrest.' 2 grey guards are here. Kill both the guards to activate the transporter at (2). The transporter is the marked out and glimmering square section of the floor in this 2nd room. With both guards dead, you may wish to practise some of your moves in the now empty rooms.

Walk onto the transporter to travel to

M1-2

-----



The train station: Listen to the cool threatening music and the announcements.

You start at (1). A handful of civilians are wandering around. They're weak - shoot them or ignore them. If you shoot any, check out the eye-opening final attitude of the corpses!

Kill the grey guard at (2) and take the access key.

Proceed to (3) - this is your first encounter with a Pax Corpus room. If you're wounded, you can stay in the room to absorb some Pax Corpus energy, then leave and the energy will be fed back into your health. Don't stay too long of course.

Unlock the door at (4) with your key (stand beside it and press X in front of the button), proceeding toward the train platforms.

You can collect some plasma at (5)

Two black guards await you at (6). Take them out and board the train. The door

to the train (7) is right behind where the guards were posted, and will open automatically.

M1-3

----

You're now on the train. There are seven carriages including the one you begin the level in. The door to each subsequent carriage opens when you walk up to it. Proceed to the seventh carriage, blasting the various enemies that get in your way. Here are the contents of each carriage:

1st carriage: Nothing.

2nd carriage: 1 Wormhound. Give it 2 shots from the doorway.

3rd carriage: 4 Squibs. Stand in the doorway and blast them all before proceeding.

4th carriage: 2 Wormhounds in cages. They can never get at you. BLAST THEM ANYWAY!! There's also an energy capsule here.

5th carriage: 2 loose Wormhounds. I suggest you immediately roll backwards after opening the door, then blast them as they are forced to pursue you back into the 4th carriage.

6th carriage: 4 Squibs, plus another energy capsule.

7th carriage: Dr. Ellys.

\*\*\* BOSS FIGHT - DR. ELLYS \*\*\*

You've found the good doctor. You want to team up with her, but she calls you a 'guard bitch' and says things like, 'I am the seed of the apocalypse.' You cannot reason with a woman like that!

>>> Diagnosis

Ellys is on the other side of an impenetrable laser forcefield. In battle, she will walk alternately to each of the 4 corners of her enclosure in a clockwise direction, firing a shot at you from each corner before moving to the next. In one corner she also takes cover behind a crate.

A good way to evade her shots is to face perpendicular to her, wait to hear the sound of her gunshot, then do a jump or forward roll to get out of the way. Make sure you have some space to jump or roll into. Her attacks do standard blaster damage if they hit you.

Firing at Ellys is useless - she dodges our shots %100 of the time. And we can't get through the lasers to kung-fu her. So how do we hurt her?

In the 'upper-right' corner of her enclosure, the one she moves to after coming out from behind the crate, there is an electrical box on the wall. If you go into subjective mode (hold down L1), you will see purple crosshairs focus on the electrical box. Hold Square in this mode to fire a shot at the box and cause an explosion. You want to time the explosion so that Ellys is near the box when you hit it and gets caught in the blast. This will knock her head over

heels, and she will have to clamber slowly back to her feet. Knock Ellys down 4 times like this and she will flee the carriage, at which point you complete the mission.

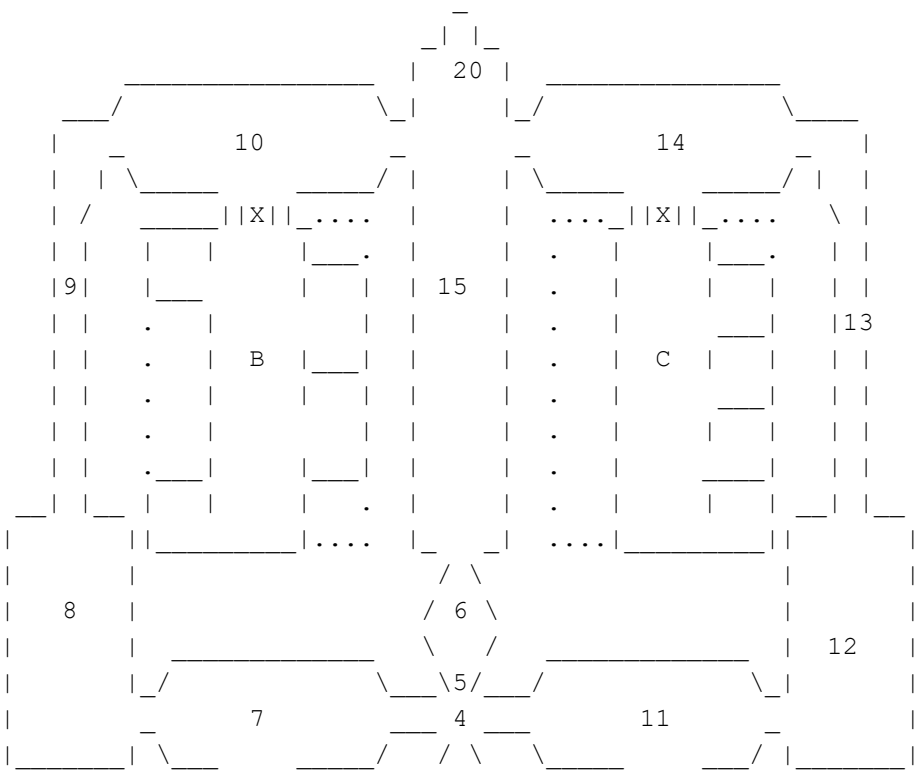
Here's the best way to do it: Kill time dodging Ellys' shots until she fires the one from behind the crate. Having evaded this shot, immediately face the electrical box corner of the room, and go into subjective view. You will see the purple crosshairs, and Ellys making for that corner. Before she gets over there, squeeze Square. You will hit the box and knock her down for the first time. Immediately go back into subjective mode. Watch Ellys start rolling to her feet. When she is halfway through her awkward recovery roll, shoot the box again. Bang - she goes down a 2nd time without getting very far at all. Repeat this process twice more, letting her rise from the floor into the explosion each time. Hopefully you'll get all 4 knockdowns in a row and win the level. If she gets away, or the game interprets a shot you fired at the box as an attack on Ellys and has her dodge it, just kill time evading her shots until her trip to the 'box' corner rolls around again.

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\*\*\*\* END OF MISSION 1 \*\*\*\*  
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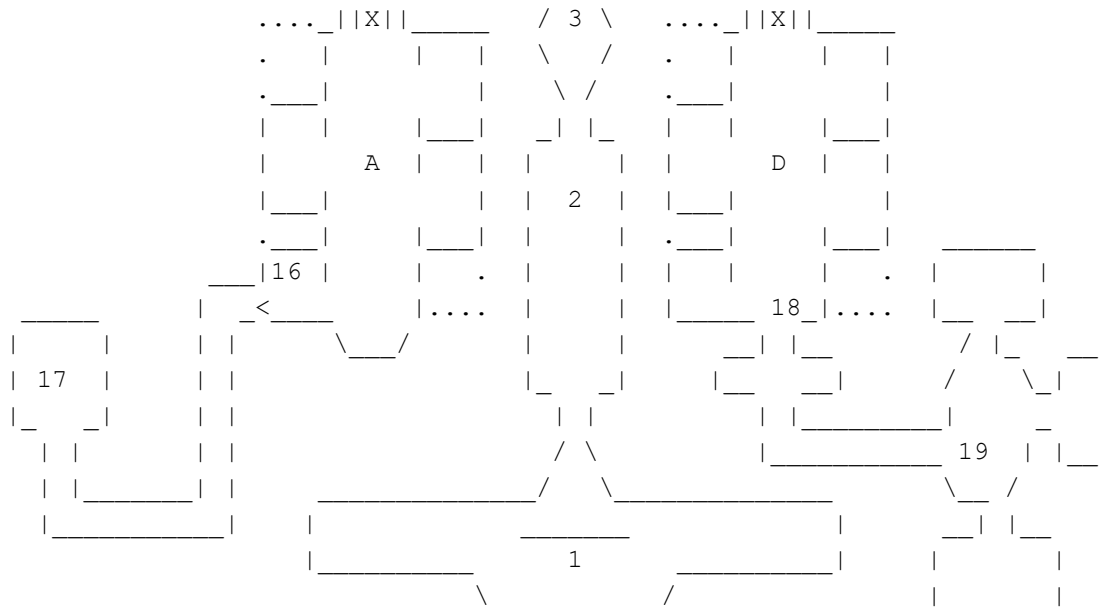
Yay, we won?! Ellys fled, but as you can see in the closing FMV for mission 1, she gets nabbed by one of Kiyiana's guards and taken to a planet-side prison. We still need Ellys' help, so we'll have to try to go rescue the doctor from the prison complex.

\*\*\*\*\*  
Mission 2: THE PRISON (5 levels)  
\*\*\*\*\*

M2-1  
-----







Yes, this level is really complicated.

You start at (1) in a dingy prison toilet.

There's a security camera at (2). If it sees you, an extra guard will be summoned to room (3). Use subjective mode to focus on the camera, then blast it.

Room (3): 1 or 2 guards to deal with. Now go up to the computer terminal. This particular terminal we will call the 'timelock terminal'. The green flashing light shows which is the interactive side.

Before we go on, we have to talk about the structure of this level. This section is complicated and potentially confusing, but I can't do anything about that except try to write with as much clarity as possible :)

>>> Cellblock locking system described:

There are 4 cell blocks in the prison, centrally labelled (A), (B), (C) and (D) on the map. Only one of them (B) contains nothing of use to us. You'll want and need to be able to explore the other 3. The entrances to all the blocks, which are marked (X), are initially locked. When you use the timelock terminal (press X on the controller and watch Kahlee type at the keyboard), all the entrances unlock temporarily. If you swiftly run to any particular entrance after using the terminal, you can open it just by walking up to it - you'll hear the metal creak and the door swings open. And inside that cell block, any important doors will be openable, and unimportant ones (most of the cells) will remain shut.

Once your allocated time from the timelock terminal runs out, any main cellblock doors you've already opened stay permanently opened, but the ones you didn't open in time will lock themselves again. To open any more main cellblock doors, you have to go back to (3) and use the timelock terminal again, then run to open further cellblock doors, etc... The timelock terminal can be used an unlimited number of times.

Obviously this piecemeal method is an awkward way to explore the cells. Eventually, you have to induce a prison riot anyway to activate the exit elevator from the level. And after the prison riot, all cell blocks are unlocked permanently, most of the guards are killed, and all the cells, both useful and useless, are opened. Therefore the most efficient way to complete

this level is to forget about the 'timelock' method, and just create the prison riot as soon as possible. And then do all your cell exploration.

On subsequent plays of the game, or when you're more familiar with the level, or for fun, then you can play with the timelock method.

>>> Back to the directed walkthrough!...

So I left you back at the timelock terminal in (3). Whether or not you're going to open any cellblocks with the timelock, I recommend you activate the timelock terminal the first time you encounter it in this level, just to keep the game happy.

So use the timelock terminal once. Now continue to the next room (4), the small four-way junction. Look at the map: door (5) is locked, which is a shame because we want to get into room (6) to cause a prison riot. We must take one of two equally long detours to get to (6) from the other side (15).

Route 1 goes (7), (8), (9), (10), (15)

Route 2 goes (11), (12), (13), (14), (15)

I recommend Route 1 because you will pick up some plasma that way, but here are both routes described:

>>> Route 1

From (4), head through hall (7). Negotiate 2 guards - the 'Cool Blasting Trick' described in my strategy guide works well in this situation.

Room (8) is a dining room, but I call it the 'darkroom'. The lights in this room are faulty. Whenever you enter this room anew, you have approximately 12 seconds until the lights go out. They don't come back on until you exit the room, which really sucks because there are tons of tables and chairs in your way and you could be stuck in here for hours trying to escape!

There's a plasma pick-up in here. My advice: study the layout of the room from the safety of the doorway before you enter. Even if the lights go, you can walk out again then come back in for more study. Once you have an idea of where things are, run through the room, weaving around the furniture, grab the plasma which is in a little 'dead-end', and head out the other side into hall (9). For practice, you could even just go straight to hall (9) on your first trip through the darkroom. Then you can study the layout again from this other doorway to work out the way to the plasma.

Now move from hall (9) to hall (10). Another 2 guards to deal with here. The doorway to hall (15) has lasers across it, but they're one-ways. They will part for you to enter (15), but won't part for you to come back into (10) from (15).

Hall (15): 2 more guards. Deal with them and finally you get to go through the door to (6)... Skip ahead to the section PRISON RIOT!!!

>>> Route 2

From (4) head through hall (11), dealing with 2 guards.

Room (12) is a dining room. There's a guard and a security camera in here. If the camera spots you before you blast it, you'll have a little more guard

action in the next rooms. Remember, use subjective mode to shoot cameras.

Go via (13) to hall (14). More guards here. The doorway to hall (15) has lasers across it, but they're one-ways. They will part for you to enter (15), but won't part for you to come back into (14) from (15).

Hall (15): 2 more guards. Deal with them and finally you get to go through the door to (6).

>>> PRISON RIOT!!!

In room (6) we can control the prison security system. First we need to seal ourselves in here so we're safe from the riot. Walk up to the button beside the door which took you from (15) into this room and activate it. You'll get an on-screen message, and you're now locked in (6).

Activate the terminal in the centre of the room. Listen to the computer yell about the 'Risk of a Riot', and it seals us in. Now you must wait until the riot is over. Be patient and wait for the computer to announce that it's unlocking all the doors. You can see all the doors in this room open before your eyes.

The effect of the riot was this:

- The main doors to all the cellblocks (X on the map) are now open, as are all of the individual cells
- Most of the guards on the level are dead
- You'll find dead prisoners strewn about the cellblocks too
- The elevator to exit this level (20) is now active. You could leave right away if you wanted, but you don't - there are weapons and clues to be picked up from the cellblocks to make your life easier.

You now have the run of the level, though keep an eye out for stray guards. The only limitation on your movement that hasn't changed is that the one-way laser forcefields giving access from halls (10) and (14) to hall (15) are still active. You can never turn these off.

Now, it's time to explore the cellblocks.

>>> Cellblock A

You definitely want to visit this block.

First up, there's a guard in here (riot or no riot) whom you can kill to get an access key to unlock door (18) in cellblock D. Visiting cellblock D is not essential to complete this level, but I advise you to visit it during at least one game of Pax Corpus to hear the clues given to you by the freaky 'blue men'. Also, the blue men are in Pax Corpus rooms and as you know, a Pax Corpus room is a healing station. So if you need healing, you'll want to go there.

More importantly, in cellblock A there's a secret passage in the back of one of the cells (16) leading to a cool missile pick-up. Identify the false wall at the back of cell (16) in subjective mode, then destroy it with plasma. (Don't have any plasma? You can get some from room (8), or by visiting cellblock C.)

Make your way through the tunnel to the armory (17). Activate the terminal with the green light to unlock the armory. Double jump onto the table and grab the missiles! Hang onto at least 2 of these for the boss on the next level.

That's cellblock A covered.

>>> Cellblock B

You never really need to come here, there's nothing useful at all.

>>> Cellblock C

Up the end of this cellblock is a plasma pick-up.

>>> Cellblock D

At (18) is a door you can only unlock with an access key picked up from the slain guard in cellblock A.

Make for room (19). In (19) there's a security camera pointed down the hallway by which you will enter. You need to shoot it pretty soon after spotting it unless you want more guards in this room.

Deal with the camera and guards, and now enter each of the 3 blue rooms leading off (19) in turn. These are Pax Corpus rooms so you can get healed here if you need. Walk up to the strange blue occupant of each room to talk to him. Each will give you a clue about what to do later in mission 2. (Of course since you're reading a walkthrough, you won't really need the clues, but hey I'm giving you a tour of the game!)

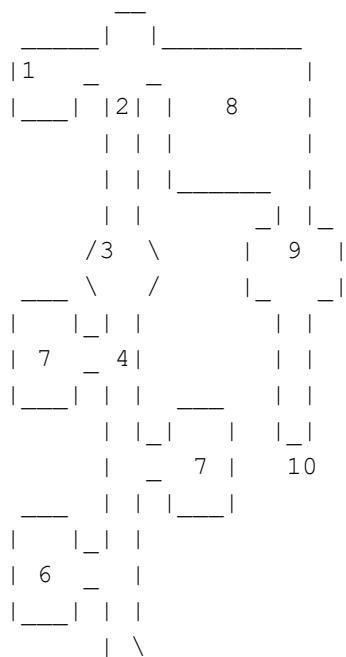
When you're done talking and healing, it's time to blow this popstand.

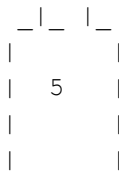
>>> Level Complete

When you're done with all your collecting and exploring, make your way back to hall (15) and enter the elevator (20) which takes you to the next level.

M2-2

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You have arrived in the executioner's quarters.

You start in the elevator at (1). The door will open to admit you to the corridor (2). Note that the door facing you with the skull symbols on it, and which leads to the torture room (8), is currently locked.

You must now proceed down the length of the corridor from (2) towards (5), past many laser forcefields.

When you approach the first forcefield, look down the corridor in subjective mode. You will see 2 buttons on the ceiling. Fire at the orange one to deactivate part of the first forcefield. You can now jump over it with a double jump.

You face a 2nd forcefield. Enter subjective mode again - shoot the red button. The lower part of the 2nd forcefield is deactivated. Roll under it.

Approach the 3rd forcefield and turn 180 degrees to face the buttons again. Enter subjective mode: shoot the orange button. Part of the 3rd forcefield is deactivated. You can now turn around and double jump it.

In room (3) there's an energy capsule.

Continue down the corridor from (4) heading for room (5). Note that the cells to your right and left (6 and 7) are currently locked. Negotiate the 3 laser forcefields: roll, jump, roll.

Enter room (5) and deal with 2 guards inside. Use the terminal in this room. It deactivates all the lasers you hurdled in the previous corridor, unlocks the doors to the prisoner cells (6 and 7) and unlocks the door to the torture room (8). It also activates a forcefield which drifts slowly but constantly up and down the length of the corridor. The red forcefield is fatal to touch, so move into the cover of the side-rooms if you see it coming. It's very slow and very obvious. It stays in the corridor; it never comes into room (5).

Your destination is now the torture room (8). On your way, you may check out the newly-opened prisoner cells along the corridor (and might have to enter them to avoid the forcefield anyway). Each of the 3 cells contains a prisoner, who won't be happy to see you, so be ready to blast them. Each cell also has a TV which you can blow up for fun from subjective mode. Cell (6) is distinguished by also containing an energy capsule.

Eventually you make it into the torture room (8)...

\*\*\* BOSS FIGHT - THE EXECUTIONER \*\*\*

After welcoming you and making a sado-masochistic allusion to his blades, the executioner starts hobbling towards you for the kill.

When you entered his room, the door back to the corridor sealed behind you. And your exit to the next room will not open until you have killed the executioner.

>>> Diagnosis

The executioner walks slowly and constantly towards you, no matter where you go in his room. When he comes into hand-to-hand range, he goes into a flail with his blades, which does major damage. Three flail hits will kill Kahlee from full health. Whilst flailing, the executioner will stay on the spot, but continue to rotate to face you wherever you move. When he completes a flail, he reverts to his slow following-you behaviour if you have since moved out of hand-to-hand range.

He is completely immune to hand-to-hand attacks. This is a job for the blaster plus any plasma or missiles you have, though not without difficulty.

When you shoot him with anything, he deflects the shot with his blades, and then goes into a slow run. He is running towards the spot where you fired from. When he gets there, he will pause before having a stab in your direction (you're not still standing back there are you??), and then he will revert to his lovesick following-you walking routine. If you pass really close to him while he is running, he will abort the run and go straight into flailing mode, so that's bad! And if you shoot him frontally while he's running, he will deflect \*that\* shot, and start running for the place you just fired at him from, again.

Can you guess what you're going to have to do? You have to shoot him in the back while he's running. It takes the following amount of damage to kill him:

\*\*\* 1 Missile (EASIEST OPTION!) or  
\*\*\* 2 Plasma shots / 1 Plasma shot + 1 Blaster shot or  
\*\*\* 3 Blaster Shots

When you make him run by shooting at him, he won't deviate from his course unless you pass right next to him, or until he gets where he was going and has a stab. It takes time to get behind him and aim and all, so you need to make him go for LONG runs in order to have the time to shoot him in the back.

Here's a good total routine to beat him:

- (a) Lure him to one corner of the room. You are the bait.
  - (b) Run around him to the opposite corner and quickly about face. Fire your blaster until you hit him once.
  - (c) He deflects this shot. After the moment of deflection he locks in the place where you are standing as his target
  - (d) He's running for that spot. The moment he starts running, \*you\* start running around to get behind him, and face his retreating back as best you can. Don't pass too close to him while you do this.
  - (e) Hold Square if you're using your blaster, or  
Hold Triangle if you're firing your selected plasma or missile
- If your aim and the angle are really nice, this first shot will get him. If it was close but missed, don't worry - auto-aim now kicks in and the 2nd shot from this weapon will hit him for sure, if you made him run for long/far enough.

You'll know it worked when he groans 'URGH!' and you see blood. Any other reaction from him means you didn't get him this time. If it was a missile you hit him with, it's game over for him already.

Repeat steps A to E until you've killed him with sufficient attacks to his back. It's not a huge room, but he walks slowly so don't panic. Give yourself time to lure him and position yourself well for each pass.

When the executioner dies, the door to room (9) opens and you can continue.

...

In (9) you can grab some more plasma, and a light probe will be activated. This is a floating glowing orb that guides your path. Take a look and remember its appearance and manner, as it's more important later on.

For now, there's only one way for you and the light probe to go: Head down to the end of the tunnel (10) and forward roll into the garbage chute. Listen to Kahlee yelp as she bangs and crunches her way down the chute to

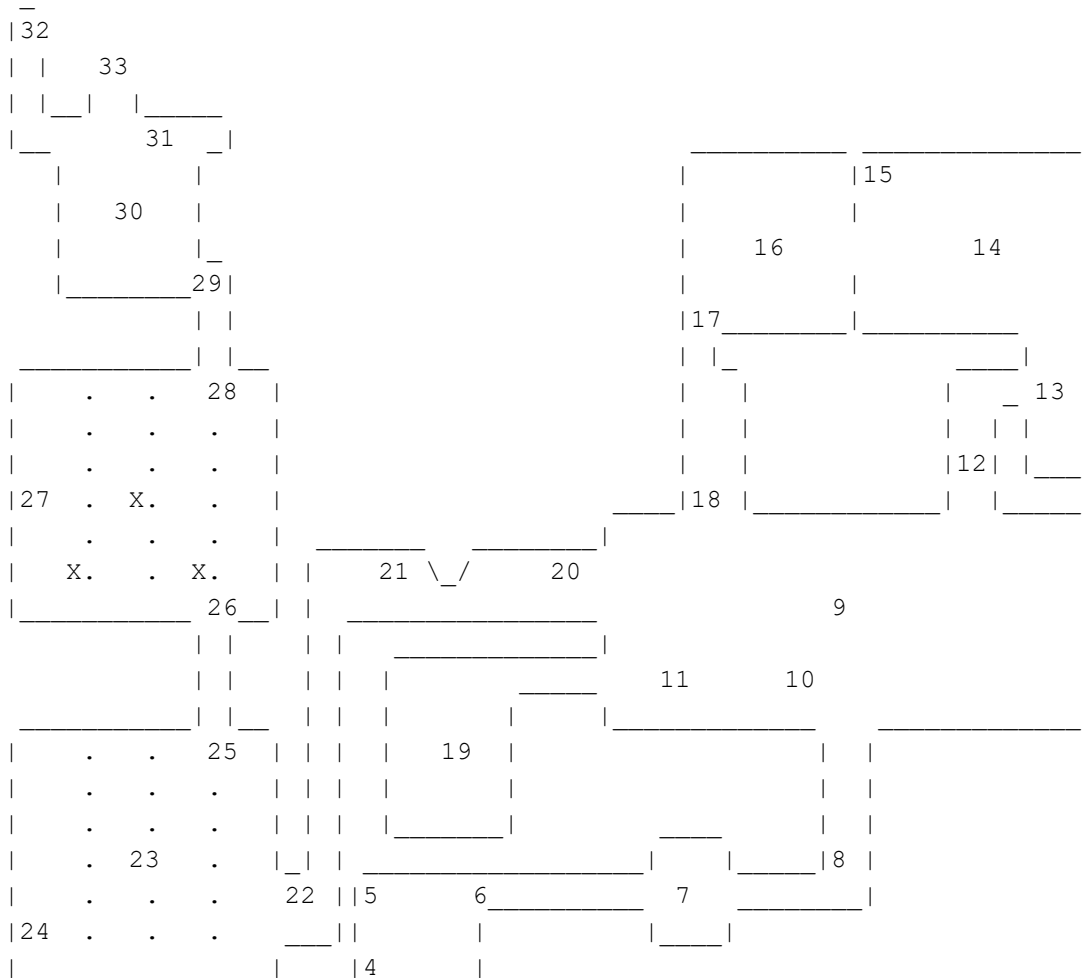
M2-3

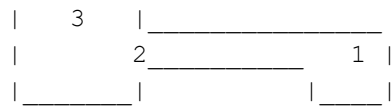
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Physically, the area of the prison covered by this level is enormous, so I will split the walkthrough for this level into two sections.

The first map is for SECTION 1. When you complete this section, I provide another map and set of instructions for SECTION 2:

>>> SECTION 1





You start in the small room (1).

Grab the plasma here and select it as your additional weapon. Hop onto the conveyer belt and move towards (2).

From about halfway along the conveyer belt you will enter an incinerator area. The screen turns red and you will start to slowly take damage. This area extends for another room and a half, so it's important to negotiate it quickly to minimise loss of health.

At (2) you find a stack of crates blocking your path. Get rid of them with a plasma shot.

Room (3) is the incinerator room. Blast the crates at (4) with a plasma shot. This reveals more plasma which you should grab.

Crate (5) can't be destroyed because you can't manually aim the plasma down, so ignore it.

Destroy crates at (6) and get onto the 2nd conveyer belt which is revealed.

By the time you reach room (7) you'll be out of the incinerator area (phew). In room (7) you encounter two packers for the first time. Ignore or blast them.

Once you enter passage (8) you'll be vulnerable to fire from guards in hall (9). Rather than dawdle about here, I suggest you take the fight to them. Run towards (9), drop to a walk when you're halfway there and start opening fire on all and sundry. The guards will be running around in (9) but with the Cool Blaster Trick you can probably kill them all.

Finally you're in hall (9) and I hope that you've quietened the guards. There is one more thing we can do to keep the place quiet. Before we get to work in here, cautiously approach the mouth of corridor (12) from a distance and so that you can see well into it. The moment you can see this room's security camera on-screen, shoot it. If this camera sees you, it summons one more guard to hall (9) and 2 \*VERY\* annoying guards at (20) who are hiding behind crates.

>>> Switch operation

Now that you've dealt with the camera, turn your attention to pillars (10) and (11). High on each pillar you will see a pair of shootable switches. Each pair operates one security feature on this level.

- (10) opens and closes the door between rooms (12) and (13)
- (11) opens and closes part of a laser forcefield at (21)

When you shoot a pair of switches so that both are green, the relevant security feature is OPEN.

When a pair of switches is in the orange or red state, the relevant security feature is CLOSED.

There is also a catch - the 2 pairs are mutually exclusive in their operation. E.G. If you make the switches of pair (10) green to open the door, so long as



they both stay green, it doesn't matter what you do with the switches of pair (11) because the state of the forcefield won't change while the door is open. And vice versa.

...

We want to get to (13) first to pick up some goodies, so use subjective view and shoot each of the switches on pillar (10) to change them to green. You should be close enough to hear the door open in room (12).

Just a second, we can do something sneaky here. Head up really close to the laser wall (18) and look between the lasers towards (17). Use subjective mode and you'll see that (17) is a wall we can destroy. Center it in your view and take it out with plasma. Now you won't have to bother doing this from the more dangerous environment on the other side.

Now go through (12) to (13), via the door we opened a moment ago. There's an energy capsule in the dead end here. Enter room (14), the kitchen. Hear that hissing? The room is filled with gas from the stoves. If you fire a shot in here, you will ignite it and INSTANTLY BLOW YOURSELF UP!!! So don't fire.

If you stroll around the room, you'll see a packer busy with some maintenance (15). No shooting remember. You can either ignore her, use hand-to-hand, or be creative...

To be creative, go back to (13). Position yourself so you can see into the kitchen but cannot hear the gas. No hissing means you're safe. Now use subjective mode to target a stove and hit it with your blaster. Nice explosion! Repeat to blow up all stoves. Now go back in and see if the packer survived the inferno. Hopefully she didn't. If she did... I know, it's stupid!!!

OK we're done with torching the kitchen. Room (16) ahead of us is a freezing room. You'll slowly take damage while you're here, though if you're fast, you can enter, do your thing and escape without taking any. But just in case, use an energy capsule if your health isn't at least %60 before entering.

You really won't face much danger, especially since I already directed you to do the hard work of punching out our exit (17) from this room from the other side.

Go into (16). The door sealed behind us. You can hear the hiss of ice. Quickly grab the missiles from the centre of the room, then run out doorway (17). If you didn't destroy (17) earlier like I recommended, you'll need to do so right now: Face the destructible wall at (17). Take a peek in subjective mode to verify which wall can be destroyed. Use plasma (or a missile if you've been abusing your resources) to destroy wall (17), then run through. You're out of the cold now.

One-way lasers at (18) will part to admit you back into hall (9).

>>> Laser Time

Head over to pillar (10) again and shoot the switches to make both of them red. Now move to pillar (11). Shoot both switches to make them green. You will receive a message: 'ACCESS TRANSIT ZONE AUTHORISED'. Lasers were just deactivated at (21).

Before we go there, divert to room (19) via a conveyer belt and pick up the plasma from behind the crates.

Now head from hall (9) towards (21) via (20). There are 2 crates here, and if you were spotted by the camera earlier, 2 guards will be playing peek-a-boo and firing from behind the crates. Deal with any guards - either shoot them from real close when they pop their heads up, or leap over and kung-fu and shoot them from the other side. Jump over the crates if you get stuck trying to squeeze between them.

There's a guard hiding round the corner at (21) as well. Here you will find a laser forcefield. Since you shot the switches on pillar (11), you should be able to roll under it. If there are still 3 lasers here, you haven't deactivated it by doing the pillar part correctly. You can either backtrack to the pillars to fix that up, or you can CHEAT!!!

If you feel dangerous and/or impatient, here's your first chance to make a cheat jump over 3 far-apart lasers as discussed back in Part I, Section 4 - Acrobatic Strategy. If you hurt yourself too much trying this trick, either recklessly use an energy capsule and keep trying, or go back and play safe by deactivating the bottom laser via the pillar switches in hall (9). (You wimp! just kidding.)

Once you've cleared the forcefield at (21), head down the narrow corridor for the ledge (22). Negotiate 3 more sets of lasers on the way. Over, then 2 overs or unders :)

>>> Gymnast

You're on the ledge. Ahead, you can see the expanse of room (23), where 3 parallel conveyer belts stretch across a dark chasm. I marked the position of the conveyer belts with dotted lines on the map. Making a mistake with your jumps here or in the 2nd conveyer belt room will drop you into the chasm, which is fatal.

On the other side of this room is a ledge, where you want to activate terminal (24). From your starting point, face squarely ahead and do a solid double jump to land on the first conveyer belt. Don't worry about the 'crushers' into which the belts seem to feed, you are unable to enter them or be damaged by them.

You have 3 more similar double jumps between conveyer belts to go to reach the far ledge. Take your time, repositioning yourself nicely if you land too close to the edge of a belt, and always facing your destination squarely. Don't jump if a conveyer belt is bumping you against a wall/crusher, as scraping the wall might ruin your jump.

Hopefully you made it all the way across on your first attempt... walk along the ledge and activate terminal (24). You have just deactivated a crusher and opened a gateway at (25), which is at the head of the first conveyer belt.

Yep, you now need to double jump your way back onto that conveyer belt. Walk through the gateway (25) and down a short tunnel to emerge in the 2nd conveyer belt room at (26).

You need to do exactly the same thing in this room... double jump your way to the far ledge, activate terminal (27), then jump back and leave via newly opened gate (28). The trick in this room is that between each pairing of conveyer belts are 2 pillars. Hitting or scraping the pillars as you double-jump between belts will send you into the chasm. Notice that there is always a gap between each set of pillars, or between one of the pillars and a wall of the room, that is larger than any other gap across that part of the

room. It is through these gaps that you should make your jumps.

I have marked the position of the widest gaps with 'X's on the map. So as you jump towards (27), the gaps are

- (a) On your left, between pillar and wall
- (b) In the centre, between the two pillars
- (c) On your left again, between pillar and wall

The motion of the conveyer belts tends to make you impatient, but don't be. Take time to line everything up. Anything's better than having to do this whole level again from the very start, right? :P

>>> The Transit Zone

After going through the gateway (28) and down the short tunnel you emerge at (29). This is the transit zone. Be relieved that your gymnastic days are over for now. You'll see a light probe sitting here. One of these is going to help you out on the next level.

Once you round the corner into the large area (30), you'll come under fire from 2 guards hiding behind crates (31). It's hard and dangerous to kill them from out here. Do a kamikaze - run diagonally across the room then around the crates so that you're right with them and they have no cover.

Nick into the cul-de-sac (32) if you have room for an energy capsule.

Now go around to (33), the entrance to the maze. A one-way laser forcefield will admit you to the maze area. We now move onto SECTION 2 of the walkthrough for this level, with a map of the maze.

>>> SECTION 2

Before you look at the Greek salad of a map for this section and feel terrified, let me tell you something amazingly simple which will let you go through the whole maze without even looking at the map if you want.

Quoting Cryo's skeletal walkthrough:

'to get out from the maze, you have to walk on the brown ground only and never on the light ground (otherwise you get lost)'

Yes, if you just pick your path through the corridors by turning away from all the light-coloured square floortiles, you'll be through quite fast.

But because this is a FAQ and I'm trying to be completist, I have made a map of the whole maze. Plus, there are a few plasma pick-ups in parts of the maze that you wouldn't enter if you avoid the light-coloured tiles.

The maze map is more detailed than any other map in the game, so for a one-off I am using a different system to draw it.

This map is actually very close to scale.

1 character on the map generally = 1 floortile in the game.

I don't use lines/dashes to indicate walls. In the floorplan, corridors you can walk through are made up of : and + symbols

: = Regular brown-tiled floor  
+ = Light-coloured tile

P = Plasma  
G = Guard

And where do you enter this map? At the very bottom where I labelled the ENTRANCE. This position corresponds to where I left you at the end of SECTION 1, after walking through the one-way lasers.

As for the exit to the maze.. it's labelled on the right edge of the map. Once you reach the EXIT, there are just 2 more rooms to negotiate before you complete this level, which I will explain after this map.

Now, have fun making your way through the maze and blasting any guards who are hiding inside.

>>> THE MAZE MAP

```

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+++++ : : +
:: +:: : :
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ENTRANCE

>>> The last two rooms

Once you reach EXIT on the map, you'll pass through a one-way forcefield, and you now have a couple of rooms to go to complete this level:

```
      |-----|
      |           3           4   _5|
From  _|           _|           _|
--->  -  1   |   |   2   |
Maze  |           |   |-----|
      |-----|
```

There are 3 dogs loose in room (1), and there are 5 dogs locked in their cages in room (2). Once you cross halfway through room (2), you will hear 'CAGES OPEN' and the 5 dogs will come out.

My suggestion: Run past and ignore all the dogs, because it's very easy.

As soon as you open and enter room (1), dash towards room (2). There's a one-way laser forcefield which will part for you at (3). Forget about the cages opening and the dogs in room (2), just run straight ahead, through another forcefield which parts for you at (4), and into the cul-de-sac and the pit at the end of it (5).

That's the end of this level!!!

(If you have unresolved aggression to deal with, you could stay to fight the dogs. These particular mutts don't have much health, but of course they have the numbers and they're never easy to shoot.)

M2-4

----

We have landed in some very dark and nasty crypt-like tunnels beneath the prison, where they apparently stow away and discard highly toxic waste products.

I provide no map for this level. The key is to follow the light probe, as per the advice from our blue friend back in cellblock D in M2-1.

I'll tell you a story: When I first reached this level, I didn't even notice the light probe. I wandered around, finding ghouls on my radar, shooting them, looking around til I found more ghouls, shooting them... in effect, the ghouls became my trail of breadcrumbs through the maze. Whenever there were no ghouls on the radar, I knew I was not making progress. And I reached the end of the level without that much difficulty.

You won't even have this experience, because you know about the light probe!

...

The moment the level begins, turn to your right. You'll see the probe drifting through the air and shining. The probe also appears as a dot on your radar. Wherever the probe goes, you go, and keep an eye on it. It's heading towards the exit from the level. It moves slowly so there's very little chance of you losing track of it, even if you are distracted. It can float through you, but you can't walk through it. You can, however, smack it with a punch if it gets on your nerves! Yeah really, you'll hear the THWACK and see the sparks fly just like you punched a guard. Don't worry, this has no effect on the probe, and I dare say the only effect on you will be to make you feel better.

It's incredibly hard to see down here, and just as hard to move around. Walls and floors are fairly indistinguishable and there are crates and pipes everywhere. You face 2 threats while you are following the probe:

1. There are many many ghouls. Keep an eye out for them on your radar and shoot them from a distance. The good thing is that they move slowly and only take 1 blaster shot to put down. On the downside, since they crawl, they are often covered by crates, and if they do make it up to you and attack, they club you to the floor which is really annoying. It both leaves you susceptible to further or repeat attacks, and it stalls you up while the light probe is floating away! No matter what you're doing, keep an eye on the probe and stay with it.

2. The other threat is a minor one - you'll see puddles of green acid scattered about that have formed from the toxic waste. Walking through these puddles hurts you, so either walk around or jump over them as necessary.

Speaking of jumping.. while you're following the probe around, it may at times take you past obstacles that you need to vault over. Don't be shy, just double jump your way over crates and pipes as needed. There are no bottomless pits on this level.

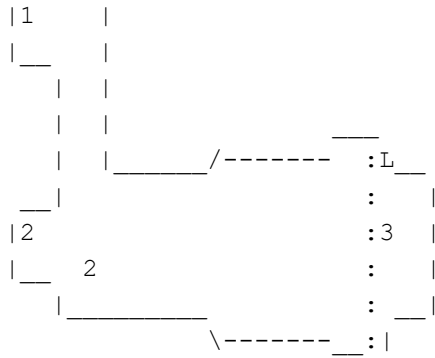
At one point, the probe takes you through a room containing some plasma. Run over and grab the plasma as soon as you see it, then turn around quickly to keep track of that probe.

>>> Level Complete

You'll know you're in the final room of the level because you'll see a hunched-up blue man in the middle. Cryo's documentation says he is 'the blue mad man', and I'd go along with that. Turn 180 degrees from the blue man and you'll see a plasma pick-up at the other end of this room which you can grab.

Once you're here, I suggest you patiently wait for the probe to float around the room once before it heads for the blue man. Then he will EAT THE PROBE! You'll hear him grinding up the glass in his mouth. Amazing. Now if you go up to him, he will talk to you. He says something weird - I believe it is, 'Sitting down is an illusion'.

After this strange experience, use your subjective view to look around the room and identify the destructible wall. This one will give way to your blaster. Shoot the wall out, then head down the short tunnel which is revealed, into the elevator. At last you're out of this creepy area.



You begin in the elevator (1).

Walk out, turn right and look down the short passage. There are 2 guards posted at good vantage points (the 2s on the map), so be on your toes to deal with them as you enter the large room.

At the other end of this room (3) you will see a control desk with pillars on either side of it, and a chair beyond it. Your destination is the chair.

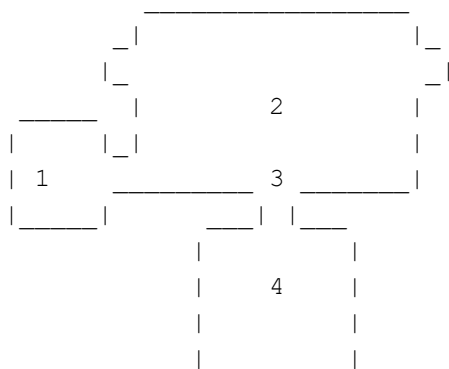
The moment Kahlee passes the closest edge of the control desk at any point in this room (that is, when she first crosses the imaginary line I have indicated on the map with a dotted line), security is activated and a laser forcefield grid appears about the pillars and desk. This is unavoidable I.E. - You will always set off the lasers.

Here's the trick to make this painless... You're first approaching the desk from the 'safe' side. Walk right up against the front of it. Now do a double jump aiming at the chair. As you fly over the desk, the laser grid will appear all over the place but you should already be safely on the chair side, standing on the desk. Take a couple of steps forward to get on the chair.

If you did anything else, you might have to roll/jump through the awkward arrangement of lasers to get to the chair side. It's good practice of your acrobatic skills in this game - just try not to get laserburnt or killed ;) Both sides of the desk present the same laser arrangement so you can go via either side.

Ultimately, you should walk onto the chair and watch yourself descend to

M2-6  
-----



You get off the chair at (1). Your enemies are coming from room (2), and that's where you will need to venture out to in order to fight them. Just don't get caught in a bottleneck with the executioner as you move through the narrow doorway from room (1) to (2); this doorway is where you will first see him.

Wait for him to come sufficiently into room (1) that you can confidently run around him and out into room (2).

There's some plasma you can grab in the middle of (2) at some point during the fight.

Note that door (3) is locked until you complete this boss fight.

\*\*\* BOSS FIGHT - THE 2ND EXECUTIONER AND HIS TWO DOGS \*\*\*

When the battle begins, you will hear more threats to your life from this man. He mentions his 'brother's blades, and I'm not sure if he's talking figuratively or literally. Was the executioner in M2-2 really this guy's brother? It's irrelevant because you have to kill him either way.

>>> Diagnosis

Physically this executioner is EXACTLY the same as the one from M2-2. You use exactly the same shoot-in-the-back method to kill him, so refer to that section of the walkthrough for a refresher if you need to.

There are 2 differences in this fight, one bad, one good.

- THE BAD: You have to fight the executioner's 2 dogs at the same time as him. They move around a lot, making them hard to shoot, but they're not much faster than he is. I suggest you steer clear of the executioner at first (this is easy because room (2) is HUGE!), and kill his dogs as a priority. They take 5 blasts each. Just fire multiple shots from one position at a time and never let them get really close to you. Once you have killed both, fight the executioner the same way you did in M2-2.

- THE GOOD: As I mentioned above, this room you're in is enormous! Compared to fighting that first executioner in the tiny torture room, this is luxury. You can make him run for miles and you have much more time to get around behind him etc. You also have plenty of space to evade all 3 enemies in here.

...

Once you've slain the executioner and the dogs, door (3) opens giving access to (4). Enter the room. Behold, it's Dr. Ellys in what appears to be a suspension of Pax Corpus irradiated fluid. Go up to her to talk with her and learn of the whereabouts of the Pax Corpus units, which it is now your mission to destroy.

-----  
\*\*\*\* END OF MISSION 2 \*\*\*\*  
-----

We have learned that in order to reach Lunar Base 4 where the first Pax Corpus unit is being kept, we need to infiltrate 'the temple'. What exactly is this temple for? Who or what is worshipped here? The game doesn't tell us much but here's my take on it: We do know that there is a religious/fanatical quality to Alcyon Corporation, so for them to possess a temple makes sense. It turns out that the temple houses a form of rapid teleportation/space travel which we'll be using to chase up the Pax Corpus units. So perhaps the temple is the seat for some ancient power which Kiyiana has tapped to obtain this rapid transport capability.

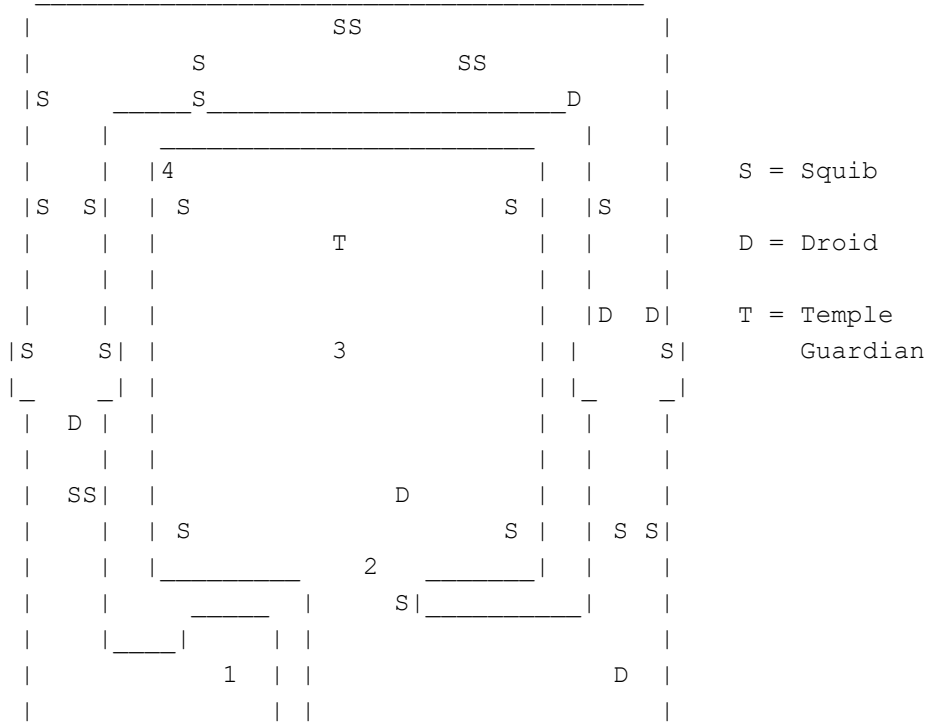


...I think my theory is pretty good :)

\*\*\*\*\*  
Mission 3: THE TEMPLE (1 level)  
\*\*\*\*\*

M3-1

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Here we are on the balcony of the temple. It's a particularly atmospheric level, and the only level in Pax Corpus where you can see the sky. Marvel at the soothing astral phenomena of Oz Nama...

Okay, enough marvelling. You start at (1). Your first goal is to make your way all around the balcony of the temple to reach the entrance to the courtyard (2), running a gauntlet of many squibs and droids. For this level I have marked positions of your enemies on the map.

Let me quote Cryo's documentation again, because the translation from French here is both succinct and cute as hell:

'try not to shoot at this level  
(every time Kahlee shoots, a robot comes down on her for a fight)'

After you fire a shot, a security droid will lock onto your position and descend upon that spot in 3 seconds. So if you must fire, immediately get off the spot you fired from once your shot is away. Being stabbed by a droid both hurts and knocks you to the ground. And even when you do dodge the droid, it stays descended for a moment on that spot, then fires a shot at wherever you are now, just before rising back into the sky. Droids who have descended in the process of trying to stab you are completely invulnerable to all of your attacks - do not waste any time fighting them.

Shooting on this level always invites injury. The radar will confuse you too (dots everywhere).

Thus, my advice for the balcony is: Try to run the whole way, weaving around your enemies and their shots. Forget about firing back for the most part.

The squibs are usually encountered in pairs. Always hug the side of the balcony which has the most space, or move through the widest visible gap, and you'll typically be able to avoid getting hit by them if they explode. If you really need to clear a squib from your path, 1-2 quick shots then start moving again straight away because you just called a droid to 'come down on you for a fight'.

When you pass into the courtyard via (2), a laser forcefield permanently seals off the balcony behind you.

### \*\*\* BOSS FIGHT - THE TEMPLE GUARDIAN \*\*\*

The Temple Guardian has an access key we require to activate the tube teleporter at (4) and finish this level. As preparation to fight the guardian, I suggest you definitely destroy the only hover droid that is in this courtyard, the one on your right as you entered. That leaves only 4 squibs in the corners whom you can easily avoid going near, or shoot if you really want to, plus those damn security droid(s) to fend off while you deal with the guardian.

#### >>> Diagnosis

The guardian is a real dullard. She hates to move around too much and attacks you with a blaster rifle the same way any guard would. She has solid hand-to-hand attacks, both kicks and punches, so we don't want to mess with her up close. We just want to shoot her and wear her down.

In terms of evading shots from either the guardian or droids, you have lots of room to run around in here, not to mention some interesting sculpture work to hide behind. Just be careful of those squibs in the corners of the courtyard. If you really dislike them, kill all 4 before you start fighting the guardian in earnest.

The guardian will go for a stride towards you, load her rifle and then fire at you. While she's loading or after she fires, put a shot into her. Her reaction will be to then activate her blue aura. While her aura is visible she is completely invulnerable. But while in her aura, she will neither move nor fight back. The aura disappears in time and the guardian will try to shoot you again, etc.

This is a patience game. You need to shoot the guardian each time she drops her aura. She will be injured (you'll see a puff of blood) and this will immediately prompt her to trigger her aura anew. Just after you fire, and while you are waiting for her aura to fade again, dash from the spot to avoid the stab attack from the security droid that came down when you fired your shot at the guardian. Now turn and keep an eye on the droid. Avoid its parting shot. Once the droid has fired at you and ascended again, you can relax and just watch the guardian. The moment her aura drops - shoot her again. Dodge the droid's attacks, wait for the guardian's aura to fade, shoot her again etc... repeat until she's dead.

- The guardian takes 10 blaster shots to kill. Use some plasma and missiles to speed things up if you have them.

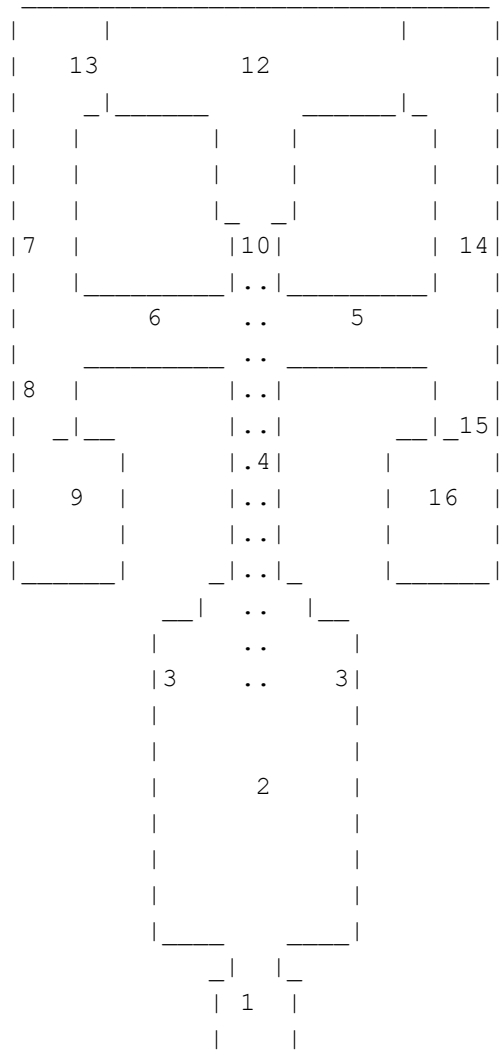
Once the guardian is dead, grab the access key from her corpse and walk up to the teleport tube at (4)

-----  
\*\*\*\* END OF MISSION 3 \*\*\*\*  
-----

Via the magic of the temple, we're off into space in pursuit of a Pax Corpus unit. Brace yourself because mission 4, well, specifically level M4-2, is the toughest and least forgiving level in the game.

\*\*\*\*\*  
Mission 4: THE SPACE LAB (2 levels)  
\*\*\*\*\*

M4-1  
----



We begin in a small room (1).

In the next long room (2), there is a central aisle formed by a sea of crates. Hiding behind crates on either side of you at the end of the aisle are two guards (the 3s). The best way to deal with them is to run all the way up the aisle and shoot/fight them close-up so they have no cover.

The dotted strip on the map shows a long Pax Corpus area.

Enter corridor (4) and you'll see lasers going both horizontally and vertically. Here is a close-up overhead view of (4):

```
|           |
| C         |
|           |      X = Lasers
|XXXXXXXXX|
|           |      A = where you entered the corridor.
|X   B   |
|           |      From A, do a diagonal double jump over the first horizontal
|XXXXXXXXX|      laser to land at B. Get comfortable at B, then do a
|           |      diagonal forward roll under the next laser to reach C.
| A   X   |
|           |
```

Don't take forever to do this as your Pax Corpus energy is building.

In corridor (5) the way is completely blocked by a laser forcefield, so move into the mouth of corridor (6) until you see a dot on your radar. Halt and watch the dot (it's a guard) moving from (7) towards (8). Resist the temptation to run down there and kill her. This guard will unlock a door at (8) when she reaches it. If you kill her or pester her before she unlocks this door, there is no other way to open it and you miss out on some cool pick-ups from room (9).

Once the guard has reached (8) and ceased to move on your radar, it's safe to go take her out.

Go into room (9). WATCH OUT!!! Stay on the gantry walkway in this room - if you step off it, the drop into blackness is fatal. Get the missiles and the megablast.

>>> Emanation of the Pax Corpus

Make your way back to (10), which is a balcony blocked off by two lasers, and which gives a view onto a large dark room (12). In (12) hanging from the ceiling you will see the Emanation of the Pax Corpus, which is basically a gun turret that resembles an eyeball. It fires at you occasionally. We want to destroy it from this safer vantage point before we go around and enter the dark room itself.

Deliver repeated shots. Only the ones hitting the back of the eyeball will harm it, but keep shooting and you'll blow it up soon enough. Successful shots elicit a blissful choir sound. Shots that hit the wrong side make a boring old thump sound. The trouble with using plasma or missiles here is that you might waste them by hitting the front of the eyeball. Use plasma if you wish, but save your missiles for the pain of M4-2.

Don't worry too much about getting hurt in this exchange with the turret, because you're in a Pax Corpus area. You can stop to heal up at your leisure during or after the fight by retreating a little. (I'm not telling you not to bother trying to dodge the turret's shots though!)

...

Now walk around to (13) via (6) and (7). There's a packer here so get her out of the way. Enter room (12). You're on a walkway suspended over darkness (fatal fall). Move to the end of it. There's a chasm, then another walkway on the

other side. One good double jump will get you over there.

On this side of the walkway you will see an object that looks like a molecule. Make sure to pick it up. This is the flask with which you will clone yourself on the next level (gee whiz!), and you aren't able to leave the current level without it.

At the end of this walkway you enter corridor (14). Two packers here.

Approach door (15) and if you have the flask it opens up. Put down the guard in (16), whom you might have heard stupidly trying to shoot you through the closed door a moment ago. Step onto the teleporter in the centre of the room to zap off to

M4-2

----

This level is supremely hard and complicated. It took me countless attempts to complete it. There are a thousand small things that can and probably will go wrong to result in multiple deaths. But at least you have a detailed walkthrough to help you, which is more than I did.

>>> Overview

There is no overall map for this level as it consists of multiple discrete areas which Kahlee and the clones (sounds like a cool name for a rock band) will frequently switch between. I will give diagrams where necessary.

Why clones? Cloning is the only method of reproduction in this all-female society. So of course, we are going to gratuitously abuse cloning to further our cause! YEAH!!!

You are creating clones of yourself in order to access different sections of the base, and ultimately all 4 clones will trigger switches in the room with the Pax Corpus unit, destroying the base and the unit. If Kahlee or any of her clones are killed while trying to complete this level, you must restart the level from scratch. Kahlee and her clones all share the one health meter and the one Pax Corpus energy meter.

The level is arranged like this: Each clone makes progress through its own part of the level, at which point they will activate switch(es) which lengthen a bridge in Kahlee's area. In turn, Kahlee progresses along her bridge, visiting ledges to activate switches which open final doors for the clones. Finally all 4 clones will have made it to the Pax Corpus unit.

There is some scope to play the clones in an order you prefer. For instance, I find that the first room for clone 2 is so deadly, I always play clone two's stuff first, because that way if I die (happens %50 of the time!) I have minimised the amount of the level I have to repeat. The other important case in point is that only clone 4 has access to Pax Corpus energy and healing. So I try to do some parts of the level that will injure me before I play clone 4.

The clones are numbered in the order in which they activate sections of the bridge for Kahlee. So the game would be most happy for you to go:

(a) Clone 1 explores its area, Clone 1 creates bridge for Kahlee, Kahlee progresses, Kahlee opens door for Clone 1, Clone 1 reaches Pax Corpus unit

(b) Clone 2 explores its area, Clone 2 creates 2nd section of bridge for Kahlee, Kahlee progresses, Kahlee opens door for Clone 2, Clone 2 reaches Pax Corpus unit

etc. etc.

But you don't have to do that. You could play all of the clones one after the other in any order you liked, then do Kahlee's whole section in one pass with a completed bridge, and finally pop each clone through its final door to the Pax Corpus unit. You can mix and match, do whichever parts you love or hate the most first or last (with some restrictions in Kahlee's level, due to the linear activation of the bridge elements).. it's up to you. Of course, only some familiarity gained from playing this level a few times will give you the wisdom to make such decisions :)

For clarity, I'm going to write the walkthrough using the linear progression I started to describe in (a) and (b) above. (Though I still reckon you should play clone two's suicide mission first!!!) Once you get into the groove of this level, you can rearrange it to suit yourself. I complain about this level a lot, but let's face it: this is one of the most clever and involving levels in Pax Corpus. Okay and it's also bitchy hard :)

>>> Get some clone action

To switch between Kahlee and her clones, you will enter your inventory (the special items ring) then select the character you want - Kahlee, Clone 1, Clone 2, Clone 3 or Clone 4. When you press Select, control immediately switches to the chosen character. In this section of the walkthrough, when it's time to change characters, I will just start a new paragraph titled with the name of the character whose turn it is. E.G. \*\*\* CLONE 3 \*\*\*

>>> START HERE

Let's begin. At the very start, you don't yet have the clones. We need to create them:

\*\*\* KAHLEE \*\*\*

Activate the computer terminal that is straight ahead of you on this small platform (don't fall off the edges). Your flask from the previous level is used up and the cloning process is GO. Your clones are now selectable.

\*\*\* CLONE 1 \*\*\*

Walk straight ahead until you're on a ledge looking out into a cavernous room filled with hexagonal platforms. You're at the START on the diagram below. Clone 1's challenge is endless double jumps between platforms. Here is a pathway showing the platforms numbered in the order in which you should jump between them, with dashes indicating direction:

		Finish		
				Some platforms will raise or lower when you
	9	13		jump onto them. This is a one-off event so don't
	/ \			worry about timing jumps from moving platforms,
	8 10 12			as you never have to do that. Let each platform
	\ /			come to a halt before you jump to the next.

7	11	
		Make sure to always centre your aim on your target
6--5--4		before you jump. There are also tiny nuances of distance
		where some platforms are a little closer together or
3		further apart than others. Use subjective mode to get
		a feel, and tap the Circle button a fraction faster or
1--2		slower to make shorter or longer jumps.
Start		Between 6 and 9 is a particularly dangerous area for
		scraping walls or the giant fans you'll see, when you
		jump. Favour your aim a little away from the walls
		and fans.

Did you make it? I hope so. I fall to my doom in this area frequently.

At the 'finish', you will be done with the platforms and find yourself in the mouth of a medium-sized room. There's a hover droid waiting ahead of you. Take it out.

Note the locked door to your left in this room. It leads to the transporter which will take Clone 1 to the Pax Corpus unit. This door will later be opened by Kahlee from a switch in her area.

There are 2 elements right here that you want to activate:

- Shoot the switch up on the wall to activate the first section of the bridge for Kahlee. The game will cut to a (too dark!) scene of the bridge moving into place.

- Shoot the green clockface and needle to start unlocking the Time-Stopper pick-up. Once all 4 clones have activated the clock/needle switches in their respective areas, clone 4 will be able to collect the time-stopper. The scene of the glowing tile to which the game cuts each time you shoot a needle is the future site of the time-stopper.

\*\*\* KAHLEE \*\*\*

Turn Kahlee 180 degrees from the terminal and look ahead. You see a suspended bridge. A double jump to get onto it. It's now twice the length it was when you first entered the level because of the switch hit by clone 1.

Walk a few steps short of the length of the bridge. Turn 90 degrees to your left. Is that incredibly faint blue form out there a platform we can jump onto? Yes it is. Turn up your TV's contrast if you can't see it... parts of this level are just too dark.

This jump is tight: You must jump from the very edge of the bridge, and make the longest double jump possible to reach that platform. Once you've pulled off this stunt, walk carefully towards the end of this platform (Don't fall off the end of it that you couldn't see, like I did). You'll see a switch on the wall ahead. Shoot it. You've just opened the locked door for clone 1.

\*\*\* CLONE 1 \*\*\*

The door's open. Go through into the small square transporter room and use the transporter.

You'll arrive in the room containing the Pax Corpus unit. There's a shrill alarm going off now because of your presence, but don't worry, there's no time limit or threat to your life here. There are 2 pairs of electrical boxes on the

floor to either side of the Pax Corpus. Step onto any one of the 4 boxes. The clone will 'plug herself in'. This clone has now sacrificed herself and completed her part in the level. Control will revert to Kahlee and clone 1 is no longer selectable.

\*\*\* KAHLEE \*\*\*

Character change:

\*\*\* CLONE 2 \*\*\*

Prepare for pain and a solid test of your gaming skills. We find clone 2 standing on a ledge. Do not move at all. Read ahead in the walkthrough a bit first, then make a \*long\* double jump off the spot to land on a horizontal platform suspended over the blackness...

>>> The Killbot Factory

Suddenly in the distance ahead you can see 4 hover droids. I've found that jumping off the spot at the start of this level, as opposed to taking even a fraction of a step forward first, seems to give you an extra moment to start firing at the droids before they open fire on you. You MUST destroy all four droids before you can contemplate continuing, and fighting 4 rapid-firing enemies from a short platform not much wider than you are, suspended over a fatal drop, is savage.

Sometimes you'll experience a fluke: All the robots just sit there, you get shots off and kill 2 before they open up. At other times, it seems like they're machine-gunning you even as you land on the platform. You will need to dash up and down the platform, dodging shots, trying to get your own shots off without being pelted to death while you draw/aim.

I've tried megablast here. The time it takes to launch it (while you're being shot) combined with the fact it only does 1 hit to each robot, makes it pretty useless. Plasma or missiles will at least kill them in one shot, if it hits. Definitely use up your missiles, because odds are you're gonna die here, and then you won't have the missiles anymore will you? ;)

>>> Tightrope

With the droids dead, get into the centre of the platform, face towards where the droids used to be, and use subjective mode to look downwards. You will make out the faintest blue sliver in the darkness. I thought for ages that this was a pipe miles below me. It's actually only a foot below us!

With the utmost care, step off the platform onto the pipe. Hold your breath and start walking along the pipe, checking your direction and footing as required with subjective mode. The pipe turns right then left then right again. Standing at this 2nd corner in the piping, you will see that straight ahead of you across the darkness is a nice solid ledge. One big double jump will put you over there, and you'll feel much better back on terra firma.

>>> Mini-Maze

You now have to deal with a short but shapeshifting maze. Depending on where you walk, the walls appear and disappear. There is only really one path through and it's easy to tease out.



\*\*\* Note that the left and right sides of the maze have no walls! It's easy to miss this because the whole area is so dark. Don't walk off the edge and plummet to your death.

The technique for the maze is to simply keep trying to go as far ahead through the maze as you can get. Each time you strike a dead-end, the walls tend to reconfigure. Now backtrack and take the next route that will get you the furthest through the maze. Usually there's only way you can go! Just keep trying to make progress, retreating whenever you get totally blocked off (but always favouring a new route over an old one), and eventually you will walk up the left side of the maze and out the other side. Don't be afraid of travelling 'backwards' - that's the trick of the maze. It shunts you around and finally makes you walk almost back to the start, but now the whole left edge of the maze has opened into a nice exit tunnel.

Once you've crossed the maze, turn right and head for the room ahead, still wary of your footing and where the edges of this platform might be!

Here in this room you will again find the three elements that are at the end of each clone's journey:

- A switch to shoot to create more bridge for Kahlee
- A needle to shoot to help unlock the time-stopper
- A locked door to the transporter

Shoot the switch and needle.

\*\*\* KAHLEE \*\*\*

With another careful double jump from the very edge, get from the platform you're on back onto the bridge. The bridge is longer again. Walk along to the new end of it and turn 90 degrees right. There's another platform floating out there, this one with a hover droid on it who might be opening fire on you already. This is horrible because he can shoot us from there, but we can't shoot him from here. You need to get over onto that platform quick-smart and blast him. (I don't know about you but I get nervous fighting on these narrow bridges over bottomless chasms.)

So make another huge jump from the edge of the bridge to this platform. As soon as you touch down, blast the droid out of existence. Now move towards the far end of the platform until you see a switch. Shoot the switch. This opened clone 2's final room.

\*\*\* CLONE 2 \*\*\*

Enter your final room through the newly unlocked door, hop onto the transporter.

The Pax Corpus unit room: Pick any electrical box you like and plug yourself in. Clone 2 has sacrificed herself and completed her part in this level. Clone 2 is no longer selectable. Control reverts to Kahlee.

\*\*\* KAHLEE \*\*\*

Character change:

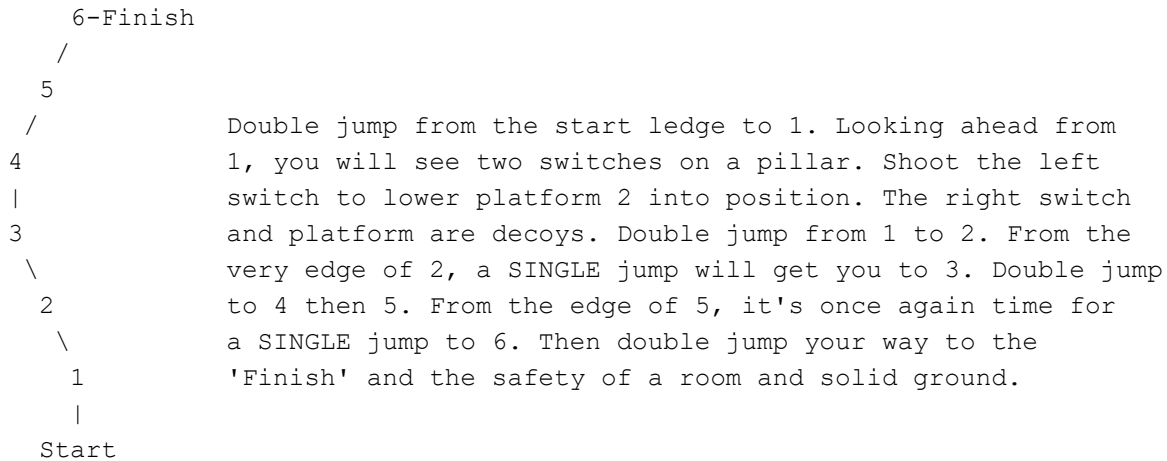
\*\*\* CLONE 3 \*\*\*

There's a small hexagonal platform just ahead of you. Do a SINGLE jump onto it

from where you are. You probably thought I'd never advise a single jump, right? Once the platform has stopped rising, use another single jump to get off onto the narrow ledge ahead of you.

Walk ahead between the giant fans towards the end of the ledge. You'll see a switch on a pillar to your right. Shoot it. A platform descends in the next cavernous room ahead of you. Now get yourself right up to the edge of the ledge, facing that platform. This first jump is a whopper...

Here we go again with the precarious leaping from platform to platform. Here is my diagram of the path:



Another end-of-journey clone room, with Kahlee bridge switch, time-stopper needle, and locked door. Shoot the switch and needle.

\*\*\* KAHLEE \*\*\*

Do a big double jump back onto the bridge. Once again the bridge has lengthened. Walk up to the new end of the bridge and turn 90 degrees to your left. Once again, you'll see another platform across a huge gap. Huge leap over there... There are 2 hover droids guarding the switch here! Get rid of them pronto. Shoot the switch. You have opened the final room for clone 3.

\*\*\* CLONE 3 \*\*\*

Enter your final room through the newly unlocked door, hop onto the transporter. You know the routine by now... you're in the Pax Corpus unit room. Plug into an unused electrical box. Clone 3 has sacrificed herself and completed her part in this level. Clone 3 is no longer selectable. Control reverts to Kahlee.

\*\*\* KAHLEE \*\*\*

Character change:

\*\*\* CLONE 4 \*\*\*

Look around you - you'll find a corridor with a shifting laser forcefield over it. Basically, the lasers slowly and awkwardly fade out, then they slowly and awkwardly fade back in. The routine loops forever. Just watch for a little while to identify the phases, then run through during the 'off' phase.

>>> Action Woman

This 2nd corridor you've entered is action-packed. Firstly, it's a Pax Corpus area, so your blue energy will build up. To your left are 2 aggressive blue men who will shamble after you and try to grab you, which rapidly accelerates your absorption of Pax Corpus energy. Once you've passed the shifting lasers, immediately turn to your right and start moving away from the blue men, down the length of this corridor.

There are 5 hover droids along here, one in the centre, then two pairs of one on either side. Use the Cool Blaster Trick, walking along and shooting and using the radar to aim into the future, to take them all out. Don't hesitate for so long at any point that the blue men are able to catch up to you. Hopefully you will have left them well behind.

After destroying the 2nd pair of droids, you will be confronted with a single laser at waist height. Roll under it and you're now out of the Pax Corpus area, and in your 2nd-last room as clone 4. There's one final droid floating out here (to your right, in the open part of this room), waiting to shoot you. Blast it.

Move into the room, being careful as there are drop-offs to your right and left. Shoot the needle to your left. If you shot the other 3 needles with the other 3 clones, you have now completed the cycle. The time-stopper device appears right behind you!!! Yes, it has appeared on the white tile just near the laser you rolled under to enter this room. Collect the time-stopper.

Move back into the room. On the right side (opposite the needle side) is the 'Kahlee' switch. Shoot it. You just completed the bridge for Kahlee.

\*\*\* KAHLEE \*\*\*

I bet you can guess how this goes by now, but here it is anyway:

From the platform you're on, make the stunt leap back onto the now-finished bridge. Head on up to the end of the bridge. Turn 90 degrees to your right. There's the last platform we need to leap to. Huge double jump... you're there. Move towards the end and see a switch. Shoot the switch. You have opened clone 4's final room.

\*\*\* CLONE 4 \*\*\*

Enter your final room through the newly unlocked door, hop onto the transporter. You're in the Pax Corpus unit room. Plug into the last unused electrical box. You have completed the destruct sequence. Now relish the moment all your intense efforts in this level pay off, as both base and Pax Corpus unit are BLOWN TO KINGDOM COME!!!

Now just before we wrap this level and mission, a couple of final notes...

>>> Note 1 - Clone 4 and healing

Clone 4 is the only person with access to healing (via Pax Corpus energy) on this level. Therefore, at any time you're getting too beaten up as someone else during M4-2, consider detouring to clone 4's section. Yes, you face the threat of the droids, but if you can kill all of them, and you didn't lead the blue men all the way up the corridor with you, you can now heal at leisure by standing at the end of the Pax Corpus irradiated corridor, then rolling back under the laser and out into the safe room to transform the energy into health. You could now switch back to clone 4 at any time in the future when you need healing during this level.

If any blue men followed you right up to that waist-high laser beam on your initial play of clone 4, and are milling about there, you might have written off your chance to get any extra healing. Why? Because safely rolling back under the laser into the Pax Corpus area WITHOUT bumping a guy who's making a beeline for you, and either getting fried by the laser, or trapped in the blue man's grasp, is extremely difficult.

>>> Note 2 - The Time-Stopper

Once you pick the time-stopper up in this level, you will always restart the level with it at full ammo, even if you die and continue! You can unlock it again by shooting all the needles and physically pick it up again, but it won't give you any extra ammo (on top of the maximum of 5).

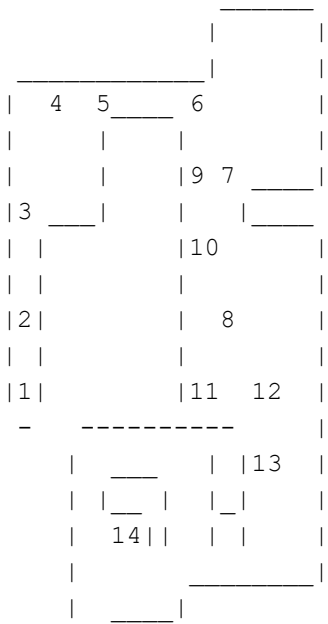
It's important to finish the level having unlocked the time-stopper, because the game actually gives you a different password for Mission 5 depending on whether you got the time-stopper or not. If you did get it, your password will allow you to start mission 5 with the time-stopper in your inventory. The other password has you starting mission 5 without it.

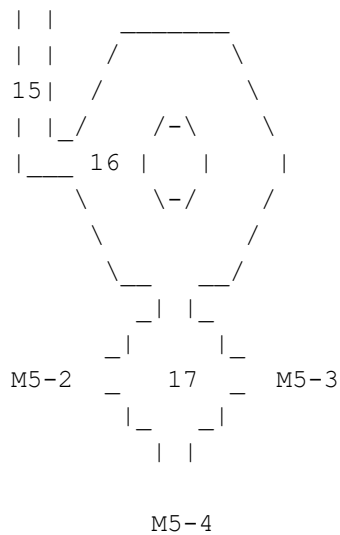
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\*\*\*\* END OF MISSION 4 \*\*\*\*  
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Savour this victory as the Pax Corpus unit and the base explode. And breathe a sigh of relief, for Pax Corpus doesn't get as hard as M4-2 again. We must now pursue the other Pax Corpus unit, which Ellys has hidden in the Alcyon control centre where Kiyiana resides. Our goal is to launch the 2nd Pax Corpus off into space.

\*\*\*\*\*  
Mission 5: THE ROCKET SILO (6 levels)  
\*\*\*\*\*

M5-1  
----





You start at (1). Collect plasma at (2) and a platform raises you up. At (3) you're standing on a ledge looking out over a pit. A rover droid floats around here. These never attack, but they can get in your way and follow and annoy you, so use 2 blasts to destroy it before jumping anywhere.

Double jump onto the hexagonal platform at (4). Now very carefully do a long double jump to land on the ledge at (5). It's easy to mess this jump up and/or scrape the walls of the room here, and fall to your death.

Walk to (6). You're on another ledge. Turn 45 degrees to your right and you'll see an L-shaped platform attached to the wall (7). Double jump onto that platform. You are now in line of fire from 2 hover droids at (8). Shoot them from here, using the corner wall for cover/relief if you want.

When it's safe, you can walk from platform (7) onto hexagonal platform (9), which will descend. There's a gap between you and the ledge at (10). DON'T double jump; you seem to hit your head on something and just fall down the chasm. Get right to the edge of the hexagonal platform and go to (10) with a single jump.

Move along this ledge to (11), where you're standing right next to a crusher. You'll see another hex platform to your left at (12). Double jump onto it. Single jump into the corridor (13).

There's fun in the next room - 2 guards to play with and walls to sneak around and hide behind. There's an energy capsule at (14).

Head down the long corridor. Another guard at (15).

2 guards await in (16), so enter blasting.

### >>> The Hub Room - Overview

Room (17) is the final room of this level, but it's also a room you will visit more than once as you complete the rest of mission 5. We will call it the 'hub room'. It is a junction giving access to 3 more levels (M5-2, M5-3, M5-4). During the rest of mission 5, you can travel between the hub room and any of those 3 levels, and vice versa, as you choose. So there's more choice here concerning your path than in the rest of the game.

To reach M5-5, it's essential to get the guard costume from M5-3, which allows you to play through the training section in M5-4. M5-2 contains pick-ups and the first of the logos required to reach mission 6.

Remember (from back at the overview of Part II of this FAQ) there are 2 logos to collect during mission 5, which together allow you to continue to mission 6. One is in M5-2, the other in M5-5. If you don't collect both logos, the game ends after M5-6 and you get the Penultimate ending. If you go on to complete mission 6, you get the Ultimate ending :)

Therefore, if you want to play mission 6 and get the Ultimate ending (which of course you do, at least on your first time through!!!), you definitely need to complete M5-2. Later when you're playing Pax Corpus again, and you're better at it and need less pick-ups, or you want to get the Penultimate ending, or you want to see the end credits sooner!... you can partially or entirely skip level M5-2 and getting the logo.

#### >>> Hub Room Operation

You can see on the map for M5-1 which doors from the hub room (17) lead to which levels. There's a terminal at (17) controlling the hub room doors. The presence of a keyboard indicates the interactive side - it's facing you when you enter from (16). Each time you activate this terminal, the hub room doors open and close according to a sequence which goes anti-clockwise around the room:

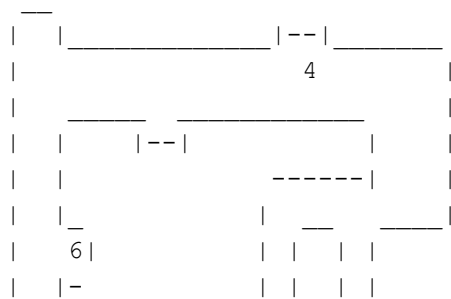
- 1st activation: Door to M5-2 opens, other doors close.
- 2nd activation: Door to M5-4 opens, other doors close.
- 3rd activation: Door to M5-3 opens, other doors close.
- 4th activation: Door to (16) (M5-1) opens, other doors close.

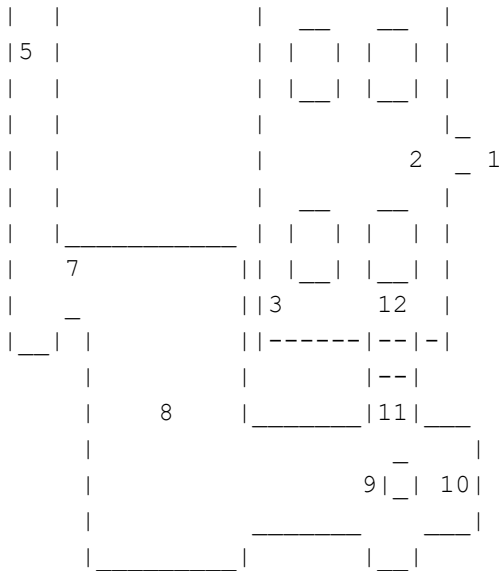
After the 4th activation, the sequence starts over again.

You can always move between the currently loaded level and the hub room without a load from the CD. When you go through a different door from the hub, the game has to load the level from the CD (you'll see the LOADING screen), and that mission will always be loaded as if you had never been there before, with all enemies and items restocked. So if you go back to M5-1 in this manner (not recommended), you will be playing it from the very start. On the other hand, you could get lots of plasma if you really felt like it by making repeated visits to M5-2 and M5-3.

We will now continue with the walkthrough in the order that a first-timer, seeking to explore all levels and play through mission 6, would need to visit the levels from the hub room. First up is M5-2. To get there, having just arrived in the hub room for the first time, activate the terminal once to open the door on your right to M5-2.

M5-2  
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From the hub room, you're entering this level from doorway (1).

(2) is a large warehouse area with several squibs and hover droids secreted amongst the pillars. There's an energy capsule at (3). Note that the passage between (11) and (12) on the map is high above you and cannot be reached from this side.

Make your way to (4) - there's a megablast here.

Enter long corridor (5). Keep shooting as you move up its centre to destroy the 2 hover droids in your way. There's an alcove along the way (6) where you can take cover if you need to.

A squib is parked right in doorway (7) as a trap for those who round this corner too fast. Either take the damage(!), or let the squib see you and immediately run back into corridor (5) to get out of range of the explosion. Or round the corner and shoot it reeeeeeally fast before it blows up. Or run past it (not advised, as there are more squibs beyond.)

Shoot 3 more squibs in room (8) from a safe distance.

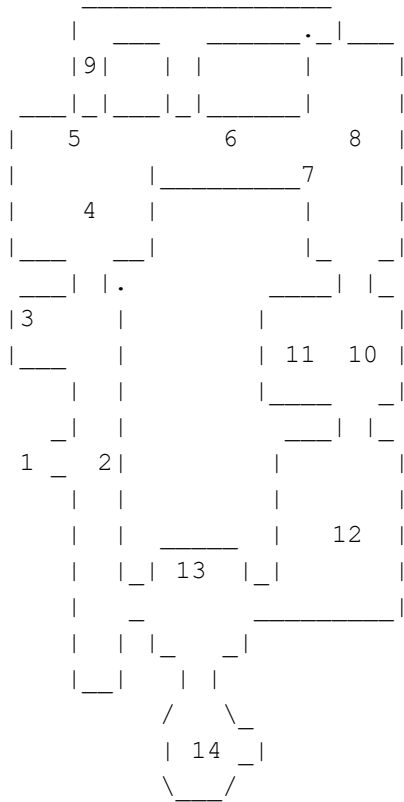
Enter room (9) cautiously - there are 2 hover droids here, one directly ahead of you across the central structure, and another around the corner to your left.

Get rid of the droids then walk up to the machine at (10). It opens to reveal Logo part 1. You will need to double jump onto the table-like surface of the machine to pick up the logo.

At (11), there is a platform above you sticking out of the wall. Double jump up onto it (you can do this from directly below it, passing through the platform). In the same direction, there's now an opening above and ahead of you. Double jump up into it. You're now on a high ledge looking down into the warehouse. Leap off the ledge down to (12). Jump, double-jump or walk.. I don't care, all are good for this job as you don't take falling damage :)

You've cleaned this level up. Head back out passage (1) into the hub area, and use the terminal there twice to toggle open the door to M5-3.

-----



From the hub room, you're entering this level from doorway (1). Get ready for some guard-bashing action.

In corridor (2), both doors are currently locked. Go around to (3) and activate the alarm. In room (4), three guards stir and open the door to (3). One guard runs out here - foolishly as you will probably shoot her first. Enter (4) and put down the other two guards.

Now, for your next move, you could be brave and unsubtle, just throwing open the door to room (6) and marching on through to (8), having to deal with two guards hiding behind crates (at 7).

OR you can be stealthy. In (4), jump onto the desk at (5) and examine the closest side of the room in subjective mode. You'll see a ventilation grille you can zap out with a special weapon. Do so, and double jump up into the air conditioning tunnel (9).

As you can see on the map, there are exits from this tunnel to both room (6) and room (8). Yes, you have to shoot grilles out from inside the tunnel to get out at either location. And yes, the grilles are high up on the walls of those rooms, so once you leap out, you can't get back into the tunnel except by going back to (5).

Jumping from the tunnel out into room (6) is pointless. Move up to the end of the tunnel overlooking room (8). Shoot out the grille. From your vantage point up here, you can fire shots down at the two guards who thought they were being really smart and safe hiding behind their crates. But they can't shoot you! Their shots are unable to pass into the mouth of the tunnel. So snipe out those guards from your safe lookout, then drop down into the room.

Be careful opening the door to room (10) which contains two hover droids. There is plasma you can grab at (11).

Room (12): There are 2 annoying guards here, once again taking cover and



sniping at you from behind crates. One of them has an access key that you want...

## >> Programmable Droids

There is some good news and some bad news here.

The good news is: If you dash ahead into the next room, you can activate a terminal at (13) to reprogram two hover droids who are parked (inactively) in that room, and they will float back into room (12) and start trying to shoot the two sneaky guards. The droids are indestructible, and don't turn on you even if you hit them. Sounds great!

The bad news is: The droids do such an absolutely hopeless job of fighting the guards, almost never landing a blaster shot because of the guards' cover, that you are going to have to kill the guards yourself anyway. The droids don't even draw the guards' fire... the guards will always shoot at you, no matter what's happening.

...

So decide what you want to do. If you're patient and feeling lucky, you can shoot the guards when they intermittently rise from cover to fire at you. This works best if you're bumping up against the crates. If you're impatient, or not enjoying the crossfire, double jump over the crates and go in for some hand-to-hand mauling and point blank shooting. Eventually, with or without droid help, the guards will be dead, and you will pluck an access key from one of their corpses.

If you did activate the droids, punch the crap out of them now for their uselessness if you wish! They won't retaliate or go anywhere. Also listen for the weird sound that can happen when you use hand-to-hand on droids. (See Part IV, under 'Bugs and Shoddy Features' for details)

With your key, you can now unlock the door to room (14). Use the button beside the door.

## >>> Get dolled up

There's an energy capsule in room (14), but much more importantly, a walk-in closet where Kahlee can change into a guard's uniform. Enter the closet. Even if the door closes on you temporarily and you can't see yourself, I'm sure you're slick enough at this game by now to be able to steer Kahlee around blind in the little room until it opens.

Kahlee emerges in a bright aqua guard's uniform, and with a particularly fierce look upon her face. You cannot lose the uniform by dying. You will stay dressed this way until you complete M5-4. The uniform does not fool or deter your enemies at all, so you still need to fight anyone and everyone. It will however fool the training computer into activating a training session for you in M5-4.

Now, go back to room (13) where you can, from this side, open the door to corridor (2) by pressing a button. You're done with this level. Head back out passage (1) into the hub area, and use the terminal there three times to toggle open the door to M5-4.

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This map of the training area is significantly to scale (probably %80!). The following extra details are marked in position in the rooms:

x = Half-height wall

# = Pit

You enter from the hub room via (1).

Room (2) is the foyer leading to the guard training area (the rest of this level). If you are not dressed in the guard's uniform obtained from M5-3, the moment you pass the midpoint of this room a grid of lasers will spring up, probably trapping/killing you, and door (3) will lock. If this happened, get back to the hub room (dead or alive) and get that uniform from M5-3.

Dressed as a guard, you are able to proceed safely through door (3).

### >>> Level 1 Training

This large room you have entered is level 1 of training. The door at (6) leading to the level 2 room will not open until you have destroyed all 10 hologuard targets in the current room. These training rooms are fun, and a good test of your combat skills. There are half-height walls scattered throughout that you and your enemies can use for cover. There are also bottomless pits under some floor tiles. The cracked floor tiles that flash occasionally are the pits, and walking into one of these will result in a fatal plummet, so watch out for them. I've marked all the walls and pit tiles on the map.

When you enter, 3 hologuards are already present around the middle of the room and you can start fighting them once you leap over the first half-height wall. At (4), you will notice a bright circle inscribed on a floor tile. These circles activate further sets of targets when you walk upon them. This circle at (4) will summon 5 more guards to the room. So for safety, do not tread on this circle tile until you have destroyed the first 3 guards.

After you kill the second set consisting of 5 guards, tread on the circle at (5) to summon the final 2 guards for this room. These last 2 guards appear behind the cover of the barricades at the lower-most edge of the room on the map. Do not fight from afar... come right up to their barricades to shoot them

when they pop up, or perhaps even leap over to join them and fight them at close hand. When they're dead, go through the door at (6) to the next training room.

### >>> Level 2 Training

Door (6) closes behind you. Door (9) will not open to allow you to continue until you kill the 10 hologuards in this room.

(Useless trivia: Door (6) also opens again at the same time as door (9).)

The circles at (7) summon the 1st 5 guards. The circle at (8) summons the 2nd 5 guards. The guards arrive in this room quite spread out, and it's dark, so it's an interesting battle. If you're lucky, you won't strike the sound bug that usually occurs in this room (see in Part IV under 'Bugs and Shoddy Features' for details).

When you've cleared all the guards, proceed through door (9).

\* If you have any weird problems in the level 2 room, like you seem to have lost guards, or you thought you killed them all but nothing has happened, just check over the length of the entire room and tread on both circles again to round up any strays.

### >>> Level 3 Training

The good thing about level 3 is that you don't have to kill all the guards to continue. All your enemies in this room are indeed hologuards, but if you choose to evade any, it has no bearing on your progress. You just want to reach the exit elevator at (12) as soon as possible, killing any guards who are threatening you or in your way as per usual.

5 guards are spread along this room in typical fashion, some behind the cover of walls. An additional threat for you is that as you progress, there are floor pits around that may be obscured by the half-height walls you must leap over. Look at the map and you will see that behind the final barricade which crosses the room, there is a row of pits. The only gap in the pits is at the far right, numbered (10). From before the barricade, you must double jump diagonally up onto the barricade, then walk along it to the far right edge, and only then may you walk forward and off the wall onto the other side at the safe spot (10).

Another row of pits, this time a complete row, runs across the end of the room, preventing you from just walking through the doorway and into the final room (12). Position yourself so that you are facing the doorway square on, standing at the edge of the pit tiles, and a single jump will get you across the tiles and into the doorway.

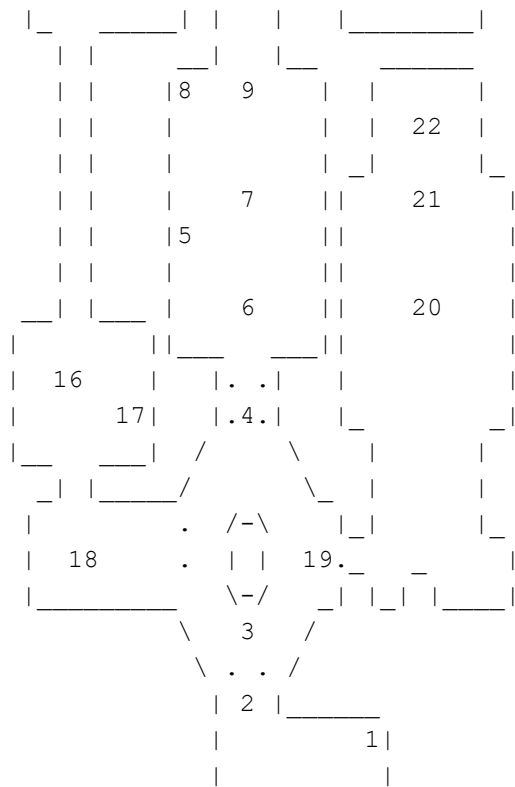
Grab the missiles at (11) and then enter the elevator at (12). You have completed the level.

M5-5

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You start the level at (1) with the elevator you just rode in behind you.

Move to (2), the threshold of room (3), and look into the room. Don't step into the room yet - if you do so accidentally, step back out.

Room (3) is a Pax Corpus area. The dotted lines I placed on the map show the extent of the area. Keep an eye on the three blue men carrying coffins around the vat. These men are so irradiated with Pax Corpus energy that touching them will pretty much slay you immediately by filling your Pax Corpus meter. They do not seek you out, but they wander back and forth around the central vat and only within the Pax Corpus area, so you can avoid them just by moving carefully through this room.

\*\* Now, if you were not trying to collect the 2nd logo at this point (I.E. You were NOT seeking to play mission 6), PLUS you brought some missiles with you from previous levels, you could skip almost all of this level, and immediately go through to room (20), waste the undertaker with a missile, and catch the elevator to M5-6. \*\*

But, the majority of us want to collect Logo part 2 so that we can play mission 6, and we want to get some missiles and maybe even the blue plasma while we're at it!

Make your way very carefully around the central vat and the blue men to the hexagonal platform at (4), which will lift you up to a ledge. In this tiny rectangular doorway, you are safely out of the Pax Corpus area. Let your Pax Corpus meter empty completely, because in the next room you will be under time pressure. There are currently Pax Corpus zones both immediately in front of and behind you, hence more dots on the map.

>>> Toxic pools

This large room into which we are looking is saturated with Pax Corpus energy. The base of the room is flooded with irradiated fluid. If you fall in there, it's instant death. You need to activate two switches in turn and jump across platforms to get out the other side of the room. Your Pax Corpus energy will be

building all the while, so you have slight time pressure on you. Just perform your moves with some precision and confidence and you will have no problem making it across in time.

To begin with, from the vantage point of the safe doorway (4), look towards (5). From subjective mode, you should be able to pick out the switch there. Shoot it to lower a platform in front of you which spans some of the toxic pool (6). Double jump onto this platform. At this moment your time limit has begun. By getting you to activate the platform from outside the Pax Corpus area, I gave you a few extra moments anyway.

Double jump up from this platform to the next one ahead of you (7). From up here, step and face towards (8), the second switch. Shoot it to lower the last section of platform which is (9). You can walk off the end of (7) onto (9): There is a foot drop between them, but in the horizontal plane these platforms are adjacent.

Finally, from the end of (9), double jump your way out of this blue room down into corridor (10). You can't get back up into the pool room from down here, but who'd want to anyway?

Grab the missiles (11).

Move towards doorway (12) - a hex platform lifts you up. The room beyond is a second Pax Corpus room with a toxic pool. At (13) is the elusive blue plasma. You've got missiles so you don't need it, but it might be fun to pick it up just once anyway to use it against the undertaker as was intended.

Shoot switch (14) from doorway (12) to raise an L-shaped platform into the room so you can walk around to get the blue plasma. You need to double jump initially to get onto this platform. Also at (13) is a switch you must shoot to progress, blue plasma or no - it unlocks the door at (15). Don't do all this reeeeeally slowly, because your Pax Corpus energy is building.

Note that if you didn't want to get the blue plasma, you can actually skip entering this 2nd toxic pool room at all. You just open the door to this room initially, line up switch (13) from the right side of the doorway, shoot it from there to open (15), and leave.

...

Head down corridor (10) and through the now unlocked door (15). Open the door across the other side of this room, go down the long corridor, open the door at the end of that to room (16).

There's a lone guard here, and a vat that you can destroy (17). Get rid of the guard and shoot the vat (you only need to use your blaster). Logo part 2 is revealed. Collect it, then exit the room by opening the door to corridor (18), which requires you to activate the button next to it.

You now need to cross the very blue room (3) again. Do it in two steps for safety. From the mouth of corridor (18), wait for the blue men to be reasonably clear, then sneak back to (2). From this safe vantage point, watch them again for another opening then dash over to and through the door at (19).

\*\*\* BOSS FIGHT - THE UNDERTAKER \*\*\*

You've entered the lair of the undertaker (20). It's an impressive area with a sea of coffins and a chessboard floor. The undertaker himself won't appear

until you move into the room so that you're amongst the coffins. He appears at (21). The elevator by which you can exit this level (22) won't open until you kill the undertaker.

>>> Diagnosis

I'm almost embarrassed to call this a 'boss fight', since it's supremely easy, assuming you brought a missile or blue plasma with you.

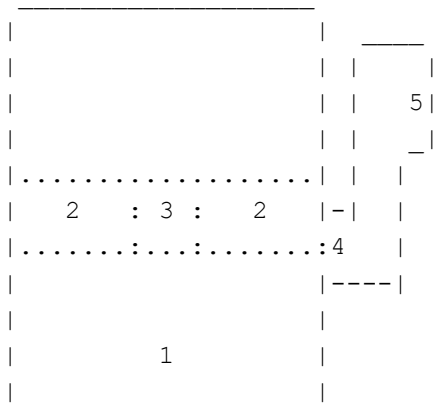
The undertaker is a semi-invisible mummy type figure. He moves really slowly, inflicts minor hand-to-hand damage and can also knock you down, if you're ever slack enough to let him get an attack on you. He is immune to all weapons except missiles and blue plasma, though shooting him with your blaster will at least make him appear temporarily so you can keep track of where he is. You can always target him in spite of his invisibility if you just face enough towards where he is.

How to nail him? Missiles shouldn't work, but they do, so one missile will kill him. Or, if you picked up the blue plasma and you feel like using it, select it, then you can fire it with as much abandon as you would fire your blaster, but using the Triangle button. The molecular bullets look cool too. Just 3 shots of blue plasma will put the undertaker down.

When he dies, elevator (22) opens up. Enter the elevator to be carried to

M5-6

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\*\*\* BOSS FIGHT - KIYIANA SORO \*\*\*

Yes, it's time to slap leather with Kiyiana herself. The fight begins as soon as you appear in this level at (1).

>>> Diagnosis

There are 3 phases in this fight.

Notice the dotted area at the centre of the map. Section (3) is a square platform which crosses a chasm area the length of the room (sections numbered 2). It is of course fatal to fall into the chasm. In order to move from one side of the room to the other during the fight, you can either run over platform (3), or double jump over the chasm if you wish.

When phase 3 of the fight begins, the chasm areas are completely (but SLOWLY!) covered by platforms, thus making the (2) areas safe to walk on.

At (4) is the exit door, which opens only after you have completed all 3 phases of the battle.

>>> Phase 1

Kiyiana uses a strange combination of magic and surfing to cruise through the air towards where you are. She will chase you all over the room until you stand still. Once you're standing still and she reaches you, she will hover in the air for another moment, then materialise before you in a small explosion, launch a kick at you, and then leap back up into the air for another round of surfing/pursuing you.

Kiyiana is vulnerable only to hand-to-hand attacks, and only in the moment when she materialises and kicks at you, so it's pointless to fire shots at her or lead her all over the room. In the 4 corners of the room are well-lit areas (as opposed to the rest of the room which is dark.) Your method should be:

(a) Run away from Kiyiana to a well-lit corner of your choice.

(b) Turn and face the direction she is surfing in from. Now hold L2 and stay crouched. It must be a full crouch, not the halfway 'kneeling' crouch that you do when there's not enough room on your left side. If you're doing the crappy crouch, pick yourself up and readjust so that you can do a full crouch. If this takes too long and Kiyiana is upon you already, run to another corner and start the process from there.

(c) You're crouched. Watch Kiyiana's shadow on the ground. When it stops just before you, you know she will materialise in another moment.

(d) At the moment of her explosion, hit the X button from your crouched position to smack Kiyiana with an uppercut punch. If you do this a tiny bit too slow, she'll kick you at the same time you hit her. After your uppercut, press L1 again to get crouched again.

Kiyiana didn't like being hit. She readjusts herself, then flies up into the air again for another round of surfing. While she's adjusting herself, run to the opposite well-lit corner of the room on the same side of the chasm as you are, and get ready for her next approach. Repeat the method from point (b) above.

(You could stay where you are, but it's better for your timing and positioning if you make her come to you anew for each uppercut. Also, one time I didn't move and my punch didn't seem to affect her. So I suggest you always move to a new spot between uppercuts.)

It takes 3 uppercuts in total to irritate Kiyiana enough to enter the second phase.

>>> Phase 2

In this phase, Kiyiana gets a bit more aggro. She now zips around you with her flying/surfing ability, firing triple blasts at you that spread out in a slight fork pattern.

If necessary, run around a bit in a circular fashion to dodge the blasts as you would any other shots. Get a handle on where Kiyiana is as soon as possible (preferably before she has fired at all). She can move around the room quite quickly.

As soon as you get the drop on her - that is, you see her moving to a new position after she has fired a triple blast at you - follow her with your eyes to the new position and open fire with the best weapon you have.

1 missile will defeat her instantly. Otherwise, 2 plasma shots will beat her, or 4 blaster shots.

When a shot hits her successfully, you will see a puff of blood and she will be stunned for a second. Although she is not vulnerable again until she has recovered from the stun, if you keep firing blaster shots at her now, you might be lucky enough to pin her down to that spot at the moment she becomes unstunned, and injure her again immediately. So I recommend that when you begin to fire at her, do not cease fire unless she escapes and flies away to a new position, because you might be able to kill her where she is if you just keep firing.

Another thing to note is that if your shots collide with hers, I think they are sometimes absorbed. I seem to lose missiles this way - I'm not sure if they were absorbed, or if I missed by a tiny amount. Either way, try to fire your special weapons only at times when you're not being fired upon yourself.

When you've zapped Kiyiana enough to defeat her, there will be tremendous explosions and she will fly away from you. Platforms gradually rise to cover the chasm areas (2) for the 3rd phase. In your excitement, don't wander into the chasm before the platforms have fully risen to cover it. Yes, I have done that.

>>> Phase 3

From the darkness on the far side of the room comes a spindly robot. This thing has no subtlety - it seeks to walk directly up to you and just hack away at you with its robot limbs. For that reason it's also easy to kill. Never let this thing near you at all, just open fire as soon as you see it.

1 missile will destroy it, or 3 plasma, or 5 blaster shots.

Once you start hitting it, it will be totally pinned if you don't stop firing, so I recommend if you're going on to play mission 6, you can just use blaster shots on the robot to save any missiles you have for droids in the last mission. If you're not going to play mission 6, torch this dumb thing with a missile or plasma so that you will complete your last fight in style!

If you were mad enough to let the robot get up to you, you could be in trouble because it smacks you to the ground then hovers over you ready to cut you again as soon as you get up. You could be dead.

Let's hope that didn't happen and that you blew up the robot.

>>> VICTORY!!!

With the robot destroyed, you can go through door (4).

In the small room around the corner, activate the terminal (5).



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\*\*\*\* END OF MISSION 5 \*\*\*\*  
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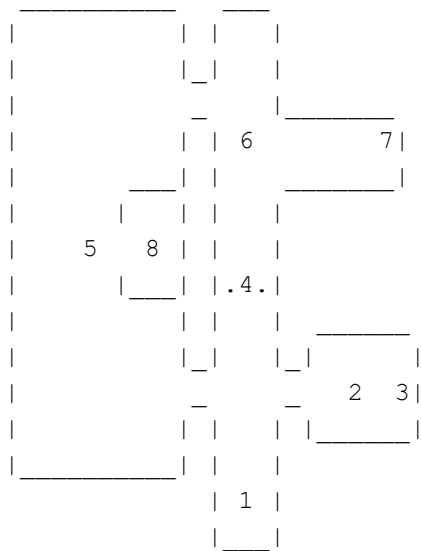
The moment of truth! If you picked up only one or neither of the logos during mission 5, you have completed your game of Pax Corpus. You will now experience the Penultimate ending FMV, followed by the end credits.

If you did collect both logos, you have a final mission ahead of you.

\*\*\*\*\*  
Mission 6: THE LAUNCH CENTRE (2 levels)  
\*\*\*\*\*

M6-1

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You start at (1), having exited the elevator.

In room (2) are 2 harmless rover droids tending a morgue arrangement of Pax Corpus victims. At the end of this room is a small square Pax Corpus area (3), where you can get healing if you need it at any time during this level.

There's a triple laser forcefield across the corridor at (4), supposedly completely blocking it. The game intends for you to circumvent the forcefield and reach point (6) by way of the cavernous room (5), which is a freezing room. However, this is one of those cases where you can make a stellar-quality cheating double jump and clear a 3-laser forcefield. This doesn't save you much trouble, but it's fun. Especially when it confuses the hell out of the lasers (explained in a minute.)

In (5), there's a hover droid parked at (5) who is guarding the elevator cubicle, the structure surrounding (8). You definitely want to get rid of him.

There are 2 rovers loose in (5) as well, but you'd know how inoffensive they are by now. As it's a freezing room you'll be taking slow damage while you're in here. This is not very dangerous, since if things get really desperate, you can always go back and get healing at (3). And you will be fully healed when

you exit the level anyway.

One way or the other, you will get around to (6) and be able to enter the short passage (7). There's another rover in here, but more importantly you will pick up the cold crystal.

>>> The Cold Crystal

The crystal makes you immune to the damage of freezing rooms for a limited period of time. The time limit only ticks down while you are in freezing environments, and once you leave a freezing environment, it is suspended again. Therefore you do not have to worry about rushing everywhere now that you have the crystal. You only have to be swift when you're in the freezing environments.

The main purpose of the crystal is to help you in the next and final level, so don't waste its power by standing around in the cold of room (5) on this level.

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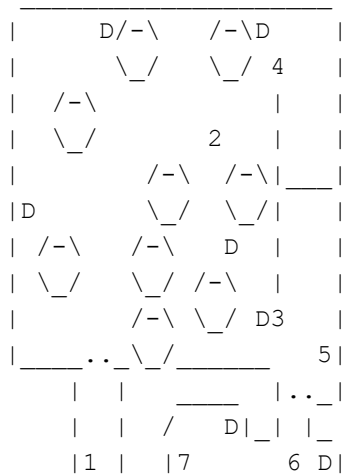
Now, from the side of the corridor at point (6), the lasers at (4) will part to allow you back into the other half of the corridor, when you approach them... unless you leaped over the lasers with the cheat jump in the first place. I'm about to explain, really! Anyway the purpose of the lasers parting for you is to make it easy for you to get back to the healing area (3) after you've picked up the crystal, without going via the cold room, if you want. I stress that you'd only need healing if your health is %50 or worse - you'll get a free heal-up from completing this level in a moment.

If you leaped over the lasers from the (1) side of the room, they got confused. Now, approaching them from the (6) side actually makes them snap shut, while walking away from them makes them teasingly open again. Vindictive huh? This strange state of affairs will not correct itself until you either leap over them again from the (6) side, or go back around to the (1) side via (5).

Once you have the crystal, and after you have collected any necessary healing, it's time to exit this level. From wherever you are, take the most direct route to the elevator cubicle in room (5), go inside and enter the elevator (8). Don't dawdle in (5) wasting the power of the cold crystal.

M6-2

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D = Hover Droid

The very last level in Pax Corpus is short but can prove deceptively difficult.

You start at (1) facing the freezing room ahead. Once you cross the dotted line on the map, you are in a freezing environment.

Your objective is to reach the terminal at (7) as swiftly as possible, to activate the rocket which will launch the 2nd Pax Corpus unit into space where it can do no harm.

Your cold crystal has limited duration. If you don't complete this level in the first pass, you will lose the crystal (either by duration or by death) and the level will be harder to complete on subsequent passes, though obviously each time you play it your experience and skill with the layout increases.

The challenge is to get through the freezing room as quickly possible, taking no damage from the cold, or the minimum damage possible, and then to survive the last dash past a few aggravated hover droids. The positions of all hover droids are marked on the map.

If you have a time-stopper or two, use one now before you even enter the freezing area, to pacify the droids and make this level a pushover.

From (1), enter the freezing room and run to (2), ignoring any droids or rovers on the way.

□ Now run through the narrow gap between the two big vat obstacles to the south and make your way towards (3). There are 1 or 2 droids in your way this time and it's hard to get through without being shot, or to even fight them without being shot (if you didn't freeze time). Use your remaining plasma and missiles like crazy for all droid fights on this level, because we want instant victories and none of that 'being shot' stuff.

At (3) there's a giant fan (there's also one at (4), but you don't want to go up there - that area is just a red herring to try to get you to waste time in the freezing room). The fan is still rotating even if we froze time?! The fan can't damage you. You can run or roll through when the blades move aside, or you can just shoot the whole thing with your blaster to clear the way. If you froze time, you can't fire, so just run between the blades.

Having passed the fan, pause for a splitsecond at (5) where you can't be seen or shot by any droid in room (6). Once you cross the dotted line on the map to room (6) you will be out of the freezing area, but there are 4 droids through here who will probably all open fire on you in your last sprint to the terminal (7).

If you froze time, you can safely dash to (7) now without being attacked at all. Though when you get there, you will have to wait for the time-stopper's effect to wear off before you are allowed to activate the terminal. Start mashing the X button at the terminal so that you will activate it at the very moment time unfreezes, before you get shot by the unfrozen droids behind you.

If you had no time-stopper... the best idea is to just run all the way through this section and quickly hit the X button when you reach the terminal (7) before the 2 droids in the corners of the room take you out. Killing all of these droids might make you feel better, but it's a very dangerous waste of time and health. If you are going to fight any of the final 4 droids, the only one I'd take out is the one you can see from a distance back in room (5). Even then, in order to zap him, you're spending longer in the freezing area than





that?' you might have thought.

We glimpse her tattoo fleetingly in the FMVs, but not clearly until the pre-Mission 5 one, where we can see that it is made up of three characters. It looks like this:

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It resembles English script, but I don't think it is. And it doesn't seem to match anything specific found elsewhere in the game either. My take on it is that it's a legacy of Kahlee's mercenary background.

## 2 - COOL THINGS TO TRY AND TO WATCH OUT FOR

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Here's my list of what I consider to be the coolest, strangest and trickiest features of Pax Corpus. Check these out while you're playing and have fun with the game!

### - MULTILINGUAL PAX CORPUS

In many PSX games, you can select a language, and then the on-screen text will appear in that language. But all of the dialogue you hear in the FMVs and during the game will still be the same as ever, in the core language (usually English). Bor-ing. But check this out...

#### PAX CORPUS HAS A GENUINE MULTI-LINGUAL SOUNDTRACK!

Yes, if you pick German, all the characters will speak in German that you can hear. Kahlee, Kiyiana, Ellys, the executioners, the computer voices! They're all voiced by a new set of actors too, for each language.

So when you know the game a bit better, try it in German and French! Compare performances!! Which nationality provides the foxiest Kahlee? The best Ellys? The least hammy Kiyiana? (definitely not English...) The most annoying computer voice? Try every flavour and decide for yourself :) I think this is a fantastic feature.

### - POST-FATAL ROUNDHOUSE

The roundhouse kick is extra fun when you manage to smack people who are already dead with it. If you kill some guard ("OHHHHHHHHH!") then get off a roundhouse at close range, you can thump her falling corpse before she even touches the ground. It's gratuitous and it's fun.

### - UP AND DOWN

Similarly, you can punish guards by drawing out their demise. Smack some tough guard up with hand-to-hand so that she's stunned and falling, but not dead. Now put a blast into her before she comes to a rest on the ground. ZIP, she's thrown to her feet again, but falling again because you shot her. Is she still alive? Punch her up some more! See how long you can suspend the guard in up and down motion. (Probably not long because your blasts do too much damage ;))

#### - SUGGESTIVE CORPSES

Check out the spectacular contortionist efforts of some corpses! Watch as lady civilians roll entirely head over heels, throw their legs wide apart and finally come to a rest in a backsides-up broken mess! What is the deal with that?!

#### - THE EXECUTIONER'S CHAIR

In the torture room (M2-2), have a look at the chair. Marvel at the emaciated corpse with clots of gore and the dish of torture instruments! Hey, and here's a useless related trick: By quickly hiding behind this chair as soon as you enter the room, you can indefinitely postpone the fight with the executioner, who will simply stand still and wonder where you went. When you tire of this game, come out from behind the chair to let him know what happened.

#### - WEIRDO SQUEAK

Have you tried smacking up droids with punches? You expect the regular thump sound, but you usually get a weird squeak which sounds more like it's coming out of Kahlee than the robot. It's like the sibilant grunt/gasp of exertion made by a pro tennis player after pounding the ball. I've also heard Kahlee gasp like this when she is being punched and kicked by the Temple Guardian.

#### - FRIENDLY FIRE

If you place yourself strategically, you can get guards (or even droids) to shoot each other. Seemingly oblivious to their comrades' health, they fire at you no matter where you are or what is between you and them. Laugh as they groan and a puff of blood squirts out.

#### - GREEN BLOOD

Civilians and some guards etc. seem to have green blood. Don't ask me why. Variety is the spice of life.

#### - TRAINING ROOM CHAOS

In M5-4, try treading on all the circle tiles in the training rooms as fast as you can, so that you can take on 10 hologuards at once. The Playstation will struggle a little bit to cope with it, but this is the most chaos you're ever going to get in one place at the one time in Pax Corpus.

#### - OFFSCREEN ACTION

You would have noticed that often when you activate a terminal or switch, or open a locked door, the game 'pauses' to give you onscreen messages. This is frequently accompanied by temporary angle changes from the camera or audio announcements. Sometimes these pauses are 'real' - I.E. The game won't let you move or take any actions until the pause is over. But at other times, you can play on as normal in the background of the messages, announcements and camera changes, even if you're not on-screen at all! See how far you can travel and how much you can achieve during the pause, and perhaps when you can't even see yourself.

### 3 - BUGS AND SHODDY FEATURES

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Some of these are actual bugs that you can try out for yourself, and are labelled thus. Others are just features of the game that in my opinion should have been tightened up. Some are funny. Some are really annoying.

Let's put the most positive spin on this section that we can, and say that these are all part of the charm of Pax Corpus ;)

#### - SLACK ROUNDHOUSE

The roundhouse is a source of both fun and buginess. You probably noticed that a lot of the time it misses when it plainly should have connected. Your leg passes through your enemy!

#### - CLOSE COMBAT CONFUSION

The roundhouse was just the worst example of this genre. All combat at extremely close quarters is susceptible to some slack collision detection. If you're so close that you're really sharing not just breathing but body space with an enemy, odds are you won't be able to hit them with any attacks at all.

Another quirk: a guard who is loading her rifle can only turn around at a certain speed. If, in order to face you before she fired, she would have to turn much faster because you're really close, she won't pull it off in time, but the shot will still zap you anyway.

#### - ERRATIC GUARD BEHAVIOUR

Guards are highly variable in their smartness. Some seem smart and dangerous, hitting you with every shot, firing from behind crates, ducking for cover, jumping out of the way of your shots etc... And others just don't. You might be able to walk right up next to a guard, stand there mimicking her pose, and she still won't twitch. Or she might fire at you, but then start scanning the room as if she lost you when plainly you're in front of her.

#### - DUD PROGRAMMABLE DROIDS

In M5-3, there is something spectacularly disappointing about reprogramming two hover droids to fight for you, only to discover that they truly suck and probably couldn't blast their way out of a paper bag.

#### - KAHLEE'S HOPELESS RECOVERY ROLL

Kahlee shows off how flexible she is when she rolls back onto her feet after being fried by a laser. She also shows off a horrible weakness in the game engine by not giving us any control at all over the direction of her roll, or displaying any 'instinctive' aversion to hazards while she's at it. Hence, she's happy to move continuously into more lasers and cut herself to pieces while you wring your hands in the air.

#### - LASER PING-PONG

An extension of the 'hopeless recovery roll'... If you're using the invulnerability cheat and you mess up an attempt to negotiate some lasers, pray that you don't get stuck bouncing endlessly from one laser to another. It can happen, and where normally the game would expect you to die so that it could restart the level.. you just don't. So the only way out is to quit to the main menu and lose all your progress. Becoming the ball in some laser ping-pong might be amusing to experience just the one time, though.

#### - THE CONVEYER BELT BUG

In M2-3, in hall (9), I once hopped onto the conveyer belt which leads to room (19), but got back off again for some reason, still in hall (9). However, I now noticed that Kahlee was permanently drifting along the floor, as if she were still on the conveyer belt! Being a little disturbed about this, I got on and off the conveyer belt again, and the problem went away.

#### - THE INVULNERABLE PACKER BUG

Once again in M2-3... sometimes you blow up the whole kitchen by igniting the gas, but the stupid packer survives the inferno. Don't ask me how, because packers are total wimps, and Kahlee is anything but, but Kahlee is always killed immediately by the gas explosion.

#### - THE 'LEVITATING KAHLEE' BUG



This is a beauty. I've only seen it happen at the start of M4-2. Kahlee starts the level on a platform suspended over a void. The platform has the terminal on it for activating the cloning process. If you hold down R2 and use your sidesteps, you'll find you can sidestep right off the platform but defy gravity and not plummet to your death! So long as you keep sidestepping in either direction, you'll stay levitated over the blackness. If you ever stop your shuffling whilst over 'nothing', Kahlee suddenly remembers about the laws of gravity and will lose her magic powers, dropping to her death. You can even hit R2 + forward whilst sidestepping, and slip a forward roll in there! Though after the forward roll.. it's falling time.

This bug does not work anywhere around here except from this very first platform. If you jump onto the bridge or beyond, you can't do it anymore, you'll just fall and die.

I once placed Kahlee perpendicular to the bridge, turned her at a tiny angle (like 15 degrees) and tried to sidestep my way down the length of the tunnel containing the bridge, hoping to connect up with the first side platform ;) It was a very impressive feat as I did indeed manage to levitate all the way to the corner of the target platform, but because I was about a foot below it, I couldn't get onto it. Kahlee can slip a roll into her levitation routine, but not jumps it would seem.

#### - THE UNDERTAKER BUG

I've mentioned it a bunch of times already during this walkthrough, but I'll say it again. The undertaker is this big deal enemy who's supposed to be only vulnerable to blue plasma, BUT YOU CAN JUST KILL HIM WITH A MISSILE! And as you can pick up missiles on the same level as him, Blue Plasma is officially the most useless and obsolete item in Pax Corpus.

#### - THE HOLOGUARD NOISE BUG

Ugh, this is horrible! Usually at some point while you're fighting hologuards in M5-4 (particularly in the 2nd training room), you will be bombarded with a loop of the static sound made by hologuards when you shoot them. The game just gets stuck on triggering this sound and does so repeatedly and relentlessly. The volume level instantly becomes painful. To unstick the soundtrack, all you can do is just keep trying to move around, killing guards and/or summoning new ones.

## 4 - PAX CORPUS MUSICAL SOUNDTRACK

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This section provides a breakdown and descriptions of the various musical tracks you hear during the levels of the game. I came up with names for the tracks myself.

First up, a list of which track is heard on which level:

Level:	Track:
M1-1	I Kahlee Part I
M1-2	I The Train Station
M1-3	I Showdown
M2-1	I The Prison
M2-2	I The Prison
M2-3	I The Prison
M2-4	I Mausoleum
M2-5	I The Prison
M2-6	I The Prison

	M3-1	I	The Temple	
	M4-1	I	Computers	
	M4-2	I	Computers	
	M5-1	I	Kahlee Part II	
	M5-2	I	Kahlee Part I	
	M5-3	I	Kahlee Part I	
	M5-4	I	Kahlee Part II	
	M5-5	I	Kahlee Part II	
	M5-6	I	Kahlee Part I	
	M6-1	I	Kahlee Part I	
	M6-2	I	Kahlee Part I	

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#### Kahlee Part I

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A sparse, cold rhythmic groove. In time the sound is fleshed out with percussive claps, mute vocal murmurs, chilly high-pitched chords and a twangy synth effect. This track is like a mantra. The hypnotic rhythm and unwavering one note bassline evoke Kahlee's cool strolling motion and her icy outlook. Simply admire Kahlee's walk as you listen to this and you'll know what I mean!

#### The Train Station

-----

I love this track but we only encounter it once in the game. Urgent brushy percussion gradually builds into something quite threatening. When the bass and the mournful melody punch in together fully, there is a moment where you feel truly dismal. Laid on top of this track we have some cool creepy platform and boarding announcements.

#### Showdown

-----

Fast, restrained track with driving (but quiet) bass guitar. Heard on the train, it is good at creating the feeling that we're closing in our goal, Dr. Ellys.

#### The Prison

-----

Not my favourite track. On its own it works fine, but it's too much of a drone for us not to become weary of it after 5 levels, which is how many times it's used. Pretty mournful or discordant wailing is interspersed with some quiet drumming. It does feel dingy and despair-ridden like a prison would, though.

#### Mausoleum

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A choir of the dead moans over some dripping and religious-sounding noises. Hey, it works! It's quite possible you will feel scared wandering around in the dark of M2-4 listening to this.

#### The Temple

-----

A strongly atmospheric track built upon a bed of monks chanting in the very deep bass range. Flutes, chimes and bitter ceremonial flourishes complete the experience.

#### Computers

-----

Sounds like what it is... No melody here, more a series of atonal bleeps and noises over agitated percussion, which suggests for us the alien workings of the computer systems in the space lab.

Kahlee Part II

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I see the first Kahlee track as being about her icy mercenary persistence, whereas this second upbeat one is about her kicking asses and taking names. Incredibly cool, purposeful and dynamic track in a distinctive seven-beat time scheme.

5 - THE LOVE THAT DARE NOT SPEAK ITS NAME

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OKAY! Let's look at a really important issue in the story of Pax Corpus that the game is very subtle about. Can you guess what it is?

Consider as an example Dr. Ellys' parting words to Kiyiana in the game's introductory FMV:

'I have offered you my body, and my mind. But you shall never control my soul, nor that of our people...'

'We shall probably never see each other again. Forgive me.'

Yes, I think we can say that Ellys and Kiyiana were extremely close friends.

Oz Nama is a world entirely composed of women, who must use Alcyon's cloning technology to reproduce. The men are all dead or brainwashed slaves, so obviously the women are going to look to each other for their social, emotional and physical experiences! The storyline of Pax Corpus is really potent science fiction which you could be forgiven for forgetting about, given that the game is so vague about its own ideas at times.

But lets not forget that the whole planet is pretty much a slave world where everyone's unhappy and oppressed. There are constant plots of rebellion against Kiyiana and Alcyon Corporation. And Kahlee is the woman who's out to save the people from sterile utopia by destroying the Pax Corpus project.

What else do we know about the relationships in the game? Both the game's manual, and an FMV or three in the game, make a big deal about the relationship between Kahlee and Kiyiana.

From the manual:

'You are Kahlee, a mercenary working on her own account and having every intention to put an end to the plan though up by Kiyiana, for whom you have admiration and hate in equal measure. Charge your blaster, put on your battle dress and track Dr. Ellys to resolve the mystery of the Pax Corpus.'

So far, so good. But now check out this last bit:

'But will you be able to resist the charm and scheming of Kiyiana who, make no mistake about it, is ready to sacrifice your relationship to consolidate her domination for good.'

Huh?! Well in short, I'd have to say, 'Yes, I will be able to resist the charm and scheming of Kiyiana.' Until we fight her at the end of the game, we have no contact with Kiyiana whatsoever! And yet when you complete the game, Kiyiana tells us we won't have the luxury of resisting her next time. I didn't even have the pleasure of -trying- to resist her this time, as far as I can tell :)



- A digital clock (For schedules, deadlines and organisation.)
- Coffee (The staple diet of the programmer.)
- A dirty cooking pot (Ha! Implies the programmers did the dirty work :) )
- A poster of Kahlee
- Several items of lingerie
- A model which resembles a molecule
- A vid-phone/security monitor
- A TV
- A trumpet
- A hammer
- A colander
- A CD

You have to look really fast to catch any of the information on the very final screen. The graphic seems to be an isometric model of a typical level design for the game, and the thank-yous are for a level designing program for Pax Corpus. (..that was used to create the game. I'm not saying there's a level editor for Pax Corpus around that you can use! There's not! :D )

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\*\*\* SPOILERS ABOVE THESE DOTS \*\*\*

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You have reached the end of the PAX CORPUS FAQ AND WALKTHROUGH.

I hope you have enjoyed your trip through this document!

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