

# Scurge: Hive Game Script

by AdmiralPo

Updated to v1.02 on Jun 19, 2009

This walkthrough was originally written for Scurge: Hive on the GBA, but the walkthrough is still applicable to the DS version of the game.

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|/-----\  
||  
|| SCURGE : HIVE ||  
||  
|| - Game Script - ||  
||  
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|| Version : ||  
|| 1.02 ||  
||  
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```

===| A. INTRO |=====

Here's the game script for Scurge: Hive. An isometric 2D shooting action game, a good one that will offer intense and exciting combat actions throughout the game. Shooting, jumping, along with some thinking are required, as well as remembering the elemental affinities and weaknesses of the enemies. Your main tasks to finish the game are especially collecting security cards to open doors, activating nodes for teleport nexus, and don't forget to kick the bosses' ass. Some upgrade for weapons and abilities provided progressively, though you may have to solve some puzzles first (mainly involve speed and some brains). The most interesting part -IMHO- is the shooting action itself, especially later on the game, which require you to quickly switch among weapon types to deal appropriate damage to enemies. Based on their elemental properties, certain weapon types will hurt the enemies badly, some are ineffective, and even some others will power-up them! You could even face many enemies with different elemental properties in one singleroom, so pick your choice wisely. The sound FX is also OK, as you can quickly identify what type of enemies exist in an area from their sounds, or is there a security card waiting to be picked up. The music also fits the mood, keep you thinking that something bad is drawing near, as you go deeper to unveil the truth behind all the mess... also mention Jenosa's sexy "Uggh!" voice when hit by the enemy, I like it XD. Apart from those, I feel that this game is relatively short. 7 excerpts total, and I already have my HP and level maxed out on fifth excerpt beginning... want to see some sequels... :d Anyway, here's the game script.

===| B. T.O.C |=====

[A] INTRO - Introduction

[B] TOC - Table of Contents

[C] SCRIPT - Game Script

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- VI. Excerpt 5 - Before we knew it...
- VII. Excerpt 6 - Braving the storm
- VIII. Final Excerpt - Ashes of the fallen
- IX. Epilogue

[D] STATS - Some stats data (Level, HP, Exp)

[E] THANKS - Thanks!

[F] COPYRIGHT - Legal Stuffs & Contact Info

===| C. SCRIPT |=====

\*\*\* NOTE : words in brackets () are for explanation only, not from the game \*\*\*

\*\*\* WARNING : SPOILER ALERT! \*\*\*

[] I. PROLOGUE []

RECEIVING TRANSMISSION

Decoding Protocol: 2A75E6

Attention: Jenosa Arma

Hunter Designation: Q4-75E1JA

Target: Confederation Research Lab 56

Planet Inos

Briefing

A distress signal was received 48 hours earlier from this high security research lab.

Subsequent attempts to establish communications have proven futile.

The facility's primary objective was to study and confine samples of the newly discovered alien entity, specimen Gamma-74: Scurge.

This highly adaptable entity is known for it's ability to rapidly infect and manipulate biological, mechanical, and energy based systems.

Failure of the entity's containment is to be assumed.

In order to counteract the infective nature of the entity, you have been issued a prototype suit used within the facility.

Bear in mind that this suit is currently only capable of slowing down the infection to allow more time to complete objectives.

The suit has also been modified to house a projectile gauntlet as opposed to traditional firearms which could be infected by the scourge.

Your primary objective is to obtain any surviving data and technologies by incorporating them into your suit prior to your retrieval.

Any entities encountered are to be deemed hostile and permission is granted to terminate on sight.

END TRANSMISSION...

[] II. Excerpt 1 []  
[] Rude Awakening []

[ Planet Inos ]

( Arriving on the Planet Inos orbit )

Magellan :

Destination Planet Inos reached...  
Disengaging warp core...

Jenosa :

Magellan!  
Lock on to the Research Facility's beacon.

Magellan :

Locating beacon...  
Signal confirmed...  
Calibrating thrusters...  
Establishing geosynchronous orbit...

( Jenosa's ship has been hit by unknown energy weapon )

Jenosa :

What the! Magellan! What's happening?!

Magellan :

A high intensity energy weapon is being targeted  
at the vessel. Hull integrity is stable.  
Searching weapons database...  
Negative...  
No such weapons match the current beam's  
specifications.

Jenosa :

Since when do remote research stations have  
high intensity energy weapons?!  
We're right in the middle of confederation space,  
light years from the border!

Magellan :

Energy beam has dissipated.  
Commencing damage assessment...

Jenosa :

That's just...odd.  
Didn't seem like that did much except toss the  
ship around a little...

( Alert signal activated )

Jenosa :

...Great...Just great.  
Magellan!  
Report!

Magellan :

Foreign life forms detected onboard vessel! Sealing  
all hatches according to quarantine protocols...

Jenosa :

Looks like we've got ourselves some guests.  
Magellan.  
Specify location of life forms.  
A little house cleaning is in order.

Magellan :

Highest concentration located in the reactor core  
and aft storage compartment of vessel.  
Proceed with caution.

\*\*\*\*\*  
CONTROL PANEL - Cruiser (1)  
-----

Magellan :

Multiple malfunctions  
detected throughout  
vessel systems.  
Largest concentration  
of life forms found in  
reactor core and aft  
storage compartment  
of vessel.  
Downloading target  
coordinates...

%%%%%%%%%% TUTORIALS %%%%%%%%%%

Press SELECT to access a map of  
your surroundings.  
Your current location is indicated by  
the flashing area.  
Mission objectives are displayed as  
targets on your map.  
Highlight a target and press the A  
Button to gain a description of the  
selected objective.

%%%%%%%%%%

-----  
Target Update :  
-----

Investigate foreign life forms  
detected in aft of vessel.  
-----

\*\*\*\*\*

( Opening first hatch )

\*\*\*\*\*

CONTROL PANEL - Cruiser (2)  
-----

Magellan :

Unidentified bio-matter  
has been located in  
the reactor core.  
Security doors have  
isolated the reactor  
core to prevent  
further contamination.

\*\*\*\*\*

( Opening second hatch )

%% TUTORIALS %%%

Press the B Button to attack enemies with your projectile gauntlets. You can hold the button to repeatedly attack in various directions. The gauge in the upper right corner shows your charge level. If the gauge is emptied there will be a delay before you can throw again.

Collect bio energy to regain health and to increase your EXP. When your EXP reaches a sufficient amount you will become stronger.

%%

( Opening third hatch )

( Opening reactor core chamber )

( Upon entering the reactor core chamber )

Magellan :

Power fluctuations detected in warp cores.  
Warp activation directives overwritten.  
Receiving new warp coordinates.  
Warping sequence initiated...

Jenosa :

Magellan!  
Disengage warp sequence!

Magellan :

Negative...  
Commencing input of new coordinates...  
Standby for warping procedure...

Jenosa :

Damn!  
Better get this over with fast!

\*\*\*\*\*

CONTROL PANEL - Cruiser (3)  
-----

Magellan :

==Analysis confir=ms  
bio matter as SCURGE  
variant.  
===All infected  
syst=ems and life  
forms===must be  
terminated.

==Procees with  
===caution.

\*\*\*\*\*

<><><><><> Boss Battle <><><><><>

Scurge Infected Specimen Beta-327  
SCYLLA

<><><><><><><><><><><><><><><>

( After defeating Scylla )

Magellan :

Warnin==g!  
St=ructural integrity ==of the cont=ainment  
==fields ==compromised.

( The warp cores explode )

Magellan :

Warning! Traces of Scurge infection have been  
detected in your body. Activating suit infection  
interface.

%%%%%%%%%% TUTORIALS %%%%%%%%%%

This gauge will appear on the upper middle part  
of the screen and will indicate your level of  
infection.  
Be aware that if the infection reaches 100%  
your health will start to deteriorate rapidly as  
the infection takes over.  
If you touch the red scurge bio matter on the  
ground your infection will increase much more  
rapidly.

%%%%%%%%%%

Magellan :

Mul==tiple breache=s detected ==in outer  
hulls. All==pers=onnel evacuate im==mediately.  
Rep==eat. All personnel====evacuate immediately.

-----  
Target Update :  
-----

Open the escape hatch to access  
the escape pod before the vessel  
explodes.

-----  
( Escaping through the escape pod and heading towards Planet Inos )

[] III. Excerpt 2 []  
[] Marooned []

[ Planet Inos Surface ]

( Landing on the planet surface )

Jenosa :

Ouch!  
Definitely not the smoothest landing I've had.  
I guess now is a good time to get my bearings.  
I remember asking for a backup Magellan program  
to be installed somewhere on this suit...  
Ah!  
There we go.

Magellan :

Magellan Backup Version 3.5 loading...  
Program initiated.  
Please state your query.

Jenosa :

Nice to have you back Magellan. Looks like  
there's going to have to be a slight change of  
plan.  
If I'm going to get paid I'll still need to retrieve  
as many research prototypes and data from the  
facility as possible.  
What's my location?

Magellan :

Accessing Topographical Database: Planet Inos...  
Extrapolating position...  
Confederate Research Facility 56: Biocore Lab is  
located 178m due northeast of current location.

-----  
Target Update :  
-----

Locate the entrance to the biocore  
research facility.  
-----

%% TUTORIALS %%%

Pipes can be climbed by jumping and pressing the  
+ Control Pad toward them.



%%

( Upon arriving on the facility )

Jenosa :

    Hmm, looks like someone already took the liberty  
    of opening the door.  
    Magellan.  
    Any life forms detected within the facility?

Magellan :

    Calculating...  
    1658 signatures detected in immediate vicinity.  
    Scurge variants detected in 1368 of signatures.  
    Sensor indicate that the main generator is offline.  
    Currently the facility is operating on minimal  
    auxiliary power.  
    Proceed with caution.

Jenosa :

    Roger.

( Upon entering the facility and notice the Security Card )

Jenosa :

    Magellan.  
    Identify object.

Magellan :

    Searching database...  
    Object identified as Security Card.

%% TUTORIALS %%%

Security doors can only be deactivated if you  
have collected the required number of security  
cards.  
The number of cards you are currently carrying  
is shown in the lower right corner of the screen.  
A pulsing sound will be emitted if there is a  
security card in the current room.

%%

( Entering first Security Door )

Magellan :

    Decontamination Platform detected...  
    these platforms are designed specifically for facilities  
    that research and handle Scurge  
    specimens.

They will interface directly with this suit and help  
reset the level of infection on personnel.

( Accessing nearby panel and updating locations of Decontamination Platforms )

%%%%%%%%%% TUTORIALS %%%%%%%%%%%

When the infection in your body  
reaches critical levels check your  
map to locate the nearest  
decontamination chamber.

%%%%%%%%%%

( Entering next chamber )

Jenosa :

Magellan. Looks like the scuffle here has knocked  
out most of the power. Is there anyway we can  
reinitiate the power grid?

Magellan :

Scanning Facility schematics... Results are  
inconclusive at this time. However, an active data  
access port has been detected in the vicinity.

( Map coordinates update showing Upgrade )

\*\*\*\*\*

CONTROL PANEL - Biocore (1)

-----

To: Profesor Jidan,  
Bio medics Division

Re: Specimen Handling  
Tool

My apologies but I  
won't be able to meet  
up with you later on  
this evening. Some of  
my colleagues have  
been experiencing  
difficulty dealing with  
specimens in Lab 03.  
They have become  
increasingly hard to  
handle as of late. I  
promised to lend you  
the Specimen Handling  
Tool ie. Tether to  
move some of your  
crates around, so I  
left it in the security

chamber in the Hangar  
Bay 02. You'll just  
have to activate the  
timers. I won't be  
needing it until next  
week so there's no  
hurry.

Sincerely, Mino

\*\*\*\*\*

( Entering room with Tether Upgrade )

%% TUTORIALS %%%

In order to open sealed rooms you must activate  
all of the countdown posts.  
Once you hit the first post a timer will appear in  
the lower right corner of the screen.  
You must activate all of the posts before the  
timer runs out or the system will be reset.

%%

( Receiving the Tether Gauntlet upgrade )

%% TUTORIALS %%%

Obtained tether gauntlet enhancement.  
Press and hold the L Button to deploy an energy  
tether.  
If the tether hits enemies or objects it will latch  
on allowing you to drag them.

%%

( Re-entering the previous room )

%% TUTORIALS %%%

Pressure Plates can be activated by standing on  
them or by dragging objects onto them.

%%

\*\*\*\*\*

CONTROL PANEL - Biocore (2)  
-----

MEMO

Attention all  
engineering staff. In

light of recent malfunctions with the droids and computers please be aware that accidents have become quite frequent. Malfunctioning units can prove dangerous to staff so please bring any noted abnormal behavior to the attention of senior staff members. In case of more serious malfunctions, the EMP suit enhancement unit has been placed in the security chamber of the Basement, Lab 04. This will deal with any problematic droids. We are assuming that the problems are caused by a possible virus or a malfunctioning node. The problem will be rectified as soon as possible.

\*\*\*\*\*

( Trying to enter dark room )

Jenosa :

It's too dangerous to continue if I can't see where I'm going.

( Magellan detecting a new upgrade around )

Magellan :

A new upgrade has been detected.

%%%%%%%%%% TUTORIALS %%%%%%%%%%%

To view different floors of the current area press the R Button.

%%%

( Receiving the EMP Gauntlet upgrade )

%%%%%%%%%% TUTORIALS %%%%%%%%%%%

EMP Gauntlet Enhancement Obtained.

Use this upgrade to deal heavy damage to mechanical type enemies.  
To use EMP shots, press and hold the R Button to open the alignment selection menu.  
Next push the + Control Pad in the direction of the alignment you wish to use.  
Then release the R Button to confirm your selection.

To quickly return to your default alignment tap the R Button with no direction pressed on the + Control Pad.

If sufficient damage is inflicted on an enemy the effect will be chained to other nearby enemies. Be aware however that EMP shotd enhance energy type enemies causing them to become stronger and faster.

%%

Magellan :

Sensors have located the main generator within the Ransol industrial complex.  
There is a local teleport hub that leads to the facility northeast of your current position.  
The auxiliary power should still be sufficient to operate the teleport.

-----  
Target Update :  
-----  
Head to the Ransol Industrial Complex in order to power up the main generator.  
-----

( Encounter EMP post for the first time )

Magellan :

These posts are used to power mechanical pillars in the facility. However they require an electrical boost to function.

<><><><> Boss Battle <><><><>

Ransol Teleport Sentry  
CYCLOPS

<><><><><><><><><><><><><><><><>

( After defeating Cyclops )

Magellan :

The Bio energy of larger entities is condensed into an energy cell that will refill health and

augment the recharge speed of the gauntlet.

( Commencing the teleportation )

Jenosa :

Okay, here we go...  
I've never really liked teleporing...  
Gives me nausea.  
Magellan...  
You sure this is safe?

Magellan :

Affirmative. Though only auxiliary power is  
available these teleporters are designed to  
function in emergencies.  
At minimal power odds of failing materialization  
are 1 in 1000.

Jenosa :

...That's comforting to know...

Magellan :

Initiating teleport protocols...  
Destination Ransol Industrial Complex...  
Please standby...

[] IV. Excerpt 3 []  
[] Stench []

[ Ransol Industrial Complex ]

( Upon materializing at the complex )

Jenosa :

Urk...nope, still not used to this teleporting  
business.  
So after powering up the generator do I head  
back here to get back to the Biocore?

Magellan :

Negative...  
The teleport schematics are currently locked.

Jenosa :

Well that's pretty stupid.  
What's the use of a teleport if it doesn't work  
both ways?

Magellan :

Standard teleport design incorporates  
bi-directional travel.

Currently the parameters have been locked to prevent dematerialization at this terminal.

Jenosa :

...That's odd.

( Accessing nearby panel and updating locations of Decontamination Platforms )

( Entering the next chamber )

Jenosa :

Damn, the air just reeks.  
Magellan. How do we get to the main generator from here?  
The quicker the better.

Magellan :

The main generator is located at the top of the facility.  
The only way to reach the generator is via the facility's internal transport Nexus.  
Scanning Facility schematics...

-----  
Target Update :  
-----

Reactivate the Nexus to reach the facility's main generator.  
-----

\*\*\*\*\*  
CONTROL PANEL - Industrial (1)  
-----

To: Deman Lida

Re: Dealing with those energy vermin

Hi Deman,  
Bensman came to me this morning saying that the south sector is being sealed off due to an infestation of pyronauts. We still haven't figured out how they managed to get out of the containment fields we set up but we do know that they use the ventilation system to get about. To deal with those pests I've

sent you a Dissipater  
upgrade. It's  
practically lethal for  
any energy beings  
since it will disrupt  
their condensed  
structures directly.  
You can pick it up  
tomorrow in the  
basement security  
chamber. Just ask one  
of the guys working  
down there to reset  
the timers for you.  
Good luck, Fandre.

\*\*\*\*\*

( Upon reaching the Nexus )

Magellan :

In order to activate the Nexus, 6 Security Nodes  
will have to be repositioned and reactivated.  
Tether onto security nodes to drag them around.  
Once a security node is dragged onto an  
activation pad it will deactivate one of the 6  
nexus locks.

Jenosa :

Magellan... Locate the security node locations for  
the Ransol Industrial Complex.

( Updating map coordinates, locating the security nodes )

Jenosa :

Hmm, so in order to bypass the transport's lock  
I have to reactivate the Security Nodes...  
Well, time to get going.

( Magellan detecting a new upgrade around )

Magellan :

A new upgrade has been detected.

( Got the Dissipator upgrade )

\*\*\*\*\* TUTORIALS \*\*\*\*\*

Dissipator Gauntlet Enhancement Obtained.  
Use this upgrade to deal heavy damage to  
energy enemies.  
To use dissipator shots, select this icon in the  
alignment selection menu.  
If sufficient damage is inflicted on an enemy the  
effect will be chained to other nearby enemies.



Be aware however that dissipator shots enhance biological enemies causing them to become stronger and faster.

%%

( Upon reaching door with energy barrier )

Magellan :

This door appears to be blocked by an energy barrier.  
It seems to be controled by this energy conduit.  
If you can manage to dissipate the energy within the conduit the energy barrier blocking the door should be disabled.

( Reach the pump station )

Magellan :

These pumping stations can be used to raise and lower the water levels within the facility.  
When you activate a pump the water will be changed throughout the facility.

( Accessing the pump station to raise the water level )

Magellan :

The water levels throughout the Ransol Industrial Complex have been raised.

( Accessing the pump station to lower the water level )

Magellan :

The water levels throughout the Ransol Industrial Complex have been lowered.

( Magellan detecting a new upgrade around )

Magellan :

A new upgrade has been detected.

\*\*\*\*\*  
CONTROL PANEL - Industrial (2)  
-----

To: Adre Bensman,  
Security

Re: Emergency  
procedures

In light of the recent  
events at this

facility, it is requested that all security personnel be equipped with a prototype cryostasis defence enhancement for their gauntlets. This addition will allow the personnel to flash freeze any rogue droids or escaped specimens in order to be collected and destroyed. Rest assured that the effect will not harm the personnel themselves. However the duration of the frozen state is still unstable so remind staff not to let their guards down. All preparations should be ready within 8 hours so make sure all personnel head down to the basement to obtain their upgrades.

\*\*\*\*\*

( Obtain the Cryostasis upgrade )

%% TUTORIALS %%%

Cryostasis Gauntlet Enhancement Obtained.  
Use this upgrade to freeze any enemy nearby for a short time.  
To use cryostasis, select this icon in the alignment selection menu.  
While enemies are frozen they can be used to activate pressure plates.

%%

( Activated the Nexus )

Jenosa :

Alright, that should be it.  
The transport should be up and running.

Magellan :

Transport Nexus activation confirmed.  
Prepare for local teleport.



Affirmative...

( Updating map coordinates, showing the Nexus location )

-----  
Target Update :  
-----

Reactivate the Nexus to reach the  
central research laboratory.  
-----

( Magellan detecting a new upgrade around )

Magellan :

A new upgrade has been detected.

\*\*\*\*\*  
CONTROL PANEL - Biocore (1)  
-----

Hiya Mino.

Yesterday while  
testing out that  
Tether you lent me I  
was 'tweaking' the  
schematics when I  
stumbled upon a  
rather interesting  
effect.  
I was hooking onto  
sentry orbs when I  
found out that  
tugging on the Tether  
caused an energy  
feedback loop which  
shoot me across the  
room. A rubber band  
effect you might say.  
I dubbed it the 'Jidan  
Grapple Effect'. I  
think I narrowly  
avoided slipping a disk  
but it was an  
exhilarating ride, albeit  
short. If you would  
like a cheap thrill I  
left the upgrade  
program in my security  
locker. Note that this  
only seems to work on  
the security orbs. Also,  
you know you owe me  
a date. How about  
a dinner at the  
cafeteria tomorrow  
night?

\*\*\*\*\*

( Obtain the Grapple Enhancement upgrade )

%% TUTORIALS %%%

Grapple Enhancement Obtained.

Use the grapple upgrade to tether onto sentry  
orbs and sling shot accross gaps that are too  
wide to jump accross.

( On the next room )

Tether onto these floating sentry orbs and press  
the A Button to sling shot accross gaps that are  
too wide to jump accross.

The farther you are from the orb the farther  
you will be launched.

%%

( Upon reaching the Nexus )

Jenosa :

Magellan... Locate the security node locations for  
the biocore facility.

( Updating map coordinates, locating the security nodes )

( Entering the Northwest chamber )

Magellan :

Attention. Multi-channel Transmission detected.

Jenosa :

Magellan. Intercept signal.

??? :

--- Professor --- we have --- managed ----  
escape to the Dea--- Laboratory --- awaiting  
rescue efforts --- --- being attacked ---  
Jormungand ----- lost --- main transmitter ----  
Hurry ----- Currently ---- using ---station's  
broadcast frequency ----- difficult -----  
establish ----- communicati -----

Magellan :

Unable to establish two way communications.  
Source transmitter not receiving.

Jenosa :

Magellan. Pinpoint the source of the transmission.

( Updating map coordinates, locating the transmission's source )

-----  
Target Update :  
-----

Head to the Deadscape Field  
Research Laboratory in order to  
investigate source of transmission.  
-----

[ Deadscape Field Research Laboratory ]

( Upon arriving on the lab )

Jenosa :

Whoah. Feels like a while since I've seen natural  
light. How long before it gets dark again?

Magellan :

The day and night cycles upon Inos are  
relatively rapid. Furthermore, the shadows cast  
by its multiple moons periodically interrupt the  
official daylight part of the cycle, bringing on  
temporary patches of night during the day.

Jenosa :

So in other words I won't be able to enjoy the  
sunlight for extended periods of time... this  
planet's getting less enjoyable by the minute.  
So Magellan, where did that transmission come  
from?

Magellan :

Transmission source traced to Specimen  
Beta-267's containment area.

Jenosa :

let me guess... It's protected by a teleport  
nexus?

Magellan :

Affirmative.

( Updating map coordinates, showing the Nexus location )

-----  
Target Update :  
-----

Reactivate the Nexus to gain access  
to Specimen Beta-267's containment  
area.

-----  
( Accessing nearby panel and updating locations of Decontamination Platforms )

( Magellan detecting a new upgrade around )

Magellan :

A new upgrade has been detected.

\*\*\*\*\*

CONTROL PANEL - Deadscape (1)  
-----

To: Selen

Re: Dealing with large  
biological mobs

So far it seems like  
there are 3 surviving  
groups.

I was not able to  
establish  
communications with  
Professor Derad at  
the Mines, but I'm  
hoping he'll be able to  
send off the distress  
signal. Over here at  
the industrial facility  
the power is still on  
but I am uncertain as  
to how long we have  
before they break  
our defensive  
perimeter, we've  
already lost 4 men.

Please relay the  
message to the  
Professor that I have  
shut down the  
generator as  
requested to cut off  
power to Yggdrasil. It  
should stall the  
Source until  
reinforcements arrive.

In the meantime, I  
strongly urge you to  
find the Combustion  
Shot upgrade stored  
within your area. This  
will help you deal with  
biological based  
organisms more easily.  
They have become  
more aggressive as

time goes by so it's  
imperative that you  
use it to survive. I  
have attached the  
coordinates to this  
message.  
Good luck,  
Fandre

\*\*\*\*\*

( Upon reaching the Nexus )

Jenosa :

Magellan... Locate the security node locations  
within the Deadscape.

( Updating map coordinates, locating the security nodes )

( Obtaining the Combustion enhancement )

%% TUTORIALS %%%

Combustion Gauntlet Enhancement Obtained.  
Use this upgrade to deal heavy damage to  
biological enemies.  
To use combustion shots, select this icon in the  
alignment selection menu.  
If sufficient damage is inflicted on a biological  
enemy the effect will be chained to other nearby  
enemies.  
Be aware however that combustion shots enhance  
mechanical enemies causing them to become  
stronger and faster.  
The combustion alignment can be used to burn  
withered vines.

%%

\*\*\*\*\*

CONTROL PANEL - Deadscape (2)

-----

TO anyone who  
chance upon this, I  
am sorry for having  
failed my friends and  
colleagues. My suit's  
infection containment  
has failed, and it  
won't be long before  
the infection takes  
its hold.  
I have taken my  
research data as far  
away as I could from  
the Source's reach



but this is far as I can go. Dr. Dorrel and I made it as far as Jormungand's cage. I told him to remain there to stay in contact with the other 2 teams. I decided to start heading back to the Biocore see if I could further disable or even damage Yggdrasil. Upon leaving I decided to deactivate the transport Nexus to avoid anything getting to him and left him with enough weapons to hopefully keep Jormungand at bay. Unfortunately he is the only one with a functioning transmitter now, mine just failed 5 hours ago. I have detached the experimental Adrenaline Rush upgrade in my suit and placed it in a security lock in hopes to keep it hidden. At this point in time it would do little to save me.

\*\*\*\*\*

( Magellan detecting a new upgrade around )

Magellan :

A new upgrade has been detected.

( Obtaining the Adrenaline rush upgrade )

%% TUTORIALS %%%

The adrenaline rush upgrade temporarily increases your reaction time. While activated everything around you will appear to move much more slowly.

%%

( Successfully activate all Security Nodes and entering the Nexus )

Jenosa :

Looks like it's time to pay this Jormungand a visit.

<><><><> Boss Battle <><><><>

Native Specimen Beta-267  
JORMUNGAND

<><><><><><><><><><><><><><><>

( After defeating Jormungand )

Jenosa :

I'm too late...

Magellan :

Attention. The transmitter is attempting to establish two way communications.

Jenosa :

Magellan. Lock on the frequency and route me through.

???

Hello?---Hello? Dr. Dorrel Please respond.---Hello?

Jenosa :

I'm sorry, but I didn't make it in time to reach the Doctor.

???

Who is this?!

Jenosa :

Jenosa Arma. I've been sent by Commander Kozan.

???

Reinforcements?! Finally! Why has it taken so long for a task force to get there? How many units have arrived?

Jenosa :

Actually I'm not much of a task force, I'm a bounty hunter employed by the COmmander to retrieve whatever I could. My objectives did not mention any rescue efforts.

??? :

!  
A Bounty Hunter?!  
A BOUNTY HUNTER?!  
The idiot!  
Is keeping his secret research pet projects so important his personnel aren't even worth saving?!  
Does he even realize how many people he's lost?  
Instead he is content with sending vultures to scavenge the remains.

Jenosa :

Hey! watch it. Do you want to be rescued or not?  
My objectives may not be search and rescue but you do count as valuable data if that makes you feel any better.  
By the way things are going, either I find you first or this 'Source' thing does.

??? :

The Source?!  
Did you encounter it?

Jenosa :

No but you scientists seem rather fond of mentioning it. Care to share some information?

??? :

All that matters is that it's the reason this whole Scurge mess occurred in the first place. In the meantime, you'll have to come get me.  
I'm in no position to leave my current location.

Jenosa :

...and that place would be?

??? :

The Mines. Near the Industrial Facility. I've barricaded myself in the control room.

Jenosa :

Well, you'll be glad to hear that I'm making you a priority. Sit tight.

??? :

...

[] Before we knew it... []

[ Biocore Complex ]

( Upon arriving back at Biocore Complex )

Jenosa :

Alright Magellan. Tell me how to get to the Mines, we've got ourselves a date.

-----  
Target Update :  
-----

Head to the Mines to rescue  
Profesor Derad.  
-----

Magellan :

Incoming transmission from Professor Derad.

Jenosa :

Route me through.

Derad :

Jenosa? Oh good, you're still alive.

Jenosa :

What's that supposed to mean?  
I made it back to the Biocore.  
Just heading out to the Mines teleport.

Derad :

Good. By the way, I see that you are wearing one of the lab suits. Do you happen to have the Boost Jump upgrade installed? You're going to need it to navigate the Mines.

Jenosa :

No. Directions would be handy right about now if you know where to get it.

Derad :

That's classified information...

Jenosa :

Which should mean nothing to you right now since you're screwed if I can't get to you. You can settle your vendetta against the Commander once I haul you back.

Derad :

...Sending coordinates.

( Updating map coordinates )

( If trying to enter poisonous room )

Magellan :

This area seems to be filled with a poisonous gas.

If you stay here your health will drop very quickly.

( Obtaining the boost jump suit upgrade )

%% TUTORIALS %%%

Boost jump suit enhancement obtained.  
Press the A button in mid air to activate the boost jump.

%%

[ Ransol Excavation Site ]

( Upon arriving at Ransol Excavation Site )

Magellan :

Incoming transmission from Professor Derad.

Jenosa :

Route him through.  
Alright. I'm here... and it's freezing. Since when did research facilities need an open pit mine?

Derad :

The mines are used to obtain resources as well as geothermal power. In order to operate Yggdrasil, a huge amount of energy is required.

Jenosa :

Yggdrasil? That name came up a few times in the logs. I'm sure you won't mind clueing me in?

Derad :

Yggdrasil is the name used for the huge Interplanetary Transport that we've been developing.  
This entire research facility isn't just responsible for experimenting on the Scurge, it also houses many of the Commander's other so called experimental toys.

By vastly improving the maximum distance and specifications of teleport beams, along with placing the subjects in outer space-compatible pods as a safe guard, we were able to transport live specimens with ease throughout this Solar System.

Jenosa :

...and no wonder why the Commander is so keen to salvage at least something from here. Why didn't you guys use it to escape?  
Still too risky?

Derad :

By the time of the incident, we already knew the teleport was close to being 100% reliable. Before we knew it however, the Scurge Source had already infested out systems entirely and established it's Hive around Yggdrasil.

Jenosa :

You make it sound like this thing knows what it's doing.

Derad :

Initially, the Scurge did not exhibit any form of sentience whatsoever. However, as our experiments on the Source progressed, we observed an emerging collective mind. The more information and organisms it assimilated, the more this become evident. By the time we realized the extent of this, the Source had already engineered its escape. But I disgress, I have to send you the coordinates of my location. You're going to have to get to the control room I'm in via the facility's...

Jenosa :

Transport Nexus. I assume you also deactivated all the Nodes like your other buddies.

Derad :

...exactly.

Jenosa :

I catch on pretty quick.

( Updating map coordinates, showing the Nexus location )

-----  
Target Update :  
-----

Reactivate the Nexus to gain access  
to the Mining Facility's Control Room  
and rescue Dr. Derad.

-----  
( Accessing nearby panel and updating locations of Decontamination Platforms )

( Upon reaching the Nexus )

Jenosa :

Magellan...  
Locate the security node locations within the  
excavation site.

( Updating map coordinates, locating the security nodes )

( Magellan detecting a new upgrade around )

Magellan :

A new upgrade has been detected.

\*\*\*\*\*  
CONTROL PANEL - Mines (1)  
-----

ATTENTION  
Please be aware that  
all personnel working  
within this mine are  
required to have  
helmets and illumination  
enhancements equipped  
on their suits in the  
event of a power  
failure or an  
emergency. Any  
personnel caught  
without the proper  
equipment will be  
subject to a heavy  
fine and disciplinary  
action. Extra  
illumination  
enhancements can be  
found on Level 2.  
Work Safe. Work Hard.

Pit Foreman.

\*\*\*\*\*

( Obtaining the Illumination upgrade )

%%%%%%%%%% TUTORIALS %%%%%%%%%%

Illumination enhancement suit upgrade obtained.  
This upgrade automatically emits an emergency

light source when you are in dark areas.

%%

( Incoming transmission )

Magellan :

Incoming transmission from Professor Derad.

Jenosa :

Again?  
Route him through...  
Quite the chatty one aren't you Professor.

Derad :

I'm not in the mood for idle banter. I've been trying to gain access into the Biocore's systems. I'm reading a huge amount of activity within Yggdrasil's Transport Nexus. Did you notice anything when passing through the Biocore Facility?

Jenosa :

After I restored the power to the Biocore I've been slowly reactivating the Security Nodes. I didn't notice anything irregular last time I checked.

Derad :

...  
You did what?!!  
Do you realize why the generator was shut down in the first place?!  
The Source didn't just make it's way into Yggdrasil looking for a cozy spot to settle, it's intending to use it! You idiot!

Jenosa :

Is there anyway we can reverse the process?

Derad :

It would be futile to head back to the Industrial Facility and shut it back down. You've already caused enough damage. However, Yggdrasil takes a long time to become fully operational. It can still only teleport within the planet's orbital range. We can still stop the Source in time. In th meantime, I need you to pickup an experimental weapon, the Plasma Bomb, that I locked in the mines. It should prove very useful.



Also, it seems like the Source has shut down the ventilation system and started releasing toxic gases into the Biocore facility.

Once we're through with this place you'll have to head over to the Forest lab. I have just the enhancement needed to help filter out the toxins.

Jenosa :

Sounds like a plan.

Derad :

I'm sending the coordinates right now just...

No!

Impossible!

How can it!

Aaaaaaaahhh!!!

Jenosa :

Professor!

Magellan :

Transmission terminated.

( Obtaining the explosive gauntlet upgrade )

%% TUTORIALS %%%

Plasma explosive gauntlet upgrade obtained. This alignment allows you to throw an explosive plasma orb that scatters groups of enemies. You can also use the plasma explosive to destroy rubble and cracked walls.

%%

( Upon reaching the Nexus )

Jenosa :

Damn it. Time's running short.

<><><><><> Boss Battle <><><><><>

Energy Being Specimen Gamma-267  
HEIMDALL

<><><><><><><><><><><><><><><><>

( Battle start )

Jenosa :

Get out of my way!

( After the battle )

Jenosa :

...

Always too late...

[ ] VII. Excerpt 6 [ ]

[ ] Braving the Storm [ ]

[ Biocore Complex ]

( Upon arriving back at Biocore Complex )

Jenosa :

The Professor mentioned I would need to go to the Forest before I'd be able to make it through to Yggdrasil...

Magellan. Locate Forest Field Research Lab.

-----  
Target Update :  
-----

Head to the Forest Field Research Laboratory to obtain the poison resist upgrade.  
-----

[ Forest Field Research Laboratory ]

( Upon arriving at the Field Lab )

Jenosa :

Damn...no matter how many times I take these things I still get a little queasy.

Magellan. Upload those coordinates the Professor sent. We've got to find that suit enhancement to help neutralize those toxic fumes.

-----  
Target Update :  
-----

Reactivate the Nexus to gain access to the teleport back to the Biocore.  
-----

( Accessing nearby panel and updating locations of Decontamination Platforms )

( Magellan detecting a new upgrade around )

Magellan :

A new upgrade has been detected.

( Upon reaching the Nexus )

Jenosa :

Magellan...  
Locate the security node locations  
within the forest.

( Updating map coordinates, locating the security nodes )

( Obtaining the toxin resist enhancement upgrade )

%% TUTORIALS %%%

Toxin resist enhancement upgrade obtained.  
Use this upgrade to survive longer in toxic  
environments.

%%

Jenosa :

Hmm, this makes the suit feel a lot bulkier. Well,  
as long as it prevents me from dying the minute  
I breath in those fumes...

<><><><><> Boss Battle <><><><><>

Captured Specimen Beta-213  
MANDRAGORA

<><><><><><><><><><><><><><><><>

( Before the battle )

Jenosa :

Source!  
I know you can hear me!  
Is this all you can throw at me?!  
I'm not going to let you stall this any further!

( After the battle )

Jenosa :

There's no time to waste.  
I've got to get back to the biocore and stop the  
source. I'm hope I'm not too late.

[] VIII. Final Excerpt []  
[] Ashes of the Fallen []

[ Biocore Complex ]

( Accessing the pump station to lower the water level )

Magellan :

The water levels throughout the Biocore Specimen Tank has been lowered.

<><><><> Boss Battle <><><><>

Infected Yggdrasil Sentry  
CERBERUS

<><><><><><><><><><><><><><><><>

( Defeating Cerberus and head to the next chamber, meet the Source )

Magellan :

Yggdrasil Teleport Bay online...  
Standing by for transfer.

Source :

Jenosa.  
Than..k you.

Jenosa :

You sick piece of filth.  
Do you get a kick out of parading people heads  
like trophies

Source :

We can...leave...now...

Jenosa :

We? Sorry to burst your bubble but there's only  
one way out of here and I've already booked the  
seat.  
As for you, I have to make sure you don't go  
anywhere.

Source :

Unacceptable...we must...leave...

( The tank glass lifted showing Jenosa clone )

Jenosa :

Hey!

Source :

We no longer...require you.  
You are now...dangerous...unusable.  
Must...eliminate.

Jenosa :

I'm not going to let your crude replica roam  
freely across the universe masquerading as me.  
Both you and that fake are staying put!

Source :

Obstacles...must...perish.

( After defeating the first form )

Jenosa :

Not so intimidating now are we?

Source :

...Form...  
matter...  
flesh...  
must...  
be...  
RESTORED!

( The energy bubble enters Jenosa's body )

Jenosa :

Get out of my head!

( Final battle commences )

( After the battle )

Jenosa :

Uh, my head...hurts...

Magellan :

WARNING! Structural integrity compromised. You  
must evacuate immediately.

Jenosa :

Magellan! Initiate Yggdrasil escape pod boarding  
sequence.

( Countdown sequence initiated )

5

4

3

2

1

[ ] IX. EPILOGUE [ ]

RECEIVING TRANSMISSION

Decoding Protocol: 2A75E6

Attention: Commander Kozon

Re: Confederation Research

Facility 56,

Planet Inos

Debriefing:

A probe has picked up energy fluctuations from the surface of Inos corresponding to the coordinates of confederation Research Facility 56. The energy signature has been confirmed to be that of the Yggdrasil Project. As per your orders, the Confederate Frigate Vigilant has been dispatched to the coordinates.

Intelligence HQ has lost sight of hunter Jenosa Arma ever since the unit's arrival to Inos. A search and rescue team will be dispatched upon establishing orbit.

END TRANSMISSION

To be continued...

===| STATS |=====

Little bonus: some stats data for Level, HP, and Experience. These data are the ones that displayed in the status screen. The "Next" column is the experiences needed to be gathered to enhance to the next level (not the exp on that level).

Level	HP	Next
01	25	30
02	40	72
03	55	134
04	70	217
05	85	322
06	100	452
07	115	608

08	130	793	
09	145	1008	
10	160	1254	
11	175	1534	
12	190	1849	
13	205	2202	
14	220	2594	
15	235	3026	
16	250	3501	
17	265	3570	
18	280	4586	
19	295	5200	
20	310	5863	
21	325	6578	
22	340	7346	
23	355	8170	
24	370	9051	
25	385	9990	
26	400	10990	
27	415	12052	
28	430	13179	
29	445	14372	
30	460	15632	
31	475	16962	
32	490	18363	
33	505	19838	
34	520	21388	
35	535	23014	
36	550	24719	
37	565	26504	
38	580	28372	
39	595	30324	
40	610	32361	
41	625	34486	
42	640	36700	
43	655	39006	
44	670	41405	
45	685	43898	
46	700	46488	
47	715	49176	
48	730	51965	
49	745	54856	
50	760	57850	
51	775	60950	
52	790	64157	
53	805	67474	
54	820	70902	
55	835	74442	
56	850	78097	
57	865	81868	
58	880	85758	
59	895	89768	
60	910	93899	
61	925	98154	
62	940	102534	
63	955	107042	
64	970	111679	
65	985	116446	
66	999	---	
+-----+	+-----+	+-----+	+-----+

===| THANKS |=====

- GameFAQs & neoseeker & supercheats  
for accepting and hosting this guide
- Orbital Media  
"To be continued..." ?
- Jenosa Arma  
for finished the game... I mean, finished off The Source
- myself  
for making this guide

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