

Techno Clash FAQ/Walkthrough

by War Doc

Updated to v1.0 on Feb 26, 2004

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| T E C H N O C L A S H |
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GAME: TECHNOCLASH
PLATFORM: SEGA GENESIS
GENRE: ACTION/STRATEGY
CREATOR: ELECTRONIC ARTS Copyright 1993
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FAQ VERSION: 1.0

TABLE OF CONTENTS

UNIT I: INTRODUCTION

1. Legal Stuff
2. Version Information
3. Acknowledgements
4. Welcome
5. Overview

UNIT II: GAME INFORMATION

6. The Levels

UNIT III: PLAYING THE GAME

7. Getting Started
8. Taking Control

- 8.1 The Controls
- 8.2 The Status Screen

UNIT IV: STRATEGIES

9. General Strategies
10. Specific Strategies
 - 10.1 Las Vegas Casino
 - 10.2 The Junkyard
 - 10.3 The Desert
 - 10.4 The Underground City
 - 10.5 Portal Cavern
 - 10.6 Tween Place
 - 10.7 Teg Temple
 - 10.8 Arena

UNIT V: APPENDIX

11. You are Here, and Lost

- 11.1 The Junkyard
- 11.2 The Desert
- 11.3 The Underground City
- 11.4 Portal Cavern
- 11.5 Tween Place
- 11.6 Teg Temple

12. Items and Magick

- 12.1 Items
- 12.2 Magick

UNIT VI: CONCLUSION

13. Conclusion

To find a particular chapter or subchapter do the following:

1. Highlight the chapter or subchapter name you wish to find.
2. Press CTRL-C
3. Press CTRL-F
4. Press CTRL-V
5. Press CTRL-F
5. You will arrive at the desired chapter or subchapter.

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***** U N I T I *****
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| 1.  LEGAL STUFF |=====
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+=====+
| 2. VERSION INFORMATION |=====+
+=====+

Version 1.0 8/25/03: A guide is born.

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| 3. ACKNOWLEDGEMENTS |=====+
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The following are a list of people or organizations that have made this FAQ possible:

My wonderful family (who has had to put up with the tapping on the keyboard)
Electronic Arts for making a great action/strategy game
GameFAQ's for putting up this FAQ

+=====+
| 4. WELCOME |=====+
+=====+

Welcome to my FAQ for Technoclash. Since this is an action/strategy game, there is no walkthrough per se. Instead, this FAQ is broken up into parts. First you will be given an explanation of choices you have for playing the game. Next, you will be given all the possible commands you can give with a brief description of what those commands are. The last part is dedicated to strategy. This strategy will give you an idea on how to get through the various areas in the game. In addition, maps are provided and will be referred to when the need arises for more concise directions. Input is appreciated along with constructive criticism. If you wish to e-mail me thoughts on this FAQ, better ways of doing things, other strategies, etc., feel free. Make sure you put Technoclash in the subject. If you don't, I'm liable to discard the e-mail as spam.

+=====+
| 5. OVERVIEW |=====+
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In days long past, magick was the way of life. The lands and people were in harmony with each other. Then one day, the situation changed. A portal opened into the Inner Realm (where the main character is from). From this portal came the Engine Men. The Engine Men are robots and/or cybernetic creations from beyond the Inner Realm. Their purpose is to end the reign of magick and herald the reign of machines. In addition, Abaris' Life Staff is missing. If the Engine Men get the staff, it means that the Inner Realm will no longer exist. It is with this staff that the main character Ronaan hopes to send the Engine Men back to their realm and also to seal the portal to stop the invasion. In addition, the source of the Engine Men must also be destroyed. Of course, failure to achieve these goals means that the Engine Men will take over the world. Ronaan won't be alone in his quest. He will have the aid of a barbarian named Farrg and a magician named Chazz who will act as bodyguards to prevent any harm from coming to Ronaan as he completes his quest. It is the arcane versus the android in this fast paced game. Good luck, you are the Inner Realm's last hope (Parts of this story were paraphrased from the instruction manual).

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| 6. THE LEVELS |=====
```

Technoclash will require you to go through seven levels before the final show-down. In order to exit a level, you must do specific things and accomplish certain goals. You cannot return to a level once you have completed it. Also, as you progress through the levels, each one gets harder. The strategies for completing these levels are in Chapter 10. The levels are listed below:

1. Las Vegas Casino
2. The Junkyard
3. The Desert
4. The Underground City
5. Portal Cavern
6. Tween Place
7. Teg Temple
8. Arena (I created this name)

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*****
***** U N I T   I I I *****
*****
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+=====+
| 7. GETTING STARTED |=====
```

Once the game has loaded, you will be presented with a menu box. In the box are the choices you have for your game start:

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+-----+
| NEW GAME |
+-----+
```

Allows you to start a brand new game.

```
+-----+
| PASSWORD |
+-----+
```

This game has no save feature. It is instead driven by passwords. Each thing you do or each level or area you visit will affect the password so check on it often. This functions roughly as a restore game.

```
+-----+
| INTRODUCTION CREDIT |
+-----+
```

Want to see who put this game together, choose this option.

```
+-----+
| THREE BUTTON/SIX BUTTON CONTROLLER |
+-----+
```

Depending on the type of controller you have hooked into the machine, you may be able to choose whether it should a three or six button configuration.

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+=====+
| 8. TAKING CONTROL |=====
```

/ 8.1 The Controls /

The controls for this game are a little complicated. It will take a little practice and time to get used to being able to run through different spells quickly. The controls are:

	3 BUTTON	6 BUTTON
SWING STAFF	A	A
CAST SPELL (FIRE)	B	B
YOU MUST PERFORM THE FOLLOWING IN THIS ORDER		
SHOW SPELL MATRIX	HOLD C	HOLD C
HIGHLIGHT SPELL (MATRIX)	D-PAD	D-PAD
CHOOSE SPELL (MATRIX)	RELEASE C	RELEASE C
SHOW OPTIONS MENU	START	START
TOGGLE RONAAN/INDAR VIEWS	A+START	A+START
SCROLL SCREEN	A+D-PAD	A+D-PAD
HEAL	A+B	MODE
LEVITATE	C+B	Y
TELEPORT	C+A	X
INVULNERABLE	A+C	Z

/ 8.2 The Status Screen /

Whenever you press the START button during gameplay, the following screen will come up:

CONTINUES	##		
LEVEL	#		
INVENTORY:			
GO TO INDAR VIEW			
FIELD			
HEAL:	##	LIGHTENING:	##
LEVITATE:	##	SUPER:	##
TELEPORT:	##	ANGLE:	##
INVUNERABLE:	##		
		TIME BOMB:	##

```

| | BASIC: ## | |
| | MONDO MAJOR: ## | |
| |
| | HOLD ## | |
| | WIDE ## | |
| | DEATH ## | |
| |
| | BODYGUARD ATTITUDE: | |
| | NAME PRIMARY WEAPON: ### | |
| | SECONDARY WEAPON: ### | |
| +-----+ |
| | PASSWORD XXXXXXXX |
+=====+

```

```

+-----+
| CONTINUES |
+-----+

```

How many times Ronaan can die and be brought back to life. Ronaan will start in the same spot with everything that was possessed and any objectives completed before death.

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+-----+
| LEVEL |
+-----+

```

Where you are currently in the game.

```

+-----+
| INVENTORY |
+-----+

```

This displays any cardkeys that you may have. Cardkeys are used in levels 2, 3, and 4.

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+-----+
| GO TO INDAR/FIELD VIEW |
+-----+

```

This allows you to use a multi-colored, indestructible bird to fly over the entire level to give you an idea of which way to go and where the enemies are. A small radar appears in the lower-left corner of the game screen. The big white egg-shaped blobs are enemies while the red and blue crosses represent Ronaan and his bodyguard. Select again to go back to Field (normal) view.

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+-----+
| SPELLS |
+-----+

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These are all the spells that Ronaan currently possesses. You can have a maximum of 99 spells in each category. See more about spells in Chapter 13.2.

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+-----+
| BODYGUARD INFORMATION |
+-----+

```

Displays the current name (Farrg or Chazz) of the bodyguard accompanying Ronaan. Their health meter is just below Ronaan's. The weapons of each of the bodyguards are:

```

                CHAZZ          FARRG
+-----+-----+-----+
| PRIMARY | FLAME  | BULLETS |
+-----+-----+-----+
| SECONDARY | FIREBALL | ROCKETS |
+-----+-----+-----+

```

You can have a maximum of 255 rounds of ammo for the primary and secondary weapons.

```

+-----+
| PASSWORD |
+-----+

```

Instead of saves, this game relies on a password system. The password is eight letters or numbers. Every time you do something or collect something, the password will change to reflect this.

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                *****
***** U N I T   I V *****
                *****

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+=====+
| 9. GENERAL STRATEGIES |=====
+=====+

```

These are general strategies to make your journey through the different areas more enjoyable (or tolerable at least). These also can be used when you don't want to look at the specific strategies and want to solve things on your own. Again, these are not all-encompassing and I know there are other general strategies to use. These are, though, the best I have found to work for me.

- Since this game doesn't have a save feature, make sure you are constantly going back to the main screen to write down the password. The password won't restore everything as it exactly was, but it will be very close. There is nothing more frustrating then playing a couple of hours on a game only to have the power go out and you having to start over.
- Learn to use the controls with proficiency. I know, this sounds so basic but you would be surprised at how many people complain about not being able to do certain things because they don't know how to use the controls. This is especially true regarding spells. You may need to change which spell you are using due to enemy resistance or if you have run out of that certain spell. This means you have to fly around the spell selection screen. There are many areas in this game where a moments hesitation in the spell department could mean Ronaan being a hero or just another statistic.
- Make sure you learn how to use the Indar View. Before you do, make sure you have Ronaan and his bodyguard in a safe place. Just because you are in Indar View doesn't mean that your characters can't die if they are exposed to enemy fire. Keep in mind that when you are in Indar View, the level will have distortions (like water rippling) and the colors will change. Don't let this throw you, just get the "birds-eye" view of the level to locate enemies, possible locations for important items, and exits (if any).
- The levels aren't timed so take your time to get through them. There is no reason to try and "John Wayne" it through the levels. You will only end up with a dead character with nothing to show for it.

- Learn your enemies patterns of attack. This will get you a long way in being able to deal with them. Also note any resistances to your magicks. One interesting feature of this game is after you fight a boss, the next levels after that will have that boss as one of the enemies. Of course the "boss" in those next levels won't be as hard to kill.
- The game is very linear. What I mean is you have to clear one level before going to the next one. If you cannot exit a level or the boss doesn't appear, that means you have missed something. Everything you need to exit a level is located on that level. If you are really stuck, sometimes going back to camp will give you some hints on what you need to do next.
- Speaking of camp, use it liberally. Whenever you go to camp, Ronaan's and his bodyguard's health are restored to full. In some levels this can be a disadvantage because the camp is far removed from where you need to go to next. However, don't let this be a deterrent. If Ronaan or his bodyguard are on deaths door, it's better to go back to camp then lose their lives needlessly.
- Be conservative on certain spells. This is especially true when it comes to the support spells since they come in limited numbers as it is. If you use them up too soon, you may find yourself in quite a mess when you really need to use them.
- After each successful boss fight, Ronaan will gain another piece to the Life Staff. This means that his health bar will increase in length which translates into Ronaan's ability to take more damage.
- Of course, when all else fails, consult the specific strategy section to get yourself out of a bind.

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| 10.  SPECIFIC STRATEGIES |=====
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These are the specific strategies for each level. What I have done is broken down the levels into their own subchapters. Although it isn't in the game, I have taken the liberty of adding the objectives for each level to make it easier for you to know what you have to do. In addition, some levels are more detailed than others. For this reason, I have also made maps of these levels and I will refer to these maps in the text so you have two things to go on. After the strategies, I will list the boss you will have to fight. Since the game doesn't really give names to these bosses, I have named them according to what they do or what they look like.

This is how the format will be for each level:

```

_____
/  LEVEL #  / _____
-----

```

Objective(s):

Brief description of the level and any other interesting things of note.

Strategies:

```

+-----+
| BOSS |
+-----+

```


(NOTE: Multiple bosses will be listed in order of appearance).

Brief comments about the boss and any special things you need to know.

Strategies:

/ 10.1 Las Vegas Casino /

Objective: Escape via the stairs on to the right.

This is your introduction to the game. The enemies aren't particularly hard and you should have no trouble getting through this level.

- You start out on the left side of a corridor that only goes left to right. The biggest problem you will encounter are the enemies that like to hide in the columns at the top of the screen.
- There is also another enemy that sometimes "blinks" in and out of the picture. You can only hit them when they are physically on the level itself.
- Make sure you collect all the various "tokens" laying around or ones the enemies give up. More about tokens in Chapter 13. Once you get to the end, a boss awaits.

+-----+
| BAZOOKA MAN |
+-----+

Well, you've made it to your first boss. This boss isn't too difficult to deal with. He fires a bazooka that fires three rockets. One goes straight and the other two go at a 45 degree angle up and down respectively.

- This boss basically moves up and down in the narrow corridor. He only puts out one shot at a time so it should be easy to dodge the rockets.
- After he fires, rush up and whack him a few times with your staff, then back off quickly to avoid the rockets. There's no need for magick use on this boss.
- Continue the above pattern and you should tie a knot in his bazooka pretty quickly. After you have accomplished this, pick up your life shard and head out.

/ 10.2 The Junkyard /

- Objectives:
1. Get all the cardkeys and close all the gates.
 2. Eliminate all enemies in the junkyard.

Well, school is over and now you will be in for some heavy duty action. It is on this level you start picking the bodyguard who gets to accompany Ronaan. For this level, I recommend Farrg since it is brute force, not magick, that you will need to overcome the enemies. I will be referring to the map in Chapter 11.1 for this level. Don't attempt to kill all the enemies before you close the gates since they will constantly be streaming in.

- The large junkpiles (denoted by LJP on the map) contain items necessary for you to complete your objectives. To get to the first cardkey:
 - Move left in relation to camp (camp will be right above you).
 - You will run into one of the large junkpiles. Follow it down and too the left. When you are at the middle-bottom of the junkpile, go up and you will enter it.
 - In the middle of the floor is a cardkey ([WCK] on the map). Pick it up and you will find out it is the cardkey that closes the western gate. Exit the large junkpile and go left. You will eventually be at the western gate. Put the cardkey in the reader and the gate is closed.
- To get to the second cardkey:
 - Head straight up from this point. You will eventually find the cardkey ([SCK] on the map). Pick it up and head down. Follow the wall around and you will eventually be at the southern gate.
 - Put the cardkey in the reader and the gate is closed.
- The third cardkey:
 - Head right and follow the wall around (part of the wall is stacked tires).
 - You will go up, then left, then up again. At this point, go right. Eventually, you will see the cardkey ([ECK] on the map) above, and to the right of your location.
 - Retrieve the cardkey and head down. Follow the wall around and you will eventually be at the eastern gate (you have basically done a loop around). Insert card, close gate.
- Retrieving the fourth cardkey:
 - Head back down from the eastern gate. You will see two "stalls" on the left. Take the first stall.
 - At the end is a sewer cover (S on the map). Stand on it to get into the sewer.
 - Take out any enemies and get the last cardkey ([NCK] on the map).
 - Exit the sewers and head right. At that intersection, head up and follow the wall around.
 - Once you turn left, keep going and you will see the northern gate above you. Insert card, close gate.
- Once you have closed all the gates, deal with any remaining enemies. The game will tell you how many enemies you have left to deal with. You may have to use Indar View to pinpoint enemy locations.
- After all the enemies have been cleared out from the junkyard, it is time to head back to the sewer to take on the boss.

+-----+

Another boss in a narrow corridor. Fortunately this time you have a bodyguard to assist you in taking this boss down. He isn't too hard, you just have to watch where his shots go. He fires in a straight line so the shots are pretty easy to dodge. Plus, he doesn't move real quickly.

- You can use the same tactics on him that you used on the Bazooka Man. Wait until he fires then wallop him a few times with your staff. Back off and let him fire again and repeat the pounding.
- Your bodyguard will also be dealing out punishment so this boss should be toast in no time.

/ 10.3 The Desert /

- Objectives:
1. Destroy all ten robot generators.
 2. Get the cardkey for the elevator.
 3. Use elevator to go to the Underground City.

This level is the first large level you have been on. You will have to go across the entire level to complete your objectives. Of course, the enemies have gotten tougher and are appearing in greater numbers. This is no thanks to the robot generators that are housed in various places throughout the level. Again, Farrg is the best choice since you will be doing a lot of beating on things. The biggest danger on this level are the crevices. Don't get too close or your character may go on an express ride down which will lead to an early death. The map is in Chapter 11.2.

- The best way to get through this level is to methodically take out each generator in an efficient pattern. That way, you won't be running all over the place trying to find generators. Plus, you won't have enemies re-appearing behind you once you've passed an area.
- From the camp, go right and slightly down and you will see a cave (C1 on the map). Go into the cave and go through it to the other side. There is a generator that needs to be blown. The cave you are in (C3 on the map) is located in the pit to the left and below camp.
- After this, go back through to the original cave. Exit and head down. You will pass a hill and then you will see a building (B3 on the map). Enter the building. You will see a computer terminal. If you activate it, you will see Stiles busy giving commands to stop Ronaan. Also, he will give instructions for his robots to stop Ronaan from blowing up the generators. After this, take out the generator.
- Exit this building and continue heading down. You will see another cave (C6 on the map). Enter it and follow it to the other end. Blow the generator and head back through to the cave you originally entered.
- Exit the cave and head left. You will pass a big hill and then a building (B5 on the map) will come in view. As before, enter the building and you will see a computer terminal. Stiles continues to tell his legions to stop Ronaan. Destroy the generator and exit the building.
- Now, you will be doing some backtracking. Go back to the first cave (the one by the camp). If Ronaan or the bodyguard are injured, heal them up at

camp. Enter the cave again and follow it to the cave in the pit. This time, exit the cave in the pit and deal with any enemies. Go left then up and you will see a path in the upper left corner of the pit (P1 on the map). Take this path.

- Go left (there will be a hill on your left side). Now, you must be prepared for this next part. There is a generator on the other side of this hill (GE1 on the map) spewing out an endless supply of robots. You will need to rush in, plant the bomb, and rush out to avoid taking too much damage.
- Once this generator is blown, continue heading left. You will see two hills and a building to the left of them. Enter this building (B1 on the map) and activate the computer console. Apparently Stiles is worried since he is now instructing his legions to fall back to the elevator. Destroy the generator and retrace your steps to camp again. You have now secured the northern and eastern parts of the desert.
- From camp, walk around the perimeter of the pit. Pass by the path leading into the pit (you will have a rock wall on your left). Eventually you have to turn left. Further to Ronaan's left and slightly down is a building. Right now, though, we need to take care of a couple of generators near the building.
- Head further left and you will encounter another generator (GE3 on the map) putting out robots. Destroy it like you destroyed the other one.
- Go left and you will have to deal with yet another generator (GE2 on the map). By now, you may have taken a bit of damage dealing with these two generators. You may need to go back to camp to get healed up.
- Go right and you can now you can head into the building (B2 on the map). Activating the terminal you find that you need a cardkey to activate the elevator. Destroy the generator.
- Exit this building and head right and down to take out the last generator (GE4 on the map) sitting in the middle of the desert. Again, if Ronaan has taken a lot of damage, you have a couple of places to get health. Follow the hill to the left of Ronaan. You will eventually see a cave (C4 on the map) with a crevice in front of it. You will have to levitate to get into the cave. Your reward is a heart.
- For additional healing, head down and to the right of the hill. You will see an alcove with a heart in it. You will, however, need to levitate across the crevice blocking the heart.
- Well, we are almost done taking out generators, just one more left. Head down and toward the left corner of the desert. The last building sits there (B4 on the map). Activating the terminal reveals that Stiles has called a "Code Magenta" which means you have breached his defenses. After destroying the generator, you are now ready to get the cardkey.
- You will need to head back up again where you destroyed the third generator up near the left corner of the desert. If you go up further, you will see a crevice. Follow the crevice and you will see a cave (C2 on the map, the northern cave). Enter it and deal with the first boss.
- After eliminating the first boss, collect the cardkey ([ELCK] on the map) and head toward the elevator (EL on the map). You should have seen the elevator on your trip to the last building (building in the lower left corner). You will see a card reader sticking out of the desert in front of

the elevator. Insert card and you will have to deal with the second boss.

- Once you have sent this boss to the recycling bin, head down into the Underground City.

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+-----+  
| MACHINE GUN MAN |  
+-----+
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- See Chapter 10.2 for dealing with this boss.

```
+-----+  
| ENGINE MAN |  
+-----+
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This will be one of the toughest bosses you have had to fight yet. Engine Man moves quickly and shoots quickly. Another thing, you will have to defeat this boss three times. That's right, three times. When you get his life meter down to zero, he will lose his arms and regenerate to full. Again, you will have to bring his life meter to zero. When you do, he will lose his legs. After you take him down this third time, he will be finally eliminated.

- You will be hard pressed to close in to hit him with your staff. If you do want to hit him, make sure you know which way his is firing because he can rapidly turn toward Ronaan.
- If you use magick, make sure that you have him in your sights so you don't waste it. Magick is a hard commodity to come by.
- Engine Man only fires forward but it is his maneuvering that causes him to shoot in different directions. If you can catch him in a crossfire with your bodyguard, it will make your job that much easier.
- On his last lifebar, he will move much quicker but doesn't fire as often. This, however, doesn't mean he still doesn't pack a mean punch. You will have to work around him to get in your hits.

/ 10.4 The Underground City /

- Objectives:
1. Get cardkey to South Armory.
 2. Get cardkey to South War Room.
 3. Turn off barrier to Building 1 entrance.
 4. Get cardkey to Supply Building.
 5. Get cardkey to North War Room.
 6. Turn off barrier to Building 2 entrance.

This will be one of your toughest levels yet. The streets of the Underground City have all manners of different robots on them. You have robots that lay mines, mobile cybergenerators, and of course Engine Men in abundance. Your best bet on this level is to avoid fighting as much as possible to achieve your objectives. If you start going toe-to-toe with all these machines, you will lose since it will either drain your magick or life very quickly. There are enough pickups to avoid battle. Fargg has the firepower to help you through this level.

- Let's find out what this Underground City is all about. From camp, go into the building (B1 on the map) just to the right. Go to the terminal and you will see Stiles. He will compliment Ronaan on making it to the city but

will tell him that's as far as he goes. Stiles will then mobilize his mobile cybergenerators. Exit the building.

- Go back toward camp and look down. You will see a sewer cover (SE1 on the map). Head over to it to go into the sewers.
- Once in the sewers, you will see the cardkey ([CK1] on the map) that lets you into the South Armory. We are going to take the sewer system instead of going above ground since the sewer system is a safer bet. There are a couple of things to keep in mind when running the sewers:
 - Although the path is pretty straightforward, there are pipes that block parts of your overhead view of the path below them. Be careful when walking on these narrow ledges or Ronaan will become part of the sewage.
 - There are headless creatures that spew out green pools of slime. They are pretty easy to take out but those pools can cause a lot of damage if stepped in. Just let them evaporate before you continue onward.
- When you exit the sewer (SE2 on the map), you will be on the south side of the Underground City in the bottom right corner. You won't have to do too much fighting to get to the South Armory, just head to the left.
- Go all the way to the end of the second building and go inside. Eliminate everything in the building. You will see two exits at the top of this building, go up the stairs to the right. If you exit the building on the left, it is a one-way exit and you will be put on the streets in the middle of robot central, a very bad thing.
- After you go up the stairs, eliminate the Engine Man roaming around the roof and collect all the pickups. Cross the bridge and get on the roof of the adjoining building. The cardkey ([CK2] on the map) is close to the upper right corner of this building. This cardkey opens the South War Room.
- Exit the building and head to the first building you passed when you exited the sewer. Go inside and eliminate the competition. Go to the computer console and activate it. You will drop the barrier to the entrance of building 2. Stiles will come online wondering who dropped the barrier. You're not going to tell him.
- Now things will heat up a little. You will have to get to the northern part of the Underground City. I recommend taking the sewer system back to the area around your camp. Then head right, you will eventually see the building (B2 on the map). The barrier is now down so enter the building.
- Take care of the threats inside with extreme prejudice and collect the cardkey ([CK3] on the map). This cardkey opens up the Supply Building. Exit this building and head down, the supply building will be on Ronaan's left side.
- Go around the corner and head all the way to the end of the building. Enter and take out the robots. Go to the upper-left corner and go up the stairs. When you are on the roof, go right.
- Go across the walkway to the other building. You will need to go down the stairs in the upper-right portion of the roof.
- Once inside the building, you must eliminate the three cybergenerators located within. It will be a tight fight since you must place bombs while being assaulted by robots. You may need to heal for this one. Once you

have accomplished this, collect the cardkey ([CK4] on the map). This cardkey opens up the Northern War Room.

- You can now exit this building from the first entrance since it is no longer blocked. This will be a treacherous journey so avoid fights as much as possible. Head right and then head up and to the right (diagonally) toward the building in the upper right corner of the Underground City.
- Enter this building, take care of the guards, and activate the computer console. This will drop the barrier to the building below the War Room (B3 on the map). This building has the boss for this stage so I recommend you make sure you are fully healed up before tangling with this boss.
- Once you have eliminated this boss, you will be taken to the next level.

```
+-----+
| DISKBOT |
+-----+
```

This robot resembles a disk that scoots along the floor. Don't let it fool you though, it is fast and packs a mean punch.

- When you first enter the building, there will be six disks going in a circle. You must eliminate five of them in order to get to the boss. The best way to do this is to hit and run from the entrance. There is enough cover to protect the characters.
- Once you have taken out these five disks, Diskbot will come gunning for you. He moves around quickly and fires some pretty lethal lasers which can knock Ronaan's health down with only a few shots. Magick such as lightening and super work great on this boss.
- When you get close to this boss, he moves away real fast at the same time he is firing at you. Basically, this robot fires independently of movement so watch out when he is moving away.
- If you can get lucky enough, you can trap this robot in a corner. While beating the parts out of him, he cannot fire. This, however, can be rarely done since this robot moves so quickly.
- Just keep moving around and hitting and running. Use the corner by the entrance to heal up if things start going bad.

/ 10.5 Portal Cavern / _____

Objective: 1. Drop the electronic barrier around Stiles.

Well, it's time to take on the man who's been hounding Ronaan since level one. This level will prove to be even harder than the Underground City. First, there are indestructible robot generators in the floor. Last, there are guns on the walls over the two computer consoles. Fargg is the best for this level.

- This level requires patience and frequent trips to camp. Your first goal will be to get to the computer consoles in the upper left and right corners. It won't be easy since many robots block your path.
- Let's activate the console on the right (CC2 on the map). The best way to do this is to go all the way to the right corner. From there, go straight

up but not to the point you see the wall mounted guns. You should see the computer console.

- This part requires some maneuvering on your part. You will need to move quickly up to the console to activate it. After you have done this and dodged the shots of the wall-mounted guns, head back the way you came back to camp. Trust me, you will need to hit camp.
- Now, repeat the above process to get the left computer console (CC1 on the map). This will drop the electronic barrier around Stiles. Again, go back to camp to heal up and get ready to deal with Stiles.
- After you have dealt with Stiles, you will find out there is somebody much bigger behind this robot menace. His name is Vanddor and he once was Ronaan's tutor. It appears that Vanddor feels that magick is outdated and it is time to usher in the new age. He challenges Ronaan to find him.

```
+-----+  
| STILES |  
+-----+
```

Just because Stiles is human doesn't mean he isn't ready for battle. He is wearing battle armor that shoots flame. Plus, he moves around quickly. What makes this battle especially tough is the fact that you still will have to dodge the other robots and shots from the wall-mounted guns.

- Hitting Stiles causes him to be thrown back a little. He then will move to a new location to put out a string of flame. The flame moves in the direction Stiles is facing. After he discharges the flame, he will move to another location.
- If you can manage to keep hitting him, he won't be able to turn your character into a Ronaan-kabob. This will be difficult, however, due to the reasons of other enemies. Magic such as lightening has a long enough range that it will knock health off of Stiles. He also likes to hover around the center computer console. Use that to your advantage by also using it for cover.
- Once you knock down his life-bar to a little above empty, his battle suit will break off and you will see Stiles just in his underwear. Although he has no offensive capability left, he is much quicker and will use the robots and wall-mounted guns for cover. It takes only a couple of more hits to finally take him down.

/ 10.6 Tween Place /

Objective: Get to the entrance of Teg Temple.

This level is a joke as compared to the last two levels. You are going to be crossing many different areas in order to reach the entrance. The biggest threats are the robots and creatures that are in these areas. You have to be careful not to fall off the edges. You will need to take Chazz since he can follow Ronaan when he levitates. The maps are denoted in the text since you will go back and forth between maps.

- This is where all those levitation spells you have been saving will come into play. You will have several gaps to cross in order to make it to Teg Temple.

- Look to the right and you will see a small cloud with a teleporter, this is your first destination. Levitate over to the cloud and enter the teleporter (T1 on Chapter 11.5.1).
- You will enter an area of elevated platforms (T1 on Chapter 11.5.2). Now, head down to the end of this pathway and you will get to a "T" intersection. Go to the bottom, right corner of this pathway and you will see another pathway across the gap.
- Levitate over to that pathway and you will be at another "T" intersection. Go down the middle path and follow it around. You will eventually get to the teleporter (T2 on Chapter 11.5.3).
- On this cloud you will exit the teleporter (T2 out on Chapter 11.5.4), go up and around. Then go straight and you will get to the next teleporter (T3 in on Chapter 11.5.4).
- You will exit at (T3 out on Chapter 11.5.4). Go either left or right and then up and around. You will get to the teleporter (T4 in on Chapter 11.5.4).
- Exit the teleporter (T4 out on Chapter 11.5.4) and go down and around. Go straight and you will be at the next teleporter (T5 in on Chapter 11.5.4).
- You will enter the area of elevated platforms again (T5 on Chapter 11.5.2). Go all the way down and look to your right. You will see a green platform offset at the bottom. Levitate over to it and follow it around. At the "T" intersection (or first right turn), go down and follow it around. At the end is the teleporter (T6 on Chapter 11.5.3).
- When you exit the teleporter (T6 out on Chapter 11.5.4), Ronaan will comment that he senses the general one area away. If you look up and to the right, you will see another teleporter. Unless you have taken a lot of damage, don't enter it. Doing so will take you back to the beginning and at your camp. Then you will have to repeat the above to get to this point again.
- Go up and around. Then go straight and you will see another teleporter (T7 in on Chapter 11.5.4).
- When you exit this teleporter (T7 out on Chapter 11.5.4), be prepared for the boss fight against the general. You will know you are in the right place because robot spiders will come to greet you.
- After defeating the boss, Vanddor will admire Ronaan's courage but state that Ronaan will never get to him to close the portal in Teg Temple. Guess where you're going next.

```
+-----+
| GENERAL |
+-----+
```

This boss battle isn't too bad. You will be up against a wizard who likes to throw fireballs. Fortunately for you, they are easy to dodge. Unfortunately, this boss likes to position himself in such a way that it is hazardous to even try and hit him. Instead, you will have to use spells to knock him off this cloud.

- This boss usually appears above or below you. He will usually stay in one place firing strings of fireballs. Fortunately, they go straight and don't

home in on your character. After he fires, start beating on him (with staff if safe). He will then teleport to another part of the cloud.

- Repeat the above process again. After losing a certain amount on his life meter, the boss disappears in a shower of flames and leaves a power-up tile behind. This doesn't mean he's dead but it does mean you are damaging him.
- Continue to maneuver around hitting the boss (magick or with staff) until you beat him down. When the boss's life meter is low, he tends to stay in one place more often (like a last stand). This creates a good opening to finish him off.

/ 10.7 Teg Temple /

Objective: Insert all four blocks into the portal to close it.

Of course, this level is your goal and you will have to use all your resources to get through this level. The level is actually broken up into four areas. Within each of these areas, you must go through a maze to not only get to the blocks, but also to get to the next area. The maze is made even harder by the fact that you cannot see entrances and exits in the walls because overhead beams prevent it. This means you have to move along the walls until you go through. Sometimes you will learn where these openings are because enemies will be coming through them. Don't rely on this since you don't want to encounter too many enemies blocking your way. The robots and human enemies are constantly coming from indestructible generators in the floors. Fortunately, there is a separate camp at the entrance to each of these areas to heal up. This level will be a test of endurance and patience. I will both describe and give directions by the maps. Either Farrg or Chazz will work in the next two levels.

```
+-----+
| 10.7.1 Area 1 |
+-----+
```

Also see map in Chapter 11.6.2. I will only note the opening number corresponding to the description.

- When this level starts, head up. You will enter a little room. Right at the top is a stone tablet. It explains that the way to close the portal is to get the four blocks into the four holes. Look up and right and you will see your objective. Now, head back down again.
- You will see a set of stairs in the lower right corner of this area as you head down. Take care of the enemies and go down the stairs to get some power-ups.
- Head up and left toward the corner of this room. This is an opening in the wall (O1). Follow this outer path around until you reach the "T" intersection. Go right at the "T" intersection and go to the end of the walkway. Go down and you will go through another opening and into the room (O2).
- Go toward the left corner of this room. When you get there, face left and go forward and you will be at another opening (O3). Go down and make another right at the "T" intersection. Go all the way to the end of this walkway then head down to enter another room (O4).

- Go to the lower left corner again and face left. Move forward to exit this room (O5). The next part of your journey will be rough since it will Ronaan will be walking along a very long corridor.
- Follow this perimeter walkway all the way around. You will go up at the lower right corner and left at the upper right corner of the area. When you reach the end of the walkway, go down (O6) and you will enter a very big room. There are a few cybergenerators here so don't stay too long. If Ronaan is healthy enough, there is a set of stairs in the lower-right corner of this room loaded with power-ups.
- Follow the left wall down and left (it will then be above you). In the upper left corner is another opening (O7). Go through and go up. Follow this corridor right, then up. You will see a room to your left. When a corridor becomes evident above this room, turn to the left. There is an opening around the upper right corner of the room to your left (O8).
- Enter this room and go all the way to the bottom left corner. Go left and you will be in another corridor (O9). Go up until you reach the wall and turn left and head through the opening (O10 located in the upper left corner of the next room).
- Go down, again, to the lower left corner of this room and go left (O11). You will be in another corridor. Head up this corridor.
- At the "T" intersection, make a right. Continue right until you hit the next "T" intersection. Go up and immediately go left. You will go through an opening in the lower right corner of this room (O12). Head toward the upper middle part of this room. You will go through two openings (O13 and O14) that extend your current room to the room with the teleporters.
- Go into the left teleporter and you will arrive at the portal area from the bottom path. Push the block into the portal and head out again. Now go to the teleporter on the right and you will enter the second area.

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+-----+
| 10.7.2 Area 2 |
+-----+
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Also see map in Chapter 11.6.3. I will only note the opening number corresponding to the description.

- You will be teleported into a small room for this area. Go left and follow the wall around. Around the lower left corner of this extension is an opening (O1). Go down and follow the corridor around. When you reach the wall blocking this corridor, go up through the opening (O2).
- You have two choices when you are in this room:
 - If you wish to get to the stairs, go down through the opening on the other side of the wall blocking the lower corridor. Go to the end of this corridor and then go up and you will arrive at the stairs. Back-track to your starting point.
 - Go to the upper right corner of this big room, then head right through the opening (O3).
- Go down and follow the corridor around until you get to the wall. Head up through the opening (O4) into the next room. Again, you will have two choices in this room:

- If you want to get to the stairs, go to the upper right corner and go through the opening. Head down until you are opposite the stairs. Head right to take them. Backtrack to the room.
- Head toward the upper left corner of this room. Then head up through the opening (05).
- Turn right and follow this corridor around. When you are at the point of the lower right corner of the room to your left, go left through the opening (06). Head toward the upper left corner of this room (07).
- Go left into the corridor and head down. You can only make a left turn at the four way junction. After you make the turn, go up and you should go through the opening (08) in the lower right corner of this room. You can also go down the corridor, then go up. Immediately in the lower left corner of this room is another opening (08').
- Head toward the upper left corner of this room and you will go through two openings (09 and 010) that extend this room with the teleporter room.
- Head toward the lower left corner of the teleporter room. On your left, you will see a small room next to the teleporter tiles. You will need to go left into the room (011) and you will exit the bottom of that room (012) onto the teleporter tiles.
- Take these teleporter tiles and you will enter the portal area from the right path. Push the block into the portal and head back into the teleporter room again. Go to the upper left of the teleporter room and get on the tiles. You will now be in the third area.

```
+-----+
| 10.7.3 Area 3 |
+-----+
```

Also see map in Chapter 11.6.4. I will only note the opening number corresponding to the description.

- From the teleporter tiles, head up. Around the lower left part of the corridor, turn right and go through the opening (01). Follow this corridor around until you reach the upper left part of the area.
- Below you is a room. There is an opening (02) at the upper left corner of this room. Go down and toward the middle of the bottom wall of the rooms extension. Go through the opening into the small room (03).
- Continue going straight and you will go through the opening in the middle of the bottom of this wall (04). Make an immediate right and head toward the upper right corner of this room.
- Exit through the opening to the right (05) and follow this corridor around. You will eventually hit a wall with a room to your right. Go up until you are at the upper left corner of this room, go through the opening (06). Head toward the lower right corner. The opening is between the lower right corner and the blocks that split this room (07). Go down into the corridor and head left.
- You will pass a corridor below you then you will arrive at the upper right corner of another big room. Go down through the opening (08) and head toward the middle part of the left wall. The opening is just below the wall

blocking the left hand corridor going up. Exit left and go down (O9).

- Follow this corridor around until you see the wall dividing the two rooms above you. At the lower right corner of the first room, go up through the opening (O10) and head toward the upper left corner (O11).
- Exit up and turn right. Head down the corridor until you are over the upper left corner of the next room. Go down through the opening (O12) and you will enter the teleporter room. Head toward the lower right corner and step on the teleporter tiles.
- You will enter the portal area from the upper path. Push the block into the portal and head back into the teleporter room again. You will now need to do some backtracking in order to reach the teleporter to the fourth area.
- Exit this room (O12) and head back left down the corridor. Go through the opening in the upper left corner of the room (O11) and head toward the lower right corner. Exit down and turn left (O10).
- Follow the corridor around until you reach the wall blocking the corridor. Turn right through the opening (O9) and head toward the upper left of the room. Exit up (O8) and go right until you are midway between the room dividers and the right wall. Head up (O7) and toward the upper left corner of the room.
- Exit left (O6) and go down. Follow the corridor around until you hit the wall. Exit left (O5) then go to the middle part of the upper wall. Exit up (O4).
- Go straight and you will exit this room (O3). Then head toward the upper left corner of this next room. Exit up go left (O2).
- Follow this corridor around until you see the wall separating the two rooms near the lower left corner of this area. At the upper left corner of the second room, go through the opening (O13) to the right and head down. Step on the teleporter tiles and you will enter the fourth area.

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+-----+  
| 10.7.4 Area 4 |  
+-----+
```

Also see map in Chapter 11.6.5. I will only note the opening number corresponding to the description.

This area is full of twists and turns plus there are multiple ways to enter and leave the rooms. Again, I take you through the best way I have found.

- Follow the left wall around until you reach the upper right corner. Go up through the opening (O1) and follow the corridor. After you reach the upper left corner of the area, go down. Now you need to start counting room divider walls on your right. After you pass the second divider wall there will be an opening in the middle part of the left wall of the third room. Go through to the right (O2).
- Immediately turn right and you will be in the lower left corner of this room. Exit down (O3) and turn right in the corridor. Go until you get to the four-way intersection.
- At the four-way intersection, you will see a room to the lower right. Head toward the upper left corner of that room and enter it through the opening

(04) to the right. Go to the lower right corner of this room and exit right (05).

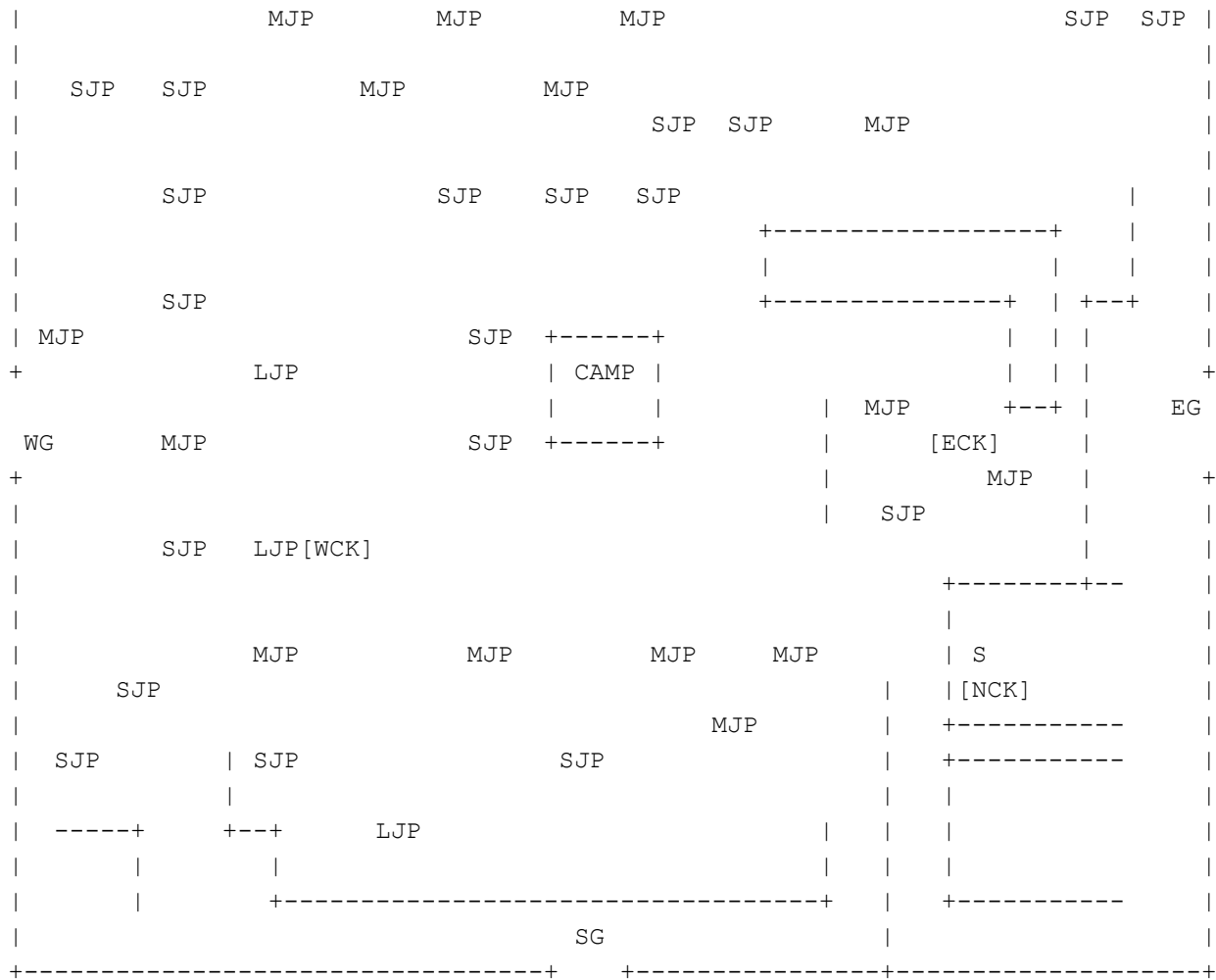
- Go all the way up to the this corridor (continue up past the four-way intersection) until you get to the wall. You should be at the upper right corner of the next room. Go through the opening (06) left then continue to go left to the upper left corner of this room (07).
- Exit up and turn right and follow the corridor. At the "T" intersection, go up and follow the corridor around until you get to a wall. You should be at the upper right corner of a room. Go through the opening (08) to the left.
- After you enter this room, go down and immediately below the wall that divides the corridor to the right, there will be an opening (09) in the wall. Go right, then go down.
- At the "T" intersection, go left. You will be at the upper left corner of a room. Go through the opening (010) down and head to the lower right corner of this room. Go through the corridor connecting this to the next room (011 and 012).
- Go toward the middle part of the upper wall of this room. Look for a divider splitting the corridor above this room. There is an opening (013) just to the right of this divider. Go up and go right.
- Midway between the divider in the corridor to the left and the end of the corridor to the right will be an opening (014) in the bottom part of the room above. Go up through it.
- Go toward the upper right corner and you will see the teleporter tiles to your right. Step on them.
- You will enter the portal from the left path. Push the block into the portal.
- You have now closed the portal. Vanddor will appear stating that Ronaan has messed up his plans and now it's time for a final showdown. You will automatically be sent to the Arena.

/ 10.8 Arena /

Objective: Take out Vanddor.

This level is actually a continuation of level 7, I just added it to make it easier to use. There is no boss battle since this is the final battle. The Arena is a big, wide open area so there is no cover. This will be a fight to the finish to see if magick or technology prevail.

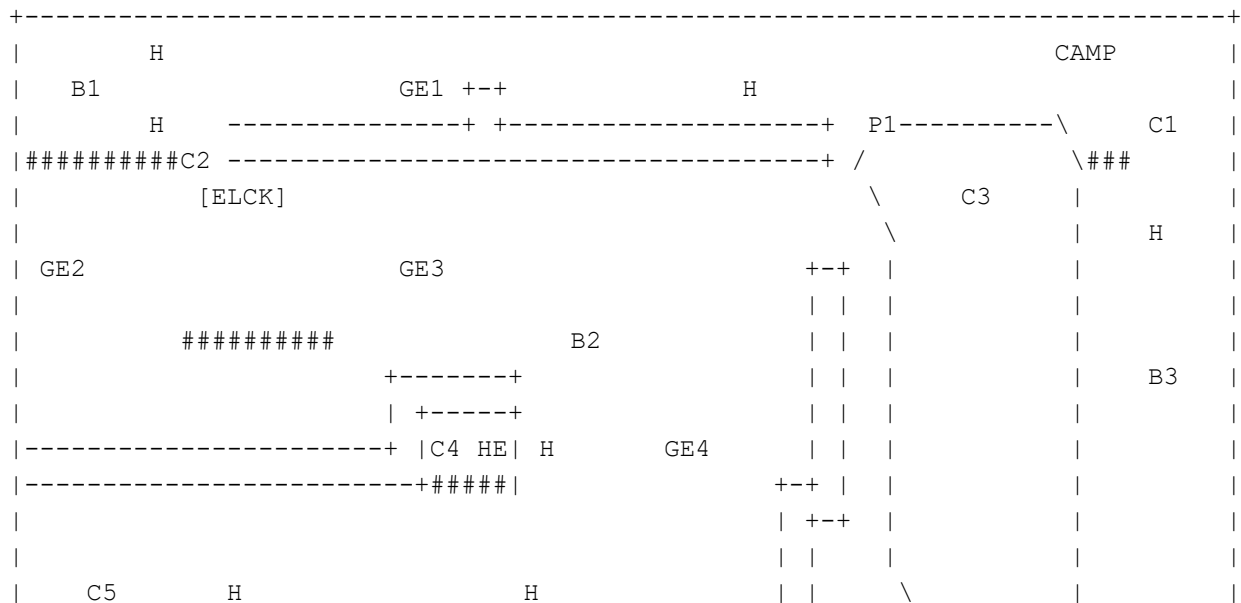
- The battle starts immediately when you enter. There may be a few other creatures wandering around but they will be easily dispatched considering the firepower that will be unleashed.
- Vanddor is a very difficult enemy to take out because he has a lot of tools at his disposal to keep alive. Some of the things he does are:
 - When he is attacking, he casts Invincible on himself.
 - He fires a string of mini-fireballs that track Ronaan. Fortunately they



LEGEND:

- SG = South Gate
- WG = West Gate
- NG = North Gate
- EG = East Gate
- WCK = West Gate Cardkey
- SCK = South Gate Cardkey
- S = Sewer Entrance
- ECK = East Gate Cardkey
- NCK = North Gate Cardkey
- SJP = Small Junkpile
- MJP = Medium Junkpile
- LJP = Large Junkpile
- HE = Heart

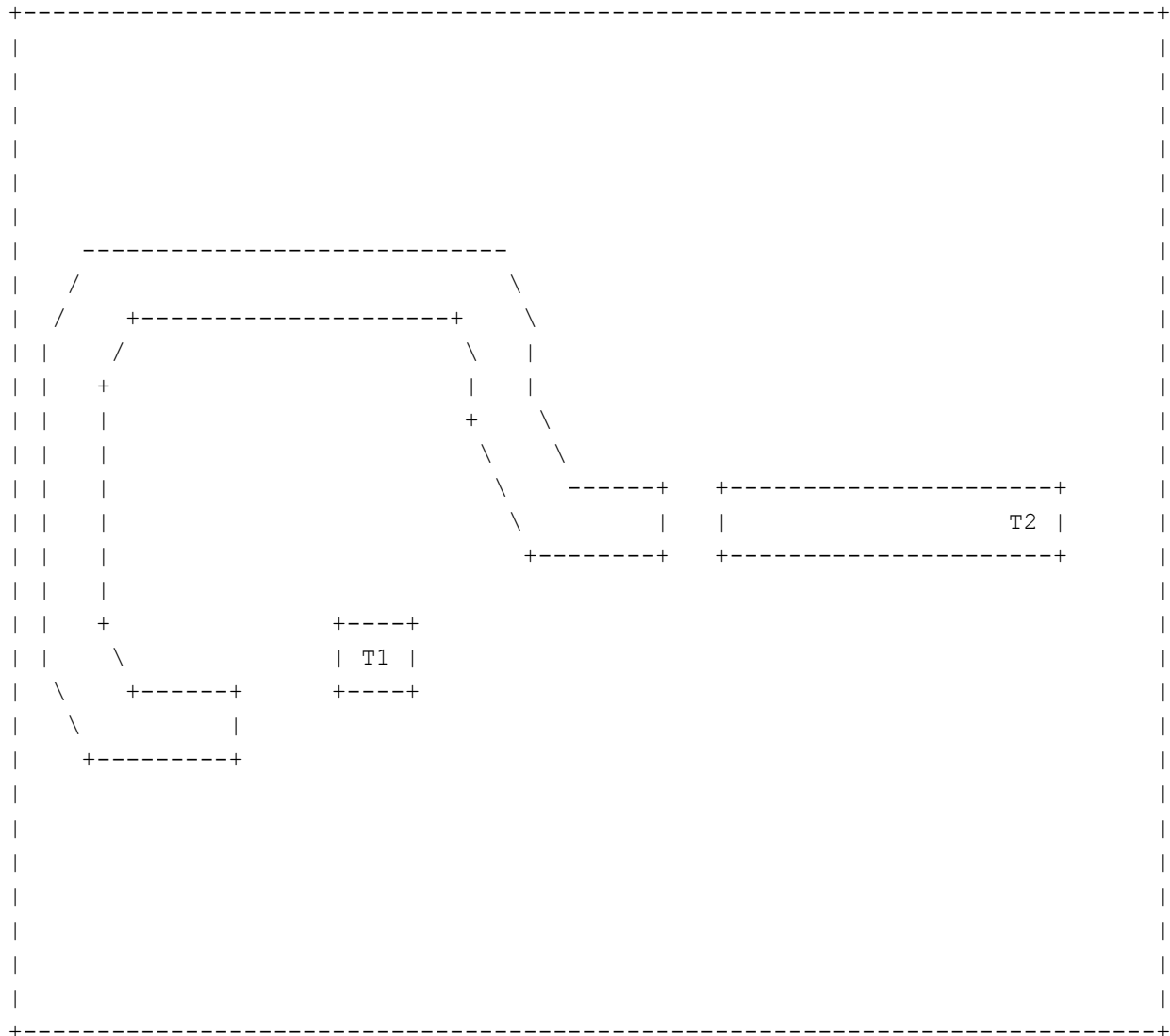
/ 11.2 The Desert /



/ 11.5 Tween Place /

Tween place is actually only three basic maps. The starting map, the cloud map, and the elevated platforms map. I have included all the different teleports on these three maps instead of making separate maps for everything.

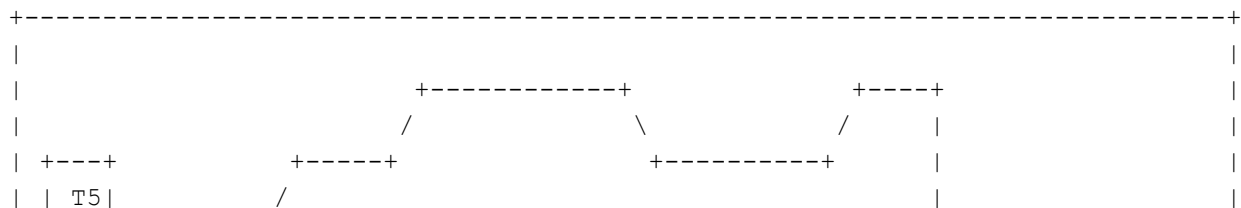
+-----+
| 11.5.1 Starting Map |
+-----+

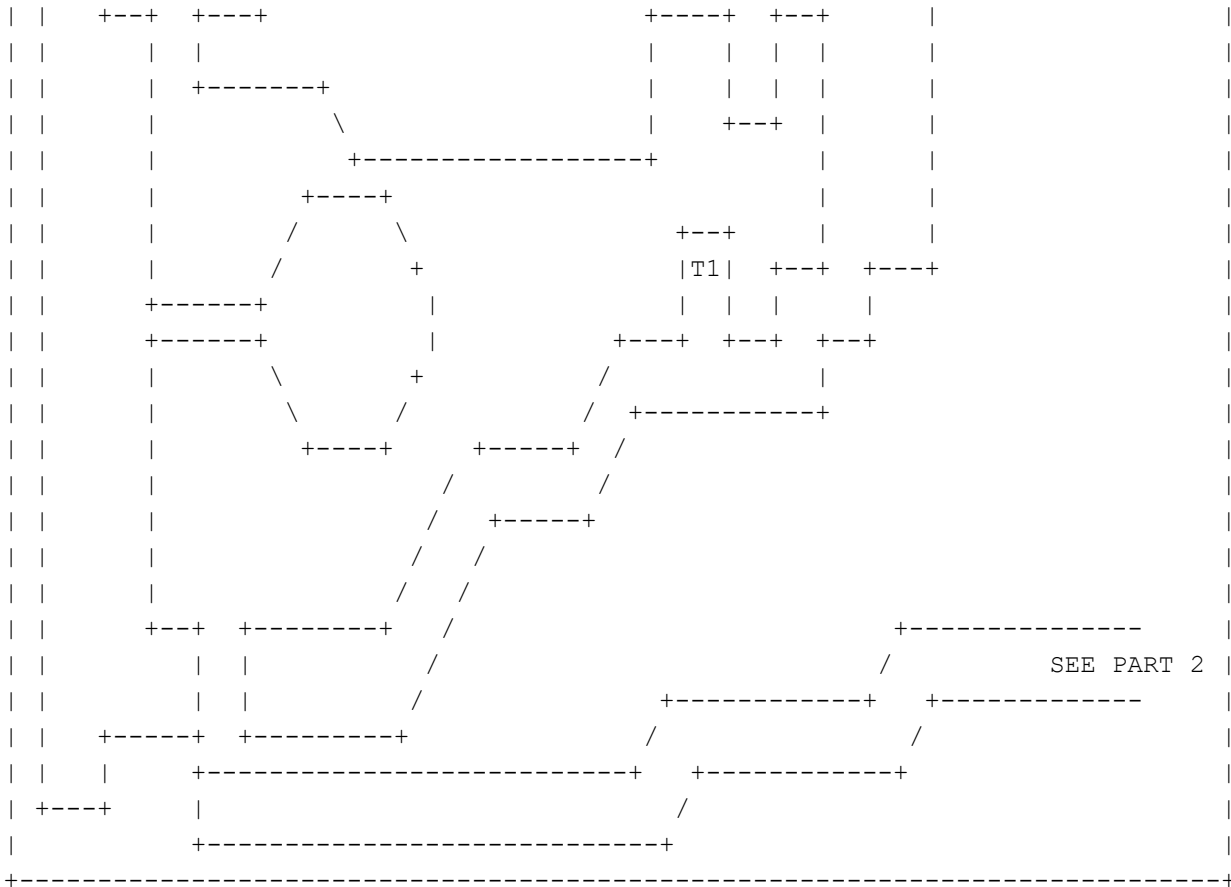


LEGEND:

T = Teleporter

+-----+
| 11.5.2 Elevated Platforms (Part 1) |
+-----+

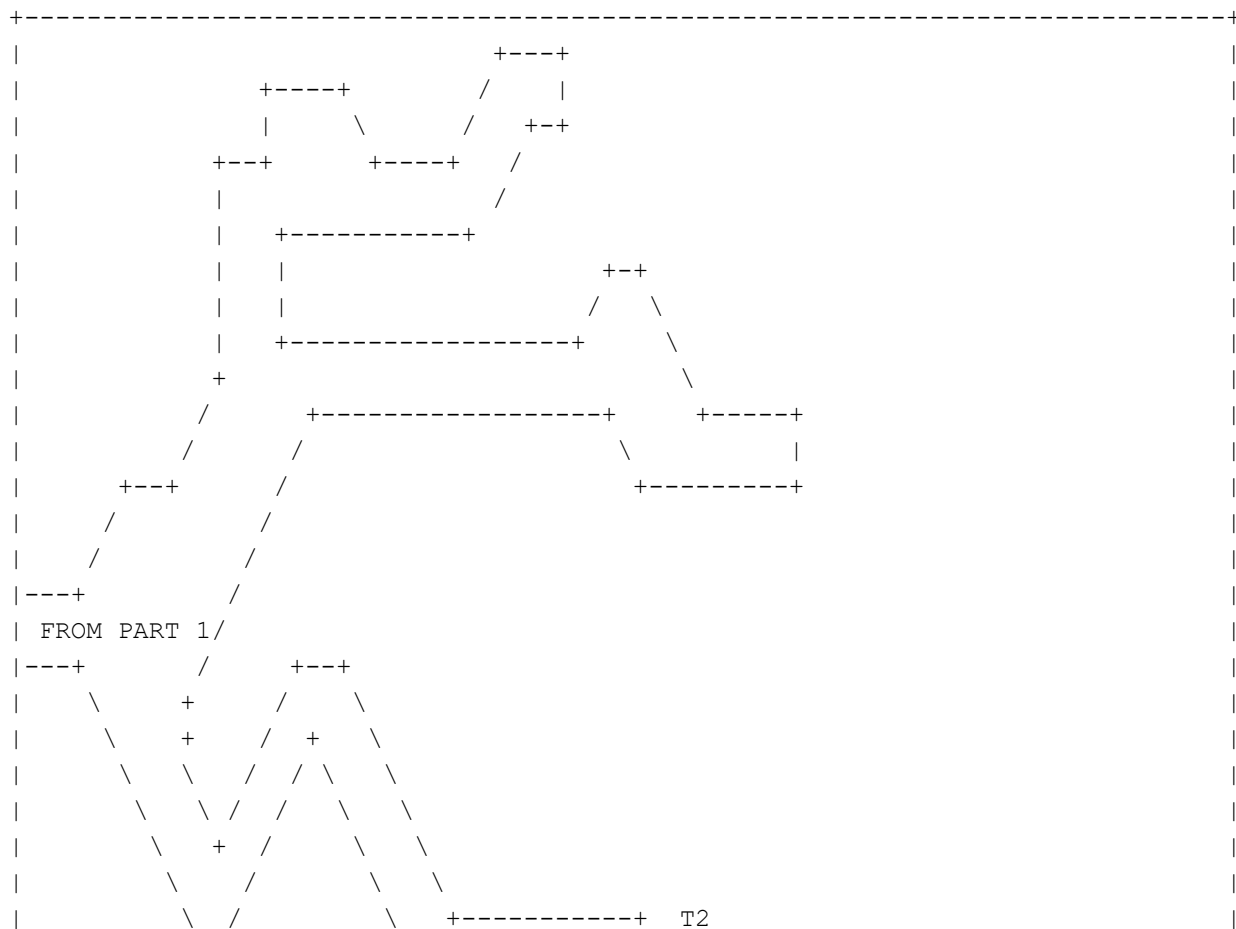




LEGEND:

T = Teleporter

-----+
 | 11.5.3 Elevated Platforms (Part 2) |
 -----+




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+-----+
| Hearts |
+-----+
```

These restore about a third of your life back. Use only in emergencies since they are very hard to come by.

/ 13.2 Magick /

This is what the big battle is all about. You have nine spells to choose from. Each has their advantages and disadvantages. In order to gain spells, you must walk over the appropriate blue tiles with the first letter of the spell. Some spells are easier to come by than others. Also, some spells are offensive while some are auxiliary. Know what you are going to encounter (both enemy and terrain wise) before using up your spells. You may find you will need a spell at a critical point.

I've broken down the spells into offensive and auxiliary. Listed under each of these headings are the different spells.

See Chapter 8.1 for the controls in using auxiliary spells.

```
+-----+
| 13.2.1 Offensive Spells |
+-----+
```

This is the grid you see in the lower left part of the player screen. The grid looks like this:

```
+---+---+---+
| L | S | A |
+---+---+---+
| T | B | M |
+---+---+---+
| H | W | D |
+---+---+---+
```

The spells are going from left to right, top to bottom:

Spells will be listed like this:

```
/-----\
| Spell Name |
\-----/
```

Range: Short/Medium/Long
Speed: Slow/Medium/Fast
Power: Weak/Medium/Strong

Any other notes about the spell

```
/-----\
| Lightning |
\-----/
```

Range: Long

Speed: Fast
Power: Medium

Fires in the direction Ronaan is facing. Not good against higher level bosses.

```
/-----\  
| Super |  
\-----/
```

Range: Medium
Speed: Slow
Power: Strong

Can hit multiple enemies if they are close together. Good against high level bosses.

```
/-----\  
| Angle |  
\-----/
```

Range: Long
Speed: Slow
Power: Medium

Fires an energy boomerang that can be controlled with the direction pad. You can only have one of these out at a time.

```
/-----\  
| Time Bomb |  
\-----/
```

Range: Short
Speed: Medium
Power: Strong

Your basic bomb. Plant it at the area you want to blow up and run. You will have 3-4 seconds before it blows up. Good against generators, wall guns, and enemies.

```
/-----\  
| Basic |  
\-----/
```

Range: Medium
Speed: Medium/Fast
Power: Weak

The spell Ronaan always has. If he has more than one, he can increase speed to fast until he runs out. This is the spell that is automatically defaulted to when another spell you're using runs out.

```
/-----\  
| Mondo Major |  
\-----/
```

Range: Long
Speed: Fast
Power: Strong

This spell hits all enemies on the screen. It is also pretty effective against

bosses.

```
/-----\  
| Hold |  
\-----/
```

Range: Medium
Speed: Fast
Power: Medium

Allows most enemies to be held for a few seconds. This gives you a chance to let Ronaan whack them down with his staff versus wasting spells.

```
/-----\  
| Wide |  
\-----/
```

Range: Long
Speed: Medium
Power: Medium

Fires a spread of three fireballs in the direction Ronaan is facing. Good against close groupings of enemies.

```
/-----\  
| Death |  
\-----/
```

Range: Medium
Speed: Slow
Power: Strong

Can destroy most enemies with one or two shots. Great spell to use against the bosses.

```
+-----+  
| 13.2.2 Auxiliary Spells |  
+-----+
```

These spells help Ronaan to not only get around, but also to heal if need be. These spells are hard to come by so use them wisely.

Heal: Heals about 1/2 of Ronaan's life bar.

Levitate: Allows Ronaan to float around for a few seconds. Good for getting over crevices and other gaps.

Teleport: Teleports Ronaan and his bodyguard back to camp.

Invulnerable: Allows Ronaan to be immune from attacks for a few seconds. He will blink while he is invulnerable.

```
*****  
***** U N I T VI *****  
*****
```

```
+=====+  
| 13. CONCLUSION |=====+  
+=====+
```

Technoclash is a fast paced and exciting game. From the moment you start the game until the end, the action never ends. Although based on many other games that are real time shooters, Technoclash adds a pretty interesting plotline. The battle between the old ways (in this case magick) and the new ways (technology). Both side view each other with contempt and both will stop at nothing to eliminate the other one. Although this game is considered old now, back when it came out, it had some cutting edge graphics and action. This game was a lot of fun to play. At the same time, it sometimes was an extremely frustrating game considering some of the levels were very big and you never knew if you would make it through any of them. The fun of this game was discovering the new levels and also trying to get through some of the most challenging levels I have ever played in a game. Overall, this game is still a joy to play after all these years. This guide was a lot of fun to write and I hope you get as much enjoyment out of reading it as I did writing it. If you do have other ideas or thoughts, please e-mail me and share them. Who knows, maybe I'll start a Q&A chapter in this guide if enough people ask the same questions. Anyway, thank you again for reading this guide.

To see other FAQ's I have written please go to:

<http://www.gamefaqs.com/features/recognition/32691.html>

~~~ No trees were harmed in the making of this FAQ ~~~

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