

Armorines: Project S.W.A.R.M. Enemy Guide

by Space Bug

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A R M O R I N E S

PROJECT S.W.A.R.M. 64

ENEMY GUIDE

by Space Bug

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INTRODUCTION

An alien race, called "The Bugs", have completely used up their planet's resources. They were on the verge of extinction, so they searched the galaxy for planets to colonize in. When these aliens found planet Earth, they hatched a plan for world domination.

These Bug aliens have been living underground, creating alien pods and planted them on the Earth's surface. When these alien pods hatched, the creepings would emerge and hunt down the humans and continue their survival. The aliens were aggressive, and the humans were defenseless.

A top secret organization, called the Armorines (Armored Marines), was the only way of stopping them. The Armorines wore prototype suits, originally designed to protect them from nuclear radiation. They soon found out that these suits could also protect them from attack from the aliens.

The Bugs are found in 5 different locations: Siberia, Peru, Hawaii, Egypt,

and the alien mothership called "The Hive".

You are a soldier of this elite army, an ARMORINE. Go out there and split some Bug shells!

KNOW THE ENEMY

Each Bug comes in three sizes: large, normal, and hatchling. The large ones usually guard temples and entrances. The normal sized aliens are mostly on patrol and attack from high areas. The hatchlings are the smallest, they'll emerge from the alien pods. When the creepings hatch, the first thing they do is search for their prey. YOU are their prey.

Some of the Bugs have special unique abilities than other types. Mite and Tick Workers can climb ladders. Siberian Soldiers, Hive Soldiers, Siberian Soldier-type Hive Soldiers (Hive Soldiers 2), and Jungle Guardians can climb up vertical walls. Some Bugs can spit projectiles, which include plasma, venom, or molten lava. And then there are some Bugs which can fly, these include Jungle Hornet Soldiers and Hive Hornet Soldiers.

If you don't want to be seen by the aliens, you'll have to find cover. When you hide behind an object, the object will block their view from you. Also, if you're far away from the target, they won't see you because they have poor sight. They can only see things that are close by.

When you aren't around or if they cannot see you, the bugs will go about normally without death or destruction in mind. They might look around for humans to kill or just wait by their posts until they see an enemy. If you shoot them while they're lounging around, they'll try to find the source of the shot and destroy it.

They'll battle anything that harms them, even if it means killing their own comrades. A trick I found out while playing: if the bugs accidentally hurts one of their own kind, the victim will turn around and try to kill it. I've seen smaller bugs take down a larger bug, very cool.

And lastly, don't let the name "Brain Bugs" fool you, they are just as intelligent as the other Bugs.

ALIEN HIERARCHY

Below is the accurate Alien Hierarchy! It provides information of where each caste of Bug is derived from. At the very bottom is a portrait of a Siberian Soldier, to show how grotesque these aliens really are.

- HIVE QUEEN - HIVE BRAIN - ALIEN BROOD
- HIVE GUARDIAN (live & pod birth)
- HIVE GUARDIAN 2
- HIVE SOLDIER (live & pod birth)
- HIVE SOLDIER 2
- HIVE HORNET SOLDIER (live birth)
- HIVE TICK WORKER
- HIVE TICK WORKER 2 (live birth)
- HIVE MITE WORKER

- SIBERIA BUGS - *

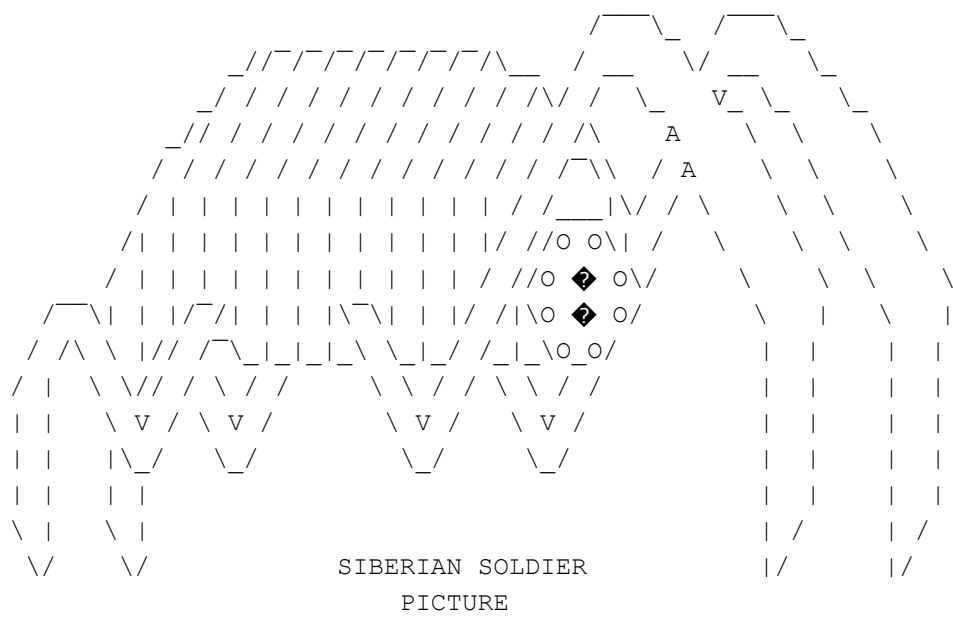
- JUNGLE QUEEN - **
- VOLCANO QUEEN - ***
- EGYPT QUEEN - ****

- * SIBERIAN BUGS (NO QUEEN) - SIBERIAN EARTH BUG
- SIBERIAN BRAIN
- SIBERIAN GUARDIAN
- SIBERIAN SOLDIER
- SIBERIAN TICK WORKER
- SIBERIAN MITE WORKER

- ** JUNGLE QUEEN - JUNGLE BRAIN
- JUNGLE GUARDIAN (live & pod birth)
- JUNGLE HORNET SOLDIER (live birth)
- JUNGLE TICK WORKER
- JUNGLE MITE WORKER

- *** VOLCANO QUEEN - VOLCANO EARTH BUG
- VOLCANO BRAIN
- VOLCANO GUARDIAN
- VOLCANO GUARDIAN 2
- VOLCANO SOLDIER
- VOLCANO TICK WORKER
- VOLCANO MITE WORKER

- **** EGYPT QUEEN - EGYPTIAN BRAIN
- EGYPTIAN GUARDIAN
- EGYPTIAN SOLDIER
- EGYPTIAN TICK WORKER
- EGYPTIAN MITE WORKER



 THE ALIEN BUGS

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 Types of Attack
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- Spit Fire - Firing projectile weapons (plasma, fire, etc.)
- Create Underlings - Having the ability to reproduce Worker and Airborne Bugs.
- Alien Brood - Having the ability to launch small explosive Alien Pods.

Spit Venom - To spit venom or other gooey substances.
Normal Attack - Normal attacks (bite, stomp, slash, etc.)

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Siberian Bugs
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Description: The Siberian Bugs are metallic gray with pink underbellies.

Mite Worker: Siberian Mite Workers will emerge from the snow and attack you. They'll try to pounce on you and slice you to bits.

Attack: Normal Attack

Length - 3-5 ft.
Width - 3-5 ft.
Height - 1-3 ft.

Tick Worker: Tick Workers also attack from popping up out of the ground. They usually don't attack in groups like the mites do. These have sharp thorns all over it's body unlike the Mite Worker.

Attack: Normal Attack

Length - 3-5 ft.
Width - 3-5 ft.
Height - 1-3 ft.

Soldier: The Soldiers have sickle-shaped forelegs used to slice and dice their victims. They'll also try to spit you with fire so keep on your toes. Despite it's ugliness, only a couple of shots with any weapon will kill it.

Attack: Normal Attack, Spit Fire

Length - 10-17 ft.
Width - 6-10 ft.
Height - 6-10 ft.

Guardian: The Guardians will try to chase you down and jab you with it's front claws. Try to shoot it's body rather than it's head. They can be very large and fast.

Attack: Normal Attack

Length - 5-13 ft.
Width - 5-14 ft.
Height - 4-11 ft.

Brain: The Siberian Brain Bug will cloak itself to look like it's surroundings from your perspective, making this alien almost invisible. When you realize it's nearby it'll be too late to escape from it. These will spit bolts of energy at you.

Attack: Spit Fire

Length - 13 ft.
Width - 12 ft.
Height - 11 ft.

Earth Bug: Earth Bugs are huge monsters that block entrances and pathways. An

easy way to kill them is to shoot their head a few times and they'll go back underground. It'll spit fire at you so shoot at it from a distance. Sometimes Soldier Bugs will emerge from the Earth Bug's nest.

Attack: Spit Fire

Length - 29 ft.

Width - 24 ft.

Height - 15 ft.

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Jungle Bugs

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Description: Dark brown and red colored exoskeletons.

Mite Worker: The Mites will attack in small groups. They have larger shells than the Ticks.

Attack: Normal Attack

Length - 3-5 ft.

Width - 3-5 ft.

Height - 1-3 ft.

Tick Worker: These Workers have stripes on their backs, a noticeable characteristic of the Jungle Ticks.

Attack: Normal Attack

Length - 3-5 ft.

Width - 3-5 ft.

Height - 1-3 ft.

Guardian: The Jungle Guardian will try to chase you down or shoot you from their perch. They're very numerous in this level and attack in packs. You can tell they're Guardians by their curled venomous tails.

Attack: Normal Attack, Spit Venom

Length - 6-10 ft.

Width - 5-8 ft.

Height - 6-10 ft.

Hornet Soldier: Jungle Soldiers fly around and spit venom. You should use the Snipe Goggles if you have trouble shooting them down.

Attack: Spit Venom

Length - 5 ft.

Width - 4 ft.

Height - 2 ft.

Brain: Fast and deadly Bugs. They guard temple entrances and patrol for people to eat. The large ones are very ferocious and are so quick you can't escape. You'll need the heavy artillery for these huge creatures.

Attack: Normal Attack

Length - 9-26 ft.

Width - 7-20 ft.
Height - 6-18 ft.

Jungle Queen: The Jungle Queen attacks by spitting venom, using her claws to crush you, and by sticking you with her tongue. In the center of her lair is a nest where she'll go for an energy recharge when you've done enough damage to her.

Attack: Normal Attack, Spit Venom

Length - 24 ft.
Width - 10 ft.
Height - 14 ft.

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Volcano Bugs
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Description: The Volcano Bugs have rocky blue shells. Underneath their outer shells they have glowing orange bodies. These Bugs have the ability to walk on molten lava without getting hurt.

Mite Worker: These Volcano Mites have large jaws. They will try to slash you with their claws.

Attack: Normal Attack

Length - 3-5 ft.
Width - 3-5 ft.
Height - 1-3 ft.

Tick Worker: The Ticks are found in caves and dark areas. They are annoying little Bugs in crawl-spaces.

Attack: Normal Attack

Length - 3-5 ft.
Width - 3-5 ft.
Height - 1-3 ft.

Soldier: The crab-like Volcano Soldier will shoot fire at you and slice you up with their claws. When its angry it'll puff up and act aggressive.

Attack: Normal Attack, Spit Fire

Length - 6-11 ft.
Width - 5-9 ft.
Height - 4-6 ft.

Guardian: These Bugs are very unusual, in that they run on their hind legs like humans do. It'll attempt to push you into the molten lava or off cliffs, so be very careful!

Attack: Normal Attack

Length - 5-9 ft.
Width - 4-7 ft.
Height - 4-7 ft.

Guardian 2: There aren't too many of these Volcano Guardians in this level.

All these Bugs do is transport dead humans to their lair. They look exactly like Siberian Guardians with a different colored outer shell. They won't attack you but they need to be stopped before they feed the rest of the colony.

Attack: Normal Attack

Length - 5-13 ft.

Width - 5-14 ft.

Height - 4-11 ft.

Brain: Lava Brains are like huge slugs. They drag around their large bodies using their front claws. When angry, these Bugs will shoot little projectiles at you.

Attack: Spit Fire

Length - 10 ft.

Width - 6 ft.

Height - 8 ft.

Earth Bug: These Bugs are exactly like the Earth Bugs you encountered in Siberia. And just like the Earth Bugs, they'll block entrances and pathways. They emerge out of the lava or the ground to attack you.

Attack: Spit Fire

Length - 29 ft.

Width - 24 ft.

Height - 15 ft.

Volcano Queen: The Queen of all the Volcano Bugs. She's huge and according to General Kendall, she has a nasty attitude. Very mean indeed. She will throw pieces of molten rock at you, she'll try to bite you with her huge jaws, and spit fire. Her minions will emerge from their caves to attack you also.

Attack: Normal Attack, Spit Fire

Length - 50 ft.

Width - 20 ft.

Height - 30 ft.

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Egyptian Bugs

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Description: These Bugs have dark brown shells, most have very long columns of teeth in front of their heads.

Mite Worker: Unlike the Tick Workers, Egyptian Mites have two large jaws. They're usually by themselves or go in groups of two.

Attack: Normal Attack

Length - 3-5 ft.

Width - 3-5 ft.

Height - 1-3 ft.

Tick Worker: These usually attack in large groups. Tick Workers have the same armor-plated scale on their heads as the Guardians and Brains.

Attack: Normal Attack

Length - 3-5 ft.

Width - 3-5 ft.

Height - 1-3 ft.

Soldier: These Bugs are fast and numerous in number. They'll try to jab you with their claws. When not defending their territory, they'll carry dead humans back to their burrows, much like the Siberian Guardians.

Attack: Normal Attack

Length - 9-15 ft.

Width - 6-10 ft.

Height - 7-12 ft.

Guardian: The Egyptian Guardians attack by leaping at you and by launching bolts of energy from the top of their head. They aren't too quick, so it's easy getting around them.

Attack: Normal Attack, Spit Fire

Length - 6-17 ft.

Width - 4-12 ft.

Height - 5-14 ft.

Brain: The Brain is a huge Bug that will chase you down and bite with their huge jaws. He can also attack by shooting electric bolts at you. They're pretty weak, though. Their weak spot is their large head.

Attack: Normal Attack, Spit Fire

Length - 13 ft.

Width - 12 ft.

Height - 11 ft.

Egyptian Queen: The Egyptian Queen is like a larger version of a Guardian. They also have the same attacks, except the Queen can spit venom. You can tell when she's about to spit the venom by the colorful frill around her neck.

Attack: Normal Attack, Spit Fire, Spit Venom

Length - 20 ft.

Width - 14 ft.

Height - 16 ft.

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"The Bugs" Hive Bugs
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Description: Purplish-brown with white stripes. A lot of these aliens look very unusual and are nothing like the Bugs you have encountered before.

Mite Worker: Very ugly little critters. They usually attack in packs. The little tunnels found all over the Mothership surface are burrowed by these Bugs.

Attack: Normal Attack

Length - 3-5 ft.

Width - 3-5 ft.
Height - 1-3 ft.

Tick Worker: Hive Ticks only come in small groups, they're usually by themselves. Just a few shots will kill these pests.

Attack: Normal Attack

Length - 3-5 ft.
Width - 3-5 ft.
Height - 1-3 ft.

Tick Worker 2: These are Egyptian Ticks. The Hive Queen produces these Bugs only on the normal difficulty setting. They'll try to slash you and pounce on you.

Attack: Normal Attack

Length - 3-5 ft.
Width - 3-5 ft.
Height - 1-3 ft.

Airborne Bug: The Hive Queen creates these flying Bugs. They'll try to jab you with their sharp mouth parts.

Attack: Normal Attack

Length - 5 ft.
Width - 5 ft.
Height - 2 ft.

Soldier: Hive Soldiers can move around on any terrain and will climb up walls to get to you. Watch out for its "lick" attack, because it can disable you and slice you to pieces with it's front legs.

Attack: Normal Attack

Length - 5-8 ft.
Width - 2-4 ft.
Height - 4-6 ft.

Soldier 2: The second type of Hive Soldier are similar to the Soldiers from Siberia. They'll use their scythe-like forearms to hack you to pieces. Having a pack of them attacking you isn't a very pretty thing.

Attack: Normal Attack, Spit Fire

Length - 6-17 ft.
Width - 4-10 ft.
Height - 4-10 ft.

Guardian: Huge, disgusting monsters with big heads that spit green globs of venom. Their other attacks are bite and stomp. They're very fast and ferocious opponents.

Attack: Normal Attack, Spit Venom

Length - 23 ft.
Width - 19 ft.
Height - 11 ft.

Guardian 2: These Bug Mothership Guardians resemble the Guardians from Egypt except for their color and pattern. They will attack ferociously by pouncing and by electrocuting you with a bolt of energy from the top of their head.

Attack: Normal Attack, Spit Fire

Length - 6-17 ft.
Width - 4-12 ft.
Height - 5-14 ft.

Brain Bug: The Hive Brains are very big and very mean. Their only drawback is their size and sluggishness. They have three attacks: they can spit Alien Brood, they will try to lick you with a long sticky tongue, and they can stomp creating shockwaves.

Attack: Normal Attack, Alien Brood

Length - 13 ft.
Width - 10 ft.
Height - 9 ft.

Hive Queen: At first, The Hive Queen is suspended in the air by a claw hanging from the ceiling. She will create Soldiers, Egyptian Mites (normal difficulty), or Guardians (hard difficulty) to attack you. When she's lowered to the ground, she'll spit you with alien slime from her tentacles and throw bolts of energy at you. Near the end of the battle, she'll create Airborne Bugs.

Attack: Normal Attack, Spit Fire, Spit Venom, Create Underlings

Length - 30 ft.
Width - 30 ft.
Height - 37 ft.

NOTE: The A<<LAIM's strategy guide has made a few errors, but don't worry, THIS guide is correct.

ALIEN BUGS IN MULTIPLAYER

The following aliens can be used in Race Wars Multiplayer Mode:

SIBERIAN TICK WORKER
SIBERIAN SOLDIER
VOLCANO TICK WORKER
VOLCANO GUARDIAN - cheat: RUBBER
EGYPTIAN MITE WORKER - cheat: CLAW
HIVE MITE WORKER - cheat: UGLY
HIVE SOLDIER
HIVE GUARDIAN - cheat: LEGGY

NOTE: If you type in the cheat 'GOLDENPIE' you will have access to all cheats and Multiplayer characters.

SPECIAL THANKS

GameFAQs GameAdvice A<<laim

To everyone on the GameFAQs message boards, especially those who go on the
CURRENT EVENTS and RANDOM INSANITY regularly.

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