

# Body Harvest FAQ/Walkthrough

by johnboy2000

Updated to v1.6 on Apr 12, 2005

Body Harvest

FAQ/Walkthrough

Version 1.6

This document is copyright and owned by Johnboy2000  
and can be contacted at [soniccheater@yahoo.com](mailto:soniccheater@yahoo.com)

---

---

1. Contents:

- 1. Contents
- 2. Version History
- 3. Controls
- 4. The Map
- 5. Walkthrough
- 6. Bosses
- 7. Vehicles
- 8. Alien Types
- 9. Weapon Crystal Whereabouts
- 10. Artifact Whereabouts
- 11. Processors and their power
- 12. Level Descriptions
- 13. The Alpha Tank
- 14. Glitches
- 15. Credits and Ending Legal Notices

2. Version History:

February 12, 2004 Version 0.1

An only start. Nothing special, I've just begun...

February 12, 2004 Version 0.2

I've updated some Greece so the first stage is complete. I made the dates go with Version History

February 13, 2004 Version 0.3

I've got the second stage of Greece down.

February 14, 2004 Version 0.4

I've completed Greece and halfway done with Java Stage 1.

February 14, 2004 Version 0.5

I got all of Java done and copied my previous America guide to this FAQ

February 14, 2004 Version 0.6

I've been updating this, haven't I? I got the Boss section done and I'm almost ready to post

a first version of this guide.

February 14, 2004 Version 0.7

I got the alien section done and ready to put up the Weapon Crystal section.

-----

February 14, 2004        Version 0.8

Almost done, I got the the Artifact Locations halfway done

-----

February 14, 2004        Version 0.9

Everything's done and ready to be posted

-----

February 14, 2004        Version 1.0

First version is complete!

-----

February 15, 2004        Version 1.1

I started by giving some spell checks, and started the Siberia walkthrough

-----

February 15, 2004        Version 1.4

I gave this FAQ a HUGE update. I got all of Siberia done, updated part of the Alien Comet, and the copyright crap mostly done. I got more aliens posted up in the Alien Types section too. I'm kinda sad to see my work growing.

-----

-----

February 15, 2004        Version 1.5

I got the walkthrough 100% complete!

-----

April 12, 2005            Version 1.6

Finally got the weapon crystal and artifact section done

-----

-----

### 3. Controls:

-----

Z: Shoot

R: Manuel Aim

C up, left, and right buttons: Camera view and side roll (when in manual aim)

A: Open door (when next to one)

C down: Jump into cars (when next to one)

L: Shows E-mail and cancels messages

Up and down on D-pad: Switch Weapons

#### MAP MODE CONTROLS:

R: Waypoint set up (appears in middle of screen)

L: Stage Locator

C up and down buttons: Zoom in and zoom out

-----

### 4. The Map:

-----

The map is a tool used to, well you should know. It is accessible by pressing start and highlighting the globe icon. It can be useful for locating harvesters, Alien Processors, and

Shield Generators.

-----

### 5. Walkthrough:

-----

Greece, 1916

#### Greece Stage 1

You are in some old-timer village. Well, to start off, go forward and get into the Nico's Supplies truck nearby. Go to the nearby village to find the first Harvester Wave in the game. Use that pistol of yours, and go into the house that doesn't have wooden blocks on it. Ignore the man, and go pull the switch behind him. The bridge will connect, and you can progress on. Go search the barrels for health. Get back in the Nico's Supplies and cross the

bridge, killing the nearby aliens. Follow the road until the next village, where another harvester wave will commence. Eradicate them, and then keep going straight until you reach a cave, killing the aliens on the way. In the cave, there is a treasure box in it, so get it, and have a blast, with an emphasis on blast. It is dynamite! While you're in here, go to the top-most torch on the right and "light it." It is actually a switch. Get in the hallway it's unlocked, and go up the stairs. There will be another treasure chest. In it, is a Machine Gun! Search the barrels, they contain useful stuff. Get out, and remember that boulder you passed by on your way here? Well, pull out Mr. TNT and place it near the boulder, RUN FOR YOUR LIFE, and it will blow to smithereens!!!!!!!!!! Go to the land passage it revealed, and when it forks, first kill the aliens and then go right. You'll be at a house. Enter it, and talk to the man. He'll open a wall; in it is the Hanger Key. Get out and check your map for Pollstura Suburbs. Take the Nico's Supplies to the RIGHT of where you came. Then go right again. Kill the aliens, and you will find a motorbike. Forget Nico's Supplies and jump on this wild thing. Take it to the Pollstura Suburbs. There, a harvester wave has begun. Eliminate them, as you find out houses are going to blazes. Solution? Go back to Trumptonas Town and get to the fire station. You probably only have 1:42 SO HURRY AND JUMP IN THE VEHICLE!!! Go back to Pollstura Suburbs and use Z to shoot the water until all the smoke and flames are gone, or the fire will start up again. Do it with the entire village. Now, go back to the tunnel, but go to the top of the mountain it was built into. There is a building on it with a hangar door. Open the hangar door and you get A TANK!! YEAH!!!!!! Go to the Pollstura Suburbs and go to where you see a bank thing type truck. Go in front of the building and go left after that, killing any alien bright enough to come after you. Go down the path and up the mountain. You shall see your first processor. Use the tank's ultimate weapon to MAKE MINCEMEAT OF THAT PROCESSOR!!

Greece Stage 1 Complete

## Greece Stage 2

Go through the shield portal in front of you. Follow the path and go across the bridge, killing the scouts at the edge. Forget what Daisy said about the church having wise crackers in it; instead keep following the path until it forks, then go right. A harvester wave will begin, so kill 'em off. Go straight and follow the path, then go left. Follow the path and go left when it forks. Get to the top of the mountain, killing the loads of aliens that come after you. Get to the tunnel, and enter it. There will be a statue ahead of you, push the A button next to it to get the most powerful item in the game, the SUNSHIELD!!!! Get back to the fork you were previously at. Go left this time until you get to a statue. Use the manual aim on the torch it's holding. It will lock on, and then fire. The door will unlock and, well, go through it. Get out, and you are at the other island. Time to test the sunshield on alien butts... it will burn them fast and blaze them. Get rid of the rest, and some point you will encounter either

a bulldog or a tank like vehicle. Take either one to the path and go straight when it forks.  
You'll end up at a village. Go up the mountain nearby and you'll end up at some military depot. Enter it, talk to the soldier, and he'll open a wall. Enter it, and get the treasure chest at the top, with the ones at the bottom. The top one will be Howitzer Shells and the two bottom ones will be ammo. Get out and jump into the nearby vehicle. It is the Howitzer and you'll be pleased when you fire the shell... But for now switch to a pistol and go left when the path forks. This area is congested with alien scum, and you don't wanna blow up the Howitzer. That's why you got your pistol out. Kill the aliens on your way to the end of the path, which is a ramp shaped landform. Switch to the Howitzer Shells and aim at the rock ahead of you. Shoot three times to be sure all the debris is gone. Then, go back to the village before the military depot. You'll find that aliens overrun the military depot path. Hurry and get back to the village you were previously in because a harvester wave will appear there. Kill the harvesting wave, and grab the motorbike from in the fence. Get it and drive off the ramp platform you fired the shells from. Follow the trench it made, and you will end up at a windmill. Get to the blade part, get off the motorbike, aim, and fire at the middle of the blades. They will fall, then go inside and pass the man (he just talks crap about you) and press the A button. You will get a Windmill Cog. Get back to the fork and go left to a village that should soon have a harvester wave soon. Be patient, they will come. After you kill the harvester wave, go down the path near the Watergate. You should see a house. Swim across and don't worry, you can barely. Talk to the guy inside the house, and he'll fix the Watergate. Go back outside, and look for a boat in the water nearby. Get in it, and ram the Watergate, it will open. Follow the waterway to a deserted island, while killing the aquatic attack waves. The processor is on the island. Find a safe landing and get off and onto the island. Kill the aliens first, then ERRADICATE THAT DARN PROCESSOR!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Greece Stage 2 Completed

Greece Stage 3

Listen to Daisy; this place is crawling with aliens! For best odds, keep the Sunshield out unless you're in a car, then use the Machine Gun. This area also introduces the ever-terrifying Mantasaur! This guy is a pain in the neck and is one of the first aliens you see in the area. Well, likewise, you'll see the Mantasaur with a heck of a lot of aliens. Kill them with the Sunshield, and then progress to Mixapoulos Town, killing the aliens. A harvester wave will begin, you know what to do. Get to the bridge near Mixapoulos Chapel and you will see a movie of a man in black blow up a bridge and disappear. The bridge WAS a way to get to the processor, but it's gone. Well, there is an alternative route there. Check your map for the location of the ACIENT TUNNEL and get there. Talk to the guy and he'll unlock a treasure chest. Get it, and you'll get a crank. Go to the POINTER STATUES and enter the first one from your view. Go downstairs and go to the half cut column with a circular type thing. Press the A button near it and Adam will crank it. Do the same with the other one downstairs. A cutscene will show the Pointer Statues Point at the water and a temple will rise. Go to CAPTAIN PUNTO'S BOATSHED and enter it. Talk to Captain

Punto and he'll let you borrow a boat. Get to the ATLANTOUS TEMPLE by checking your map and killing the aliens on the way. Solve the puzzles with the fake treasure chests and switch torchlights, and you will get the HIROGRIPH (I dunno how you spell it!) MAP PIECE. Take it back to the ANCIENT TUNNEL and put it in the eagle thing on the wall. The door should open and get you into a tunnel. Get through it, and welcome to the DEATH ZONE. Lots of alien-o-rama, and lots of alien blood. Kill them, and progress on to the Nestavosi Suburbs. There should be a harvest in it, so take that yellow jeep (if you have it) to Nestavosi Suburbs. Watch out for the aliens on your way there. Kill the harvest, and use the map to reach the WINTHROPP AIRFIELD. Another cutscene should happen of the man in black blow some planes up. Go to the nearby hangar, and enter it through it's door on the left square on it's side. Winthropp should say the man in black knocked him out, and he'll offer you flying lessons. Take them, and fire away at the balloons. Land carefully near the hangar door, and jump out (it may do it automatically) Open the hangar door, and you'll get a SAPWORTH CAMEL. Take it to the bridge that took you to the Nestavosi Suburbs. By now, Daisy has informed you that aliens are trying to blow up the bridge. They always come from the direction you came from. So circle the bridge, checking the compass every now and then to spot aliens (the orange dots) coming. The Doodlebugs are the hardest to kill, because they are so fast. If you fail to do this, you're Human Meter will boost up miraculously and consider it a game over if you have a human meter over 20%. Well, fly over to the processor (check your map for it's location) while killing the harvester that sprouts up. This processor is hard to kill, not because of you movibility, but the sheer amount of aliens guarding it. There are Mantasaurs galore and lots of other crap. Now, just try your best to dodge hitting the Mantasaurs, as they can send your airplane tumbling down. Shoot the processor whenever possible. There is no real strategy for this processor.

Greece Stage 3 Complete

Generator Stage

You're finally here! Great job, so far! Take the plane and try driving in a long straight line.

Then, you'll take off. Take the plane to Davrosi Airfield South, and exchange it with the Adler. This plane is more powerful than the Sapworth Camel. Take it to the shield portal, and go to the island that has the Shield Generator. BE CAREFUL!! THERE ARE TO MANY ENEMIES TO LET YOUR GUARD DOWN!! Use the bomb hatch the Adler has to blow the caps on the Shield Generator, then the thing itself!!!!!! Get ready for a HUGE alien...

GREECE 1916 IS NOW COMPLETE!!!!

Java 1941

Java Stage 1

Don't start cheering; you've only just begun the annoyances. This level is hard, and should only be played by experienced players. I'M DEAD SERIOUS!!!!!!!!!! You are on some island with other islands in front of it. Well, get to the mainland, finding a harvester wave on the village. Kill them and then go into the large house. Go to the top of it, skip the man, and go to the brown thing on the wall. It is a Rifle, and it has a long range. Get out and take the Grimly Transport,

and go to where you came from until it forks, then go left. It soon will fork again; take the left route to a cable car. Kill the aliens, and you might think this is the end. It's NOT impossible. Get on top of the Swampville Cable Car Station and pull out the Rifle, aim for the top of the cable car, and boom! An alien was stalling the cable car, and you killed him. The cable car will come, get on and hit the up arrow on it. It will take you to the north side of Swampville. Kill the aliens that are wise enough to stop you, and then get inside the station. Look in the treasure chests with Antelope designs on it; one of them will contain a Shotgun. It will be useful in the long run, that's money in the bank. Get out, kill the aliens, and then get in the Grimly Transport. By now, a harvester wave should have begun, so follow the long road and kill the harvest wave. You by now have met the fearful Stationary Gunner, whose blast doesn't stop until you die or it dies. SO KILL IT WITH A RIFLE AS SOON AS POSSIBLE!!!!!!!!!!!!!!!!!!!!!! Get down into what looks like a suburb of the last village you were in. Get down to Rob's Reliable Rentals, while killing the Missile Guppies. Go to the box on the left and open it, it will contain Boat Parts. Now go back to the SUBURBS and a harvester wave has appeared before you. Annihilate the harvest, go back to the Cable Car, killing the Stationary Gunner that has appeared on the path. When you get to the Cable Car, Daisy should inform you something is sucking the power out of the power plant nearby. Get there and you will find the first Energy Drain in the game. Get near the house on the cliff and aim with your rifle at it. A couple of shots will kill it. Get back to the Cable Car and get on it. Get back to Swampville while killing anything wise enough to stand in your way. Go to the path from Swampville to Bob's Boat Store and get on the boat. Get to the processor, get the Shotgun out, STAY IN THE BOAT NO MATTER WHAT; this gal is a heck of a lot harder than Greece's processors, and SHOW THAT PROCESSOR WHOSE BOSS!!

Java Stage 1 Complete

Java Stage 2

Stay in the boat, and get to the mainland on the HILLSIDE. Why, because, you'll die if you don't. A harvester wave has appeared here, so take care of them, and go on the passageway BEHIND YOU. It will lead to another village that will be harvested. Get rid of them, take the path up the mountain. At the top of it lies a temple. Enter it, and go to your right and move along the wall. A wall should open. Enter it and get the Kris Knife Blade from the statue ahead. Get out and go back to the first village in Java Stage 2 that got harvested. Go forward from the direction you faced when you killed the harvester, then when it forks, go right. It will lead you to the Jonesville Military Base. The door is shut and locked down, and blocked by Gattling

Guns

and two Mantasaurs. Kill the Mantasaurs first, then, wait for a military truck to come by. It will open the gates. Follow behind it and you'll get into the Death Zone for this level. There are millions of Mantasaurs, Fleas, Goliaths, and Drones. Solution? Go to the right and you will see something called an Ack Ack (nice name, isn't it? A huge bell of sarcasm is banged on) but don't judge it by it's name. It has dual guns that can kill a mantasaur in 1 hit. Well, kill the majority of the aliens, and go into the grey building. Talk to the man inside and he'll unlock the Tank Factory. Get to the hangar and pull one out. You can blow open the gates with this tank, so do so. When you are back where you waited for the truck, go right. It will lead you to another gate that needs to be opened by force. Blow the gate down and follow the path until you reach a ramp like landform. Go left and you will find a jeep. Take the jeep over the hill and go off the ramp like landform and onto Craggy Island. Use your map to get to the Craggy Island Generator, killing the flying bugs on the way. When at the Craggy Island Generator, you will see an Energy Drain. Kill it, and watch a cutscene of Gattling Guns taking care of the Stationary Gunners you PASSED BY, NOT KILLED (you'll find out why later in the glitches section.) Well, go to where the Stationary Gunners were and swim toward there. A harvester wave will begin, so get the tank near the cave and get there. Kill the harvest, and go into a hut like building and open the treasure chests to get Grenades. Go back to the cave that was near the tank and use the manual aim on the eye like hole on the cave. The rock will fall down. Get in, get out, and you will find a harvester. Get in the nearby jeep and switch to the Machine Guns it has, and blow down the aliens that get in your way to the harvester. You will soon get there, well blow it down. Get on the path, just keep going straight, and at somepoint, you will see a breech in the hills. In it, lies a camouflaged path. Follow it until you see a Bulldog, get it and go to a hillside near the path's end. It will take you to the processor. With the Bulldog, this gal' is a piece of cake, nothing else said.

Java Stage 2 Complete

Java Stage 3

This is the most annoying of the stages in this level, so I'll try to make it detailed but quick. This stage is easier said than done. OK, get to the shield portal and right as you go through it, a harvester wave will appear. Take your Bulldog there while shooting the Mantasaur that gets in your way. Kill the harvester wave, then take the Bulldog to Port Humphrey. Take it there by going the way you came, but when it forks, go left. Kill any alien willing to come after you on your way. A harvest shall begin, so kill 'em all. Go back to East Rua-Rua Village and hop

into  
the Airboat. Get it across to Rua-Rua West Village. A cutscene will show the people  
swimming  
to a Lifeboat for their lives when you get there. Jump out of the Airboat and get in the  
Lifeboat.  
Get it to Rua-Rua East Village (the village you were previously at) and a new objective  
will  
come up, almost as annoying as all the objectives put together. You have to find a way  
around  
Mount Rua-Rua. DARN!!!!!!!!!!!!!! OK sport, get back onto the Lifeboat and get to Rua-Rua  
West Village There will be a couple of Bloodflies so kill them first, then at somepoint  
you will  
find a path that leads you up Mount Rua-Rua. The man in black will greet you with a second  
Death Zone for this level. Millions of Bloodflies, Spike Terrestrials, Goliaths, and lots  
of Fleas  
will be here. Try your best NOT to fall down from the mountain. Shoot whenever possible,  
or if  
you're ICHEAT use the Smart Bomb cheat in the cheats section of Neoseeker or GameFAQS.  
Kill them off, and follow the lava pathway. You will get to a temple with no entrance.  
Fall to the  
left and you will end up at a tunnel. Go inside, and get through the puzzles. You will get  
the Rua-  
Rua Idol. There is a place you can get off into Port Humphrey by climbing the mountain and  
getting off the side. A harvester wave shall appear somewhere in Rua-Rua West Village. Get  
there by jumpin' in the nearby jeep and following the pathway off a jump. Kill them, then  
find a  
pathway that leads onto a land bridge in the water. You will end up in Rua-Rua East  
Village.  
Get back to Port Humphrey and go in the big house by the large Lifeboat. Talk to the man  
and  
he'll unlock it for you. Get in, and go across the waterway to Mosy Isle Village, killing  
every  
alien on the way. Now, you need a boat to get to the processor. There is always a Colonel  
Murtz, but he's sick as heck and you need to get him some medication. First, kill the  
harvester  
(at least I think there's one. If not ignore that) then get behind Colonel Murtz's big  
house and  
grab the jeep and go by Murtz's torpedo boat. Follow the path, killing every alien in  
sight.  
You'll end up at a shallow river crossing. Cross it and get on your way to a house. Go  
inside  
and talk to the lady. She'll give you Swamp Fever Medicine. Get back to the river crossing  
when a harvest will break out. Take care of the harvest and the aliens, then get back to  
Colonel  
Murtz's house. Talk to him and he'll unlock the torpedo boat. Get in, and make your way to  
the  
processor and MURDER HER LIKE YOU NEVER HAVE BEFORE! HOW DARE SHE  
MAKE YOU GO ON A LONG TRIP LIKE  
THAT!!

Java Stage 3 Complete

Java Stage 4

After a stage like that, you're probably thinking, "Oh, this is gonna get annoying"  
WRONG!  
This stage is actually the more fun stage out of all of Java. Start by making yourself  
useful and  
swimming to an island close to the mainland, then swim to the mainland. Or just use the  
boat.



Whatever way, go through the shield portal and get in the jeep. By now a harvester wave has begun. Go off the ramp and you are in South Fang Village. Kill the harvester immediately and get to North Fang Village, another harvester wave will appear there. Kill the harvest wave, then find an Airboat and go through the waterway, killing all the aliens until you reach the Alien Barrier. The man in black will be shooting a Tri-Spinner at you with 2 Snipers trying to kill you when you reach it. Go straight backwards when you face it and you will be in a trench. Follow the trench until you reach a ship. Land, then get in the jeep and go off the ramp and onto the ship. Get out and get on the right side of it from where you are facing. There will be a door. Enter it, go to the left, and there will be another door. Go through all the doors until you reach a valve. Open the valve, then get outta the ship. A movie of the ship starting and blowing down the Alien Barrier will show. Then, get back into the Airboat and make your way to Blackness Harbor via the route the Alien Barrier was blocking. Land, then take care of a harvest that has appeared here using the handy dandy Ack Ack. Kill all the alien scum and get to the big gray building. There will be a Gyrocopter in front of it. Enter the Gyrocopter, then take off to the Elemental Water Temple. In it lies a puzzle. You must make the right candle burn out and the left candle light. Then, get the Kris Knife Handle. With the Gyrocopter, go back to Java Stage 3 and go to the Elemental Fire Temple. There is yet another puzzle in here. There is a tiny candle you must light to open the wall to get the Kris Knife Hilt. Go back to Java Stage 2 and go to the Great Elemental Temple. Go there, parking the Gyrocopter in the nearby village. Go behind the Shaman and a door will open. Go inside, and place the Kris Knife in the altar that is empty. Exit, then you will see a cutscene of the knife's power turning Java into a sunny day. Get the Gyrocopter, and go back to Java Stage 4, get to Blackness Airfield, NOT BLACKNESS HARBOR, and go into the control tower. Talk to the guy he'll unlock the aerodynamics factory in Blackness Harbor. Go there, open the garage, and get a fueled up Gyrocopter! Get to the processor, despite the sheer amount of enemies. SHATTER THAT PROCESSOR'S LIFELONG DREAM WITH THAT CRAZY CANNON YOU HAVE!!

Java Stage 4 Complete

Generator Stage

OK, save of course, and take off. Get to the shield portal and enter it. When you see missiles coming, watch out! Go left onto a bridge. You'll end up at the Wavell Gunnery Range. Select a vehicle, including the Howitzer!! I prefer the Bulldog because you can manually aim it, and the

rest go out like a sore thumb. Go back to the fork when you entered, and just go straight. These are the Generator battlegrounds. Lots of aliens appear here, so destroy the Generator as soon as possible. Kill an alien when you need help.

Then, prepare to die...

JAVA 1941 IS NOW COMPLETE!!!!

America 1966

#### America Stage 1

You start off in some hippie city. From the start go in the building on the right to get either a shotgun or a machine gun. Then get in the Edzil, the car that sounds like it has a motor problem. Go straight, and you should see a scorpiosaur. Kill it with the machine gun/shotgun, and progress on until you see another scorpiosaur. Kill it, and turn left to see a cheap replacement of the Stationary Gunner, it only shoots weak lasers, and it stops after it shoots like ten. Kill it, then go on, by now, a harvester wave should have began. Go straight and kill the Stationary Gunner, and you're at the harvester wave. Kill, kill, kill, then turn back and go to the last turn you made before the harvester. Get out of the Edzil, and go left to a building and a pipe. Take the pipe, go into the sewer door, and go to the pipe with a valve on it. Press A and Adam turns the valve, the water/sludge goes down, you're happy. Go down the sewer and get out, to find another harvester wave in action. Kill the Gun Drone and go onto the nearby hill and progress straight to find a clumsy Gun Drone (beware!) and keep going until you face the wrath of 2 scorpiosaurs. Kill and eradicate them, get into the police type thingy, and go down the nearby hillside. You should be at the harvester by now. Hurry and eliminate them, as a movie of the aliens trying to harvest a school will show. If you didn't kill the last harvester, game over, but if you managed to, get to the school, which is right by you, and kill the harvester wave. Hurry and get to the backside of the school to find an ice cream truck named Mr. Lolly. Its only weapon is the crappiest music in world order. This is how you round up 3/4 of the kids. Go to your RIGHT, and play the dumbest music the WHOLE TIME. This way, you can round up the majority of the kids and get to the church that Daisy specified easier. They take forever to follow so DO NOT be patient, if you don't have all the kids, because shortly, another harvester wave will beam down in front of the school. If this does happen, quickly get your butt outta Mr. Lolly and get in the nearby Edzil and perform the drive by. Then get Mr. Lolly after the kids you did round up are secured in the church. Get the last kids; if a harvester beams down, you know what to do. It should by now say New Objective, Check Map. Use the map, and ya find out there is a HUGE gap between where you are now, and where you are supposed to go. Try this: take the

SCHOOL BUS and ram down the fencing on the gap. Daisy will then inform you of getting a fast car, so drive down to the sewer killing the aliens as you go. Don't go in the sewer, instead get the police thing and get it out of the way. Same with the other one. Take the bus, and ram down the thing, and you should've noticed a harvester wave where the first one in the area was. Go to Carl's Custom Cars (by the sewer.) Get inside and talk to him. Take the V1- Hiboy, a sweet and fast car and take it to the gap between you and the processor. Get as far back as possible, pull back on the control stick, and fly! If you didn't make it, go left, then turn right, and you will go on the path to lead you near the Alpha 1. Continuing from where we left off, a harvester wave has begun. Kill it, and go to the direction of the Hallsal Storm Drain. Go through it, and you're in someplace. Just keep following the path, making NO turns, and you will come upon a Monster Bug, a Monster Truck that is able to go in the water. Go back and go left, into a spider trap. Ignore the aliens; just keep following the route until you come upon a Scorpiosaur 2. This guy ain't a pretty sight, so kill him as soon as possible. Get to the left, and go up a small hill, to find you to another storm drain. Get in, get out, and find a harvester wave. This is different, 'cause they got these flying pests with machine guns attached to them, and they fly at blinding speeds. Kill the harvester wave, NOT the Gun Jets. Go into the hospital, explore around and get to the top. You should find the Processor, but the roof is so small and she is so big. Solution? Get in the Hughes 500, a helicopter, and give her the meaning of DEATH!!!!!!!!!!!!!!

America Stage 1 Complete

America Stage 2

The shield portal is so little! OK, you're in some canyon. Follow the dirt path, while killing the aliens. Get to the Pitts Industrial Works, to find out that there is a harvester wave in action! Kill them, and go right to find a Scorpiosaur 2! Kill it, and then go straight until you see a sign. Go the direction of the backside of the sign, and go down yet another canyon type area. Go through it, killing the Gun Drones on your way to the Blackfoot Gulch. Then, you find out that this was a spider trap from the man in black! Simply put, kill the man in black first (he'll just disappear) and go into the building he was on or nearby to get some heavy ammo or a gun. Use it to kill the aliens, and progress on. Get your butt to the Terra Pueblos to find that the place is overrun with Sandworms! Kill them with your shotgun, and go to the white house, the only house undamaged. Search everywhere; soon you'll get a Rocket Launcher. Go to a gray ruin blocking your path, and use the Rocket Launcher on it. If you aimed near the top and was a distance away, it would kill in one blow. Follow the pathway to a pond you HAVE to swim in. Get there, and get out. You are now in this wide area where Daisy informs you you got a clear readout. Now, this will be hard if you don't do exactly as I say. First, head right near the processor. But you can't get near it because it is on a cliff you cannot climb. Well there

is a  
pathway if you turn right. Follow it to a tunnel. Here is what you do here: From the  
start, go up  
to the top, and then go right into a sewer. The door is locked in here, so keep going  
straight  
from the ladder's direction to go into a hallway. Go up into the sewer thing. To get a  
Weapon  
Crystal and a way into the door, head straight, until you find a treasure chest and a  
valve. Open  
the valve, and get the Weapon Crystal. Get out, and the door should be unlocked. Go into  
the  
sewer door, and find 4 treasure boxes. Get them, and then climb the nearby ladder. Go left  
from here to find a lone treasure chest, open it, and you will get a totem pole section.  
Get  
outtalk the tunnel and head straight down with no turning. Then kill the aliens, and you  
will find a  
military base. It's locked though. But we'll be back to it. Go to the Wakon-Tinka  
Reservation  
to find powerful aliens. Get to the sign and go to the direction of it's backside. From  
there go to  
where the paths fork and take the left path. You will see a tunnel. Enter it, enter the  
sewer door,  
next, go left into another sewer door. Then go straight into another one. Go right into  
yet  
another one. Go straight into a ladder. Then, hit the valve and go into another ladder.  
Next, go  
left into a hallway with a sewer door. This room has a door that open and shuts, so get to  
another valve, and open it to open the door. Go into the sewer door and head straight. A  
wall  
will close. Go back up a little bit, then back down. The wall is open and you can get the  
totem  
pole piece. Get out, and go to your left once back on the road. Get to the house, go  
inside, talk  
to the Indian woman/guy and he/she will open a wall for you. Go inside, open all the  
treasure  
boxes, and you will find the last piece of the totem pole! Talk to he/she and he/she will  
talk  
about some vision quest. MAKE SURE YOU ANSWER THE QUESTION  
YES!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! Then, get out and go left. You'll find a Gun Drone on the pathway  
ahead  
of you. Kill it, and prepare to die. You are on the Wakon-Tinka Ridge! These Heli-Bugs 2  
are  
way faster, so JUST RUN!!!!!!!!!! If you do kill 'em look ahead at a dam type landscape. It  
will  
have smoke coming out of it. Just follow the path until you reach the recently blocked out  
passage. Go through and you'll meet up with a tunnel. Go through, and you are in the  
military  
base I was talking about earlier! You should see 3 Hueys (helicopters), some military  
vehicles,  
and a UFO. You'll grab the UFO later, and make sure you have some fuel for it! Take a Huey  
to the Slow Bull Point, and KILL THAT DARNED PROCESSOR!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
America Stage 2 Completed

### America Stage 3

Go through the shield portal and go through the canyon of death. Get to a field type  
area and  
go left into this old man's house. Go right, a wall will open. Get all the treasures, go  
back up and  
the old man will be replaced with a CSI type guy. Ignore him, and go into a canyon behind

his house. Kill all the aliens in the canyon area, and then a plain area. Welcome to the Death Zone.

OK, you got: One Laser Scorpio 2, a lot of Jet Guns, and some Goliaths. Kill, annihilate, eradicate, do what you need to do. Go down in the ditch, once farthest left as possible.

Go straight until you find a secret entrance to the military base. Go left, then right, then left again to get in a military vehicle. Go left and then go right. Go inside the large white building to find Nitro Fuel. Go straight into where you were heading, and find that a gate is opening and shutting. Go back as far as you can facing the gate, drive a little bit and you will get a turbo boost, sending you through the gate. Go left, and a double harvester wave will appear. Kill them all, and go to the first building you saw in this part of the gate. Inside, go up the left set of stairs and kick the drawer on the farthest left open to get a Red Access Card. Get to the other side of the gate, and go right to find a square shaped building. Enter and get out, only to find another building. Enter it; get out of it, to find a tank and another square building. Enter it, talk to the man, he then will sound the alarm. Get the second box on the left. A harvester wave will pop out. Kill them, and go back to the first room of the second square shaped building. Talk to the alien and he'll give you a Green Access Card. Go talk to the soldier, and he'll let you pass. Get out, and you'll be someplace. A harvester wave will commence in front of you. Kill them, then go to the big white building on the right and talk to the man. He'll unlock every vehicle. Take the Huey and

KILL THE PROCESSOR!!!!!!!!!!!!!!!!!!!!

America Stage 3 Complete

#### America Stage 4

This stage is not really a stage. If you talked to that guy who unlocked the Huey, he mentioned something about five Doomsday Devices. Well this stage, the man in black has the Doomsday Devices, and you must destroy them. Well, remember the UFO in stage 2? Well, get your buns back to Stage 2 by jumping into the Huey and get back to the shield portal. Jump into the other Huey and get to the military base. Make sure you have fuel! You can get in now, so get in. Use the fuel, and take off. The UFO can make it through the shield portal, just go real low. Get to Stage 4 and a timer of 2:00 will start. Worse, the man in black is shooting you with a Tri-Spinner! Make it easy. This UFO has a weapon that is real powerful, so test it on the man in black. Three shots from the weapon called the Resonator will make him disappear, then go for the Doomsday Devices in the maze like area. Use the map in the top right corner to make it easier. There is no processor.

America Stage 4 Complete

## Generator Stage

Take the UFO to the shield portal of the Shield Generator of America. Now, get near a cap, and use the Resonator. Heck, it almost destroys the four caps instantly!

Then prepare for a nasty boss...

AMERICA 1966 IS NOW COMPLETE!!!!

Siberia 1991

### Siberia Stage 1

You are in some strange village. Start off by taking the Vladacar and making the discovery of:

ZOMBIES!! They are traitors, they try to kill you. By now a harvester wave has begun in East

Petrozansk. Kill away, then get to Petrozansk. You will see two Ultragunners. Kill them, then

go in the only house you can. Talk to the man, he'll open a wall. Go downstairs and open the

treasure chest. It is the Train Starting Handle. Now get outta Petrozansk and into East Petrozansk. Another harvester wave has appeared there. Kill them, then get to the Railway Station. Get in the train and bust through that iceberg type thing. Follow the railroad, killing

every little alien on your way. Somepoint, there will be a harvester wave. Kill 'em, then get back

in the Locomov. Make your way to the Chemical Factory. Drive all the way to the barrier. Kill

the Ultragunners who are waiting for you while YOU ARE IN THE LOCOMOV!!!!!!!!!!!!!! It is critical that you do or you will die. Once dead, get out at the right and follow the fencing. When

you get to a station like building, go behind it. It is a path. It will lead you to the chemical factory

itself. Kill the aliens, then pull up the tank near the door, then go inside. Talk to the man after

two doors. The man in black will call you a worm. Get out, then a cutscene of the man in black

stealing a Locomov will happen. Here's what you do: Get the TANK and break the fence.

Pursue the train until you can pull up in front of it and block it. Switch to 2x missile type thing

and start with the blasting of it. Manual aim really helps because you can see it's health. Blow it

away, then a double harvester wave will appear. That's why you took the TANK. It has heavy armor, and you need it to stand heavy firepower. Now, go down the way the train was heading. Go left, and go behind a building. There lies a Pokolov 3850. Use it to make your way

to the processor. These ones are different from the usual ones. Take a look at Processors and

their Powers for more details. NOW, GIVE HER A TASTE OF HER OWN

MEDICINE!!!!!!!!!!!!!!!!!!!!!!

Siberia Stage 1 Complete

### Siberia Stage 2

OK, take the Pokolov 3850 through the shield portal. Near the island you're on is a Gunboat

N-64. Take it, because it's better than the Pokolov. Kill the Electric Fish and progress to

Pelatz. There will be a harvester wave there. BUT, you'll need a different strategy for this than

others. Stay in the boat and clear out all the Doodlebugs first, then go for the harvest. Grab the nearby APC, and get to the Reasearch Base, killing the aliens on the way. Now, go in the LEFT room to get some ammo. Then, go into the other room and go left. A human is mutating into an alien, he'll tell you to open the treasure box and get out, well take his advice. The base will explode. A human-alien will come out and try to kill you. When his health meter is low, he'll burrow underground. You're stranded now, in a maze type area. Get out of the maze, you know when you're close by seeing the human-alien again, you can kill him this time. Get into a small house and go downstairs to find a ROCKET LAUNCHER. Now get back in the Gunboat N-64 and go in the direction of the Novoscale Nuclear Base. You will see two Scouts and an iceberg. Kill the Scouts, then get on the flat part of the mountain on your left. Pull out the Rocket Launcher and use it on the iceberg twice. Land at Novoscale, kill the harvester wave that has appeared there. Then, grab the Vladacar and head for the Novoscale Nuclear Base. ALL CREDIT FOR THIS PART GOES TO MARSHMALLOW'S GUIDE: This is how you save the power plant: First, don't go to the man who tells you something bad's going to happen. Destroy the buildings with two yellow tubes coming out of it's side. Then talk to the man. He'll talk about the reactor blowing. Go out and a timer should not come up if you did it right. Then talk to the man again. He will say the reactor is overheating. Take the key from the next room and go inside the building in the middle. Go left and talk to the man. He'll say stuff about the man in black. Go to the next room, and if you're hurt, use the machine on the left to heal. Go to the next room. If the two walls sticking out more were one and four, the order is 1,2,4,3. The reactor then will shut down.

MY CREDIT:

Go talk to the man who got shot again. He'll unlock a Spectre VTOL. Go near the barrack type building and find your treasure. GET TO THE PROCESSOR AND KILL HER, KILL HER!!!!!!!!!!!!!!

Siberia Stage 2 Complete

Fly to the shield portal and enter it. This is a very SHORT area. Go right to a military like area. Get in the Hangman B, then park it near the barracks. Go inside the barrack you can enter, and talk to the man. Get in the Hangman B and fly to all the oil rigs, making sure you hear a sound five times before going to the next one. If you fail, the human meter will go up tremendously. The compass helps a lot. When you see a green triangle, there's an oil rig nearby. Go back and talk to the man. He'll let you test a prototype submarine. It's exactly like a car, but underwater. Use it to manuver through the maze like area to the processor. KILL HER, SEE SOME BLOOD GET SPILLED!!!

Siberia Stage 3 Complete

Siberia Stage 4

That was easy, now it's back to hard mode. Get in the Vladacar and kill the loads of aliens that come for you. Afterwards, go to Zhivago and kill the harvester wave that has appeared. Look for a radio station near this town. Talk to the man inside. Get out and go the direction of the military base, killing any alien. When you get to a tunnel, go backwards because there are three Ultragunners and a Scorpio Assaliant. Kill 'em all, then go to the military base. Go into the big gray building and go left. Talk to the man inside and he'll tell you everything. ONCE AGAIN, ALL CREDIT GOES TO MARSHMALLOW'S GUIDE: Go get in the TANK and skip every alien until you get to Vadensk. Then, wait for the thousand upon thousands of aliens coming. Shoot them all with the tank's power. Make sure they are all dead. Then, jump into the SCUD Missile Launcher and jump back out. Another attack wave is waiting for you. Get back in the TANK and shoot 'em down. Then, get in the Vladacar and get back to the military base, killing any enemy bright enough to get in the way. Get back to Vadensk and hop into the Spectre VTOL. Fly around the area and then get back into the tank, as new aliens are coming back. Get into the Spectre and fly to the Military Base and land near the yellow grated area. Climb inside the Hangman B and go back to Vadensk. Position yourself over the SCUD Missile Launcher and press Z to lift it. If you did everything correctly, there should be no enemies at all. Park the SCUD Missile Launcher in the yellow grated area. Take the Spectre and go to the power station near the Radio Station you went to earlier. Kill the Energy Drains with most of the aliens. Go back to the Military Base and talk to the man. He'll say get the SCUD code. Go in the room straight across from him and open the drawer to get the SCUD code! Go outside and get in the SCUD Launcher and press Z. The missile will launch! You get to control the missile. Aim it for a building with a ball on it in Vadensk. The processor will appear now, so get in the tank and BLOW HER TO SMITHERINEES!!!!!!!!!!

Siberia Stage 4 Complete

#### Rescue Mission

MY CREDIT:

The Alpha 1 is under attack, so grab the Spectre and fly through the shield portal of the Shield Generator and go through the other one that leads to Stage 1. Kill the Ultragunners, and go inside. Type on a computer with a green screen, and Daisy will tell what happened to her. Rescue Mission Complete

#### Generator Stage

Get to the Shield Generator. It is HEAVILY guarded, so beware. When you get the chance to, STRIKE A BLOW FOR DAISY! MAKE HER PROUD!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

SIBERIA 1991 IS NOW COMPLETE!!!!

Alien Comet 2016



You start this level in the Alpha Tank. This level is very difficult with the sheer amount of enemies you're up against. First, get to the Alien Radar Station by just going straight up, killing the millions of enemies on your way. Stop when you see a house with two Stresslians on squares near it (they all look grouped up). Kill the Stresslians, then go for the house. Once on the path that the house blocked, get moving toward the Alien Radar Station, killing the Motorguns on the way. Once there, kill the Ultragunners and get on the little islands you would see on the map. Kill the Motorguns on the islands, they may cause a problem. Make your way to the Alien Power Station. You should see a Brainiack and a red dimond. Kill the Brainiack, then blow up the dimond and you will get a message of

-Do You Want to Save your Progress?-  
Yes            No  
-----  
-----

Select yes and progress on to the Alien Power Station. It is a trap laid out by the man in black. Kill all the Spacions, and Stresslians, then get outta this power station. Now, you have to make your way to the Alien City. Gee, this IS NOT EASY!! YOU WILL BE UNDER CONSTANT FIRE THE WHOLE TIME!!!!!!!!!!!!!!!!!!!!!!!!!!!! Kill the Dark Dragons, Stresslians, Spacions, Ultragunners, and Moloch Juniors on the way. You'll be on your way to Fundus Forest when you see a road. It will lead you to a red dimond. Destroy it, you'll get a message of:

-Do You Want to Save your Progress?-  
Yes                            No  
-----  
-----

Too easy...  
CONTINUING: Make your way in the direction of Fundus Forest, then make your way to the Detention Center, killing the aliens that beam down. Then, in front of the Detention Center, the man in black will beam down with his own version of the Alpha 1. He'll also reveal something startling, SPOILER: He is your brother. Kill him, with POWERFUL weapons, then get out of the Alpha Tank, and rescue Daisy. Rescue her by switching the thing next to her off. She'll then say the comet is heading straight for Earth. You have to destroy the four Thruster Engines, Lambda, Omicron, Epsilon, and Gamma. Get out of the Detention Center area, then go left or right. Whichever way, use the map to get to the Thruster Engines. Use Lazer Missiles to destroy the four turrets around the engine, then aim for the main engine. It will have an explosion like that of a Shield Generator. Do that with all four engines, killing any alien getting in the way. There is even a place to save afterwards. Get back to the area where you went to the Detention Center from. It now holds a mean alien called Scorpio (see boss section for details.) Kill him, then progress on to the Central Command Tower. Get out of the Alpha 1 and enter it. Prepare to see the big boss of the aliens SPOILER: a brain in a tube. DMA!! How could you? Were you smoking when you made that pathetic excuse for an alien? I mean, come on! HE leads all of these drooling insectoid aliens? I mean, it could be bigger, and stronger with monster

claws!

CONTINUING: Well, talk to it, and Adam will kill it after it says a couple of words. Afterward, get back to where you mainly went to for the Thruster problem, and find that the man in black runs across the screen and turns into a MONSTER! He'll start talking crap about you, and you'll have to battle him (see boss section for details) After you kill him, he'll reveal

SPOILER: how he was cloned from a drop of your blood.

CONGRATULATIONS, YOU HAVE BEATEN  
BODY HARVEST, A VERY HARD GAME FOR  
VIDEO GAME NEWBIES!!!!!!!!!!!!!!  
OR IS IT?

-----  
6. Bosses  
-----

This will tell about the bosses, their characteristics, and strategies

-----  
Name: Shield Generator                      Pronounced: (She-ld-Jen-r-A-tor)  
Characteristics: A red tower with four rocket launcher caps on the bottom  
Strategies: Destroy the four rocket launcher caps, then the main tower. If you need health, kill the guard aliens

-----  
Name: Leviathan                              Pronounced: (Leve-A-Than)  
Characteristics: A green, four armed crab with a rocket launcher on his head  
Strategies: Shoot his pincers first, then he'll start firing heck at you. Go for the main unit afterwards

-----  
Name: Cerberus                              Pronounced: (Cer-Ber-Us)  
Characteristics: A three headed scorpion with an electric cannon and a large tail  
Strategies: First, shoot the electric cannon. Next, aim for the heads on his arms. Once you destroy them or more detailed, detached them, they'll start flying around trying to shoot you. Blow them down, then destroy the main head. This will not fly around. It will kill itself. Finally, go for the body.

-----  
Name: Moloch                              Pronounced: (Mol-O-Ch)  
Characteristics: An alien on boosters, with two sets of claws and a spiked wheel launcher  
Strategies: This guy may look small, but don't underestimate this guy, he's a lot harder than he looks. First, destroy the spiked wheel launcher, then he'll grow. He is huge now, like any other boss. Start aiming for the sets of claws he has, then, he'll start bouncing around. If you get hit, that is 1/4 of your health gone. This part is the most dangerous. Aim manually at him when he goes up. Soon, he'll be dead. If you need health, shoot the spiked wheels.

-----  
Name: Beelzebub                              Pronounced: (Beel-Z-Bub)  
Characteristics: A large bee with electric guns on his arms

Strategies: Put the camera into bird's eye mode and circle around him whild destroying the electric guns he has. Then, go back to third person view. Go for the stinger next. He'll then try

going on the ground to try to clamp you down with his jaws. Aim for the main body then.

-----  
-----  
Name: Scorpio Pronounced: (Scor-pee-0)

Characteristics: A huge 4 armed scorpion, each arm flowing with electricity

Strategies: You need a lot of strong weapons. Just keep circling him and firing like heck until it dies.

-----  
-----  
Name: Tomegatherion Pronounced: (Tomey-Gather-E-N)

Characteristics: A huge beetle like thing on tank type wheels with a triple laser launcher and a

stress bomb launcher (the thing that processors shoot)

Strategies: He'll summon two Spacions to aid him (coward!) If you need health, kill them.

Now  
for Tomegatherion. Destroy the stress bomb launcher first, but he'll replace it with an electric  
cannon. Get rid of it. Now, destroy the triple laser launcher and he'll replace it with another  
weapon. Destroy the weapon, then he'll lift his visor up and beams will come shooting out of his  
eyes. Aim for the visor and destroy it. Now he'll continuously shoot the eye beam. Aim for his  
body, and he'll turn back into the man in black. Aim a weak pistol, or a shotgun at him, and

FIRE! Yay, you beat the game!

-----  
-----  
7. Vehicles

-----  
-----  
This section will tell of every vehicle at every level that I know of and it's power. If you got  
anymore, e-mail me! You will be put in the credits section as soon as possible.

Greece Vehicles:

Nico's Supplies- Very slow, very basic. Should be used if an emergency.

Grimly Transport- Same story as with Nico's Supplies. Except far worse. Should never be used

unless you're patient.

SR Shadow- Faster than the Nico Supplies, but with very few weaponry.

Riley 150- Very fast, but few weaponry.

Howitzer- Not very fast, but has a GREAT WEAPON! It can blow a solid boulder away if it was part of a canyon!

Bulldog- Kinda fast, but with a good weapon.

Fire engine- Not very fast, no weapon at all. Worst vehicle to be stuck with.

Saloon- Same as the SR Shadow

Panzerkampfwagen- Not very fast, but it has a great weapon.

This section will be expanded greatly in the future

-----  
-----  
8. Alien Types

-----  
-----  
This will explain the different types of aliens.

-----  
-----  
1. Alien Processor

The main food source of the aliens. She shoots a stress bomb that gets more powerful each level. She is weak in the head. If she dies, the food runs out, and all the other aliens

die.

-----  
2. Harvester

This thing harvests the genetic material to bring the aliens on the winning side. Kill her first in a harvester wave

-----  
3. Human Capture Unit (HCU)

These go and gather the humans for the harvester. Be careful, that includes you!

-----  
4. Goliaths

They try to blow down buildings by ramming them constantly with the help of the Scout's lasers.

-----  
5. Scouts

They shoot weak little lasers that barely phase you. Otherwise, they are helping Goliaths blow down buildings

-----  
6. Drones

All these do are go next to you and attempt to eat you. Very weak in the head.

-----  
7. Warscouts

Not that powerful, but better than the Scout

-----  
8. Mantasaurs

Giant aliens that shoot a laser at you or stomp on you with their feet if you get too close.

-----  
9. Fleas

They act like a kamikaze and blow up if touched.

-----  
10. Snipers

Controlled by Fleas, they shoot weak lasers at you.

-----  
11. Doodlebugs

Same story with fleas, except they fly.

-----  
12. Mobile Gunners

Found only in Greece, they carry guns on their shoulders

-----  
13. Stationary Gunners

Like the Mobile Gunner, except stationary and more powerful.

-----  
14. Laser Scorpio

Very strong with a tail gun, and claws that knock you a mile if you get too close.

-----  
15. Missile Scorpio

Very powerful. Get rid of them as soon as possible. They shoot rockets and electricity at you.

-----  
16. Scorpio Assailant

These guys are found in Siberia. One arm holds a blade, the other holds a gun. He wears a visor.

-----  
17. Human-Alien

This guy is mutated and very powerful. Kill it, and you'll be happy.

-----

18. Mutant

When six or more humans have been harvested, a mutant will be born. This guy is powerful, not with his lasers, but his movements. He jumps, so therefore crushes. In a car, it's gone. Out in the open, you're dead meat. Kill him by having a long range weapon and a huge amount of distance between you and him...

-----

=====

19. Spike Terrestrials

They are found in Java, very annoying, and they suck the blood out of you with their spike.

-----

20. Moloch Jr.

Found on the Alien Comet. They look like Moloch, and almost as powerful as him. They look like scenery until you get close...

-----

=====

21. Spacions

They are called Eliminators in marshmallow's guide. Get rid of him, he will cause a problem on the Alien Comet.

-----

=====

22. Copter Bomb

These guys will shoot stress-bombs at you and circle around.

-----

23. Copter Bomb 2

These guys are bigger, and equipped with Machine Guns, and stress bombs. Very powerful.

-----

24. Bloodflies

They can get annoying at times. They shoot lava at you!

-----

25. Ultragunner

Once again, a modification to the Mobile Gunner. These float around, shooting lasers and stress bombs. The most powerful of modifications.

-----

=====

26. Brainiack

These guys are weak, but have slightly powerful electricity attacks

-----

27. Jet Guns

They're very fast bugs with machine guns attached to them. No weakness

-----

28. Crab Turtle

This guy is an exact clone of the Drone. The only difference is that they swim.

-----

29. Electric Fish

These guys are powerful, but weak in the health department

-----

30. Raven

These guys are very weak, but hard to get a good aim at.

-----

31. Motorgun

Basiclly, these are just motorbikes with machine guns. Very fast, almost impossible to get a manual aim on.

32. Energy Drain

A jelly like thing that sits upon a power plant. It will shoot you with electricity. Moderate Armor, no speed.

33. Stresslians

They appear on certain squares on the Alien Comet and shoot Stress Bombs at you. Very weak and a nice explosion effect when destroyed.

34. Dark Dragons

Very small and weak. When in groups, they are lethal, as they shoot constant electricity that takes 1/10 of your health off.

35. Missile Guppies

Little fish type things that shoot missiles at you. Very weak.

If you got anymore aliens, e-mail me at the top. As a reward, the credits will await you! This section MAY be expanded in the future

9. Weapon Crystal Whereabouts

This section will tell you the whereabouts of Weapon Crystals:

GREECE:

1. When you go to get your first Riley 150, at the fork go straight. You will see a couple of aliens. Kill them, you will see a tunnel. Enter it and look all around. A Weapon Crystal will be there.
2. Go to the Watergate in Stage 2. It is in the same house as the Artifact.
3. In Mixapolous Town, search every house (that has an open door) it's in the area of the bridge in Mixapolous Town.

JAVA

1. When you get the boat parts go right. There will be a path that leads you up a mountain. Kill the aliens there and then go right. You should see a hut. Swim to it and inside is a Weapon Crystal.
2. In the large boat before the blowing up, get in the main room with the captain. Inside, is a partly hidden treasure chest. It contains the Weapon Crystal you seek
3. In Blackness Harbor, on top of a Battleboat, is a plane. Get a Gyrocoter to reach it. Go inside the tower, and find the last crystal.

AMERICA

1. If you were to use the map, the coordinate would be South E3
2. Midway C5
3. East D7

SIBERIA

1. Southeast D7
2. Northeast midway F1
3. North B1

-----  
10. Artifact Whereabouts  
-----  
=====

This section will tell you where all the Artifacts are  
-----  
=====

GREECE:

1. Near the hangar in Stage 1, is a small town. The Artifact is in the only building that is not blocked off.

2. When you get through the waterway, there will be a house. Enter through the right side.

Go through and get the Weapon Crystal. A door should open. Enter it and read the statement on the wall. Search the dead body and it'll leave a treasure chest in the room. Open it, and you'll find what you seek

3. Near Winthrop Airfield, near the town that got harvested, there is a path. Follow that path until you reach a church. Inside, lies your fate.

-----  
=====

JAVA:

1. Near a Stationary Gunner (the one near the Rob's Reliable Rentals) is a house. Follow the path he was sitting on and there lies a house. Enter it, ignore the Shaman and open the treasure box behind him. It contains the first Alien Artifact.

2 and 3. If you were to use the map, one would be at West A8 and North G1. Try using planes to get there.

-----  
=====

AMERICA:

1. (In stage 1) On the map, Northeast G2
2. (In stage 2) East B1 and the join of A5, A6, B5, B6

-----  
=====

SIBERIA:

1. (stage 1) South D7
2. (stage 4) Northwest midway A2
3. (stage 4) Midway E4

-----  
11. Processors and their Powers  
-----

This section tells of what the processors look like in each level and how powerful they are.  
-----  
=====

GREECE:

Description: A huge alien in a red cape.

Powers: Stress Bomb Launching, spitting fleas out, and a shield.

-----  
=====

JAVA

Description: A brown, ugly piece of crap with wings and a head.

Powers: More powerful Stress Bomb, shield, and spitting out Doodlebugs

-----  
=====

AMERICA

Description: A large neck with a short head, and normal body

Powers: Even more powerful Stress Bombs, shield, and summoning fallen comrades back to life.  
-----  
=====

==

## SIBERIA

Description: A normal processor with Rocket Launchers for arms

Powers: Rocket Launching, shield, summoning fallen comrades back to life, and spitting Doodlebugs out

-----  
=====

## 12. Level Descriptions

-----  
This section tells what firsthand the level looks like:  
-----

### GREECE

A boring style village type theme with nice weather. It is very boring in the first stage, but as the level progresses, it gets a little better.

-----  
=====

### JAVA

An indian style area with stormy weather. The first stage is so easy, the second stage, DANGIT

DMA! Worthless, the third stage, annoying as heck. The only good stage is stage 4, every other one is worthless.

-----  
=====

### AMERICA

It starts off in some boring hippie city. Yay, it doesn't get any worse than this. Except the second stage, it's plain aggravating. The third and fourth stages are fun. The end is cool, but I still wouldn't recommend this stage. The weather is nice.

-----  
=====

### SIBERIA

This is where the land gets juicy. The first stage, it's snowing like diarrhea comin' outta your butt. The sky is green, but getting to the point where the zombies get you, that's the annoying part. The rest of the stages are great. This one had a good landscape to it.

-----  
=====

### COMET

Well, this place IS GREAT!!! Nothing else said...

-----  
=====

## 13. The Alpha Tank

-----  
The Alpha Tank is the most powerful vehicle, but you only get permission to use it on bosses or on the Alien Comet. It has very powerful weapons. Here they are:

### Chaingun:

It's like a machine gun, but with infinite bullets. This is your main weapon.

### Fragcannon:

When fired, it will split apart. The more distance you have from the enemy, the more damage it will do. Useful for Scorpio.

### Lazer Missiles:

These are a good weapon against the four thruster engines on the Alien Comet. But for



bosses,  
it's a little shaky.

Resonator:

The same exact thing as the UFO's weapon. Great for Tomegatherion. The more ranged, the less damage. Get close to the enemy when using this.

Plasma Bombs:

UNRECCOMENDED: If you feel like dying, shoot a Plasma Bomb near yourself, and BOOM! Pop goes the Alpha Tank and you're exposed. Nothing good about it at all.

-----

#### 14. Glitches

-----

This section is about the glitches in the game that I have found. If you wanna be recognized, e-mail me a bug, I'll test it (unless it's on Gremlin version, then I'll post it up and someone can try it, if it doesn't work e-mail me and I'll take it off.)

-----

-----

If you are feeling patient, try this. Get to Java Stage 2, and kill the STATIONARY GUNNERS BY HAND. Get to the Generator Stage and blow up the Generator. It will show a movie of the guns that were not activated shoot at nothing. Then there will be no boss, still shields around Java, no Alpha Tank, and no aliens.

Reason: When you kill the processor for Java Stage 2, the Energy Drain does not get destroyed, because it doesn't need fed to live. It needs power to live. So when the Shield Generator blows up, it somehow blows the Energy Drain thus, causing the glitch.

-----

-----

Sometimes, when you hop into a Monster Bug in America, Adam will go into the mountain and not come up. When you press R, the camera will go through his butt and into his helmet.

Reason: It's a fault in the spriteplane, nothing can be done about it. Just avoid the vehicle

-----

-----

This section will be expanded in the future

-----

#### 15. Credits and Ending notes

-----

This section is who I thank for helping me:

If you have enough pride to stand here, e-mail me something useful for my walkthrough and you'll be posted as soon as possible

First, I thank myself for making the guide. If it wasn't for me, this guide would not have

existed. Thanks Johnboy2000!

-----

-----

Nintendo earns a place here. If it wasn't for them, the game wouldn't have been made.

-----

-----

Thanks to the Neoseeker webmaster for maintaining a great site!

-----

Thanks to Marshmallow for making the only complete guide on the net!

-----

Thanks to James Noris for sending me some alien artifact and weapon crystal whereabouts!

-----

Thanks to KE for some really good laughs!

-----

No thanks to Nintendo for canning the N64.

-----

FINAL NOTICES:

If you're e-mailing me, here's what I'll NOT ACCEPT:

Spamming

Vulgar and suggestive themes

Job Offerings

Chain Letters

Questions answered in the walkthrough

Here is what I will accept:

Praise

Flame Mail

Questions NOT answered in the walkthrough or glitches.

Stuff dealing with the Walkthrough

E-MAIL NOTICES:

I'll answer questions to the best of my ability, and as soon as possible. Sometimes, if the question has something to do with the Gremlin version, it may be awhile before you get an answer. Usually around five business days. IF YOU DON'T LIKE THE TIME, E-MAIL ME AN E-MAIL THAT HAS SOMETHIN' TO DO WITH THE MIDWAY VERSION!! I will probably answer something that has to do with the Midway version in five minutes time. I can be contacted at [soniccheater@yahoo.com](mailto:soniccheater@yahoo.com).

COPYRIGHT NOTICES:

This document is copyright and owned by Johnboy2000. All Rights Reserved. If you want to put this on your site E-MAIL ME FIRST! If I respond, make a link to this exact web page you find the guides on. THE EXACT NAME! If you do not follow the instructions, it won't work! The author of this guide cannot be held responsible if your N64 blows up, if a terrorist comes and kills you. Speaking of which, DO NOT alter this guide in any way and say it's my work. I will contact the Neoseeker webmaster and see what can be done about it. Only the author holds the privilage of tampering, altering, or deleting the guide. If the author does find someone tampering or changing the guide, the author holds the right to contact anyone he needs to. In other words, STAY OUTTA MY COMPUTER AND ALTERING THIS GUIDE!!!!!

-End of Document-

-----  
=====

This document is copyright johnboy2000 and hosted by VGM with permission.