

Alien Artifacts for Siberia, plus the person who sent me all of that stuff is in the credit section. Then there are the tons of codes in the Secrets Section. You should have also noticed the above "artwork"...

Do you know what this means? It means that this Body Harvest FAQ is 100% COMPLETE! The only Body Harvest walkthrough on the Internet! This is the longest FAQ in terms of time that I have ever written. I started in December, and I'm finishing it in June. Well, since EVERYTHING is done, I won't accept anymore submissions, only comments and questions. Farewell...

Saturday, July 10th, 1999 (Version 2.7):

I added the third Crystal Weapon to the American Stage, and updated the Credits section for the person responsible.

Saturday, June 20th, 1999 ~ Part Two (Version 2.5):

Oops...I forgot to put in the Alien Artifacts for the Java Level, as well as the credits. It's fixed now. Sorry 'bout that.

Saturday, June 20th, 1999 (Version 2.3):

Added the last of the WEAPON CRYSTALS to the Java Level, and the person to the credit section. I also have to warn you all, I won't be at my house for the next week or so, I'm visiting Florida (Vero Beach, about 100 miles away from Miami, if you have to know) to see my Grandparents. Ah, soaking up the rays of the sun, fishing for big whoppers with crazy old Grandpa...ah, the memories...I can't wait!

Tuesday, June 15th, 1999 (Version 2.0):

The ALIEN COMET level is up...I'm rather saddened to see it all go. <sniff> So are the last few bosses, with their correct names, and the last enemies. I also added the *special weapons* for the ALPHA 1 in the weapons section, and all of the Alien Artifacts for JAVA and AMERICA. Also added a new introduction (look above). Now, if anyone would be so kind to send me the locations of Alien Artifacts or Weapon Crystals...c'mon!!! PLEASE! I BEG OF YOU!

Etc...

Tuesday, June 10th, 1999 (Version 1.3):

I have awakened from my crypt to continue my Body Harvest Walkthrough. Or, as it seems more likely, I have typed up more gibberish that no one is gonna read. Either way, you can't stop me!

The AMERICA and SIBERIA levels are up...Also, I added some enemies and the Boss for America/Siberia. I also want you guys to help me find Alien Artifacts and Weapon Crystals...C'mon!

I'm almost finished with the ALIEN COMET...just wait a bit longer.

Tuesday, March 9th, 1999 (Version 0.7):

Oh! I did do one thing. Since I've recently received a Spellchecker, I obviously, spell-checked the entire document!

Friday, January 29th, 1999 (Version 0.6):

Guys, guys, guys...can't you be a *little* patient? Look, so I haven't updated this FAQ in about...4 months, what's the big deal? OK, well, I can understand that you might be stuck and want help...but what about me? Anyways, as the new introduction (look above) states, I did the first release on a rental, but I got it for Christmas. However, I also received Legend of Zelda: Ocarina of Time and Turok II: Seeds of Evil (both I have done Walkthroughs for!), so I didn't exactly play Body Harvest a lot. In fact, I barely booted it up! So, anyways, when I get done with those two games, I'll start working on this one. It will be slow and painful, but I promise that someday, this FAQ will be 100% complete. I never leave a FAQ dead in the water like this for all eternity (unlike some other Authors, *cough* *cough*) Note that I have updated a few sections, however...

Monday, December 21st, 1998 (Version 0.5):

First version is out!

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CHAPTER 2) IMPORTANT LEGAL INFORMATION
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This FAQ can only appear on the following sites:

- GameFAQs <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>
- A scant few others I have given permission to. Don't worry about them.

Why? Because those are the only three sites that can keep my FAQs updated. GameFAQs gets away with murder, though, on account of the fact I send my FAQs there myself. Gamesages is GameFAQs sister site, so they share information. Cheat Code Central is great, because they always seem to have the most updated version without me having to tell them. Great job, guys and gals.

I just hate it when people have outdated versions of my FAQs, because I get loads (e.g. 100+) of e-mails telling me to "update my FAQ" even though it IS updated, or they ask a question that has been answered in the new versions, or make additions that are already there, etc., etc. I've had problems with this with other FAQs, and I'm taking steps (e.g. this note) to put an end to it!

Here are a few "do's" and "don'ts". Webmasters! Take note...

WEBMASTERS! DO NOT:

Post this FAQ on your site directly. The only sites that this rule DOES

NOT apply to are GameFAQs, GameSages, and Cheat Code Central, as shown above.

WEBMASTERS! PLEASE DO:

If you are a webmaster of a site that wants to post this FAQ, what do you do? As you read above, you can not post it directly. Instead, link to the page at www.gamefaqs.com that lists all the FAQs for this game. Why GameFAQs? Because I said so. To clear up some confusion, you can not link to the URL if it ends in ".txt" or ".doc", you just can't use that. If it ends in anything else, such as the page where it lists all the FAQs for a game, you can link to THAT, but not to the actual FAQ. I'm only repeating myself, but I had to because some people have to be told something twice. If you have any questions on linking, notify me. To answer the most common question I'll get, you can not link to any GameFAQs URL that ends in ".txt" or ".doc" because it's in GameFAQs' legal section. So there.

Any characters, names, places, or miscellaneous objects are copyright their respective companies. I am in no way affiliated with Nintendo, DMA-Design, Gremlin Interactive, Midway, nor any companies that were/are involved with this game.

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CHAPTER 3) THE STORY SO FAR

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FROM THE MANUAL:

"In the late nineteenth century a new comet was discovered in the skies above Earth. Regarded since ancient times as the harbingers of destruction, the new comet was named "Shesha" the snake, after it's long, unnaturally brilliant tail.

Rumors started a few years later. Stories of monstrous beings. Fantastic tales of insects who would appear out of nowhere, consuming men, women, and children, and then destroying everything in their path.

It wasn't until 1916 that eyewitnesses and radio reports confirmed an attack on the islands of Greece. Rescuers rushing to the scene found an impassible barrier, a 'shimmering blue wall' that could not be broken or breached. For a full 24 hours the walls remained in place. The rescuers watched - helpless - as those inside the barriers beat against the wall with their fists, begging and screaming for help as they were hunted down and devoured by the huge predators. At dawn the next day, the walls were gone. The rescuers found the land silent. Devoid of human life. Not a single survivor was found.

The following day the barriers appeared over the coast of Southern Spain. Twenty four hours later they were gone. The day after that Eastern Canada was the target, then the South island of Japan. The pattern of attacks was completely unpredictable, but the method was always the same. The barriers would appear in the night, remain for 24 hours, then vanish. Leaving nothing but wreckage. No survivors of any of these attacks were ever found.

Then the creatures vanished. Humanity struggled to comprehend this new reality, this new threat to the entire planet. Where had the creatures come from? How could they be stopped? And the questions that every single person in the world was asking - where would they appear next?

It was in India that the answer to the first question was found. The comet Shesha, the great snake, had not vanished back into the depths of space but had somehow maneuvered itself into a much smaller orbit around the sun that should have not been possible. It was now heading away from Earth, back towards the sun. But it would be back. "Twenty five year," said the astronomers, "twenty five years before it's once more at it's closest approach to Earth". Enough time for the humans to devise, co-operate, and place it's defenses. Twenty five years...Would it be long enough?"

BACK STORY, WRITTEN, BUT NOT MADE UP, BY ME:

Thousands of years ago, alien insects came to Earth and planted us humans on this planet. They would return, someday, to feast upon their seeds. We were cattle to them. Centuries later, the Earth was a gigantic smorgasbord, free of charge. The year they decided to visit us? 1895...

The year 2016. The Earth is almost devoid of human life, while their friends the animals can finally live in peace :) High above Earth, in the Space Station Omega, scientists are building several genetically engineered soldiers to go back in time in crucial moments, hoping they can change the future for the better. But then the aliens visited (this is the 5 minute opening sequence, the aliens visiting the ship). They killed all but one of the soldiers. The last one managed to survive and hop into his own ship, the Alpha 1, and escape into the first epic battle of the bugs: Greece, 1916.

* - A Bit Of Science (May want to scroll down): The most widely accepted theory (last time I checked at least) is that there are several time lines. Therefore, if the past is changed so the bugs die, Adam Drake would live in a timeline where everything is fine. Yet the scientists would still live in a humanless world, so did they really do anything worthwhile? Yes! They saved the future for at least ONE timeline...wasn't that educational?

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CHAPTER 4) BASICS
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***** 4-1: CONTROLS *****

- Walk/Run: Analog Stick.
- Action (depending on situation): A Button
- Firing A Weapon: Z Button
- Semi-First Person Mode With Cursor: R Button
- Strafe Left/Right: During shooting, press Left C/Right C

Turn Around: During shooting, press down C

Camera Controls: C buttons

Receive In-Coming E-mail: L Button

Switch Weapons: D-pad (up and down)

Walking Into A Vehicle: Get next to it, then press C down

Exit Vehicle: C down

When inside a vehicle, you can fire your weapons, run over aliens/people/, and you have the nice addition of armor. If you get shot, the vehicle will take the damage, it has it's own armor...

Swimming is not advised, as you will slowly lose energy. This wouldn't be as bad, but you're stuck with the worst swimmer in the entire world! So slow...

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*****  
*****          4-2: ITEMS          *****  
*****          *****
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Fuel: This is what you fuel your vehicles with (duh). Most already have a full tank, but you'll need fuel for those long distance trips.

Health: Pick it up for some energy. Small recovers some, big fills you to 100% and appears after killing hard enemies (Harvesters, Boss Parts)

Alien Artifact: Collect all three in a level and you can fight the boss whenever you want by going to the "Replay Boss" option.

Ammunition: For your weapons.

Weapons: Usually found inside buildings

Weapon Crystals: Find three of these to amass a large, devastating alien weapon. A unique one exists for each level.

Save Points: These will fall down after you destroy a Processor/Boss.

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You may use these while walking on foot, and most of the them when inside of a vehicle.

Pistol: You start each mission with the Pistol. Your backpack is constantly making extra bullets, so you'll NEVER run out of ammo. It has limited range, but is somewhat powerful.

Machine Gun: This thing has a HUGE range! It can also fire several, several bullets at once, all of which are powerful. You should be able to find ammo for this all over the place!

Rifle: Though not as long a range as the Machine Gun, it certainly has a longer one than the Pistol! You have to reload after each shot, but that's OK, considering the fact that the bugs aren't exactly speed demons. The Rifle is quite powerful.

Shotgun: This weapon is VERY powerful, has limited range, and has to reload like the Rifle.

Rocket Launcher: This elusive gun is very, very powerful. Best used against large and tough opponents (Shield Generators, Roach Gunners, Processors, Harvesters, etc...). Has a long range, too.

***** 4-4: ALPHA 1 SPECIAL WEAPONS *****

The following weapons can only be used while on the ALPHA 1, which is used to fight bosses and used throughout the last level. They are accessed by using the D-pad.

Chaingun: Has infinite ammo, the chaingun is extremely powerful and causes massive amount of damage. Now, only if the targets you used them on didn't have huge amounts of armor...

Fragcannon: Shoots about a dozen small bombs that can cause a lethal amount of damage when used close up, but their effectiveness diminishes the farther away your target is. The pick-up item looks like a brown ball with little swirls in it.

Lazer Missiles: Each missile causes a fair amount of damage, but they

can be shot very quickly, causing a huge amount of damage in a very short span of time. Used best against large, slow opponents, as their accuracy depends on yours. The pick-up item looks like a small blue ball with a comet going through the center.

Resonator: Similar to the weapon used when flying a FLYING SAUCER, the resonator will instantly destroy any creatures around you, but not necessarily on the screen. Best used against a large amount of creatures, especially on the ALIEN COMET. Save them, there aren't a lot of these. The pick-me up looks like a small purple ball.

Plasma Bomb: Only two can appear on screen at once, the Plasma Bomb will erupt into a rather impressive wall of flames, melting the opponent in seconds. However, the ratio of it causing me to die instantly to killing the enemy is not exactly what I was hoping for...er...yeah. Pick-me looks like a small ball of flames.

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CHAPTER 5) MINOR ENEMY CHARACTERS
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Here's the Set-up:

(Name)

Height/Length: My guess.

Notes: Etc...

NOTES:

In each level, the color of the bugs will differ...including the blood

Greece: Green

Java: Brown

America: Purple

Siberia: Blue/Gray

Comet: Jet Black/Dark Purple

1 - ALIEN PROCESSOR

Height/Length: 20 Feet 8 Feet

Notes: There are only a few of these per level. They are stationary, winged, beetle-like creatures which fire pulses at you. They have a tough shell, and it takes a lot of shells to get through. They tell the Harvesters where to go, and plans everything out, basically.

2 - HARVESTER

Height/Length: 10 Feet 9 Feet

Notes: This is the head honcho of the Harvester Waves (i.e. waves that are meant to kill humans). It controls the green blobs, and can regenerate any allies that have been lost in it's wave. Because of this, you should always kill him first. Tough skin, though, it will take a few

shots. Harvesters look like giant spiders. They will poop eggs at you, chew you to death, and even shoot electricity at you! This will be the one who eats the most humans...usually.

3 - SCOUT

Height/Length:: 2 Feet 9 Feet

Notes: These dragonflies fly high in the sky, surveying the area and mark houses and buildings so the other bugs can destroy them. Very weak!

4 - GOLIATH

Height/Length: 7 Feet 6 Feet

Notes: Some humans are out in the open, but the majority have this annoying habit of living inside houses. It's the job of these over sized beetles to destroy houses and buildings to flush out people into the open. Don't get too close, as with the Harvester, their mandibles (mouths) are very dangerous.

5 - WAR SCOUT

Height/Length: 2 Feet 6 Feet

Notes: They look like Scouts, just with different features. They look more like wasps. Their job is to shoot you and blow up houses, assisting the Goliathes.

6 - DRONES

Height/Length: one foot three feet

Notes: Their main job is to annoy the hell out of you! These beetle like creatures will sneak up and chew on you.

7 - SLIME JELLS

Height/Length: One Foot One Foot

Notes: These green jellies are produced by the Harvester. They hunt down people, suck them in, and take them to the nearest creature for ingestion. Very bloody. The jells themselves are not living creatures...if you see one carrying a person off, you CAN save them by shooting the jell.

8 - FLEAS

Height/Length: Less than a foot Less than a foot

Notes: Almost useless to the enemy, this small green bugs try to go to you and attack. They are spawned from other creatures.

9 - DOODLE BUGS

Height/Length: Less than a foot Less than a foot

Notes: These small brown creatures fly overhead, bombing the terrain. Very small target.

10 - LASER BUG

Height/Length: One Foot Three Feet

Notes: This rare insect will come out of no where, flying above, and fire a strong laser down at you. Their erratic patterns make them difficult targets.

11 - PIRANHA

Height/Length: Unknown

Notes: They fire depth charges at you. They are VERY powerful, so be careful when they're near. The Piranha only take a few shots to kill. They love to travel in groups.

12 - SNIPER

Height/Length: 8 Feet Two Feet

Notes: A small, funny looking creature in a gigantic machine gun is the Sniper. It will fire off several rounds at you in a very short amount of time. Easy to take out, though, since they are stationary. In the later levels they are armed with lasers!

13 - GUN DRONES

Height/Length: 10 Feet 4 Feet

Notes: One of their arms is inside of a large laser gun, while the other one can be used for slashing. They are very aggressive, and very strong...

14 - MANTASAUR

Height/Length: 25 Feet 10 Feet

Notes: These things are absolutely huge! not only do they fire a single laser at you, but they will attempt to hack you to death with their mantid like arms! It takes a ton of shots to kill, and they are very powerful. Go underneath their legs, turn around, and fire at them before they have any time to turn around! Very fun to battle with...

15 - MUTANT

Height/Length: 20 Feet 5 Feet

Notes: If six or more humans are eaten by the aliens, a Mutant is born and the other aliens vanish, never to be seen again. The Mutant is a large, black creature that hops up and down, firing lasers at you. The laser is not very powerful, but the jump is. Whatever it lands on will be destroyed instantly. In a vehicle? Its gone, leaving you on the ground. Get hit when out of a vehicle? Game over! The only way you're gonna kill this thing is if you're lucky, have strong weapons, and have a large amount of distance between you and him...

16 - BOUNCY BUGS

Height/Length: 2 Feet 4 Feet

Notes: Native to Java, they hop up and down, attempting to drive you insane.

17 - AQUASAUR

Height/Length: 9 Feet 4 Feet

Notes: These large creatures float on a small boat out in the water and fire lasers at you. Very annoying.

18 - HELI-BUGS

Height/Length: 1 Foot 6 Feet

Notes: These strange insects look like helicopters! They shoot pulses at you, just like a Processor.

19 - BLOOD BUGS

Height/Length: 3 Feet 7 Feet

Notes: Strange, fat creatures that float in the air. They actually SPIT BLOOD at you!

20 - ROACH GUNNER

Height/Length: 11 Feet 5 Feet

Notes: These oversized roaches have machine guns on both of their arms, and they're not afraid about using them! Use your strongest weapons against them, like the Shotgun.

21 - PARASITIC JELLYFISH

Height/Length: 15 Feet 5 feet

Notes: Large, transparent with purple stripes. Sits on electrical generators and fires VERY powerful electricity bolts at you...stay away! At least have a powerful vehicle handy. Note that a single Rocket will put them down.

22 - GOLDEN SCORPION

Height/Length: 15 feet 20 feet

Notes: Found in America, these over-sized arachnids are not golden, but the plate on their head is, hence their name. Like all America aliens, they are purple. Mounted on their back are two very powerful plasma guns. Also, let's not forget their deadly claws which can swipe your vehicle up to 20 feet away (no kidding). Causes MAJOR damage. A shotgun shell to the face will kill them, in one hit.

24 - MISSILE SCORPION

Height/Length: 15 feet 25 feet

Notes: Boasting twin rocket launchers and a gun that shoots electricity, the Missile Scorpion has double rows of serrated teeth and plenty of energy, which is very intimidating, to say the least. Destroy as quickly as you can!

25 - HOVEROS

Height/Length: 10 feet 5 feet

Notes: Similar to Heli-Bugs, Hoveros, as their name implies, hover over the ground and shoot rather powerful lasers at you. Fun to battle!

26 - ZOMBIES

Height/Length: 4 feet 1 foot

Notes: Found in Siberia, these strange creatures constantly yell "moooooo..." Is that supposed to be scary? :) More fun than a threat, these sprite beings are invincible, but you can run them over to see gushes of green blood, and that sound is hilarious! Just wait until you find the Combine Harvester...

27 - CHOCO WORMS

Height/Length: 15 feet 30 feet?

Notes: It's clearly obvious that the creators of this game watched the movies "Tremors" and "Tremors II: Aftershocks"...For those of you who aren't familiar with the movies (...philistines!!), it's about terrible worm creatures, later named "Graboids", who attack a small town. Then, in the sequel, they change into...nevermind, where was I? Yes, well, shoot them before they spit globs of acid at you. Nice ground effects, if I do say so myself.

...heck, they even have ORANGE blood...like in the movies!

28 - JET GUNS

Height/Length: 5 feet 10 feet

Notes: Looking like organic airplanes, these will zoom across the sky at lightening speeds and shoot machine gun fire at you. Use the RIFLE to peg them from far away.

29 - MESSED UP DESIGN CREATURE

Height/Length: 10 feet 20 feet

Notes: These are rare, found in Siberia...they drool and attack very quickly. The enemy designers must have stayed up too long...

30 - FODDER

Height/Length: 10 feet 10 feet

Notes: Flying in from no where, their lasers are weak and their health bars are low. They deserve their name. Found in the Alien Comet.

31 - JADE DRAGON

Height/Length: 10 feet 15 feet

Notes: Appearing in large groups, they look small from the ALPHA 1, but the threat they hold is very large. The electricity blast from one will

not do much damage, but if there are 10 or 12, you are simply overwhelmed. Either use the RESONATOR or back off until you can't see them, then they will start to come one by one, and since your guns have a long range and they don't shoot until they're over you...your advantage. Found in the Alien Comet.

32 - SHART

Height/Length: 15 feet 20 feet

Notes: Appearing only on special tiles, these mechanized beings will constantly shoot you with glowing plasma balls. Again, more dangerous in groups. The vertical explosion that appears when they die looks pretty cool. Found in the Alien Comet.

33 - TROJANS

Height/Length: 15 feet 20 feet

Notes: At first they look like a piece of the scenery, then they burst out in a dangerous line of plasma rounds. Ah! Found in the Alien Comet.

34 - QWERTY

Height/Length: 6 feet 10 feet

Notes: Possibly the most easily underestimated opponent of the Alien Comet, QWERTYS are basically motorcycles with eyeballs, machine guns, and a lot of gas. Shooting relentlessly, don't let your guard down for a moment, even when they back off into the distance, because they will be back...that's money in the bank.

35 - ELIMINATOR

Height/Length: 15 feet 40 feet

Notes: Yes, another scorpion creature, these are a dark purple and will send streams of laser AND machine gun fire at you, not stopping unless you get out of their vision. In fact, this is the biggest weakness of any of the scorpion creatures...if you can get to their side, they can't shoot at you, because they're too busy turning around. Fatal mistake! Found in the Alien Comet.

36 - SUPPRESSOR

Height/Length: 25 feet 20 feet

Notes: The most dangerous and powerful enemy in the entire game, SUPPRESSORS are almost square with huge teeth and twin-rocket launchers which will keep firing until you die, they die, or your N64 explodes. These rockets are insanely powerful, and will take off about 1/10 of your health. Even your MACHINE GUN barely phases it...if you expect to get through the ALIEN COMET, you must use *special weapons* on these guys...like LAZER ROCKETS, or the RESONATOR...the latter is very good when you see two or three (which is almost impossible to kill otherwise). Good thing, there are only about 15 of these in the entire game.

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Note: Each level has several, several buildings to explore. Each one has books to read, barrels to search, and puzzles to solve. But I will only include everything you need to do to beat the level.

***** 6-1: GREECE: 1916 *****

G R E E C E : 1 9 1 6

TOTAL NUMBER OF PROCESSORS: THREE (3)

Go forward to reach your first village, and the first encounter with the aliens! Destroy them all, it should be easy, then continue on foot to a house. Go inside the door and talk to the man. He'll let you hit the switch which will lower the drawbridge. Now go back outside and climb into the truck, drive across, and make your way to another village, which is also under siege, kill 'em all! Continue, destroying the waves that will attempt to kill you, passing the giant boulder. Follow the road to a black hole in the wall; go inside. Walk forward and open the chest to find some DYNAMITE. Also, one of the torches is really a switch that opens a secret door. In the secret room is a MACHINE GUN and some other items.

Return to the truck and continue past the trees, it'll be a tight squeeze. Turn left until you get inside a village: Destroy the bugs then return to the boulder. Park about 20 feet away and climb out, then use the DYNAMITE on the boulder and it will blow away, revealing a path.

Explore the valleys, don't worry, they're all a dead end. One house will have an old man in it, talk to him and he'll tell you to go look for his lost key. Go into the next room, open the drawer...aha! The key! Give it to him and he'll tell you to go use the tank against the aliens...Then go get the Motorcycle and explore the rest of the valley, then exit. It seems as if this one town is being attacked...just follow the road/arrows and then go across a bridge to find it. Blast the bugs, but the houses will be on fire. You *could* go back to the previous town, talk to the fire chief, get the fire truck, drive back, and put them out...but what's the point? All you get is an extra e-mail telling you "good job!" But still go back, more precisely, back to the HANGER (it'll be on the map now).

Defeating all the nasties, go up the hill and to the hanger. Go inside and you will automatically take control of the Armored Car (actual name way too long to spell out, let alone remember)! Ooh! New mission objective: Kill the Processor guarding the hole in the portal to the next area. Shouldn't be too tough...the road to it will be near the town that was on fire. Just use the map a lot, especially when coming to forks in the road. After blasting a million or so insects, you'll come upon some trees. Run them over (they would have blocked anything else) and go get the Processor! Just use the Armored Car's unlimited supply of shells and strong armor to put him out...

PROCESSOR # 1 ELIMINATED!
GREECE: STAGE 1 - COMPLETE!

Save, naturally, and drive on ahead through the hole in the blue barrier. Destroy the bugs attacking the monastery and keep on going, you'll reach yet another village with insectoid problems. After killing the alien scum, go forward until you see the ocean. Drive so it is on your RIGHT side, and you'll see a small path leading to the left. Follow it up and around the mountain, killing dozens of insects, until you reach the summit, where a temple is. Go inside, go straight to find the SUN SHIELD! With this you shall be able to kick anything's rectum! Go back outside and drive the Armored Car, or whatever you may have, down the mountain and continue so the ocean is on your right. You'll soon reach a temple with a statue on it, holding a torch. Aiming at the torch (notice how your cursor will flash red as when you target enemies), fire the SUN SHIELD and it will light, unlocking the door. Go down under and through the underground passage that goes under the river to another island.

Lookie at all 'da buggies! This is your first chance to test out the SUN SHIELD on raw flesh...let's just say, it will melt anything in seconds (save bosses and processors). After everything is cleared out, continue on the road and you'll spot a Bull Dog! Take it for a drive and follow the road to find a green hill. Using it's hill grasping tires, go up it to discover a house. You'll find fuel, health, and MACHINE GUN AMMO, among other things. Now drive it down the road, following it to a building with a flag. Go behind it and inside, talk to the General and a secret door will open. Collect the MACHINE GUN AMMO and the HOWITZER SHELLS and then return to the General, he will give you permission to use the Howitzer, a vehicle with a payload of infinite bombs, all of which are very powerful.

Ok, boys and girls, go back and turn right...or was it left...I don't know! Check the map...yeah, it's right. Keep going, turning right at the next turn, and keep on going straight until the road suddenly ends. If you fall in the water as the Howitzer, you're f'ed. Try again :) Park it, get out, and turn right and run the man all the way until you spot a boat in the water. By now a Harvester and his crew have landed in the village across the river, but that's ok, you will be there in no time! Shoot them all, then take the boat downstream to the Howitzer. Get out, get inside it, and fire shells across the river several times, from several distances. Go look, and if all the debris is gone, you can continue!

Go down the path to find a windmill. You need the COG from it, but you can't retrieve it until the mill stops. Simply go outside, aim at the turning thing (the cursor turns red...) and fire! It will stop, and you can get the COG. Return to the DAM with the boat and give it to the man, then hop in the boat and travel down the stream, blowing up the Piranhas. After a while of this, you'll hit land! With a PROCESSOR...you should have about 500+ bullets for the Machine Gun, and since you won't use it that much...BOOM! BOOM! =)

PROCESSOR # 2 ELIMINATED!
GREECE: STAGE 2 - COMPLETE!

Of course, save, and then return to your regular boat and travel upstream to a hole in the barrier (check the map, it's near the bottom). There will be about 12 aliens to kill in one little area, which is quite

a lot! Follow the road until you find an Armored Car - use it to kill the rest of the buggies in the next village. Go down the steep road (or check out the map for a gap...rhymes...), trying to cross it will result in a cinema of a man in black running across, then the camera focuses on some dynamite under the bridge, which explodes, therefor blocking your path (obviously!).

Turn left and follow the road to find the three POINTER STATUES. Funny, they aren't pointing at anything :) Keep going and you will find a cave. Inside is a man looking at a map, talk to him and he'll give you a CRANK. Return to the POINTER STATUES and go inside the first one, through the red door. Go up to each block with a circle and press A, the crank will go in. After all two have been cranked, return outside. A cinema will show the island underwater rise up, revealing a large temple. Now you just need to get there...

Turn left from the POINTER STATUES and keep going...all the way down to CAPTAIN PUNTO'S BOATSHED (check the map). Go inside and talk to him, he'll rent you a boat! Go down the river, blasting the Piranhas (if you don't they could cause you trouble later). When you get to the temple, go inside. Go straight and left, activate the torch, it's really a switch that will open up a secret door. In the next room are three chests; two have items, but one will open up another secret room. Enter it, and activate both torches, which are really switches. Both chests will open...Get the goods and go into the secret room to receive the HIEROGLYPH MAP PIECE!

Exit the temple and go into the Boat, there is a path near here that will lead directly to the POINTER STATUES. Return to the cave and place the HIEROGLYPH MAP PIECE into the hole in the wall, like the man told you to do. A door will open! Follow the halls to the end...Ah! Scary! 10 or so bugs in a circle, closing you in! This is the best place to use the SUN SHIELD because you can incinerate everything in a matter of seconds. Grab the car and go forward from where it was towards a bridge, go over it, and save the village by shooting everything in site. Then use the car to go across the green hills near the church, it's near the village. Sooner or later you'll find an airport like place. Upon entering it, a cinema will occur, showing the man in black sabotaging some airplanes and running as they explode.

Go to the hanger and go inside, talk to the guy in the chair and he will offer you a training plane for saving him! Say yes to his question and you will be in this little practice thing. All you have to do is destroy six balloons and then land. After doing this, return to the hanger and get the 2nd airplane, use it to go back to the bridge and attack some enemies! They will attempt to knock down the bridge. You don't get anything for saving it, but it's a good idea to. Why? Because your human meter will go up dramatically if it falls (when it's full it's GAME OVER).

Soon after this, a Harvester will descend upon the neighboring village once again! Use your aerial skills to kick some bug ass. And if you don't have any skills, you could always park and do it on foot =) The next objective is to destroy the processor...just keep flying past the airport (or check the map). Once there, park, and use any remaining ammo to destroy the bugs. As for the PROCESSOR, it shouldn't be a problem. Just use your MACHINE GUN or SUN SHIELD.

PROCESSOR # 3 ELIMINATED!
GREECE: STAGE 3 - COMPLETE!

Now only one more task remains: Destroy the SHIELD GENERATOR along with the BOSS. Fly your plane to the center island, through the hole in the barrier to find a large island. In it's center is your final destiny for this stage [See "Boss" Section for more details]

GREECE, 1916 IS NOW COMPLETE!!!

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*****  
*****      6-2: JAVA: 1941      *****  
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J A V A : 1 9 4 1

TOTAL NUMBER OF PROCESSORS: FOUR (4)

This land is quite swampy, and very wet...and it's raining during the entire level (well, except towards the end...) Although swimming is usually not advised, in this level you are forced to several times!

Go forward to find your first Harvester Wave of this time period! Since you only have the Pistol, it may be a little difficult to kill them all quickly, but it shouldn't be real hard. After this, go in the house and pick up the RIFLE and AMMO. Now, this isn't required, but makes everything A WHOLE LOT easier...

Talking to the only man with a boat, he tells you that the boat needs a few extra parts to run correctly, but the parts are on ANOTHER island...No problem, with the cable car. Ahaha...the cable car is busted, too. Or is it? After clearing out the houses and aliens, climb atop the cable car building and use the RIFLE to look across. There should be one more alien on your radar, across the water, that you can't see. With the RIFLE'S farther range, you will be able to lock onto it, unlike you could with the PISTOL. Well, kill the alien, who was evidently messing with the cable car, and the trolley will come on over. You could've also used the MACHINE GUN...I suggest you go into all the buildings you find, looking for RIFLE AMMO...

Stepping on the ^ switch, the car will move forward, towards the island. Use the RIFLE to pick off any other aliens you can see before stepping off. Go inside the building and open up both chests to find the SHOTGUN and AMMO. Now, as with the RIFLE, this isn't required, but makes things a _whole lot_ easier in the long run...not to mention more fun. Though the SHOT GUN has about the same range as the PISTOL, it packs one helluva punch!

Stepping on to dry land (er...not really) you realize that a Harvester Wave is about a mile from your location. What do you do? Climb in the truck and get there fast! Kill off the alien groups and keep on going. When you come to a large Roach Gunner, just step out and hide so it won't fire. Now this is a perfect example of how the RIFLE is a good thing to pick up...simply take it out, aim, and fire! BOOM!

Up the hill is another small village with insectoid problems, but they won't have it for long. In the grove of trees is a shack, "Rob's Reliable Parts." Go inside and take the BOAT PARTS, then leave. Travel back to the cable car, killing any and all bugs, but...there seems to be an electrical failure. Go back and you will stumble upon an electrical plant with a jelly on it; kill it! Now the power is back and you can return to the first island..

After doing this, go to Bob's Bargain Boathouse and give him the parts. Now you can use his ship to reach the PROCESSOR, which is on an island near here. If I were you, I would also go to the house near the Armored Car and get the MACHINE GUN. The PROCESSOR like the rest, only with a few Snipers near it, shouldn't be very difficult...

PROCESSOR # 1 ELIMINATED!

JAVA: STAGE 1 - COMPLETE!

Save (duh) and then continue through the hole in the wall to arrive at the next area. Just in time for a Harvest, too! Run there and kill 'em all! Just be careful of the minefield...to avoid the worst of it, move slowly to the left. After many SHOTGUN blasts another Harvest will beam down in another village not far from here. Hop in a car and speed over there! Kill them all and then go inside the large house to gather information and ammo. The next thing that you must do is go up the winding mountain trail to pick up a little item. Inside the ELEMENTAL EARTH TEMPLE is a simple puzzle: Walk along the right wall and a door will open...that's it. Walk up to the monkey statue to receive the KRIS KNIFE BLADE. Exit.

Remember the first village in this area to get a Harvest? Well, go there and near it will be a path (look behind it), follow it to a military base. They won't let you in, on account that you're not authorized to, so the doors won't open...simple! A truck is circling the area. When he gets up to the doors, they open. Just follow him in to a Military Base with TONS of bugs, which should be immediately taken out. After the onslaught your weapons should need some ammo...no problem! Step into the building with a large brown door to find stockpile upon stockpile of ammo. Talk to the general and he will grant you access to the TANK FACTORY, which is just a few feet away from the building. Inside you'll take control of a real TANK. Use it to blow open the doors, then go down the road to find another similar situation with doors (you have to cross a bridge to find it). Blow them open and go inside!

Push on the gas...HARD! Make the Tank go as fast as it can down the path, you'll hit a ramp, and go soaring over some water. You could swim, but it's a little dangerous. You won't exactly make the jump...but you'll only have to swim for a few seconds. Get out and climb to shore! Run to the Radio Station to find a girl who is running an out-of-electricalpower radio station. If she can get power, she can send a signal to HQ to fire and kill the Bugs blocking a passage. But she can't, as the generator is being tampered by the bugs...solution? Go down the path, blasting flying insectoids along the way, to find the Generator Guardian. Kill it! If you stand behind the corner, it can't hit you!

After this, a beautiful cinema will play out, showing some guns killing the Gunner Roaches. Ah, revenge is sooo sweet...

Go to where the Roaches were and swim to the path, it's only a few feet, so the chances of making it across if you try are...100%. =) Suddenly a Harvester will beam down on a nearby town, many miles away (like always). Get in the TANK, which has been mysteriously placed on the road, and drive to the town and kick some alien rectum. Go in the blue bunker like building to find ammo for various weapons and some GRENADES. On the way to the village was a large stone face, right? It's the tunnel to the next area, and it won't budge. Just throw some GRENADES into the EYES (notice how the cursor turns red...) and the block will move, allowing you access to the next area.

Climb in the truck and move out! A Harvester has descended into a highly populated village! It should be easy to catch up and kill 'em, though. Now all that's left is the PROCESSOR which is on a path, mysteriously NOT hidden. Kill it! Should be real easy, like all the others. But since this is the Java Stage, it will take a few more hits than the Greece ones (each time you travel to a new level, the enemies get slightly stronger...haven't you noticed?)

PROCESSOR # 2 ELIMINATED!
JAVA: STAGE 2 - COMPLETE!

Save...

Get in the Armored Car (check out the map) and use it to get through the blue barrier portal. Quickly race to the next village to save it from the human eating buggies. After killing them, hop into the AIR BOAT and go down the volcano river. It seems as if some citizens need some saving, and have climbed into a lifeboat. Get there, get in the LIFEBOAT and then drive it back to the village, where the people will get out. This isn't vital to your mission, but if the ship explodes your human meter will jump up a few half-dozen notches...I also suggest picking up the ROCKET LAUNCHER here [See "Secrets" section]

Get back in the boat and drive it forwards, towards the volcano. Get out and go up the path. After which you will encounter the man in the black suit from Greece. He'll send nearly 40 insects at you AT ONCE! Kill them all (SHOTGUN is more fun, but the MACHINE GUN is faster). After they're all lying dead on the ground, follow the path around the volcano. When you find a temple, slide down the left side and enter the temple. Go through the first door and then go up to the monkey statue to receive the RUA-RUA IDOL. Go back outside and follow the path, kill all the aliens tormenting the townspeople. Then do the same for the village around the path. The only way to escape this tiny city alive is to go to the path that is actually ON the lava. It is gray in color, and hard to see from a distance. You'll circle alllllll the way around, back to the 1st village after the Volcano.

Talk to the man in the Boatshop, ask him about the boat. He'll trade the RUA-RUA IDOL (a small piece worth millions) for his rusty old ship (worth uh...not so much). Well, since you need it to complete the game, make the trade. Use his boat, blasting the various aliens that beam down on the sides of the river, to circle around the volcanoes and get to another area...

Dock the boat and climb out. Run to the nearby village and take care of the slimy creatures. After this, hop in the jeep and go back to the docks. There should be a path here, leading away, towards the Elemental

Fire Temple (check map). Follow it; at the foot of the mountain you'll find a house. Inside is the Witch, known for her greatness in making medicines, potions, and elixers for dangerous and often fatal diseases. Talk to her and she'll fork over some SWAMP FEVER MEDICINE. Return to the previous village and give it to the owner of the boat. Now he'll let you use the boat...simply hop in and go get the damned PROCESSOR! Since it's on such a small island, you'll be forced to use the boat's rockets...but that's not so bad, considering how powerful they are...

PROCESSOR # 3 ELIMINATED!
JAVA: STAGE 3 - COMPLETE!

Ok, go through the hole and get in the jeep. Run full force at the ramp to go careening over a river and landing in a town...with aliens. Quickly use the car's missiles to kill the HARVESTER! JUST THAT! Then leave the town and go up the path, around, to the second town. Another town with a bug problem. Get out and take care of all 30 or so bugs. THESE GUYS ARE REALLY PISSED OFF! If you didn't focus on the Harvester in the 1st town and then, after its dead, immediately go to the 2nd town, the Human Meter will fill to the brim, which would mean an automatic game over. After all the chaos, return to the car and go around the path again, towards the 1st town. Take care of the rest of the bugs if you wish, but it is not necessary.

Now go back to the path that connects the two towns. See the smaller path that branches off? If you run full force at it, you can go over the cliff and make it to a large area with many bugs and a Generator Guardian (use the Rocket Launcher on him...one shot, one kill). After clearing this place, return to the chasm you just leaped over. Fall in. At the bottom is some water and a boat. Drive the boat around, past the alien barrier, past a large Battle Ship, and dock it. Use the 2nd car here to get to the battle ship via a dirt path. Climb aboard (you'll need to go up in the dirt to get on deck) and open the door.

Go through the many doors, at the end is a switch. Hit it, and well, the engines will turn on. Go back and talk to the Captain, then leave the ship. After an awesome cinema showing the Battle Ship running through the Alien Barrier, return to the boat. Go through where it used to be...CHARGE! Kill all the alien scum, then take control of the GYROCOPTER.

Use this flying device to go to the WATER TEMPLE, which is not very far away. Once inside, solve the simple puzzle of turning on candles to receive another part of the KRIS KNIFE BLADE. Once back outside, DO NOT...I repeat...DO NOT step into the Gyrocopter. Though it does have a nice flying ability, the landing part is VERY dangerous...one little mis-guided inch and your vehicle could easily blow up. So what vehicle shall you use? The air-plane, sitting out in the water (it's the kind that can land on water, naturally). Now go to the FIRE TEMPLE and get another part of the KRIS KNIFE BLADE. If you start to run out of gas, there's always the batch of planes near the East-Rua Rua village. Now go to the ELEMENTAL TEMPLE, which is just a few miles away from the EARTH TEMPLE. Once in there, go through the open door behind the sitting man and place the KRIS KNIFE BLADE into the piece of rock that looks like a cake. Cinema time! The weather will clear up, giving everything a nice, clear look.

Now you have to destroy the final PROCESSOR, which is south of the

airfield where you got the original GYROCOPTER...fly there, through all of the enemies and missiles and carefully land behind the PROCESSOR...it can't get you now. Kill the two Roach Gunners and then venture out in front of the PROCESSOR. Using the ROCKET LAUNCHER, kill it with about four shots. Why would you want to kill it so fast? Well, this is the second type of PROCESSOR. One that has a MUCH tougher shell. And one that fires green shots. These shots are twice as powerful as the purple variety, nearly taking 1/5 of your health in one shot. If you don't have the ROCKET LAUNCHER, then I suggest the SHOTGUN. And a lot of strafing :)

PROCESSOR # 4 ELIMINATED!
JAVA: STAGE 4 - COMPLETE!

Now all you have to do is fly to the shield generator that is in the middle of the level...wait, what's that? When you landed behind the PROCESSOR your vehicle exploded? No worries! Just use your map and the nearby truck...

[See "Boss" Section for more details]

JAVA, 1941 IS NOW COMPLETE!!!

***** 6-3: AMERICA: 1966 *****

A M E R I C A : 1 9 6 6

TOTAL NUMBER OF PROCESSORS: THREE (3)

The insects are starting to get a bit irate at your little plan, so they've sent in all they've got for this stage! Don't expect a bunch of little mantid creatures like in Java or Greece; no, no. Nearly every alien is 10 times your size!

As you begin the level, go to the nearby building (to your right) and get the weapons inside, which would be the SHOTGUN and AMMO. Once outside, hop into the EDZIL, turn around, and go down the big road (if you see a dumptruck, wrong road). You will soon see a humungous scorpion like creature with double plasma guns mounted on its back...not good. Well, a good shotgun shell to the face will do it in. Behind it is the now unforgettable blue wall, blocking your path...But, right in front of it is a small house with a GREEN DOOR. Next to this house is a large sewer pipe. Don't go in, though. Continue down the road, exploring, and you will eventually find a church and a Harvest Wave. Take them all down. Since this is a dead end anyways, backtrack and enter the pipe.

After the short and simple tunnel, you will appear on the other side of a road block (which looks like a gate). You immediately get word of a

Harvester Wave, so move out! Escape from the caged area, but go in the OPPOSITE direction the Harvester Arrow points (or, to your right), you will see some grating along with two Police Wagons; climb inside, then motor to the Harvester Wave and kill em' all, especially the roach guns.

After a few seconds, a cinema will show some nasty bugs destroying a school, as kids run away, terrified. YEAH, BABY!! Well, it's only a few meters away, so follow the arrow and kill the bugs. There's also a nearby building with a lot of SHOTGUN AMMO. Now, here's the tricky part...you have to lure the children to the church, which is near the last Harvester Attack. Behind the school is MR. LOLLY, an ice-cream truck. Hop inside and, being careful not to run over the kids, drive near the church while using the hilarious ice-cream tune (push Z). The eager kids will follow, and when you get to the church, go inside, freeing you up. If that wasn't original, then I don't know what is!

A COUPLE OF NOTES:

If you do not do this, aliens will beam down in front of the school every few minutes, no matter how many times you kill them. Eventually a Mutant will be born, and your human meter will go really high. So, if for some reason you can't perform this mission, it would be better to just run over the school children, this way no mutants will be born. :)

Now, you have to find a way to get to the next...um...area. Near the school, but not in the parking-lot area, is a GATE. Use a SCHOOL BUS to knock it down, revealing a huge gap. Like your partner says, you need something fast to make it over that. Still in the SCHOOL BUS, drive to the pipe where you came from. Remember the police-vehicle you got into? Well, bash down the grating there and presto! You have opened up the two areas that were previously separated. Now, you should recognize this place...the pipe next to the house with the GREEN DOOR...and KARL'S KUSTOM KARS. Go inside and talk to Karl, also getting some AMMO, and he will allow you to use his car, which is just outside, called the V8-HIBOY. Return to the large gap, and get as far away as you can and floor the gas. With your awesome speed, you will soar over the gap and into the next area...

As soon as you land, head right to find a Harvest Wave in action. You will also see three Roach Gunners (!) protecting a door, inside the door are several SHOTGUN AMMO boxes. By now you should have gotten the message of where the PROCESSOR is. It is near a hospital, but the bridge to it is out. So, as you have guessed, you have to take the long way. On the map, locate the HALSALL STORM DRAIN. Make your way there, using the map to guide your way. Once inside, make your way through, collecting some RIFLE AMMO and the RIFLE. When you emerge to daylight again, use the zoomed out view, it's easier to see. Follow the path, and go straight across to find the MONSTER BUG, which is a truck type vehicle. Use its speed and water-floating abilities to jump over gaps and such, including meeting a new type of missile-launching alien. At the end of this straight-forward area is another drain, go inside, collecting gobs and gobs of AMMO. Once you emerge back outside...

WHOA! Not only do you see a new type of machine-gun creature, there's a Harvester Wave happening right before your eyes. Kill 'em all, then make your way to the very large, blue building. Once inside, you learn this is the hospital your partner was talking about earlier. If you need health, go left. If not, head right, getting major amounts of AMMO from the drawers, then enter the door.

Uh-oh...a PROCESSOR is on the roof of this hospital! How did he ever

manage that? Well, you are behind him, but he is so big, and the roof so small, that you can not simply walk in front of him, his shield pushes you off the building. Solution? Get in the Helicopter (of which there are three), and hover in front of the beast and use its high-power machine gun to blast it to Hell. This, however, will take a bit of practice on your part, as the controls for the craft are a bit strange, but work very well considering. Outline:

B Button - Descend

A Button - Ascend

Control Stick Forward - Craft moves forward (push only once)

Control Stick Back - Craft remains hovering in the air

Naturally, you could also stand on the nearby hill and use the Rifle. But, you will sustain HEAVY, HEAVY damage, and this would be an awful time to die, considering the save point is just around the corner.

PROCESSOR # 1 ELIMINATED!
AMERICA: STAGE 1 - COMPLETE!

Save at the beautiful, nay sexy, savepoint, and breathe a sigh of relief, for the worst level of the America stage is over. This next stage is pretty straightforward...since there ARE NO MORE CITY AREAS. Yeah!

Alrighty then, hop into one of the three helicopters and fly to the shield portal (check the map). Since it's on the ground, you'll need to continue on foot, through a narrow canyon (get used to that). You should have a plentiful supply of SHOTGUN shells (say, 60-100), so you can simply trash anything that gets in your way, and I suggest you do. In the next town, kill the Harvesters, hop into a car of somekind, and continue.

In the next town area, prepare to face the Man in Black, as he will shoot at you himself. When he's about to die, he will disappear and send dozens of buggies to rip you apart. Doesn't matter, though, you have your trusty SHOTGUN. Speaking of which, go into the house he was standing in for a lot of AMMO (say, 30 rounds or so). After that, go into the canyon (see, I told you this would be pretty straightforward).

Next town...battle the Choco Worms, which I think are awesome, until the town is clear. On the right side of the village is a white house with a RED DOOR, go inside. Go near the left wall and a secret passage will open, go inside, and get the ROCKET LAUNCHER from the chest. Back outside, the entrance to the next area is blocked by a huge rock, so take aim with the ROCKET LAUNCHER and, with a single shot, take it down.

Turn right, and you have two ways to go, and there should be a blue forcefield in front of you. TURN RIGHT. You will see the entrance to a mine, go inside. Go forward and open the chest to find a HEALTH. Turn right and go down the manhole. Notice, the upper wall has a highlighted part...remember this. Go to the far left and open the chest for some RIFLE AMMO. Head up, open that chest for a HEALTH. Down the manhole, then go straight and turn the valve to lower the water, allowing you to get the WEAPON CRYSTAL from the chest. Now, return to the highlighted area, it is now open, revealing a manhole. Down there are four chests, containing: SHOTGUN AMMO, FUEL, RIFLE, and RIFLE AMMO. Climb the ladder, to find a single chest, inside is a TOTEM POLE SECTION. The importance

of this item will be clear later...so exit and continue on your path.

After several alien encounters and passing a military base (which you will get into later, so don't worry), you will happen upon a Native American reservation (damn you politically correct people, damn you to Hell!). Well, save it from the Harvesters, which will appear shortly after entering. The main feature of this town is a hill, with a fork in the road, choose the right to find a house, and the left for a mine entrance; choose the house. Inside, you will find an old, wise Indian, who tells you a tale of a Totem Pole that was broken into three pieces. He says that to continue, you must find all three. After talking to him, the wall behind him lifts, showing three chests, one containing a TOTEM POLE SECTION. Remember that mine entrance on the hill, right by this house? Go there!

Turn the valve, go down the manhole, turn right, go down that manhole, go down and enter that manhole, turn the valve, go up the lower ladder, go left and down the manhole, turn the valve to lower the water, go down the manhole, AND PRESTO, the chest. Of course, in front of it is a wall that goes down/up when you hit the light part of the floor. So, if you go around it, you can get the chest. But, if the wall is down, then touch the light part of the floor to raise it. Simple, right? Inside the chest is a TOTEM POLE SECTION. Exit this maze.

With the three sections of the totem pole in hand, go back and talk to the old Indian, he will ask you if you want to take part in the "Vision Quest." Say "yes", of course. It will show a nearby wall being blown up, allowing you to move on. Now, in this town are two other roads, but they both lead to the same place, WAKON-TINKA RIDGE. Tread very careful, as the ledge is narrow, and if you fall you would land in a pool of water. Eventually, you will find the open path that was shown in the "vision quest." At the end is a mine opening, go inside. After an easy tunnel...

Remember that military base I told you about a little bit ago? Well...there ya go. All it consists of is two bunkers, a UFO (it's locked), and three Helicopters, equipped with machine guns. Inside one bunker is a Rapier Launcher, the other has many AMMO caches. Well, climb inside a Helicopter, locate the PROCESSOR on the map, and fly to it.

Land in front of the PROCESSOR, and with your machine guns, shoot until it dies. If you blow up before then, you might not make it, because about 15 aliens are shooting at you. If you want to even have a chance, though, use the Rocket Launcher.

PROCESSOR # 2 ELIMINATED!
AMERICA: STAGE 2 - COMPLETE!

Save, of course...

Now, get into a Helicopter, and fly to the shield portal, you're now in stage 3 of America. Follow the path, and then turn left to find an Inn. Go inside, turn right, go into the secret passage, and collect the many items. Then go back outside...behind the house is a path, go back there, blowing up the Roach Gunner, and get into another open-spaced area. Get into the nearby vehicle, and go forward from where it was (i.e. in the direction you face when you get in). You will pass many nasty creatures, including the Jet Guns, some Missile Scorpions...etc. Well, you will find the entrance to the Military Base, but this is MUCH larger than any

previous base. Take out the Harvesters, the Jets, and the Roach Guns, and anything else than even dares to stand in your way.

Explore around, going in the various buildings to collect ammunition. You shall soon find a set of double doors that close when you get close...near there is a white building with a RED DOOR. Inside, you'll find some NITRO FUEL. With this, you can go very fast, enabling you to get past the closing doors.

Explore some more, this area is slightly smaller than the last. This time, two Harvester Waves will happen AT ONCE...good thing they're in the same area, right next to each other. After that, enter the very large building in the center of this place.

Turn left and go up the stairs. Besides some other items in the drawers, you will find a RED ACCESS CARD. Exit this room. Go up. Now, use it on the card reader, then open the door. Follow the path...you have hit the MOTHERLOAD! You should max out almost every weapon, to its ammunition limit. You'll also find some ROCKET LAUNCHER AMMO. Eventually, you will find a man standing in front of a hall. Go through the door at the bottom, you have two choices: up or down. Down for more items, but to finish the level, go up. Then right, then through the normal door at the bottom.

You're back outside, but the only place to go is another bunker...so go! Inside, besides a lot of items, you'll find a little Gray (small alien with big head and eyes). However, he speaks gibberish, so ignore him for now. Exit through the next hallway, and you'll be in another outside area, but you have no where to go except another bunker, straight ahead. Inside, the man will confuse you for the enemy and sound an alarm. Before leaving, open the boxes, you'll find a TRANSLATOR there. As you exit the bunker, your partner tells you to prove to the soldiers that you are on THEIR side. Well, what timing, a Harvester Wave! After making shreds of them, return to the Gray, now you can understand it. He tells you that he used a card to escape the lab, and gives it to you...the GREEN ACCESS CARD. Talk to him again, he tells you how his planet was destroyed by the aliens.

Returning to the guard who sounded the alarm, he apologizes and let's you through (but you still need the GREEN ACCESS CARD). Exit to get back outside. Now, go into the nearby WHITE HANGER, you will find a man in black who will allow you access to all military aircraft, since you want to help capture the DOOMSDAY DEVICES. So, go outside, get in the Helicopter, and go kill that darn PROCESSOR! It's not too far away, in fact...

PROCESSOR # 3 ELIMINATED!
AMERICA: STAGE 3 - COMPLETE!

Save at the wonderful Save Point. Mmmm...

Although there are only three PROCESSORS in this level, there is one more stage, and the shield portal is within a stone's throw away. So, go there. It seems that the Man in Black (Busy little bee, isn't he?) has stolen five of the DOOMSDAY DEVICES. If you've been reading the various books found in the buildings, you should have heard of them...they were found from the Grays, and when working together, can destroy an entire

planet. Quickly go there, arm your ROCKET LAUNCHER (or the LIGHTENING GUN if you've found all three WEAPON CRYSTALS).

You have 2:30 to destroy five DOOMSDAY DEVICES...but they are hidden in a maze like area. On foot, you should be able to destroy one every thirty seconds, at the very least (I usually have about 20-30 seconds left). Remember to use the radar, it helps tremendously! And don't forget that the ROCKET LAUNCHER/LIGHTENING GUN has an incredible range, so you can blow them away from quite a distance. Obviously, if you do not destroy them all, you get a Game Over. Keep trying! After you win, go save at the Save Point, and return to the military base, where you got the Helicopter. Talk to the army guy in black, who is in the white bunker, and allowed you access to all military craft...he will congratulate you, and give YOU the honor of flying a...FLYING SAUCER! You automatically get on one when you talk to him. NOTE: According to Bobby Johnson, you can get the UFO right after you destroy the last PROCESSOR...I haven't tried this myself, but I trust him. He says it makes the DOOMSDAY DEVICES a lot easier. Stupid me.

Go to the center of the level, through the shield portal (it is possible to get through with a Helicopter, but very difficult due to the blades). Now, you may have been disappointed when you fired the FLYING SAUCER'S weapon, but when you try it out on the SHIELD GENERATOR...heck, it almost destroys all four caps instantly!

Save, and then destroy the very difficult boss.

AMERICA, 1966, IS NOW COMPLETE!!!

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*****
*****          6-4: SIBERIA: 1991          *****
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S I B E R I A : 1 9 9 1

TOTAL NUMBER OF PROCESSORS: FOUR (4)

Siberia is the epitome of all the "normal" levels, especially in the difficulty level. If you are not in a vehicle and even attempt to fight the bugs, I don't care how powerful your weapons are, you will die almost instantly.

From the start, go to the green dot on your scanner to get into the VLADACAR, a red car. Your partner will tell you she is picking up some strange life readings in this area, then makes the incredible discovery of...ZOMBIES! Yes, nearly every human in this area is a brain-eating, rotting zombie. Don't worry about running them over (which is hilarious), but make sure the aliens don't kill them, because it adds to your human meter (for reasons unknown). Now, keep going forward, and you will find an icy lake. There is one part where you can drive across in the car, just barely, so do so. By now you will get a Harvester Wave warning, just ignore it for now. Go fast after crossing the lake, but be

sure not to drive into the main part of town, otherwise several HOVEROSES will come and beat your face in. Park behind the nearest house and go inside, you will find an almost-dead person lying on the ground, talk to them. He tells you he was the train operator, when some gas leaked and nearly killed him. He hid the handle to protect the train...then the wall behind him opens, revealing some stairs and then a chest, which contains the TRAIN STARTING HANDLE. Exit.

Get back into the VLADACAR, and go across the lake again, and motor to the town that is under attack. Kill the HARVESTER and all the other creatures, then a second wave comes in the exact same spot, releasing a GOLDEN SCORPION and even more nasties. Once clear, explore the nearby houses. For some fun, go south and talk to the farmer, he will allow you to use his COMBINE HARVESTER, in which you can have some hysterical laughs by running over ZOMBIES. They're pretty good sports, too, they get right back up for more blood splattering!

Back to business, in the town where you fought two Harvester Waves you should find the train that carries along a tube, filled with a mysterious gas. Make sure you have some FUEL, you'll need it later. Since you have the STARTING HANDLE you can drive the train. Go straight ahead, you will plow right through the avalanche rocks, clearing the path. Keep going in the train, taking care of any threats with the train's high-power machine gun. Eventually, you will find a small village, and another Harvester Wave. Climb out of the train and hop into the APC, a six-wheeled military vehicle with its own machine gun, and have your way with the drooling insectoids.

Using the APC, which should be running low on fuel, continue down the tracks, your partner will soon tell you that you have arrived at the gas factory, you should also see some yellow grating on an incline. With the APC, ram through it to arrive at the factory. Sure, there is another way, but this is the easiest. Kill the bugs...you now have TWO decisions on a vehicle: the APC, with OK armor and awesome guns, or the TANK, with awesome armor and OK guns. If you're a good player it really won't make a difference, but if this is your first time through the level, take the TANK. Remember awhile ago when I told you to get some FUEL? Well, which ever vehicle you choose, it will be low on gas, so fill her on up. Now, go into the factory, get some items, and talk to the scientist, he will tell you about the zombies and what the Man in Black did with his precious formula. Sounds a little bit like Resident Evil to me...but hey, what's wrong with that!? Anyway, be sure to get the MACHINE GUN and AMMO inside, because you'll need that later in the level as well.

As you exit the factory, the Man in Black will steal a gas-carrying train and run off. Hop into your vehicle and give chase, it will lead to a large town, split in the middle by the tracks. Once there, the damage has been done, as you see a cinema of the train hitting the blue force-field, exploding, and covering the village in gas (Note: according to Bobby Johnson, you can ram into the train to stop it, then shoot it a lot to blow it up. I haven't tried this myself, but I trust him. Sort of...). Suddenly, you get double Harvester Waves, one for each section of the town! This is an orgy of insects...you got two HARVESTERS, two ROCKET SCORPIONS, a handful of HOVEROS, a few GOLIATHES, and many SCOUTS. This is where the importance of your vehicle comes in hand...you will be under heavy fire, so this is why the TANK is the best choice in my opinion, since even double rockets from the ROCKET SCORPIONS barely phase it. And the cannon shells may take time reloading, but they can take out ANY INSECT IN THE ENTIRE LEVEL with a single shot (except for PROCESSORS...but that's more of a boss. Shut up). Regardless of your

vehicle, you should immediately kill the two HARVESTERS, since they can respawn any other insect (that's basic knowledge, but easy to forget in the mess).

Now, near this town are a few small bunkers, and parked there is a POLOKOV 3850...or simply a HOVERCRAFT. Once inside, take it to the large lake and go to the PROCESSOR. Kill, maim, destroy, murder, annihilate...etc., etc...If you need life, blow up the flying enemies.

PROCESSOR # 1 ELIMINATED!
SIBERIA: STAGE 1 - COMPLETE!

Save at the radiating save point...yummy.

Strangely, this next section is pretty short, not to mention EASY. Walk through the shield portal, then hop into the GUNBOAT, go down the river, and blast down the sharks, and go into the next town. You could go down the river, but a giant ice boulder blocks the way...so into the town! A Harvester Wave, but not to worry, an APC is sitting right there. After that, you'll find that one of the houses has been locked, and it was ordered by a scientist. Go into the nearby hills, and you'll find a laboratory. Inside, collect everything, and go inside the genetics lab. There, you will find a twisted experiment: a women with four insect arms, and she is obviously not happy about it. In the drawer next to her is the ACCESS CARD. This allows you to go deeper into the lab. Once you exit, the lab explodes (but why?), so hop into the nearby HOVERCRAFT and kill the insane alien that comes running at you. Nearby is a snowy maze, or more appropriately, tunnel. At the end you will be right back at the town with the locked door, but since you have the ACCESS CARD...go inside! You will find many treasures, including a ROCKET LAUNCHER. Exit, and go to the shore, get in the GUNBOAT (you can go back and save at the Save Point if you want to...just in case), and drive to the iceberg that is blocking your path. Nearby is a place you can stand, so make it into pieces with the ROCKET LAUNCHER.

Whew, a paragraph break, haven't seen one of those in awhile! In the next section, there's another town/Harvester Wave situation. Get inside the VLADACAR and destroy everything, then explore around. Behind a house is an APC, but it's low on gas, so you need to be quick about this next part. Once in, go to the trail that leads to the NUCLEAR INSTALLATION. Ignore all enemies, simply get near the foot of the base. After a few seconds of waiting, all the enemies you ignored will flock around you, so make them into chunks. Go into the installation, and right inside the first building you find.

The following information was sent by Markus Pohl
<markapollo13@hotmail.com>

Do you know how to save the power plant on the Siberia level? I do. You destroy those house-like things (a house and then an orange colored thing together) before you talk to the guy in the house. You then talk to him and he will tell you to save the plant. Leave, and re-enter. He says good job, but now the reactor is over heating. He gives you a reactor key, which opens the big middle building. Go in it and turn right. Keep going and you'll see a person on the ground. Talk to him and he tells you that the Man in Black came and set the reactor to overload. He says to go in the room and pull the switches in order... He had

pulled the first one of four switches. The combination, if you don't want to keep guessing for a while, is 1,2,4,3. There is a good area right outside the room, so get healed after! Then, proceed on the Processor.

And that's how you do it.

(continuing...)

Now you have to find the PROCESSOR, which is very close by, simply take the TRACTOR to get near the separation (where the water is) and go where the shallow part is. There are two shallow areas, actually, but on one the hill is simply too steep to climb...the other isn't. Once near the PROCESSOR, quickly jump into the nearby APC. Now, it may have OK shields, but against the likes of two MISSILE SCORPIONS, a GOLDEN SCORPION, and a SIBERIAN PROCESSOR, well, it's a little shaky. First destroy the SCORPIONS...yes, they will keep beaming in as long as the PROCESSOR is there, but when your armor gets low you can use the giant hearts they leave behind to re-fill. With that stragedy...no problem!

PROCESSOR # 2 ELIMINATED!
SIBERIA: STAGE 2 - COMPLETE!

Save at the thingy...

Now, find the shield portal, which is not so far away (unless you go there on foot). I'm happy to say, this next area is EXTREMELY short, but pretty original. Go to the two bunkers and talk to the man, he will ask you to save his men from the oil rigs, which were accidentally set to self-destruct. So, you have 2:50 to do it all...how do you save them? Simple! Get in the HANGMAN B, a double bladed helicopter with a cord that can lift up other vehicles and take them to another location. Fly to the lake, landing on each of the four oil rigs. Once you land on the H-pad, the men will start to run into the chopper. Once you hear the sound five times, fly to the next. It really doesn't matter if you rescue them all or not...but return to the two bunkers and kill the two GOLDEN SCORPIONS, then talk to the guy again, he will ask you to try out the new prototype submarine, since you were so successful with the chopper.

Well, this submarine controls exactly like a car, except underwater. With its infinite amount of torpedoes, this baby is practically unbeatable! If you need more life, kill the shark aliens. Wander about until you find the PROCESSOR, which can hurt you a lot, but if you keep up a steady stream of missiles then you will kill him right before you are about to die...told you this stage was short.

PROCESSOR # 3 ELIMINATED!
SIBERIA: STAGE 3 - COMPLETE!

You can't save underwater, so the save point will be dropped near the two bunkers. How do you get back? Simple! Floating above the PROCESSOR is a boat...so exit the submarine, which will automatically take you to the surface, get on board, and return to the base, then save. Get in the helicopter and fly to the shield portal.

Prepare yourself for a teeth grindingly hard stage...

In this town, kill everything, and continue (killing EVERYTHING, or they will follow you, no matter where you go). Once you reach a bunker, go inside, through a short tunnel, and you'll reach a military base. Now, go to the very large building in the center. Explore around if you wish, but go to the science area, talk to the scientist and he will allow you to use the TANK and HANGMAN B. Go use the TANK, and go through the very long path, but don't bother killing anything, just go. You will soon reach the area with the enemy target, but you can't do anything. You will see a VLADACAR, SCUD MISSILE LAUNCHER, and SPECTRE. Ignore these, and wait for the dozens upon dozens (I estimate 50, at the very least, and it barely slows down) of creatures catch up to you, and then blast them away. See, I told you the tank was powerful, it can take tons of damage!! After this, get in the SCUD MISSILE LAUNCHER, then immediately back out, into the TANK, as more enemies are waiting in ambush. OK, now get inside the VLADACAR and retrace your steps back to the base, killing newly respawned enemies. Now...return to the area with the SCUD MISSILE LAUNCHER and climb inside the SPECTRE, a sweet fighter-plane that can go at blinding speeds. Now, climb inside, and fly around the area...you will trigger another attack, so quickly get back inside the tank and finish them off. NOW...using the SPECTRE, fly back to the Military Base and land it near the yellow grating. Climb inside the HANGMAN B, and travel back to the SCUD MISSILE LAUNCHER. If you did everything correctly, there should be no enemies AT ALL. Position yourself over the SCUD MISSILE LAUNCHER and use the rope (press Z) to lift it up, and carry it back to the Military Base, and land it in the yellow grated area.

Get back inside the SPECTRE, which should be there, and go to the radio station in the previous area (where the first Harvester Wave in this stage was), you will note two PARASITIC JELLYFISH on towers...so kill them with your missiles. Then quickly go back to the Military Base and talk to the scientist, he will tell you to go into the next room and get the SCUD LAUNCH CODE...so do so. Now you can launch the SCUD!! YEAH!! When you do, you will get to control it as it rockets through the air...it's just like controlling an airplane. Aim for your target and you're set! When you're near it, nose dive right into the large ball type building. BOOM!

IMPORTANT TIP:

After getting the SCUD LAUNCH CODE, try going back to the previous Save Point and saving. If you die and come back, some interesting things happen. For one, you can launch the scud missile even though it's not in the yellow grated area. Another, when you come back to the first town, a HARVESTER WAVE will happen anyways, so just kill the HARVESTER, and get into the TANK that you would use it get the SCUD MISSILE LAUNCHER. By the time you get there, there will be so many enemies that the game will actually slow-down! That's saying something, considering that it's almost always silky-smooth. I estimate anywhere from 60-70 insects on screen AT ONCE. Very impressive.

Alright, after that, the TANK that was locked (near the yellow grated area in the Military Base) is now unlocked, so go get that darned PROCESSOR! Or you could use the SPECTRE...but the TANK is much safer, and much easier to use.

PROCESSOR # 4 ELIMINATED!
SIBERIA: STAGE 4 - COMPLETE!

The ALPHA 1, your homebase, is under attack, so you must go back and get it as soon as possible...get in the SPECTRE, and fly through the shield portals that allow you to get into the SHIELD GENERATOR, and you will be at the first area of the game very quickly, so take out those HOVEROS with your missiles, it only takes seconds. Then, go back into the center of the level and take out the SHIELD GENERATOR. Even if the SPECTRE blows, there are several other vehicles to use.

Then, you have to take care of a nasty boss...

SIBERIA, 1991 IS NOW COMPLETE!!!

***** 6-5: THE ALIEN COMET: 2016 *****

T H E A L I E N C O M E T : 2 0 1 6

TOTAL NUMBER OF SAVE POINTS: FIVE (5)

Alien Comet...it is one of the most oddball levels in the game, with pink and blue floors, green and red roads, red acid instead of blue water, and icy mountains near the perimeter, topped off by enigma-like flora. This is the final level of Body Harvest, not to mention the most difficult. No, it's not the puzzles this time, it's the sheer amount of enemies. You are inside the ALPHA 1 the entire time, and if you get it destroyed, consider it a game over, as the enemies make some of the bosses look like melted cheese. On foot you have a SHOTGUN, RIFLE, MACHINE GUN, and ROCKET LAUNCHER filled to the max. compacity, but even a ROCKET takes a small, small amount off of the enemy's health bar, so don't even attempt it.

If you are having a bad time against the enemies, remember to use the *special weapons*...described in the weapon section. I also suggest not using the semi-first person view, because it limits your dodging. Much easier game if you lay off the R-button.

Starting the level off, look at the map. The bar of land on the right side of the map, it is divided down the middle. You will first go to the very end (the very north), then come back down the otherside, go across a bridge, and arrive at the ALIEN RADAR STATION. It looks complicated when playing, but it is VERY straightforward...just be sure to consult the map every once and awhile, to make sure you're going north. Once you are as far north as you can go, it seems that it is a dead end, but you notice a large structure with two SHARTS on it (shoots balls, vertical explosion when killed). Shoot the large, crystal object until it blows up, and you will find the southern path -- just be careful of the acid. You should have no problem going to the ALIEN RADAR STATION...

VARIOUS TIPS:

When going north, blow up the large trees and you can collect FRAGCANNON

AMMO. When going south across the lava, destroy the green crystals for RESONATOR AMMO, which is VERY, VERY useful and can save your life...don't waste it on simple enemies. If you destroy the blue-diamond like buildings then you get LAZER MISSILE ammo. Save this for the very end. In this bar of land you will also encounter about six or seven SUPPRESSORS, I suggest using either the RESONATOR (against more than one) or the FRAGCANNON.

Once at the ALIEN RADAR STATION you will be ambushed by many HOVEROS, so don't let your guard down. In fact, NEVER let your guard down, the enemies are far too powerful for you to allow that. There's nothing to do here, except go across the lava fields, killing the QWERTYS. Once at the other side, you will find a strange red diamond with electricity flying out of it...shoot to kill, and you will get the message of,

"Would you like to save your progress?
- Yes - No"

Gee, that's a hard one...

After saving, continue through the gates and you will be locked in a square area, and the Man in Black will tell you how foolish you are, etc., etc...then suddenly six ELIMINATORS beam down, so get your butt in gear and kill them! You shouldn't have to use *special weapons* if you're good, but if you do, well, how did you get this far? :)

After they are dead, get the healths that drop down and continue, the exit gate has opened. Another semi-acid area awaits, but you'll need to fend off a few JADE DRAGONS before continuing. You will constantly fight them as you go west, then you will come to the blue force-field wall and have to go north...check the map, you should now be going north, you are now at the very bottom of the bar of land on the far left (west) of the map screen. If you check out the map, you will see there are strange things called "ACID PROCESSORS." If you destroy them, nothing much happens, so you can ignore them if you want...but if you want PLASMA BOMBS, destroy them!

As you go north, you will have to destroy several flocks of JADE DRAGONS and ELIMINATORS...if you are on the brink of dying, use the RESONATOR, it has saved my life many times. Once you are as far north as you can go, you'll need to cross the land bridge into the CRYSTAL WASTES, a nearly flat stretch of nothing but crystal buildings and the occasional acid pool. When you first get there you will be swamped by about 10 HOVEROS, and many FODDER. Use one RESONATOR to clear most of them out, then take out the rest with your CHAINGUN. Continue going east...you are at the very north land bar, if you were to look on the map. You will meet very little resistance as you make your way across, save for the occasional SUPPRESSOR...also, be sure to stock up on LAZER MISSILES by destroying the crystal buildings.

As you make your way up the narrow road leading to the ALIEN CITY, you will have to fight a few QWERTYS...use your CHAINGUN. Before entering through the gates, you will see a red diamond spurting out electricity. Shoot it until it blows, you then get the message of,

"Would you like to save your progress?
- Yes - No"

Again, a no-brainer.

Through the city's entrance, you are immediately greeted by the Man in Black, who reveals a startling story... <SPOILER>

...he is your brother.

Then he comes out with his own version of the ALPHA 1, and challenges you. I won't even include this fight in the Boss Section...if you can't kill this guy WITHOUT using *special weapons*, you are pathetic. Before dying, he beams off to some other location.

Now you must go to the holding cell on the far side of the city, to rescue a girl named Daisy...Daisy?...DAISY!?! Oh, come on DMA Design, surely you could have thought up of a girl's name who needs rescuing OTHER than DAISY!!

Sorry...but damn!

Anyways, once there, go inside and hit the switch to get her out, then go back outside, you are informed that the comet is aimed on a direct collision course with the Earth. Seeing that the comet could easily annihilate every living creature on the planet, your partner will tell you to destroy the four thruster engines, this will stop it. Well, using your map, you should be able to easily get to them, with very little resistance...once at the engine, destroy the four buildings around the flames, then attack the engine itself, and move on to the next. There are four engines: EPSILON, GAMMA, LAMBDA, andOMICRON. After this you can save your game at the Save points, near the thrusters.

Going back to the alien city, you are forced to fight SCORPIO, a very powerful scorpion like creature. See Boss Section.

The only place left to go now is the CENTRAL COMMAND TOWER. Once inside, you find that the head of every insect, the driving force behind each human killing, the foe of this entire game, a game that has taken you hours of labor and frustration to get this far is...a green brain in a tube. DAMMIT! It should have been a titanic alien creature, but NOOOOO, it has to be this cliché brain thingy. Oh well...talk to it, then exit, because the building explodes as you exit. Get back in the ALPHA 1, and prepare for the final battle of the game.

The Man in Black runs across the center of the alien city and transforms into a 50 foot tall monstrosity, with four arms, each with a gun at the end, and large claws, and plenty of friends. See Boss Section.

Is it me, or did DMA rip off of Star Wars?

"...strike me down, and I will become more powerful than you could POSSIBLY imagine!"

"Only now, at the very end, do you understand..."

Actually, I think that adds a little touch of coolness. He also explains how he is your brother...<SPOILER>...he was cloned from you, duh.

CONGRATULATIONS

You have successfully beaten Body Harvest, a game that I honestly think should have been a million seller. But no, due to the fact that the gaming industry today revolves around how much hype a game can generate, not the quality of its actual gameplay, this has been a sleeper game that little have heard of. A pity, too, as I haven't found a single soul who dislikes this game...

T H E E N D

...or is it?

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CHAPTER 7) MAJOR BOSS CHARACTERS
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SHIELD GENERATOR

Location: End of each level

Description: A large, red tower with four missile launchers at the bottom.

Power: Each missile is quite powerful, lethal against a soft body.

Tips: Facing one close up without a vehicle is suicide, but a few dozen yards should be enough. Get your cursor on each rocket launcher and fire! When they are all destroyed, you can start hurting the main unit. After that, a cinema will show it blowing up that will put even Banjo-Kazooie to shame in terms of graphical aweness. Dynamite and Rocket Launchers work well...After destroying the Shield Generator in a particular level, you will face the boss (see below)

NOTE: The following are fought in the ALPHA 1. Sorta like the Hovercraft in Diddy Kong Racing, just easier to control and with twin Machine Guns. Another neat thing about the following bosses is that they fill up the entire SCREEN!

1 - LEVIATHAN

Location: Greece - 1916

Description: A huge, gigantic green crab with four arms w/claws.

Power: Quite High. it fires rockets at you, plus it will attempt to hurt you with it's claws.

Tips: You must first destroy each of the claws before you can hurt it's face. Each time you destroy a claw, a heart will fall down to replenish your health. You'll need to practice circling the creature so you can shoot at it without taking damage.

2 - CERBERUS

Location: Java - 1941

Description: A large scorpion like creature with huge claws, it's tail fires lasers at you and even shoots flying heads at you! Be afraid. Be very, very afraid. And scared too.

Power: Very High

Tips: Like the Crab, you must eliminate all of it's claws, right after destroying the electrical thing on it's underside. After which you can hurt it's face. After it's face has blown off it will flip over and attempt to pierce you with it's tail. Move back and shoot it until it blows! Practice strafing around it without taking damage...and be sure to take care of the flying heads.

3 - MOLOCH

Location: America - 1966

Description: The body is a vertical cylinder. At the bottom are two large rockets that make it fly (well, hover above the ground at least). Two arms, with very long claws, and a head with big teeth!

Power: Extremely high

Tips: To destroy it, shoot the middle part. Then, shoot each arm until their energy runs out and they fall off. Then the entire creature will start hopping around; its entire body is vulnerable now, so fire away until it dies!...if only it were this simple. This guy has a wide range of attacks, from missiles, electricity, swinging arms, and strangely enough, rolling tires with spikes on them. When shooting for the arms, run at it, go under the body, and then brake, turn around, and shoot at the arm, it won't be able to do anything because it's turning around, so you can get a few more shots in, then repeat the process. If you need some energy, shoot at the tires, they will explode and leave a heart. The monster itself also leaves a giant heart when you blow off both arms. When he hops up and down, be very careful not to get caught underneath him, you will suffer tremendous damage.

4 - BEELZEBUB

Location: Siberia, 1991

Description: A long tail with a stinger on the end, two high-power blasters for arms, a round head with slanted eyes, topped off by a huge jaw that should not be viewed by anyone under the age of 10. Joke.

Power: Terribly high

Tips: First, naturally, you must shoot off its arms. But, you need to use a different strategy than any of the other bosses, since there are so many creatures shooting at you! Instead of using the semi-first person view by pressing R, use the zoomed-out perspective, and shoot at

the arms as you SLIDE TO THE LEFT OR RIGHT. This way, you "slide" around his shots...trust me, it works. Then, his tail is the target. Well, this can be harder than the last, but not by a lot. Again, slide around, since he will want to charge at you and impale you on his stinger. After a bit of this his tail will fall off and this awful creation will start to crawl around the ground like a titanic worm! When he starts charging you, keep shooting. If you have full health then he won't last long...speaking of which, if your health is low, shoot the little flying creatures, you can get gobs of energy this way.

5 - SCORPIO

Location: Alien Comet, 2016, before Central Tower

Description: A large scorpion like creature, each pincer is flowing with electricity

Power: Massively high

Tips: If you don't have a good supply of LAZER MISSILES or other good weapons for your ALPHA 1, well, you're going to have to have some pretty fancy moves to get past this thug. Stay far away as possibly, as his electricity shots can cause 1/10 of your energy to evaporate.

6 - TOMEGATHERION

Location: Alien Comet, 2016, very end

Description: Aw...this is sad. It's just a big beetle face on a cylindrical body, which has four arms fitted with a special gun for each, all on top of a large treadmill. DMA, what were your boss designers smoking when they made this pathetic excuse for an end boss of a game filled with drooling insectoid alien creatures bent on world domination? But I digress...

Tips: First, kill the two ELIMINATORS that come down with it, the enemies that appear after those are rather tame in comparison. Then, you must destroy the two arm guns...they both shoot lasers. Get up close and use the RESONATOR, which will take a big chunk of their health away. You know you got them both when they light on fire and poof away, then the second pair of arms come down. Same deal. Then the boss will use its laser beam eyeballs to scorch you, which does minimal damage. A few Lazer Missiles here and there, then he transforms back into the man in Black, but very weak. A shotgun shell in the face and your long journey comes to a rather sad end...unfortunately.

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CHAPTER 8) CODES
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NOTICE:

The codes are not my responsibility, they come from Cheat Code Central. Therefore, if they do not work or are incorrect, do not complain to me, complain to them, thank you. Also, remember that it is a lot more fun to beat the levels and bosses on your own, so don't use of these cheats

unless you can beat the game.

ALL WEAPONS:

Enter "ICHEAT" as a name. Then while playing a game, press A, Right, C-Down, C-Right, C-Up, A, Left.

WEAPONS POWER-UP:

Enter "ICHEAT" as a name. Then while playing a game, press C-Down, C-Up, Up, Z(2), Left, C-Right.

SMART BOMB:

Enter "ICHEAT" as a name. Then, press A, C-Up, C-Up, Up, Left.

RESTORE HEALTH AND FUEL:

Enter "ICHEAT" as a name. Then while playing a game, press Down, Up, Right, A, B, Left, C-Right.

ALL ARTIFACTS:

Enter "ICHEAT" as a name. Then while playing a game, press Up, C-Down, C-Right, Z, Up, Left.

WEAK BOSS:

Enter "ICHEAT" as a name. Then while playing a game, press Z, C-Right, C-Right, B, Left, C-Right.

KILL ADAM:

Enter "ICHEAT" as a name. Then while playing a game, press B, Left, C-Right, C-Right, Down.

BLACK ADAM:

Enter "ICHEAT" as a name. Then while playing a game, press C-Left, C-Right, A, C-Down, C-Right, Left.

TALL ADAM:

Enter "ICHEAT" as a name. Then while playing a game, press B, A, C-Up,

A, C-Up, A.

SHORT ADAM:

Enter "ICHEAT" as a name. Then while playing a game, press Down, C-Left, A, Right, Z.

MUTANT ALIEN:

Enter "ICHEAT" as a name. Then while playing a game, press C-Down, Up, Z(2), C-Right, Right. Enabling this cheat while facing a harvester will transform that alien into a mutant. Repeat the code to disable it.

FAT-LEGGED ALIENS:

Enter "ICHEAT" as a name. Then while playing a game, press Left, A, Right, Down. Repeat the code to disable it.

DANCER:

Enter "ICHEAT" as a name. Then while playing a game, press Down, Up, C-Up, Down, C-Right, C-Right.

SURREAL MODE:

Enter "ICHEAT" as a name. Then while playing a game, press C-Down, Up, Right(2), C-Right, A, Left to make the buildings jump. Repeat the code to disable it.

ADDITIONAL DIFFICULTY LEVELS:

At the difficulty selection screen, repeatedly press Left to access the "Very Easy" setting or repeatedly press Right to access the "Very Hard" setting.

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CHAPTER 9) WEAPON CRYSTALS / ALIEN ARTIFACTS LOCATIONS

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When you collect all three Weapon Crystals in a stage, you will assemble a huge weapon of massive power. By collecting all the Alien Artifacts, you can play the boss of that level as many times as you wish by going to the "Boss Replay" option in the Options Menu.

GREECE:

1. After going through the dam on your way to the second Processor, keep going straight and find a house. Go through the side and find it inside!
2. Same house; search the dead body after reading the note on the wall.
3. In a house in the area before the bridge that the man in black blows up.

JAVA:

Thank MysticNail@aol.com for #'s two and three.

1. Near the generator in the first area is a pair of two white houses. behind one is a path that goes down to a shelter; it's inside.
2. In the final area where you have to get the big navy ship to smash through the alien barrier -- it's inside the ship. Talk to the captain, then walk straight up so you hit the wall, then head right and you will find a semi-hidden box.
3. In the Blackfield area, or the army place where there is a Harvester Attack (last area here), you will see a fighter-plane parked on a large building. Get in a GYROCOPTER and land on the building, go through a door, and you will find a WEAPON CRYSTAL inside.

AMERICA:

1. In the first stage, after making the jump across the gap near the school with the V8-HIBOY, search for a house with a TIPPER (dumptruck) next to it, inside you will find a tree-huggin' hippie. On the third floor, in the drawer, is the Weapon Crystal. HINT: It's on the same road that runs along the HALSALL STORM DRAIN.
2. In the second area, remember where you had to blow away a large rock with a Rocket Launcher? Well, in the area after that, go in the nearest mine, where you got a TOTEM POLE SECTION. It's pretty easy to get...

(the following Crystal Location is brought to you by: Andy Lewis
<ajlewis@puresoftware.co.uk>)

3. It's near the beginning of stage 3, in the house which conceals the valley leading to the base (when you go into the house, there's an old man in the front room talking about weird lights and UFOs. Go downstairs then come back up, and he's been replaced by a man in black. The crystal is downstairs.

SIBERIA:

Thanks goes to "Flatblob !!!" <flatblob@hotmail.com> for these.

1. In Siberia stage one when you get the hover craft travel on the left side of the river. About 2/3 the way down you should see two houses the crystal is in the bigger house.
2. In Siberia stage two at the nuclear plant there is a pump house that you can enter and find the crystal.
3. In Siberia stage four near the area where you get the scud missile there is a house where the crystal is housed. The house is on the same ground as the alien target, which means you'll need a flying machine to get to.

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*****
*****          9-2: LOCATIONS OF ALIEN ARTIFACTS          *****
*****
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GREECE:

Thanks goes to "Flatblob !!!" <flatblob@hotmail.com> for number three.

1. Same place as the first Weapon Crystal
2. Before going to the first Airport, go to end of a path to find a Church. Search inside.
3. In Greece 1 there is a small town in the north west part of the map. The artifact is found the only house that you can enter.

JAVA:

Thanks to N64 Code Center <www.n64cc.com> for these

1. After getting the BOAT PARTS, start to go back to the CABLE CAR. Except, stop before the generator. You will soon see a rock, across from that will be a long, very thin path (a Roach Gunner used to be there). Drive across, at the end is a house, inside the is first ALIEN ARTIFACT.
2. Once you get inside the military base and have access to flying vehicles, return to Java 3, and fly along the Shield Portal wall. Eventually, you will find a corner, and there will be a mini-airport, with a few airplanes, and a small shack. Check inside
3. On the long battlefield leading to the final PROCESSOR, on the west side (when looking on the map), there will be a small bunker type house. Inside is, well, you know. I suggest you use a GYROCOPTER for it.

AMERICA:

Thank Bobby Johnson <tomegatherion121@hotmail.com> for these

1. Second stage, first Harvest, look for a DUSTY (vehicle) behind a house, and you will see a very small path behind it...you'll find a house. Guess what's on the second floor?
2. In the very first area of America...OK, you're facing the blue wall, next to it is a sewer pipe, near that is KARL's KUSTOM KARS. So the wall is in front of you, turn left on the road. Turn left at the next turn. Then right. You should see a small sign with an EDZIL behind it, turn left, then left again, you will see a super-market, it's open. Inside, go downstairs. Open the drawer. Yay.
3. In the second stage, after clearing the canyons so you can hear your partner again, take the MONSTER BUG nearby, then go down the river. Cave, bingo.

SIBERIA:

Thanks goes to "Flatblob !!!" <flatblob@hotmail.com> for all of these.

1. In Siberia 1 there is a small cave on the mountain side on square E7 of your map. The Artifact is inside.
2. In Siberia 4 there is an Artifact in the radio station at Vadensk (the town you need to blow up).
3. In Siberia 4 to the south of Zhivago there are three houses, the Artifact is in the bigger house. You need to solve a puzzle to get the Artifact.

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CHAPTER 10) CREDITS
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COMPANIES

Nintendo: I have to give them credit, I don't know why, it's just one of those strange rules everyone follows for no good reason.

DMA Design: Those nuts in Scotland, they're even crazier than me

INTERNET SITES

N64 Code Center <www.n64cc.com>: All the Alien Artifacts of Java. Yay!

Cheat Code Central <www.cheatcc.com>: Take N64CC and then add it to Gamesages and what do you have? The biggest collection of codes you could possibly imagine. This is what Cheat Code Central is! Thanks goes to them for the large list of cheat codes.

PEOPLE

I'd like to thank the following people

Bobby Johnson <tomegatherion121@hotmail.com>: Sent in corrections for America and Siberia, plus ALL of the Alien Artifacts for America. But, what I find rather sad is that someone else on Hotmail had that name...tsk, tsk, what a sad world we live in.

??? <MisticNail@aol.com>: Sent in the Weapon Crystals for Java, at least the second and third ones. I already had the first one. But still, this guy was a great help!

Markus Pohl <markapollo13@hotmail.com>: Sent in the information on how to save the Power Plant in Siberia.

Andy Lewis <ajlewis@puresoftware.co.uk>: For the third Weapon Crystal of America.

"Flatblob !!!" <flatblob@hotmail.com>: He sent in all of the Weapon Crystals for Siberia and all the Alien Artifacts for Siberia. Very nice!

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CHAPTER 11) CONTACT INFORMATION
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Feel free to contact the insane author of this FAQ, marshmallow, with any e-mail, corrections, adorations, admonitions, praise, damnation, condemnation, or death threats at: marshmallow@planetn2000.com.

Basically, there are five different types of e-mail I will receive on a daily basis.

QUESTIONS:

I will answer questions to the best of my ability, but not necessarily immediately. Who knows...you may get an answer hours after sending it, or maybe even weeks. Do not e-mail me telling me to "answer your questions", unless you like to be ignored. Also, please realize that I <prepare for a shocker> do have a real life outside the Internet. School, friends, what have you. Hey, sometimes I might not even get on the Internet for a few days if I pick up a hot new game that I enjoy.

If you ask a question that has been answered in the FAQ, I will most definitely ignore it. If your question is poorly written (e.g. "Hez waz up, dawg? Got mez uh q!") I will delete it. Etc., etc...

PRAISE LETTERS:

Hey, you mean people actually receive help from me and like to praise my work? Believe me, though I may not reply to it, I do appreciate your comments. Though, most people, if they praise me, do it along with a question, in which I might reply something like, "Yeah, thanks for the support. As for your problem..."

HATE LETTERS:

I've received very few of these, but it's happened. Chances are high that I may not reply, but if you present a valid criticism, I may acknowledge your critique. As for those less intellectual letters, heh,

they're always good for laughs.

JOB APPLICATIONS:

Though I can assure you I will be flattered, I will *not* work for your site exclusively (or even as a third party). I don't care how much money, women, or drugs you offer me, either. No means no, okay?

CHAIN LETTERS:

No, I don't care about what kind of whore house your uncle runs. No, I don't know who Louie is and why he has a fetish for panties. No, I don't think a piano is going to mysteriously appear out of thin air and fall on me if I don't send a piece of sh!t letter to other people. No, I won't send you cash for a "dying" (yeah, right) kid who is infected with brain cancer, though sometimes I wonder if YOU'RE the one with brain cancer. No, I don't care about this new, amazing revelation about weight loss (my muscle to fat ratio is quite normal, thank you very much). And, finally, I will *not* make out with you!

I apologize for the aforementioned subjects, because they had some questionable material. However, considering this is a FAQ for a T rated game with copious amounts of explosions, blood, and drooling alien-insectoids, I assume you will not be offended by a little sexual innuendo.

Sincerely,
marshmallow

~ End of Document ~