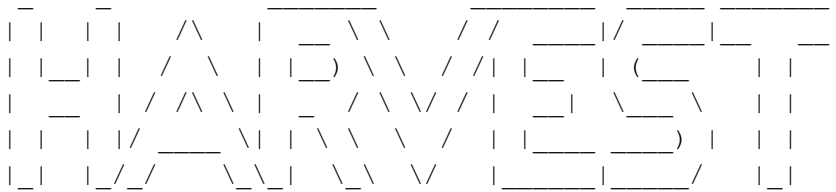
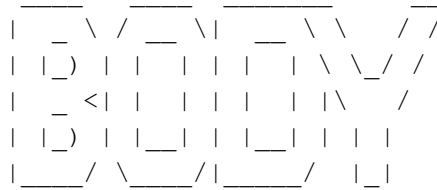


Body Harvest Collectible Guide

by Probo

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v1.02



This is a collectible guide for Body Harvest! One of my favourite N64 games, which still feels unique and ambitious today. I will tell you how to get the 12 Weapon Crystals, and the 12 Alien Artifacts. I go through the collectibles in the order you should get them in-game in a normal playthrough, with detail and context, so there may be spoilers about events in places.

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I. Helpful Information

There are three crystals and three artifacts per time period, but they are not always spread evenly across the stages. Stages are the portions the map is divided up into by the aliens' shield walls. Sometimes a stage will have as many as three collectibles, or even none at all. Also sometimes you will need to backtrack between stages with new vehicles to get collectibles. There are no collectibles in the last time period, so it is not mentioned in this guide.

Once discovered, buildings appear yellow on the map, helping us identify them. Discovered vehicles also appear on the map, as green triangles. If you centre the vehicle and zoom in you can even see the model and identify what the vehicle is. You don't have to actually see a vehicle or building to discover it though, it's based on proximity and it's pretty generous. So the map is very useful for sourcing a nearby vehicle or building hidden out of view.

A less known but super useful feature - you can place waypoints in the form of purple triangles on the map by pressing R. You'll then get a purple arrow in gameplay pointing you towards the waypoint. Press R again whilst looking at the map to remove it. Pressing L on the map screen will select between stages and tell you their number, which could be useful if you've forgotten I guess. All in all, a pretty swish map, especially for back then!

II. The Rewards

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Collecting all the Weapon Crystals in a time period will give you the powerful special weapon to use on foot, whilst you're still in that time period. These can put down processors in a couple of shots to the face on Hero difficulty, although you might not want to be standing in front of some of them!

Collecting all the Alien Artifacts in a time period will let you practice the boss for that time period. Access this by selecting your save, then 'options', then 'replay level', then 'replay boss'. The boss fights are pretty epic and a lot of fun, and it's a useful feature for people that speedrun the game too.

Also, Body Harvest kudos, the rarest of kudos. :)

III. Walkthrough

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<<<< 1. GREECE >>>>
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Weapon Crystal 1 - Greece Stage 1

Map Square Position - Bottom centre of A3

After using the TNT to demolish the boulder, enter the canyon it was blocking and keep following it round to the left until you reach a mine sticking out of the rocks. Enter the mine, go forward into the next room and the chest containing the CRYSTAL is straight ahead.

Alien Artifact 1 - Greece Stage 1

Map Square Position - Bottom right of A1

In the very north west of the map is a village, surrounded by a fence and with a golden fountain statue in the square. There is an opening in the fence on the south side. Go through and into the first building on your left, it's the southernmost house in the village and the entrance is on the back of the

building. The ARTIFACT is in a chest in the north west of the room next to a bed.

Weapon Crystal 2 - Greece Stage 2

Map Square Position - Top left of G2, touching the top line

After fixing the water gate, you must pass through it in a boat. As you do, straight ahead of you across the water is a white house on a small stretch of shore. It has two red doors, go in the one on the right. In the first room, rummage in the water barrel to open a secret door nearby, and go through. In the next room, there is a chest in the north, the CRYSTAL is in there.

Alien Artifact 2 - Greece Stage 2

Map Square Position - Top left of G2, touching the top line

In the same room as the previous collectible, there is a torch on the western wall. Interact with it to open a door in the north, and go through. The ARTIFACT is in a chest on the right. You must interact with the corpse on the floor to leave this room.

Weapon Crystal 3 - Greece Stage 3

Map Square Position - Right of centre of D6

The objective will become to cross a bridge, 'as a shortcut to the Processor'. It gets blown up if you try to cross it. There is a building west and slightly north of this bridge, just where the road coming west from the bridge takes a turn heading south. It has a green truck outside and a red door. Go inside, and straight ahead there is a chest. The wall in front of the chest will close as you approach, but you can trigger it to open again by walking away and approaching again. The CRYSTAL is in this chest.

Alien Artifact 3 - Greece Stage 3

Map Square Position - Centre of A5

After going through the ancient tunnel by using the puzzle piece you found in the temple, you will get a harvester wave north in Nestavosi Suburbs. After dealing with that, locate the nearby coastal road to the west of Nestavosi, and follow it north. It will take you to a small church that is right at the top of the map by the shield wall. Go inside, walk straight ahead and there is a chest with the ARTIFACT inside.

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<<<< 2. JAVA        >>>>
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Weapon Crystal 4 - Java Stage 1

Map Square Position - Very bottom right of E4

Shortly after taking the cable car to the north island, there will be a

harvester wave landing in the mountain village directly to the north. After dealing with it, from the houses bunched together in the north of this village go directly north until you meet a thin stretch of water. Across the other side of the water is a grey bunker with a blue door, cross the water, go inside and the first chest has the CRYSTAL.

Alien Artifact 4 - Java Stage 1

Map Square Position - Bottom right of F4, touching the bottom line

From the same village where the previously mentioned harvester wave was, take the main road running through the village east - watch out there will be a large turret enemy here straight away that you're going to want to kill. You could take it out from the village to be safe. That enemy was blocking a path running up a narrow ramp of land with a little hut at the top. Go in the hut and straight ahead to open the chest and get the ARTIFACT.

Weapon Crystal 5 - Java Stage 4

Map Square Position - Bottom left of C3

Eventually, the objective will become to get into the harbour, but an alien wall blocks the entrance. Directly east from the alien wall you'll find a docked battleship, the Pequod. Get on land and walk onto the ship from the back, and go in the door on the right hand side. Straight ahead there will be barrels of oil, and a chest partially hidden behind them. In this chest is the CRYSTAL.

Weapon Crystal 6 - Java Stage 4

Map Square Position - Centre of C1

After overcoming the alien wall, we will have to liberate Blackness Naval Base from a harvester wave. Now we have access to its flying vehicles so use one to land on the aircraft carrier that is docked there, and go inside the door. The CRYSTAL is in the first chest.

Alien Artifact 5 - Java Stage 3

Map Square Position - Bottom left of A8

You will have to backtrack for this collectible, whilst you're visiting the temples to fix the weather you'll be doing this anyway so grab this on your travels. You will need an aircraft! Whilst back in stage 3, fly to the very north east corner of the map, up on a hilltop there will be a hut and some planes. Inside the hut in a chest is the ARTIFACT.

Alien Artifact 6 - Java Stage 4

Map Square Position - Very top right of G1

Back at the Blackness Naval Base, get in a warplane and head south sticking close to the shield wall on your right. The ground gets really mountainous here, and adorned with tall, strong enemies and trees so stay high as not to collide with them, but not so high you can't make out the ground. Eventually

you will come across a bunker next to an airstrip. Inside that bunker is a chest with the ARTIFACT. Also in here, elusive Java fuel.

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<<<< 3. AMERICA    >>>>
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Alien Artifact 7 - America Stage 1

Map Square Position - Top left of G2

Shortly after you begin the level there will be a harvester wave in the big town south of you. When you've dealt with the enemies, look at your map and you'll see a police station circled on there. The smaller, perfectly square building east and slightly north of the cop shop is a gas station, it has two gas pumps on its west side and a brown sign on a pole sticking out of the roof. Get onto the road that is on the east side of the gas station, following the road north and round to the left when you reach a corner. Then take your first right and straight ahead we are looking at the side of a red-ish building with awnings and vegetables out front. Go inside this building, take the stairs on the left and the ARTIFACT is in the drawers down here.

Weapon Crystal 7 - America Stage 1

Map Square Position - Slightly down and right from the centre of E3

Later on in stage 1 you will stunt jump from the north west part of the city to the north east part. When safe, look where the Halsall Suburbs circle on the map is and go directly east from its centre, and you should see a large water silo. On the right hand side of that is a white house with a dumpster truck outside. Go in this house and right into the next room, then up into the last room where the CRYSTAL is in some drawers on the right.

Alien Artifact 8 - America Stage 2

Map Square Position - B1, touching the right line, half way up.

At the beginning of the stage you will be on foot and come across a clearing with buildings, there will be a harvester wave. After you've fended off the wave, go to where you entered this clearing, there is a yellow building close by, with a dark car parked behind it. Go behind this building, past the car and there's a narrow path that goes up to a house. Go in the house, down the stairs ahead and the ARTIFACT is in the chest on your right.

Alien Artifact 9 - America Stage 2

Map Square Position - Exactly where the corners of squares A5, A6, B5
and B6 all meet each other.

After meeting the worms, you will walk through another narrow canyon, and eventually come to sign saying 'Turn north for the Creek of the Running Buffalo. South: Slow Bull Point.'. We're now in a much wider canyon with a narrow body of water on your left, the aforementioned creek, with a Monster Bug vehicle on its banks. Get in the Bug and drive further north following the water, there will be a small tunnel entrance on your right. Go in, and the

chest at the very back of the room contains the ARTIFACT.

Weapon Crystal 8 - America Stage 2

Map Square Position - Slightly north of centre of C5

Whereas we went north up this big canyon to get the the previous collectible, now head back south and quickly after going past where you entered this canyon you will come to a shield wall, and a turret enemy will spawn if you're close enough. You can take a right here up a ramp and into a tunnel entrance. You have to come in here to get a totem piece too. Use the manholes and ladders to explore, it's a linear path and you'll eventually find a flooded room. Lower the water with the pipe valve and open the chest for the CRYSTAL. On the way back a wall has opened with a new manhole to go down, and you'll find the totem that way.

Weapon Crystal 9 - America Stage 3

Map Square Position - D7, touching the right line half-way up.

From the entrance into stage 3, you are moving south and get to a fork in the road with a sign, saying 'East: Clampott's Lodgings'. Well that's where we're going, and it's the mission-critical path too. Head east and you should be able to see the white house straight ahead. Go inside and move to the right to open the way to a secret set of stairs, go down them, and down some more stairs, and the CRYSTAL is in the chest next to you.

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<<<< 4. SIBERIA    >>>>  
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Alien Artifact 10 - Siberia Stage 1

Map Square Position - Halfway along the line separating D7 and E7.

Something dramatic will happen with a train in the very north, and there is a hovercraft nearby. Get in it and drive south to the water, and now keep going south down the middle of the water, counting the icebergs. They appear on the map too, oddly as square yellow buildings out in the sea. When you get to the third ice berg, stop, there is an opening high up in the mountain to your left that you can get to in the hovercraft. You just need enough speed. Reverse the hovercraft up against the shield wall opposite the opening, you should now have the iceberg on your right and a tiny, tiny island on your left, and you're looking between them straight forward. Give it full throttle and you can ride up the mountain and onto the ledge. Make sure not to jump out if your hovercraft is going to slide off the ledge, as it could slide far away. Go inside the tunnel here, and inside the wall ahead will close. Opening the chest on the right will reopen the wall. Go through and down the stairs, then light the candle on the table to your left. This will open the nearby wall, and in there is a chest containing the ARTIFACT.

Weapon Crystal 10 - Siberia Stage 1

Map Square Position - Bottom right of E7

From the last collectible, keep driving south across the water in the hovercraft, hugging the mountains on your left. You will quickly get to a rocky shore you can drive on and there will be two buildings. The larger building of the two with a green door has the CRYSTAL, go upstairs and it's in a chest at the foot of the bed.

Weapon Crystal 11 - Siberia Stage 2

Map Square Position - Top right of F1

The quickest way - when you get access to the Spectre jet, fly to the very north west of this stage. There will be a small building, low down. It looks like the ones we've seen at the main power station area with the metal machinery on one side, attached to the roof. Land, go in and the chest with the CRYSTAL is on your left. You can also access this building on foot from the power station - if you're looking at the main reactor building there's a small building behind it on the left with a blue door. It's identical to the one we want to go to. Go in, pull the switch to unlock the door, then navigate through the rooms and you'll end up in the collectible building.

Weapon Crystal 12 - Siberia Stage 4

Map Square Position - Top right of B1

At the end of the tank section you will get to a place circled on the map as Vadensk. At the bottom of the circle is a VTOL jet. If you go north past the VTOL jet literally just a few feet and then go west, you will see a lone building surrounded by chequered walls. Go inside, and the final CRYSTAL is in the chest at the back of the room.

Alien Artifact 11 - Siberia Stage 4

Map Square Position - A2, left of centre.

Still in Vadensk and looking at the map, at top centre of the 'Vadensk' circle is a radio building. It's white and has a huge bulbous transmitter/receiver on top, and it's up a hill right against the north shield wall. Go inside and the ARTIFACT is in a chest in the north east corner.

Alien Artifact 12 - Siberia Stage 4

Map Square Position - Centre of E4

Now we have the VTOL you can get the last collectible easily. Fly back to the town with the first harvester wave in this stage, Zhivago, and south of it are some houses on a hill. Land and go in the big house with the green door, and walk to the back wall and it should open. You cant get through though, as there is another wall behind it blocking your way. Go and flick the light switch to the left and you should hear the second wall moving. Go through them both and open the chest to get the final ARTIFACT.

If you have any feedback, or just want to talk about Body Harvest, you can contact me Probo at prbgmzz [at] gmail [dot] com

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