

C-12: Final Resistance FAQ/Walkthrough

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FAQ/Walkthrough for C-12: Final Resistance (PlayStation One)

Version 1.01 by Peter Tsai

Not a bad Siphon Filter clone - I only wish it had better controls!

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=== UPDATES =====

07/13/2001 - Version 1.0 written. I've written this FAQ mostly from my hazy memory and also from a whole bunch of scrap notes (I had to return the game to Blockbuster immediately after finishing it), so it's very likely that there are errors in here. Feel free to correct me, or better yet, write your own FAQ... I've searched high and low on the web for one, but surprisingly none were found!

07/14/2001 - Version 1.01 written. Received emails from a few people asking permission to put this document up on their website. Well, since they were courteous to ask, I've included them to the credits list.

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=== 1. GENERAL INFORMATION =====

Tips

- * It is almost NEVER a good idea to rush into battle without surveying your surroundings. It's like drawing a large bulls-eye on your back. So don't do it, unless you're the type that actually enjoys receiving shots from behind.
- * Whenever possible, look through your optical implant and try to take out the enemy from a safe distance, like 35 meters.
- * Conserve ammo - use headshots frequently. The only time when you should be firing like crazy is when you acquire a new weapon and want to learn its secondary attack as soon as possible.
- * Keep in mind that all enemies have a weak spot of some sort. If an enemy seems impossible to defeat, try a different tactic: change weapons or focus on another target.
- * If you see a health pack on the ground (not dropped by an enemy), don't take it (i.e. walk over it) unless it's absolutely necessary. You'll never know whether you might be needing it at a later time. Same thing applies for ammo clips and shield cells.

Basic Controls

Directional buttons - Run (in the direction relative to the screen, not your character).
- Climb ladders.

X button - Fire current weapon's primary attack.
- Hold down button to drag crates and other large objects.
- Activate switches.
- Remove security bolts.
- Use items.

O button - Crouch.
- Clamber onto a crate/ledge.
- Hop off a ladder.

Square button - Fire current weapon's secondary attack.

Triangle button - Hold down button to raise forcefield.
- Double tap to overload shield cell and emit EMP shockwave.

L1 button - Cycle through currently available weapons.

L2 button - Hold down button + directional buttons to adjust camera view.

R1 button - Targets an enemy in front of your character. Hold down button to keep your focus on it as you move about.

- Hold down button + Left/Right to strafe.

R2 button - Hold down button to see first person view through your character's optical implant.

Weapon Data

Note: With the exception of the Energy Blade, you have to gain enough experience in your weapon's primary attack before the secondary attack becomes available to you.

Energy Blade

"Very rare. Rescued from a slain elite alien guard."

Ammunition Capacity: Infinite

Pros: No ammunition, high damage, very effective against some enemies.

Cons: Lack of range for slashing attack, delay time for firing energy bolt.

Primary Attack: Melee Attacks

Approximate Max Range: 1m

Though it does very good damage, its lack of range makes it unsuitable for fighting groups of aliens.

Secondary Attack: Blade Beam

Approximate Max Range: 40m

Only available in the final mission. The blade's energy can be charged up and flung as a bolt of pure energy. A fully charged bolt does devastating damage. Though no ammunition is used, there is a long delay between firing consecutive bolts.

Machine-Gun

"The AG-35 is a machine-gun with integrated grenade launcher."

Ammunition Capacity: 400 bullets / 30 grenades

Pros: Versatile, high bullet capacity, very fast rate of fire.

Cons: Doesn't deal a lot of damage.

Primary Attack: Bullet Fire

Approximate Max Range: 30m

Its fast rate of fire makes it almost impossible to miss a moving target. The damage it does is not a lot, but that doesn't matter if you can perform a headshot (which kills your enemy instantly).

Secondary Attack: Grenade

Approximate Max Range: 16m

Doesn't go very far, and it's too slow to hit moving targets. Nevertheless it's quite useful against limpet turrets and Alien Scientists - they hardly move around when they attack. Another plus point for this attack is that it can damage some shielded

enemies.

Rocket Launcher

"The RV-40 is a rocket launcher that has a target tracking facility capable of guiding rockets."

Ammunition Capacity: 40 rockets

Pros: High damage, long range, very effective against vehicles.

Cons: Slow rate of fire, low rocket capacity.

Primary Attack: Single Straight-Line Rocket

Approximate Max Range: 40m

Fires a rocket which travels in a straight path. With the slow firing rate you're more likely to miss the target if it moves around a lot.

Secondary Attack: Multiple Homing Rockets

Approximate Max Range: 40m

Fires five guided rockets. Recommended for taking out tanks and flyers.

Laser Cannon

"XK-50 is a classified weapon that was under development by Rothbart Optics before the alien invasion commenced."

Ammunition Capacity: 200 laser energy units

Pros: Charged shot.

Cons: Fully charged shot consumes 15 units of energy.

Primary Attack: Rapid Laser Bolts

Approximate Max Range: 32m

Does more damage than bullets but less damage than plasma. Firing velocity is slower than machine-gun's. (Funny that, bullets being faster than light.)

Secondary Attack: Charged Laser Bolt

Approximate Max Range: 32m

This is what makes the laser cannon worth having! Though it drains a lot of energy, a fully charged bolt can sometimes kill the enemy instantly!

Alien Plasma

"The standard issue weapon of the Alien troops."

Ammunition Capacity: 300 plasma energy units

Pros: Long range, heavy damage.

Cons: Fully charged shot consumes 12 units of energy.

Primary Attack: Plasma Energy Bolts

Approximate Max Range: 35m

If this is the Aliens' regular weapon, then no wonder humans are losing. For a rapid fire gun, this deals way too much damage! Also, because of its long range, the gun can also be used as a sniper.

Secondary Attack: Wide Plasma Bolt

Approximate Max Range: Varies (usually less than 30m)

Fires a series of bolts in a wide arc. Even though it's intended for fighting groups, personally I wouldn't recommend it. It takes time to charge up, and it doesn't have the range nor damage of the regular rapid fire.

Ion Cannon

"Rare Alien weapon."

Ammunition Capacity: 250 ion energy units

Pros: Can't think of any.

Cons: Fully charged shot consumes 50 units of energy, inferior compared to the other guns.

Primary Attack: Electrical Beam

Approximate Max Range: 6m

Crap range, crap damage. I don't see any practical use at all.

Secondary Attack: Chained Electrical Discharge

Approximate Max Range: 35m

Apparently this is supposed to stun the enemy and pass the discharge from target to target, but it never worked when I tried it. Oh, and despite the range, it still does crap damage.

Item Data

Alien Comms Device

"An alien communications device. Used in the encoding and decoding of alien transmissions."

Alien Health

"Combine the two alien health packs to restore full health."

Alien Keycard

"Used to bypass alien keycard sensor."

Armed Explosives

"Explosives from the demolition site, with the detonator from Recon 1. Powerful enough to destroy the blockage in front of the outpost."

Battery Pack

"Portable battery pack."

Black Regulator

"1 kHz power regulator."

Blue Alien Spore

"Combines with yellow spore to make corrosive paste."

Combines with red spore to make slow-burning, illuminating flare."

Blue Regulator

"4 kHz power regulator."

Blue Security Bolt

"Used to activate or deactivate Alien equipment or consoles."

Cyan Security Bolt

"Used to activate or deactivate Alien equipment or consoles."

Detonation Pack

"Industrial explosives. Used in research on armour technology. Very powerful."

Detonator

"Explosives detonator, obtained from Recon 1."

Entrance Codes

"The base entrance codes are red, green, blue and yellow."

Explosives

"Obtained from the demolition site."

Fuel Can

"Contains enough fuel to get armoured jeep to 2nd bunker."

Green Regulator

"5 kHz power regulator."

Green Security Bolt

"Used to activate or deactivate Alien equipment or consoles."

Implant

"The General's implant is required to disable the lockouts for the bunker's self-destruct."

Magenta Security Bolt

"Used to activate or deactivate Alien equipment or consoles."

Mall Override Codes

"The mall computer override codes are: red, green, red, blue."

Medibox

"A field medical kit. Contains medical supplies

suitable for triage on the battlefield."

Red Alien Spore

"Combines with blue spore to make slow-burning, illuminating flare. Combines with yellow spore to make 'flash-bang' type explosive."

Red Regulator

"3 kHz power regulator."

Red Security Bolt

"Used to activate or deactivate Alien equipment or consoles."

Sensor Antenna

"Used to repair damaged sensors in perimeter of bunker."

Sensor Camera

"Used to repair damaged sensors in perimeter of bunker."

Sensor Dish

"Used to repair damaged sensors in perimeter of bunker."

Shield

"Alien shield pack."

Storage Disk

"Blank storage disk."

Storage Disk

"Contains preliminary analysis data on the alien comms device."

Yellow Alien Spore

"Combines with red spore to make 'flash-bang' type explosive. Combines with blue spore to make corrosive paste."

Yellow Security Bolt

"Used to activate or deactivate Alien equipment or consoles."

Enemy Data

Advanced Cyborg

"The traitorous Major Dan Carter."

Alien Assassin

"Elite guard unit. Alien warrior with cloaking technology."

Alien Commando

"Shock trooper, equipped with dual-fire plasma staff."

Alien Energy Mine

"Triggered by proximity. Launches a plasma capsule that detonates above ground with a powerful shockwave."

Alien Flyer

"Troop carrier and bomber."

Alien Leader

"Equipped with advanced battle armour. Plasma and ion cannons are built into the arms, while shoulder-mounted missile launchers, and a powerful laser weapon are built into the torso."

Alien Limpet Turret

"Automated alien gun emplacement."

Alien Scientist

"Armour can channel and redirect energy."

Alien Tank

"Laser, plasma and rocket armourments. Main body is very well armoured, but weapon points are more vulnerable to attack."

Alien Trooper

"Infantry unit, carries plasma cannon."

Attack Droid

"Combat unit. Shoulder mounted 12mm carbines."

Brute

"Unknown alien species that has been cybernetically altered."

Crab Droid

"Burrowing alien attack droid."

Cyborg Drone

"Construction unit, with power welder arm."

Cyborg Sniper

"Infantry unit. Equipped with powerful sniper rifle."

Cyborg Soldier

"Infantry unit. Equipped with machine-gun."

Cyborg Soldier

"Heavy weapon infantry unit. Equipped with rocket launcher."

Ion Beam Defenses

"Alien security measure designed to prevent prisoners from escaping alive. Triggered on proximity, and very powerful, but takes a short time to recharge after firing."

Mall Turret

"Mall security turret."

Manipulator

"Manipulator."

Manual Laser Turret

"Resistance weapon emplacement. Fires rapid series of laser bolts, but is prone to over-heating."

Probe Droid

"Search and reconnaissance unit."

Spider

"Unknown alien species that has been cybernetically altered. Behaviour suggests an aversion to light."

Termite

"Termite."

War Droid

"Alien war droid. Not fully constructed, and still tethered to its powering harness."

=== 2. WALKTHROUGH =====

Note: Directions are based on your position in the Internal GPS (which is accessible on the SELECT menu). In other words, the top of the map is north, and the bottom is south.

Mission 1: Search and Rescue Recon 1

Head west. As soon as the two drones bust open the metal doors, run past them and grab the MACHINE-GUN in the room. Switch your weapon to the gun and fire like crazy. Killing them should bring your machine-gun's experience level close to half. Go outside and head north. A flyer will swoop by and bomb a radio

mast, closing off the street to your right. Go west and kill the three droids. This should provide you with sufficient experience to learn your machine-gun's Grenade attack. Enter Central Station.

Kill the drone and the two snipers. Go south and pick up the alien SHIELD cell between the two tracks. There's no power so you can't ride the train yet. Go north and move the crate under the ladder, clamber up, and move across the walkway. The walkway will collapse, causing the above powerline to snap. Before you jump off the walkway, switch to first person view and shoot the junction box which the wire is still connected to. Kill the drone in the power room and push both switches. The power to the railway should now be back on. Head back to Central Station, kill the two drones that just appeared out of nowhere, then ride the train.

Activate your shield and keep it raised so that you won't get harmed by the steam jets. As soon as you get off the train, you'll find an injured Resistance soldier in need of a medibox. Head south, kill the two drones and the soldier. Pick up the ALIEN KEYCARD dropped by the soldier and use it to open the door to your south. Don't go out yet; you still have to find the medibox for the soldier! Go into the room to your north and grab the MEDIBOX that's on one of the beds. Go back to the soldier and use the box on him. As gratitude he'll give you a KEYCARD that will open the hospital's supply room, which contains a health pack and a bullet clip. Grab them if you need them, then head outside.

Immediately switch to first person view and destroy the probe before it can detect your presence. Run to the savepoint, and from there fire headshots at the two soldiers. Climb up the ladder and from there launch a grenade at the fuel barrels. The explosion will kill the soldier posted there, and if you're lucky enough, it will also kill or critically wound the other soldier walking by. Finish off the soldier and enter the construction site to the south.

Switch to your energy blade and run to the ladder to your left. Hack away at the coral until it's clear and climb up. Have your shields raised while you're climbing so you won't get shot off. Kill the soldiers and crabs guarding the turret, and pick up the KEYCARD that one of the Soldiers will drop. Activate the gun turret and start blasting away! Grab the ALIEN KEYCARD left behind by the last soldier and use it to deactivate the forcefield. Then hack away at the coral-covered door, and use the keycard, freeing the trapped Resistance soldiers. In return they will hand you some EXPLOSIVES. Leave the site and head north, killing soldiers and drones that get in your way. Enter the underground parking complex.

Kill the two guards. You've found the missing recon team but you still need to deactivate their holding cell. Head down to the lower level and kill the lone soldier. Pick up the ALIEN KEYCARD and push the button on the wall console. Unfortunately you can't go back the way you came, so take the only other exit out. Avoid being detected by the probes (first person view helps) and using the rubbles clamber back up to the top level. Use the alien keycard on the terminal to free the recon

team. They will give you the DETONATOR for the explosives. Go outside and head to the blockage (near the savepoint). Use the armed explosives to clear a path. Get prepared for your first boss battle!

BOSS: ALIEN TANK x 1
CYBORG SOLDIER x 3

There is one thing to note about the boss fights in this game - it is never a good idea to attack head-on with guns ablaze; you're more likely to get yourself killed before you can even put a dent on your enemies.

So before you waste your entire machine-gun ammo on the tank (and realising the pitiful damage you're dealing), take a look at your surroundings. Oh look, to your left - isn't that a gun turret up there? As soon as you can, have your shield raised and run straight up the stairs, ignoring all enemy fire. Once you activate the turret, the tank won't stand a chance. Hammer away at it until it falls to the ground like a large lump of rock. Mission complete!

Mission 2: Evacuate Resistance Bunker

Though it's not important to keep your soldiers alive, you should as afterwards they will open up a locked room which contains the awesome ROCKET LAUNCHER. Head down the square and eliminate the snipers on the rooftops. Even though you have the two soldiers providing backup fire, don't rely on them too much as they don't have the skill to hit the snipers. If you're out of range or the angle's too awkward, you can enter the buildings and take out the snipers at close range. Oh, and don't forget to grab the supplies lying about. After escorting the soldiers successfully (or not), you would have a KEYCARD that opens the door to the warehouse. If you have a rocket launcher, equip it and then enter.

Stop before the broken bridge and look around in first person view. You'll see that there's a turret being controlled by a soldier. Use your rocket launcher to take out the soldier (aim for the soldier, not the turret). As you move towards the bridge, fire a headshot at the rocket soldier just behind you, to your left. Jump down the bridge and kill the two soldiers. Clamber up the rubbles to the turret that was unmanned. An alien tank will arrive. Destroy it with the turret and then go back down. Go to the four buttons on the wall and push them so that the colors from left to right corresponds to the entrance code (in your ITEMS menu). The door to the base will open. Enter.

Destroy all the probes with your rocket launcher and proceed further downwards until you come across a corridor filled with moving laser tripwires. Move very carefully across without touching any of the laser. As soon as you make it through, the door will slam shut behind you. Since there's no going back, just move on to the next room. Climb onto the crate in front of

you and take a headshot at the closest soldier to your left. It's absolutely vital that you kill him with one shot, because if you miss he'll retreat into the room behind him and activate the gun turret. While you're still on the crate, blast the attack droid to pieces; it won't be able to detect you in your elevated position. Don't kill the remaining soldier just yet; jump down and try to get into the turret control room without alerting him. Activate the turret and start firing. As soon as the soldier dies, an alien tank (again) will come crashing through one of the hangar gates. You should know the routine by now - just take it out with your gun turret. After a brief cutscene head through to the other hangar and go into the room with the savepoint. Make a note of the three-digit number on the monitor and enter the elevator adjacent to the room.

Launch a couple of grenades over the railing to take out the two soldiers below. Destroy the attack droid on the other side, then the room should be clear. Head down to the console in front of the room and mess around with the three buttons so that you can get that three-digit number in. (The puzzle's not hard at all, so I won't mention anything more). Once you input the number, go back up and use the console which controls the satellite dish. After the code's been transmitted, return to the hangar and go into the next elevator.

Take cover behind one of the sickbeds until you see a soldier walk by. Just shoot him in the back of the head as soon as you have the opportunity. Then head to the Cryolab, avoiding any contact from the attack droids. Of the three buttons which controls the power for the theater bays, push the left and center buttons. This will transfer all power to the third bay. Go into the cryochamber and pull out the center cryotube. With your shield activated, push the tube all the way out of the Cryolab and towards the Medlab on the other side. Insert the tube into bay number 3 and push the button to extract the IMPLANT. Go back to the Cryolab to receive a KEYCARD from the Resistance soldier. When you leave the lab, go west until you come to a locked door. Unlock the door with the keycard and go in.

In the near-darkness of the room, your optical implant gives you an advantage over the aliens. Using first person view, kill the three soldiers before they can get a chance to see you. Afterwards go up the ladder, kill the two guards and make your way through the laser tripwires to the power room. In the power room, push the two rightmost buttons, then the two leftmost buttons and finally the center button. That should get the power back on. Now leave the room via the north exit.

Turn left and kill the drone. Shoot the two power relays to disable the laser field. This will alert a bunch of soldiers to the scene. Kill them all. After you've done this Colonel Grisham and Dr Carter will show up and tell you to use the implant on the scanner. Do so. You will now have about two minutes to get out before the whole base blows! Activate your shield and make your way back to the hangar, avoiding any battles. The gate should now be open. Leave. Mission complete!

Kill all the soldiers behind the crates and barrels. Don't go into the building just yet. Continue east until you see the crevice ahead of you. With your shield activated, jump down and run south to the two ladders. Climb up the one to the right, go into the building and kill the soldier controlling the gun turret. Run to the opposite building and kill the soldier that was controlling the other turret. With the threat of the turrets out of the way, jump back down the crevice and push the moveable crate to the immoveable crate (you can tell which is which from the red highlight). Run back south and climb the ladder to your left. Destroy the droid and grab the FUEL CAN that's by the fence door. There's also a moveable crate around here. Drag the crate out. Push the crate into the crevice and then push it all the way to the other crates. This should form a bridge which will come in handy later. Go south, climb ladder to the right, cross the bridge and head back to the building you didn't go into earlier.

You'll find a few stranded Resistance technicians there. Get the BATTERY PACK next to one of them and go into the repair shop to the east. Destroy the two droids and push (yes, push) the jeep onto the hydraulic pad. Use the fuel can and battery pack on the controls. (You can push the button to lift the truck and get the FENCE DOOR KEY, but it's not needed anymore.) Push the control on the wall to open the door, but don't go out through there. Instead head outside the building through the way you came in.

An alien flyer will arrive. Quickly run across the bridge and control one of the gun turrets. You should be pretty safe from the bombings while you're in the building, so don't hesitate to take out the flyer with the turret. Get rid of any remaining soldiers and go back to the technicians. They'll get into the jeep and ram through the fence, providing you with the way to the next area.

As soon as you get to the next area, another flyer comes by, forcing you to take cover inside a shopping mall. The mall used to be a Resistance stronghold, and some of the automated defenses are still active. Avoiding the sensors, move along the west wall and then climb up the hole with your shield activated. Jump down, take cover and destroy the limpet turret. Push the crate against the wall and climb into the ventilation shaft. Take the left path which leads to the adjacent room. Kill the two soldiers and take the YELLOW AND BLUE ALIEN SPORES. Push the crate against the wall and climb back up the shaft. This time continue right until you come across a rusted grill. Combine the spores to create corrosive paste which will eat through the grate. In the room take the LIFT KEY. Push the crate against the nearest wall and enter the other ventilation shaft. In the next room kill the three soldiers and push the button that opens the gate to the center of the mall. Go back to the center of the mall. Use the lift key on the lift (or elevator. Whatever.) which is between the stairs and enter the lift. Turn left and kill all the soldiers in the room. Pick up the MALL OVERRIDE CODES and head to the other room. The technician there will give you a MASTER KEYCARD. Make your way back to the room where you got the lift key and use the master keycard on the forcefield. Go in and quickly enter the override codes on the computer. This

should open the entrance to the mall which you can now exit.

Kill the two soldiers. Go to the crane next to the building and clear out the coral with your blade. Now head into the building. Go downstairs and receive a mission briefing from Dr Carter. She'll hand you a STAIRCASE KEY which will give you access to the rest of this building. Go upstairs and kill the sniper on the opposite building. On the console push the right button to move the crane arm. Go to the room in the opposite building, kill the drone, take the ALIEN HEALTH PACK and pull the crate onto the crane. Climb the crate and clamber up the ledge. Climb the ladder, get the other ALIEN HEALTH PACK and go back to the crane console. Push the left button. Again, clamber up the crate and ledge and climb the ladder. Kill the drone and proceed upstairs.

Launch homing rockets at the flyer until it blows up and knocks over a radio mast on the roof. Clamber up to the roof and kill the snipers. Cross the mast to the other tower block and fall through the pit. Go downstairs to meet the Resistance soldier. Live electrical cables obstruct your path, so to shut the power you have to head downstairs to the basement. Kill the drone and push the crate over the puddle of water. Clamber over the crate and push the button. The power is now off. Go back upstairs and the Resistance soldier will send you across the compound wall.

As soon as you drop in, shoot the soldier in the back of the head. Destroy the limpet turret and walk up to the fence gate. The guard will open the gate when he sees you and attacks. Kill him and pick up the GATE KEY. Open the gate and arrange the two crates like this (bird's eye view):

```
-----  
|           |  
| Crate 1 | >>Stand here<<  
|           |  
-----  
           |           |  
           | Crate 2 |  
           |           |  
-----
```

This way when you pull crate 2, crate 1 will block off the steam jets as you move along. Walk to the fence gate and another guard will come through. Kill him. Go past the gate, destroy the limpet turret and continue on. Stop immediately when Dr Carter warns you about the minefield ahead. Using your implant to detect the mines, carefully make your way across the field. Kill soldiers and destroy limpet turrets in your way and eventually you'll come across a cargo droid loading supplies. Go into the building and kill the soldier. Push the button to open the gate to the cargo bay. Jump out the window and run for the gate before it closes.

Kill the soldier and go upstairs. Take the elevator and when you come out, kill the two soldiers. Open the door and enter the alien power room. Kill the two drones in there and switch on the laser on the right side of the room. Push the right block towards the laser to destroy the power source's housing. Pull

out the power source and push it down into the conveyer belt (not the small conveyer belt; I mean the large one at the back of the room). After contacting Dr Carter, two soldiers will come out of the armory. Kill them. Enter the armory and grab all the goodies inside, including the DETONATION PACK and the LASER CANNON. Go back down the elevator and take the corridor to the south. Destroy the two droids with your new laser cannon. Use the detonation pack on the main door. Leave.

Kill all the soldiers and snipers to learn your laser cannon's secondary attack. Continue down the street to the next screen.

Before you even get a chance to speak with Dr Carter, she gets kidnapped by her husband Major Dan Carter, who is has been converted into a cyborg henchman! Prepare yourself for another boss battle!

BOSS: ALIEN FLYER x 1
ALIEN TROOPER x 3

Don't jump down and engage the troopers just yet. Stay where you are - you'll be out of range from their plasma fire and the flyer's bombings. Launch homing missiles at the flyer as it passes by. After you destroy it, fire your remaining rockets at the troopers. Only after you use up all your rockets should you go on down and fight them at close range. After you kill the last trooper, you're done. Mission complete!

Mission 4: Rescue Dr Carter

Destroy the two droids and pick up the SERVICE DOOR KEY. Use the key to unlock the door and enter. After talking to the Resistance soldier, head down to the railway tunnels. Follow the tunnel north, and at Junction D turn west. Kill the spider and get everything in the room, particularly the SPORES and the BLACK REGULATOR. Leave the room, head back to the junction and continue north. In the room to your left, kill the spider and get the BLUE REGULATOR and some more SPORES. Continue north again and turn west at Junction C. At the end of the tunnel get the GREEN REGULATOR next to the web-filled door and kill the spider in the room to your left. Inside the room pick up the SPORES and the RED REGULATOR. In the other room nearby, kill the two spiders and get the BATTERY PACK. Return to Junction C and head east. Turn north at Junction B and at Junction A go east. Get the POWER ROOM KEYCARD beside the savepoint and use the battery pack and then the keycard on the door. Inside the power room get the POINTS ROOM KEYCARD and insert your regulators into the appropriate generators (just match their colors). On the console push the second button, third button, fourth button and first button to get the power going. Hop onto the tram and ride to the points room. (To operate the tram, highlight on one of the two buttons and hold down the X button.) Unlock the door to the points room and enter. On the console push buttons A and C. Ride the tram back to the Resistance soldier and he will open up the track leading to the transport terminal.

Hop onto that tram and exit.

Kill the troopers to receive a new weapon, the ALIEN PLASMA. After clearing the room, go upstairs, kill the two troopers and go into the doorway to the south. Kill the trooper and the soldier. The soldier will drop a RED SECURITY BOLT. Use the bolt on the wall console and push the button with the red screen to deactivate the scanners on the red conveyer belt. Go to the console where the soldier was and push the button when you see a red crate passing by on the conveyer belt. This will skip the loading for that crate, leaving it empty. Quickly run out of the room and head to the conveyer belt with the red symbol. Wait for the empty container to arrive, then jump in. When you get out of the crate, kill all troopers in sight and push the button on the console to send down the cargo lift. Push the button again and run to the cargo lift before it takes off. You will be taken into the ship bound for the Conversion Facility.

Destroy or avoid all the droids and go south through the doorway. Kill the two soldiers and climb up the ladder which is close to the entrance you came from. Wait for a crate to arrive, then climb onto it. Get off on the tall stack of crates and climb onto the crate going in another direction. Keep switching from crate to crate until you get to the platform on the south-west corner of the room. Go through the doorway.

Kill the troopers and droids and get the SPORES inside the huts. Use the appropriate spore combination on the rusted fence and take out the snipers above you. Make your way across the minefield, destroying any crab droids with your plasma. Climb the ladder and kill the trooper on the other side of the wall. As you approach the crate, two troopers will come out of the main gate. Kill them and pick up the CYAN SECURITY BOLT. You have a choice here: you can either use the bolt and enter through the main gate, or you can use the crate to get into the shaft above. Doesn't really matter as both ways lead you to the same place. Kill troopers, grab ALIEN KEYCARD. In the room with the crate climb up the ladder, activate your shield and hurry through the electrified gap. On the other side, push button to deactivate forcefield. Drag the crate over to the wall south of the room and clamber up. Go through the doorway, into the pit and kill the two troopers for an ALIEN KEYCARD. Use the keycard to deactivate the forcefield. Kill the two troopers outside and enter the coffin-shaped doorway to the south.

Make your way to the end on the room and press the button to switch off the lasers. Go to the next room. Kill trooper. Go to the next room. As with the lasers, go to the end of the room and push button to turn off the pressers. Clamber up the presser in the center and go into the ventilation shaft. Go right which leads you to the alien power room. Kill the two soldiers. Drag the good power regulator out the way, then push the damaged regulator into the slot. Now go to the control panel. The controls are quite simple, the left and right buttons move the arm left and right, and the center button swaps the positions of two power regulator. Get the damaged regulator to the leftmost side and that should shut off the forcefield outside. Head outside and enter the building to the west.

In the room ahead of you press all three buttons to drain the

Pods. Go into the tunnel in the center pod. Turn right and drop out of the shaft. Kill the two troopers and get their ALIEN HEALTH PACK and GREEN SECURITY BOLT. Climb the ladder and go into the large room that is located in the center of your Internal GPS. Drop down to the bottom. You will see two crates and two elevators to the south. Push a crate onto each elevator. Ride the left elevator up and push the crate under the second ladder. Clamber up the crate and climb the ladder. Go into the room and kill two troopers. Get the RED SECURITY BOLT. Head back to the large room and ride the right elevator. Push crate under ladder, climb up, and go into next room. Kill the two troopers below you and get the YELLOW SECURITY BOLT. Now make your way back to the room where you got the green security bolt and use all three bolts to open the door. Leave.

Kill all the troopers with headshots and pick up the RED SECURITY BOLT. You can't get to the room with the savepoint yet, as it requires a blue bolt. In one of the alleys there's a crate. Drag it out and bring it to the other alley. Push it under the fire escape, then climb and get the supplies. Go into the shaft. After you fall out of the shaft, kill all the troopers and get the ALIEN KEYCARD and the BLUE SECURITY BOLT they leave behind. Use the keycard to shut off the forcefield and the bolt to open the door to the savepoint. As you leave the savepoint, don't forget to take the blue bolt out. Go back to the area where you fought the last bunch of troopers and use the two bolts to open the door. Enter.

There are three doors but only the one in front of you can be opened. Unfortunately there's a boss waiting for you behind that door.

BOSS: ALIEN SCIENTIST x 1
 MANIPULATOR x 2

As the door opens, don't go into the room just yet. Switch your weapon to the laser cannon and in first person view fire charged bolts at the manipulator arms. After you destroy both arms, you can enter the room safely. You can't hurt the scientist directly because he's in a protected room, so fire a grenade at the storage barrel. The explosion will kill the scientist and also blow open the door. Get the ALIEN KEYCARD and deactivate the forcefield. Head onwards into the next room.

You will find Dr Carter trapped in the center of the alien science lab. Kill the two troopers and get the ALIEN KEYCARD and the ION CANNON. Don't use it now; switch to your machine-gun instead. Open the door with the keycard, but don't rush in yet. There's a scientist hiding behind Dr Carter. Kill him with grenades. After that Dr Carter will be freed. As both of you leave the facility, Dan Carter makes another appearance and you're thrown into yet another boss battle!

BOSS: WAR DROID x 1

This can be very tough if you don't know what you're doing. First of all don't even think of attacking the war droid - your weapons are practically peashooters to this behemoth. And don't waste time attacking one of the manipulators, because the droid or the other manipulator will kill you before you can even destroy it. "So what the heck should I attack", you ask? Well, have you noticed the harness attached to the droid? The harness connects to six power nodes on the wall behind the droid. If the nodes are destroyed, then there will be no energy powering the droid, incapacitating it.

Run right under the droid and use one of your shield cells to generate an EMP shockwave. It has no effect on the droid but will stun the two manipulators, providing you with some extra time needed to destroy the nodes. In first person view, shoot the power nodes with plasma or charged laser (unfortunately rockets don't work). If you're fast enough you can destroy three of the nodes before the manipulators recover. And if you're under heavy fire from the droid, raise your shield and grab the nearest shield cell, then run under the droid. While the droid's busy performing its long attacks, focus your attack on the nodes. Once all six nodes are destroyed, the droid is defeated. Mission complete!

Mission 5: Defend 2nd Resistance Bunker

Explore the base, and restock on any ammo you used in that last battle. Pick up the SENSOR CAMERA, DISH AND ANTENNA, then leave through the sealed door to the west. In Area P you will see a heavy firefight between some alien commandos and Resistance soldiers. Don't bother helping them; the commandos in this room respawn (i.e. there's an infinite amount of them). Run up the stairs, climb onto a moving crate to get to the other side, and use the sensor dish to fix the sensor in this room. After you've done that run north to Area Q. You can help the soldiers here; kill the three commandos with headshots and go to the room to the west (where the commandos came from). Pull the crate under the broken sensor, clamber up and use the sensor camera. Go up to the roof and use your blade to clear out the coral growth on the turret. Continue north to Area R. Go up the stairs, and as you approach the large hole in the wall, an alien flyer will arrive. Go to the turret room to the north and from there fire homing missiles at the flyer until it blows. Afterwards go outside through the hole in the wall and climb the ladder and enter the shaft. Use the antenna on the sensor to fix it. Go back to the roof in Area Q where you cleared out the coral growth and fire homing rockets at the flyer. After you destroy it, head back to the sealed door. Go to the room where you got the sensor parts to meet with Dr Carter. She'll give you the INTERNAL LAB KEYCARD and tell you to retrieve the analysis data for her. Enter the sealed doorway to the south.

Go to the destroyed bridge and help the soldiers by killing the two commandos on the other side. Go down the bridge and get the RED ALIEN SPORE at the bottom. Head east. Go to the

south corridor and pick up the BLUE ALIEN SPORE before fighting the spider. Pull the crate out of the elevator and enter the elevator.

Clear the area of commandos and close the bulkheads. In the room with the big hole in the ground, get the blank STORAGE DISK. On closing all the bulkheads the Resistance soldier will help you open the lab at the end of the corridor. Go inside and fight the brute with your energy blade. After you kill it, use the keycard to unlock the door. Use the disk on the computer to receive the ALIEN COMMS DEVICE and the STORAGE DISK now containing data. Make your way back to the sealed door.

Toxic fumes are pouring through the ventilation! There isn't enough time to stand still and listen to Colonel Grisham's transmissions, so hurry and seal all the vents by pushing crates up against them. There are a total of four vents, one in the room where you got the sensor parts, one in the room with the lift, and two in the room with the large computers. After you seal them all, the colonel will tell you to meet him and Carter at the generator room. Go there and hand over the disk and the comms device. Now go to Area Q and enter the small room at the back. Pick up the RED AND BLUE REGULATORS and pull out the GREEN AND TWO BLACK REGULATORS from the power boxes. Insert the red regulator into the left box, the black regulator into the center box, and the green regulator in the right box to reconfigure the substation to 20 kHz. The perimeter forcefield will now be active, but there appears to be people trapped outside. Go outside to rescue them. But as soon as you approach, alien commandos come up from behind and ambush you. You're knocked unconscious and taken to the alien heartland. Um, mission complete?

Mission 6: Escape Alien Stronghold

"God in heaven! What have they done to you!" During your time in captivity the aliens have tinkered with your body - you are now more cyborg than human. Colonel Grisham frees you from your cell, but loses his life in doing so. Pick up the MACHINE-GUN he leaves behind and use it to kill the commandos that killed Grisham. Retrieve your ENERGY BLADE which one of them will drop. With your new cyborg body, you now have the ability to unleash the Blade Beam attack. But for now stick to your machine-gun. Kill the scientist with grenades, pick up the SHIELD and leave the room.

As you cross the bridge, you'll see a scene where a Resistance soldier gets fried by the aliens' defenses. After it's over, keep going until you come to a large room with three control panels in the center, lots of droids and two scientists. Before you enter the room first destroy the droids then go in and launch grenades at the scientists. Get the SHIELD and YELLOW SECURITY BOLT they leave behind, then go up the ramp and go through the doorway to the north. Destroy the four limpet turrets and kill the assassins below you. The assassins respawn but if you kill enough of them one will drop an ALIEN KEYCARD. Jump down, get the keycard and quickly run to the other side of the room. Use the keycard to deactivate the forcefield and then remove the BLUE SECURITY BOLT from the control panel. Go up the

ramp and head to the south room. In the room remove the MAGENTA SECURITY BOLT from the panel and then kill the commandos in the next room while their backs are still turned. Continue on south and you will arrive at the room where that soldier got fried. While you're still on the ramp, kill all the commandos and droids below you. Go down the ramp and remove the RED SECURITY BOLT from the control panel. This will shut off the defenses in the room, so you can safely pick up the LASER CANNON and ALIEN PLASMA. Now go up the other ramp opposite the one you came in and kill the commando in the room. Remove the GREEN SECURITY BOLT from the panel. Go down the ramp and take the small tunnel to the east. In the tunnel you'll see a locked door with a green control panel. Use your green bolt to open the door and pick up the ROCKET LAUNCHER inside. Remember to remove the bolt when you leave the room. The tunnel leads back to the room with the three control panels in the center. Use the yellow, red and blue bolts on the panels and a forcefield bridge will appear. Before you cross I suggest you save your game because Dan Carter is waiting for you in the room beyond that bridge!

BOSS: ADVANCED CYBORG x 1 (Major Dan Carter)

ALIEN COMMANDO x 2

Carter himself is behind an invulnerable forcefield. No weapons that you have can harm him. But if you look carefully, he has a harness attached to him just like the war droid. That would mean his energy is being supplied to him from a power node.

Kill the two commandos and pick up the ALIEN KEYCARD. Use the keycard on the control panel on the left wall. This will deactivate the forcefield to the button on the right wall. Push the button, then quickly switch to first person view and aim at the exposed power node above Carter. Fire rockets/plasma/charged laser/whatever at the node before the hatch closes. If the hatch does close, you'll have to push the button again and deal with more commandos. Once you destroy the node, Carter will also be destroyed. After you kill him, enter the elevator that was behind him.

Kill the commandos, go straight down the corridor and enter the elevator in front of you (the doors on the left and right corridors require security bolts). Kill the commando and two brutes and pick up the RED SECURITY BOLT. Use the bolt to open the door. Now drag the crate over so that it is right under the door. Remove the red bolt. The door will try to close but the crate will keep it open. Use the red bolt on the inner door and enter. First kill the spider and termites in the room, then clamber your way up the pylon to the highest level, go through the hole, drop down and remove the YELLOW SECURITY BOLT. Climb the pylon again, but this time go through the hole on the second level. This will lead you to another room. Kill all the assassins to get the ION CANNON, then open the door with your yellow bolt. Go in and remove another YELLOW SECURITY BOLT from the panel. As you leave the room, take out the bolt, so you now have two yellow bolts. Return to the place where you blocked the door, remove the red bolt and then take the elevator back

Use plasma to destroy the nodes, then switch to the machine-gun and fire away at the leader. After he's dead you've finished the game. Mission complete! ("Our work is still unfinished." Hmm, do I sense a sequel?)

=== 3. CREDITS =====

My thanks goes out to:

- SCEE, for making this game.
- you, for reading this walkthrough.

(Short list, I know.)

This document can only appear on the following sites:

- GameFAQs.com (www.gamefaqs.com)
- Cheat Code Central (www.cheatcc.com)
- Playstation cheat.net (www.psxcodez.com)
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For corrections, suggestions or anything else, you can email me at "email_me@tabomail.com", or just post a message in the C-12 board at GameFAQs.com.

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