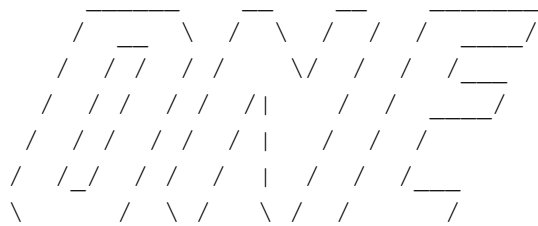


# One FAQ/Walkthrough

by Syonyx

Updated on Feb 4, 2004



ONE for Sony Playstation

FAQ/Walkthrough by SYONYX

Version ONE.1

Last updated February 1, 2004.

Version history: one.1: fixed a few typos.

one: completed November 9, 2003.

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## 1. INTRODUCTION

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ONE is a fast-paced, challenging futuristic action game that puts you in control of John Cain. You wake to find yourself with no memory in a strange building, and discover that some sort of weapon encases your right arm. Most importantly, you also discover that you feel only one emotion, the only thing that will keep you alive: blind, unlimited RAGE.

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posted on gamefaqs.com at this time. Requests to post it elsewhere will probably be granted, as long as it is not changed in any way.

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## 2. GAME MECHANICS

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))))))))))))) CONTROLS (((((((((((((((((((((((((((((((((((((((

Directional buttons: move		R1: crouch		Start: pause
X: jump		R2: not used		Select: toggle weapon
O: punch		L1: strafe (while firing)		
Square: fire weapon		L2: zoom in/out		
Triangle: fire in place				

Double jump: press X again before descent from first jump  
Crouch and fire: Triangle + R1  
Dive roll: R1 while running  
Smart bomb: O (when Rage Meter is at max)  
Dash attack: Press and hold O, release and press O again (only when Rage Meter is Red)

))))))))))))) RAGE METER (((((((((((((((((((((((((((((((((((((((

The lower right corner of the screen reveals your state of rage, which acts simultaneously as a measure of your health and your attack strength. The color changes from:

Green ----> Yellow -----> Red -----> Blue

as you destroy enemies and objects. It reverses as you take damage from enemy fire and environmental hazards. The change happens incrementally: the starting green orb will be covered by a yellow shell by individual segments, and yellow is gradually covered by red. When the orb is red, continuing to quickly sow destruction can cause the orb to bounce out of control and flash silver-blue. Pressing O at this point will unleash a smart bomb, wiping out all enemies in range. When you take hits, the shell sections disappear one by one as well, and the screen will flash the new colour when you lose a shell completely. When your meter is down to just one or two slivers of green, hurry up and hurt someone or something before you die.

Your attack strength increases with each shell segment. Your laser pulses will have the colour of the highest colour showing on your rage meter, and the frequency of pulses will increase with each segment, until you have a devastating steady stream of fire.

))))))))))))) LEVEL STRUCTURE (((((((((((((((((((((((((((((((((((((((

Each level contains a number of checkpoints (though some can be frustratingly far between), and you will restart at the last checkpoint when you die, as long as you have lives left. At the end of each of the 6 stages, you can save your game to a memory card, or write down the password the game gives you. Unfortunately, using the password starts you off with the default number of lives for the difficulty level. Retaining your hard-earned extra lives requires a memory card. When all your lives run out, you can continue from the start of the stage up to 3 times, starting with the number of lives provided by the

difficulty level.

After each level, your score will come up, showing the number of enemy kills and objects destroyed, both in that level and accumulated throughout the game. Every 100 kills and destructions combined will add a life to your total. You will also receive a rating based on how well you did: Sedate, Pissed, Enraged, Rage, or Perfect.

)))))))))))))))))))))))))))))))))) DIFFICULTY LEVELS (((

Choose your difficulty in the Options menu before starting a game. The difficulty selected affects 4 things:

1. The number of shots required to kill a given enemy;
2. The speed with which enemies lock their aim on you;
3. The amount of destruction you must reap to increase your rage meter;
4. The number of lives you start with (Easy: 7, Normal: 5, Hard: 3).

This guide will be written primarily with the Normal difficulty in mind.

)))))))))))))))))))))))))))))))))) WEAPONS AND BONUSES (((

SPECIAL WEAPONS: These are revealed when you destroy certain enemies or objects. They are automatically equipped once picked up. Press Select to toggle them on and off, or to cycle through them if you have more than one. All of them have limited ammo, represented by a meter in the lower left corner of the screen.

1. Pulse Laser Rifle: Shoots a super-fast laser burst, more powerful than your default cannon's.
2. Flamethrower: Short-range spout of flame will instantly kill any enemy.
3. Shell Cannon: Shoots highly destructive exploding shells.
4. Homing Missile: Fires a missile that will home in on a target.
5. Missile Launcher: Fires a very powerful missile. Will track a target if fired only slightly off-aim.

Sometimes, when you kill all of a certain group of enemies, or occasionally a particular single enemy, you receive an instant bonus (i.e. you don't have to physically pick it up). This could be:

- RAGE + X: Adds X segments to your Rage Meter.
- KILLS + X: Adds X number of kills to your total at the end of the level.
- HYPER-RAGE: Instantly maxes out your Rage Meter.
- ONE-UP: Add one life to your stock.
- SPECIAL WEAPON

You can also find ONE-UPS lying around in hidden or hard-to-reach areas.

)))))))))))))))))))))))))))))))))) ENEMIES (((

SNIPERS: These, the most common enemy, use laser-sighted rifles to lock on to you before firing. Unfortunately for them, you can use the line of their laser sight to locate and fire at them before they get a solid bead on you.

RIOT GUARDS: Lacking distance attacks, they use their glowing rods to try and beat you into submission. They tend to run around a lot when close to you, making them hard to hit with your arm cannon. Try punching them instead.

GUNNERS: They attack closer-up than snipers, and can catch you in a rapid-fire volley, doing a fair amount of damage without you having the chance to shoot

back. They accomplish this with an arm cannon similar to yours, but without the advantage of Rage. Come in yellow and blue.

ROCKET LAUNCHER TROOPS: These red-uniformed men carry rocket launchers that can do heavier damage from afar. The good news: their rate of fire is slow, and you can shoot the rockets down before they reach you fairly easily.

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### 3. WALKTHROUGH

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NOTE: Walkthrough was written primarily based on Normal difficulty.

%%

% 3a) BUILDING INTERIOR %

%%

#### START

\* \* Start by punching the hell out of the blocks behind you on the walkway. This can boost your rage meter up to red right off the bat. Now run for your life.

\* \* The chopper will fire blue missiles at the ceiling at various points, dropping chunks of the ceiling onto the walkway. You can destroy these to build up your meter or just avoid them, unless you need to destroy some to keep advancing.

\* \* The red missiles and the blue missiles fired at the ground create concussion blasts. Jump over the blast if you're too close. You can also jump over the machine gun fire if you see it on the ground ahead of you.

\* \* Keep running until you see the covered tunnel ahead. As you approach it, the chopper will shoot the ceiling again, dropping debris to block your path. Destroy it and enter the tunnel for the first checkpoint.

#### FIRST TO SECOND CHECKPOINT

\* \* Once you enter, a missile will destroy a section of the floor in front of you. Wait for the smoke to clear, and notice the crosshatched lines that surround the damaged section. Once you step on this section, it will start to collapse, so double-jump ahead to safety.

\* \* More missiles ahead. Wait for the smoke to clear, shoot some of the debris to clear a path, and double-jump twice across.

\* \* Immediately after, jump over the fire beam. It hurts.

\* \* When you see missiles ahead, wait for them to do their damage, rather than running into the blast and possibly onto a collapsing floor without knowing it.

\* \* After crossing two long pieces of collapsing floor, you'll be on an even longer, slowly collapsing one. Don't waste time shooting all the debris; just run to the end and double-jump off. Enter the tunnel for the next checkpoint.

#### SECOND CHECKPOINT

\* \* Soon after you enter here, snipers start to drop down. Before they do, start destroying crates to boost your meter. If it goes Hyper, go ahead and use the smart bomb. There's enough stuff here to let you build up your meter again.

\* \* If snipers are getting beads on you, jump around a couple times to lose them. Stand behind some boxes so you'll have some cover.

\* \* Once you kill all the snipers, you'll hear the announcement, "Team is down, target still active". Make sure you're standing along the wall on any side of the room as the boss bursts through the floor.

#### BOSS: HOVERJET

\* \* The hoverjet has two attacks: first, a twin laser that it shoots while

spinning around. Jump over it as it approaches. Second, napalm bombs that will set the spot where you're standing on fire. Just move somewhere else to avoid this one.

\* \* Go right from where you start and jump onto the lift that comes down to meet you. Ride it up. Jump to the platforms leading you up and to the right. Double jump a lot to make sure you reach them. From this point, if you fall off you die.

\* \* Before getting on the last lift, wait until the jet fires napalm. Otherwise, you may get burnt on the lift before you have anywhere to go. Once the lift reaches the top, double jump to the upper level.

\* \* Now your job is to shoot out the supports all around the ring, dropping the ceiling onto the hoverjet. To complicate this task, it now spins at a much greater rate while firing its lasers. Just keep jumping over them, and firing at the supports while in the air. Use hold+fire (triangle) to aim while on the ground, then the regular fire button while jumping (you can't use triangle while in the air). The jet also continues to shoot napalm, so move when the floor glows yellow.

%%  
% 3b) METROPOLIS %  
%%

#### START

\* \* Advance and the first enemy will come from the left of the building, then another from the right. Advance and take out the enemies that come from the structure ahead. Once an enemy missile blows half of it up, jump on top and jump to the next rooftop.

\* \* Look out for holes in the roofs with fire coming out of them, where missile strikes have destroyed chimneys. You can fall through these holes to your death.

\* \* On the right side of this roof, jump on top of the chimney, then onto the intact water tower, where you get a FLAMETHROWER. Now destroy the billboard at the end of the roof and use it to cross to the next building.

\* \* Destroy the wall on the right and cross to the other side. Use triangle to shoot the sniper on the roof (unequip your flamethrower to do this), causing another FLAMETHROWER to appear behind the barrels. Now you have to make a semi-blind diagonal jump past the corner of the building, jumping forward and left. The next roof is the first checkpoint.

#### FIRST TO SECOND CHECKPOINT

\* \* Blow up the right large crate to get a ONE-UP. On the next roof, use triangle to hit the snipers on the roof in the distance. Continue and go through where the enemy fighters blow up the wall. Take the ramp to the next roof and destroy all the crates.

\* \* At the end of the roof with the large glass panel, shoot the sign to cross to the next roof.

\* \* On the roof after that, take the right side of the building and shoot the tower on the far corner. Use this to cross to the next checkpoint.

#### SECOND TO THIRD CHECKPOINT

\* \* Be careful not to fall off the ledges. You can easily jump across the street to reach the other side.

\* \* Try to use triangle to fire almost exclusively, so you don't fall off the edge while you're trying to aim.

\* \* As you enter this area, you'll hear "Lightwings engage". These are manned hang gliders. The first time you shoot one down, you'll hear "He took down a lightwing!".

\* \* By the first traffic light, kill both enemies to get a ONE-UP.

\* \* Lightwings might start dropping proximity mines. They're easy to see as

they blink red. Shoot them with the triangle button.

\* \* After you jump across a horizontal beam, you'll encounter three enemies and a helicopter. Try to have Hyper rage entering here, and you can blast them all away easily. The copter gives you a KILLS+50 bonus.

\* \* Carefully turn around the corner on the right ledge, and jump across the gap that got blown into the ledge in front of you. Now drop onto the diagonal tube, then double-jump straight ahead to the ledge. This is easier than jumping diagonally across the blown tube.

\* \* More enemies assault you now, so stay back and shoot from afar. Once you reach the end of the side ledges, jump onto the traffic light for the next checkpoint.

THIRD TO FOURTH CHECKPOINT

\* \* This is tough the first time! Just practice making short jumps, one bridge at a time.

\* \* Every couple of ledges, more enemies will come out. Just hold your ground and fire away.

\* \* Once on a continuous ledge again on the left, follow it around the building, killing everything in your way. At the end, you get a SHELL CANNON. Jump to the rooftop.

\* \* Watch out for the rows of proximity mines that the lightwings lay down. Destroy them as you go along.

\* \* Continue on the rooftops until you reach the Galaxy burger sign. As you near it, 3 enemies rappel down. Kill all 3 and a PULSE LASER RIFLE will appear on the left of the sign. Jump to the scaffolding to the right of the sign.

FOURTH CHECKPOINT

\* \* Run up the scaffolding, killing the enemies at each step. At the top, a rocket launcher trooper waits at the end of the long walkway. Take him out and run to the circular building.

\* \* Drop down three levels anywhere around the round furnace, to the slightly wider platform. Now circle around until you see some blue flooring below, then jump down to that. This starts the "boss" fight.

BOSS: CARGO AIRSHIP

\* \* You have to protect this level's "boss" from being destroyed, since you're trying to ride it to your next destination. Fighter jets will try to shoot it down with missiles. They make several passes, then come up the rear of the ship and try to shoot out its rockets. Three rocket hits will take it, and you, down. Lightwings will also annoy you with their lasers.

\* \* Stand in the middle and hold triangle, so you don't run off the edge. Just keep circling around, firing at the enemies. The jets take priority, but they announce when they're going in for their final run.

\* \* A chopper will come out at some point and shoot missile barrages at you. If you still have the pulse laser rifle, use this on it. Your regular arm cannon is enough for the other enemies.

\* \* After 4-5 waves of fighter jets, you will reach the end platform and hop into a mini-copter.

%%  
% 3c) MOUNTAIN FORTRESS %  
%%

START

\* \* Jump up the first ledge after killing the enemies. As you climb this path, try to punch the falling rocks to boost your rage meter. Jump the chasm and turn right. Get ready to crouch and fire to deal with the wave of enemies that rappel in. Destroy the blast door and repeat your crouching fire for the next wave on the other side.

\* \* Destroy the guard tower. Once you blow it up, you can still destroy the 2 big pieces that come off of it for further rage boosting. Hopefully, you'll be at Hyper rage for the next section, where you face an Armadillo, essentially a short AT-AT (for Star Wars fans). One smart bomb will wipe one out if it's on the ground. Without a smart bomb, jump around a second before it fires its weapon (it glows for a brief moment before firing) and shoot the hell out of it between blasts.

#### FIRST TO SECOND CHECKPOINT

\* \* Three enemies come running around the corner. Dispatch them and turn the corner to face some more, by the purple wall. Destroy the guard tower, and run along the path until you reach the boulder. Now turn around and shoot the enemies as they come around the corner behind you.

\* \* Pass the next purple wall and destroy the other guard tower. Now, before crossing to the suspicious-looking section of ground, shoot the far sniper from the outer edge of the path. Now, jump onto the crumbling ledge and jump off the far end. Repeat for the next set of two falling ledges.

#### SECOND TO THIRD CHECKPOINT

\* \* Jump the gap and kill the soldiers. Now, from the middle ledge, jump up and shoot the armadillo between its shots. You can jump and fire twice between each of its shots. Destroy the tower, and go to the left edge. Zoom out and shoot the enemies across the gap before jumping over.

\* \* Once you blow the boulder, an armadillo awaits. Use your smart bomb right away if you're at Hyper rage. Another armadillo awaits behind the crates. Deal with one at a time, and leave the crates and tower for last to build up your rage.

\* \* Destroy the next boulder. As soon as you enter the canyon, a slew of enemies rappel in. Stay on the left wall to have some cover, crouch and shoot the lot of them. A couple more come down at the end of the canyon. Jump across the gap and turn right to face more guards. Blow up the wall and use the boulders to boost your rage. 4 guards come out at the edge of this path.

#### THIRD TO FOURTH CHECKPOINT

\* \* Stand at the edge, jump up and fire to hit the guard on a far pillar, giving you a HOMING MISSILE LAUNCHER.

\* \* Jump to the first column, which will fall forward once you land on it. Jump to the side as it passes the next column, then to solid ground as you approach it. Fire homing missiles while in the air to take out the guards waiting for you.

\* \* Jump to the column (which won't fall over this time), and use your homing missiles or arm cannon to take out the snipers on the bridge in the distance.

\* \* On the third column, blow up the rock and the guard behind it. Get the guard on the lower ledge of the next column too, if you haven't already hit him with a missile. Jump to the last column from the top of the destroyed rock.

#### FOURTH TO FIFTH CHECKPOINT

\* \* Jump to the first column after the bridge, then to the next. A guard comes down once you reach this one. Dispatch him, then shoot the guard and tower that are up and to the right. Now jump straight left to the column with a guard there, then forward.

\* \* Jump to the area with two pillars, and run to the left side. Take out the 3 guards that jump down from there. Now go back to the center and shoot out the rocks and the 2 guards hiding among them, the sneaky buggers. Jump on top of the left column (jump from a little ways back if you're having trouble). From there, take out the guard tower ahead, then double-jump to it. It looks like it's too far, but it's not.

\* \* Keep jumping ahead to reach the bridge. Stop about halfway across the bridge to take out the guards that come out on the other side. Proceed and destroy the crates and landing pads (you can jump up and shoot them). Between

the two landing pads, a crate hides a ONE-UP. Go to the next bridge for the checkpoint.

#### FIFTH TO SIXTH CHECKPOINT

\* \* Again, stop halfway over the bridge and dispatch your foes. Also, from by the second-last lamppost on the bridge, fire into the distance over the middle column you can see to take out the guard, giving you HYPER RAGE. Now, drop to the ledge under the bridge for a ONE-UP.

\* \* You now have to cross 6 falling columns. Just make confident jumps as each one passes by the next. At the end, jump toward the right side of the next big column. It's hard to see because it's purple, but a double-jump will get you there easily enough. Jump up and a lot of guards will come out of the bunker, even if you already blew it up.

\* \* Go right to the landing pads. If you have Hyper rage, use it to destroy the helicopter that emerges when you reach the middle. On the other side of the second landing pad, two rocket launcher troopers await. Destroy the second pad and climb up it to get the ONE-UP.

\* \* Drop down to two levels of bunkers, each of which will release several guards. Cross to the catwalk part of this stage.

#### SIXTH TO SEVENTH CHECKPOINT

\* \* Some floor panels can be punched into submission to boost your rage. Just don't be standing right on it when you do, and don't fall in the hole later.

\* \* At the first door, watch out for the rocket launcher trooper just ahead. Take out the rappelling guards and blow the door open for a smorgasborg of destructible crates. Wipe everything out and pick up the HOMING MISSILE LAUNCHER.

\* \* From just in front of the lamppost by the column on the right, jump onto the column for a ONE-UP.

\* \* Another door gives you another dish of destruction, and a SHELL CANNON, but don't take it if you prefer your homing missiles.

\* \* Jump the gaps to continue along the catwalks.

#### SEVENTH TO EIGHTH CHECKPOINT

\* \* Destroy the guard tower and get the MISSILE LAUNCHER behind it if you like, though the homing missiles, if you still have them, might be more useful just ahead.

\* \* Double jump from behind the last lamppost to the column. A helicopter immediately rises ahead to the right, so blast it with whatever missiles you've got for a ONE-UP. The next column is actually a little lower down in the screen than it appears. Jump straight to the right from your column to reach it.

\* \* Jump to the catwalk and take out the enemies and objects. At the end, watch out for the rocket launcher trooper on top of the crate.

\* \* Jump up to the next one and stay to the right of the guard tower. From here, shoot straight ahead to get all of the rappelling guards. Continue up the ramp to the door. Killing the last guard gets you a KILL+10 bonus.

\* \* Enter the tunnel only slightly past the door, and stay to the right so the camera lets you see up the catwalk. Kill the first wave of guards. The ground ahead collapses, so quickly run and jump to the catwalk.

\* \* Take out the sniper on the column to the right, then hold your ground and shoot ahead to take out everyone in the corner. Many guards jump down from the far column, so be patient. Now jump onto the dark column on your right, from behind the post beside it, to get a ONE-UP.

\* \* Advance quickly to the bend, as jets shoot rockets around you. On the column to the left, you can see a ONE-UP, but it's very difficult to get to, so you may not want to bother.

\* \* Break through the door at the end, and stay on the left side of the catwalk to see the rocket launcher trooper up to the left. Take everyone out and advance to the checkpoint.



EIGHTH TO NINTH CHECKPOINT

\* \* Break open the door and break everything to get a SHELL CANNON in the left of the room. Go back out and jump across the columns. Watch out for guards coming from both sides of the first guard tower. Destroy the towers, then climb up to the field of crates. Blast away so that you have Hyper rage when you reach the left end of the field.

NINTH CHECKPOINT: ZIP LINE

\* \* Once you climb up, a chopper comes in from behind the column. Use your smart bomb to destroy it, then jump to the zip line from the shadow spot on the ground.

\* \* This is one of the hardest sections of the game, so don't be upset if you die a lot. Along the zip line, destroy all the human targets you can, especially the guards coming up the line behind you. If they reach you, you'll fall to your doom.

\* \* Things get pretty hairy once you hear the announcement "We have him!". If you have a smart bomb, use it to get the guards that come in after that announcement. You'll likely start to take damage. Just keep firing and try to kill the guards on the zip line as soon as possible.

\* \* When three of the blue-clothed guards and two red guards come from the left all at once, kill them all to get the HOMING MISSILE LAUNCHER. This will be invaluable. Don't fire indiscriminately, only when you see enemies, because you need it to last until the end.

\* \* When you see grey blocks moving along the zip lines, shoot them. They're bombs that will cause you damage if you reach them.

\* \* Once you have the missiles, be sure to shoot the helicopters for ONE-UPS. Also, shooting the enemies will sometimes give you much needed RAGE+ bonuses.

BOSS: TWIN CHOPPERS

\* \* You'll drop off the zip line in an area full of crates, with a structure in the middle. Ultimately, you want to get into that structure. Use the crates to keep your rage meter up.

\* \* The two helicopters will circle right to left. When they get in line with you, they'll fire their machine guns. Use the crates for cover, and run to the right to get out of range. They'll give up and continue flying around. Now, hold fire and shoot one in its tail. This will do damage, and you'll hear the pilot say "Target bearing (some number)". It'll now chase you until it gets close enough to shoot. Hide behind crates again and move to the right until it loses interest and flies off again. Repeat.

\* \* Try to concentrate on just one chopper. Its tail will flame when you've hit it a couple times. A couple more volleys, and the one chopper will go down.

\* \* Now, the view changes and the other chopper fires homing missiles at you. Jump to the side when they get close to dodge them. Move to the side of the building with the tall tower sticking up. Stand in front of the building and dodge the missiles so they destroy the wall. Three sections have to be destroyed, and each takes a few missile hits.

\* \* Once the wall is gone, you have to shoot out the 4 small boxes at the base of the wall, while dodging missiles. When they're gone, the chopper will crash, and you'll break into the building.

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
% 3d) Monorail %  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

START

\* \* First, destroy the beam emitter in front of you, then take out the guard. There's lots to destroy on either side, but watch out for the guards behind the crates on the left. Blow apart the blast door to advance.

\* \* In the next area, watch for the sniper on the platform above to the right.

You might have to jump up to him to get him.

\* \* When jumping over the gaps in the floor, wait until there's no fire coming out of them.

\* \* At one point you can see weapons on a shelf to the left, over a chasm. Jump to the shelf from about the middle of the grey track once over the gap. You can pick up the FLAMETHROWER and the MISSILE LAUNCHER. Repeat this jump just ahead for a ONE-UP.

#### FIRST TO SECOND CHECKPOINT

\* \* You end up in another room full of crates and other goodies. To the right is another part of the room full of guards. Get yourself in a good position with the camera to see what's going on and open fire. Take out the beam emitter and 2 snipers on the ledge above to the right.

\* \* Break through the door on the right, and continue onward. Stay on the right to avoid the train. At the end you must take the left tunnel.

\* \* When the ground slopes down, jump and shoot to hit the troops below. After the first door, shoot all the troops to get a ONE-UP.

\* \* Continue up the path until guards drop down in front and behind you. Take them out, then stay along the right wall as you advance, to avoid the trains. Follow the right tracks behind you to a ONE-UP.

\* \* Continue forward and stay on the right side to avoid another train. Once it passes, stay in the middle of the tracks as two cars go by on either side.

\* \* Finally, stay on the right to avoid the last train. Take the left branch of tracks to the next checkpoint.

#### SECOND CHECKPOINT: TRAIN RIDE

\* \* You are riding atop a moving train. You can't fall off, so just concentrate on firing while spinning around, taking out the jetpack snipers that swarm at you.

\* \* After you go up a hill, another train pulls alongside you. Shoot it continuously, and jump when it fires its lasers. Destroying it gives you RAGE+5.

\* \* You'll face a couple more waves of jetpack snipers, then a long quiet period. Get ready at this time to shoot the other cannon train that will come up the tracks behind you. Just fire at it continuously and it'll go down quick. If you don't get it, it'll take out your train car by car until it gets to you.

\* \* Take out the rest of the jetpack snipers, and watch for the door in front of you that you have to blast open.

#### BOSS: BLADE RUNNER

\* \* This one's easy. First, he'll regularly sweep his blade arm across the top of your train. You only have to jump up to avoid it. Position yourself so you're facing just behind him, jump when he swings, and jump and fire as boxcars approach on the track above him. The boxes have to drop right on him to damage him. If the box doesn't fall right, reposition and try again. Hit him 8 times and you're done.

%%  
% 3e) LABORATORY %  
%%

#### START

\* \* Where the hell are you, and how did you get here? No time to figure it out, since the clock is running. The timer at the top of the screen tells you how long you have to destroy the next fission core, before it blows everything to smithereens. This level can be confusing, but thankfully, every time you blow a core, a flash of blue light races to the next one, giving you some idea of where to go.

\* \* Go straight from the start and destroy the first fission core.

\* \* Jump onto the blocks moving up and down on the left, and ride them to the top, where the second fission core awaits.

\* \* Run across the white blocks, which will vanish a moment after you shoot or step on them, and jump to the next floating platform to destroy core #3

\* \* Go right, jumping across the pairs of blocks, to the next core. The platform it's on is made mostly of vanishing blocks. Get onto the blue block quickly and shoot fission core #4.

\* \* Double-jump up to the first block, then up one more, then right to the ONE-UP. Keep going up to the fifth fission core and the checkpoint.

#### FIRST TO SECOND CHECKPOINT

\* \* Jump off the rear white block to the moving L-shaped section of blue blocks, then step onto the 4-block square when you reach it. Jump to the next square, then walk up to the row of blue blocks when they connect. Now, walk off the right end to the single block when your platform connects with it, and blast the sixth fission core.

\* \* Step down onto the lower block, and the camera shifts. You can double-jump right to the first pair of blocks. Jump to the next when it's level with or lower than you. Jump to the set of 4, and walk to the far end to shift the camera again. Now, just double jump to the second pair of blocks when it's level (not rotating), then quickly jump again to the larger group of blocks, and blow up core #7.

\* \* Jump down to the white platform, then over to the grey one with the ONE-UP. The camera turns, and you walk onto the gold block. This causes a bunch of grey blocks to appear for a short while. Run across them to the next brown block, repeat once more, then jump to one of the white blocks to shoot core #8.

\* \* Stand on the gold block to turn on the grey ones, then jump up them to the larger enclosure and the checkpoint.

#### SECOND TO THIRD CHECKPOINT

\* \* Be sure to get the ONE-UP on the left side of this enclosure before blasting away core #9.

\* \* Climb the rest of the way up to shoot the tenth fission core. To the left, a strange block lets out a crystal-shaped device, and you hear, "Activating sentry". Shoot the sentry from afar, or it'll shower you with deadly lasers when its timer runs out. At the end of this platform, you'll find fission core #11.

\* \* Jump to each set of blocks when there's a brief break in the flying ones. If these catch you in mid-jump, they'll push you over the brink. Also, these are vanishing blocks, but they won't glow red before disappearing to warn you, so keep moving. At the end, destroy core #12.

\* \* Now you have to jump up a series of vanishing blocks. Except for the first diagonal jump, they're all directly to the side or forward, so make clear direction button presses. You'll probably need a few tries, but luckily there's that one-up to the left of the checkpoint start, so take as many tries as you need. The checkpoint and core # 13 await at the top.

#### THIRD TO FOURTH CHECKPOINT

\* \* Get the ONE-UP, which will be there every time you have to restart here, and jump to the row of blocks moving left in front of you. At the corner, jump to the white platform and take out the fourteenth core.

\* \* Now jump to the forward-moving blocks and ride them to the next platform and core #15.

\* \* Jump back onto the blocks and step down the next row of them, taking you to fission core #16. Watch out for the sentry that appears to the left of this platform. Jump to the vertical blocks in front of you after the first one appears. This also gets you the next checkpoint. If you miss the jump, you'll still start above on the next platform, since you'll still activate the checkpoint.

#### FOURTH TO FIFTH CHECKPOINT

\* \* Blow the seventeenth core and jump to the pair of blocks ahead to the left. If you miss them, you can still jump to them from the ground, but your time may be short. Jump from those blocks to the long line, then run up it shooting at the next core, #18, dead ahead.

\* \* Jump from the end of this row, where the new blocks are appearing, to either side of the blue blocks ahead. Walk or jump to the right to the moving squares, and jump across two more sets, then down to the platform where you can get your jollies off on fission core #19.

\* \* Step onto the gold block and keep running straight to the next one, or else they won't last long enough (you can jump at the end if the blocks are disappearing). Stand on the next gold block, and shoot fission core #20 when the grey blocks are disappearing, then jump in place to reactivate them. Race across them to the grey platform, where the checkpoint and core #21 await.

#### FIFTH TO SIXTH CHECKPOINT

\* \* Jump onto the grey curving blocks and run to the next white ring to blow up the 22nd fission core (how many of these things are there?). The jump off the next grey blocks to core #23 can be tricky, and will probably take a double-jump.

\* \* Repeat the jump to core #24, then shoot #25 from where you're standing.

\* \* At the next ring, there's a ONE-UP to the right of fission core #26.

\* \* Keep moving quickly, as you get only 10 or 15 seconds between cores here. Get cores #27 through 31. The different patterns of holes in the swinging grey blocks shouldn't be a problem. If you're at a core and have a few seconds to spare, wait until the grey blocks are near a position you can use before blowing it up, to give yourself more time between fission cores.

\* \* After core #32, a sentry appears. Just shoot straight ahead from the center of the white ring to hit it.

\* \* Another ONE-UP is beside core #33. This is also the next checkpoint, and thank goodness.

#### SIXTH TO SEVENTH CHECKPOINT

\* \* You can always get the one-up again when you restart here. The large stationary grey blocks spit out fire on and off. Needless to say, only pass over them while off. You might want to jump right over them to avoid the hassle, since your time is short here. After the set of three, find core #34. Jump over some more to the next core, then shoot the 2 last ones (#35 and 36) in this section straight ahead.

\* \* Jump to the last ring and step onto the gold block, and immediately run to the next one. Shoot the 37th fission core from there, then jump in place and run to the blue blocks ahead. Climb up them and find the next checkpoint.

#### SEVENTH CHECKPOINT

\* \* Get the ONE-UP on the left and step onto the joy block. Step forward to unmoor it and away we go!

\* \* This block moves in the direction you steer it. If you want it to stop, just take a small step in the opposite direction.

\* \* The first fission core in this section is off to the right. Each consecutive one is on the far side from the last, so keep zipping left and right to find them.

\* \* You can shoot the grey blocks, which is good since the fission cores sometimes hide behind them. Destroying them also boosts your rage meter, which will help you blow up cores faster when you're having trouble getting a bead on them.

\* \* Eventually, you'll encounter 3 ONE-UPS and 2 sentries. After the second sentry, the next core is on the same side as the last one (the right side), just to throw off the pattern.

\* \* After something like the 50th fission core, the timer will disappear, and you can ride your block to the end. Fly into the platform and your block will

disappear, activating the last checkpoint.

#### BOSS: ARACHNOTRON

\* \* You have to run up an endless series of narrow platforms while a giant mechanical spider climbs up, sometimes shooting you with a machine gun, and sometimes dropping globs of stuff on your head. The grey blocks will disappear after you run over them, so keep moving. Watch for the places where the disappearing blocks turn 90 degrees to the left. You have to change your direction quickly at these points. Also, the camera swings around as you reach corners, throwing you off for a moment.

\* \* Strategy 1: Keep running. You'll periodically run over a row of collapsing blocks while the spider is underneath them, and they'll damage it when they fall on it.

\* \* Strategy 2: At the second spot where you have to jump up a small ledge on a solid part of the platform, you'll see that the spider is staying below the line of collapsing blocks ahead. Don't jump up. Shoot the row of blocks, which will reappear after a moment, giving you an endless supply of spider-squashing ammo. This way will take him out in mere seconds.

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% 3f) Undersea facility %
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

#### START

\* \* Kill the three guards and blow up the barrels to boost your rage meter. Each time a section opens up, fire away from as far back as possible to stay out of range of their gunners.

\* \* At the third wave of guards, a riot guard will come up behind you. Punch him quickly into submission, then take out the snipers ahead and continue.

\* \* After you go up and down a small hill, another riot guard attacks from the rear. A couple sections later, about 4 more riot guards do the same again.

#### FIRST TO SECOND CHECKPOINT

\* \* In the large round room with the glass walls, the enemies have borrowed Sentinels from the Matrix machine world to drill through the glass. If they succeed, water floods the room and carries you out to the sharks. You can't shoot them. Instead, do what every zoo and pet store tells you not to: tap on the glass. Jump at them and punch while in the air to stun them briefly. It takes 3 hits to knock away one of these small ones (or one smart bomb against the glass). Alternately, if you're in the red state of rage, do a dash attack against the glass below them. Listen for the telltale hissing sound, and scan the windows on both sides of the room for the sparks they create to locate them. Get rid of 4 and the far doors open.

\* \* In the next tunnel, riot guards surround you. Smack them down and continue one more tunnel section to the checkpoint.

#### SECOND TO THIRD CHECKPOINT

\* \* Another round viewing room with squiddies attacking the walls. Take out the guards and quickly deal with the sentinels on the left glass wall. If you end up having to restart in this room, it takes a while for the sentinels to appear, so just hang out and destroy some containers. Try running to the door you came in from and walking into the room from there; that might trigger their approach. You'll hear "Breach in dome 2", then they'll start coming. Kill 6 and the door opens. Also, a FLAMETHROWER appears in the air to the left of the door.

\* \* Continue to the next similar room and the next checkpoint.

#### THIRD TO FOURTH CHECKPOINT

\* \* Tougher than the last. The squiddies don't wait at all until you have time to deal with the troops. Use smart bombs frequently. You also meet the big

squids here. They take five jumping hits, and don't seem bothered by the dash attack. Also, multiple squids attack at once, so be alert to where they start digging first. At some point, a PULSE LASER RIFLE appears near the entrance to this room. If you restart here, you'll have to wait a while again before the sentinels appear.

\* \* Advance a couple more sections of tunnel and rocket launcher troops drop all around you. Use the pulse laser rifle to take them out fast. Advance to the silo to hit the next checkpoint.

#### FOURTH TO FIFTH CHECKPOINT

\* \* Jump across to the right to reach the elevator. Ride it down, then proceed left down the ledges. At the gap, double-jump left, and keep going down and to the left. Eventually, you have to go right, but then you go left a couple more times and down to the ground.

\* \* Now, an endless stream of snipers and riot guards come down in front of the doors. There are also two machines on either side of the door. Jump on top of the right one and double-jump up to the FLAMETHROWER, then run through the doors when they open.

#### FIFTH TO SIXTH CHECKPOINT

\* \* A bunch of riot guards attack next, so burn them to a crisp. Continue forward, blasting away, until you reach another set of doors that open on their own periodically. Wait until they do (you might need to be a little ways back to trigger them) and jump through.

#### SIXTH TO SEVENTH CHECKPOINT

\* \* Another silo to climb down, but this one's tougher. Go right to the lift, then jump right to the ONE-UP. Get this whenever you die and return here. Get back on the lift. At the bottom, jump to the right retracting ledge when it comes out, wait a moment, then jump to the next one on the right, then to the permanent ledge beside it. Jump down to the right, then left, then zoom out and jump to the next one down on the right. Jump left-down then right again. You're now over a long retracting platform. Walk onto it when it comes out and cross it.

\* \* Another one connects with it. Run over to it, and stand to the left of the green glass that's in the front of the screen. Jump straight forward to the retracting platform under the green things on the back wall, then to the retracting platform on the left, and left again. Keep jumping left and down, watching out for the timing on the retracting platforms, until you see the ground.

\* \* Drop to the ground and shoot about 6 gunners to get a HYPER-RAGE bonus. Enter the tunnel and you'll see why you need it. The riot guards and rocket launcher troops here won't stop coming. Kill a few to trigger the door, which will open and close periodically. Jump through it as soon as you can. Go to the end of the tunnel for the next checkpoint and the last silo.

#### SEVENTH TO EIGHTH CHECKPOINT

\* \* Go right to the lift and ride it down. Jump to the left and keep going. When you reach a platform with another right above it, double jump off the end onto the higher platform to get the ONE-UP. Continue to the left. When there's nowhere else to go, take the long retracting platform below. Crossing it triggers the checkpoint.

#### EIGHTH TO NINTH CHECKPOINT

\* \* Cross to the other half of the platform and jump forward to the retracting platform again. Keep jumping to the left. After you walk down a series of permanent ledges, you'll see a ONE-UP above. Double-jump to it, then drop to the ledge in front of the doors. Walk from there onto the retracting platform that comes out below it, then cross over and jump forward to the retracting ledge again. Jump right to the lift.

\* \* Go right until the series of retracting ledges would lead you upward if you took them. Go left and down from there. You land on a retracting ledge, and you can see a platform floating in the middle of the room. A long platform will emerge below you, so drop to it and run to the middle platform.

\* \* Riot guards drop onto the platform. Punch out the first couple if you need to build your rage, then you can shoot the rest. After the first 4 or so, they start coming down in pairs. The platform will reach the bottom of its run before they stop coming, so finish them off before leaving.

\* \* Rather than use the long platform that reaches you, jump to the retracting ledge that directly ahead when the long one's to your right. Let that one retract and drop to the ledge below it. Jump to the ground for the checkpoint.

#### NINTH CHECKPOINT

\* \* Four riot guards await you here. Killing them nets you a SHELL CANNON, HYPER-RAGE, and a ONE-UP. Because you return here when you die in the boss fight, theoretically you can try to defeat it indefinitely, due to the one-up. However, if you're not careful, these guys can kill you when you start at green rage. I recommend unequipping the shell cannon for the final fight. Enter the tunnel and go to the end for the final boss.

#### BOSS: SERPENT'S RAGE

\* \* There are two phases to this fight. The first is easy. You have to blow off the serpent's two lower pairs of mechanical arms. To do this, jump up to one of the platforms above. He'll destroy the pillars below you, then rise up to your level. His only attack is a yellow mist he blows from left to right across the screen. Just jump over it as it nears you. Take aim on the legs on one side, and just keep firing and jumping his mist until you blow them up, then switch sides. After this, you'll get a RAGE+5 bonus.

\* \* Now jump back to the ground. Pick a spot where you have a clear view of the serpent with no platform directly above you. He'll approach you and fight close up from here on in. You'll also notice that a second rage meter appears on the lower left of the screen

\* \* The only way to hurt him is to punch him in the head when he brings it forward or rears back. When you hit him, he turns around to reveal a gem in his back. Shoot it. This will take away a section from his rage meter, and add to yours. Of course, him hurting you does the opposite.

\* \* Whatever you do, don't press forward when you jump to attack him! You'll fall off the edge and die.

\* \* He has 5 basic attacks:

1) Rears up high, then snaps around with his head. Hit him by jumping right after he rears up, and punching at the top of the jump. Practice the timing on this one. You may want to press right slightly when you punch. If you miss the first time, try to hit his head when it's lower, swinging toward you;

2) Pushes his head forward and quickly swings to hit you with his little, natural arms. Hit him by jumping and immediately punching when he starts this move. You almost have to guess when he's going to do it and time your attack to match the start of his.

3) After you hit him, he turns back around and attacks with his metal arms, starting by lifting up the right one (his left). Jump onto one of the platforms to avoid this.

4) Every couple of hits, he charges up a lightning blast. Just keep moving to avoid this. He targets the spot where you were standing a moment before he fires.

5) When you're on the upper platforms, he uses his breath attack again. Just avoid it by jumping back down. You can't hurt him from up here.

\* \* His rage meter decreases from silver, to yellow, to purple, to nothing. Once it's gone, one shot will kill him, and regain you your freedom from this madness.

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#### 4. PASSWORDS AND CODES

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Level passwords	Easy	Medium	Hard
Lvl 2: Rooftops	HUTOBWRA	DIYGIXRA	ZVCZOYRA
Lvl 3: Mountain	OONDDSJB	KCSVJTJB	GQWNQUJB
Lvl 4: Monorail	VIHSEOBC	RWLKLPBC	NKQCSQBC
Lvl 5: Laboratory	CDBHGKTC	YQFZMLTC	UEKRTMTC
Lvl 6: Undersea	JXUVHGLD	FLZNOHLD	BZDGVILD

- CODES:
1. HEVYFEET: Opens stage-select menu for the current difficulty level. You are given this code when you complete the game.
  2. MAXPOWER: Gives you one of each special weapon.
  3. THEPRESS: Removes the text on screen while the game is paused. Only useful for taking screenshots.
  4. HEYBUDDY: Debug mode! Lets you choose the stage, section (more specific than just checkpoints. For example, each section on the Rooftops stage is one roof), toggle on or off invincibility, all weapons, and screenshot pause mode. Press start from this screen after making your selections.

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#### 5. CLOSING INFO

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I hope you enjoyed playing ONE and were able to make positive use of this guide. I would like to extend thanks to the following people:

- ASC Games and Visual Concepts for creating ONE;
- Ted Chapman, author of the official strategy guide, for help with a couple of frustrating points;
- My mom for having me;
- CJayC for creating gamefaqs.com, the greatest gaming community ever.

Comments, contributions and suggestions for future versions of this guide are welcome, and anything making it into a future posting will be fully credited, of course. Please direct correspondence to: syonyx\_faqs at yahoo dot com.

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