

The Unholy War FAQ

by Kuno

Updated to v3.0 on Jan 14, 2003

The Unholy War Faq
Version 3.0
Written by Kuno
10/15/98

Note: This FAQ is best viewed in Courier New font at a size of 10

Table of Contents

I. Introduction
II. Controls
III. Modes of play
IV. Characters
V. Power ups
VI. Cheats *NEW SECTION*
VII. Tips & Hints *UPDATED*
VIII. Credits
IX. Disclaimer

-/-What's New-\-

First I want to thank those you have written me with all your hints, tips, strategies. Kudos to you all!! ^_^

V3.0

well now the FAQ has grown into v3.0. But wait what ever happened to v2.0, well that's my fault I did a v2.0 and then I got more mail so I decided to make it v3.0. Sorry for the confusion.

As you can see I've added Gameshark Codes to the FAQ as well as adding a new section.

There still are some things that I need to add to this FAQ.

1. strategy for all the strategy levels on each AI level.
2. Strategy for each of the Teknos and Arcane warriors
3. anyother cheats & codes that can be found.

So keep those e-mails coming, this is your FAQ as much as it is mine!

^_^

I. Introduction

The unholy war is an action/stratgey game from Crystal Dynamics and Eidos interactive. At first glance it doesn't seem all that impressive, so I was reluctant to purchase it. But I was always taught never to judge a book by its cover. So I bought it. Well I must say that I like it. The Mayhem mode is fun if your not into that strategy thing, and the Strategy mode is fun if you want more of a challenge. If you haven't guessed already this is my first FAQ. Well on with the FAQ ^_^!

II. Controls

Well the controls for Mayhem mode aren't as complex as Strategy granted.

Mayhem Mode

Move.....D-pad
Attack/Magic.....Triangle/Square/Circle Buttons
Jump/Fly.....X Button
Pause/Unpause.....Start Button
Quit.....Select Button (while the game is paused)

Strategy Mode

Move Action Pointer.....D-pad
Select Warrior.....X Button
Move Warrior.....D-pad
Place Moving Warrior.....X Button
Place Summoned Warrior.....X Button

Select Fortress with Warrior in it.....X Button
 Select Warrior standing on fortress.....Square Button
 Select next Warrior or fortress.....Triangle Button
 Use Special Power.....Square Button
 Cancel Action.....Triangle Button
 Access Hints.....Circle Button
 Pause/unpause.....Start Button
 End turn early.....Select + X button
 Save Game.....Select + Square Button
 Load Game.....Select + Circle Button
 Zoom map in/out.....L1 Button
 Change map tilt.....R1 Button
 Rotate map left/right.....L2/R2 Buttons

III. Modes Of Play

The Unholy War is divided into two type of games. Mode one is Mayhem mode, which is just a one-on-one battle between you and the computer or another human player. Mode two is Strategy mode, which is a strategic battle where the two forces clash in campaigns to capture bases. During this mode Mayhem mode will come up when two warriors fight over the same hex. There are some different options in each mode. But good for you I have laid them all out for you! (gee aren't I so nice ^_^)

Mayhem Mode

The First thing you do is select your team. Here are all the options.

Note: Player 1 is always on the left and Player 2/Computer is always on the right.

Player 1		Player 2/Easy AI/Normal AI/Hard AI	
-----		-----	
Teknos		Arcane	
Arcane		Teknos	
Teknos		Teknos	
Arcane		Arcane	
All		All	*this is both sides (Teknos and Arcane)
Arcane		All	
Teknos		All	
All		Arcane	
All		Teknos	

Once that is done you'll Select your Battlefield.

Here are your choices:

1. Cycle Levels
2. Juicer
3. Toxic Dump
4. Proving Ground
5. The Hive
6. The Depths
7. Water Hole
8. High Temple
9. Random Level
10. The Lab
11. Factory
12. Steel Hallway
13. Cenotaph
14. Desert Ruins
15. The Volcano
16. Mysic Glen

```

1     2     3     4     5     6     7     8
9     10    11    12    13    14    15    16

```

That's how it looks like on the screen.

Once your in the game you'll need to choose what warrior you want to use. Then the match will begin. In the Upper Left corner of the screen is a small picture of your warrior. The red bar is your health and the yellow bar is your energy for your special powers. Below your yellow bar are the buttons that corospond to your powers (ie for the magus the triangle button is for his stalking birds power). Once the button is lit you can use the power.

Strategy Mode

The first thing you do here is SET WAR (ie choose the battlefield you want to fight on). There are 12 battlefields.

1. Crater Lake
2. Mount Altus
3. Great Desert
4. The Dead Lands
5. River Crossing
6. Twin Keeps
7. The Breeders
8. The Mine
9. The Siege
10. The Crater
11. The Great Void
12. Kenai

Next you set the players.

```
Teknos      Arcane
-----
Player 1    Player 1
Easy AI     Player 2
Normal AI   Easy AI
Hard AI     Normal AI
           Hard AI
```

Those are all the options that are available.

Note: you can't have 2 player 1's (DUH!! ^_^)

The Load War option let's you...you guessed it! Load a saved game!!

The Accept War option...hmm I wonder what this does...

IV. Characters

Here's a complete list of all the characters in the game and all there special powers. This is for both Mayhem and Strategy Modes.

Key

- s - square button
- t - triangle button
- c - circle button
- battle - commands used in Mayhem Mode
- strategy - info for Strategy Mode
- cost - cost of unit
- life - hit points
- move - how far the unit can move
- map power - special ability that can be used on overhead map
- cost - how much Aur the power costs
- (air) - can only be done in the air
- (ground) - can only be done on the ground

TEKNOS WARRIORS -----

Quicksilver - Evil Shapeshifting beauties whu abhor the soft flesh they can so readily display.

Battle

- s - Slice: Hefty chop does 20 Damage
- t - Orbs: Each metalloid does 5 damage
- c - Shield: Protects and reflects

STRONG vs. Ecton, Magus, Angel
WEAK vs. Mogalin, Brontu

Strategy

Cost: 110 Life:60 Move:3
Map Power: Madness Cost:50
Adjacent enemy wanders randomly for 3 turns
Home: Juicer

Tesla - Raw power flows through a tesla, giving it great strength and driving it totally insane

Battle

- s - Zap: Bouncing bolt does 10 damage
- t - Teleport: Instant escape to random spot
- c - Crystal: Tracking electroids do 10 damage (max 3)

STRONG vs. Fire Witch, Prana Devil
WEAK vs. Magus, Brontu

Strategy

Cost: 90 Life:60 Move:1
Map Power: Teleport Cost:10 per hex
Tesla can instantly move to any open hex
Home: The Lab

Killcycle - These crude anarchist specialize in the pacification of the peaceful, primitive species

Battle

s - Plasma: Energy burst delivers 10 damage
t - Bombs: Detonations each do 10 damage
c - Kamikaze: direct hit does 70 damage

STRONG vs. Brontu
WEAK vs. Magus, Angel, Mogalin

Strategy

Cost: 80 Life:50 Move:Flies 3
Map Power: Destruct Cost:10
Explosion does 25 damage to 6 adjacent hexes
Home: Toxic Dump

Jaeger - Relic of a forgotten war, these huge killing machines cleanse the world of organic vermin

Battle

s - Punch: Electro-wallop does 15 damage
t - Laser: rapid beams each do 5 damage
c - Rocket: Long range strike does 10 damage

STRONG vs. Fire Witch, Prana Devil
WEAK vs. Brontu, Ecton

Strategy

Cost: 130 Life:100 Move:2
Map Power: Nuke Cost:40
Megatonnage does 15 damage. Range:5 hexes
Home: Factory

Mantis - An insidious evil from the galactic core whose treachery has doomed a hundred worlds

Battle

s - Mandibles: Masticates enemy for 15 damage
t - Bloodbots: Drains 10 life & heals on retrieval
c - Gravwell: Pulls enemy towards center

STRONG vs. Ecton
WEAK vs. Brontu, Angel

Strategy

Cost: 120 Life:75 Move:2
Map Power: Overload Cost:40
Gives ally 150% max life and energy, but ally dies from stress failure in 3 turns.
Home: Proving Grounds

RazorFane - A legacy of pain and misery belongs to the Razorfaness and they savor it.

Battle

- s - Buzzsaw: Flensing disks each do 10 damage
- t - Dervish: Mad torso twirl does 10 damage
- c - Bladewall: Barrier cuts for 10 damage

STRONG vs. Prana Devil, Ecton
WEAK vs. Brontu, Fire Witch

Strategy

Cost: 100 Life:80 Move:2
Map Power: BladeWall Cost:15
Only Razorfaness may enter hex for next 2 turns
Home: Steel Hallway

Wasp - Her lightning speed and sharp sting put fear in the hearts of enemies twice her size

Battle

- s - Blaster: Rapid fire bolts each do 2 damage
- t - CyroBeam: Freezes enemy below (air)
- c - Life Drain: Transfers life to wasp (ground)

STRONG vs. Brontu, Ecton
WEAK vs. Angel, Fire Witch

Strategy

Cost: 70 Life:40 Move:3
Map Power: Regen Cost:20
Heals self or adjacent ally 25 life
Home: The Hive

ARCANE WARRIORS

Ecton - An undead slave master who feeds on the souls of the living as well as the dead

Battle

- s - Whip: minion does 10 damage, slows enemy
- t - Wail: Devours enemy's life, feeding ecton
- c - Trap: Hidden net ensnares the unwary

STRONG vs. Jaegers, Killcycle
WEAK vs. QuickSilver, Wasp

Strategy

Cost: 80 Life:50 Move:2
Map Power: Eat Souls Cost:25
Ecton devours 25 life from adjacent enemy.
Home: Cenotaph

Prana Devil - A frantic, ravenous beast that desires only to eat, excrete, breed and speed.

Battle

- s - Spit: Acid globs each do 2 damage
- t - Bite: Prolonged bite damages enemy
- c - Egg: Hatched Prana chicken-baby attacks enemy

STRONG vs. Wasp
WEAK vs. Razorfane, Tesla

Strategy

Cost: 70 Life:60 Move:3
Map Power: Spawn Cost:10
A chance to create a new Prana
Home: Depths

Magus Lizard - Anicent natives of Xsarra. These sorcerers command primevil magics. They say the world will end soon

Battle

- s - Sword: Obsidian blade inflicts 15 damage
- t - Raven: Homing death spirit does 10 damage
- c - StarFall: Given time the sky will rain down

STRONG vs. Tesla, Killcycle
WEAK vs. Quicksilver

Strategy

Cost: 120 Life:100 Move:2
Map Power: Starfall Cost:40
Blasts enemy for 15 damage. Range:5 hexes
Home: Desert Ruins

Brontu - An almost unstoppable force whose courage is matched only by the size of its heart.

Battle

- s - Roar: Sonic blast cone does 15 damage
- t - Charge: Hold to ram enemy for 25 damage
- c - Gas: Lingering stench cloud corrodes enemy

STRONG vs. Quicksilver, Jaeger, Mantis
WEAK vs. Wasp, Killcycle

Strategy

Cost: 110 Life:100 Move:2
Map Power: Thunder Roar Cost:10
Knocks adjacent enemies 1 hex away
Home: Water Hole

Fire Witch - Half woman, half flame, this vengeful creature leaves nothing but an inferno in her wake.

Battle

- s - Naplam: Flaming goo burns for 10 damage
- t - Slam: Damage highest at ground zero (air)
- c - Firewall: Incendiary barrier (ground)

STRONG vs. Killcycle, Razorfane, Wasp
WEAK vs. Jaeger, Tesla

Strategy

Cost: 90 Life:50 Move:Flies 3
Map Power: Fireshrroud Cost:15

Blocks hex to all but firewitches for 2 turns
Home: Volcano

Dark Angel - Aloof and mysterious, the angels fight when necessary, then vanish to there high abodes.

Battle

s - Eyebeams: Bursts lance out for 5 damage
t - Shockwaves: Force does 20 damage (ground)
c - Obelisk: Emits rays which give 3 life

STRONG vs. Tesla, Razorfane, Wasp, Killcycle
WEAK vs. Quicksilver

Strategy

Cost: 130 Life:75 Move:Flies 2
Map Power: Transport Cost:10+5 per hex
Moves self or an adjacent ally up to 3 hexes away
Home: High Temple

Mongalin Rider - Noble warrior-maidens who bond at birth to their faithful mongalin mounts.

Battle

s - Sparkler: Mystic jolt for 10 damage
t - Tongue: 5 Damage, powerup ingestions
c - Exchange: The old switcheroonie

STRONG vs. Quicksilver, Killcycle, Jaeger
WEAK vs. Wasp, Razorfane

Strategy

Cost: 100 Life:50 Move:3
Map Power: Cure Cost:15+5 per hex
Restores 25 points of life and cures madness
Home: Mystic Glen

V. Power ups

What game would be complete without powerups. Just pick one up and super charge your warrior! When a power up is shows up and the battlefield an arrow with point to it. Not all the power ups will be battlefield at one time, what fun would that be ^_^! I'll do my best to describe them for ya...

1. Health - Raises Health - looks like an anhk
2. Speed - Increases Speed, temporarily - looks like a ball with a smaller ball rotating around it.
3. Super Jump - Increases jump altitude for a short time. Flying characters rise more quickly. - looks like a ball that moves vertically.
4. Engery Jolt - No energy loss when you use a weapon; lasts for a short time. - looks like a ball with an aura.
5. Invincibility - Warrior is indestructible for a short time. - Looks like a ball with a very bright aura.

VI. Cheats

This one was sent in by Tamer Pandi:

"If you beat the game on Hard AI with the Teknos, you get Beta-Razorfane

and if you beat the game on Hard AI with the Arcanes, you get a Super-Prana Devil."

This one was sent in by Danial Mehring:

"When completing all strategy maps with easy and normal AI you will get one more map.

" DARK MAZE "

There is also a "secret" Demo of a egyptian 3D Game (something like Lara's Tomb Raider)"

This one was sent in by The Carbonated Comet:

"I would like to point out that you're missing 2 battlefields which must be earned by beating the game on normal (one for beating it as the Arcanes and one for the Teknos)

Teknos --- The Maze
Arcanes -- Menhir Circle

Also, beating the game on Hard difficulty give you access to new player in Mayhem mode

Teknos --- Beta Razor (totally kickass dude -- is a combo of firewitch and razorfang)

s -- razor launch
t -- razor spin
c -- bomb blast (from the air like firewitch -- yep he flies)"

GAMESHARK CODES

Mayham Mode Codes

P1 Quicksilver Infinite Health	801AF610	0258
P1 Quicksilver Infinite Energy	801AF614	01F4
P1 Telsa Infinite Health	801AFA48	0258
P1 Telsa Infinite Energy	801AFA4C	0640
P1 Killcycle Infinite Health	801AF9D0	01F4
P1 Killcycle Infinite Energy	801AF9D4	0258
P1 Jaeger Infinite Health	801AF710	03E8
P1 Jaegar Infinite Energy	801AF714	0640
P1 Mantis Infinite Health	801AF7A8	02EE
P1 Mantis Infinite Energy	801AF7AC	03E8
P1 Razorfane Infinite Health	801AF610	0320
P1 Razorfane Infinite Energy	801AF614	01F4
P1 Wasp Infinite Health	801AF7B0	0190
P1 Wasp Infinite Energy	801AF7B4	0258
P1 Ecton Infinite Health	801AF938	01F4
P1 Ecton Infinite Energy	801AF93C	0640
P1 Prana Infinite Health	801AF688	0258
P1 Prana Infinite Energy	801AF68C	03E8
P1 Magnus Infinite Health	801AF7A8	03E8
P1 Magnus Infinite Energy	801AF7AC	01F4
P1 Brontu Infinite Health	801AF540	03E8
P1 Brontu Infinite Energy	801AF544	05DC
P1 Firewitch Infinite Health	801AFA00	01F4
P1 Firewitch Infinite Energy	801AFA04	01F4
P1 Angel Infinite Health	801AF710	0315
P1 Angel Infinite Energy	801AF714	03E8
P1 Mogalin Infinite Health	801AF7F0	01F4
P1 Mogalin Infinite Energy	801AF7F4	0384
P2 Quicksilver Infinite Health	801D5E10	0258
P2 Quicksilver Infinite Energy	801D5E14	01F4
P2 Telsa Infinite Health	801D6248	0258
P2 Telsa Infinite Energy	801D624C	0640
P2 Killcycle Infinite Health	801D61D0	01F4
P2 Killcycle Infinite Energy	801D61D4	0258
P2 Jaeger Infinite Health	801D5F10	03E8
P2 Jaeger Infinite Energy	801D5F14	0640
P2 Mantis Infinite Health	801D5FA8	02EE
P2 Mantis Infinite Energy	801D5FAC	03E8
P2 Razorfane Infinite Health	801D5E10	0320
P2 Razorfane Infinite Energy	801D5E14	01F4
P2 Wasp Infinite Health	801D5FB0	0190
P2 Wasp Infinite Energy	801D5FB4	0258
P2 Ecton Infinite Health	801D6138	01F4
P2 Ecton Infinite Energy	801D613C	0640
P2 Prana Infinite Health	801D5E88	0258
P2 Prana Infinite Energy	801D5E8C	03E8

P2 Magnus Infinite Health	801D5FA8 03E8
P2 Magnus Infinite Energy	801D5FAC 01F4
P2 Brontu Infinite Health	801D5D40 03E8
P2 Brontu Infinite Energy	801D5D44 05DC
P2 Firewitch Infinite Health	801D6200 01F4
P2 Firewitch Infinite Energy	801D6204 01F4
P2 Angel Infinite Health	801D5F10 0315
P2 Angel Infinite Energy	801D5F14 03E8
P2 Mogalin Infinite Health	801D5FF0 01F4
P2 Mogalin Infinite Energy	801D5FF4 0384

Strategy Mode Codes

P1 Infinite AUR	8011C5B8 FFFF
P2 Infinite AUR	8011C914 FFFF

If you want to submit some just Email them to me. My address is
tatewaki_kuno2@geocities.com

VII. Tips & Hints

Wise Words by The Carbonated Comet:

1. AUR is most important (especially during the long scenerios) but preventing the computer from mining AUR is just as important. Kill off the Brontu(s) ASAP w/ Killcycles to prevent the from getting the most AUR.
2. Learn who the strengths/weaknesses of each battlefield. Some creatures really suck on some battlefields, while others are very effective. Pick you battles likewise.
3. Sneak attacks are often the simplist way to defeat the computer (i.e. Teleport w/Tesla right to their base). The Bonus is the computer can no longer make new creatures. The Minus is he's gonna throw everyone he's gone left right at your base.
4. Learn to use the Wasps effectively in battle. Their cheap and deadly. Wasps will kill Prana Devils (let them come to you and just back away firing), Ectons (circle and fire) 99% of the time. Just be sure to run away and regain power before attacking again. A little more difficult are the Magus and Dark Angels, but they are simple as well IF you're on the right battlefield (a nice big open one without a pit in the middle are great). The Magus is a combination of the Prana/Ecton strategy. The Dark Angels are easy once their power runs out (DONT let them pick up an 'energize' powerup) just follow them and fire, don't let them land. Patience young grasshopper, you must have patience as Wasps don't hit for much damage.
5. Learn to always jump around (L2/R2 is a better way to jump/fly than x). Jumping makes you harder for the computer to hit (obviously DON'T try this with the Wasps)
6. When fighting Mogalin Riders (the computer's favorite unfortunately) learn to move like a 'Rook' (chesspiece). In other words only move horizontally and vertically (NO diagonals). This makes dodging their fast projectiles much easier. Again jump jump jump. Some characters can stop Mogalin's shots (Razorfang is one) with their own projectiles. Practice this attack --- fire in bursts of two -- the first shot to stop their attack and the second shot to hit them. It's tricky to learn, but effective.
7. Always keep you power bar at least 1/4 full (more with Tesla so you can teleport out of danger)
8. Retire near-dead or unwanted charaters for AUR (you get 1/2 back what their worth) to buy better ones. The computer will kill them anyways so sometimes its better to have the money.
9. Killcycle's Kamikaze attack is a wonderful last resort. Use it when almost dead in battle.
10. Easiest fights:
Jaeger vs Magus (laser his birds, fire missles, punch when close)
Jaeger vs Prana Devil (wait then laser Prana when close)
Killcycle vs Brontu (land on ground far away from him and fire blasters till he's near then jet away to safety)
Quicksilver vs Firewitch (Dodge Diving inferno then Slice and Dice)
Wasp vs Prana Devil/ Ecton (see above)

VIII. Credits

Well I'd like to thank the following people in no particular order.

Crystal Dynamics & Eidos	-	For making one kick ass game!
WWW.GAMEFAQS.COM	-	For posting my FAQ and for helping

me through alot of tough spots in
many other games.

Tamer Pandi
pandi@cs.unc.edu - For the Beta-Razorfane and Super-
Prana-Devil Hidden Characters.
Also visit his webpage at <http://www.unc.edu/~tamar>

Danial Mehring
mehring@bluewin.ch - For the Secret Map and demo hints.

raven187@bellsouth.net and - For the Gameshark Codes
WWW.CMGSCCC.COM

The Carbonated Comet - For the Secret Map, Beta-
Razorfane moves and some
tips on using the Teknos

IX. Disclaimer

I used to skip this section of a FAQ before, but now that its me writing this one I see all the hard work that goes into making one. Even though this wasn't as tough as some of the other ones, there was alot of typing involved and many hours spend on this FAQ. So the rules are simple. You are free to use this FAQ to help you in your game. But please don't steal it and say that you wrote it. Yadda yadda yadda blah blah blah.

(c) 1998 Kuno

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