



### Aliens vs Predator Guide

by [Bobby Flay](#)

Stuck on a crap-hole planet with no where to go and everything wanting to kill you? You're not on Pandora, but the more vicious BG 386, and there's no Na'vi around to bail you. Come to IGN for some handy intel for your tour of duty.



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## Aliens vs Predator Q & A

You've got questions, we've got answers. If you need help with something you didn't find in our guide, we can still help you. We publish the best and most common questions we get here—take a look to see if your question has already been answered. If your problem isn't addressed, feel free to shoot us an e-mail via the link at the bottom of this page.

### Some commonly asked questions:

#### » **Do the collectibles (audio logs, trophy belts, cannisters) do anything?**

The audio logs may be played back in the Extras menu, but the other collectibles are for trophies and achievements.

#### » **How do I get more maps and character skins for multiplayer and survivor modes?**

These were pre-order bonuses for Aliens vs Predator. Currently, there are no plans regarding them as possible DLC, but we're almost positive they will eventually be made available.

#### » **I can't find my way around as Marine / Alien / Predator!**

Aside from the walkthrough, the HUD will display the objective marker for your next destination and task. For the Marine, this is automatic, but for the Alien and Predator, hold the Focus button (this is a shoulder button on the console, but may be rebound as a different key on the PC).

#### » **How many Marine weapons are there?**

Six, including the infinite handgun. They are the VP78 Pistol, ZX-76 Shotgun, M41A/2 Pulse Rifle, M260B Flamethrower, M42C Scoped Rifle, and M59/B Smartgun. The marine can carry two long arms and his handgun. The only exception is that the smartgun takes two slots to equip.

#### » **How does the Marine see in the dark?**

A shoulder lamp is tied to the Marine's battle vest. Additionally, he may deploy infinite flares in the campaign mode (there would be slow-down and resource problems if flares were allowed in multiplayer).

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» **What other Weyland-Yutani equipment does the Marine use?**

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The Marine always has a motion detector that tracks movement (no matter how small -- even turning) up to 30 meters away, in a 180° arc in front of him. He also carries three stim-tabs he may use to completely recover his three blocks of regenerating health (the health blocks are like the ones from Resistance: Fall of Man).

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» **How many Predator weapons are there?**

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Five, including the dual wristblades. They are: Plasma Caster, Sticky Proximity Mines, Smart Disc (erroneously mis-named in the trophies and achievements), and the Combi-Stick (thrown).

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» **How many vision modes does the Predator possess?**

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Three, including the visible (normal) spectrum. Thermal vision detects humans and synthetics, while Alien Vision highlights xenomorphs at the expense of environmental detail.

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» **What other *yautja* equipment does the Predator have?**

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The Predator recovers life using health shards (carry a maximum of three), and he has a cloaking device that may be used indefinitely .... unlike that B.S. that was *Predator: Concrete Jungle*.

Lastly, the Predator may attempt to distract unalerted humans using the waveform analyzer. Use this to lure hostile marines to alleys where you can murder them in peace.

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» **What other abilities does the Predator have?**

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The Predator may also make incredibly high jumps by Focusing on a spot and pressing the Jump key. If the Predator can execute that high or long jump, it will do so. Using Focus will also high-light collectibles, items, energy sources, and objectives on your HUD.

Like the alien, the Predator may perform a back-stab by pressing the grab button on any human from the back or when she/he is knocked down. The Predator may perform a "kill-move" on an alien only when it is knocked down.

#### » **What weapons does the Alien have?**

Since the xenomorph is a weapon, it does not pick up any weapons or equipment. It may use its claws (light melee attack) to attack enemies, or a heavier blow (heavy melee attack) which combines a headbutt with the occasional tail attack (it depends on the range when the attack is used).

#### » **What abilities does the Alien have?**

The Alien may see in complete darkness, and all other organisms (including other aliens) have an aura around them, making them easy to see, even through walls.

Aliens are also very agile and built for mild shock; they can sprint longer and faster, and they do not take fall damage (unlike the Predator and marine).

Lastly, aliens are able to contort their bodies and use the ventilation ducts and small hiding holes to escape or to ambush enemies.

#### » **How about the aliens climbing ability?**

Aliens may also climb any non-lethal surface. They do this automatically if you aim at a surface and jump towards it. Within the range of 5 meters or so (about one story), you can expect to reach out and scale any surface you jump towards.

#### » **Can I replay previous missions with the equipment I unlock?**

No. Any equipment or weapons you find strictly adhere to the campaign. You may

replay previous stages with a different difficulty to score higher, but should you complete it and load the next stage, the "mission select checkpoint" for that stage will be overwritten.

While not a big deal for the Predator or Alien, this may change the Marine's available weapons (there is weapon carry-over after the Refinery level).

### » **Are there any cheats?**

Unlikely, unless it is a PC-hack. There hasn't been any unplanned cheats in videogames since all studios went mainstream and took on a structured approach to game development. No more wild surprises from late-night designer binges on alcohol and/or other substances. Good times.

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## Aliens vs Predator Achievements / Trophies...

### » • Marine Campaign •

135 / BRONZE & SILVER

To avoid too many spoilers, we've grouped these awards together. For completing the Marine campaign, you unlock 8 accolades, one of which is a silver trophy on the Playstation 3.

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » • Predator Campaign •

135 / BRONZE & SILVER

To avoid too many spoilers, we've grouped these awards together. For completing the Predator campaign, you unlock 8 accolades, one of which is a silver trophy on the Playstation 3.

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » • Alien Campaign •

90 / BRONZE & SILVER

To avoid too many spoilers, we've grouped these awards together. For completing the Xenomorph (Alien) campaign, you unlock 5 accolades, one of which is a silver trophy on the Playstation 3.

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » Ain't Got Time to Bleed

15 / BRONZE

(Multiplayer). Restore or regenerate at least 30 blocks of health in survivor mode. You may also attempt this in single-player survivor.

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

» **Elite Sniper**

15 / BRONZE

Neutralize ten enemies with head shots. If you are doing this against combat synthetics, the last hit to kill it must be on the head. (Marine only)

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

» **Fortune and Glory**

15 / BRONZE

Collect all 45 Yautja trophy belts in campaign mode (Predator only)

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

» **Game Over Man!**

30 / SILVER

Complete all three single-player campaigns (on any difficulty)

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

» **Grim Reaper**

15 / BRONZE

Harvest all available civilians in the alien campaign. These targets appear in a green aura. Note that if do not sneak up on them, they may occasionally use a suicide bomb and kill themselves, denying you the change to harvest them. (Alien only)

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » Gunslinger

Neutralize thirty enemies with the VP78 Handgun; while you can actually go toe-to-toe with an alien using a handgun, you may find this much easier if you lower the difficulty level. (Marine only)

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » Harsh Language

15 / SILVER

Locate and claim all 67 audio diaries in the campaign; these tapes may be played back in the Extras menu. (Marine only)

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » I Admire Its Purity

15 / BRONZE

Complete the Alien campaign on Hard difficulty

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » I Like to Keep This Handy

15 / BRONZE

Neutralize two enemies with one single/double shotgun blast. The best method is early on in the Refinery; there's a long tunnel between the control and generator rooms that's infested with aliens. Aim down the hall and hope you score two kills with one shot. (Marine only)

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

30 / SILVER

### » I Love the Corps

Complete the Marine campaign on Nightmare difficulty

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » It Ain't No Man

15 / BRONZE

Complete the Predator Campaign on Hard difficulty

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » Killer Instinct

15 / BRONZE

(Multiplayer). Rank first in a ranked standard Deathmatch game.

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » Let's Rock!

15 / BRONZE

Neutralize five enemies with one trigger pull of the smartgun. The easiest way is to stage select to the Marine's last level (Pyramid) and use the Smartgun near the Sentry Turret. Hose the xenomorphs on the bridge and remember not to let go of the trigger once you start firing. (Marine only)

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » Magnificent Isn't It?

30 / SILVER

Complete the Alien campaign on Nightmare difficulty

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» **Not Bad For A Human**

50 / PLATINUM

Earn all other achievements or trophies in this game.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» **One Ugly Mother**

30 / SILVER

Complete the Predator campaign on Nightmare difficulty

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» **Persecution Complex**

15 / BRONZE

(Multiplayer). Achieve Persecution status more than once in any ranked match. To be "persecuted", have an opponent kill you twice in a row in one life. To be persecuted twice, have another player do the same, or have the persecuting player die and repeat the process.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» **Quite a Specimen**

15 / BRONZE

Destroy all 50 effluvia cannisters (Alien only)

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

50 / GOLD

### » Real Nasty Habit

(Multiplayer). Earn 18060 experience points on ranked matches.

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » Scatter Shot

15 / BRONZE

(Multiplayer). As a team, neutralize twenty enemies within sixty seconds in a Survivor match (the game does not specify ranked, private, or public). The easiest way to do this is to select C-Block in Survivor mode and hose that corridor clean.

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » Serial Killer

30 / SILVER

(Multiplayer). Rank first in ten deathmatch games.

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » Spin Doctor

15 / BRONZE

Neutralize two enemies with one Smart Disc deployment. Try doing this against the initial aliens who appear in the stage "Ruins". The disc can be going or coming back to do the kill; you just need to kill two enemies from the time the disc leaves your hand to when it comes back. (Predator only)

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*



### » Stay Frosty

Complete the Marine campaign on Hard difficulty. Another possible reference to Corporal Andrew "Frosty" Harrison from AVP2. His exo-suit was bad-ass, until you realized the sheer number of aliens in the nest. Man, that was chaotic, wasn't it?

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » Stick Around

15 / BRONZE

Neutralize 20 enemies with the hand-thrown combi-stick. Using this weapon exclusively on the combat synthetics in Research Labs will pretty much get you this award. (Predator only)

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » The Six Pack

30 / SILVER

(Multiplayer). Play with six friends in a ranked match.

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

### » The Un-infected

30 / SILVER

(Multiplayer). Finished a ranked match as the last member of the infestable-prey team (you may must remain un-infected by the alien team).

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

## » One Tough Hombre

(Multiplayer). Neutralize ten opponents in a row without dying in a ranked match.

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

## » Welcome to the Party

30 / SILVER

(Multiplayer). Earn 6000 experience points on ranked matches.

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

## » Welcome to the War

15 / BRONZE

(Multiplayer). Complete one ranked standard Deathmatch game.

*Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!*

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## Audio Logs

	Audio Logs (Marine)	Trophy Belts (Predator)	Effluvia Cannisters (Alien)			Infestation	
			Colony	Refinery	Jungle	Ruins	Labs

1 / 15

After you destroy your first xenomorph, the audio file is in the first office you come across.



2 / 15

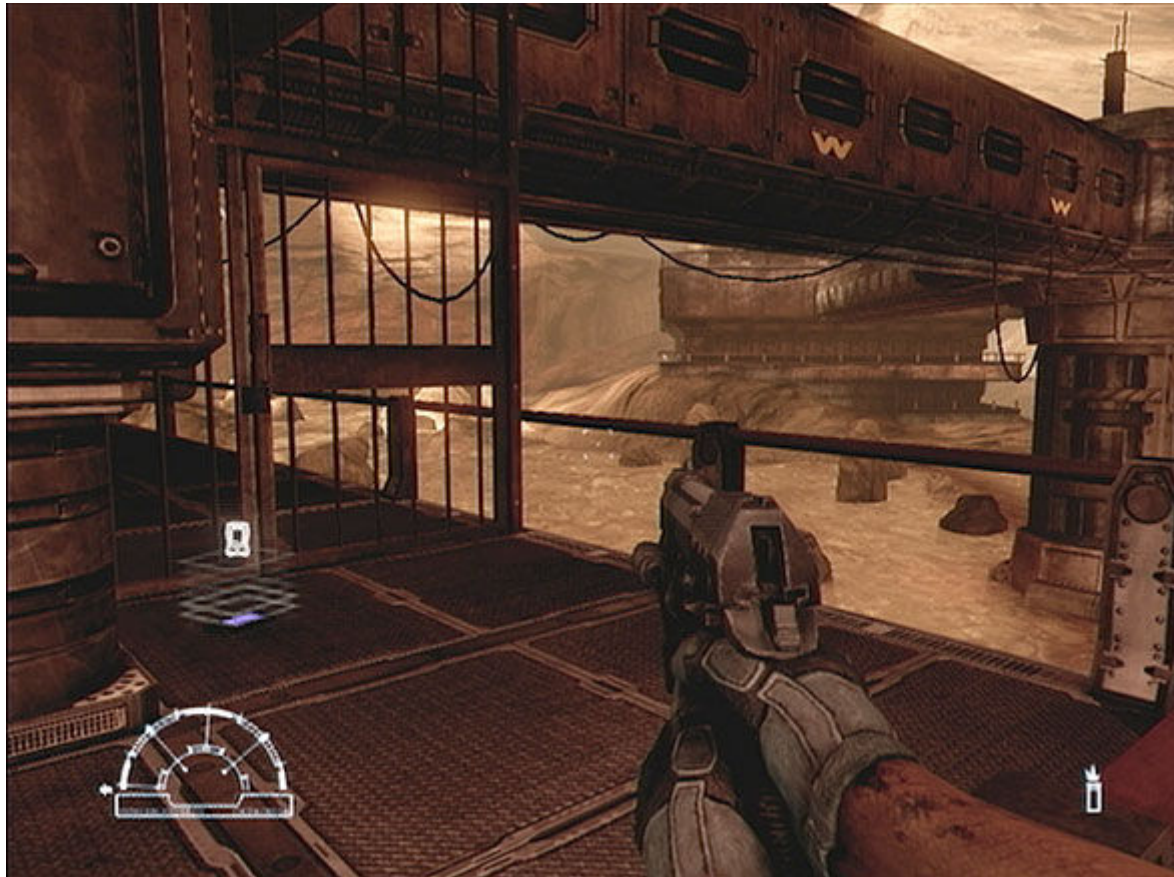
Once you reach the colony's streets, you can get five audio files in any order. This one is found near one of the dead marines near where you come in.



**3 / 15**

Once you reach the colony's streets, you can get five audio files in any order. This one is near a metal fence by the cliff's edge.





**4 / 15**

Once you reach the colony's streets, you can get five audio files in any order. This file is on a second story walkway directly across from the file described above.



**5 / 15** Once you reach the colony's streets, you can get five audio files in any order. Check the entrance to the strip club for this file.



**6 / 15**

Once you reach the colony's streets, you can get five audio files in any order.  
The second level walkway at the strip club's block.





7 / 15 Once you reach the colony's streets, you can get five audio files in any order.  
On the street outside Administrative Building D.



8 / 15 Inside the Admin Building. Right next to the power cell.



9 / 15 Inside the strip club. Check out the dancepad where the holo-hooker is.





10 / 15

Strip club, upper level. It's on one of the tables and you can get it before, during, or after fighting the enemies at the club.



11 / 15

After riding the elevator to leave the strip club, check the tables when you step off the elevator.



12 / 15

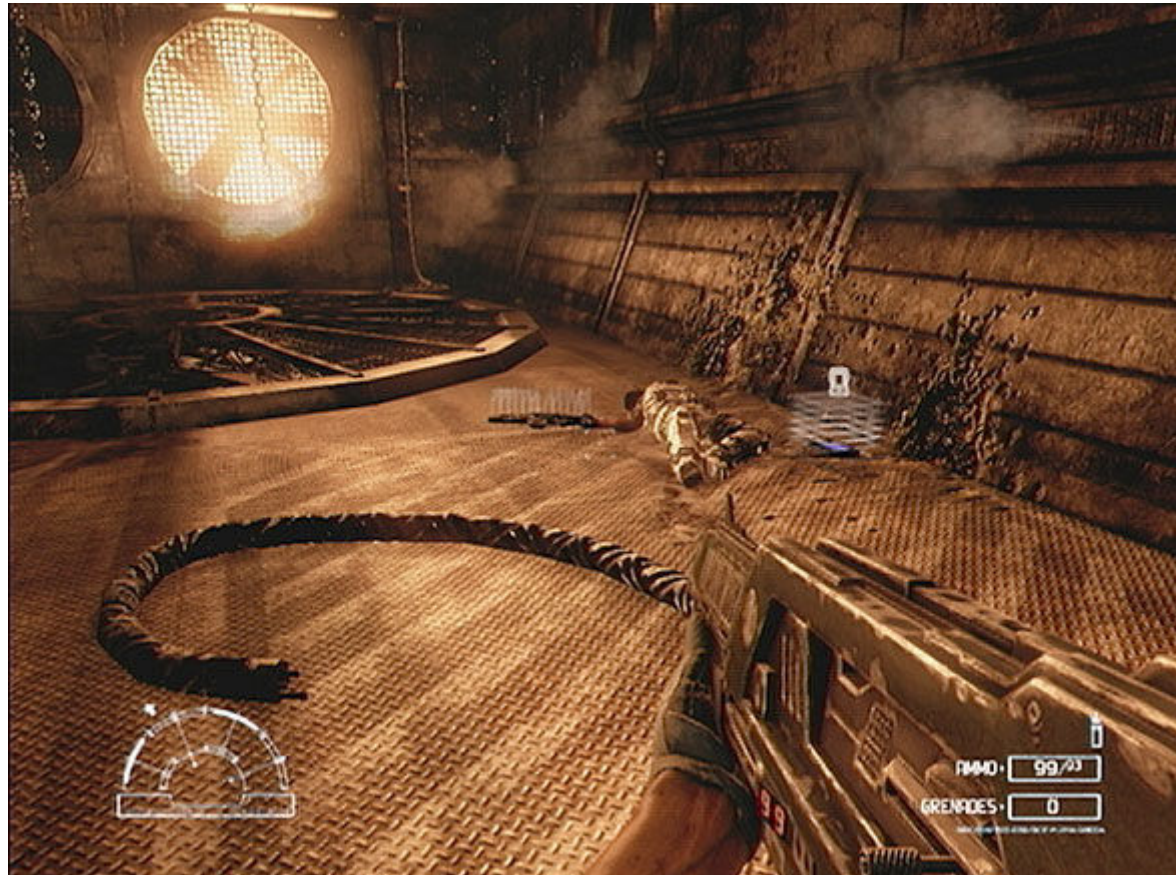
In the stairwell where you regroup with the other marines, there is a file behind one of the containers on the middle level.





13 / 15

Just before you drop down into the sewers, there is an audio file on the ground by the hole. Jump in the hole in the palace if you go.



14 / 15

During the escape in the sewers, this audio file will be in plain sight by some stim-tabs and a Pulse Rifle grenade.





15 / 15

Right before the level's exit (where your marine trips and falls), there is a side room to the right. The audio file is in there.



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## Audio Logs

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1 / 12

Once you regain control over your marine, check the area behind where you start.



2 / 12

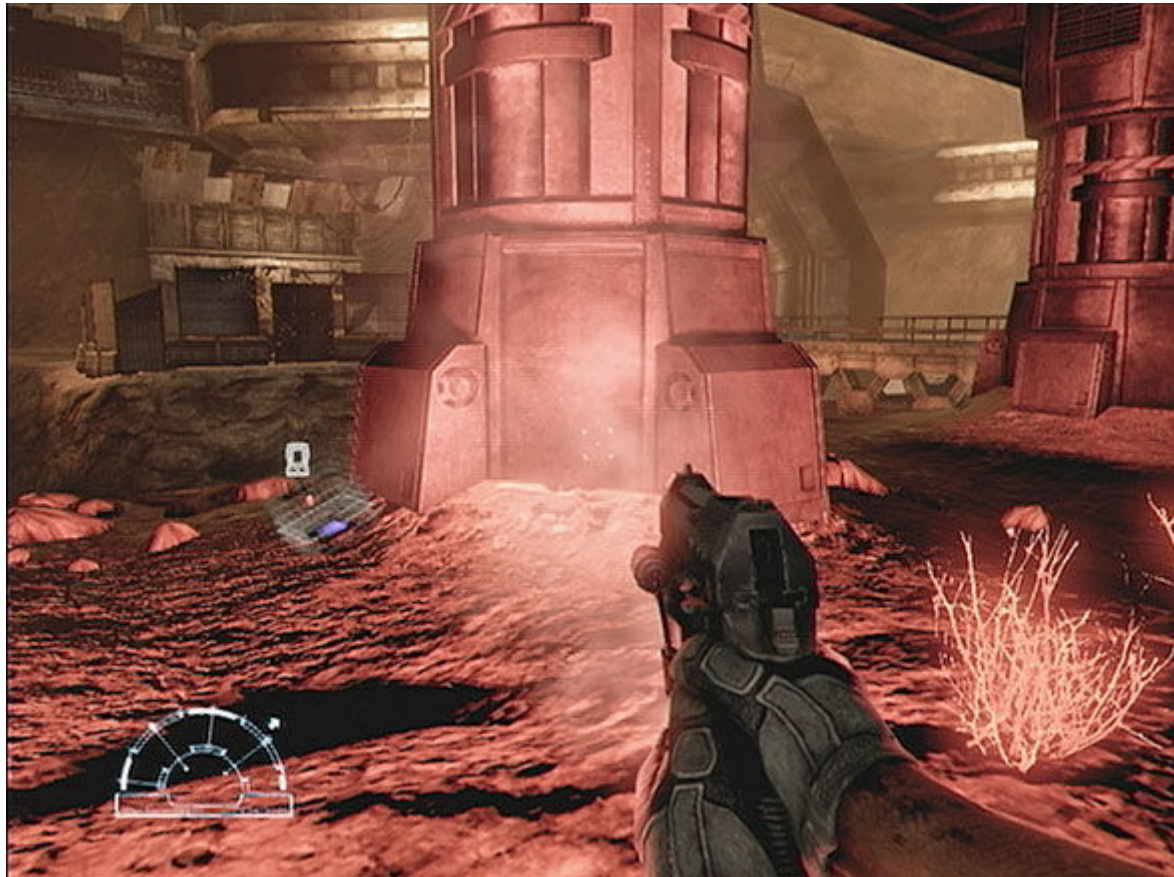
Before leaving the mines and going back outside, there is a construction vehicle near the exit gate. Behind the machine is the audio file.





3 / 12

Before crossing the bridge to the refinery, check the area to the left of the bridgehead. The audio file is next to the support column.



4 / 12

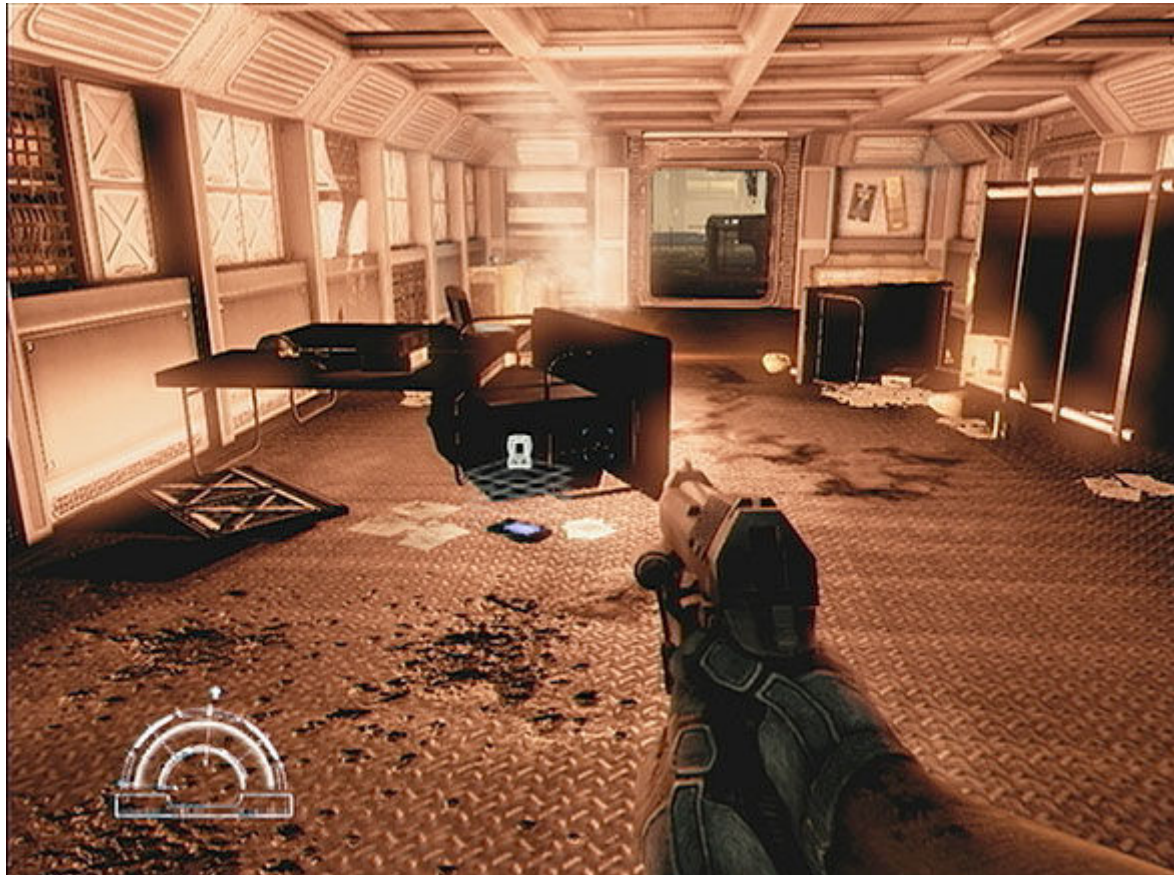
After crossing the bridge, turn left and check around the construction vehicle for this file.





5 / 12

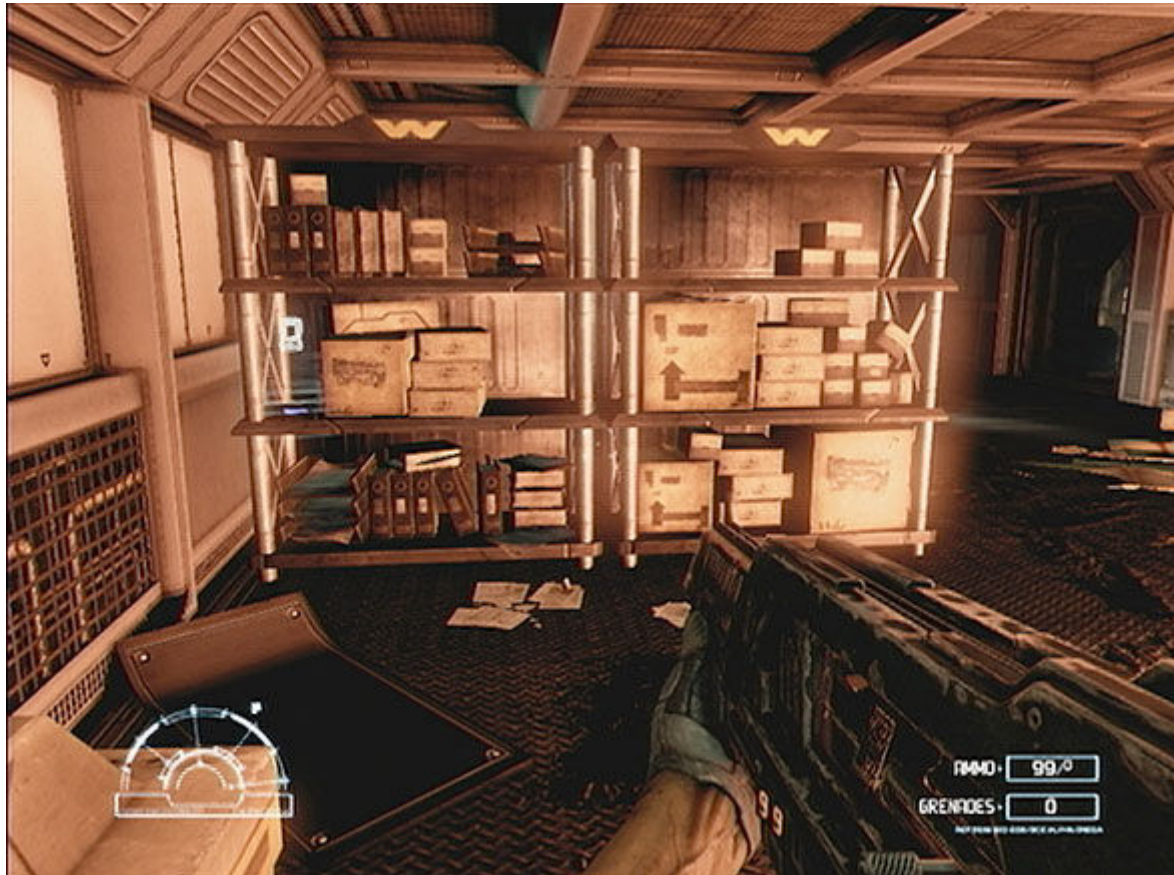
Take the elevator up to the control room in the comms building. There is a dark office (before you take the stairs up to the roof) with an audio file.



6 / 12

After using the computer on the roof, you go back down the elevator. Once you exit the elevator, enter the first room on your left for this audio file.





7 / 12

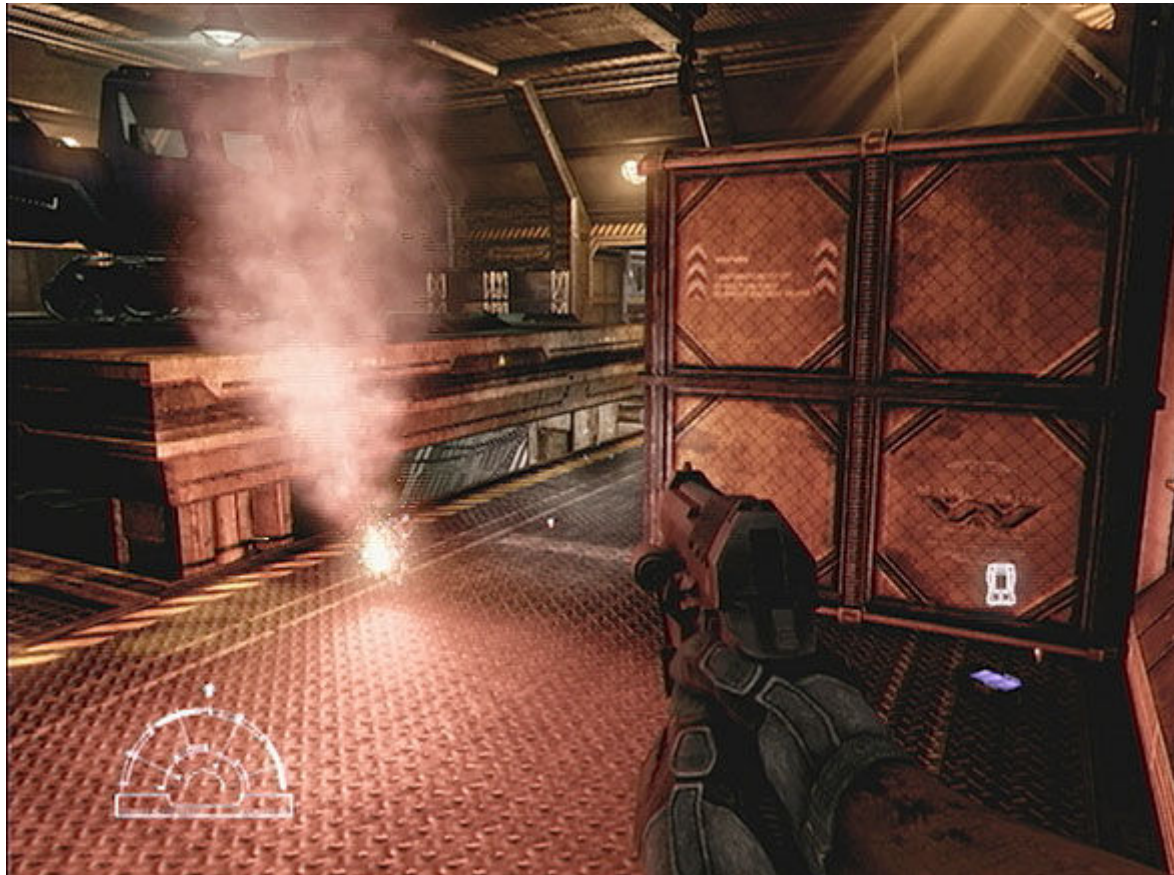
When you locate the refinery elevator you need to hack, check the dead end nearby for this audio file.





8 / 12

In the refinery, there is a storeroom with a caterpillar car in the middle. The sides of this storeroom has the audio file.



9 / 12

In the room full of generators, there will be two short hallways you go through to the exit; check the first one for the audio file.





**10 / 12**

In the room with the alien eggs and Major Van Zandt, zip past the Major and locate an audio file near three alien eggs. Note that the Major doesn't instigate further events until you approach him.



**11 / 12**

Upon leaving the refinery's large cargo lift, you will encounter a depressed area with alien eggs. Going right leads to the boss, while going left leads to a dead end with enemies. The audio file is in the dead end.



12 / 12

Right before the boss, you will find a glowing pit with guardrails around it. The audio file is on its edge.





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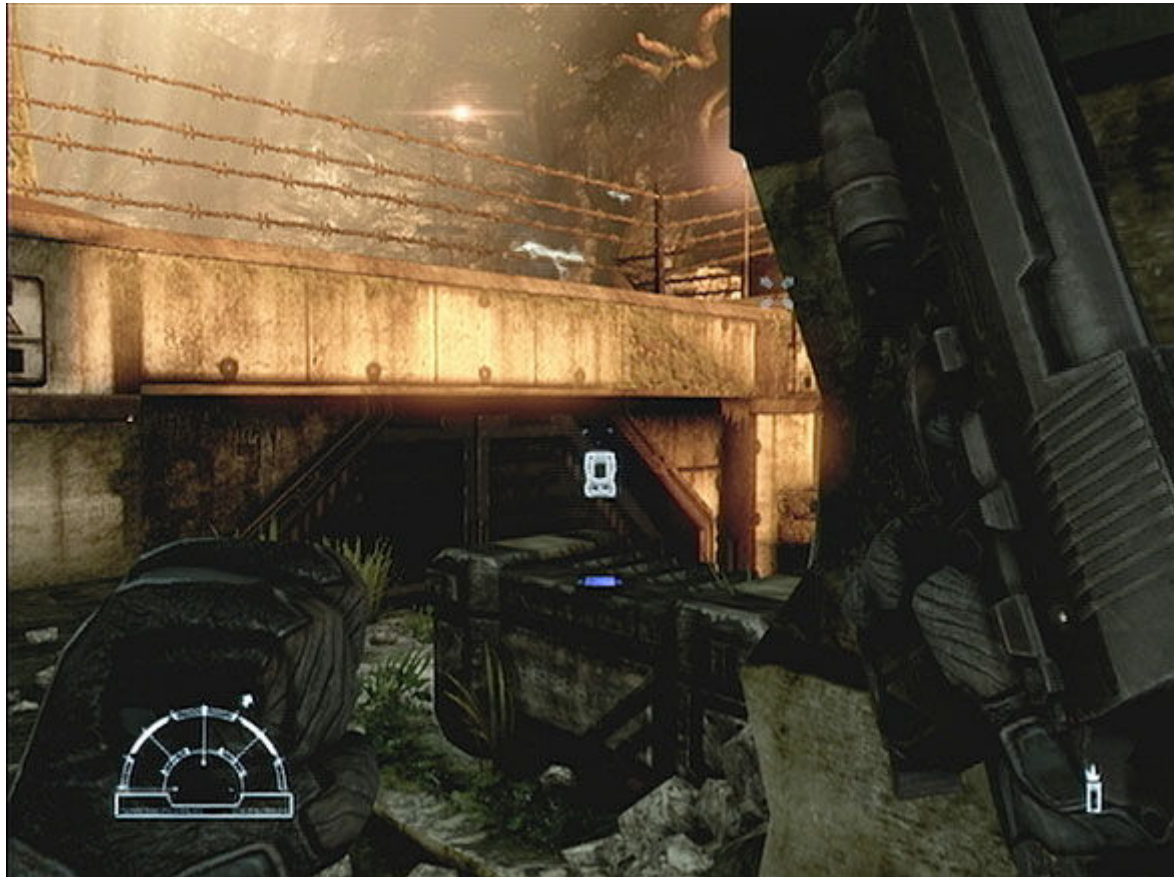
## Audio Logs

≡	Audio Logs (Marine)	Trophy Belts (Predator)	Effluvia Cannisters (Alien)	Infestation	
		Colony	Refinery	Jungle	Ruins
				Labs	Pyramid

1 / 14 Once you start, check behind the tree.



2 / 14 In the Swamp Fort, check the second level. The file is on the side that doesn't lead to the marine sharpshooter.



**3 / 14** Just past the fort's doors in the swamp, turn right and check the containers.





4 / 14

Just past the fort's doors in the swamp, turn left and follow the rock wall. Check the bases of each tree for this audio file.



**5 / 14**

Again in the swamp. From the base of the cliff where the comm-tower is on, you will face the Swamp Fort's gate. Turn right and follow the wall. You will see the audio file to your left soon.





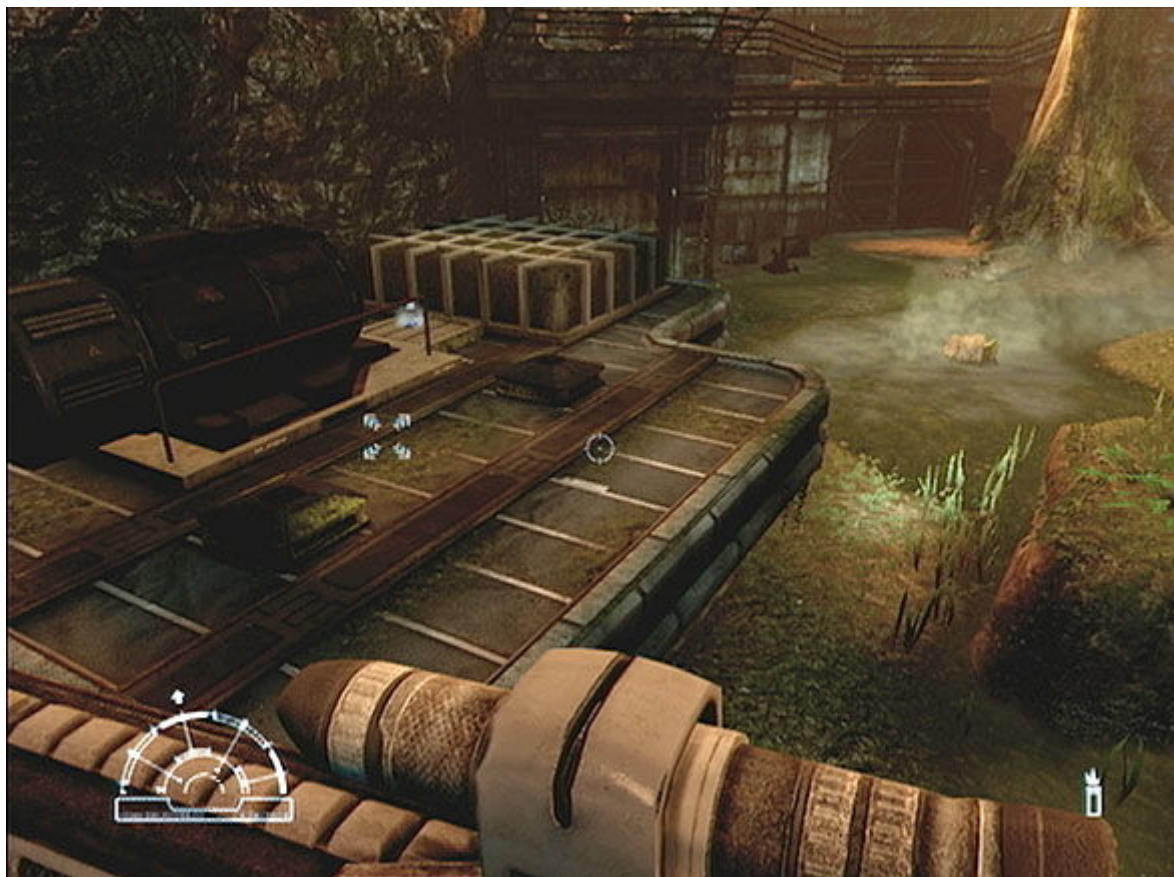
6 / 14 The generator next to the comm-tower has this file.



7 / 14

On the roof of the building with the swamp gate's control panel. Use the fuel silo nearby to jump to the roof.





8 / 14

At the jungle outpost. Once you enter the facility (and Katya contacts you), turn left and check behind the wall.



9 / 14 Next to the building Katya tells you to bring power back to.





**10 / 14**

Locate the locked gate in the jungle outpost (this is the gate you run out of later when the Predator snipes at you). Face the gate, turn left and follow the defensive wall. The file will be near a corner of a building (to your left).





11 / 14

At the jungle outpost, one of the lit buildings with the portable power cell has an audio file nearby.



**12 / 14** The second floor control room of the jungle outpost. Turn around from the objective and you can find it easily.



**13 / 14**

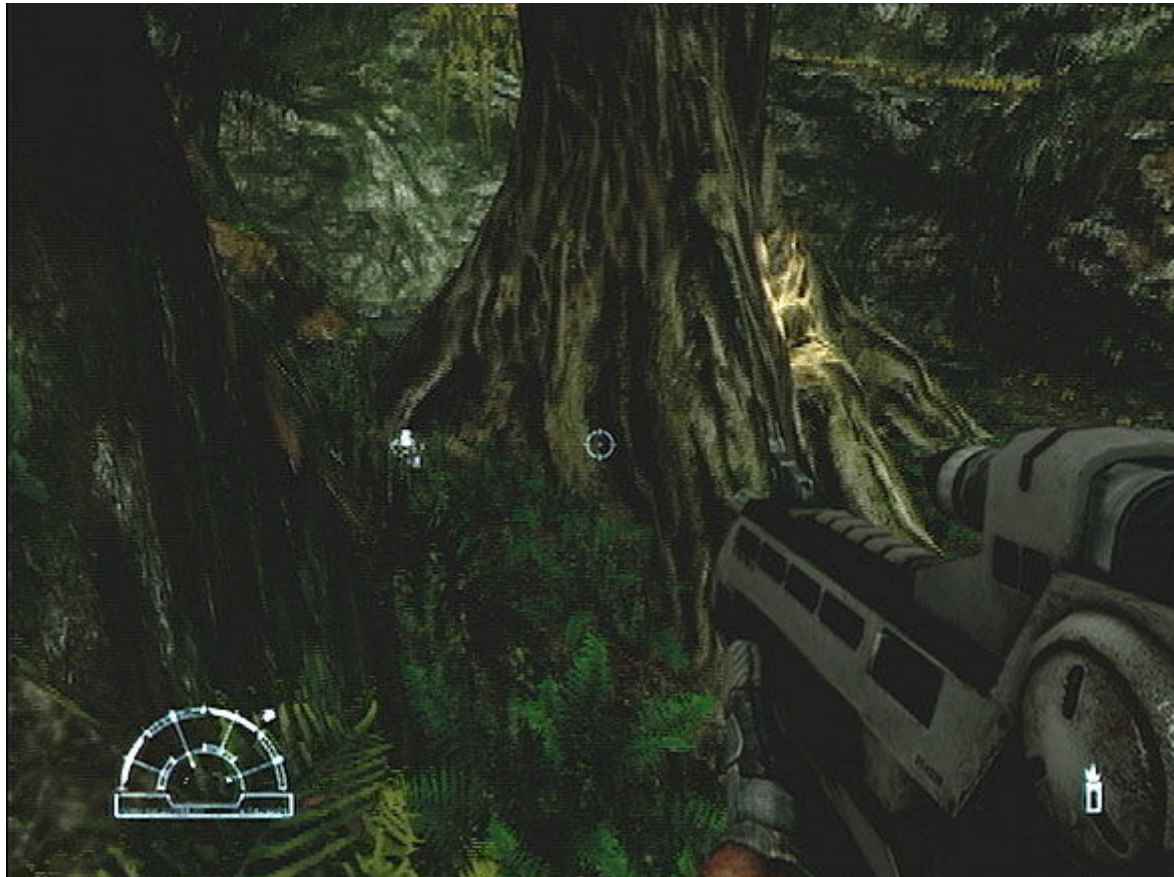
Along the jungle path, you will find some blue light sticks on the ground. At that spot, look for a rocky ramp on the side of the valley. It will lead to the audio file.





14 / 14

After you pass the jungle gate with the broken sentry gun but before you reach the combat androids, there is an audio file between a tree and the rock wall.



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## Audio Logs

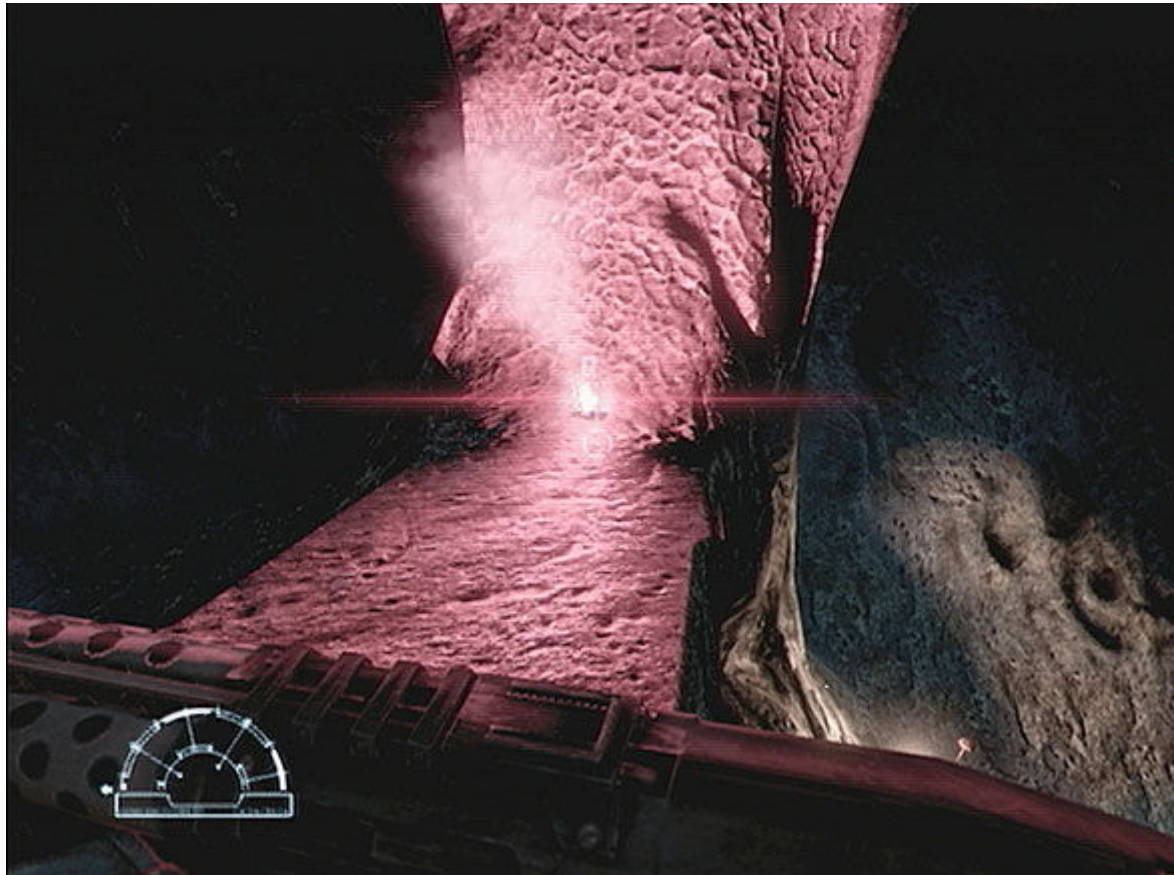
	Audio Logs (Marine)	Trophy Belts (Predator)	Effluvia Cannisters (Alien)			Infestation		
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**1 / 13** In plain sight when you start the level.



**2 / 13** After taking the first audio file, look up. You should see the second file in this level. Use the rocky ramps to reach it; not too hard with the right tools.





**3 / 13**

Stay with the lower path in the cave. You will find a dead body next to a pool.  
Audio file get.



**4 / 13** At the entrance to the ruins, there's an audio file at the bottom of the stairs.



**5 / 13**

After hacking the door and neutralizing all the combat androids, but before climbing out to regroup with your marines (and get the Smartgun), check behind the block you mantle on for the file.





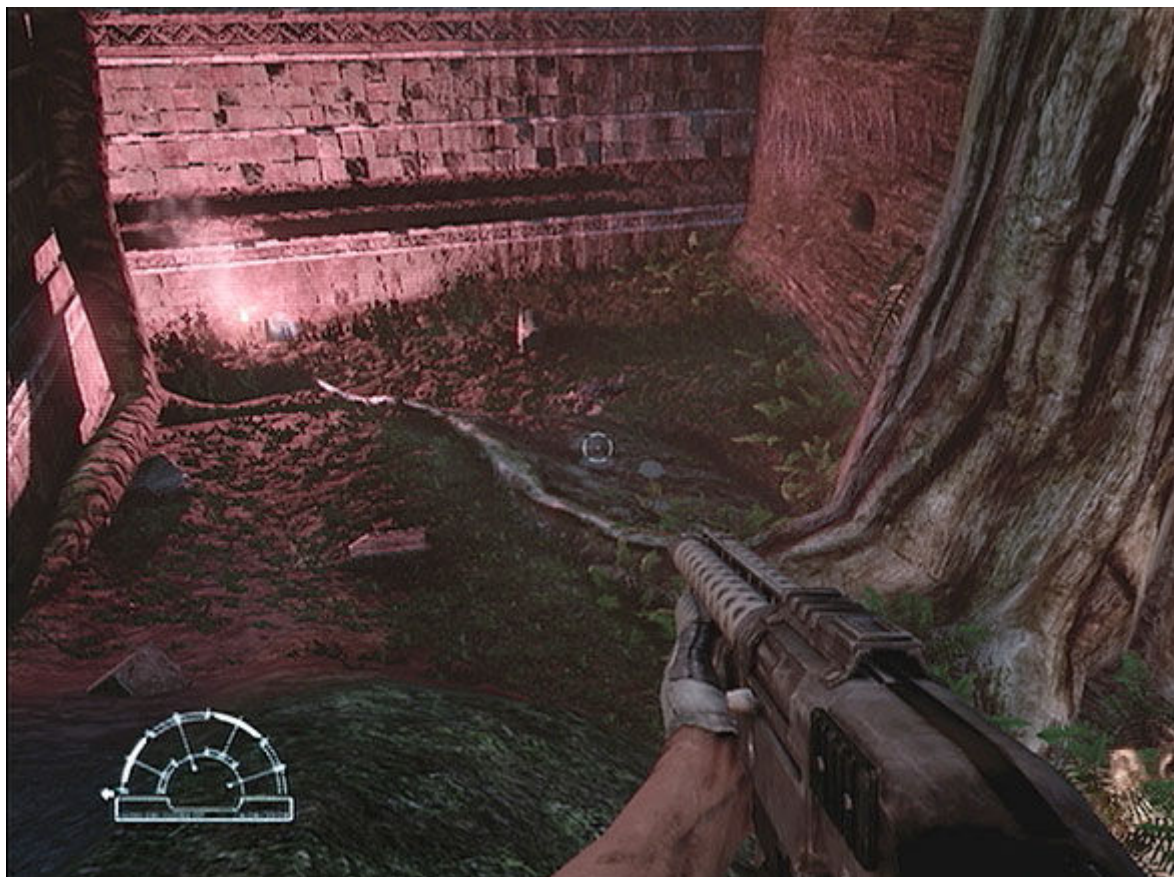
**6 / 13**

On your way to the drop ship's crash site, there is a broken Predator statue. Check the dark area behind it for the file.



7 / 13

At the dropship's crash site, there is a break in the wall that leads to a small clearing ... and an audio file.



**8 / 13**

In the ruins maze, there is a small grassy clearing with one of the Predator's switches (in the Predator campaign); you will want to check that clearing for the audio file. If you haven't played the Predator yet, follow the friendly marine past a stone archway and search the grassy clearing past it for the file.





9 / 13

Locate the door you need to hack to leave the ruins maze. Position it behind you. Walk straight ahead (on the upper level) until you find some stairs leading down into a ruined temple. The file is inside there. In this illustration, the temple ruins are visible past the Predator statue.



10 / 13

At the combat arena, go up the stairs to the Predator temple. Check the top of the stairs for this file.



11 / 13 Next to the research bungalow at the combat arena.





12 / 13 Inside the research bungalow. Note you get this after the boss fight.



**13 / 13** Before or after rescuing your comrade, you can check the rooms in the alien hive for this audio file. Coming back out, you will definitely see it like so.



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## Audio Logs

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1 / 9 Inside the first security station.



2 / 9 Check the troop train after you destroy all the androids.



3 / 9

In the labs where the remark about the aliens behind the glass is made, check the medical gurney where you make a right to the surgical theater.



4 / 9

In the labs after you meet Katya. The room you're looking for has a single metal ring (Specimen Six's cell). The control room next to the holding cell has the file.





**5 / 9**

In the labs after meeting Katya, locate the room with three metal rings. This is the room where Specimen Six frees its comrades (Alien Campaign). The audio file is in there.



**6 / 9** In the Egg Chamber, check the walkway next to the fallen metal girder.



7 / 9

In the main lift chamber, position the egg sac behind your marine. Check the left side gantry for this audio file.





8 / 9

After making a detour outside the Research Pods, you will be in the control room over-looking the Egg Chamber. *Ignore Katya's orders* to use the security panel, and instead check out the green door leading back into the chamber. Take the audio file before using the security panel, or you lock yourself out.



9 / 9

On your way back to fight the Praetorian, this file is in plain sight next to a window.



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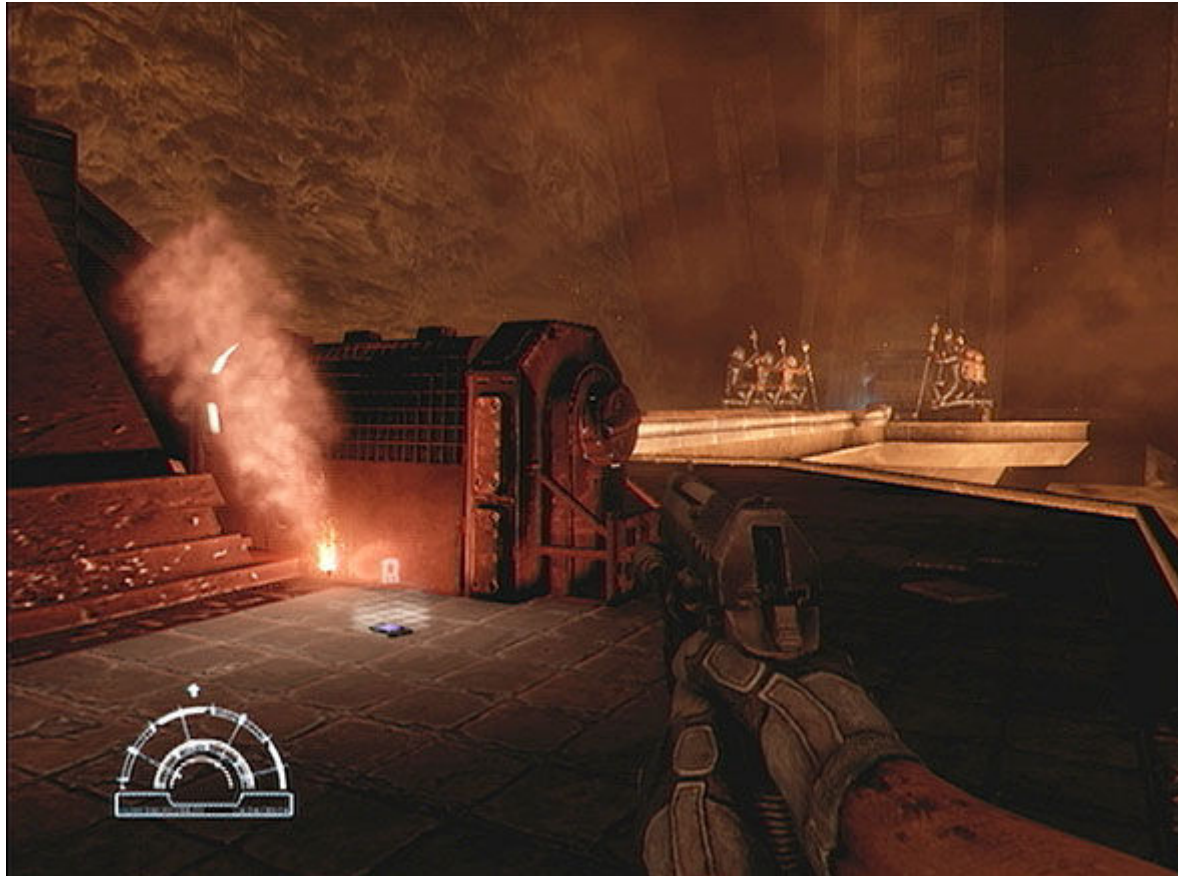
## Audio Logs

	Audio Logs (Marine)	Trophy Belts (Predator)		Effluvia Cannisters (Alien)			Infestation		Pyramid
			Colony	Refinery	Jungle	Ruins	Labs		

1 / 4 At the bridgehead, investigate the statue pedestals.



2 / 4 Cross the bridge and check the opposite bridgehead. Investigate behind the generators for this file.



3 / 4

In the room with the cloaked androids, check out the side rooms where they spawn from. One has the file nearby.



4 / 4

In the final room in the pyramid, check the sides past the kneeling Predator statues for this audio file.





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## Trophy Belts

	Audio Logs (Marine)	Trophy Belts (Predator)	Effluvia Cannisters (Alien)			Infestation	
			Jungle	Refinery	Ruins	Labs	Pyramid

**1 / 10** Next to the red container where the first two marines walk up to.



**2 / 10** Before you engage and disable the sentry gun, check the sides of the jungle for a ledge with this trophy belt.





**3 / 10**

In the area where you destroy the remains of the dead Predator, check the sides of the jungle valley for another trophy. Remember to use Focus to reveal the locations of everything important.





4 / 10

In the same area where you destroy the dead Predator, a second trophy belt is hidden on a ledge near the human's jungle outpost.



5 / 10

Inside the jungle outpost, the belt is atop the piece of wreckage from the Marlow.





**6 / 10** A very tall platform near the administrative building has this belt on its roof.





7 / 10 Inside the admin building, the first floor.



**8 / 10**

In the swamp past the jungle outpost (but before the Swamp Fort), a trophy belt will be on one of the side ledges.





9 / 10 Inside the building with the second dead Predator and the Proximity Mines.





**10 / 10** Inside the Swamp Fort, check the generator on ground level for a trophy belt.



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## Trophy Belts

	Audio Logs (Marine)	Trophy Belts (Predator)	Effluvia Cannisters (Alien)		Infestation		
			Jungle	Refinery	Ruins	Labs	Pyramid

**1 / 10** Cross the ravine. There is a trophy belt on a structure by the bridgehead.



**2 / 10** On top of the ore hauler to the refinery. Jump on the moving platform, then again on the support beam.





**3 / 10**

After ascending the elevator shaft, you will be in a storeroom with a caterpillar tread car in the center. The belt is on the vehicle's roof.



**4 / 10**

In the room with the generators, locate the two catwalks above the floor. One of them has the trophy belt at its end.

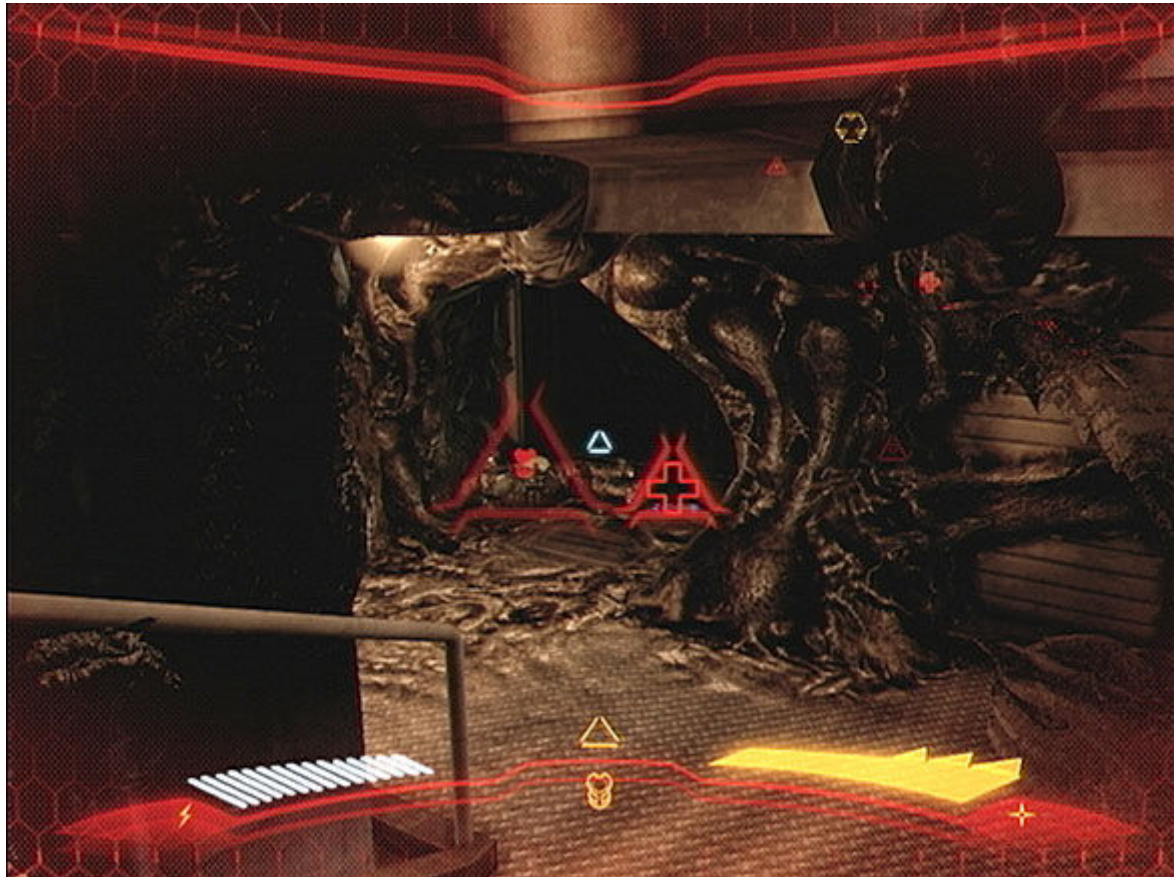




**5 / 10**

As you approach the flaming corpse of the Alien Queen, there are stairs leading down to a dead end (this is where the Marine went down to locate Major Van Zandt). The dead end has a trophy belt.





**6 / 10**

In the burning furnace chamber, check the rafters for two trophies. This is the first one.



**7 / 10**

The second trophy belt in the furnace room. If you need a good spot to reach the rafters, locate the corner of the room untouched by the blaze for the height needed to super-jump.



**8 / 10**

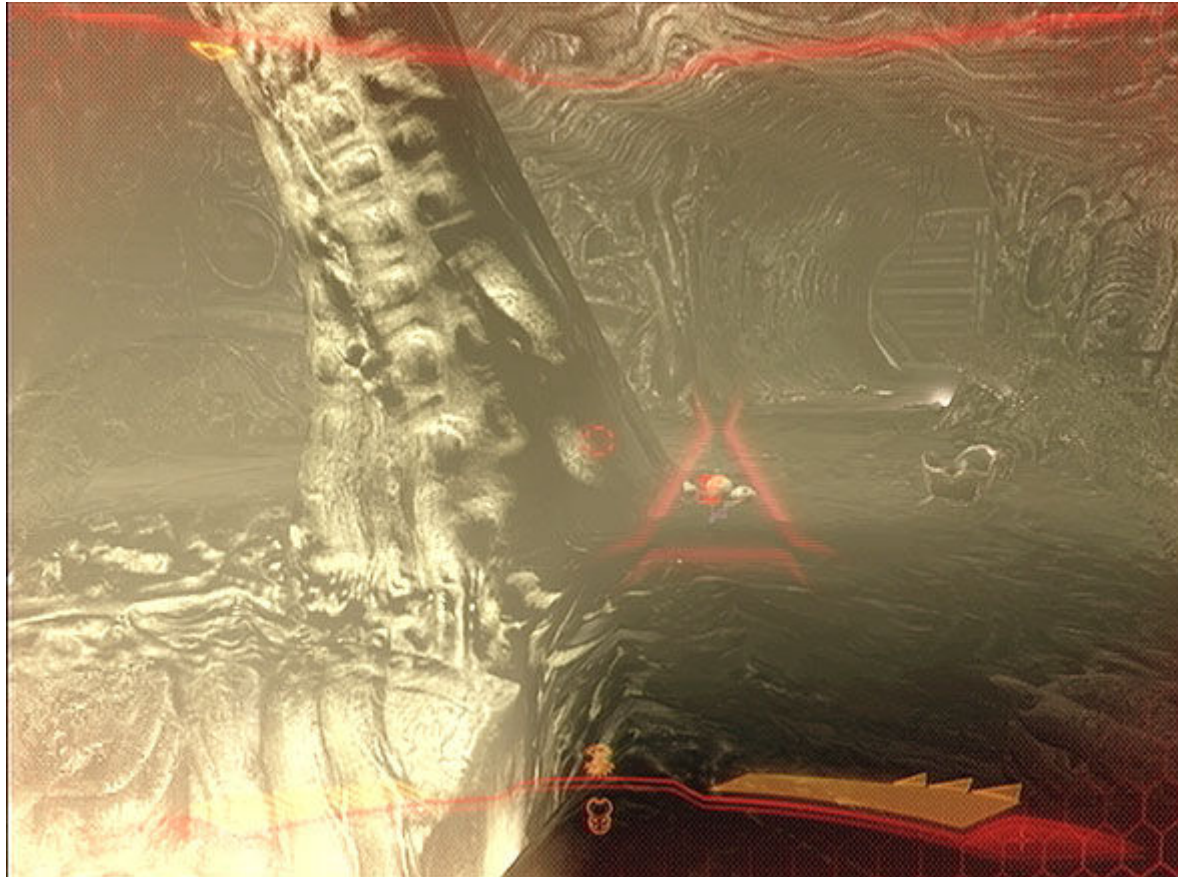
After locating the Smart Disc and destroying the third Predator corpse, you will find a depression in the floor with alien eggs. The trophy belt is down there.





9 / 10

There will be a glowing hole leading to the exit (the Marine version has guard rails). Next to this hole is a health shard and a trophy belt.



**10 / 10**

After you douse the fire, there's a trophy belt in plain sight as you make for the level exit.



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Trophy Belts									
☰	Audio Logs (Marine)	Trophy Belts (Predator)			Effluvia Cannisters (Alien)			Infestation	
					Jungle	Refinery	Ruins	Labs	Pyramid

<b>1 / 10</b>	In the Predator temple, check the sides, behind the columns.
---------------	--



2 / 10	As you navigate the cave past the temple, you will hear a recording telling all Weyland-Yutani employees to return to the base. Near this recording are some cliff ledges that lead you towards the labs. The trophy belt is on one of these
--------	--

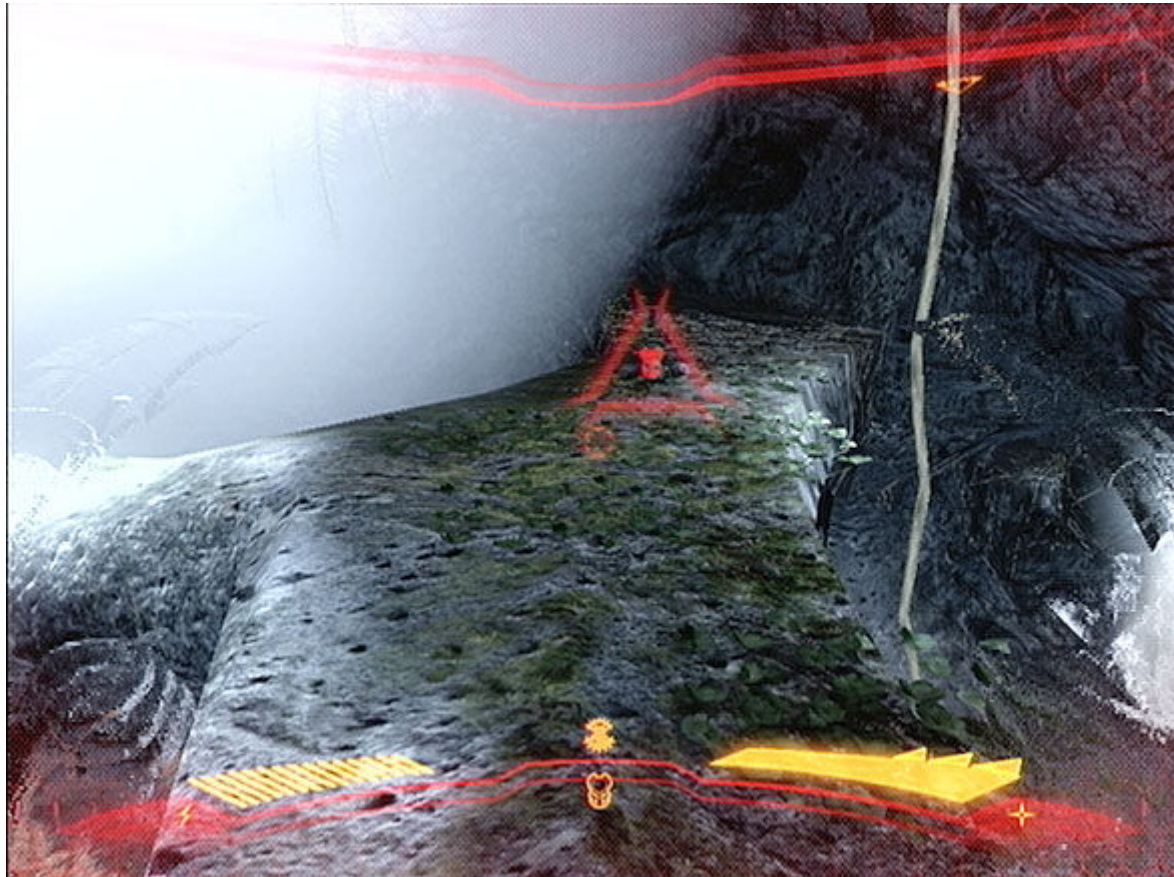
2 / 10	As you navigate the cave past the temple, you will hear a recording telling all Weyland-Yutani employees to return to the base. Near this recording are some cliff ledges that lead you towards the labs. The trophy belt is on one of these
--------	--

ledges.



**3 / 10** In the cave leading to the ruins, there's a trophy belt on one of the rocky ramps.





**4 / 10** Past the cave, at the entrance to the ruins, there's a belt near the door guarded by the marines.





**5 / 10**

In the area where the marines' dropship crashed, there is a trophy on a cliff ledge near the ruins entrance.



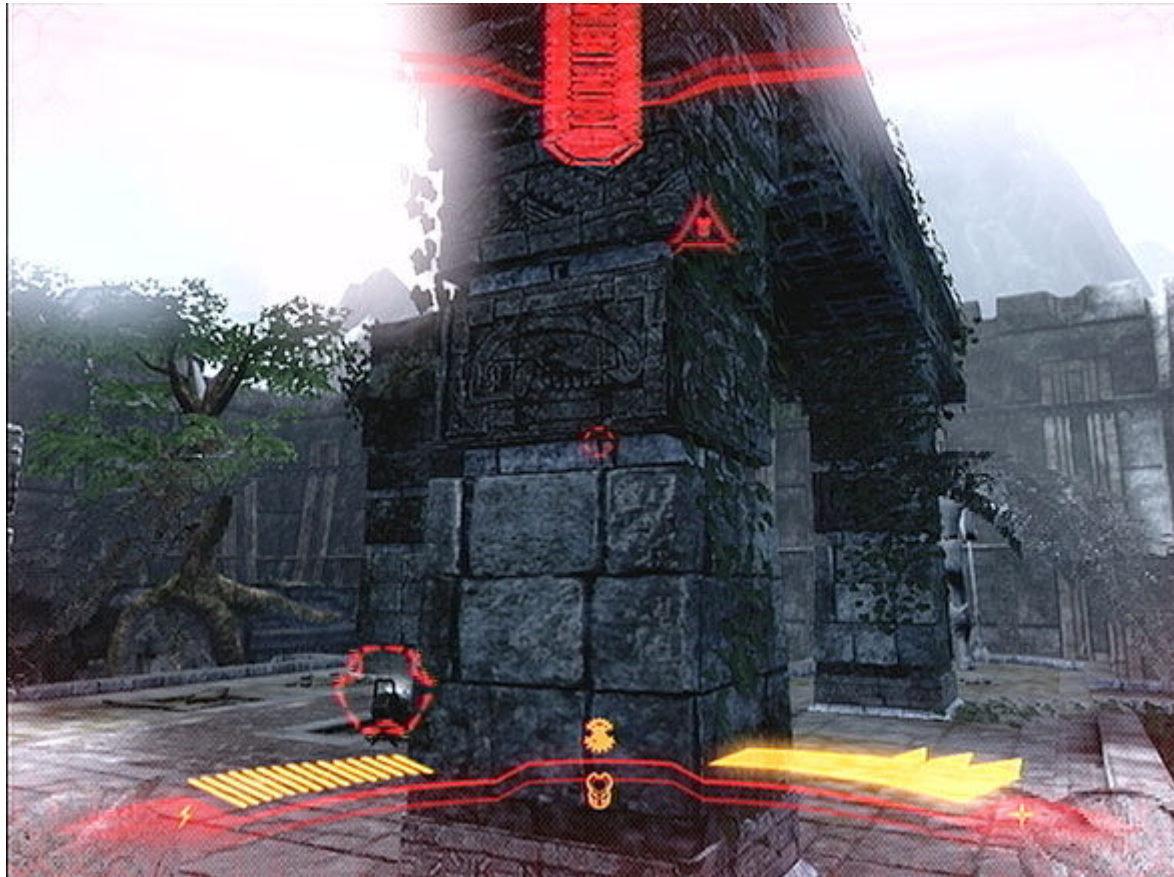
**6 / 10** Same area of the crashed dropship, but a little further in. This trophy belt is in view of a sentry gun, so make sure you shut it off before you grab the award.





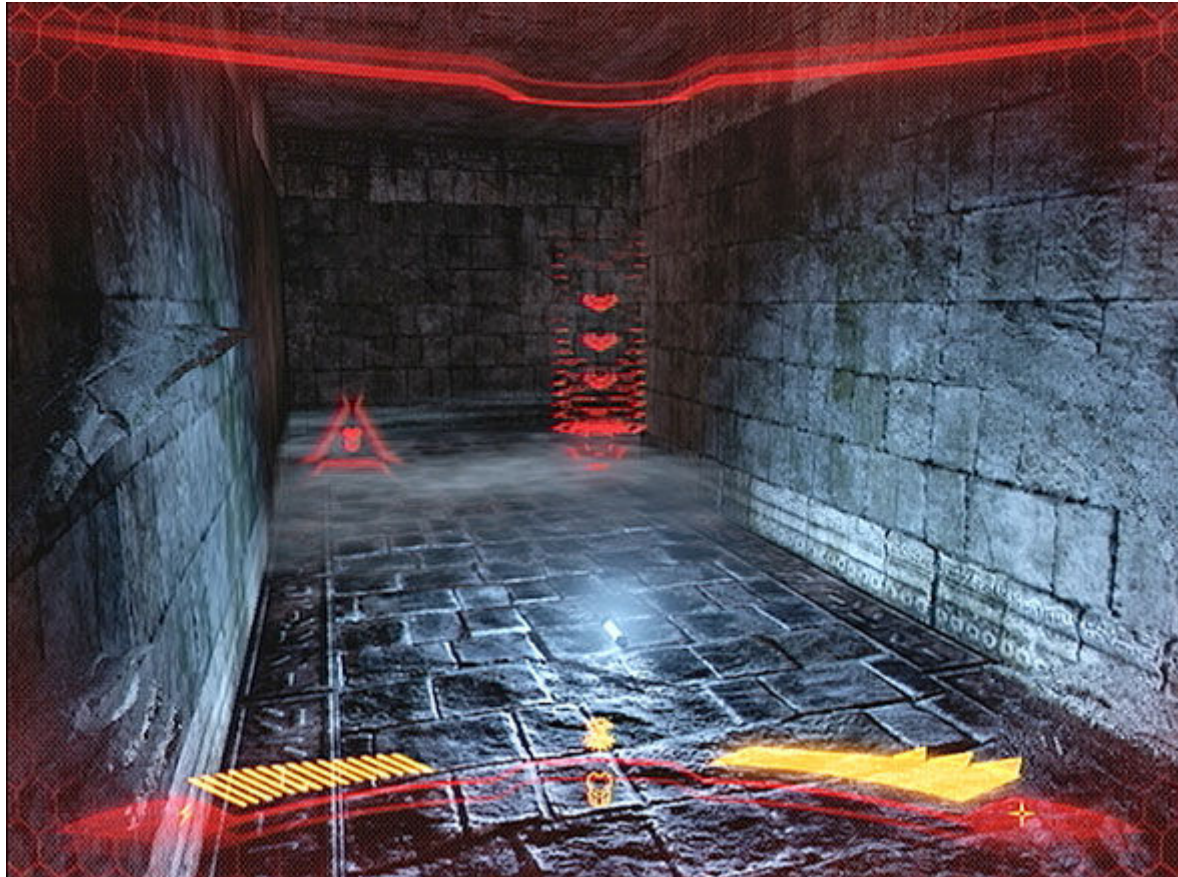
**7 / 10** At the ruins maze, this trophy is on top of an arch on the central dias.





8 / 10

One of the temples has a trophy belt. If you defeat all the enemies, they stay dead. The way down into the temple is from the stairs on their roofs.



**9 / 10** Before entering the combat arena, check the audience stands for this belt.





**10 / 10**

Again, check around the arena before fighting the boss. This belt is next to some of the statues at the top of the stairs.





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## Trophy Belts

	Audio Logs (Marine)	Trophy Belts (Predator)	Effluvia Cannisters (Alien)			Infestation	
			Jungle	Refinery	Ruins	Labs	

**1 / 10** At the start of the level, look right for a cliff ledge and a trophy.



**2 / 10** At the WY Security Station, check outside for a belt on some nearby rocks.





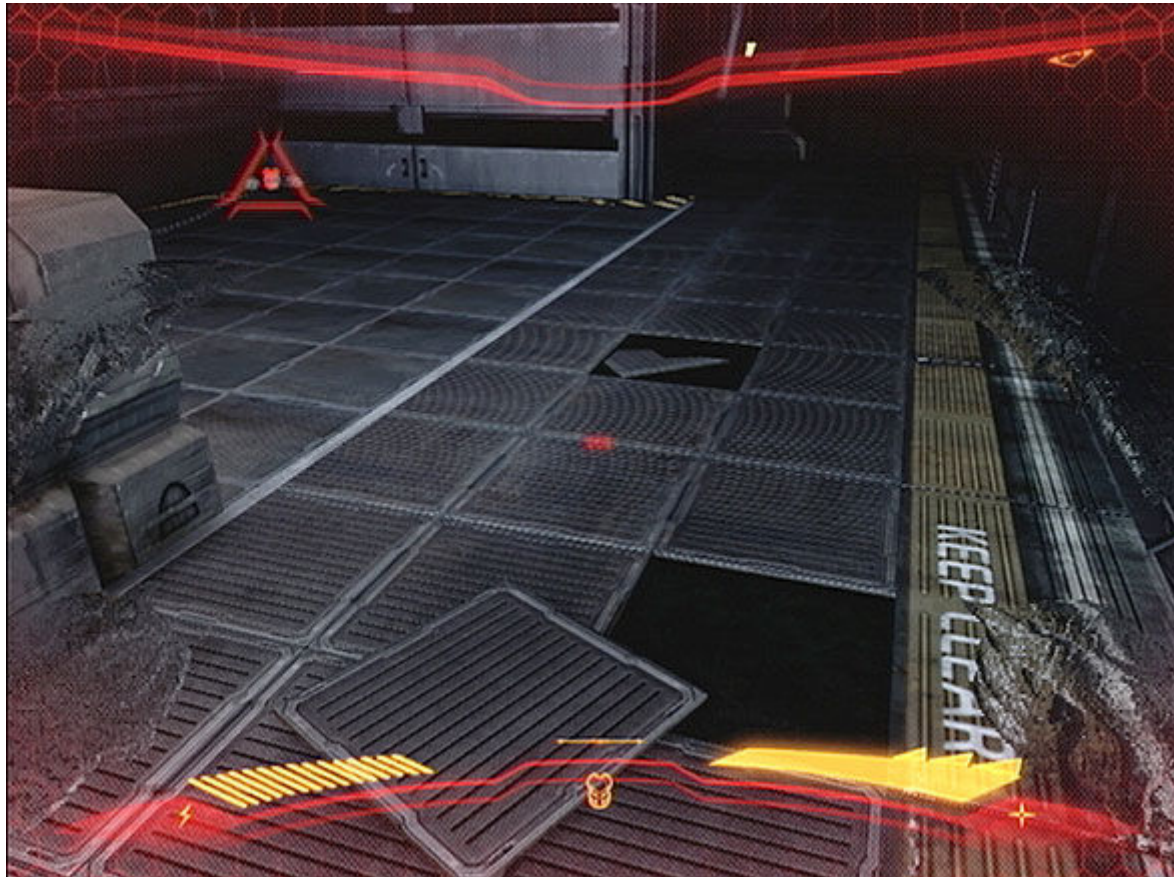
**3 / 10** In the monorail station, check the platforms for a trophy belt.





**4 / 10**

Use the train's speed-fin to get the height needed to get to the catwalk above the station for this trophy; you can also make the super-jump while the train is moving.



**5 / 10** After escaping the gas-chamber, check the second security station.





6 / 10

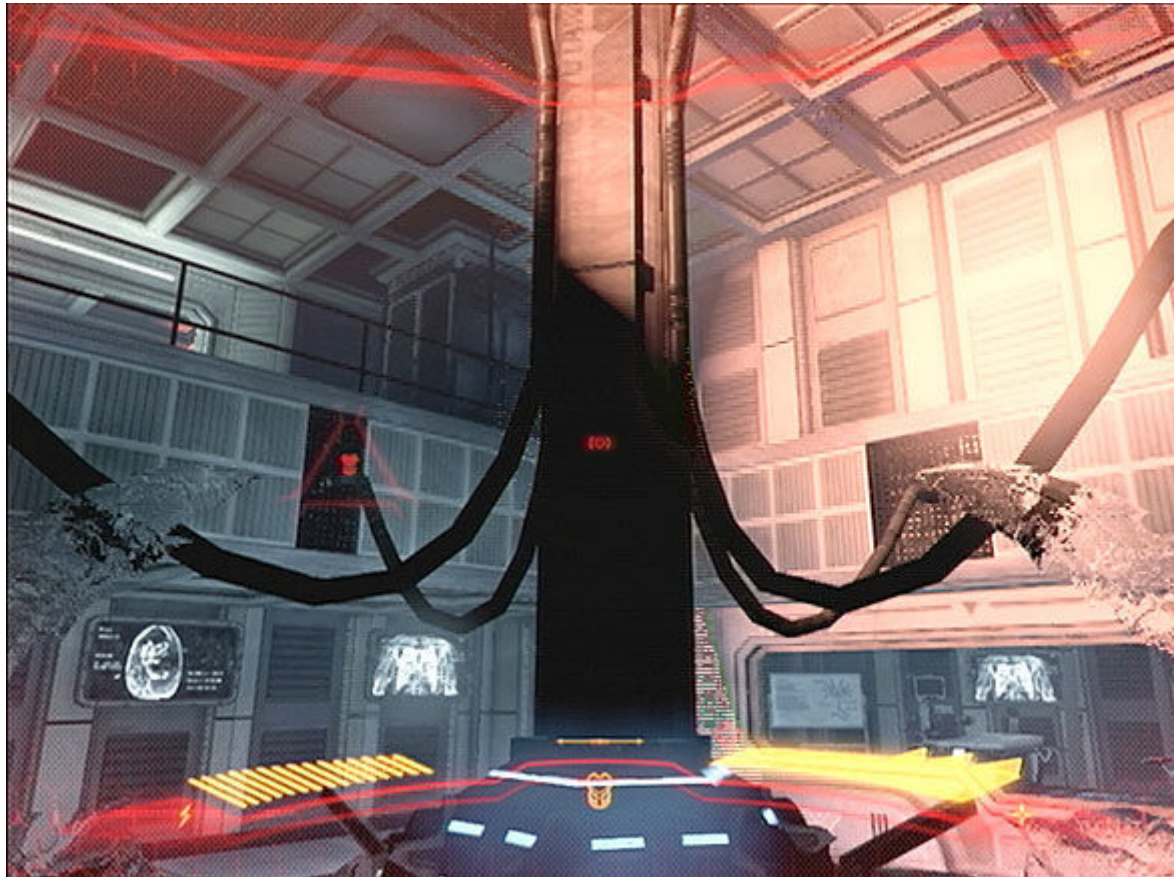
While attempting to disable the perimeter security, you will be in an elevator chamber. The belt is near a yellow forklift.





7 / 10

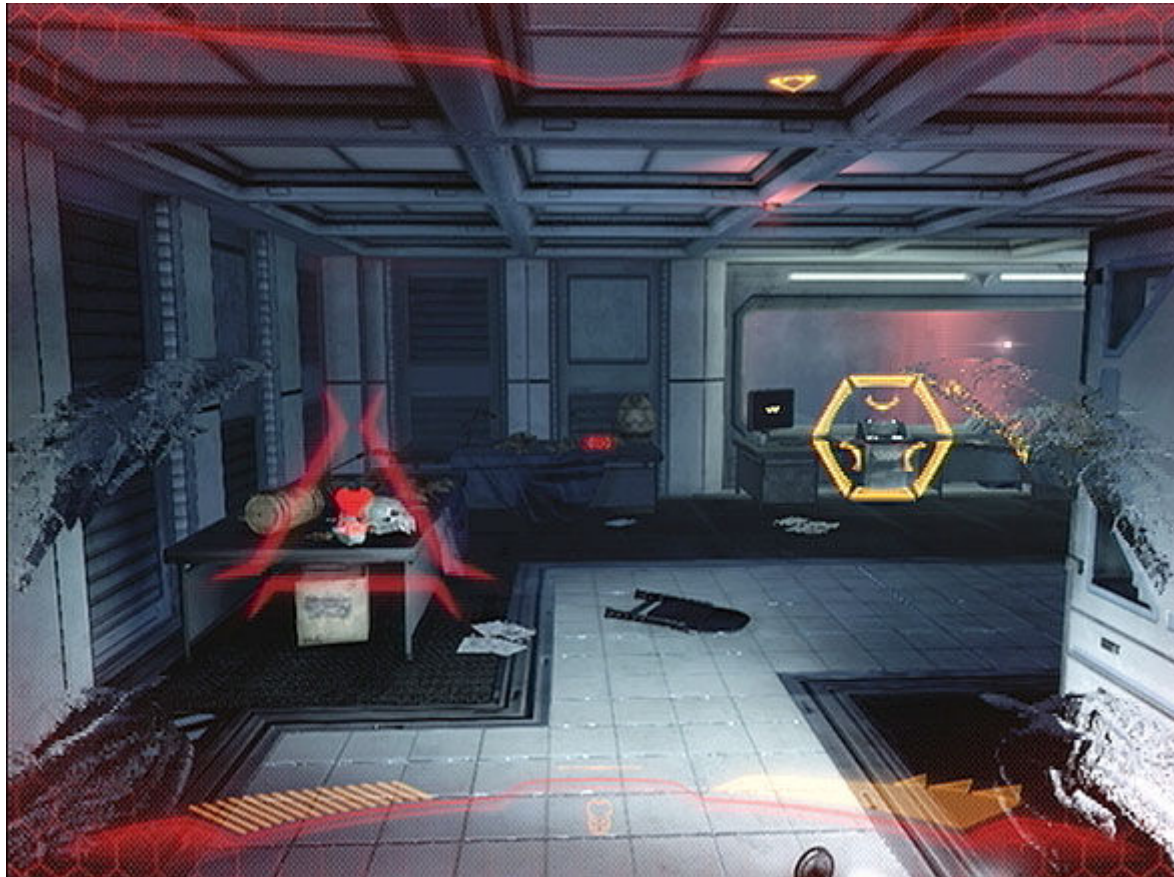
In the laboratory, enter and check each (unlocked) lab's second floor. One has a trophy guarded by combat androids.



**8 / 10**

Locate the room with the three metal rings (Specimen Six's alien buddies' room), a trophy belt is in there.





9 / 10 The same room as the Sacred Wrist Bracer.





**10 / 10** In the Egg Chamber, under the fallen metal girder.



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## Trophy Belts

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			Jungle	Refinery	Ruins
				Labs	Pyramid

1 / 5 On the corner of the statue at the bridgehead.



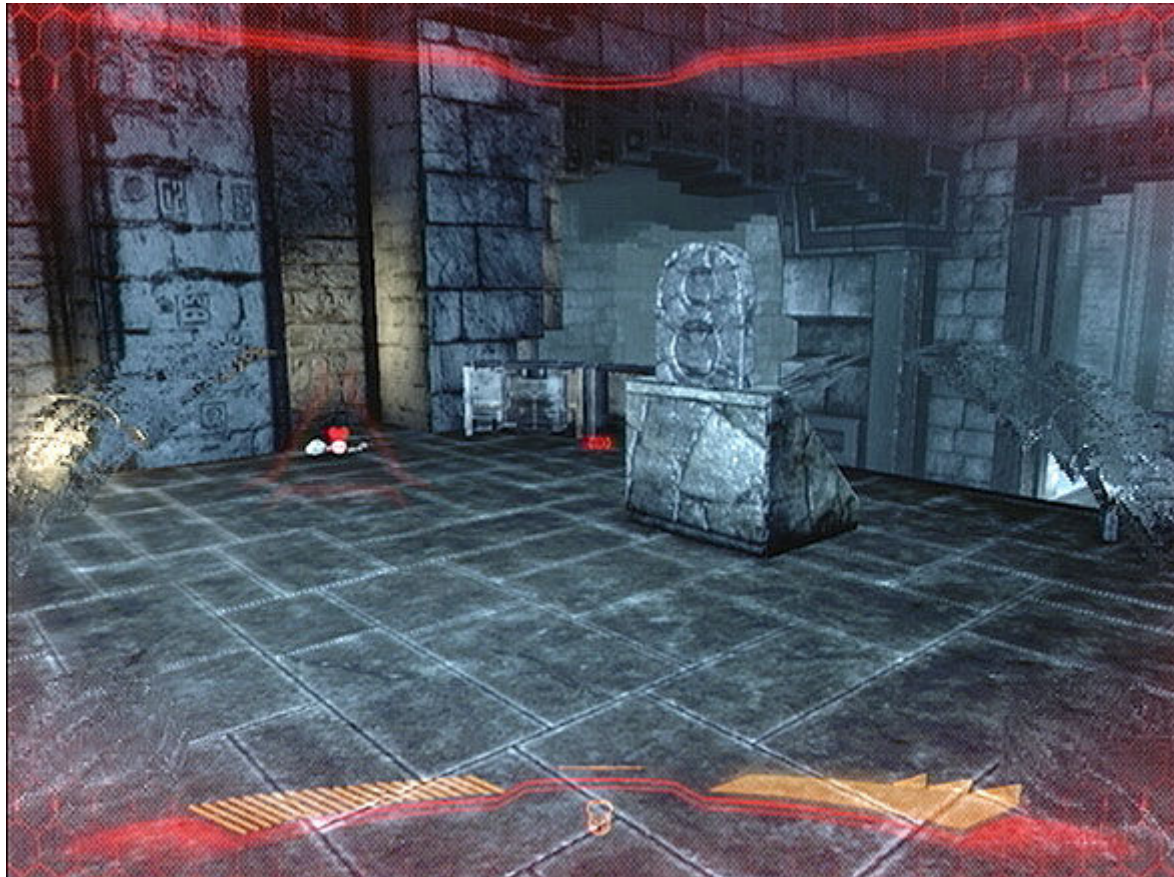
2 / 5 Cross the bridge and check the area to the right.





3 / 5

In the room with the three switches, there are two trophy belts. This is one of them.



**4 / 5**

The other trophy belt is near the other switch. It's best to hit the switches while cloaked, and let the androids and aliens fight it out; once all the switches are thrown, only the androids remain (the aliens leave).

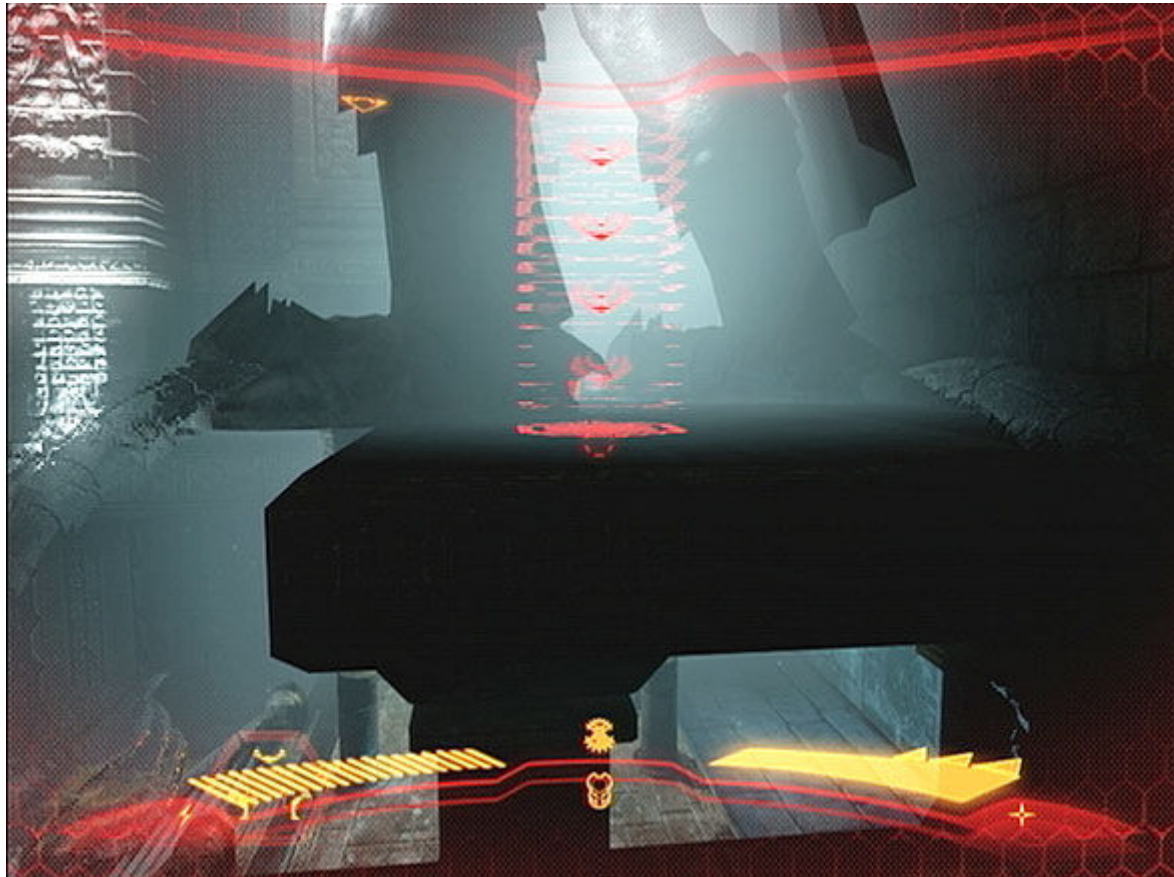




5 / 5

This is a tricky trophy belt. Avoid the bottom of the stairs (or it starts the boss fight); use the super-jump to reach the belt from the sides.





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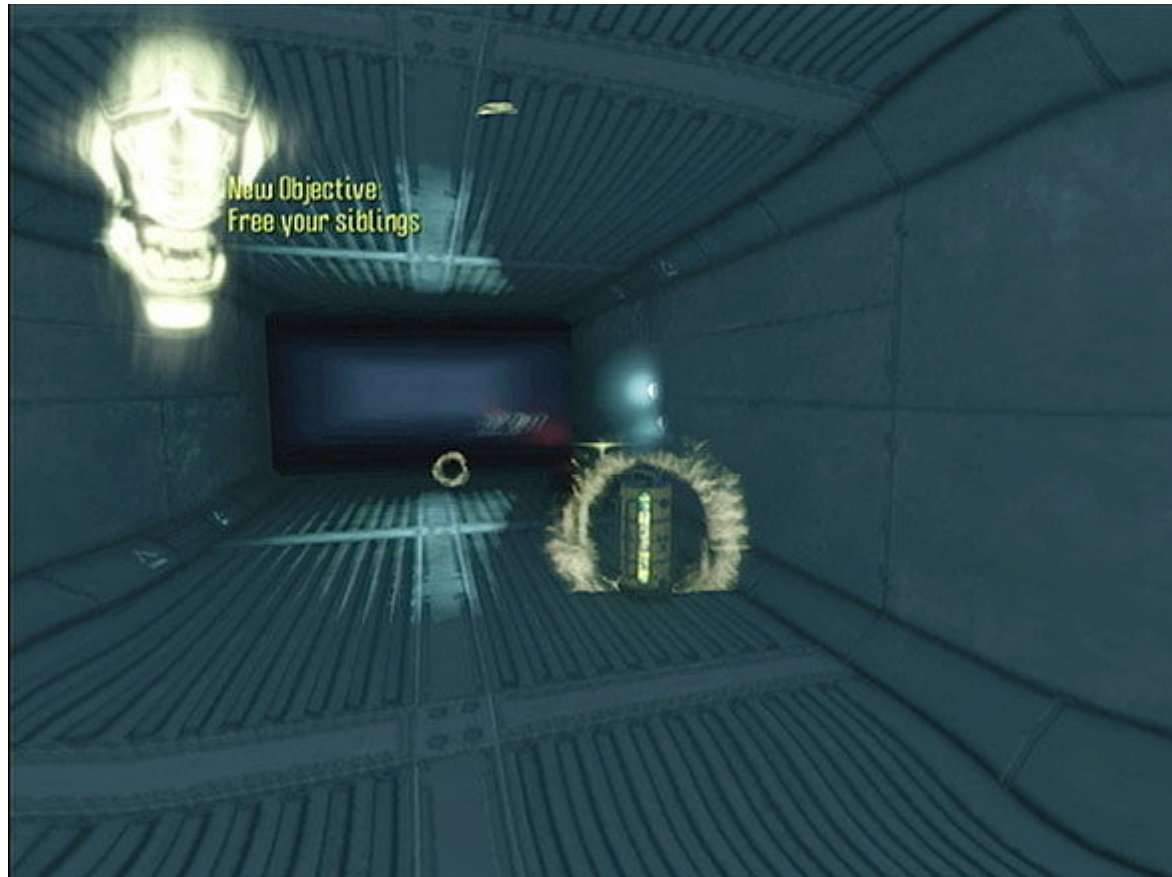
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## Effluvia Cannisters

	Audio Logs (Marine)	Trophy Belts (Predator)	Effluvia Cannisters (Alien)			Infestation	
				Labs	Colony	Refinery	Jungle

1 / 10

After completing the tutorial with Groves, this is in the vent when Specimen Six escapes the second time.



2 / 10

In the room with Specimen Six's three other buddies.



**3 / 10**

In the laboratory hall, check the dead ends before you encounter the sentry gun. This cannister is near a locked door on ground level.





**4 / 10** Next to the sentry gun.



**5 / 10** The second cannister next to the sentry gun.



**6 / 10**

Down range from the sentry gun is another cannister in the upper balconies. Use the cans for cover from the gun so you can survive long enough to break the jar.





**7 / 10** Next to the exit vent from the lab to the observation ccontrol area.



**8 / 10**

Exiting the vent where you got cannister 7, turn right after wasting the marine for this cannister near the WY BG386 sign.



9 / 10

Next to the elevator / power source you need to break in the control room, there's a cannister of X-T Jelly.





**10 / 10** In the control room above the Queen's egg chamber, there's a cannister in the corner of the room.



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## Effluvia Cannisters

	Audio Logs (Marine)	Trophy Belts (Predator)	Effluvia Cannisters (Alien)			Infestation	
				Labs	Colony	Refinery	

1 / 10

Get by the first bar barricade in the sewers and then start checking the vents in the sewer's ceilings. One of them has this cannister (you can see it past the grates from the ground if you look up).



2 / 10

In the room "Section 24" (same place with the infestation target), locate the



spillway and check where the water empties out. Cannister smash.



**3 / 10**

Locate the power source to slow the fans down in the wind tunnel. There's a cannister in a roundish room nearby.



**4 / 10**

After entering the vent duct in the slow-fan/wind tunnel, turn right in the vent to find this cannister near a grate with a view to the planet exterior.



**5 / 10**

In the colony admin building, follow the marine until he stops in the blocked hallway under the vent. Past him is this locked door and cannister.





6 / 10

In the same room as the infestation target. There's a duct that leads directly to his room, so stay stealthy and pop in for a visit.



7 / 10

One of the rooms in the admin building (before going into the elevator shaft) has a cannister.



**8 / 10** In the elevator shaft going towards the garage/C-Block.





**9 / 10** In the garage, locate the forklift on the maintenance platform. Check underneath for the cannister.



**10 / 10**

Next to the forklift with cannister #9, there's a mechanics' table with the last cannister.



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## Effluvia Cannisters

	Audio Logs (Marine)	Trophy Belts (Predator)	Effluvia Cannisters (Alien)			Infestation		
				Labs	Colony	Refinery	Jungle	Ruins

1 / 10

Get to the machinery room (the room with all the generators) and locate a pile of toppled containers. The cannister is on top of the heap.



2 / 10

There are two walkways in the machine room -- at the end of one catwalk is a shelf with a cannister on top.



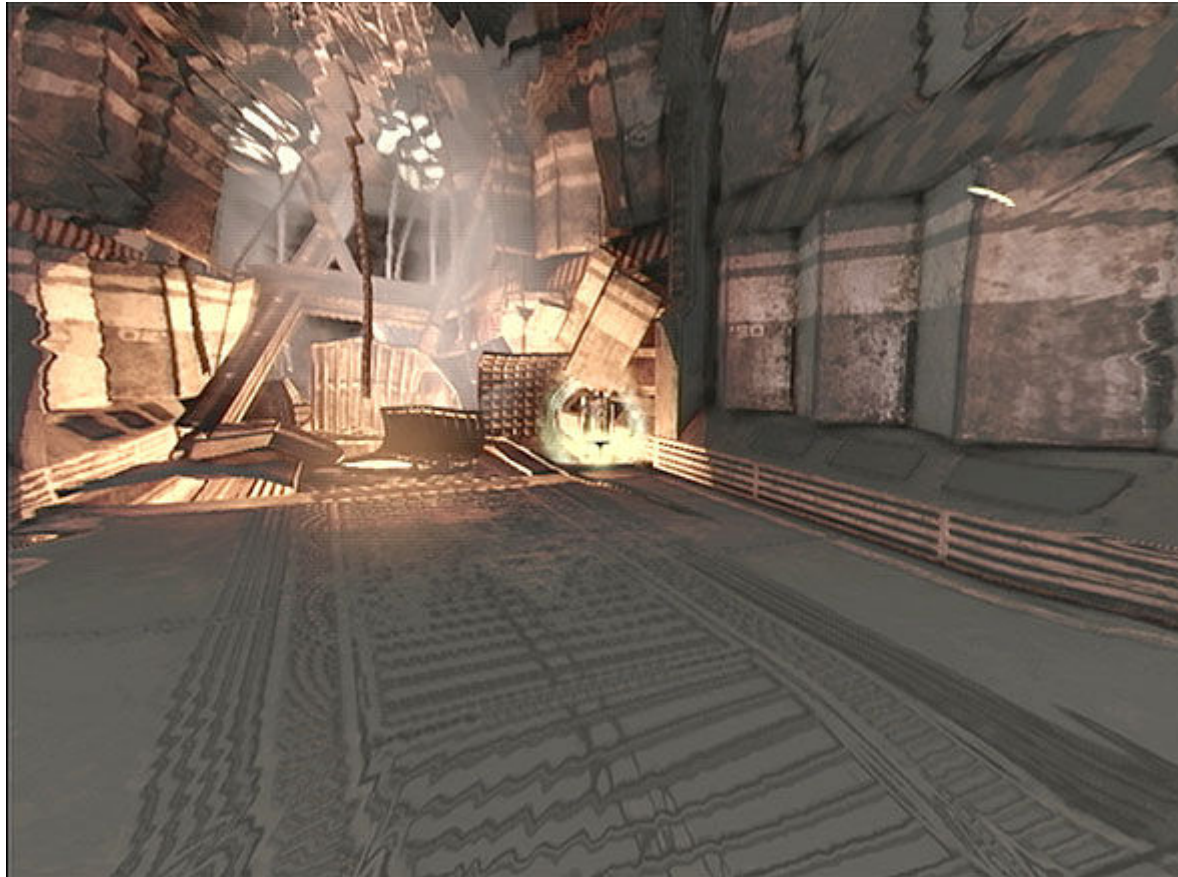
**3 / 10** One of the generators near the machine room's exit has a cannister near its hulk.



**4 / 10**

After opening the exit from the machine room to the repair bay, a civilian will flee and raise an alarm; the cannister is at the fiery dead-end in the same hallway.





**5 / 10**

In the repair bay with the blue mining vehicle, a cannister is on top of a storage shelf.



**6 / 10** Next to the blue mining vehicle in the repair bay.



**7 / 10** In the room past the repair bay, but before the wind shaft. Check the corners.





**8 / 10**

In the mines, there's a cannister near two sets of metal doors and bright floodlights. In this shot, the lights have been broken so the cannister can be seen more easily.



**9 / 10**

As you approach the exit, there's a second wave of marines and an infestation target; look for this vent/lit panel combination and you can see the cannister in the corner.



**10 / 10** The final 90° turn before the level exit has this mo'fugger'chugger.





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## Effluvia Cannisters

	Audio Logs (Marine)	Trophy Belts (Predator)	Effluvia Cannisters (Alien)			Infestation	
				Labs	Colony	Refinery	Jungle

1 / 10

After destroying the power source in the swamp fort, check the vent nearby for this cannister.



2 / 10

Out in the swamp, locate the two short tunnels leading to the communications tower and upper bungalow. The cliff trail between the two tunnels has this

cannister.



**3 / 10**

Inside the lower bungalow in the swamp. You need to destroy the comm-tower first and let the marines open the bungalow (don't get spotted) before you can get inside.





**4 / 10**

Inside the jungle outpost, head left, behind the wall and check for a cannister near the mining vehicle.



**5 / 10**

In the jungle outpost, check the high area directly opposite the Marlow's wreckage -- the cannister is practically above you when you first enter the outpost from the swamp.



**6 / 10**

In the middle of the jungle outpost, there's a vent you use to enter the building to get the infestation target (the first building the Queen orders you to enter); if you peer into the vent, you can see this cannister inside.





**7 / 10**

Locate the generator near the Marlow's wreckage in the jungle outpost; the vent near that generator leads to this cannister. You can see the circular objective marker of the generator in this illustration.



**8 / 10**

After breaking into the building B-02 (the one where you enter from the second level and go down to clear it), there is a cannister in the elevator shaft.



**9 / 10**

After disabling both generators and you are tasked to enter Building B-01, enter the vent (that takes into the building) and you can see a cannister after the vent transition.





**10 / 10**

This is the vent in the walls of the admin building (B-01), near one of the vents you use to hide from the Smartgunner and her marine back-up in B-01.



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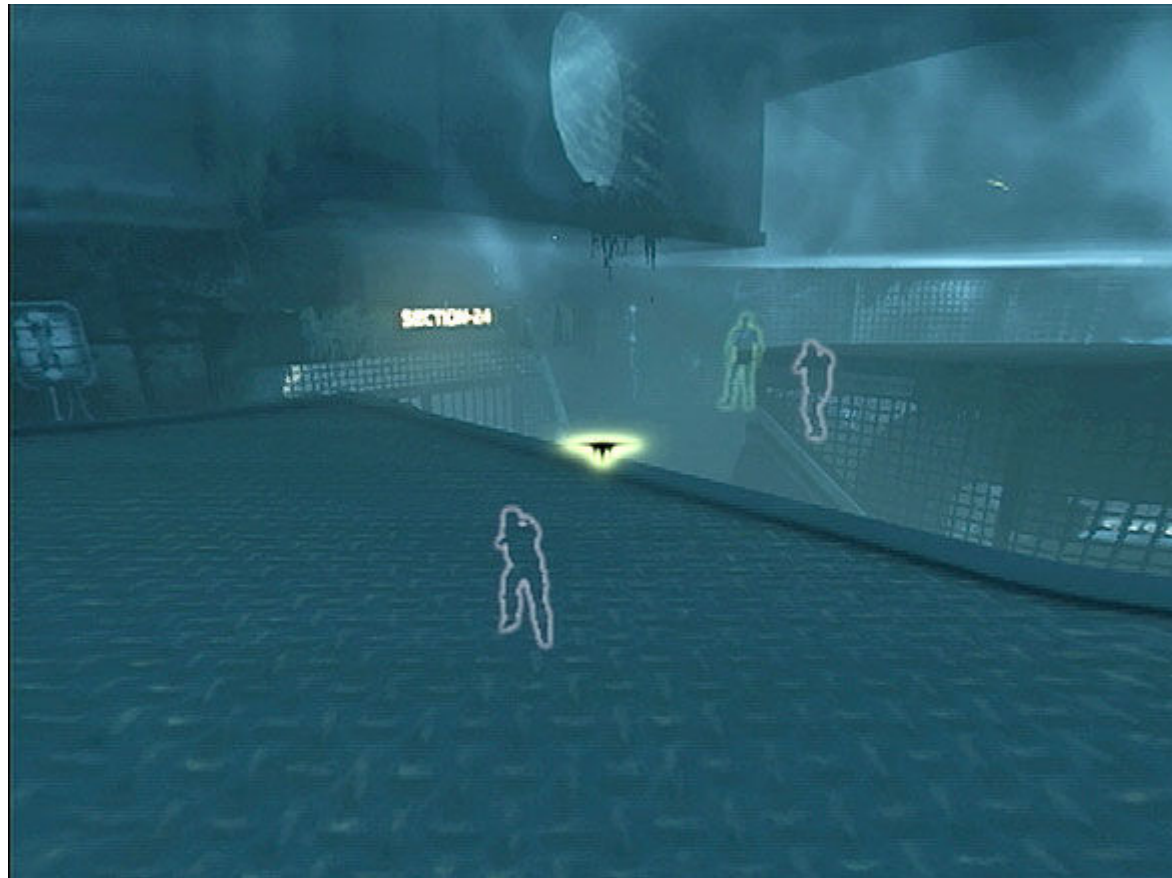
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## Infestation

	Audio Logs (Marine)	Trophy Belts (Predator)	Effluvia Cannisters (Alien)	Infestation	
				Colony	Refinery
					Jungle
					Ruins

1 / 3

This target is at the sewers' "Station 24" room with the four platforms and a cloverleaf path. Three marines are in the room with you and the target, so move slowly, stay in darkness and exploit the fact you can initiate a stealth kill whilst clinging to the wall.





2 / 3

This infestation target is the civilian in the colony's admin building. There's a vent that empties right into the room where he holes up in, so follow his aura, insert yourself (quietly) and harvest him; if you alarm him, the marine outside will return or the civilian may kill himself.



3 / 3

This is the civilian in the garage. He will start off in the firing aspect of the sentry gun, so you need to stealth kill the surrounding marines to set up your ambush.

Once the marines near the target are neutralized, use the alien's hiss to lure the civilian away from the sentry gun and pounce/harvest him while clinging to the wall.



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## Infestation

≡	Audio Logs (Marine)	Trophy Belts (Predator)	Effluvia Cannisters (Alien)	Infestation	
				Colony	Refinery
					Jungle
					Ruins

1 / 8

There are two civilians in the starting hallway. Hide in a vent, hiss, and lure one to get infested first. The other guy will likely attempt to flee (and fail).



2 / 8

The second target will try to flee, only to find Mr. Burns likes to put his feet up ... and shut the door. Take down this target and move to the next zone.





**3 / 8**

There are two technicians in the machine room; get rid of the sentries on the walkways first, so you have an easier time. This guy (the one not near the exit door) can be lured while you are on the wall. Watch him and his marine escort carefully, and stealth strike the first one who is alone (kill the marine, harvest the civilian).



**4 / 8**

The second target in the machine room is near the exit. Neutralize the guards around him, but you can pounce and harvest the target when the last marine has his back turned (and is out of earshot).



5 / 8

This is a tricky conundrum -- there are two targets past the machine room (the repair bay zone); one will immediately see you and flee, alerting the second civilian, who will run to a weapon and kill himself.

You need to quickly catch this civilian by sprinting (and leaving the auto-climbing option off). If you don't, you have to get the next target first, deal with the two marines who appear, and then nab this guy.





6 / 8

This target flees straight to the control room if you let the other civilian alert him; generally speaking, if you see the first target reach the room with the blue mining car, ignore target #5, pounce #6 first so he cannot commit suicide. Afterwards, you'll have to deal with the marines and target #5.



7 / 8

There are two targets in the mines. The first is the rock drill operator. He's easy since he likes working in the dark.



**8 / 8**

The last target is this jerk who spawns with the second wave of marines as you approach the level's exit. Break lights and hide in vents (use Focus to see where the holes are) and pounce the dumb-ass when he checks up on the noises Specimen Six is making.





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## Infestation

☰	Audio Logs (Marine)	Trophy Belts (Predator)	Effluvia Cannisters (Alien)	Infestation	
				Colony	Refinery
				Jungle	Ruins

1 / 4

There are two technicians in the swamp's lower bungalow. One will lock himself in the bungalow for safety, while the other will wander around. Lure him to the fuel tank and mug him there.



2 / 4

For the civilian locked in the lower bungalow, get the marines to "rescue" him

by sabotaging the comm-tower. Once that's done, three marines will unlock the door, and the technician runs out ... shadow him and harvest him before he manages to find a weapon and kill himself.



3 / 4

At the jungle outpost, the first building you're tasked to enter has the civilian. Try to pounce him and you will prevent the door from shutting in your face. That done, simply follow him out and grab him.





4 / 4

The last target is the commander in the admin building. He will detonate a bomb if you get close, so you should keep your distance, use Focus and pounce him. Once he's knocked down, you can harvest him without problems.



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## Infestation

	Audio Logs (Marine)	Trophy Belts (Predator)	Effluvia Cannisters (Alien)	Infestation	
				Colony	Refinery
				Jungle	Ruins

1 / 7

There are two patrolling scientists in this outer perimeter path. From where you start, head for the objective building, then circle around the ruins in a counter-clockwise path while clinging to the highest part of the ruin's outer wall. This will let you watch and attack the target(s) when the chance arises.





2 / 7

The second scientist will wander to inspect the noise (from the attack, the dead body, or your alien being attacked by patrolling androids), so wait and watch from the wall, see where he goes and jump him when you get the chance.



3 / 7

This is the scientist who is in the sunken put that has no alien or predator switch, and no water. You can lock him into that pit by destroying the two power sources that hold the doors open. The android can be snuck up on if you lure him to face one way, then going the long way around to sneak up behind him (and out of the range of its motion tracker).



4 / 7

This is the scientist at the center dias. Get him after you harvest the other targets, since approaching him will spawn two more combat androids from the level exit to assist the one guarding him.



5 / 7

This target is the one in the water pit with the large alien statue/bust. He will kill himself by immolation, so you need to lure him close. You will need to take out target #2 and his three android guards first. Then, sneak down the vertical shaft, hit the first alien floorplate, and from there, you lure the suckers to their deaths.





6 / 7

This is one of the two targets in the "locked" building; neither can die, and you can access the building once you find all three alien switches.



7 / 7

This is one of the two targets in the "locked" building; neither can die, and you can access the building once you find all three alien switches. Should you startle or alarm the targets, they will flee upstairs, but neither will have any violent tendencies.



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## Effluvia Cannisters

	Audio Logs (Marine)	Trophy Belts (Predator)	Effluvia Cannisters (Alien)			Infestation	Ruins
				Labs	Colony	Refinery	

1 / 10

From the start of the level, locate the objective building. This cannister is to its side.



2 / 10

Near the "locked" objective building, there's an orange-lit bridge that leads to the next area. Under this bridge is a dark patch of ground with a cannister near a

large tree root.



**3 / 10**

From where you start the level, there's a ruined temple forward and "left" of your starting position. Locate the stairs leading into the ruins, then check behind them for a cannister.



**4 / 10**

Locate the center dias in the ruins and travel through the vertical shaft. When you land in the water, you trigger the first of three alien floorplates; behind one of the supports in this waterway is this cannister.





**5 / 10**

Locate the pool with the large alien statue/bust after activating all three alien floorplates (this opens all the aqueduct gates). Put the alien statue on your left and enter the aqueduct at the water line to find this cannister.



**6 / 10**

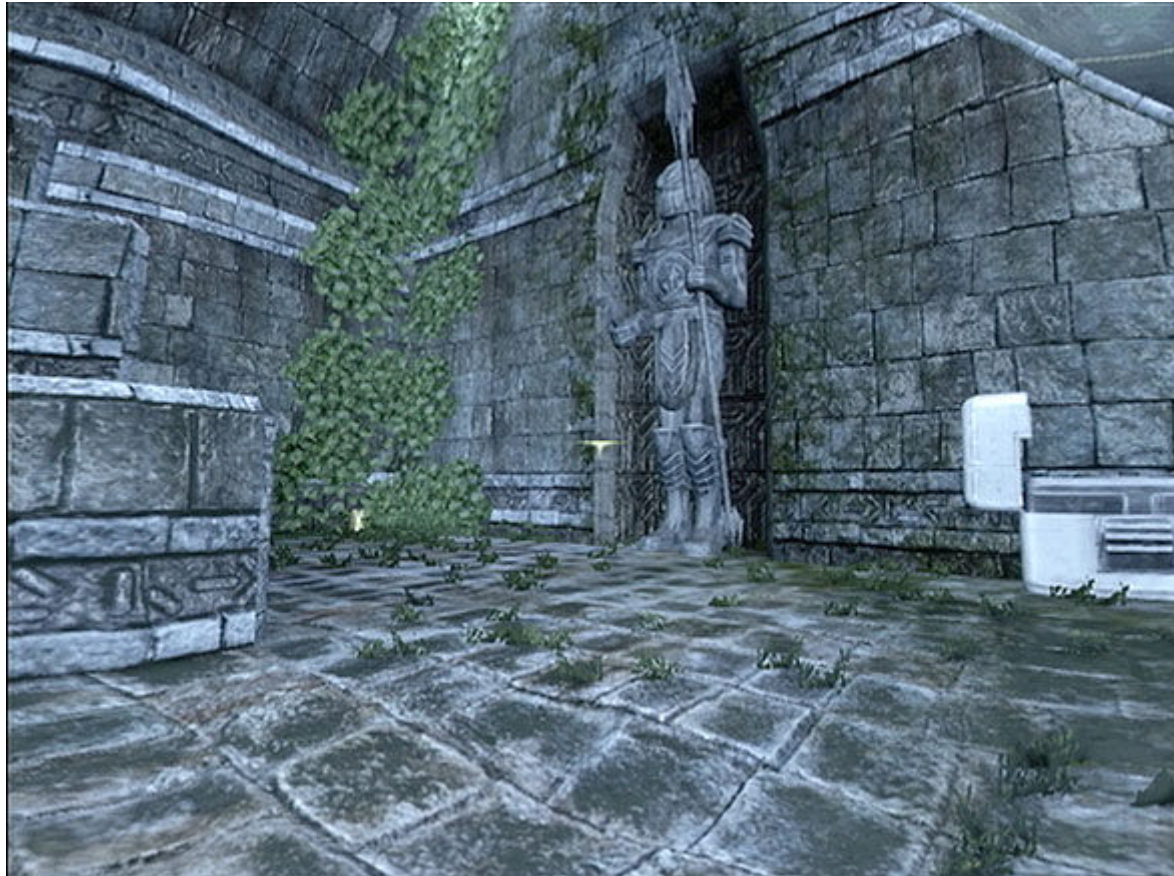
From cannister #5 (or the pool with the alien statue), go into the temple, then travel upstairs. At the top of the stairs, look around for this cannister.



**7 / 10**

At the Predator combat arena, turn right and look for a Predator statue with a white container near its base. The cannister is next to the statue, amongst some leaves.





<b>8 / 10</b>	Locate the temple stairs near the research bungalow and climb them. At the top, turn left and look for the cannister by another Predator statue.
---------------	--



**9 / 10**

To the side of the research bungalow; the cannister is between the building and the arena's walls.





10 / 10

In the arena, there should be a large locked door (you may recognize that the balcony above it was where the Predator got the combistick in his campaign). This door is the same one the Marine escorts Tequila to in his campaign; the cannister is to the door's side.





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## Playing the Marine

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The Space Marine is your run of the mill human grunt. He bleeds red, and takes damage just from living. Falls, acidic substances, edged tools, and exposure to high energy projectiles will injure the marine. However, humans aren't all all stupid. They can be downright one of the nastiest species in interstellar space.

With the correct access and the right know-how, humans have been using technology to fight for the simplest reason: *because it lets them kill the other guy first.*

Human marines have access to an incredible amount of firepower, from marksman rifles (M42C) to rapidfire slugthrowers that pulp targets in no time flat (M59 Smartgun). Explosives from the M41A2 Pulse Rifle can destroy or dislodge xenomorphs easily, making them easy targets once they're prone.

Even a species as technologically advanced as the yautja have problems dealing with well armed marines -- marines know about optical camouflage, and can use life-sign detectors on their M42C and M59 weapons to locate stationary extra-terrestrials; the ones who move are instantly detected by the motion sensor.

### NAVIGATION

Visual spectrum only. Torch & flares augment motion detector.

For all their high-tech gear in making the enemy tremble, the Colonial Marine corps are still being stingy with advanced detection gear marines can pocket and go home with. The lifesign and motion detectors are not easily stolen; the scopes integral to the weapons are checked in and out of the armory when a marine deploys on a sortie, along with the very expensive motion tracker.

It's been said Weyland Yutani would prefer to lose a marine than one of their motion detectors. As for their next of kin, that's what insurance policies and service waivers are for.

That said, the marine relies on some old fashioned tools the Company has no existing patent over. Flashlights (or electric torches) are commonly used. Given a marine's usual tour on Bug-free planets, the flashlight is generally enough for most missions. Shoulder mounted,

the torch illuminates a small area approximately 10 meters in front of the marine. In large dark spaces, the flashlight will have trouble illuminating the darkness. IGN simply recommends you use *enhanced night vision* -- that's increasing the in-game gamma/brightness so high, you can see in the dark.

Marines (in campaign mode only) may also throw out an infinite number of flares. Although only one may be deployed at a time, having an infinite of something is somewhat comforting. Because a functionally infinite amount is carried by "The Rookie" in the game, these flares are smaller than normal flares and do not burn as long. You get approximately six seconds of light before you need to light another one.

#### **MOTION TRACKER**

Specialized detector that tracks movement.

The technology behind Weyland-Yutani's motion detector is classified as a corporate secret. While the exact nature of its technology is up for debate, its applications are not. The motion tracker detects movement of any type, up to 15 meters away. The faster the chirp, the faster the object is moving.

To reduce the amount of feedback for human operators (and to prevent the operator from being tracked as an object) the detector was restricted to sense objects only 180° in front of it.

For this mission, the unit of marines on the *Marlow* was outfitted with a new version of the motion tracker, which ignores friendly marines, sentry guns, as well as common environmental movement, such as colony doors and gibs from explosions. For the purposes of the game, the motion tracker only pings enemy Marines, Aliens, and Predators.

#### **BASIC TRAINING**

Never expose or turn your back.

The marine is easily the most easily killed species in the game, provided he/she is surprised and not facing the opponent. That said, keep your back obstructed by walls, objects, or other marines when playing in multiplayer. Alien players will have to go around to injure a marine, and Predators will have to stand off and used ranged weapons (probably that damned Smart Disc or the Combi-Stick).

#### **CLOSE COMBAT**

Marines have no heavy melee attack.



Unlike the other species, the marine has no heavy melee attack. However, they can still block incoming light melee attacks and counter an enemy's heavy melee attack. Don't be afraid to block when an alien or Predator swipes at you up close. A correctly placed block will stun the enemy alien or Predator, and allow you to counter attack with your equipped firearm.

Similarly, the marine can counter enemies trying to break your block (when they use a heavy attack) by countering with a light melee hit; just use care when engaging in melee with aliens and Predators -- the former can quickly circle to your sides or back and attack knock you down while the latter can back off and used ranged weapons. Both the alien and Predator can out-punch your marine in a light melee fist fight.

## LOGISTICS

Health and inventory.

The marine may carry one handgun -- the VP78 auto-mag -- and two long arms (pulse rifle, shotgun, etc.), or one smartgun and waldo rig. Additionally, the marine may carry up to three stim-tabs. These are chemical boosters that restore the marine's entire health bar.

When injured, the human body may recover some trauma; this is represented by the three blocks of health. When a block is only partially emptied, the block will regenerate after a few seconds of rest. However, a completely depleted life-block will not regenerate.

To recover the lost life-blocks, use a stim-tab. This instantly restores a marine's health to its maximum. Note that a Facehugger will instantly deplete a life-block while the marine tries to fend it off; during this time, other injuries may be dealt to kill the marine.

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## Playing the Predator

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The Predator, or *yautja*, is a species of extra-terrestrials who follow a distinct hunting culture, fused with xeno-ecological management procedures. Generally speaking, they enjoy thriving in warm temperatures, and only "see" in the low energy red spectrum (for the game, their normal vision is the same as the marine).

Their blood is a phosphorescent green, but not acidic like the alien, leading some xeno-biologists to hypothesize the two species were perhaps related in the distant past, or one was bio-engineered from the other.

<b>NAVIGATION</b>	Visual spectrum, augmented by enhanced vision modes.
<b>Use normal sight for...</b>	General navigation and jumping.
<b>Use thermal mode for...</b>	Marines, Synthetics, & sentry gun tracking lasers
<b>Use alien mode for...</b>	Primarily to battle aliens & spitters.

The Predator will battle aliens and marines, but will only have access to the thermal vision in the beginning. This is for the Predator to locate heavily armed marines who will chew up Mr. Predator in no time flat with their hardware. Aliens, until they learn how to spit acid, will always make for your Predator, so all you need to do is block and jab.

Once the Predator enhances his helmet with "alien vision" (the old AVP games refer to this as 'electrical vision' since it detected sentry guns as well), you will be able to make out aliens as bright green bastards trying to eat your face.

For the most part, you will only need "alien vision" to see where enemy acid spitters are; even when battling the boss xenomorphs (Praetorian, Pred-alien, etc.), you can easily see them coming with normal vision.

### CAMOUFLAGE

Optical only, with imperfections. Also not water-proof.

The Predator's much lauded optical camouflage is great for spoofing and fooling dumb-ass

marines (and even synthetics), but not those enemies with motion trackers, sentry guns (they use motion detection to track targets), and xenomorphs (who use smell/pheromones).

However, the cloaking function for Predators is cost-free and makes the Predator harder to detect by marines and synthetics (the Predator's main enemies except in certain levels). As long as you do not move (or use a weapon that has the targeting laser) while in range of a motion tracker, you should remain relatively hard to detect if you are cloaked.

Always find the time to cloak, and when given the choice between neutralizing an alert marine or an alert xenomorph, kill the marine (or synthetic) first. Terran weapons hurt the most, and they can hit you at range. At least with a xenomorph (or 'serpent') you have the option of blocking most of the attacks, or falling back/running away.

Last thing about the cloaking -- it's not waterproof. Stay clear of water sources, or the cloaking will be disabled instantly.

<b>ABILITY: FOCUS</b>	Focused moves are possible.
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The Predator can "super-jump" when the Focus button is held and the marker allows your Predator to jump there (press Jump to initiate the Super-Jump after focusing). The Super-Jump is a great ability -- you almost never fall off after landing, nor can you miss (unless someone hits you in mid-air with a pounce or grenade).

While focusing, the Predator can also attack with the light melee and do a ranged "hop" attack. While this attack is done with light melee, the attack has sufficient power and momentum to knock over aliens and marines alike. Once prey is downed like so, you may grab them with the displayed button (BLUE on the Xbox 360, SQUARE on Playstation 3) and execute them with a fancy kill.

Lastly, while focused, the Predator will see all items he may use -- power sources to recharge his Plasmacaster and Proximity Mines, health shards, and the collectible trophy belts (all 45 of them). While the range of this detection is further than the auto-detect range, it still has a range. Be sure to explore a level with the Focus power and you will easily find all the trophy belts on your own.

<b>ABILITY: DECOY</b>	Waveform analyzer lures prey.
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The Predator may use the waveform analyzer to distract and lure human marines (not



synthetics or xenomorphs) to a quiet cul-de-sac and murder them (use the execution move). Enemy marines will not notice dead bodies on the ground unless they come across them on a normal patrol route (not from a distraction), so you can lure every individual member of a patrol to the same spot, jump down, and rip their face off.

After highlighting the marine you want to lure, you set the distraction point (where you want them to go to). Note that the distraction point needs to be on flat ground (not stairs) and it must be within a certain distance of the marine to be lured. Fortunately, you can use this distract function while cloaked.

Alerted or attacking marines will not be distracted.

<b>LOGISTICS</b>	Health shards & energy.
<b>Four bars of energy</b>	Fully charges the plasmacaster, or plants one prox-mine.
<b>Maximum energy</b>	20 bars is the maximum energy you can store.

The Predator's energy (bottom left of the playfield) will turn white when the Plasmacaster or Proximity Mines are selected. This tells you that the weapons equipped will use up the Predator's energy store.

The energy meter starts off with ten bars of energy (50%), but will increase incrementally with each new upgrade (meaning you don't get the full twenty bars of energy until the last few levels).

When you are out of energy, you can restore the battery completely by interfacing with human generators. When you rob energy from the generator, it will de-power the generator, and completely refill the energy stock.

By holding the cloaking button (at least on the console versions; you may have an optional quick-key for the PC version), your Predator will break open a health shard and inject himself with a quick-acting healing compound. Much like the human stim-tab, the healing shard instantly recovers all the health blocks of the Predator. Notice that that the Predator has many more life-blocks than the human marine.

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## Playing the Alien

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The xenomorph (a.k.a., Bug, alien, serpent, etc.) are a race of parasitic extra-terrestrials with a four-stage life cycle (egg, Face Hugger, Chest Burster, adult). They have a hive like mentality, and sport individuals who have similar traits to Terran insects (drone, worker, queen, et al.). The xenomorph has acidic blood, and an exoskeleton; it's still unknown if individuals have internal organs similar to other carbon-based lifeforms.

<b>NAVIGATION</b>	Perfect nightvision with pheromonal sight.
<b>A red aura means...</b>	Hostile target; human marine or armed Predator.
<b>A blue aura means...</b>	Synthetic or automated machine (all lethal).
<b>A green aura means...</b>	Potential human host for harvesting.

While xenomorphs have no distinguishable eyes, they can "see" the world around them using pheromones, much like Terran snakes. However, the alien's ophidian similarities end there.

Pheromone sight allows aliens to detect targets as hostile (red) or machinery (blue), even if they are hidden around objects or cloaked. Additionally, pheromone sight also lets the alien see suitable hosts for "harvesting"; whereby the alien forcibly slaps a Face Hugger onto the target.

<b>ABILITY</b>	Xenomorphs have many natural abilities to survive.
<b>Climbing</b>	May scale any solid surface.
<b>Camouflage</b>	Visually invisible in dim areas.
<b>Tough Joints</b>	Aliens do not take fall damage.
<b>Endurance</b>	Aliens sprint faster & longer than both other species <i>combined</i> .

The xenomorph may scale and move across any surface (walls, ceilings, etc.) without falling, or taking fall damage. Simply aiming at a surface and jumping will be enough for the alien to launch itself at the surface. Using this ability, an alien may go into areas the other species cannot access.

The alien may also squeeze itself into small vents and ductwork to escape notice. When in darkness, the alien is extremely hard to spot (even with the brightness turned up). Using stealth and darkness, the alien can easily get behind a marine or weakened Predator (about one-third or less life) to kill them instantly (using the execution / kill-move).

## LOGISTICS

Nothing but your wits.

The alien xenomorph has no items or inventory. It can fully regenerate its health over time, or it can regain health faster by doing a head-bite on a corpse. A xenomorph's only goal is to infect and kill as many enemies as possible, so it won't be doing much but destroying things. Use the lifeform's incredible speed, agility, and black skin/exoskeleton (in darkness or dimly lit areas) to sneak up to enemies and savage them.

When possible, sneak behind isolated enemies and kill them with a kill-move. If you don't separate enemies, their combined firepower will obliterate you. Against other enemy aliens, (standard TDM), work with your partner species (marines or Predator) to flank and destroy the other alien team's supporting species.

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## Aliens vs Predators Single Player Campaign

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### Predator Campaign

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## Marine Campaign

	Marine Campaign	Predator Campaign	Alien Campaign				
		Colony	Refinery	Jungle	Ruins	Labs	Pyramid

The marine starts off in the colony's garage -- if you've played the other campaigns, you will instantly recognize this glorious mess. Follow Teresa/Tequila's commands to look around, use stim-tabs, etc. Even if you're replaying this mission, you will need to slowly unlock the other abilities you have (like firing the weapon and throwing out flares).



There are no enemies (despite what the game wants you to think), so locate the barricade in the garage and detonate the gas tank. Note that the VP-78 handgun's burst fire is stronger than the single shot, but since it fires so inaccurately, only one or two of the shots will score a hit (unless you are touching the target).

<b>VP-78 Handgun</b>	Standard issue sidearm capable of burst fire. Its magazine is large for a handgun, and in trained hands, can be used to take down xenomorphs with little trouble. <i>For the purposes of the game, the handgun has infinite ammunition.</i> Use it to "plink" targets from a distance.
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Once the barricade is gone, open the door to the power supply. Operate the lever as instructed and you can start heading for a new area in the colony. Note that the phantom



pings on the motion detector are just for show ... for now.



Head outside from the mines to the colony. Follow the white HUD marker to the Operations Building (Building B) and locate the power supply control there. Get ready to fight, as once the switch is thrown, you will start fighting aliens.

Operate the second power supply switch twice, as ordered by Teresa/Tequila, and head back outside using the indicated doors. When you are back in the hallway, leave your torch (flashlight) on and throw out a flare past the steam. With enough light, your marine will be able to auto-aim on enemies (otherwise, his aim is under your control).



Blast the alien, and keep in mind that you can defend against most of the alien's melee attacks by blocking. In fact, the button prompts appear when you are targeted (as any

species) by the enemy A.I. in campaign. Simply hold or press those buttons and you can defend or counter the enemy's melee attack easily.

Enemies thus stunned or knocked down is easily finished off by weapons or finishing moves (only Specimen Six and the Predator Newbie can finish enemies off -- the marine must rely on his weapons to 'finish' enemies).

The marine, if fighting against just one (regular sized) alien, can easily block and counter all of the alien's attacks. Remember this! It will be critical when you are faced with tougher encounters.

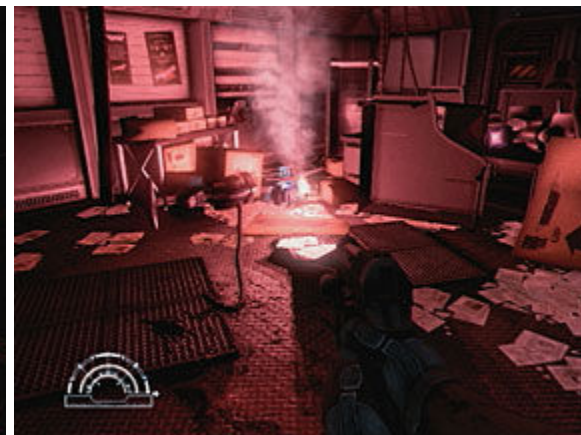
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### XenoBiology

Aliens are relentless and will crawl after you even if their legs are amputated. Unlike traditional shooters, AVP 2010 rewards you more for shooting certain enemies (like aliens) in the limbs.

Once an alien has their legs sheared off, they cannot come after your marine as quickly. Simply open up range and let your firepower do the talking. Now, if only Isaac Clarke was this smart in *Dead Space* ....

Continue from the office where you battled the first xenomorph outside to the planet, and then down another maintenance shaft. Here you will hear gunfire and battle a second xenomorph. Simply put your marine's back against a corner and block. The alien A.I. always makes for you and will try to either hit you with a pounce or weak attack (you can block either), or it will try to break your block with a heavy attack (which you can counter). Beat off this predictably dumb alien bastard and head outside.



Your score: two xeno's -- their score: all your other marine buddies. Even trade. While you can head for the colony's Administrative Building (Building D), you can choose to explore the streets around the Recreation Block (the strip club) and the Admin Building for seven audio logs.

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While Teresa/Tequila constantly berates you for being a newbie douchebag, you can ignore her for now and explore the area for secrets. You want to do this now, since there will be enemies after you meet Tequila in the Admin Building. Check the Audio Log section for all the locations before heading for Tequila; note that two of the audio logs (#7 and #8) will be inside or near the Admin Building.

To access the office where Teresa/Tequila is in, locate the power cell in the dark room outside her office. Carry it over to the receptacle and the door will unlock.



There are three pulse rifles in the office. Take any one of them and the other two will become ammunition. Before you start using it though, remember you can use the handgun to take out any one single alien (as long as you are fighting alone). You may want to keep the pulse rifle tucked away until you need it at the strip club.

#### M41A2 Pulse Rifle

This is the standard Colonial Marine assault weapon. Its magazine holds 99 10x24mm caseless rounds and comes with a lightweight underbarrel explosives launcher. The weapon is fine for crowd



control at anti-company rallies, but has proven less than effective when dealing with the Bugs (the xenomorphs).

Its most potent option -- the explosive launcher -- makes it an average weapon against the aliens since the explosion can kill the shooter at close range. And aliens love getting close in order to attack.

If given the option between a Pulse Rifle, a Shotgun, or the Scoped Rifle, take the latter two weapons (and use up the Pulse Rifle's ammo at the current engagement). The pulse rifle's saving grace is its moderately large magazine size; it's definitely a better option than the handgun when you face more than one alien.

Head back outside to the streets after Teresa/Tequila orders you to the strip club (sure! You're the boss!). Deal with the alien outside the Admin Building with the handgun. Until you enter the strip club's second level, there will not be any enemies.



Inside the strip club, there are two secrets. You must collect the first before you fight the aliens, but the second one you may collect during or after the fight.

You can enjoy the holo-strip show on the lower floor, but the action only heats up once you take the lift to the upper level. The upper level is a rough circular donut where a half dozen aliens will attack you. The key to surviving is keeping the "beeps" in front of your marine; once an alien gets

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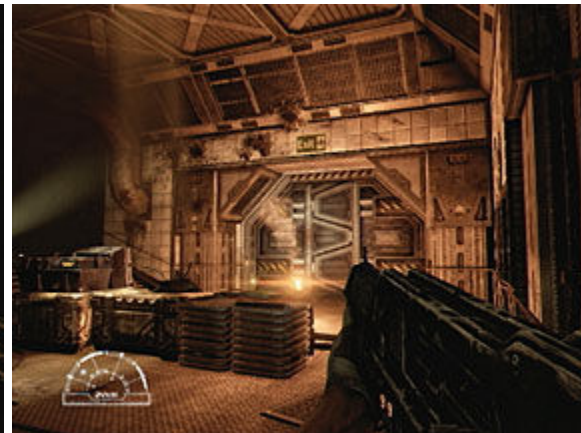
behind you, the motion tracker will no longer detect it.

Keep moving backwards around the strip club's ring, and use the motion tracker to narrow down where the targets are, then use a combination of flares, the flashlight, and your eyes to pick up motion and blast the enemy.

The yellow "ammo" pick-up on the second level will give you two grenades; feel free to use them on an alien or two (don't bother saving them) as you beat off the enemy.

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Once all the aliens are neutralized in this zone, you may take the strip club elevator to another part of the colony's complex. Note that when you exit the elevator from the strip club to meet the friendly marines, there is another secret you can find (#11).



Join the marines at the stairwell, but do not follow the marines completely upstairs yet if you want the secret (#12). If you do, you will trigger a very large on-rush of enemies that will not stop until you reach the next elevator.

As you go upstairs, take note of which stairs are unblocked -- you need to come back down to the lowest level, where the marine technician is, and activate the sentry gun via its laptop after the lights go dark (not an easy thing if you never played through this).

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After the lower sentry gun is activated, you need to regroup with the lone surviving marine upstairs, at the barricade (and upper sentry gun). Ideally, this marine will serve as a decoy and as fodder for you to lure aliens out so you can do the real shooting.

The exit from C-Block (this is the same map as in Survivor Mode) will be the large cargo door next to the upper tunnel (where the upper sentry gun is placed). The doors only open once Teresa/Tequila radios you about, "too many aliens; time to run!"



Unfortunately, once you do run into the exit corridor, you will be stuck waiting for the next elevator; since the corridor is fairly dim, you will have quite the time holding off the aliens. You need to kill a certain number of aliens (about ten or so) before the service elevator arrives.

Unfortunately, you will need to do your best to survive with just a pulse rifle and the handgun. If you manage to block and knock over an alien, aim for its legs or head. Once an alien is incapacitated, you can flee to another spot in the corridor, and repeat the process.

When the lift arrives, enter it at all costs -- any enemies who come at you will be cut off once the doors close.





From the service elevator, you will be in a room above the colony sewer system. This is a brief lull before the dash to the end of the level. Note that there are three final secrets in the level (one at the start of the sewers).

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For the sewer "maze" you pretty much just stay to the left path when you encounter a fork that's formed at an acute angle (for obtuse angle forks, you go towards the HUD marker). You will find the level's penultimate audio log out in the open, but the last audio log will be just before the exit.

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Right after you hop down from the upper sewers to the lower sewers, you can enter a roundish room to your right, just before the level's exit; the secret is there.

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You should know that while enemies are generally finite in most areas in AVP 2010, the game will sometimes unleash infinite enemies (but at four to six at a time) to wear you down. The sewers is one of these instances of infinite enemy respawns. When the computer A.I. has infinite of something and you don't, you're the one who will lose out. Run for the level exit after you grab all the audio logs, and don't loiter.

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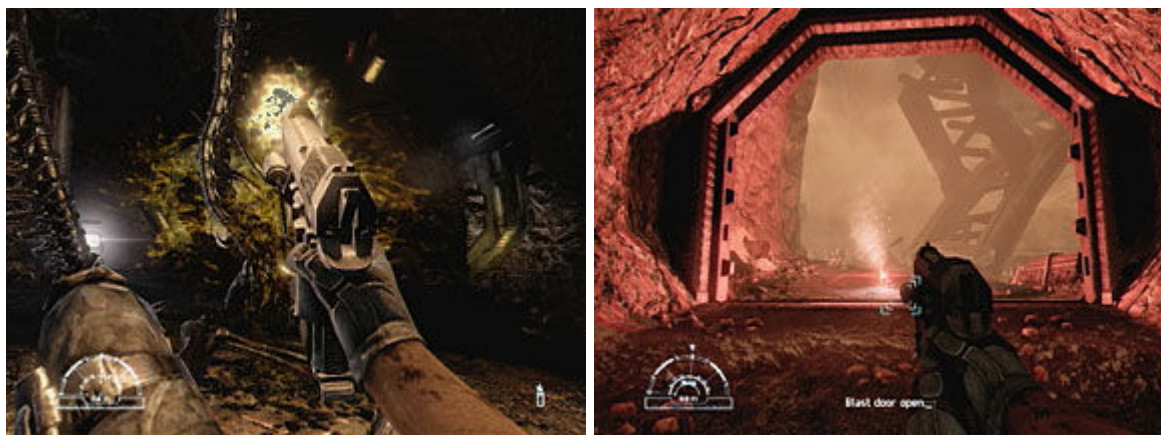
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## Marine Campaign

	Marine Campaign	Predator Campaign	Alien Campaign					
			Colony	Refinery	Jungle	Ruins	Labs	Pyramid

The level starts the marine off in the colony's mines. After you regain control of your marine, you should check around for secrets. You will be using the VP-78 handgun again, and your pulse rifle will be gone. You will not face off any serious opposition until later.

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There are only one or two aliens in the mines -- you can easily fend them off by blocking and countering their attacks, then blasting them with the handgun. Until the enemies swarm you, there's almost no danger in fighting hand to hand with an alien, unless they get behind you.

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Locate the mine's exit and head outside once Teresa/Tequila remarks how, "angels must be watching over you, Rookie." There are no enemies yet outside the refinery, so use this opportunity to explore the exterior without being molested by aliens.



While the exterior area between the mine and the refinery is still enemy free, use the opportunity to examine the bridge. As you can guess, aliens will be rushing across it when you come back to it.

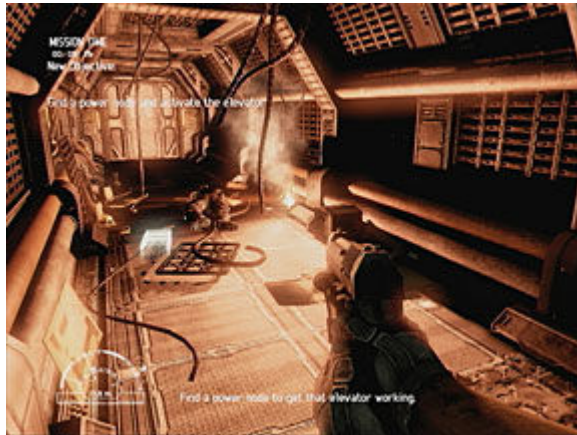
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Since you have foreknowledge of what's going on, use your marine to push the explosive butane tanks on the ground towards the centerline of the bridge. This way, when you shoot them, their explosion will cover the width of the bridge rather than one side of it.

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Be warned that you shouldn't melee hit the explosive tanks -- that will ignite them. Leave the butane tanks on the container alone (you cannot reach those two), but try to cover the length of the bridge and the path to the refinery's very large door with explosive tanks you can aim at and shoot from the other side of the ravine.





When you're done readying your ambush on the bridge, head into the colony building indicated by the HUD marker. Inside, you will find a handy shotgun (keep it, you need up until you battle the level boss) near the dead marine in the hallway, and a new enemy type -- the Facehugger.

There are a few Facehuggers in the building -- although you only encounter one before you enter the elevator. Despite its small size, the Facehugger will easily kill your marine with two hits (on Normal), and one hit (on Hard and above). The only way to defeat it is to gun it down, or use fire. Only the Predator can use melee on the Facehugger (while its in an egg) and come out a winner.

### **ZX-76 Shotgun**

This is a self-loading, dual barrellled shotgun using a box magazine. Firing potent tungsten-carbide shrapnel, this model of shotgun is favored by some Colonial Marines for its reliability and dual modes of shooting -- either one or two barrels can be fired at once.

The shotgun is probably the best weapon your marine can have when facing off against tough XT bosses like the Praetorian or Predator; emptying all eight shells into a body at close range will pretty much erase about 40 to 80 percent of the boss' lifebar on Hard/Normal.

For the first Facehugger, you can provoke it and back out into the hallway to get the range you need to blast it with the handgun. Two shots (on Normal, more on Hard and above) will kill the Facehugger. Alternately, you can use the shotgun and kill it before it jumps on you.



To activate the elevator to the roof, locate the power cell in the hallway outside the Facehugger's room. Grab it and haul ass back to the receptacle in the infested room. Plug in the power cell, ignore the Facehugger that jumps past your view (it's cinematic since there's no motion detector beep afterwards) and get out. The elevator will be in the corridor where you picked up the shotgun.

Ride the elevator up one story. In the large control room ahead, pay attention to your motion tracker. There's a second Facehugger in the control room, and there's precious little room to retreat to. Use the handgun and take out the little menace before it gets too close; if you must, use the shotgun up close, but you may want to save the eight shells you have for later.

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Note there's a secret in the dark office room before you climb the stairs to the rooftop.



Activate the comms-dish on the rooftop, then head back downstairs. You will need to battle two or three aliens. If you must fight that many, you can use the shotgun, or better yet, find a narrow hallway where they cannot all rush you at once.

If you manage to create a bottleneck at a doorway or narrow hallway, your marine can block and counter-attack the aliens before the charge attack or pounce you. Once knocked down, an alien is a very easy target for your handgun.



The storage room door next to where you found the shotgun is now unlocked. There will be an alien just around the corner, depending on how many aliens you killed upstairs; if you cleared the xenos from upstairs before riding the elevator back down, there will be an alien as you round the corner. Otherwise, there'll be a "free-roaming" alien from the survivors upstairs who will follow you into this room.

Make it a point to enter the storage room before you leave; apart from the secret inside, there is also a pulse rifle with a full magazine (99 shots). You will need the firepower when you exit the building.

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Now, all the preparation you did to cover the bridge with explosives will pay off; when you approach the bridge, the refinery door opens and about a dozen aliens will rush out. Shoot the explosive tanks closest to their spawn point (it takes about 2 seconds for a tank to explode once shot). Properly done, you can use your "gimp" handgun to down almost all of the aliens before they even reach you.

Provided you've taken down most of the aliens, the rest of them should be easy pickings. If



you want, retreat to the building's doorway so you force the A.I. to attack you one at a time. Use your pulse rifle, shotgun, or handgun and finish off the stragglers.



Past the refinery's doors, you will be in a mine tunnel again. Watch out for another Facehugger who will trigger the beeps on your motion tracker and drop down from the ceiling (usually) to attack. There's another shotgun and a pulse rifle from dead marines in the tunnel, so use what you like to fry the little bastard.

To get down to the refinery, you need to hack the elevator's controls. This is a kill quota event; neutralize all the enemy aliens after the hacking process starts, and you will complete the hacking job. Use the pulse rifle and the shotgun to deliver kills quickly and you will head to the next section without much trouble.

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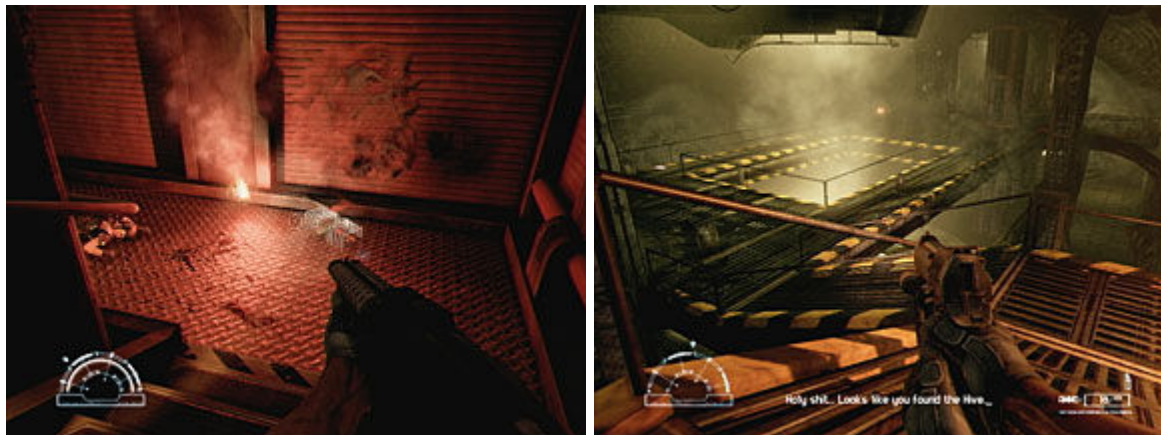
Enter the refinery's round repair garage, take out the pests inside, and locate the control room. Teresa/Tequila will contact you through the monitors, then tell you to go through the machine room (place with a lot of generators).

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The machine room has a few aliens, but feel free to back up into the narrow hallways and take them out. There should be more than enough ammunition if you take out the Bugs' legs, then hang back and blast them with the handgun. The shotgun does one-hit kills against the aliens, if you aim dead mass center on Normal.

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Enemies are finite in the machine room, so feel free to blast everyone, then explore. There are secrets in the maintenance areas of the garage and the generator room.



Follow the maintenance tunnel past the mining vehicles, and head downstairs as indicated by Teresa/Tequila. At this point consider trading the pulse rifle for the flamethrower -- this is your choice.

If you are more comfortable with the pulse rifle than the shotgun, swap the shotgun with the flamer. You need the flamer principally for dealing with the Facehuggers at close range; apart from that, you can stick with a shotgun and pulse rifle.

#### M260 Flamer

A flamethrower designed to spray and ignite fuel at short

distances. Its secondary function lets it spray fuel over an area before you ignite it. Due to the volatility of the fuel, it evaporates quickly once exposed to open air.

Aliens set ablaze tend to stay ablaze (in campaign), much like the infected in *Left 4 Dead*. Ignited aliens will explode when they die, spraying acid everywhere. Note that aliens who are set on fire may still injure and attack you.



Steer clear of Major Van Zandt for now. Even if you are not going after the audio log in the back, you can use this lull in enemies to use the handgun to zap the eggs and the Facehuggers that reside in each one. Three shots from the handgun destroys one egg (any difficulty) and follow-up shots will kill the Facehugger.

If you get close, use the Flamethrower, but remember that ammunition for it will be limited once you enter the next area; use the flamer only when you are going to destroy a large group of eggs (like three) and use your handgun from a distance to conserve ammunition.

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When you've cleared the eggs (at least) from around the Major and the locked elevator door at the bottom of the catwalk's stairs, approach the infested Marine commander and kill him. At that point, you can back up the way you came (towards the area's entrance). From there, you can fight the aliens as they come at you with their clumsy melee attacks.





When you've killed enough aliens, the elevator to the next area will open. Before leaving, reload and refill the flamethrower (or your other weapons) before entering the elevator.

In the next area of the refinery, you will fight a mix of aliens and Facehuggers; since the Facehuggers only get provoked if you get near an egg (or destroy the egg housing it), you can trigger the aliens ahead of time, retreat to the elevator, and fight them one at a time.

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Aliens will be curled into a fetal position in their wall alcoves, so put a bullet into each one before entering a room. You can instigate a fight easily by luring them to you. Afterwards, you can take your time dealing with the eggs.

At the depression in the ground, left will yield some more weapons (pulse rifle, flamethrower, shotgun) and a secret; if you are not interested in these items, go right. There'll be more eggs and Facehuggers before you reach the exit. Remember to provoke the aliens into attacking so you don't get swamped by Facehuggers and aliens -- even on the easiest difficulty setting, you will easily be overwhelmed and die.

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The boss is the alien queen -- and she's fat, pregnant, and immobile. This means she's a nice fat target for your gun. Notice there're a lot of eggs in the room; instead of approaching each one, and spawning a ton of Facehuggers, roast a direct path from your corner of the room to the platform the queen is resting on.

This will give you a safe path to retreat to. The goal here is to roast the queen using a switch on the queen's pedastel (left picture). Once that's done, use pulse rifle grenades to detonate the red hot tanks on either side of the queen (right picture).



If you are worried about ammunition, you needn't; there're infinite flamethrowers in the corners, and a pulse rifle in the center of the boss' room. Grenade pick-ups and pulse rifle clips respawn next to the flamethrowers in the corner of the room.

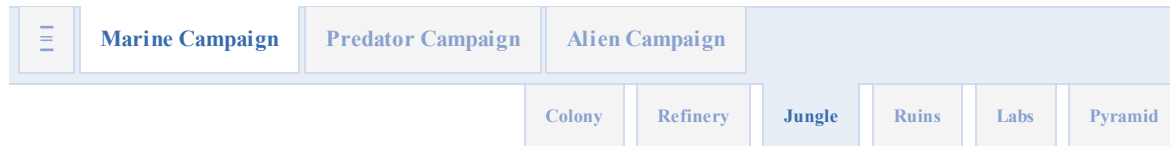
Enemies are infinite here -- you need to wait for the furnace switch to be active, operate it, blast the tanks near the queen, and repeat the process to defeat her.

Apart from that, your only other goal is to survive, so back away from the queen until the furnace switch or an explosive tank requires your attention and personal involvement. When the boss' lifebar is depleted by your actions, you end the level.

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## Marine Campaign



When your marine begins the level, look around the tree for a secret. Some secrets in the Jungle level are covered by the vegetation, and you will need to be alert and look behind the plantlife for the holographic display.

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Notice that your weapons have also changed -- there's no carry over from the previous level, so there's no real need to save up on ammunition as you ready for the final encounter of a stage.



Enter the swamp fortress. There will be a new type of alien you face in about five seconds. The alien spitter can lob acid spittle from a distance. While this gives the aliens a ranged attack, the shot is very slow, and you can easily side-step their shot if you are aware where they are.

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For now, head upstairs to the upper level and locate the marine sharpshooter. Instead of greeting him, sprint towards the laptop. Operate the laptop as the marine sniper dies and you can (hopefully) prevent too many aliens from getting through the fence. Swap out the lousiest weapon you have (the flamethrower or pulse rifle are good candidates) for the

sniper rifle on the ground.

### M42C Scoped Rifle

A non-military precision rifle designed by Weyland-Yutani for "sportsmen". The attached scope features technology similar to the Smartgun's lifeform detector, and it's been questioned if the weapon was made for assassination in the Core Worlds.

This weapon is vital in AVP 2010, since you can use the scope to identify threats before they notice your marine. You will seldom trade it out except in rare circumstances. Even if you are firing the weapon from the hip, the damage it does is astounding.

Neutralize the aliens in the swamp fortress, and head back downstairs. You should be able to exit from the fortress into the small swamp the colonists used for dumping waste. Your next goal is to reach the comms-tower on the bluff. There's only one path up there, so you might as well head there.

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Since there are very few enemies (except the Facehuggers in the eggs) in the swamp area, you may want to explore the area. There are a few secrets in the swamp you can easily miss if you are running around, worried about acid spitters and aliens.

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If you've played the other campaigns, you can also use this chance to see how the area has

changed (or hasn't changed) from your actions of the Predator and Specimen Six. When you are ready, locate the locked gate with the ramp leading into the two infested tunnels.

There is one unhatched egg in each tunnel with a requisite Facehugger. If you can destroy them with the handgun, then you will have more ammunition for later. If you cannot locate a Facehugger, you can use the M42C's lifeform detection scope to narrow down where it is (with your motion tracker), then switch to your handgun to finish the job.



Use the hacking device on the comms-tower, and ignore the dropship. You will have company soon, so use this chance to grab the final secrets before you enter the lower bungalow to open the locked gate you saw earlier.

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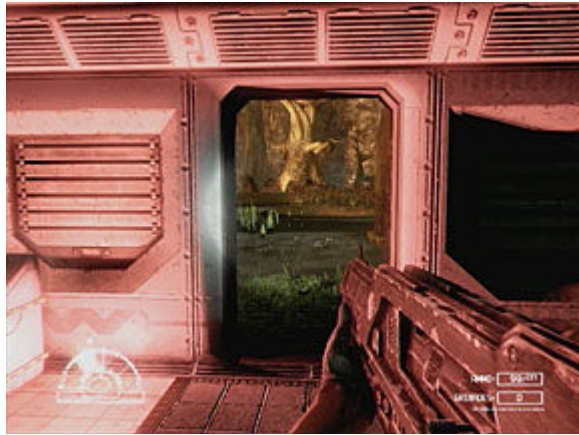
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Once you've unlocked the swamp's gate to the jungle outpost, you will have to fight a mix of aliens and spitters. Exploit the A.I. by choking the doorway of the bungalow and blocking/countering the aliens. The bungalow offers some cover, and the aliens can only fight you one at a time. Dumbasses.





Get past the gate into the Jungle Outpost, and you can look for secrets while Katya talks to you, and before enemies swarm the place.

Despite the relative quiet, be warned that there is a Facehugger that lurks in one of the powered buildings -- pay attention to your motion tracker, and feel free to sweep a room with the lifeform detector on the M42C. Remember lifeforms show up past walls, so use that to your advantage.

When you are done exploring the jungle outpost, locate a working building, and pull out its power cell. Get the power cell over to the building indicated by Katya (HUD marker) and plug the sucker in. You can now head upstairs to the control room.

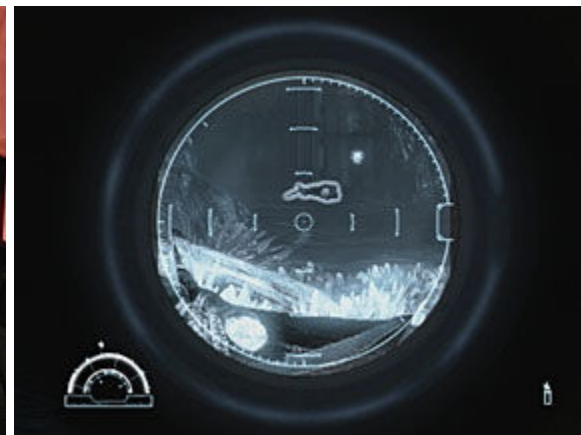
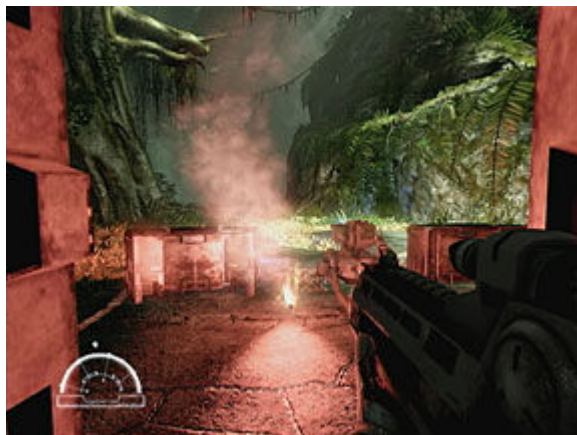
Beware of the lone Facehugger inside the control booth overlooking the jungle outpost. Make sure to take along a shotgun and the scoped rifle -- the pulse rifle may not be the best weapon once you take to the jungle.

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Once you've destroyed the Facehugger (it can attack your marine while he operates the keyboard), ignore the aliens who rush the complex and simply run out of the building towards the exit gate. Once the gate is shut, the Predator's plasmacaster shots cease.



Move through the first jungle section (no enemies). Once you progress past the security gate with the broken sentry gun, you will fight more alien spitters (one shot from the scoped rifle per alien will suffice) and combat androids.

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Note that there are two more secrets in the jungle area, and you can get both before exiting the level (at your leisure). You can grab both long before you encounter the android roadblock, so feel free to walk around.

For the combat androids "playing dead", they have no defence against the lifeform detector on the M42C. If there's a white outline, that thing is going to move. Hit it before it attacks, and you can take it down from a distance.



For the androids who ambush you at the end of the level, it's handy to have the shotgun (about 10 shots). Once the door to the tunnel opens, provoke them into investigating the gunfire you make; if you wait around the corner, you can gun down the androids (aim for their legs and arms to do the most damage) and kill them before they realize you're there.

You won't be able to use the M42C to fire on them (they are generally behind cover) but you can use the scope and the motion detector to narrow down where the androids are, and - more importantly - if they are coming around the corner.

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## Marine Campaign

	Marine Campaign	Predator Campaign	Alien Campaign			
		Colony	Refinery	Jungle	Ruins	Labs Pyramid

Your marine starts off in a cave. Start by going forward and claiming the shotgun. Take the shotgun and the scoped rifle along with you. You will want to keep the shotgun throughout the ruins level, as it will help you with the level's boss.

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Spare the shotgun ammo -- use one shell per alien when you reach the end of the cavern -- you want to hoard as much ammo for later.



To get out of the caverns, go up the rocky ramp, then follow it down once you get around the rock wall. You will go back down to the ground level to get out of the cavern.

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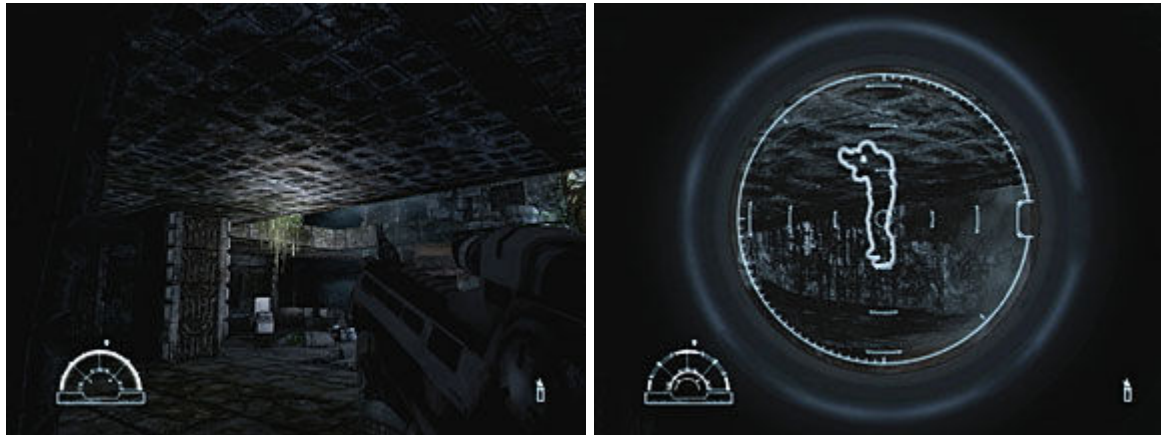
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At the end of the cavern zone, you will see the stairs to the ruins' entrance. Temporarily swap out the scoped rifle with the pulse rifle before start the hacking device. You can grab the sniper rifle once you're done with the enemies here.

Once your marine starts hacking the door to the ruins, approximately six aliens attack; head

downstairs and put your back to the corner, and block/shoot the enemies who come at you.

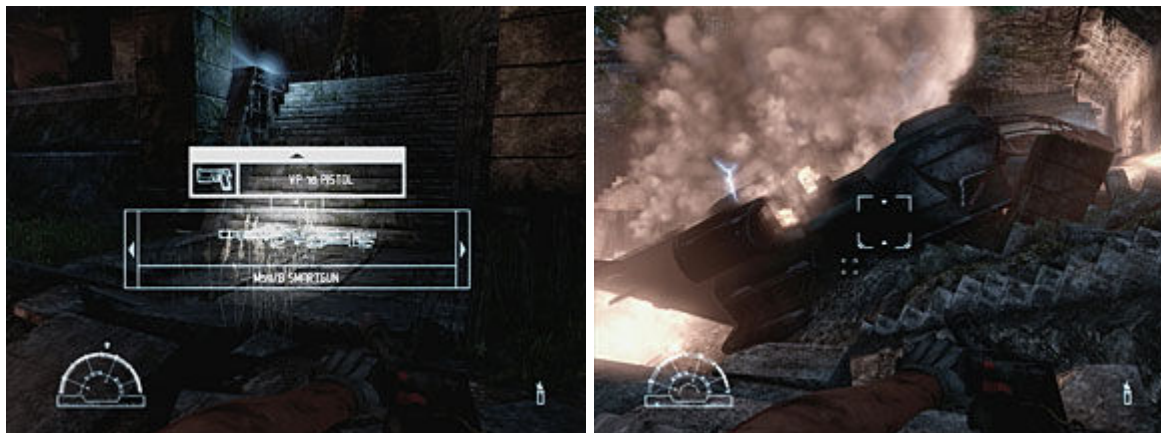


Once the door to the ruins opens, swap the pulse rifle back out for the scoped rifle. You will need the lifeform detector on the weapon to find the androids in the ruins.

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Locate and neutralize the enemies inside, but watch out for the explosive cannisters in the ruins; use the handgun to detonate the explosives or the androids may shoot them and kill you as you roam around looking for them.

Clear the top level of the ruins and restock ammo for the shotgun and the sniper rifle by checking the android corpses.



To get out of the ruins, mantle over the block with the audio log nearby. The two friendly marines nearby can actually survive the incoming onslaught if you work the Smartgun wisely.

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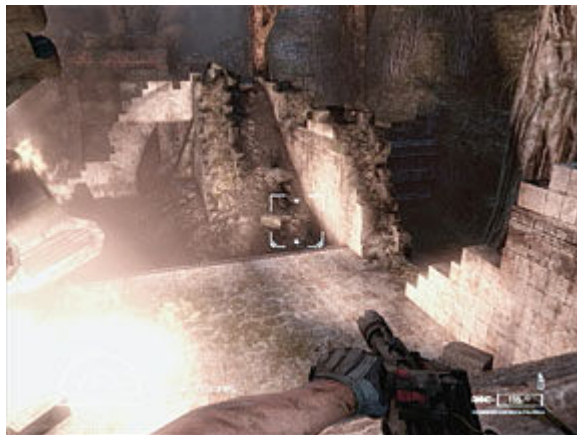
There will be a lot (repeat - a lot) of aliens who swarm the area right after you meet the two marines, so set yourself up to move and hose enemies.

### M59B Smartgun

A waldo-assisted support weapon firing rounds similar to the pulse rifle, but fires faster and at a higher velocity, thus doing more damage to enemies when the shots connect. The waldo and weapon are so cumbersome, the operator is limited only the smartgun rig and his sidearm.

It links its aiming system with an eye-piece worn by its operator. The aiming system can be disabled with the weapon's secondary function. When aim-assist is turned off, aiming is a little faster; but you will have to aim and shoot on your own. The auto-targeting is limited to targets in the gray rectangle, so turn off the aiming when enemies get too close.

Because the area is so open and square, you will not be able to stick yourself into one spot and choke off the alien onslaught. Just keep in mind that if you are using the smartgun, your marine cannot sprint unless he switches to the handgun.





After fighting the aliens at the first Smartgun pick-up, swap it back for the two longarms (shotgun and scoped rifle). Take the second smartgun near the sentry gun, then go and take the first smartgun (if it's still around) for the ammo.

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Head for the dropship crash site and fight off the aliens there. Use up the smartgun's ammo at the dropship -- don't bother hoarding it, as you need to be able to sprint later in the level. Once you're done with the smartgun, go back to the earlier area and take the shotgun / scoped rifle.



Stick around with the friendly marine who goes into the ruins with you; if you guard him well, his A.I. will track and aim at aliens when they appear. While he doesn't do much damage with his pulse rifle, he is another target for the aliens to attack, allowing you to shoot back with impunity.

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Follow the path and stairs around to the upper level of the ruins. Locate the central dias, and then look for the lit door marking the exit (above right). Hack the door and take out the enemies coming at you. Stay at the door to block/counter/shoot aliens, wait when the door opens, then through to the next zone.



You can grab two of the secrets here before you fight the Predator boss, or you can grab all three after the battle. To properly prepare, you will want a shotgun and a scoped rifle. While you are fighting the Predator in the arena, the weapons in the arena (shotgun and scoped rifle) will constantly respawn over time.

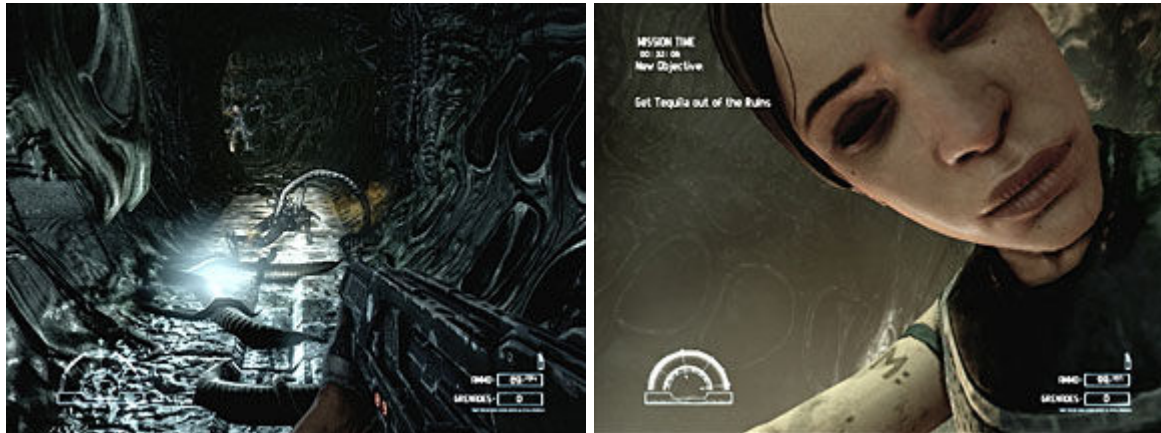
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Fill up on ammo during the fight; when the boss is about to die, kill it, and stock up on ammo before leaving.

Activate the fight by entering the research bungalow indicated by Katya. The Predator will start the fight by throwing the marine into the arena. Scoop up ammunition from the weapon drops in the arena, and head to the locked doorway. You want to be able to see the pedestal shown in the above picture.

You should have just enough room to move around on the ground and injure the Predator with the shotgun. When its blue life meter is depleted, it will generally hop on that low platform to heal; during this time, any additional damage will be done to its red life meter (which doesn't regenerate).

When both life meters are depleted, the boss will be neutralized, and you can leave by the stairs. Head back to the bungalow to continue the search for Teresa/Tequila.



In the research bungalow, you can swap the shotgun for the pulse rifle (your weapons reset in the next level), but you generally fight through an infested part of the ruins (no Facehuggers, just drones). Use the M42C's scope and the shotgun to whack some aliens, reach Teresa/Tequila, and save the girl.

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All in a day's work for a space marine.

Once Teresa/Tequila is following you, you will have a moderately tough (not completely invulnerable) A.I. Don't let her get swarmed and she should be fine. Your goal (after the rescue) is to get back into the arena where you fought the Predator, and access the locked door in its end-zone.

Go through the door after dealing with the incoming aliens (about a dozen) and you will end the level.

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## Marine Campaign

	Marine Campaign	Predator Campaign	Alien Campaign				
		Colony	Refinery	Jungle	Ruins	Labs	Pyramid

You will start the level off with the two rifles; at the first chance you get, swap the pulse rifle out for the shotgun (and keep the scoped rifle). 32 shells with the shotgun (its maximum ammunition) is all you need for the level's boss and anything in between (which you can use the scoped rifle or handgun for).



Follow the grassy path towards the WY security station and use the M42C's scope to detect lifeforms and androids.

Head into the security station and note that you can use the scoped rifle or handgun to assist Teresa/Tequila while she opens fire (saving ammo).

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There will not be any significant enemies until after you ride the elevator down into the monorail station, so use this time to explore and salvage weapons (like the M42C rifle in the station control room).



At the train platform, it's a long, tedious firefight against eight or so androids. Use the scope to find where they are and neutralize them. Note that headshots will not kill them instantly, so aim at their arms or legs instead.

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When you've cleared out all but the last two androids, an alien (or two) will appear from the laboratory area and attack. Sit back (preferably in the train) and wait for the outcome. If the androids win, you can find them using the scope; if the aliens win, they come towards and you can block/counter. Either way, you win, they lose.



Bring Teresa/Tequila to the surgical theater and don't miss the secret (#3)

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-- you cannot get it after meeting Katya (that section locks you out). Don't be too greedy with the weapons and stim-tabs in Katya's room either. You can go back there just before you enter the egg chamber to collect items.

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When you've dealt with the little xeno-pregger problem (or put it in stasis), meet Katya, and head back to the surgery room's doorway. Chances are, there'll be an alien there and you can block/counter it in the doorway.



Outside surgery, the door you want is to your marine's left. If you go right, the sentry gun and android will likely kill you. Head through the labs and use the motion tracker and the scope to find which androids are heading towards you. Use the shotgun to neutralize them at this range, and do not rely on the pulse rifle.

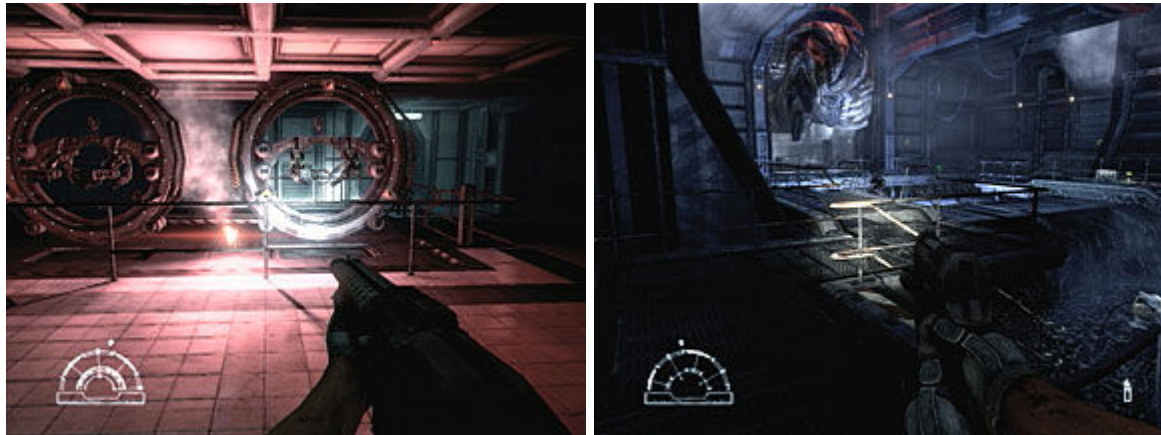




Leave the sentry gun alone. You can use it to deal with any aliens in that corridor; focus instead on taking down the androids who decide to investigate why their allies are being taken out by your pissed-off marine.

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If you want, you can use the pulse rifle's grenades here (just pick them up after shutting off the sentry gun), since the grenades are generally unhelpful when battling one or two aliens (shotgun) or androids (scoped rifle). The explosives though, can make short work of the androids you do find using the lifeform detection scope.



Take out all the androids to the egg chamber -- the door you're looking for is in the room with three metal rings (if you played the other campaigns, you will recognize this room).

Use the androids in the next room (the elevator room) to take out the xenomorphs -- simply approach the big door, then back away (not today, disco lady) and block in a corner.

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Chances are the aliens will come out on top over the androids; once an android is made immobile (by crippling its legs), the aliens' A.I. will prioritize your marine instead. Take down the surviving enemies, head into the elevator room, and enter the green-lit doors to the next zone.



Androids populate the next zone -- use the long halls and display screens to defend yourself from return fire. Hoard any shotgun shells you pick-up from destroyed androids, and use the M42C's ammo stock (it can hold up to 60 rounds) to get past the zone.

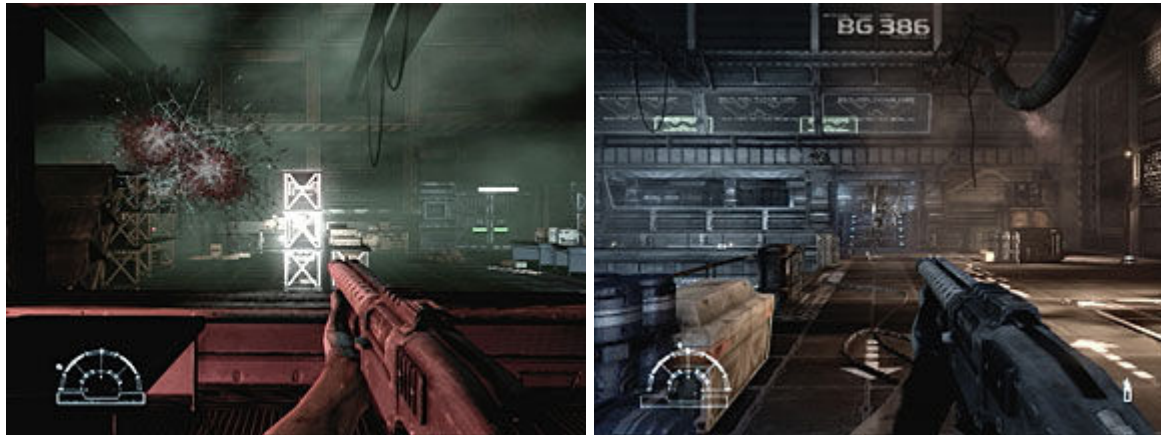
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Note that secret (#8) cannot be collected if you use the control panel near the Facehugged scientist. Head outside and grab it before continuing with your mission.

Outside, only alien drones attack you, so you can restrict yourself to the handgun. If you block and counter, you can cripple the aliens and finish them off without using up your ammunition.

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As you make your way back through the storage room, you should make sure your scoped rifle and shotgun are fully loaded (and select the shotgun). You will be fighting a boss once you enter the elevator room (past the storage room).



For the Praetorian, getting close (before it charges or spits) and emptying your shotgun is a good idea. Try not to waste too much time, since the other alien drones will try to savage your marine.

Once your shotgun is emptied, you can reload it, or try to finish off the boss using the scoped rifle. Without zooming in, you can fire the M42C from the hip and finish off the Praetorian before too many aliens swarm the room.

Note that being trapped on the side gantry with the Praetorian charging you is a bad idea -- while you block some of the boss' attacks, you cannot counter it with your own attack. The boss' A.I. though is scripted to back off when its life meter dips to 50 and 25 percent.

This is the sole reason for using the shotgun; it does a ton of damage and pretty much allows you to skip past all the odd behavior and just kill the damn thing. *Try and infest this.*

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## Marine Campaign

	Marine Campaign	Predator Campaign	Alien Campaign				
		Colony	Refinery	Jungle	Ruins	Labs	Pyramid

When your marine starts the level, get ready for a fight. You come in with the two rifles but you have the option to change into any of the weapons (except the flamethrower).

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First thing's first though -- activate the sentry gun and then take one of the three Smartguns near the sentry gun. One is to the sentry gun's left (next to the Predator statue's pedestal), a second is at the bridgehead, and a third is to the right of the sentry gun (next to the pulse rifle grenades).

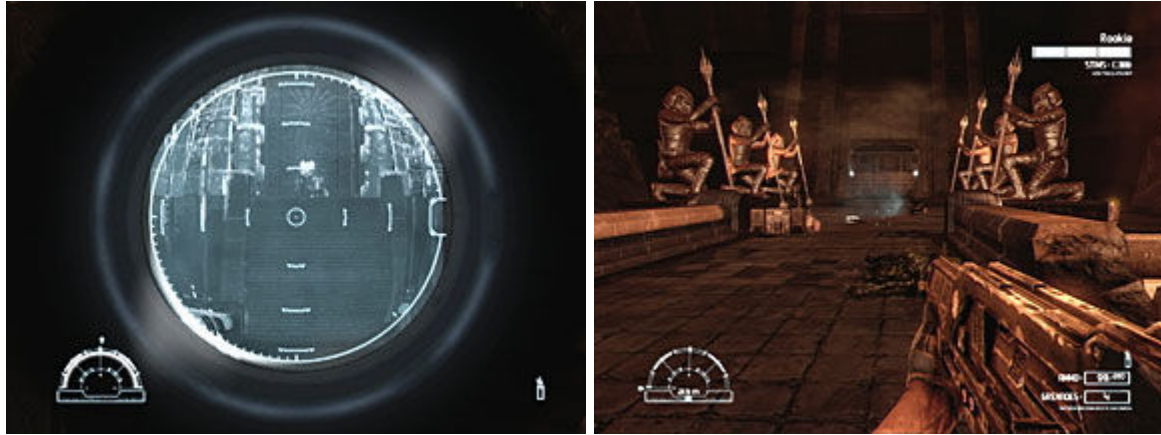


There are explosive cannisters on the bridge -- you may want to detonate the ones near the bridgehead so you can stand in the range of the sentry gun. If any aliens get behind you, the sentry gun has a chance of taking them out.

Of course, you have a problem -- the sentry gun is immobile and cannot turn or follow you around. Instead of a smartgun, you may want to stick with the pulse rifle and use the two grenade pick-ups (each one gives you four grenades).

With the pulse rifle, you can sprint and use the statues, sentry gun, and its grenades to

defeat the aliens. With the smartgun, you may get hit by a stray alien -- with the pulse rifle, you have the option to sprint and increase the distance between your marine and the aliens.



Don't relax yet, marine .... when you defeated the first wave of aliens, a checkpoint will appear on any non-Nightmare difficulty; the lull in the aliens will be the signal that you should reload the Smartgun or take out the M42C (the smartgun is a better choice).

You will need to deal with the two Praetorian aliens who barrel out from the pyramid's entrance, along with a couple drones. The drones are easy to kill, and should be neutralized on Hard and Nightmare first (since they can kill you quickly) before you focus on the bigger aliens.

On Normal, it'll take 75 rounds from the Smartgun to kill a Praetorian. To avoid having the weapon miss, leave on auto-targeting, get close, and hose down the large alien. If you can get it in range of the sentry gun, then good for you.

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After you defeat both Praetorians, the surviving alien drones will attempt to flee. Finish off any enemies, but you can save your ammo.

When you have survived both waves of aliens, examine your weapons. You can take the shotgun/scoped rifle combo, or what remains of the Smartgun ammo. There should be plenty of weapons at the next major encounter, so take what you're most comfortable with.

It should be noted that the initial two androids you fight in the pyramid are not cloaked, but the others are -- the smartgun helps with the cloaked androids if they get too close.

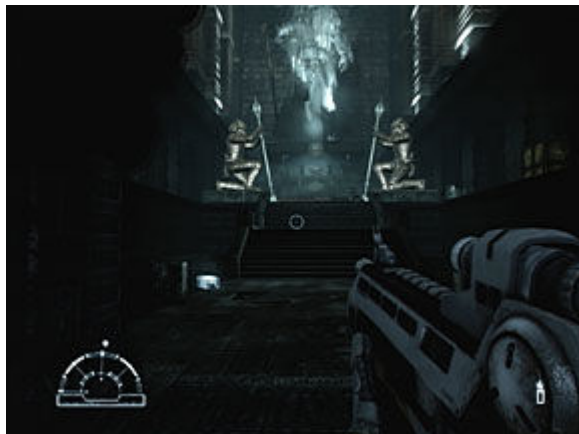


Enter the pyramid with your choice of weapons. Whatever you have will be what you bring out once the cut-scene ends, so use it immediately on the two combat androids in front of your marine.

Apart from the pulse rifles, shotguns, and scoped rifles the androids carry, there is a single Smartgun in the center of the room (the square pit in the center). Use what weapons you want to find the androids and take them out - they come out in pairs from each of the three remaining doors.

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When you've dealt with the remaining androids (and there's almost no reason why you can't easily since there's plenty of room to move around), load up on the shotgun and the scoped rifle. You're going to need to exploit the A.I. to beat the final boss.





With the shotgun armed, you're going to do the same ambush trick with every other android you fought in the lab and jungle when they attempt to approach you. When you enter the inner chamber, head to the left or right of the stairs leading to the Predator altar.

Using the bulk of the stairs, you're going to hide while the boss tries to shotgun your face. Use your motion detector to track the boss when it moves, and fire at it when you have a shot. The scope from the rifle can detect the boss when it stops.



Of course, the whole goal is to trick the A.I. into trying to get at you from an angle where it can't fire at your marine, but you can fire back at any part of its body, as seen in these illustrations.

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If you've packed yourself with the maximum shotguns shells and scoped rifle rounds, you can easily take down the Marine's final boss with little trouble. Once the boss is "dead", explore the room for the final secret.



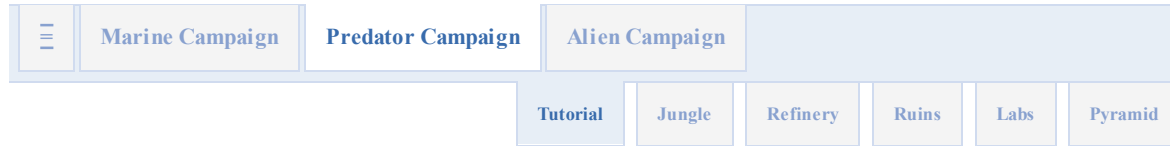
When you are ready to take the PDA, reload the handgun first. After the cut-scene, aim straight for the head of the "boss" and fire away. It should take no more than three or four bullets to destroy it.

Armed with the PDA, escape the pyramid quickly by reversing your path. From the boss' room, head straight into the center depression where the smartgun was (by now, you should just equip the handgun so you can sprint quickly).

Turn right at the depression, then left, and head towards the pyramid's entrance. When your marine clears the door, the campaign is completed.

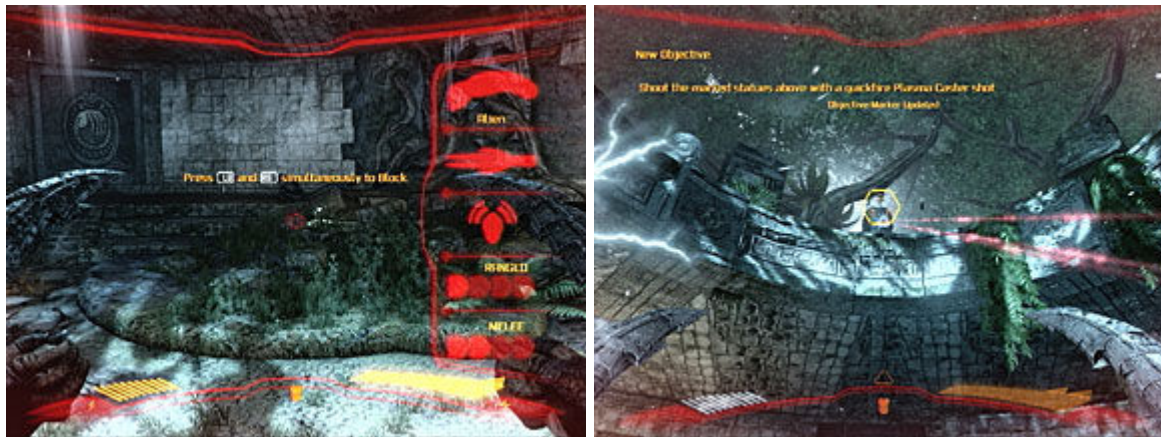
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## Predator Campaign



The Predator is a melee master but requires its cloak to take out marines. Unfortunately, battle training against the marines will not occur in this level, but you will have to beat off a bunch of aliens.

Unlike the other species, the Predator can scan enemies at range and determine several things about them, including if a marine has a motion detector or not (aliens always have such a detector to locate your Predator). The Focus function, thus becomes a very important part of the Predator's arsenal, despite it not being an actual "weapon".



Another thing to consider is the Predator's targeting laser when using the plasmacaster and the Smart Disc. The laser is a dead giveaway (as seen in the other campaigns), so it's to your advantage to not use the aforementioned weapons unless absolutely necessary.

For the tutorial, the Predator instructors will have you fight a bunch of aliens, so get into the habit of taking down the aliens (the drones anyway) using the Predator's wristblades. No other weapons will be as effective early on, so you might as well get used to it.

Even when you have ranged weapons (the Smart Disc and CombiStick), fighting aliens with melee is mandatory, since the Predator's ranged arsenal is very limited and has a lot of



cool-down time.

After you've slain all the aliens, and blasted all the marked statues using the Plasmacaster, use Focus to jump to escape the pit and end the level.

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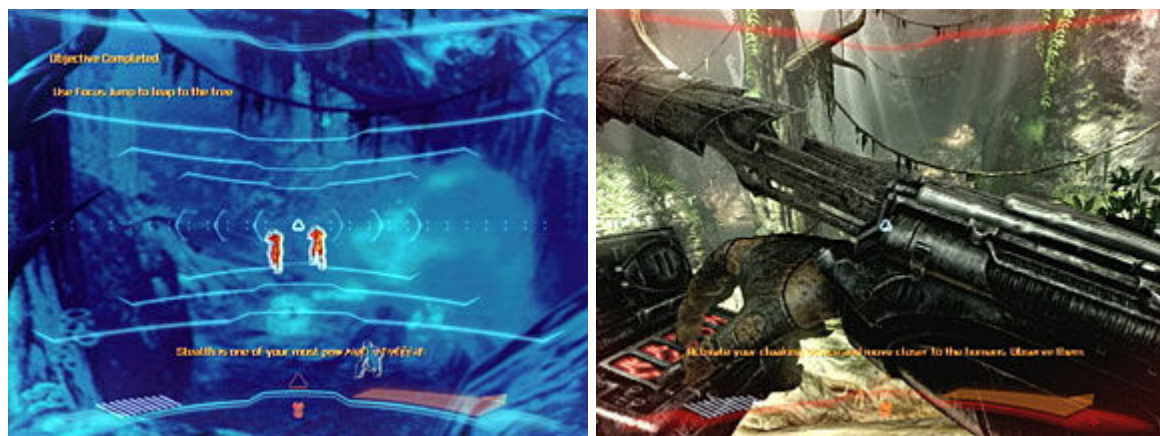
## Predator Campaign

≡	Marine Campaign	Predator Campaign	Alien Campaign					
			Tutorial	Jungle	Refinery	Ruins	Labs	Pyramid

The Predator's various abilities (cloak, mimicry/lure, super -or- Focus jump, zoom view, etc.) come online slowly through the early part of this level. Follow the instructions on your HUD so you can activate them in time.

After you've spotted the incoming marines, switch to thermal vision (although it's not always necessary), and clock your big fat dude when the option is available.

It's important to note that the Predator's cloak has no limits imposed on it, apart from very close proximity, and water (which shorts it out, and deactivates it).



Another important note about the Predator -- his movements are generally silent (even when sprinting). By clever use of the Focus/Super Jump, you can get close to un-suspecting marines and dice 'em up.

Since the Plasmacaster is not activated yet for the first two marines, you need to take them out the old fashioned way -- with a *Rogue Warrior* kill-move. Use Focus to get a bead on which marines have motion detectors; to avoid alarming a marine armed with a detector, simply remain out of range or circle behind them.

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It should be noted that turning in place doesn't trigger the motion detector, but walking, jumping, or dropping does. When the enemy marine A.I. is not alerted to your presence, remain invisible and don't do anything stupid to draw attention (including attacking walls because that makes noise).



Drop down behind the lagging marine and pulverize his face with the "Grab" kill. Do the same with the second marine, and we can move on with some other business.

Once you've dealt with these two marines forward, the other two marines in this zone will hang back behind their sentry gun. Unless you're a desolid Superman, lure the other marines beyond the sight of the other enemies before murdering him.





Zoom in to target a marine, and distract the marine to a spot where you want him to stand (approximately).

The marine A.I. will not always go directly to the spot you set the distraction point, so allow for some variance. Also, some marines are on high alert, and will not be so easily duped. Use the waveform analyzer to lure the weaker marines to a lonesome alley and kill them, then deal with the hard-cases with surprise stealth attacks from the back.

Lure and murder both marines, then get around the sentry gun's arc by Focus jumping on the sides of the jungle valley's walls. When you land behind the sentry gun, you can deactivate it by operating its controlling laptop.

Sentry guns are otherwise indestructable (even against the Predator's explosives) so use caution when you see one.

<b>PlasmaCaster</b>	<p>Shoulder mounted ranged weapon that direct-fires a bolt of burning plasma. The more energy used, the more destructive the shot is; additionally, this "charge time" will trigger an auto-lock feature that locks onto a target.</p> <p>The plasmacaster uses one to four shards of energy -- the bars on the lower left corner of the Predator's HUD. Additionally, the big ass targeting laser is a giveaway, and not helpful if you want to remain stealthed.</p> <p>Press Focus when charging (or preparing) any Predator weapon to cancel its use.</p>
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Once the sentry gun is down, you can explore this jungle zone (before passing through the gate) for the Trophy Belts (secrets). Click the "view location" link on this section to go to the trophy belt section.



Recharge the battery -- if you used the plasmacaster, the battery will be completely charged now -- and open the gate to the next section of the jungle.

The next section of the jungle will be devoid of marines (before the outpost anyway), so you can ignore your cloak. Locate the dead Predator on the jungle floor and take its health shards (the medical syringes we saw in *Predator 2*). Each one behaves like a marine stim-tab -- instantly refills all the Predator's life blocks (it has five compared to the Marine's three).

Once that's done, fight the incoming alien drones and spitters. The Predator needs to battle the aliens with its melee weapons, since it was too dumb to bring along a handblaster.

### XenoBiology

Aliens see by smell (body chemicals) and will locate your Predator even if it uses optical camouflage. Since the Predator depends on melee attacks, you need to get into the habit of using the rock-paper-scissors mentality of melee in AVP 2010:

Blocking beats light melee attacks.

Heavy melee attacks pierce defending enemies.

Light melee attacks counter opponents winding up a heavy melee attack (a haymaker).

A pounce attack (Focus and light melee for Predators and Aliens)

can be blocked but not countered.

By keeping these rules in mind, you can become a melee master in AVP 2010, and bring down your opponents a notch or two.

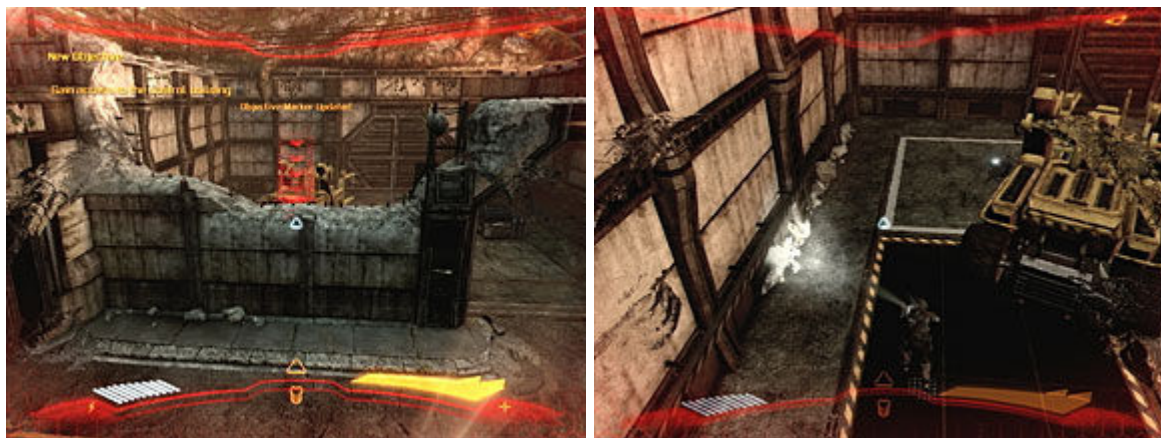
Use the Predator's wristblades and awesome combat abilities to beat off the aliens. It's important to know that even if you've knocked prone an alien and can kill it using a "Grab" kill (also called a 'Trophy Kill' but we avoid that term since it can be confused with Playstation 3's trophies), resist the urge to do so.

While kill-moves or grab-kills are instantly lethal against regular enemies, your Predator (or Alien -- the marine cannot use grab-kills in campaign) will be vulnerable to incoming attacks (and may die in the middle of the animation). Hit enemies who are prone with a few light melee attacks (or a Smart Disc, Prox Mine, or Combi-Stick later on) and simply wear everyone down.

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You can do grab-kills on the last few enemies without fear of reprisal, but be prepared to take damage if even one enemy circles behind your Predator and attacks.

Kill all the aliens, heal (there are more health shards in the human outpost) and cloak your big dude. There are human marines up ahead. Don't miss the secrets in the jungle; two more are in the area where you fought the aliens.



Focus jump into the outpost and locate the broken wall near the mining vehicle by the



sentry gun. From this short wall, you can lure and murder three of the patrolling marines. The fourth one you will need to move towards the flaming wreckage of the Marlow to see.

Don't forget that there's no time limit when fighting the marines -- take your time to observe their patrol patterns. After doing a stealth kill, your Predator will de-cloak; remember to hit cloak before Focus jumping back onto your hunting perch, or a marine may spot you and alert the others.

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Locate the side of the admin building and power supply you need to disable. You can go up to it and wreck the panel using melee weapons (handy if you want the score bonus for not using the plasmacaster in a level), or -- in practical fashion -- shoot it with a half-charged (two bars) plasmacaster shot to destroy it.

Once the panel is destroyed, at least two marines will come out to investigate. Neither can be lured initially, but you can lure one of them when they start walking back inside.

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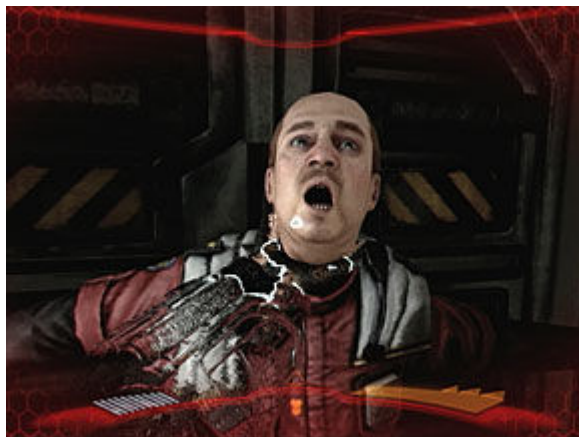
Get rid of the marines however you can -- if you get shot, there is a health shard in the outposts' building you can fetch; remember the Predator can Focus pounce a marine, or tap the plasmacaster to shoot a weak shot to stun the guy before you sprint close and whack him.



Head inside the building and take down all the marines with your weapons. Take the health shard and use it if you are low on health.

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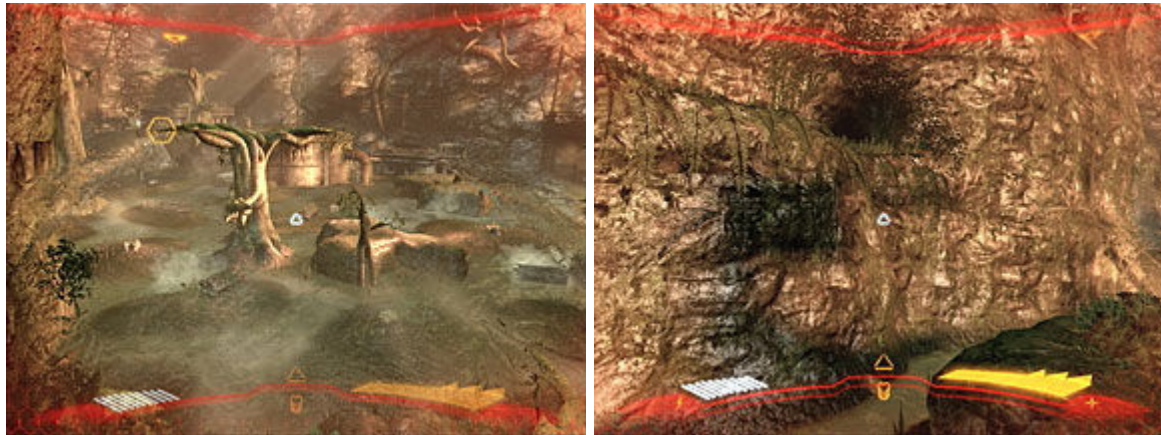
For the security officer, they all can be approach from the front and grab-killed, even if they are unsurprised by your presence. Simply weather the bullet storm and seize his ass. With the head in tow, operate both of the control panels in the control tower.



One control panel shuts down the sentry guns (the left one) while the right one shuts down the gate's electricity, allowing a swarm of aliens to attack the outpost.

Deal with the aliens in the control room -- by having a chokepoint at the door, you insure only one alien can attack you at a time. Block/counter them and -- with only one alien able

to attack you -- you can do trophy kills in the doorway to dramatically increase your score.



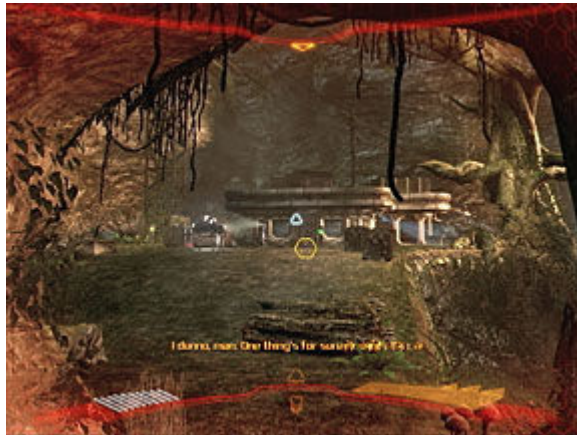
Once in the swamp, steer clear of the ground, unless you are sure it's dry land. Water will short out your optical camouflage and the marines all instantly open fire. Shorting out the cloak is not a problem if you are *behind* an unalerted marine and doing a stealth kill, so if you need to lure one to wet ground, do so.

Thin out the marine patrols in the swamp, but you can look for the small pathway on the left side of the swamp -- the one with the two "infested" looking tunnels (like aliens had gone through them). Using the tunnel, you can stay cloaked and quickly Focus jump onto the building you need to enter.

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Note, if you've been using Focus, you may notice a health shard on a cliff ledge overlooking the swamp. Avoid taking this shard until you need it (even if you have space for it). The reason why is that there's a health shard where you find the second Predator corpse, and that one disappears after you complete certain tasks.





Get on the building and get rid of the pesky humans around the place so you can enter. The generator in the corner is fairly dark and serves as a good perch to watch enemies (while cloaked). Drop down to take out enemies when they are alone.

If there are two enemies who patrol together, you can use the lure to move one of them away from the patrol route, then attack the other marine when they separate. The distraction spot doesn't necessarily have to make enemies come to you.

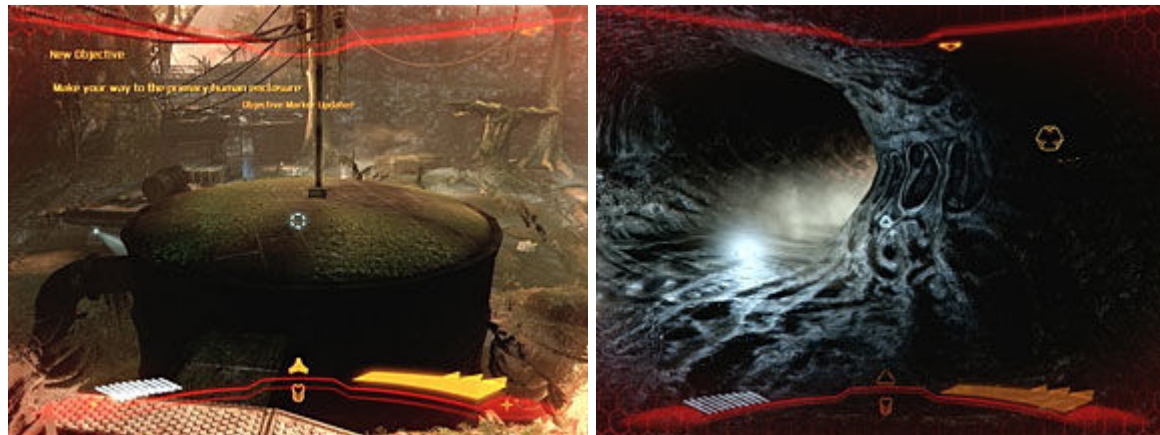


Enter the upper building after getting rid of the marines; inside you will find (and unlock) the Proximity Mines. Do you have space for a health shard? If you do, grab the one in this building now. You cannot get it after you complete your task in this structure.

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<p><b>Prox Mine</b></p>	<p>General anti-personnel explosive using plasma energy. It uses four shards of energy (or bars) to set create and set a mine. Mines stick to any surface or entity (living or not) but it has the added benefit of not de-cloaking the Predator when the mines are thrown.</p> <p>Only five mines can be placed at any one time (it's a game thing). You can detonate the mines manually (instead of waiting for enemies to set them off) by selecting the "select mine" button and holding it down.</p> <p>Pressing Focus will unready a Prox Mine you were considering setting. This is important ... if you don't want to place a mine and kill yourself with the explosion. Now, that's a dishonorable death.</p>
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Take the prox mines from the table, and set the self-destruct on the second Predator corpse. When you leave, the building will be destroyed and aliens will attack you.



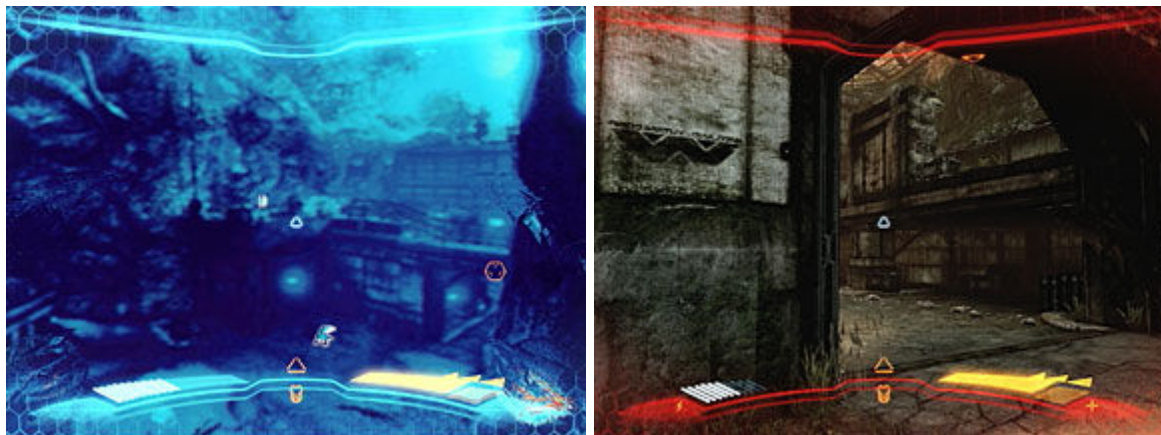
The safest place may actually be the infested tunnels. Since they are so tight, aliens can only attack you from one of two directions. Block, counter, and grab yourself some honorable grab-kills. If you choose to fight out in the open, then you can try atop the fuel silo in the swamp.

Just be aware that the marines can sometimes spot you there if you are not cloaked. If you are injured now, and have a slot for a health shard, grab the one on the cliffside now.



The goal now is to break into the swamp fortress. Before you hastily step into the middle of the fort, take care of the sentry gun first.

Sneak along the side of the fort/map edge and run past its side when the sentry's arc is aimed away from you. Smash the laptop, cloak and back off again.



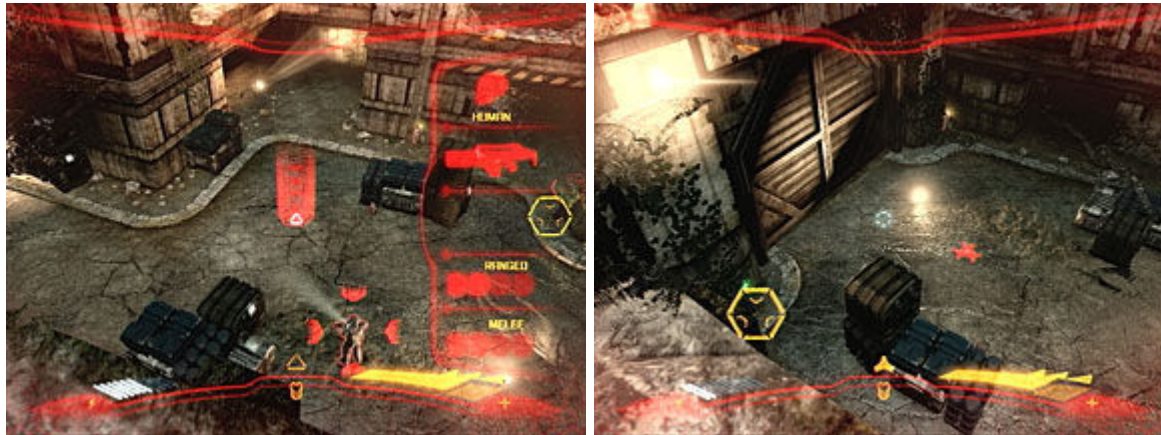
Backing off is prudent, since there is a marine sniper on the upper level of the fort. If you want, you can take him down using a plasmacaster shot. Otherwise, you need to move in quickly and hide on the far side of the fort's second level.

For inside the fort, you can take out the initial three marines inside the fort. You may want

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to grab the remaining secret to clear the area of troublesome memento/trophy belts.



From the fort's walls above, you can completely wipe out the rest of the enemies. There are several power sources in the swamp - three to be exact.

One is next to the communications' tower on the bluff, two are on the ground floor of the fortress. Before you activate the panel to open the gate to the level exit, consider placing some proximity mines in the area around the gate.

Remember, you can place five mines, but your current energy bar only allows you to place two mines per charge (costing you eight shards of energy). Place as many mines as you can afford to, use the gate's panel, cloak, and focus jump back to someplace safe.

While you certainly don't need to neutralize the last two marines and just escape the jungle, you can grab-kill them to enhance your campaign score.

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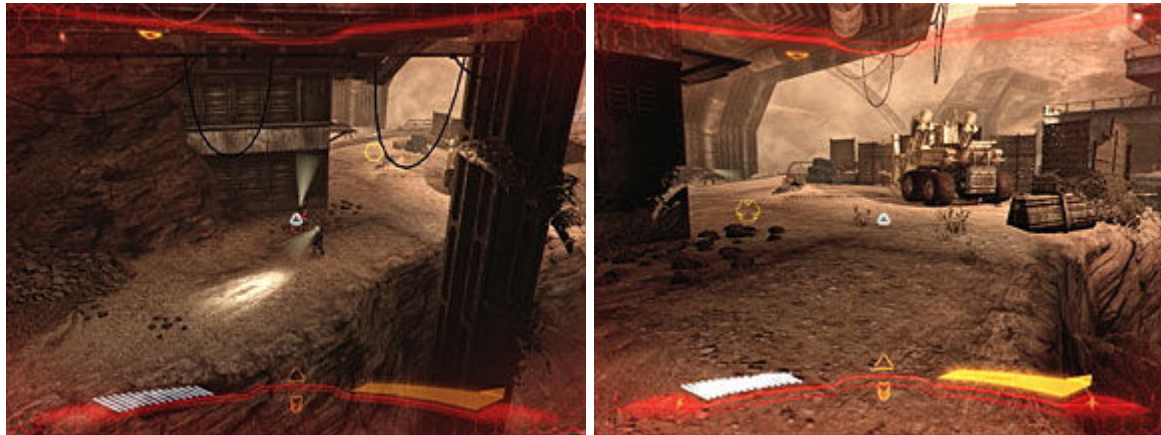
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## Predator Campaign

<div></div>	Marine Campaign	Predator Campaign	Alien Campaign					
			Tutorial	Jungle	Refinery	Ruins	Labs	Pyramid

When you begin this level, don't jump down to fight the marines just yet. There are four marines on your side of the ravine -- way too many for one Predator to fight head to head.



Two of them will patrol near the area you want to hop down to (above illustration, left), so you want to lure one of them to the far left corner (preferably the one with the motion detector) and stealth kill him; once he's dead, hide next to the wall, lure the second marine to the same corner (remain still and cloaked to prevent him from locating you) and kill him as well.



Head for the vehicle, but don't get too close to the ravine, or the sentry gun will activate. Use the waveform analyzer to lure then other two marines (zoom in for the distraction function to kick in) to the same dark rocky alley and whack them as well.

Note that you can focus jump to get close without causing much noise (although if you bump into the marine, he will turn around and attack). After neutralizing all the marines on this side of the ravine, you are ready to tackle the other four marines on the other side.



Avoid the bridgehead, since there's no way to destroy the sentry gun. Focus jump to the pipes under the bridge, then again to the other side of the ravine.

Once you cross the ravine (preferably cloaked), quickly cross the road to the side of the refinery's control building. You want to locate the road

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leading to a locked door (this is the same spot the marine and alien pop out from in their campaigns). There is another much needed health shard you may find handy. If you play your cards (and cloak) right, you won't even need to use one.

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Note the secret on the structure next to the road. From there, you can also wait, watch, and spy on the two patrolling marines. While one of them will not be lured, you can still distract one of the marines to the bottom of the stairs and whack him. With the second marine, you can either place a prox mine, lure him, or cloak and stealth kill him as he turns his back on your predator.

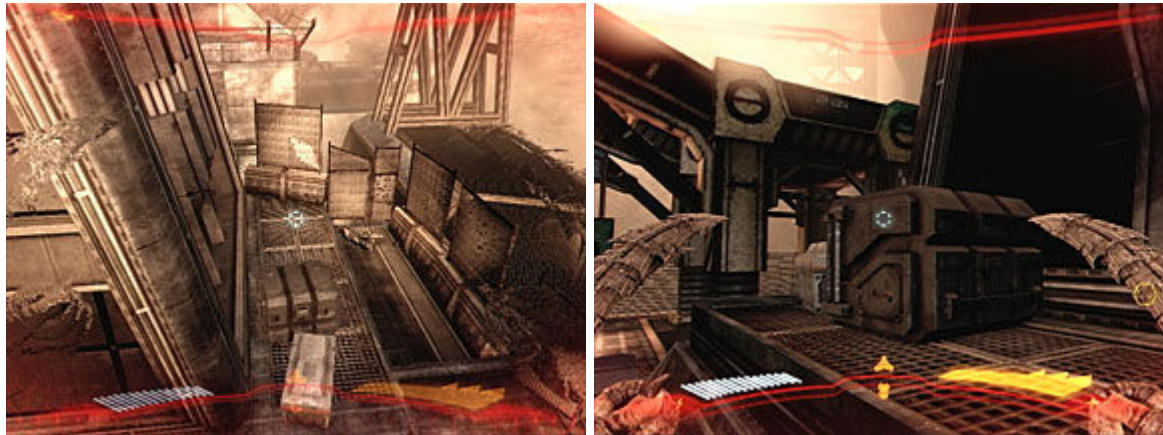


The other two marines near the objective generator will rarely stray from the area unless you make a noise. Since one of them has a motion tracker, wait until both marines are gone from the walkway before you Focus Jump on top of the generator.

Because you MUST drain the generator, your Predator's batteries will recover anyway. So, go ahead and use a proximity mine (or two) on the remaining marines.

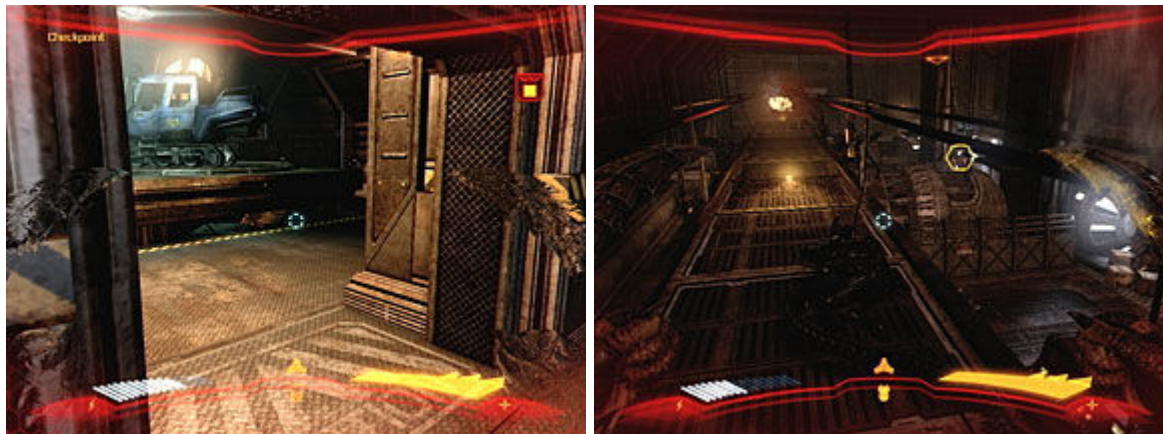
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When the generator is cleared of marines, drain the unit of energy, hop onto the roof, and activate the ore bucket that connects the building to the refinery's upper entrance. Note that for secret (#2), the Predator can Focus Jump onto the bucket track's supports. It's probably better you do; it's faster than riding the ore bucket.



There are three marines blocking your way to the refinery's interior. If you are standing on top of the ore bucket assembly, you can easily target two of the three -- if you know where they appear, you can target the technician who stops at the strut/control panel under your hunting perch and send him to the cul-de-sac nearby.

After you murder a soldier, cloak and hop on the cargo container to get the height you need to Focus jump back on top of the bucket track. From there, you can repeat the process until the area is cleared of enemies.



Enter the refinery, and Focus Jump up the elevator shaft (let the car pass by first). In the maintenance bay, assist the aliens in destroying the marines. Although this sounds bizarre, the marines are a bigger threat than

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the aliens, since they can attack your Predator at long range, and their attacks cannot be throttled.

Hang back though, and let the carnage thin out some of the enemies inside; you need to gauge things by ear, since the marines or the aliens can come out on top (depends on how fast the A.I. routes the aliens to the marines' faces).

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Take out the remaining marines and aliens here, and move into the next area. The machine room has a marine or two on the catwalk, but the rest of the enemies are aliens, so don't bother cloaking unless a marine is constantly hosing your Predator.



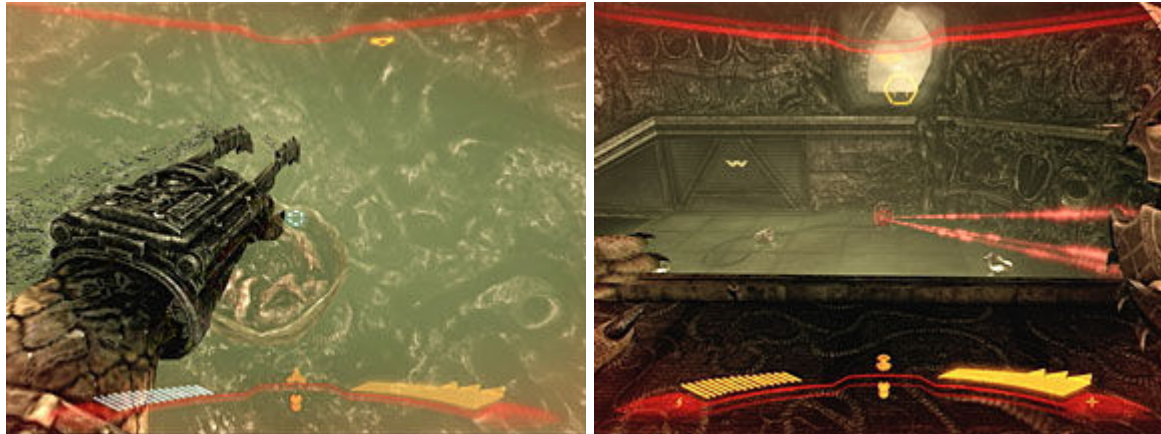
Head down the corridor from the machine room and note that there are a lot of secrets here in the refinery's ore furnace. One of the secrets is down the stairs that leads to an alien orifice.

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To get the other secrets (note there're no enemies, and no timer despite the klaxons and audio warnings), locate the one corner in the fiery room that has no flames. From there, your Predator can Focus jump onto the ceiling supports and nab the secrets.

Surprisingly, you're actually almost done with the level; you only take the Smart Disc in the corridor, fight a few eggs and Facehuggers, jump down into a hole and escape after a brief (but furious) alien onslaught. All those health shards you've been hoarding can be put to use soon enough.





The Predator has a different method to deal with Eggs and Facehuggers; the Predator never faces Facehuggers out in the open (well, almost never). The wristblades are potent, and allows Predators to smash open an egg and the Facehugger inside with one (or two) blows.

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When faced with eggs, get close and smash away, taking care to only approach one egg at a time. After picking up the Smart Disc from the Predator corpse, you will have a free ranged attack to use freely against aliens; naturally, you will want to use the disc against Facehuggers and eggs when given the chance.

#### Smart Disc

A heavy metallic disc used for hunting game. Thrown by hand, the smart disc has a computerized flight system that tries to flies towards the spot "painted" by the Predator's targeting laser.

Unfortunately, the disc only has enough power to makme short flights, much like the Glaive in *Dark Sector* or the Razorwind in *Turok 2: Seeds of Evil*. This means the disc shouldn't be expected to do much except zip out, bounce around between obstacles and walls, and come back after a few seconds.

After you throw it, use another weapon or melee to survive. Note that until the disc returns, the targeting laser will remain active (making your cloak useless against marines). Don't forget that pressing Focus while the disc is being readied (hold Fire) will

cause the Predator to put away the weapon (and turn off that damn laser).

Use the Smart Disc against the eggs in the pit for a secret; against aliens, you can generally throw out the disc, rough up the aliens with the wristblades, and wait for the razordisc to come back and slice through some schmuck's spine while you're battling it out with a pack of drones.



After passing the depression in the garage, you will find a glowing hole. Jump in the hole in the palace if you go (small Legend of Zelda joke there) but be sure to grab the secret before you do. Once you leap down, there will be an infinite number of aliens, so you may want to have a full charge of energy as well.

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Having full energy will allow your Predator to put out three prox mines (at the cost of 12 of your 15 energy bars). There are two fires at the bottom of the refinery chamber; place mines around the right fire, as if you want to "defend the fire" like a flag. You will likely not hang around, but you want to have the area around the right inferno clear of aliens since that's your escape.

Select the Smart Disc and get ready to sprint/melee around the room to avoid aliens. Until the Predator Elders' message shows up on your HUD, you can't really damage the pipe with any effect. Once the message shows up to tell you to escape the refinery, locate the "right" fire.

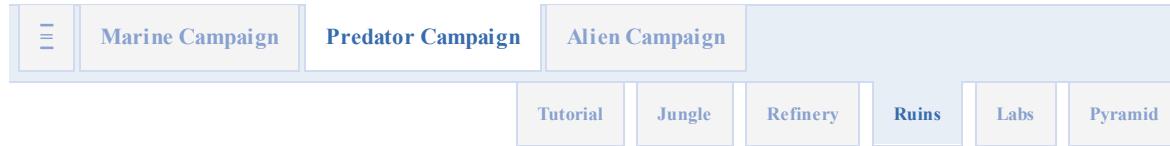
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Above this conflagration, there's a red/orange liquids pipe. Break it open with the smart disc to release the fire retardant. Once the pipe is hit, strike it more to unleash more retardant (for game purposes, the retardant is like the pipe's 'blood'). When enough retardant is released, the fire will extinguish and you can leave the level (use the HUD marker to locate the exit).

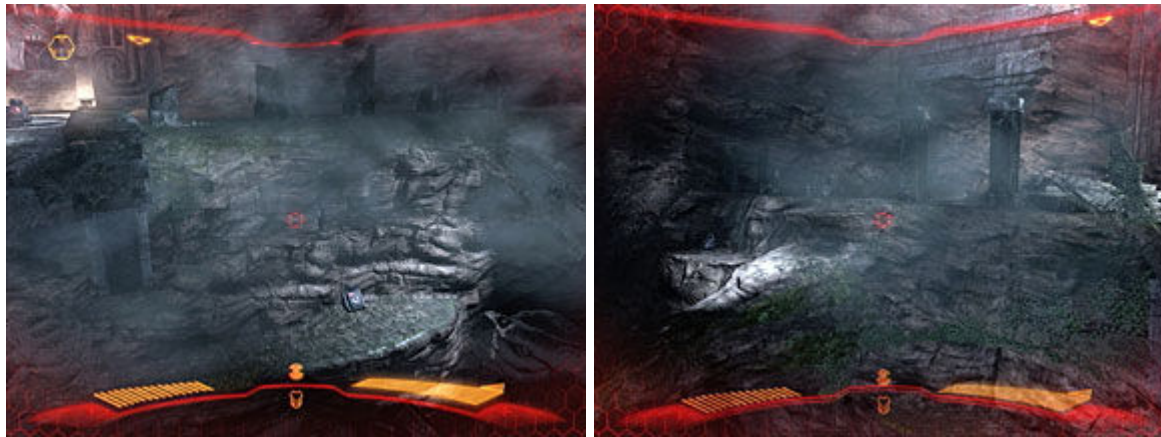
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## Predator Campaign

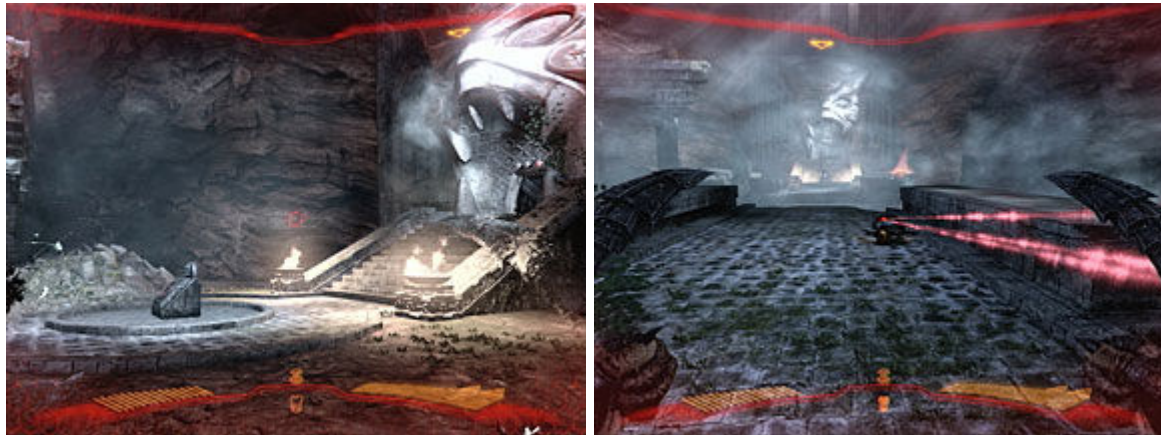


If you are looking for two enemies to whack with one disc flight, this is the area to do it. First things first -- your Predator needs to open the door to the Predator Temple. To do that, you need to locate and operate the three switches in front of the temple.



Aside from the central switch, there are two more switches on the cliffside on either side of the bridge. You can see them using zoom view from the bridge. While you can activate them in any order, you may want to do them in a particular order (IGN's order) so you can better prepare for the alien ambush.

Use the switch near the health shard first -- you can pick up the life item as well. The second switch you operate will release four aliens who will immediately hunt you down and try to kill you. Knowing that, use the middle switch (the one in front of the temple door) as the second switch.



Once the aliens are loose, Focus Jump across the broken bridge, and use the smart disc to beat off the aliens. Since the aliens need to jump across the bridge's gap, you can stand back a bit and hit the aliens as they try to bob/jump over the gap. Easy.

When all three switches are activated, the temple's front door opens and some more aliens appear. Stem the tide at the door and block/counter/grab-kill them all. The next of the game will be a little different from what you've been doing most of the time.



The chamber with the moving blocks is a Focus Jumping exercise. Hold Focus, spin the mouse (or joystick) to the next higher platform, and spam the jump button to quickly get to the top.

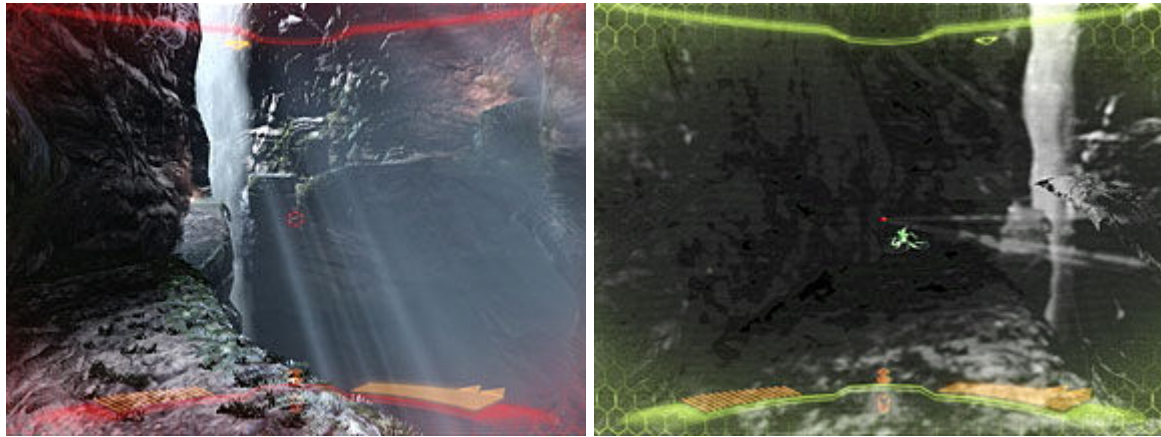
There is a pattern to the sliding blocks -- it's far easier to sit at the center dias (above the

water) and watch the blocks -- the Predator can clear one layer of blocks per Focus Jump, but it has to be on a block next to the one he's standing on.

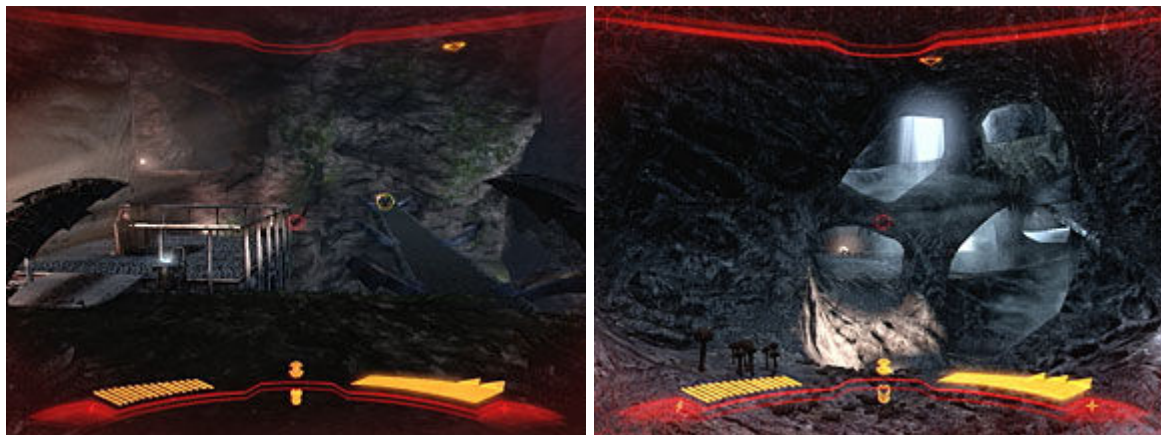
With some observation, trial and error, and quick reactions, you should be able to get up to the top without much trouble.

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Operate the switch at the top of the Focus Jumping chamber, grab the new hunting mask, and head out of the temple by the crack in the left side. Before leaving the temple's hall, don't miss the secret.



Follow the cliffside path around the crevasse carefully. The aliens here are a mixture of drones and spitters, but they are finite (for the most part). Thin out the herd by sticking near the breach in the temple's wall, using the Smart Disc and Alien Vision liberally.



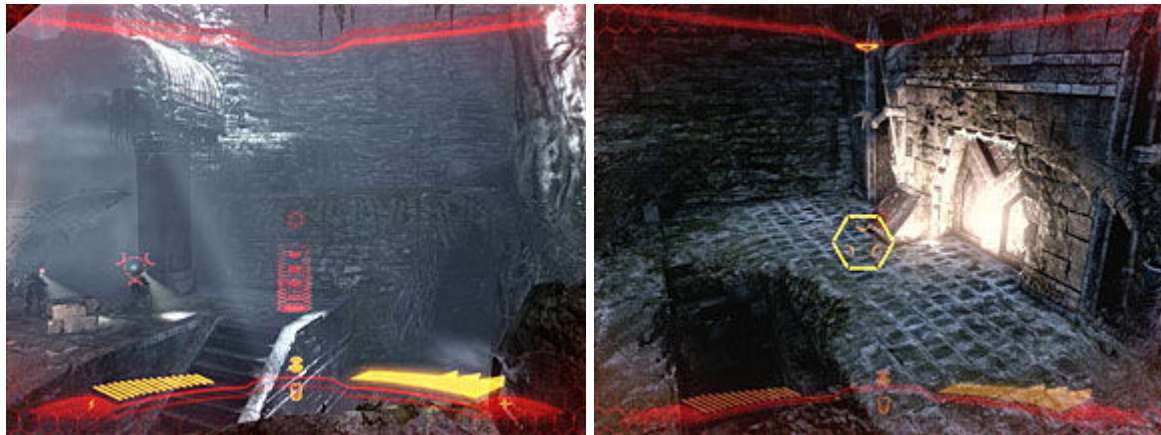


Locate the bridge stretching over the crevasse, and Focus Jump onto the cliff ledges towards the cave. The Predator Temple / crevasse will lead to an enclosed cave packed with aliens and -- worse -- marines with a lot of firepower at the objective you need to reach.

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When faced with a mix of enemies, your cloak will be disabled since your Predator will refuse to cloak when fighting hand to hand (it's an honor thing). However, this allows marines to see your Predator and attack; to get around this problem, either cloak and Focus Jump/sprint/go past the areas held by Marines until you reach a high spot that only aliens and Predators can access.

If you choose to remain in weapons range of marines, put something (like a wall or rock) between you and the marines. If they cannot see you, they will sometimes ignore your Predator and fight the computer aliens instead.



At the end of the cavern, there will be three or four marines -- one of whom has a Smartgun equipped. Exposing your Predator to a few seconds of the Smartgun will be enough to kill it on Normal (let alone Hard or Nightmare), so don't try it.

Rather than wait for the marines to organize or the aliens to gather at the entrance, opt to Focus Jump to the top of the stairs, and quickly Focus Jump high on the other side. With luck, the marines will only get off a few hits, and you can hide and kill aliens who follow.

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Using the Waveform Analyzer may not be an option, as the marines will be on high alert from fighting or sighting the incoming xenomorphs. However, if you can use it, set the distraction point far forward (towards the cave). This will thin out the patrols on the stairs and let you pass by with less resistance.

Activate the switch to move from this zone into the next.



In the next zone, your Predator can drop down into the ruins, fighting some marines who retreat into the structure for cover. The sentry gun near the ruins' entrance cannot be deactivated, but it doesn't really figure into your path -- in fact, it can kill aliens for you.

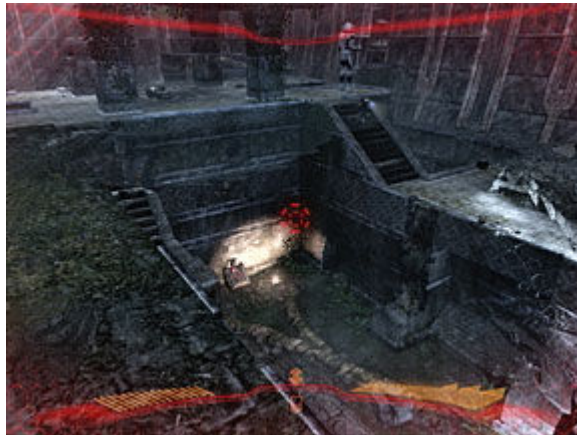
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The problem with the sentry guns (one at the ruins' entrance and a second one on the right side of the map) is that they will hamper your attempts to retrieve the two secrets in this area. You can easily destroy the second gun (the laptop is exposed), but apart from the secret grabbing, leaving the sentry guns on is a better bet since they chew up the aliens quickly.

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Remember that the sentry guns and aliens do not care about your Predator's cloaking; put your Predator behind rocks, walls, or columns when a sentry gun's targeting sight is moving towards you and you will be fine. Move out once the gun's sensors are aiming the other way.

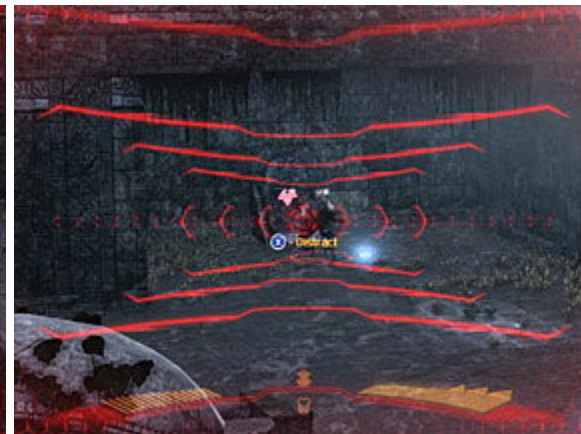
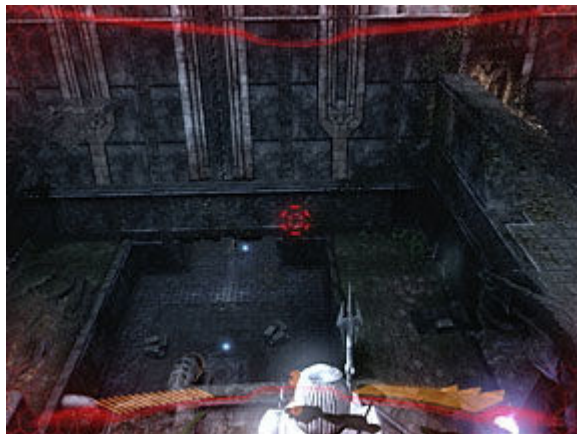
Head to the next area of the ruins once you've reach the door by the fiery wreckage.



The last serious area of the Ruins, the labyrinth, is a common map for the marine, Predator, and alien. All three have similar tasks here: open the door to the arena. For the Predator, you need to locate three pedestal switches (similar to the ones earlier in the level) and operate them.

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Two of the three switches are shown in the illustrations above -- one in a dry grassy pit, the second on the side of the maze and in easy reach of the area's exit.



The third switch is in the water pool -- meaning your cloak will not work against the smartgunner standing guard over the switch. Zoom in and distract the guard so s/he turns around for a stealth kill, or use the Smart

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Disc to bring them down, sprint close, and do a grab-kill.

After activating all three switches, a few more marines will come out from the level's exit (from the arena). Cloak and ambush them as you like. Once the zone is cleared of enemies, you can explore the ruins maze for the two secrets.

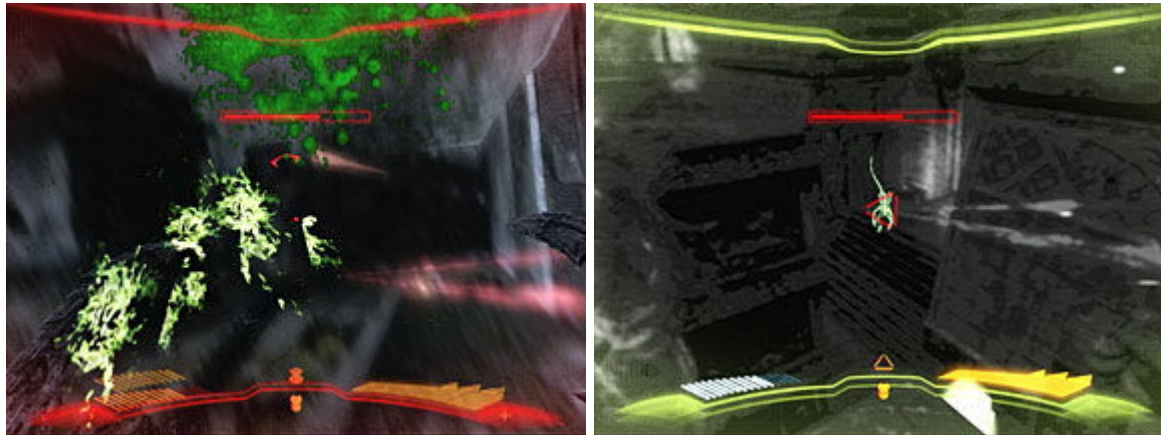
Remember your Focus button for the Predator reveals the location of everything (objectives, health shards, and trophy belts) if you are in range, so use that ability to narrow your search.



In the arena, don't be too eager and start the fight with the level boss yet; explore the area for the final two secrets, and you can even try and throw some prox mines into to the arena (then charge your energy bar)

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Once you enter the arena, your weapon of choice will be the Smart Disc, and staying on a perch like a coward. Going head to head with the boss (melee wise) is not an option, even on Normal.



Getting close with the boss, the Praetorian, is a bad idea. It can out-punch, and survive a bruising. More so because the damn thing has its little drone buddies to help.

No matter how tough the boss is, you can out-smart it. Focus jump onto the highest pyre in the arena and stand in the middle. Something in the enemy alien A.I. makes them attempt to pounce your Predator as the first attack -- fortunately for you, the pounce attack is also linked to the alien's wall scaling function, so when the enemy aliens try to pounce, they wind up missing you (mostly).

The few scrapes and scratches you can regenerate (slowly) over time.

So, you're standing tall on a tower while the boss is all the way down on the ground ... haul out the smart disc and chip the s.o.b. to death. The Praetorian has the spitter's acid spit, but the spittle travels so slowly, you can see it coming. Either side-step the shot, or Focus Jump to another spot, then hop back to where you were and continue your Smart Disc spamming.

Since it takes the disc a little while to destroy the boss, block the alien drones who scramble up to attack, and try to keep the targeting laser on the Praetorian (at least until the disc hits it once before returning).

After a little persistence, the boss dies, and your Predator gets to teabag its corpse before picking up an awesome new weapon.

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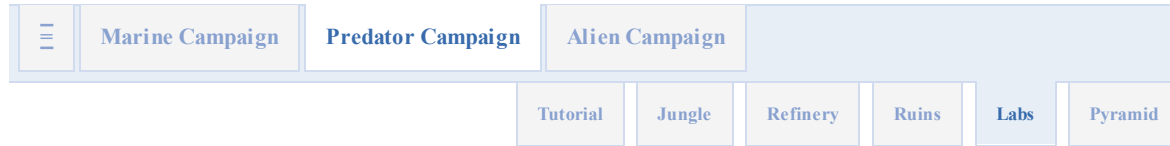
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## Predator Campaign



Ignore the drama on the jungle floor and Focus jump to the cliff ledge to get a little closer to the action. All the enemies here will have motion trackers, so it's imperative to cloak and remain still to avoid detection.

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<b>Combi-Stick</b>	<p>This melee weapon is used as a thrown missile. A telescopic fighting stick with sharp points, the combi-stick is like a rocket launcher, and kills most peon enemies with one hit.</p> <p>However, it's slow to "recover". Normally, a Predator can only throw a single combi-stick, but this weapon teleports back into the Predator's hand after a few seconds of being thrown. The main advantage of the combi-stick is that it does not give away the Predator when it is cloaked, unlike the Smart Disc or Plasmacaster.</p> <p>The Focus button will cause the Predator to retract the weapon when its being readied to be thrown.</p>
--------------------	---

Planning your hunting perch is also important -- you do not want to be caught moving around for a better spot, or the enemies will know you are around and open fire.





Use the combi-stick and thermal vision to pick out the combat androids and waste them. Treat androids exactly like human marines, except they cannot be distracted by the waveform analyzer (so at this point, distraction is pointless).

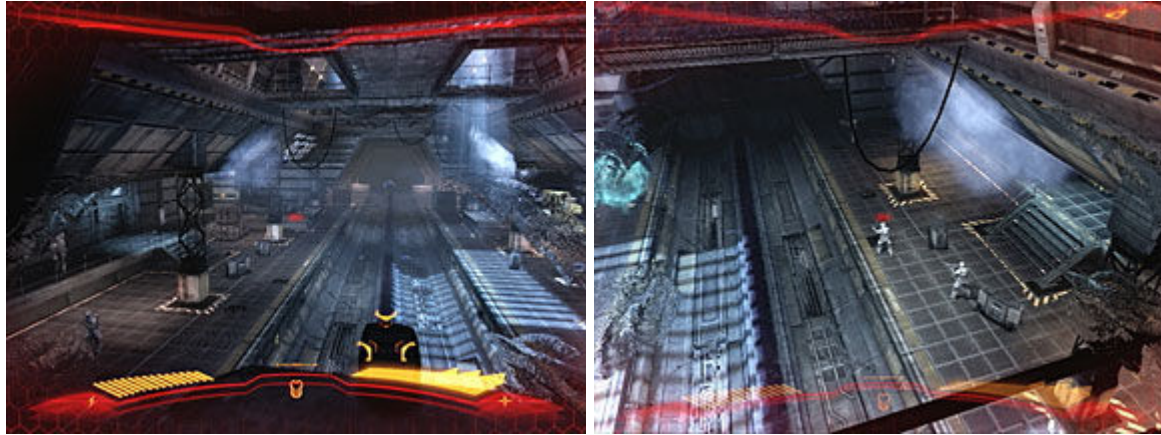
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Take out the five androids (three in front, two in back) on the lowest level of the jungle floor, and you will have a clear path to the side of the monorail station. Jump up there (cloaked) and try to position yourself so you can see the security panel on the side of the station.



From the hunting perch next to the cliffside, you can cloak and combi-stick all of the androids, lure out the human officer, and rip his head off for use later. Before going into the

security station to operate the switch, explore the grassy trail around the corner (this is where the Marine will come to get to this same spot); there is a health shard there.



Activate the monorail in the security station, cloak and hop on. Focus jump the first chance you get onto the catwalks above the station; otherwise, you can use the fin on the back of the train to get the height needed to reach the upper walkways.

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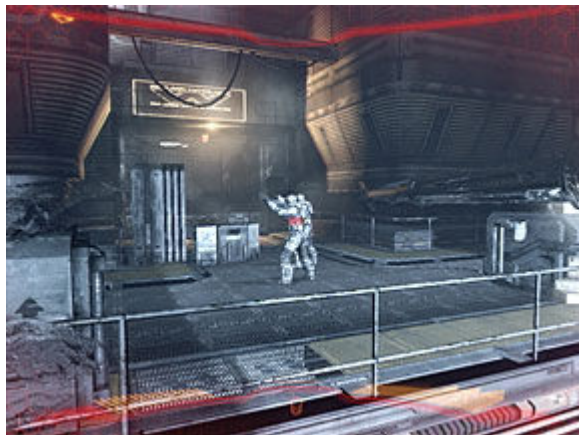
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From the catwalks, you can destroy the androids easily with the combi-stick. Even without zooming in, the little targeting pip enlarges when it goes over a legal target. Toss the stick when it does and you should score a hit without much of a problem. Just remember to adjust slightly for the shallow parabola (actually a hyperbola) that the stick travels and you can hit your targets every time.



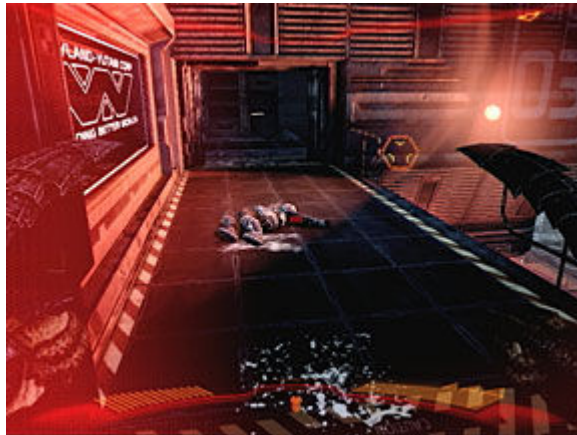
Go into the airlock and get greeted by a familiar face; when the gas is released, locate the panel in the corner (shown above) and smash it. Once that's done, cloak your Predator before you leave the quarantine room. If you can, escape to the side -- away from the center of the hallway.



Beat off the two androids (while cloaked) -- a smart disc can pierce both and knock them both down. Once they are, switch to the combi-stick to kill one while you do a grab-kill on the other. You can also throw a Prox Mine on them and detonate it as the androids are getting back up.

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Enter the security station, destroy the alarm, and take out the android at the entrance to the labs. In the labs, the aliens and androids attack you liberally, so stay out of sight from the androids, deal with the aliens until they stop coming, and then proceed.



In the lab, you can cloak/combi-stick the isolated androids -- do so before grabbing the wristbracer (which spawns more androids). Locate the hallway above. It's just outside the room with the three metal rings (the alien restraining devices). Place prox mines in the hallway so you get rid of the androids when they appear.

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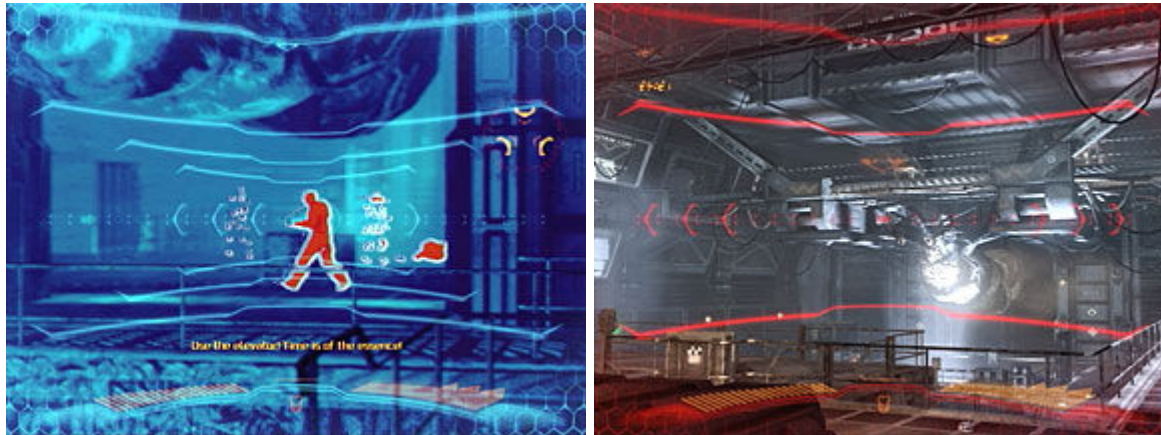
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Once you're ready, track the bracer down (use the HUD and the Focus button) and head for the egg chamber room. Neutralize the remaining androids and head for the main lift

chamber.



The egg chamber will be overrun with aliens and androids. Let the androids take out the aliens (or vice versa) and then take the androids down. Note that the ones who cloak can be detected by the thermal vision as "shards" of heat. Cloak and kill them all with the combi-stick, and pay attention to the side galleries. When the elevator is activated, more androids will appear -- cloak and hide behind the boxes or take them out (more score).

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Once you ride the elevator down, the level ends.

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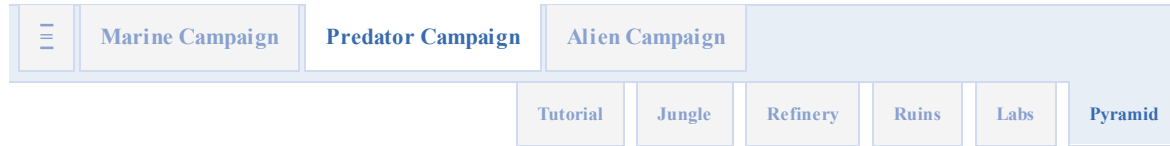
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## Predator Campaign



Start the level off by selecting the prox mines and spreading a bunch of them around the bridge head. Take the Combi-Stick or Smart Disc and get ready to battle.

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Properly done, the number of aliens who attack you will be remarkably small. Recharge the energy of the Predator from the human generator nearby before moving on.

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At the other end of the bridgehead, there'll be a secret that's easily visible if you have Focus on.





In the pyramid's outer room, you can see a familiar looking pedestal switch -- just like the ones in the ruins a few stages ago. There are three switches here that need to be activated, infinite aliens, limited androids, and a lot of chaos.

To quickly pass this zone without too much damage, the trick is to cloak and make straight for the switches; once the three switches are activated, you can ignore the androids and head to the boss' room, or deal with the remaining androids (easy with cloak and combi-stick). That's because once the switches are activated, the aliens retreat.

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Cloak (optional) and Focus jump from the center to the sides of the chamber, and hit the switches (operate them). Ignore the androids and make for the next switch. If the aliens can damage or take down an android, then the better for you. Once the room is clear, you can explore if for health shards and energy.



Before approaching the stairs of the Predator sarcophagus, be sure to nab the secret. Once you approach, the boss will knock you into the boss arena.

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The arena progressively shrinks as the fight goes on -- there will be fewer and fewer stable platforms, and you will need to make Focused jumps more and more, allowing the boss to injure or kill you as you animate the Focus Jump. Hence, it's important to rack up the damage as quickly as possible.



First off, there's an infinite bounty of energy in the middle of the arena, thanks to the electrical coils. Simply pass by them and the battery will refill automatically. This lets you throw out your maximum number of mines (five), or use the plasmacaster.

The breaking platforms are a good spot to sap the boss' energy. Place a mine on a platform, then switch to the plasmacaster -- if the boss hits the mine, it is stunned momentarily, allowing you to shoot weak (no lock-on) shots at the platform, break it, and immerse the boss in lava.

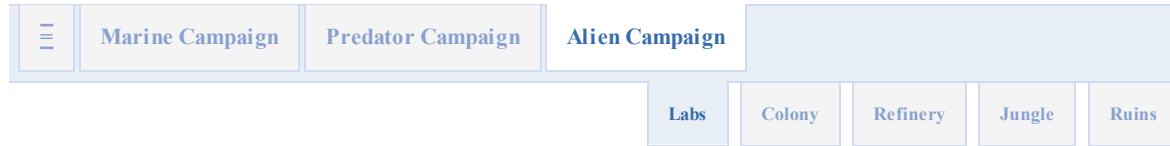
Alternately, you can scatter a few mines on the large, indestructible platforms at the edge of the arena, and get the boss to stagger into them while you hurl the Smart Disc and Combi-Stick to chip it; on hard though, its better to Focus jump past the boss when it is stunned, recharge at the pillars and repeat the process on the other side.

When the boss' life meter is depleted, you end the level.

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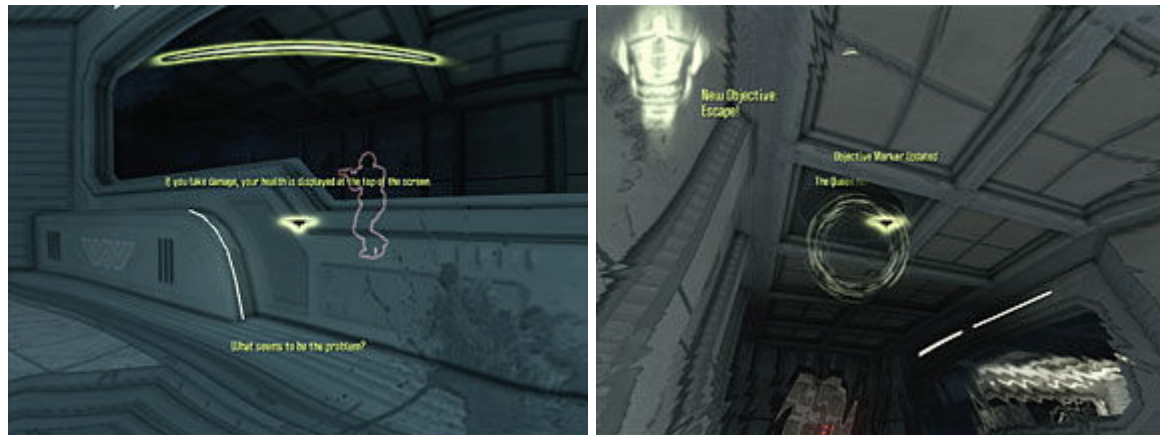


## Alien Campaign



The alien is a truly unique experience -- and plays completely different from the Predator and Marine. Since Specimen Six cannot shoot, playing it is much like playing a tactical stealth action game (i.e., *Metal Gear* or *Splinter Cell*) with no ranged combat. The alien can adhere to any surface, although it's recommended you turn off the auto-climb, so you can quickly sprint down a narrow corridor without suddenly flipping the wrong direction.

Stealth, patience, and guerrilla tactics are what you resort to with the alien -- if you don't isolate and take down unsuspecting enemies, they will congregate and kill your offworld ass.



Aside from the auras (red, blue, and green -- refer to species analysis for an explanation of the aura colors), the other important thing to know is that the alien's aiming cursor is also the visibility meter. If its center is black, your alien is nearly invisible to the naked eye. If it is white, then your alien is visible.

This is not a perfect stealth system; if enemies bump into you, or have caught sight of your alien, or pick up movement on the motion sensor, your alien's stealth may be compromised. Watching the behavior of your enemies is now very paramount -- if they are acting aggressively, you may need to hide (and remain still) until they stand down.

The other important icon to look for is the visual blurring signifying objectives and vents the alien need (and may use). Using Focus will reveal only some of these things (unlike the Predator's Focus, which reveals everything). Using Focus is also the alien's way to pounce and knock down a human to use the grab-kill.



Complete Dr. Groves' training session, including the failed escape attempt; when the power is cut a second time, feel free to take out the scientist, but that's unnecessary. Instead, escape the vent into the medical wing of the labs. Now you can start looking for secrets and stuff.

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After escaping the initial holding area, Six will find three other aliens in a similar prison room. Operate the prison switch to free your alien buddies, and proceed to attack the security staff who appear to contain the situation. Head down the hallway towards the zone exit, but beware of the sentry gun on the ground.

Avoid the sentry gun by using the side galleries; when out of sight, your alien will not be fired on by the robot's weapons.



Before leaving the area of the labs, check around for secrets. The effluvia cannisters are everywhere in the lab and only a few are in the areas after this lab zone.

Note that the alien's Focus jump (the pounce attack) can also be used to target vents. If a vent is in range of an alien's pounce (as seen in the above image, right), the alien will "jump/warp" to the vent, instantly hiding or transitioning to the vent's interior.

Use this ability to Focus Jump and dark areas (break lights with the heavy melee attack) to whack the enemy marines.

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Head across the long corridors, keeping in mind your alien should attack from behind, and preferably without being seen by a second enemy. If you try to do a grab-kill while another enemy is around, he or she will open fire, possibly killing Specimen Six before it can finish the animation.

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Playing the stealth game is about patience -- and being able to see enemy auras means you can tell when they are turned around. Use this advantage along with the darkness and ability to stick to any surface to stay hidden. You can also Focus pounce when clinging to a wall; your alien just needs to be in range.

Operate the marked control panels and switches (hold Focus next to panels and electrical items to see if they have the circular swirl), and Specimen Six will end the level by freeing the Queen ... time for a girls' night out.

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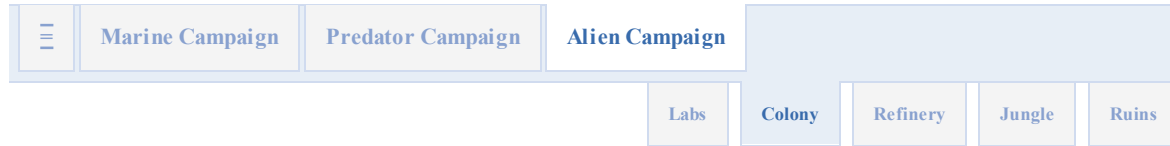
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## Alien Campaign



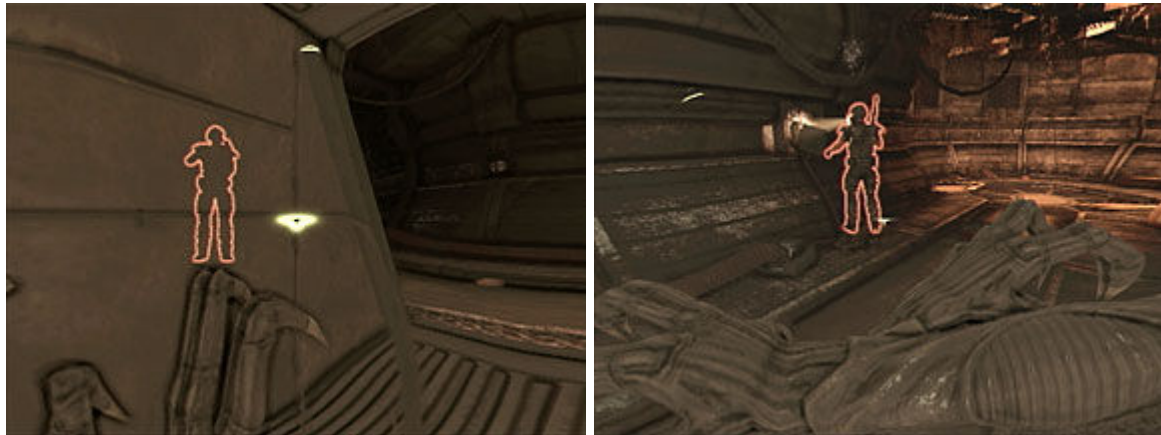
Specimen Six starts off in the cistern above the actual sewer. Use the vent to bypass the spinning vent. The little alien's goal now is to destroy blinking red boxes that control electricity flow to deadly devices that bar its path.



Break lights in the sewers with the heavy melee attack. Darkness will hide your alien, and keep the marines from firing on you too early. Note that getting a flashlight shown on your alien will immediately alert the marine, so you may want to stay on the ceiling when approaching marines.

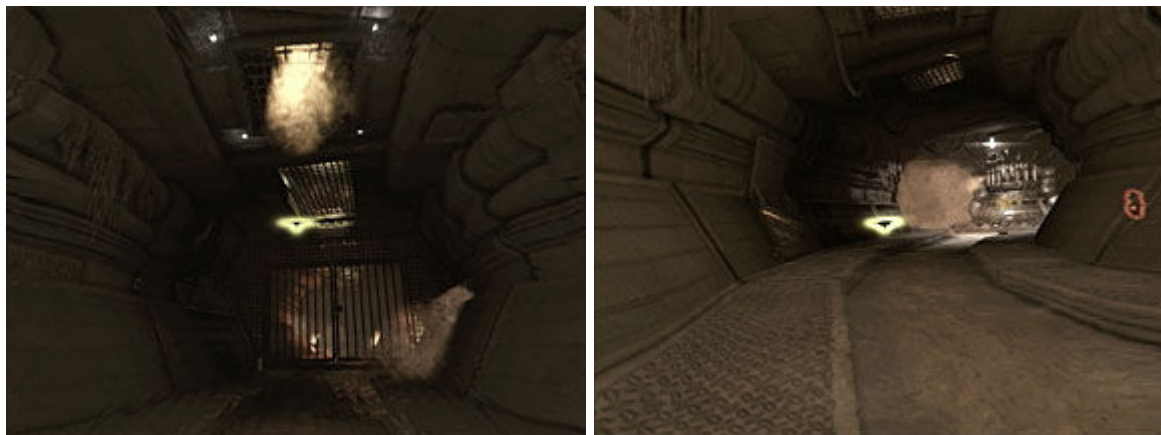
Don't forget that if you hear the "dop-dop-dop" sound of the motion detector, that marine may not need to see you to detect you if you are moving.

Locate the blinking breaker box and break it after you adequately prepared the sewer hallway for an ambush by breaking every breakable light (some lights cannot be broken -- those lights you must avoid). Once breaker boxes are broken, marines (in pairs) are sent to investigate. Stalk and kill all of them before moving on.



Use the vents on the sides to hide from soldiers, and if you need to move without climbing on walls accidentally (the alien will scale shallow slopes automatically, even if the wall transition is set to manual), hold the melee buttons together to block. While blocking, the alien will move slower, but it will stay upright and not climb walls.

Use the block-walk to stalk enemies without climbing weird walls and alerting them with the noise from the surface transition.



After breaking the first breaker, the live electricity will be gone; use the ceiling vents to head to the next area of the sewer. Pass by the next set of marines and reach the pump room for your alien's first infestation victim.

**Secrets Alert**

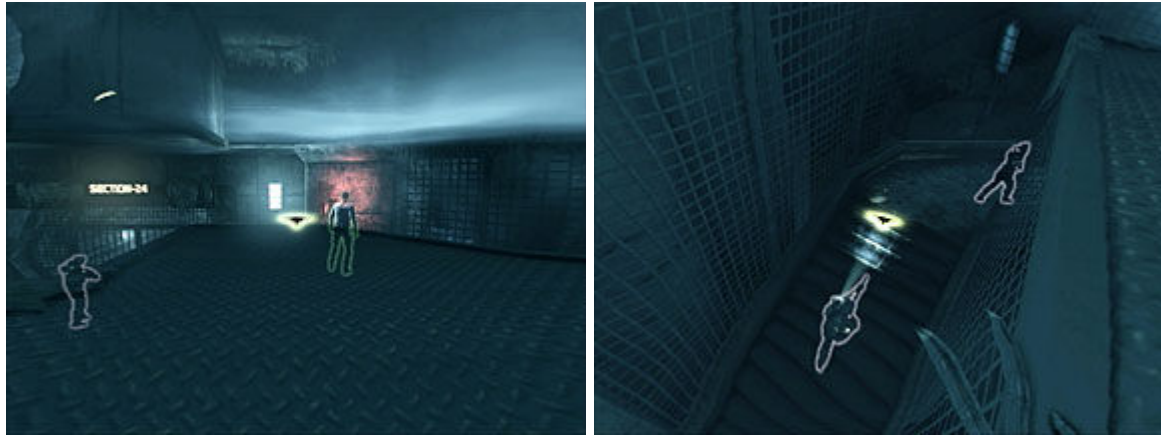
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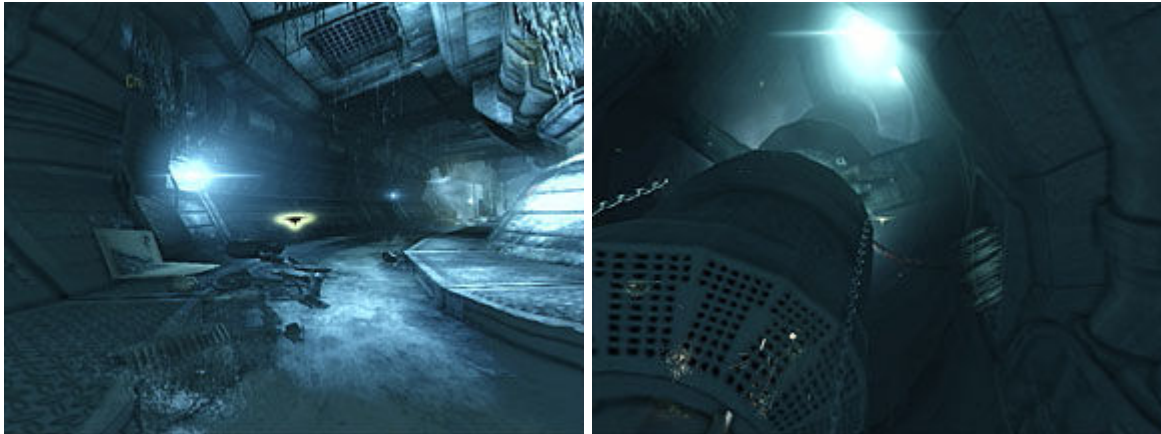
Before you do that, be sure you grab the first cannister in the ceiling vent between the area where you broke the first breaker box and the room with the flamethrower soldiers.



**Infestation Target**  
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This target is in the pumping room, station 24. Take out the lights, then the marines while hanging from the wall (do this one at a time ... you have no time limit). Once all the marines are gone, the target will be defenceless.

Don't miss the secret in the infestation target's room before going to the next area -- the vertical fan shaft. There will be another secret almost immediately thereafter -- check the effluvia cannisters section for a more detailed description. If you're only interested in surviving, play it safe and don't tempt fate by exposing yourself at all.



Take out the marines past pump station 24; you can destroy the second breaker box to slow down the fan rotation to something you can manage to pass by.

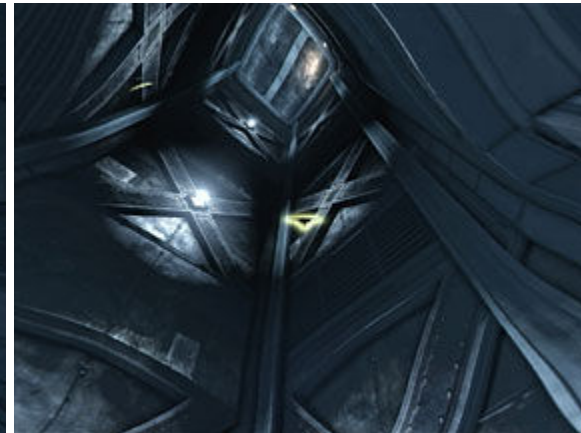
**Secrets Alert**  
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Before leaving, be sure to look around for the cannister (secret #3) in the round room. If you've been paying attention, this will be a room similar to the one where the Colonial Marine found one of his audio logs.

At the same place, at the same time, both of you must survive -- oops.

Wrong game.





After going up the fan shaft, Specimen Six will be in the ceiling of the colony building. A second infestation target is here, but you also need to take down the enemy marine. It's better to lure the marine from the storage room near the infestation target, rather than drop in on the marine from the hallway.

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If you drop into the hallway, be sure to use the pounce on the marine; this enemy has a motion tracker and will find you as soon as you move, so if you move, make sure you do so -- quickly -- and towards him. The pounce lets your alien do just that, and you can kill his ass with a grab-kill.

#### Infestation Target

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This target is in the room you reach by forcing oneself through a closed door; once inside, pounce the target and then harvest him or he will commit suicide .

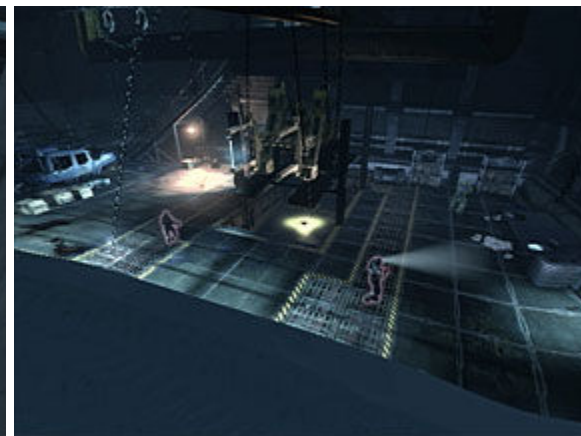
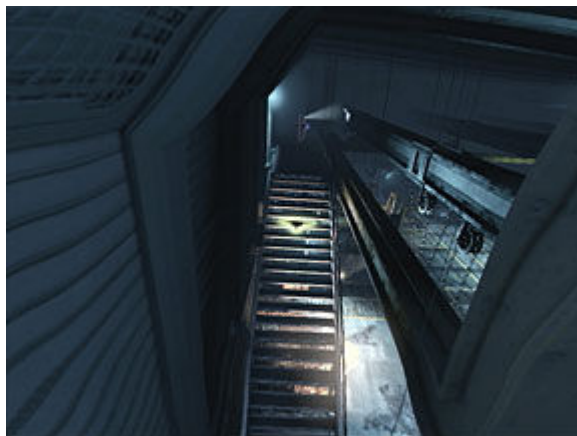




In the garage, you will need to neutralize all the enemies to escape. Watch out for the sentry gun, and remember you can hiss to lure unalerted enemies towards your position. Since marines cannot climb walls, they will stop (on the ground) near the location where you made the hiss. Wait for them to move away, slink down the wall, and murder them.

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Unless you are extremely careless, you should be able to get rid of everyone without incident. Remember you can initiate a grab-kill or pounce from a wall; while your alien will drop to the ground to do its thing, this ability means you can be clinging to a wall and out of sight until it's time to strike.



Good places to hide are the ceiling; try not to break lights unless things are really bright.

While breaking lights casts shadows, the sound of the light source's destruction will alarm enemies, who will come by to investigate.

<b>Infestation Target</b> 3-of-3 <a href="#">View Details</a>	This target is in the garage; depending on what you do, or who you kill, the target will move around. The best thing seems to be to clear a corner of marines, then lure the target over and whack him.
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Once you've neutralized the garage, move to the exit for the next level.

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## Alien Campaign

	Marine Campaign	Predator Campaign	Alien Campaign					
				Labs	Colony	Refinery	Jungle	Ruins

You start off the level in range of two targets for infestation. All the targets here appear in pairs; if you fail to nab the correct one, or alert the second target, one of them will reach a weapon and kill himself, robbing you of the chance to harvest him.



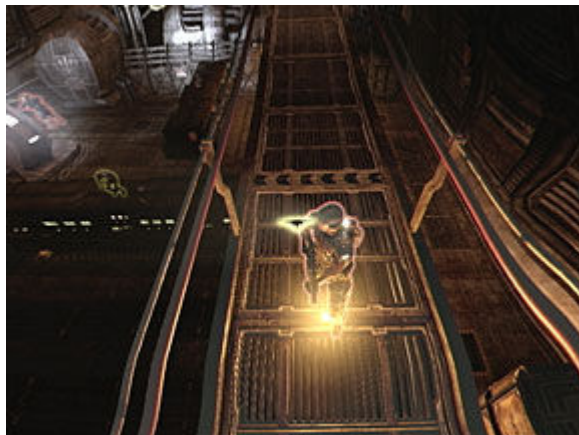
**Infestation Target**  
1-of-8  
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These two targets start off in the tunnel where you begin. Lure one towards you, infest him, then chase down the other guy as he vainly works on opening the door.





Head through the initial few enemies and open the door to the machine room. Inside, you'll have a helluva time trying to avoid detection. The lights in the machine room will be cyclic, and constantly shifting, so when in doubt, stay motionless on the ceiling and survey your surroundings.



The first thing to do is to thin out a corner near one of the infestation victims; if you attack the guys on the walkway, your alien will likely be seen and shot to death. Attack the two marines on the walkway after you cleared some of the marines who patrol the ground.

**Secrets Alert**  
 1-of-10  
 2-of-10  
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Note that there are some secrets in the machine room; before you move to the next area, be sure to take the time to explore.

**Infestation Target**  
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These two targets are guarded by the marines in the machine room. Read more about stalking these two losers in the infestation section; otherwise, it's pretty easy -- neutralize the active threats, and secure the targets.



The next section past the machine room can be done in two ways: the Easy way or the every other difficulty method. The easy method involves your alien pouncing and killing the fleeing civilian past the door; while this prevents an alarm from being sounded, it also means the second civilian in the room will reach his weapon and commit suicide.

**Secrets Alert**  
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6-of-10  
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To successfully harvest both targets, you need to pounce the fleeing target, harvest him, then deal with the two marines, and then the alarm ringer. Unless you are on normal or easy, you may have a problem surviving the onslaught of two marines in the open.

**Infestation Target**  
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These two targets are in the maintenance corridor, and will be joined by two marines if you fail to prevent the alarm. Read more about these two losers in the infestation section.



You can lock off the two marines by proceeding deeper into the control room. Knock away the boxes to the fan shaft and use the Pounce (Focus Jump) to hop from one vent to another.

**Secrets Alert**  
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Alternately, you can sprint down the shaft without incident. Just beware of the sentry guns on the bottom of the shaft.



In the mine, use the vents in the ceiling to hide, and don't be afraid to wait it out until the inquiring marine turns his or her back before you attack.

Your alien cannot destroy the sentry guns, so the path is fairly marked out.

**Secrets Alert**  
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Once you've neutralized all hostiles, feel free to wander around to explore. There are three secrets here, and the level exit is in plain sight.

<b>Infestation Target</b> 7-of-8 8-of-8 <a href="#">View Details</a>	These two targets are in the mines, and appear one at a time. Unless you are not paying attention to the auras, both targets are easily spotted far long before they become alerted to Specimen Six's presence.
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Note that there are two waves of enemies -- the first wave when you drop into the mines from the fan shaft, and a second wave that spawn after you pass by secret #8 (the two locked elevators with the bright lights). If you leave anyone around from the previous spawn, they will remain to sass your alien ass, so it's best to do a clean sweep and kill 'em all.

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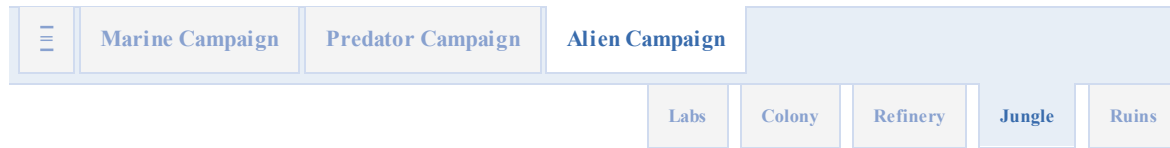
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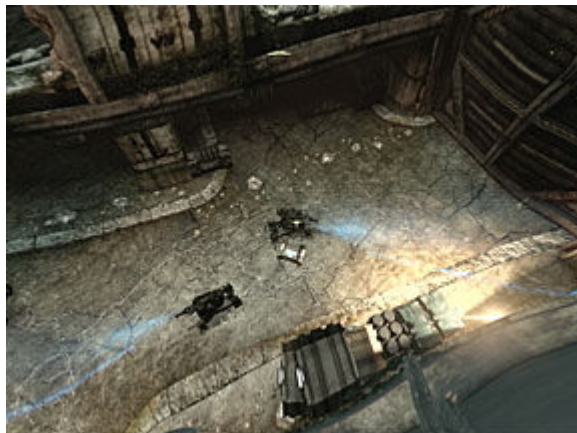
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## Alien Campaign



Enter the Swamp Fort's vent, and wait at the vent entrance for the marine to investigate the facehugged casualty. Once her back is turned, introduce Ms. Marine to some alien tail.

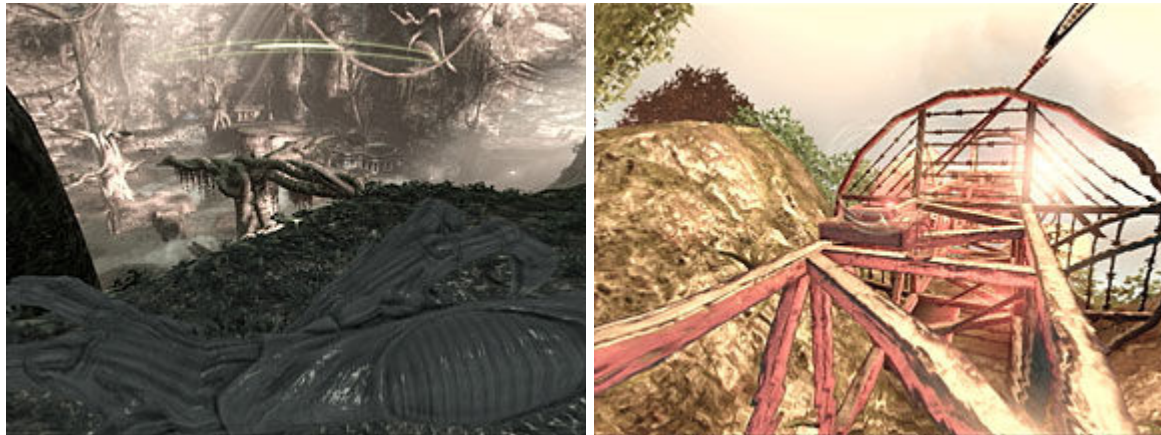
Neutralize the second surviving marine in the fort before exploring. This marine will be near the two sentry guns, so you may want to dark the area and hiss to lure the enemy.



Take down the two sentry guns by dropping in from the top; once behind them, their motion trackers are useless. Operate the laptop to deactivate both machines and you can roam around the fortress with some degree of freedom.

**Secrets Alert**  
1-of-10  
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Locate the breaker box for the electrified fence on the fort's ground level. It's red, blinking, human, and breakable, so destroy it. Once you have, the vent past it will be safe to travel through. Use it to reach the swamp itself.



In the swamp, the initial enemies will be too busy near the upper bungalow (the one with the comms tower) to notice you. If you are playing on Easy or Normal, you can detonate the two Predator prox mines on the swamp's cliff ledges (you can start fleeing once you hear the beeps). On Hard or Nightmare, the explosion kills your alien, so you may want to avoid triggering them.

**Secrets Alert**  
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**Infestation Target**  
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There is one target near the lower bungalows who is locked out by the second infestation target. Exploit this fact and plant your alien seed.

The reason for visiting the cliff ledges is to prepare a safe spot for your alien to hide, incase things turn to hell later. If you are uber-careful, you need not visit the cliff ledges and head directly for the comms tower.



Neutralize all of the marines near the upper bungalow, and destroy the comms tower by attacking the breaker box attached to its top.



When the comms tower is disrupted, three more marines will appear, "rescue" the second infestation target in the lower bungalow, and patrol the place. To escape, Specimen Six needs to waste everyone, so go about it in the most cautious fashion you can muster. The flamethrower and pulse rifle of the marines will kill your drone if you are careless.

**Secrets Alert**  
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**Infestation Target**  
**2-of-4**  
[View Details](#)

When the marines unlock the lower bungalow, the second target is vulnerable to your attacks.



Before entering the building with the infestation target, you may want to wander around (no enemies yet) and collect the secrets. Until your alien triggers events by entering the building with the scientist and then the lone marine, you are relatively safe.

**Secrets Alert****4-of-10****5-of-10****6-of-10****7-of-10**[View Location](#)

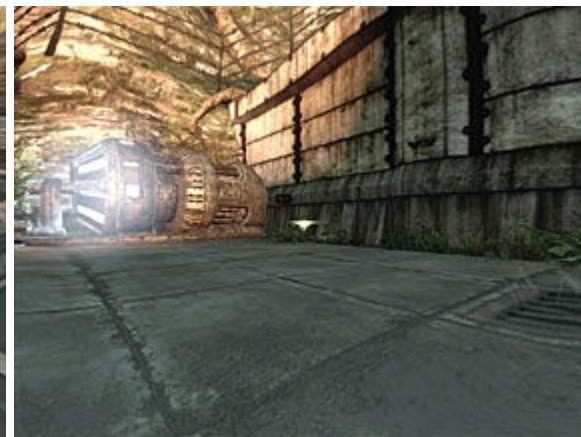
When you can, break the lights outside in the compound as well. This will help you later, as you can cling under an overhang and hide from enemies (yes, even in broad daylight). As long as your cursor is dark, it means your alien cannot be seen by the naked eye.

**Infestation Target****3-of-4**[View Details](#)

The third target is the scientist you find when you first enter the jungle outpost. Pounce him as he flees the building and you should get him easily.

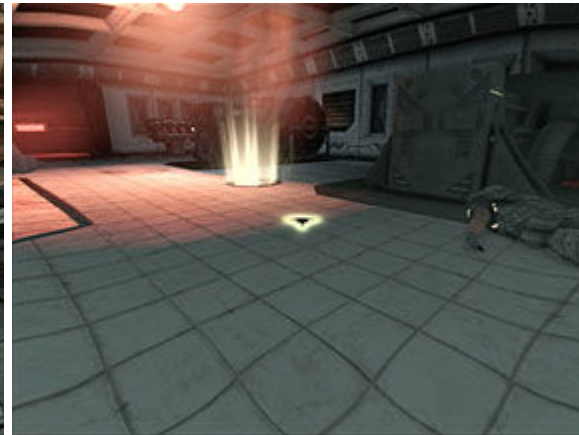


When your alien attempts to enter the second building, the marines will trap you inside. To escape, break all the lights, and hide in a dark corner. Your best bet is not to face the enemies in the building, but to sprint past them and hide outside.



Once outside the confines of the bungalow, your alien should be able to do hit and run tactics on the marines. Pounce the guys who are alone, and do the grab-kill. When all the marines are downed, take out the two generators indicated on your HUD.





Once the compound is power downed, head into the marked two story building. Open the elevator shaft, and slaughter the inhabitants. The entrance to the locked down admin building is done through the floor ventilation system in this building; go through and be sure to collect the two secrets (#8 and #9).

**Secrets Alert**  
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In the last building, stay in the vent. This is because there'll be three marines (two initially, and a third armed with a Smartgun) who will congregate if you make a dumb-ass move.

**Secrets Alert**  
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Begin the ambush by locating the red explosive tank near one of the vent entrances. When

you have, stay there and wait for the two pulse rifle marines to sweep the lower room. Once they have, they will try to locate you using the motion detector.

At this point, produce a hiss near the explosive tank. The smartgunner upstairs should hear the distraction (if not, move closer and do the hiss again). The goal is to get atleast the smartgunner close to the tank, have Specimen Six hit the tank with a heavy melee attack, and let the explosion kill the smartgunner.

If more marines are killed from the explosion, then the better for you. Take out the remaining marines with grab-kills, pounces, and stealth attacks.



Head upstairs, pounce the target, or let him kill himself. Once the room is clear, operate the panel to open the exit from the jungle compound. Leave by the same gate you came in from (the one from the swamp) and avoid or kill the reinforcing marines.

**Infestation Target**  
4-of-4  
[View Details](#)

The final target for this level is in the control room. You can never sneak up on him, so opt to pounce and harvest.

Considering the marines are not well armed, you may want to kill them outside the building. All you need to do to avoid them is retrace your steps through the vents, back out the building, and to freedom.

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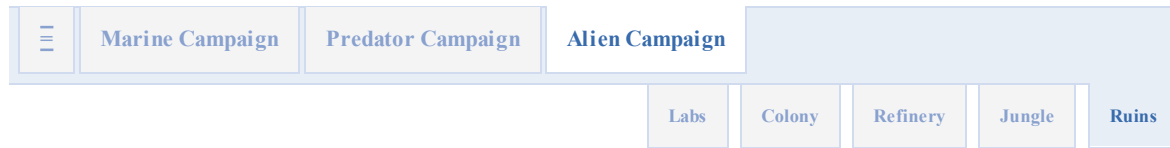
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## Alien Campaign



Here's proof how the game's designers are desperate to kill you -- Specimen Six starts off in a spot where a combat android will eventually come to and brain it. Draw first blood by hissing near the explosive tank. When the android's aura looks like its going up the stairs towards your alien, hit the tank with a heavy melee attack and escape down the wall.

Be sure to move far off from the explosion, or the effect may leak past the ground and kill you.





Head back up to the carnage, and identify the temple ruin to your left. Head down the stairs there and hiss. Eventually one of the other patrolling androids will come downstairs to investigate (it will not be the one guarding the infestation target, so ignore that android).

**Secrets Alert****1-of-10****2-of-10****3-of-10****4-of-10**[View Location](#)

Kill the android who comes towards your decoy. Head back to the first slain android; if you can't find it, just find a way to cling to the outer wall of the ruins labyrinth.

By clinging high on the wall, you can move counter-clockwise over the map and watch for enemies and infestation targets you can nab.

**Infestation Target****1-of-7****2-of-7**[View Details](#)

Two targets will be roaming around the ruins maze's perimeter. It's best to take them down first so they don't cause alerts.



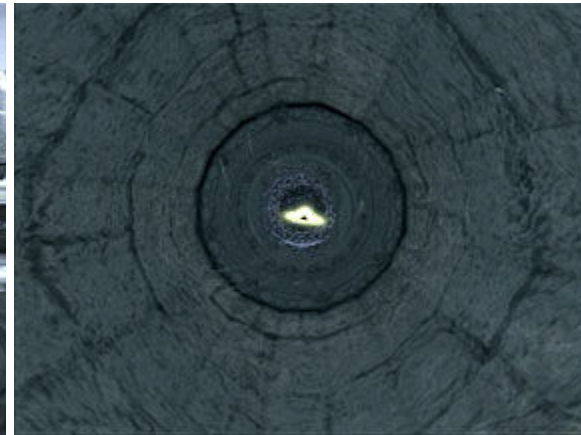
Once you cleared out the perimeter (but avoid attacking anyone in the water pit), go clockwise along the perimeter back to the android and infestation target in the grassy pit.

Shut off the escape route of the target by operating the two power cells near the pit's two doors. This seals the android in as well, but you can easily spoof it. Get into range of the android's motion tracker and draw its attention without being shot.

<b>Infestation Target</b> <b>3-of-7</b> <a href="#">View Details</a>	This target is hard only because there's an android near him all the time. Distract the android, circle around, and kill the guard. From there on out, it's easy.
--	---

Once the android is facing one way, back off to the perimeter and move behind the android. You should be out of its range and behind it when you sneak up and neutralize it. Once that android is gone, and the two doors are shut the infestation target is vulnerable.

If you don't care about infesting this scientist, you can skip down to dealing with the central dias.



The central dias is a problem. Once you approach it, two more androids will spawn and start moving towards it. You need to pounce and kill the first android near the infestation target, and zip to the vent. Once you do that, you can escape to the pool, and head back out to the perimeter wall to re-attempt your infestation.

**Infestation Target**  
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The "scientician" on the central dias; he will not kill himself, but the environment may. Get back to him once you deal with the androids who lurk near him.



You may have to grab and kill the infestation target in the xenomorph statue pool before the guy on the center dias. This is because once your

**Secrets Alert**  
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alien exits the central shaft, it will activate a floor plate that makes a lot of noise.

**6-of-10**  
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Deal with the enemies/androids as you like, and locate the other two floor plates -- they are in the pool with the xenomorph statue and the smaller pool on the other side.

**Infestation Target**  
**5-of-7**  
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The target in the pool with the alien statue may sometimes die from the nearby torches, so luring him to you is required.



Once all three plates are activated, your alien can access the locked human building and destroy its power source. After neutralizing the generator, Specimen Six can head for the ruins exit -- to the arena and a boss fight.

**Infestation Target**  
**6-of-7**  
**7-of-7**  
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The last two targets are in the locked building with the generator. Neither have violent tendencies, but it's better to be safe than sorry. Lure them and infest, or you may need to reload a checkpoint (or restart the level on Nightmare).



The bosses here are three Predators -- two junior wieners, then the Master of the Hunt.

If you are looking for a safe place to hide and heal, hide behind the Predators' ship, or behind the human research bungalow. Both can provide enough cover from the plasmacasters.

You should know the predators cannot leave the arena, but the alien can by scaling the outer wall. Use this ability to sprint/escape when your life is low. Your life regenerates over time, but the enemy does not.

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There will be allied xenomorphs to help you (there are infinite until you fight the Master

Predator). Try to attack with your A.I. teammates -- when one has a Predator distracted, Focus pounce the enemy and run away. This type of cheap-ass tactic will get you through the battle with little trouble.

Don't worry about harvesting either of the enemies -- just kill them; once their lifebars are depleted, they will just drop dead. The "harvest" option for the Master Predator will be available when its boss' life meter is sufficiently depleted.

Consider it a one-button quick time event; once you press "Harvest" on the Master Predator, you will complete the level.

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