



Introduction

Since the Treaty of Paris was signed in 1783, the United States' foundation as a republic has been shaken only once, during a bloody, regional Civil War in the 1860s. But what if a Civil War occurred again today? One that didn't pit North and South against each other, but Republican and Democrat, country and urban, military and civilian? That's the premise Shadow Complex attempts to tackle in its own, unique way. Based upon the novel *Empire* written by Orson Scott Card, Shadow Complex ruthlessly shoves you into the role of Jason Fleming. Jason and his friend Claire were on a hike in the woods when they stumble upon the Shadow Complex, a secret, underground facility run by the Restoration, a rebel group hell-bent on taking over the United States.

Their motivation is purely political, and the Restoration has an important weapon on their side... or should we say, *weapons*. Allied with the Pentagon and armed with the most recent prototypes for US military use, the Restoration is a force to be reckoned with. And for Jason, what began as a hike through the woods with a pretty woman soon turns into a fight for survival. Using the Restoration's own weapons against itself, Jason will run around the complex collecting items, weapons and information, first to save his friend Claire, and later, as it turns out, to save himself.

With gameplay inspired completely and utterly by the likes of Super Metroid (SNES) and Castlevania: Symphony of the Night (PSX), Shadow Complex indeed shows that imitation is the greatest form of flattery. The guys at Chair Entertainment have built quite the game, both expansive in its scope and thorough in its amount of detail. And there are lots of enemies to fight, items to find, and pieces of the map to uncover. And that's where our complete guide comes in, which is rife with all of the information you need to get through Shadow Complex. From our 30,000 word walkthrough to a complete flowchart, and from the locations of each and every collectible in the game to details on enemies (and much, much more), you won't find a more complete Shadow Complex guide anywhere.

In this Shadow Complex strategy guide, you'll find:

- **BASICS** // Everything you need to know to take down the shadow government.
- **WALKTHROUGH** // Our complete walkthrough... all 30,000+ words of it.
- **FLOWCHART** // A flowchart chronicling every item and piece of gear you find, in order.
- **INVENTORY** // Information on all weapons, armor and equipment.
- **COLLECTIBLES** // Details and locations of all 112 collectible items in the game.
- **AROUND THE COMPLEX** // Read here to learn about the Restoration's complex.
- **PROVING GROUNDS** // Because practice does, indeed, make perfect.
- **ACHIEVEMENTS** // You know you're an achievement whore. Don't deny it.
- **Q&A** // You've got questions, we've got answers.

Guide by: Colin Moriarty

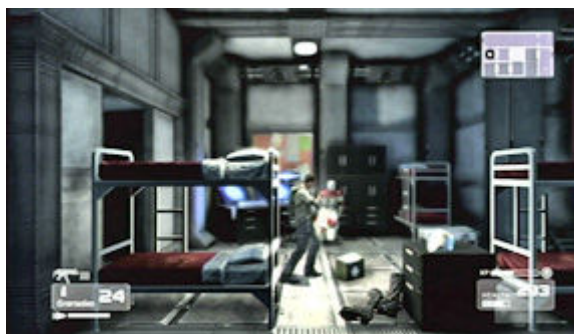
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Shadow Complex Basics

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What's Going On?

Welcome to the Shadow Complex, a gigantic facility run by the American rebels in a group called The Restoration. Shadow Complex's storyline takes place somewhat concurrently to the events of Orson Scott Card's book *Empire*, a fictional title released in 2006 to much fanfare and critical acclaim. In the book, the American left wing and military unite to throw a coup, with the deaths of major US leaders on their agenda, including the president and vice-president. The events of Shadow Complex appear to happen after the early events of the book, but not necessarily after all of the events of the book.



The important thing to keep in mind here is that experience with the book isn't at all necessary to enjoy Shadow Complex, though much of the story's intricacies will be lost on those who haven't read the book. As the game begins (after the introductory sequence), you'll meet the main character, an ex-soldier named Jason. He's going hiking with a woman named Claire. When Claire runs off and is later kidnapped by The Restoration, it's up to Jason to free her, exploring The Restoration's vast complex -- The Shadow Complex -- in the process.

The gameplay present in Shadow Complex might confound newer, younger gamers. But for veterans of gaming, Shadow Complex will remind you of titles like Castlevania: Symphony of the Night, and *especially* Super Metroid. The latter title is perhaps the true inspiration for Shadow Complex, as many pages of Super Metroid's "book" have been taken out, reworked and enhanced to create the experience before you. 2D in the same way the aforementioned games were, Shadow Complex works in multiple angles, so that enemies can come from, say, the background as well. But all movement, use of maps, et cetera, will be done on a 2D plane.

Controlling Jason

Jason, your main character, seems like just another man hiking with a cute woman. But as you press through the game, you'll find out that Jason has extensive military experience, which works to his benefit in the Shadow Complex. That's because the complex is rife with experimental weapons and equipment being developed by The Pentagon's many contractors, which is all part of the intrigue present in the game. Jason's experience will help him not only survive his encounter with The Restoration, but it will allow him to use their specialized, overpowered weapons against them. The latter is key to survival in Shadow Complex.

Jason can do all sorts of stuff. Running and jumping is about all he can do in the early-going of the game, but by the time you start finding more and more gear, Jason will be able to hang on to ledges, pull himself up to new platforms, wall jump (ala Ninja Gaiden), double and triple jump, use all sorts of firearms, and other weaponry as well, including missiles, grenades, and even a special type of foam. The control scheme is extremely straight-forward. While it might daunt you in the beginning (just like virtually every other game you encounter), you'll come to find controlling Jason in Shadow Complex more intuitive than anything else.



Read on to Advanced Tactics if you want to learn more about Jason's encounters with The Restoration, and just what he can do to survive and prevail.

Exploring the Complex

Like the games that inspired it, Shadow Complex relies on your want to explore the entire map present when you pause the game. By exploring this 2D map, you'll find plenty of items to acquire, enemies to battle, and areas that confound you as to how to proceed (that's where our walkthrough comes in). The Shadow Complex is broken up into many sections that are color-coded, but you can work your way around the complex so that, as long as you have the appropriate gear necessary to breach a certain area, no part of the map should ever be permanently off limits to you.



A strong sense and want of exploration should drive you as you play the game (this is discussed later in Ten Tips). While there are challenges to do as little as possible and still beat the game, you should leave those challenges strictly for advanced gamers who have already beaten the game at least once. Rest assured that the only way Jason will ever become stronger, however, is if he explores more and more of the Shadow Complex. By unlocking new parts of the map, finding new items, and fighting enemies, you will earn experience towards leveling Jason up higher and higher. The stronger Jason is, the more he'll be able to do, so never, ever hesitate to explore.

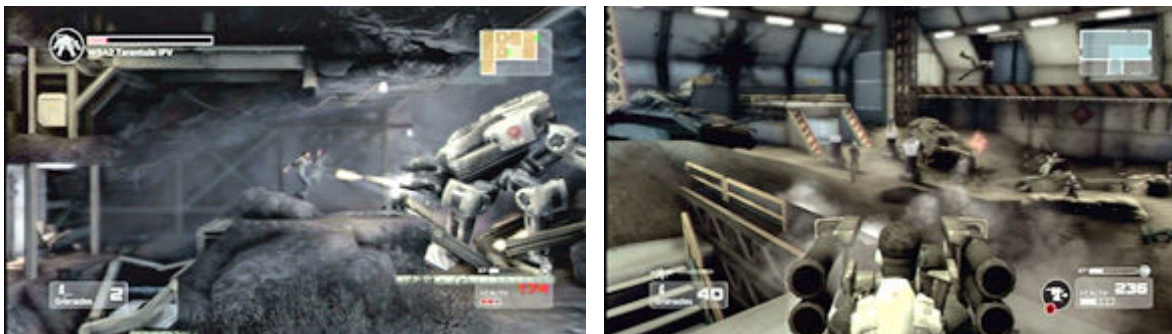
An important feature of the Shadow Complex are different color objects that can be uncovered by using your Flashlight, perhaps your most-used item. Few things light up when shone upon, but certain items do, such as duct covers, hatches, and rocks. If something glows green under the light, it means you need grenades to destroy that obstacle. If something glows red, it means you need missiles. If something glows blue, the Friction Dampener is a necessary item to get through. If something glows purple, foam rounds will help clear the way. And if something glows orange, it means that firearms will do the trick.

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Engaging the Enemy

You're not alone at the Shadow Complex. The Restoration has troops galore all over the place, loyal to their cause. You won't make it very far in the game at all without the willingness to fend off and kill enemies that you find, which is where this brief section of Basics comes in. Expect to find many, many types of enemies during your adventure, all of which require different skills to defeat. That's because you won't only be dealing with soldiers of the normal and advanced variety, but enemies equipped with chain guns and rocket launchers, and of course, The Pentagon's prototype weapons and mechs. The latter are, in a word, daunting.

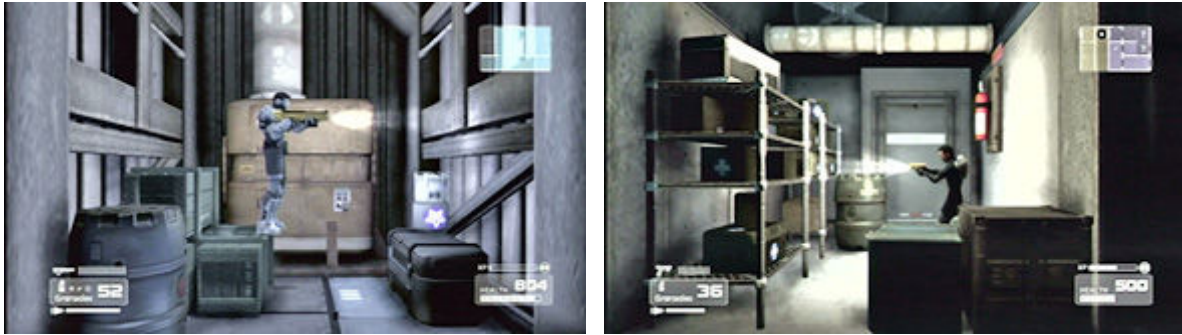
The best way to familiarize yourself with the enemy is to never shy away from a fight. Shadow Complex on normal difficulty for a first-time gamer will be well below average on the difficulty scale. So fighting foes is encouraged. Not only do you earn experience points by doing so, but you also learn the tactics and fighting styles of the different types of enemies you encounter. This is covered more in-depth in the enemies section of Around the Complex (found in this guide), but for instance, the only way you'll know that a Dark Soldier uses grenades is to fight one and have a grenade thrown at you. Thereafter, you'll know exactly what to expect when you encounter that type of enemy.



As far as mechs and other machines are concerned, standard firearms will damage them, but you'll want to rely primarily on grenades and missiles to do damage to this heavily-armored foes. Chip damage just won't be enough in many cases if you insist on using your firearms in lieu of your explosives on a walker or helicopter. Then again, if you're going to undertake, say, the 4% challenge, you'll need to get through the whole game using only your pistol and grenades. Good luck with that!

Hunting For Items

Fighting off the Restoration's traitorous soldiers isn't the only thing this game has going for it. The other Super Metroid-esque feature of Shadow Complex is your ability to collect various items. There are seven primary types of items in addition to the equipment, gear and weaponry you find throughout your journey. You'll find grenades, missiles, foam, gold bars, passkey components, health upgrades and armor upgrades. Each of these types of upgrades have multiples in the Shadow Complex. For instance, to carry the maximum amount of grenades, you'll need to find thirty Grenade Packs, while only one Grenade Pack is necessary to actually use the item to a limited degree.



Thus, exploration in the Shadow Complex isn't only limited to seeing places and fighting enemies, but collecting whatever you can as well. And this is where using your map comes in handy. Your map will show you where you've been and, if you've collected map fragments from various computer terminals, areas you haven't been as well. (As an aside, once you reach level 20, the entire map will become unlocked for you). The map's various rooms are represented clearly, but what might confuse you are the little markers that appear on the map.

Question marks and little white dots are the two primary things you'll see on a map. A question mark indicates that an item, such as a Missile Pack or Gold Bar, is present in that area, and you've yet to find it. That means that a high degree of scouring will be necessary to find an item in that location. If a white dot appears on a room, that means that there was an item there, but that you've retrieved it. An important (and frustrating) thing to keep in mind as you use your map is that not all items are represented on it. If an item is tucked away in a save room (which is represented by a red box with a star over it), there will be no cartographic indication that it's there.

Staying Alive

Though Shadow Complex is a fairly forgiving title that doesn't exactly ramp up the difficulty, and even though the enemy AI in the game is at times laughably bad, dying is an ever-present danger you'll have to contend with. To ensure that you die as little as possible, be sure to heal yourself regularly. The best places to do so are in save rooms (represented by red boxes with stars in them on your map), where you'll almost always find curative items to give yourself a boost, in addition to need ordnance (such as grenades, missiles and foam).



If you don't mind pulling a fast one on the game, there is a specific way to heal yourself to max, even if you don't have enough curative items in your vicinity to do so. The idea is to go to a save room, use the healing items there, and then walk out. Walk back in thereafter, and the curative items will be gone. However, by walking back in, the game has saved your condition. Now, press start and load up the last save. You'll now respawn in the very save room you were just in, and more curative items have shown up! Nice!

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1.) **Reload Constantly** - Shadow Complex's firearms have infinite amounts of ammunition to use, but they still have barrels and chambers. That is to say that even though you have an infinite amount of ammunition at your disposal, you still need to reload your gun. And nothing is worse than going at an enemy only to find out your chamber is full. This will force Jason to stop mid-battle in order to rectify the situation. As a result, constantly hit Y as you run around to be sure your gun is reloaded. This will benefit you during unexpected battles, and ensure that if you need to reload, at least you got a full magazine off beforehand.

2.) **Consult the Map** - If you're lost, don't run around wantonly, or you could make the situation worse. Instead, consult your map. The map isn't just a static image of the Shadow Complex. It's also has important tools for you to use, including the locations of items acquired and missed. And if you turn on the "blue line" option, the game's map will always point you in the right direction, by showing you the best route to get to the next objective. Never hesitate to consult your map -- ever.

3.) **Save With Regularity** - *Not* saving in Shadow Complex is a difficult ordeal since the game's designers were pretty liberal with their placement of save rooms. Nonetheless, if you're walking into the unknown or simply haven't stopped by a save room in a while, go out of your way to find one. This will ensure that your progress is saved. If you don't do this, any item you acquired or experience you earned in between saves will be lost, which is truly a bummer. So, as with RPGs and other types of games, save often in Shadow Complex.

4.) **Explore!** - This should go without saying, but explore, explore, explore! The entire fun of Shadow Complex is seeing what's around the next corner. Don't ignore seemingly-useless parts of the Complex or rush through the game. See everything there is to offer. If an area seems unimportant, chances are it's actually a deception. There are possibly items hidden there. And the *only* way to achieve a 100% rating in the game on both map and items is to see everything the game compound has to offer. And that can only be done by exploring.

5.) **Backtrack Regularly** - In a game like Shadow Complex, you're going to want to pay attention to what you see and do. That's because you'll be able to backtrack at virtually any time. And in fact, we encourage you to do so, *especially* after you've acquired a new item, such as grenades, foam or missiles. The reason to backtrack and explore already-tread territory after acquiring these weapons is simple -- they open up new areas of the Shadow Complex you've yet to see. So, if you remember the location of a red door that's been stymieing your exploration of a certain area, and then get missiles, go back and see what was behind that door!

6.) **Don't Push It** - Above, we encouraged you to explore and backtrack regularly. But there are certain places you shouldn't yet be, so unless you've recently saved, don't push yourself too far. One of the great things about Shadow Complex is the inherent design feature that lets you break the game intentionally, seeing and doing things you aren't necessarily supposed to otherwise do in the normal sequence. While this is a great feature, it can also be a deceiving one. Progress carefully and always be prepared for what lies around the next corner... or at least try to be.

7.) **Don't Hold Back** - On the other hand, you don't want to hold back too much either. As we mentioned multiple times in the entire Basics section, the game isn't difficult, and the AI isn't smart. So there's no reason to be overly-cautious either. While leveling up gives you added statistical benefits, your base strength is based wholly on the weapons you have equipped and the amount of health you currently have, in addition to your armor. So in fact, dilly-dallying to level up will only delay you getting stronger. It's a rare example of this in gaming, but in Shadow Complex, it rings true nonetheless.

8.) **Take Advantage of Bad AI** - Okay, this is the last time we'll mention it. The soldiery that The Restoration has recruited isn't exactly intelligent. There are times when you can fire on enemies and not be fired back on. You can walk behind most enemies in the game and they'll have no idea you're there, even if you're shooting just over their head. Try to learn where the AI in the game seems to fail or otherwise not live up to expectations, and exploit it accordingly. For instance, if you know some enemies are huddled around an explosive barrel and won't move if you shoot only the barrel and not them, then send them sky high without another thought.

9.) **Make Things Easy** - We glossed over this, but it's important to reiterate the main point herein. Shadow Complex is a relatively short game that you could beat with 100% of the items and maps on your first playthrough on normal difficulty in about four or five hours. There are challenges in the game that ask you to beat it on the hardest difficulty with only 4% of the items in two hours -- stuff like that. Leave those challenges for a subsequent playthrough. Levels carry over from game to game, and things you unlock, like the entire map after reaching level 20, will also carry over. So make things easy for yourself -- play the "right" way the first time through, and leave the challenges for later.

10.) **Use the Right Weapon** - And finally, a word on weaponry. Shadow Complex is a bit frustrating in that when you earn a new weapon, such as an assault rifle over your initial weapon, the pistol, you will never again be able to use that pistol (except if you have gold guns). So when we say choose the right weapon, we're not exactly talking about firearms, because you won't have many options there. But in terms of foam, missiles and grenades, be sure to work them into fights and not only when you need barriers broken open. The facility is *rife* with replacement items for these tools in virtually every save room, so don't be afraid to use them.

Shadow Complex Walkthrough

Welcome one, welcome all to our complete, thorough, 30,000+ word walkthrough for Shadow Complex. The use of this walkthrough is fairly self-explanatory. Click on the particular part of the game you're on for all of the help you need. Please keep in mind that the [Flowchart](#), [Inventory](#), and [Collectibles](#) sections of the guide are made to be used with the walkthrough, and each other. Thus, if the walkthrough tells you that you're currently collecting Foam Pack #6, that will line up with both Foam Pack #6 on the flowchart, and Foam Pack #6 on the map included in Collectibles.

So without further ado... enjoy!

PLEASE NOTE

Our walkthrough is the way we played through the game, and certainly doesn't represent the *only* way one can play through the game. We weren't exhaustive in backtracking to collect every item, though those items and their locations, with maps, are covered in detail in the [Collectibles](#) section of this guide. So if you find an omitted item in the guide that you can get earlier than we recommended, do so, but keep in mind that it will mess up the numbering of the items as we acquired them. Thanks!

I. Introduction

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| 01 | PART 1 |
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II. Infiltrating the Complex

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| 02 | PART 1 |
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| 03 | PART 2 |
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III. Chasing Claire

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| 04 | PART 1 |
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| 05 | PART 2 |
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| 06 | PART 3 |
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| 07 | PART 4 |
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| 08 | PART 5 |
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IV. Mr. Sweet's Laboratory

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| 09 | PART 1 |
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| 10 | PART 2 |
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V. Mutual Escape

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| 11 | PART 1 |
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| 12 | PART 2 |
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| 13 | PART 3 |
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VI. To the High Security Lab

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| 14 | PART 1 |
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| 15 | PART 2 |
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| 16 | PART 3 |
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VII. Tracking the Omega Armor

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| 17 | PART 1 |
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| 18 | PART 2 |
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| VIII. Foaming the Factory | |
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| 37 | PART 2 |
| 38 | PART 3 |
| 39 | PART 4 |
| 40 | PART 5 |
| 41 | PART 6 |
| 42 | PART 7 |
| 43 | PART 8 |
| XIII. The Endgame | |
| 44 | PART 1 |

I. Introduction

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| Items | None. |
| Tasks | (1) Eliminate the enemy threat. |
| Enemy Types | Rebel Soldier, US-60 MH Black Falcon Helicopter. |

Welcome to Washington, D.C. The character you'll be playing as during Shadow Complex's brief introductory mission is not the main character in the game. Rather, he's a man close in proximity to the expanding conspiracy surrounding him. The American military has taken hold of the rightful US government, and with the president slain, the vice president is now in danger, as is the order of succession. It's up to you to get to his location quickly. After the cutscene shows the assault

and death of a Rebel Soldier (Rebel Soldiers will be how we will generally refer to defectors on the side of the military coup d'état, also known as The Restoration), you'll gain control. Be sure to pay attention to the controller set-up that appears on-screen, since Shadow Complex's control scheme isn't too straight-forward. There's a lot your character can do, and thus a lot for you to memorize as well.



Begin by running to your right. Jump over the dumpster, and once on the other side of it, take a knee. Aim your rifle forward and put a few bullets into the back of the soldier waiting there, and then dash across the street, firing at the enemies in front of you as you approach the ladder leading upward that they're guarding. Shadow Complex is fairly forgiving in the sense that it will aim automatically for you if enemies are nearby, so the soldier in particular that's not in front of you but somewhere on the alternate axis you can't access will be shot automatically as long as you're firing your weapon. This isn't *always* true, but for the most part, it is.



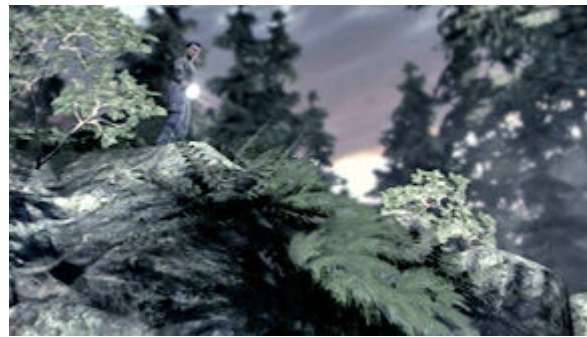
Once you've reached the ladder, quickly climb up, face left, and eliminate the last remaining soldier around the corner. The Secret Service agents that were on-scene helping in the fight have now been slain, and the only thing you have to worry about now is a rather formidable worry, indeed -- a US-60 MH Black Falcon helicopter has been called in to put you away. Because your character is such a behemoth in the power suit you're armed with, you can pull out your missiles and fire a few the helicopter's way. These missiles will take it down to the street, where this mission will conclude. But not before the untimely death of the vice president you were aiming to protect, as well as, assumedly, your own (temporary) character.



II. Infiltrating the Complex

| « | Part One | Part Two | » |
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| Items | Flashlight, Climbing Gear, WSP40 Pistol. | | |
| Tasks | (1) Is this some kind of joke? See if you can find Claire. (2) Claire has been captured! Find where she is being taken. (3) Find a way to get into Interrogation Room B5. | | |
| Enemy Types | Security Camera, Gun Turret. | | |

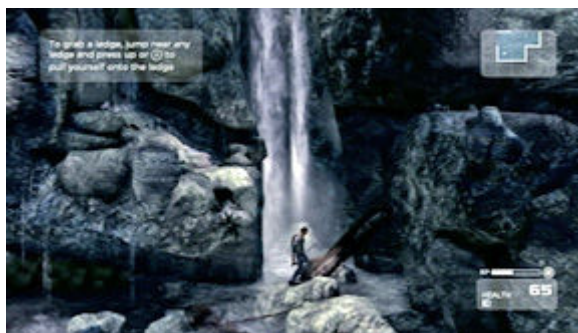
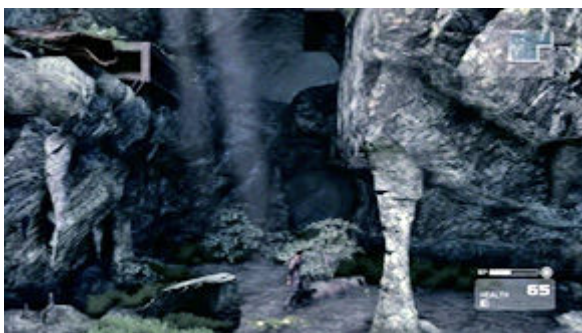
The introductory sequence showed you Washington D.C., but now it's time to infiltrate the complex from which this game garners its title. Your main character, who is essentially a carbon copy of the Uncharted guy (with an identical voice actor), is on a romantic hike with a new love interest of his. However, after the two lovebirds quickly get acquainted with each other, the female in the group runs off to explore (her name is Claire). Naturally, it's up to you to follow along. When you do, however, you'll rapidly realize that your friend is nowhere to be found.



Head to your right and drop down into the cavernous area below. You'll be prompted to use your **Flashlight**, which you should do now. This item will be acquired automatically. From here, it's all about snaking your way through the linear cavernous passageway. On your right, once you've dropped in, you'll no doubt notice a green set of rocks only when you illuminate them with your Flashlight. This indicates that the environment can be destroyed, at which point a new series of prompts will show up, outlining the five different colors of destructible environments in the game, and how each are destroyed. In the case of the color green, you'll need Grenades. Patience, my friends! We'll acquire them soon enough.



Eventually, you're going to reach a rocky outcropping at a dead end where your friend's **Climbing Gear** can be found and acquired. This equipment will allow you to grab ledges and perform wall jumps. For more information on both, be sure to take a look at the information contained within your inventory. With that Climbing Gear now equipped, which it will be automatically, you should be able to backtrack to your right, where a ledge containing a tiny waterfall will be cascading downward from above and to the left. Jump up and grab the water-ridden ledge, and pull yourself up. Proceed leftward to a bridge with a gap in it. The game will prompt you to run towards the gap and then jump, in order to get enough steam to make the jump successfully. If you miss, simply run to your right, climb back up, and try again.



On the other side of the jump, you'll find one of the entrances that lead into and out of the Shadow Complex. However, when you approach the door, you'll find that it's locked, and there's nothing you can do for the time being to get it open. When you drop down into the shaft in front of the door, however, two rebel soldiers will walk towards the door from the right, with your friend Claire in their control. They'll drag the struggling girl through the door and into the complex, and you can then jump back up and follow them inside. If you use your Flashlight in the little ditch before going through the door, you'll see a door on the ground that's illuminated with the color green. This is another destructible area that will require the use of Grenades. We'll be back later.



II. Infiltrating the Complex (Continued)

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| « | Part One | Part Two | » |
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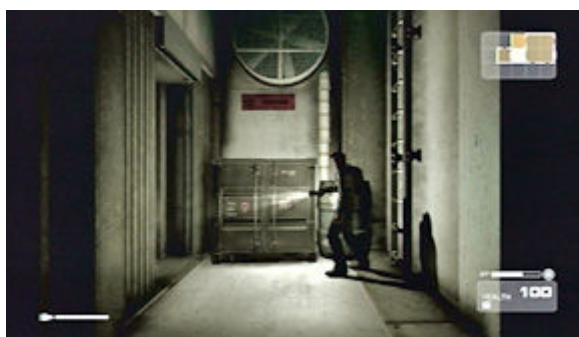
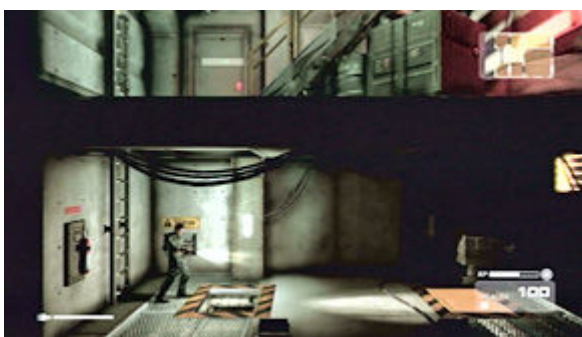
As soon as you go inside the complex, chances are a security camera ahead will hone in on you. These cameras are, for the time being, completely harmless, though they can lock doors if they hone in on you. Wait for the camera to look down the corridor in the background, and then run towards the door. This next room is a save room, and unlike *Symphony of the Night* or *Super Metroid* (two games this title borrows *heavily* from in just about every respect), your progress in *Shadow Complex* is saved automatically as soon as you reach one of these rooms. After grabbing some healing items along the shelf in the room (which happens automatically when you run into them), you can run leftward into the adjacent room. Here, your character will approach a computer terminal in a brief cutscene, where he'll figure out that Claire is being kept in Interrogation Room B5. The location of said room will now show up on your map, along with a reasonable route to get there. Time to get going.



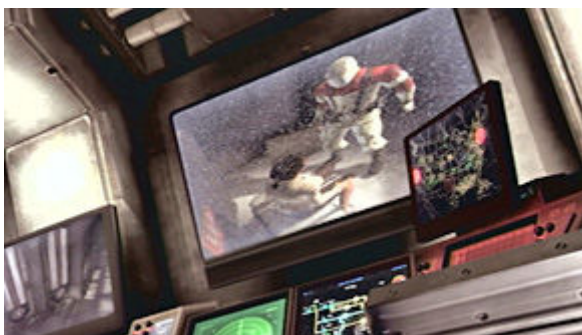
As you run leftward, your character will remark that it might be helpful to sprint past the security camera here. If the camera sees you, the door on your left will become locked until the camera loses sight of you, so avoid any unpleasant happenings all together here. Wait for the camera to strike the pseudo-American flag banners on the far wall, and make a dash towards the door. Once on the other side, you'll see a door along a ledge on your left. Believe it or not, the interrogation room is on the other side of the door, but you have no hope of breaching it from your current position. Instead, you'll need to use the ladder underneath the balcony to continue.



Climb down the ladder, and you'll find a hatch directly in front of you that leads even further down. If you shine your Flashlight to your right, you'll find a hatch glowing the color orange -- orange represents objects that must be destroyed with guns. Soon enough! In the meantime, head down the hatch, and then head leftward into an adjoining room. Head left again through this next room, and the only way you'll be able to proceed is if you work your way around via a complex series of ventilation shafts. Well, they *seem* complicated -- still unarmed, you won't be able to break through any grates to see any other rooms, so there's really only one way for you to proceed. We know you're missing a lot of secrets right now, but there's nothing you can do about them anyway. We'll go back when we're equipped to undertake those secrets, so be patient in the meantime!



When you've finally worked your way through the linear series of ventilation shafts, you'll be on the far side of the interrogation room, around a bunch of monitors and computer terminals. As you head right, the game will focus in on a fuzzy monitor, where an unknown soldier is interrogating Claire. After beating her when not getting the answer he desires, Claire is dragged off to an unknown location, where someone else will take up the interrogation efforts. It's at this point that a black-and-white cutscene takes place, showing a part of Jason's past. Seems like Jason is a military man after all, but decided to put it all on the backburner. But now that he truly cares about something, well... all bets are off.



It's at this point that Jason decides to do something about Claire's plight and grabs the **WSP40 Pistol** off of the table in front of him. After the gun is acquired, quickly duck behind the desk the firearm was on, because a gun turret on the ceiling to your right will begin to take aim at you. Wait until the swiveling gun turret works its way back into its standby position, and then lay into it with a half-dozen rounds from your pistol. This should be enough to destroy it, and surprisingly, doing so has opened a door in a room you've yet explored. It's time to chase after Claire, before it's too late.

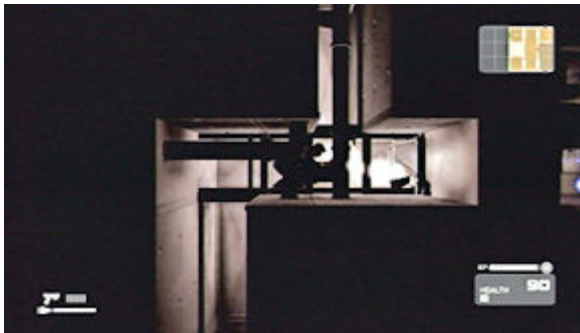


III. Chasing Claire

| « | Part One | Part Two | » |
|--------------------|--|----------|---|
| Items | Health Upgrade (1 of 8), Passkey Component (1 of 12), Health Upgrade (2 of 8), Grenade Pack (1 of 30), Grenade Pack (2 of 30), Grenade Pack (3 of 30), Grenade Pack (4 of 30). | | |
| Tasks | (1) Go to the helipad before it's too late. | | |
| Enemy Types | Rebel Soldier, Spider Droid, Elite Soldier, WSA2 Tarantula IFV, Heavy Soldier, WSA3 Devastator. | | |

Your instincts might be telling you to pursue Claire by going through the door on your right, which will bring you to the balcony mentioned in the previous section of the walkthrough. This is a logical step, but if you do that, you'll be ignoring the orange-colored destructible items we passed en route to the interrogation room. So, let's backtrack and grab an item before we continue with the mission at hand. To find what you're looking for, head back into the ducts underneath the interrogation room. The first destructible grate you encounter on your right can be ignored -- it leads back to a ladder that you can climb up to in order to head back to the beginning of the complex. Instead, what you're seeking here is the second grate you encounter, which will lead to a small

isolated room containing a **Health Upgrade**, the first of eight you will encounter in the game. Don't miss this valuable item.



Once you acquire the Health Upgrade, backtrack to the grate we initially told you to ignore. It should be located directly underneath the right side of the interrogation room. Shoot through it this time around, and climb down the ladder on the other side. This should all be familiar territory for you, by the way. On the right side of a darkened room at the base of the ladder, you should be able to flash your Flashlight to the right. The telltale orange hue of a destructible door can be seen there. Aim downward and shoot the door out. Then, drop through to the room below, where the door that opened follow the destruction of the gun turret in the interrogation room can be seen. Head through the door, and we'll begin to explore new territory. If you're curious about the destructible grate above the hatch you destroyed, you should ignore it. It's a shortcut, and in a game surrounding earning experience points and making your character stronger, you shouldn't be seeking them out.



Walk through the door at the base of the ladder, but don't walk too far into the room. Two rebel soldiers are straight ahead of you, with another soldier on the far catwalk above, and a spider droid walking about on the ceiling. All four of these targets will be felled eventually, but start with the two soldiers in front of you. The wooden crates they may hide behind can be destroyed with bullets if necessary. When they're downed, aim at the soldier on the catwalk, who will no doubt know you're there by now. Then, finish things off by destroying the spider droid.



Before you dash to the room to your right, shine your Flashlight on the two hatches on the ground in the room where the three soldiers and spider droid were located. You should find one on your right, and one on your left, and both can be destroyed by shooting at them. Shoot the one on the left and head down into the hidden chamber below. Kill the spider droid there -- he should drop health -- and then use the duct to your right to access the room there. A **Paskey Component** can be found in that chamber, the first of twelve you have to find in the game. Then, aim your gun upwards towards the hatch on the ceiling. Destroy it and climb through the hole, and you'll be back in a familiar room. This time, head rightward.



III. Chasing Claire (Continued)

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| « | Part One | Part Two | » |
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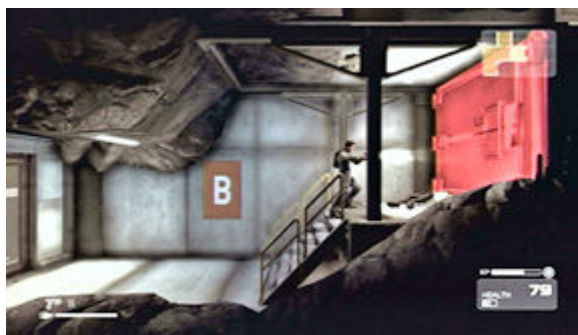
This room has no hostile occupants for you to worry yourself over. If you head forward towards the door on your right, the computer console along the wall en route will give you a map update, unveiling more parts of the map that you've yet to see. If you take the ladder upward and then go through the door up there, you'll come to an isolated save room. Be sure to enter this room before proceeding, not only to save your game, but to collect the healing items within as well, since you've no doubt taken some damage. And finally, before heading rightward through the door on your right near the computer terminal, make note of the duct along the upper portion of the left wall. Shining a Flashlight on it will allow it to glow orange, signifying it can be destroyed with your pistol. However, this is only the right side of the shortcut we earlier told you to ignore.



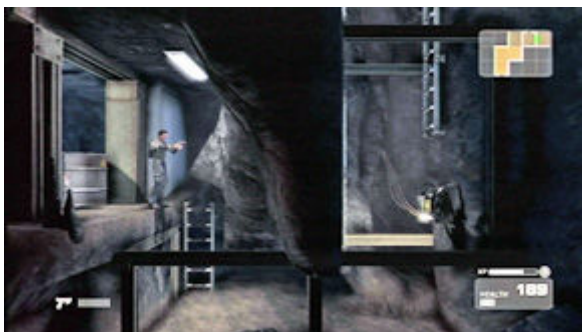
In the next room, you won't find any enemies -- it's completely devoid of threats. Well, except one. As you progress to the right, you'll find an elevator careening downward. Simply press down when standing on it to use it. The electrical currents and sparks flying off of the track should well-indicate to you that the track is charged. Therefore, you shouldn't touch it under any circumstance, or you'll incur heavy damage. You'll also no doubt notice the two shafts colored red (when shone-on with your Flashlight). We'll come back to destroy these later, as they require missiles to do so. As you head rightward into the next room, gathering health en route if need be, you'll be confronted with an area full of deep water. Before we dive in (literally), aim at and shoot both the soldier in front of you and the soldier in the middle of the room as well.



Jump in the water and get a feel for controls. For the time being, we can do much aqueous exploration because we're ill-equipped for it. If you go underwater, you'll see your character's oxygen meter, which when depleted twice will cause instantaneous death (so be careful when you reach the second, red-colored meter, which will cause moderate chip damage before ending your life completely). As a result, don't push it. We'll get back to this area later. Simply swim across and access the room via the door on the other side of the moat. In this next room, you'll have to fell a lone soldier and his spider droid companion, but things will quiet down thereafter. You can't proceed through this room, but we wanted to point out the red-colored door and purple-colored exhaust vent here. They'll require missiles and foam to destroy respectively. Keep them in the back of your mind for later.



Backtrack to the room with the moat in it, and once through the door, look up. You can climb upward through this shaft here, pulling yourself up from ledge to ledge as you go. The climb, at least in the early-going, shouldn't be too precarious for you. There's always a way to pull yourself up, by the way, so if you're having trouble for some reason, just keep trying. You'll eventually go through a door and will have to pull the trigger on a lone spider droid, but thereafter, the climb upward continues. The only real threat here, a lone soldier with another spider droid, will appear after a Ninja Gaiden-like jumping exercise between segmented ladders on opposite sides of the shaft. Do away with the threat, and you should come to the top of the vertical shaft thereafter. Shining your Flashlight on a couple of rocks above and to your left will have them glow a green color; this indicates they can be destroyed by grenades. No luck with those yet, so instead, head through the door on your right, which is a save room. Your game will, as always, save automatically, and you can grab some healing items within to boot.



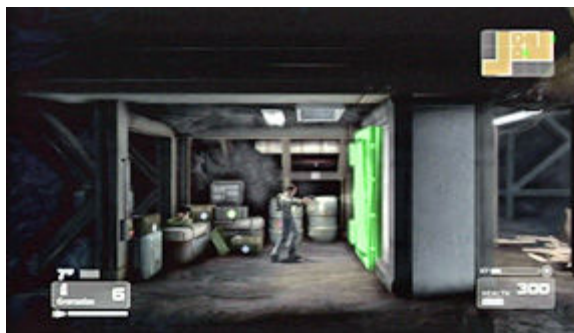
Once you've pushed through the save room, you'll find yourself in a room with no enemies. Sitting in the open is a **Health Upgrade**, the second of eight we've come across. This might seem like some sort of trap, but believe it or not, it isn't. Grab your Health Upgrade and push to the right through the next door. You'll be back outside, though you can't go upward yet. A regular rebel soldier will be ahead of you, with two spider droids combing the vertical walls of the open-air chamber, and an elite soldier guarding a door below. Lay into the rebel soldier and the two droids first, and then focus on the stronger, more robust enemy guarding the door on your right. This door will glow a green hue when a Flashlight is shone on it, and since we don't yet have grenades, we can't head on through. So, drop down to the bottom of the shaft. You can't manually work your way back up from here once you commit to dropping down, but that's okay. No need, for the time being.



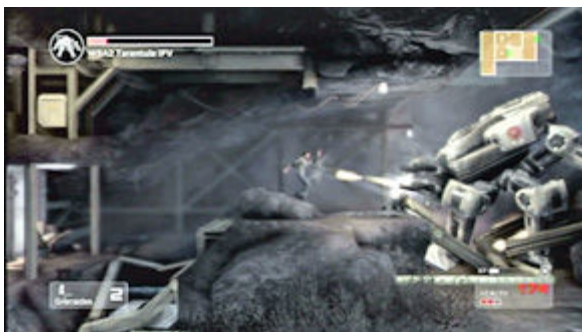
III. Chasing Claire (Continued)

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| « | Part Three | Part Four | Part Five | » |
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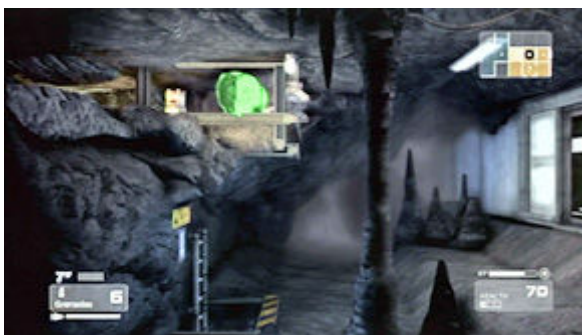
Since you can't go rightward at the bottom of the shaft, you'll be forced to go leftward instead. It won't be long until you run into a few boxes in front of a sealed door that will require grenades to open. Thankfully, there's a shaft above you occupied by a lone spider droid. Once you've easily downed that foe, being sure you keep your distance so you aren't caught in an unfortunate explosion, you can drop down into the sealed room. Within this room is your very first **Grenade Pack**, the first of thirty total you'll find in the game. You can then use your newfound grenades to blow the door open to your right, where you can then access the shaft you were just in prior to finding this vital upgrade.



As you begin to head rightward, an unexpected guest will show up on-scene. A WSA2 Tarantula IFV, a new military device, wants to take you out. This daunting metallic machine might seem invulnerable, but you'll quickly find that doing damage to it isn't as difficult as you might think. And, not at all surprisingly, effectively waging this battle all revolves around your ability to use those new grenades of yours. Basically, the two metal platforms on either side of the shaft will both eventually collapse when the machine steps on them. This reveals a place where grenades can be placed or tossed to take advantage of their soft underbelly. While your pistol can do some damage too, fighting it exclusively with your pistol would prove to be a difficult ordeal. Certainly supplement your grenade-based damage with some pistol shots, but don't rely entirely on it. If you run out of grenades, too, remember that you can run back to where the first upgrade was found, where an unlimited supply can be added to your inventory over and over again. And of course, keep an eye on your health, and take evasive maneuvers to ensure you're not getting cut to shreds by the Tarantula's powerful blasters.



If you listen carefully to Jason after he fells the Tarantula, he'll quickly gloss over how he can backtrack and go after some stuff he might have missed due to not having the appropriate weaponry. Objects glowing a green hue when you shine your Flashlight on them indicate things that can be destroyed with grenades. Backtrack up the shaft, using the downed mech to catapult yourself upward. The enemies here would have respawned, so be prepared to deal with them. Instead of going through the green door on your right, which is obvious, backtrack instead to the left, heading to the room to the left of the save room. In the left corner of this room, you can place a grenade in a shaft to blow apart the rocks there and gain access to a secret area containing a **Grenade Pack**, the second of thirty in the game. Use another grenade to blow more shaft-bound rocks sky high to your left, and you'll find yourself back outside, near where you began the game. Use this opportunity to run towards the entrance to the Shadow Complex. Remember the hatch we ignored earlier because we didn't have grenades, when we saw Claire being dragged inside by some soldiers? Blow that shaft up and you'll find another **Grenade Pack** in the room underneath; that's three of thirty, if you're keeping count.



III. Chasing Claire (Continued)

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| « | Part Three | Part Four | Part Five | » |
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That's about all you can do for the time being, so backtrack all the way back to the location where you fight the Tarantula. Above it is a sealed door that will glow green when you illuminate it with your flashlight. You can place a grenade at the foot of the door and blow it open. A word of warning, though -- enemies will almost have certainly respawned at this (and other) locations if you went and got the three Grenade Packs discussed above, so expect to have a fight on your hands when you return *before* setting the grenade down. In the next room, you'll have to fend off a few enemies of familiar varieties. You'll see a soldier dragging Claire along in the background, letting you know you're on the right track. Before heading rightward through the door, be sure to use the computer console in this room to upload a new section of your map. Then, pass over the catwalk with the waterfall in the background to proceed.



When you walk rightward from the waterfall-dominated area, you'll be back inside the complex. Two soldiers will be in front of you, and another soldier is manning the catwalks above and to the right. Lay into the two soldiers quickly, and then aim at the third soldier, who's harder to hit. Once he's killed, you're free to explore the room you're in. The door on your right, when illuminated, will reveal a purple hue. You'll require the Foam Gun to get through this door, so for now, move upward and to the right, into the next area. You'll now be back outside. Head rightward (you can't go upward for the time being) and crouch down to get through the thin area ahead. Then, climb upward to your left. You should be able to vault yourself up to the left again, into a little shaft that will require you to duck down once more. Work your way leftward, and you can jump (yet again) leftward to another small shaft, where a **Grenade Pack** sits. That's number four of thirty.



After acquiring the fourth Grenade Pack, drop down and again head rightward. This time, instead of pulling yourself up and going to the left towards the location of the aforementioned Grenade Pack, you can climb upward and go slightly to the right. Hang off of the bottom of the metal footbridge above, and you'll witness a brief scene with some rebel soldiers speaking to one another. After that's run its course, drop back down and look to your right, where you'll be forced to use grenades to break through a series of green-glowing rocks. After they're destroyed, head rightward and drop down the pipe-lined passage. Then, swing leftward. You'll be on a metal dock, and there will be water below you. What to do now?



III. Chasing Claire (Continued)

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| « | Part Three | Part Four | Part Five | » |
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Well naturally, you're going to have to drop into the water, but this time around, instead of ignoring the underwater sequence, you're going to be forced to go through with it. The white oxygen meter will appear on the screen as soon as you're underwater, and it will quickly go down. However, it's not the only meter -- a red one, the final of the two meters, will thereafter show up and quickly dissipate. It's when that meter goes down that you will die, so you need to move extremely quickly here. Swim rightward and come up for air in a little isolated chamber. Then, go back down and continue rightward until you can't go rightward anymore. At this point, you'll need to climb up a vertical shaft similar to the one you just fell down. Follow the on-screen prompts to execute wall jumps if you need help.



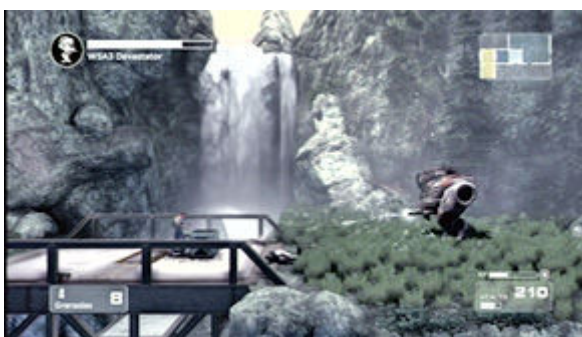
At the top of the vertical shaft, kill a lone rebel soldier on your right. After he's dead, you'll need to climb upward and walk leftward. Go over the footbridge, and enter the save room. On the other side of the save room, you'll find yourself back outside. Run to the left and at the last second, jump over the gap so that you land on the small metal platform on the left (this can only be done if you run -- reload your last save if you miss). Above you are a few enemies, one of them a shield-wielding soldier (we'll refer to this variety of soldier in the walkthrough as all sorts of stuff, but they fall under the "Heavy Soldier" moniker). Scurry up towards them and chuck a slew of grenades at your foes, so that they drop before they can respond. You can then proceed to the left, which with the exception of a few more basic soldiers, is completely wide open. You'll be able to reconcile two parts of the map by doing this, since if you continue leftward, you'll come across the very first screen you traversed on your map. *Make sure not to drop down on that screen, or you'll have a lot of backtracking to do!*



Once you've added all of this territory to your map, backtrack to the vertical shaft where you killed the lone soldier. You may need to backtrack from the point where the shielded enemy was felled, by going back underwater, et cetera. Once back at the shaft, kill the respawned soldier. If you want, shine your flashlight upward at the top of the shaft, and you'll find a door glowing red. You'll need missiles to get through. Continue rightward, and you should go freely until you reach a boss encounter to the east, which is discussed below. The powers that be at the Shadow Complex believe Claire is guilty of *something*, and they're taking her away just as you arrive. Get ready for a fight thereafter.



The battle with the WSA3 Devastator shouldn't be too difficult for you, namely because of the conveniently-placed metal box that you can use as cover. This box can never be destroyed, so using this cover wisely is going to make the difference between success and failure here. Naturally, you're going to want to kill the two elite soldiers that are accompanying the Devastator, but if you can, save your grenades and take them out with your pistol instead. Then, when they're felled, begin chucking grenades at the Devastator to take him out quickly. If your grenades are missing their mark, let the mech come closer and then try again. Of course, you can provide plenty of supplementary damage with your pistol, but this will prove to be slow-going, and will force you to show yourself while shooting. However, if you've run out of grenades without doing the job, you'll be forced to revert to this technique.



IV. Mr. Sweet's Laboratory

| « | Part One | Part Two | » |
|--------------------|---|----------|---|
| Items | Grenade Pack (5 of 30), Health Upgrade (3 of 8), Grenade Pack (6 of 30), Grenade Pack (7 of 30), Passkey Component (2 of 12). | | |
| Tasks | (1) Find Mr. Sweet's laboratory before Claire is killed. | | |
| Enemy Types | Rebel Soldier, Elite Soldier, Heavy Soldier, WSA3 Devastator, Security Camera, Gun Turret. | | |

Once the WSA3 Devastator is downed, take a breath, because for the time being, all is well. The first thing you're going to want to do is backtrack all the way back to the previous save room on the left side of the vertical shaft. After saving your game, you'll then be free to return to where the battle with the WSA3 Devastator took place -- expect enemies to respawn en route back, including where the Devastator itself was felled, where you'll now need to do battle with a pesky Shielded Rocket Soldier (Heavy Soldier). Take him out, and then take a look around you. You'll see a hatch door on the ground on the left side of the screen. It glows orange when illuminated with a flashlight, so begin by shooting

out the hatch door and heading underneath that area. On your left, in a little alcove, you'll be able to find a **Grenade Pack**, which is the fifth of thirty we've come across in the game.



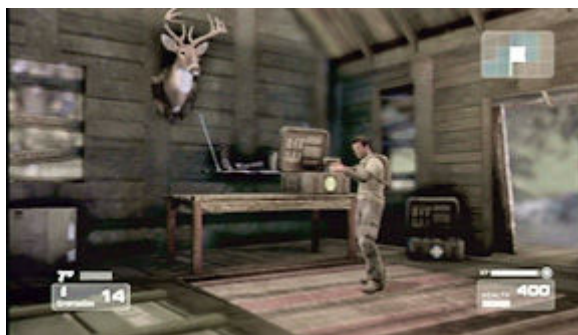
After grabbing the Grenade Pack, head rightward and scurry up a ladder to reach the surface, where you were before. Illuminating the rocks to your right will reveal them to glow red, and since you don't have missiles, there's nothing you can do about them for the time being. So in lieu of going in that direction, jump upward, grab on to the rock, and begin climbing up the multiple ladders there. At the top of the ladder, you can begin heading rightward. Kill the rebel soldiers and elite soldiers you encounter as you dash rightward, and if you can, jump over the first gap you cross, and continue rightward. You won't be able to go rightward for very much longer, but jumping over the previous gap will ensure that you are able to flank your enemies below.



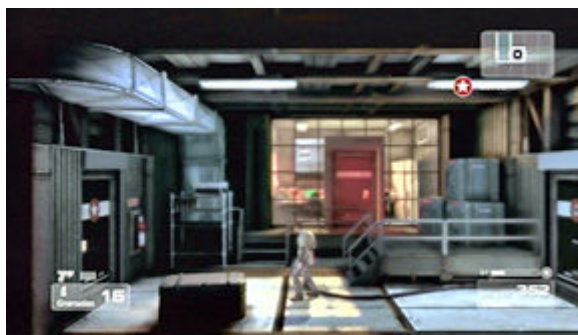
To your right, you'll see a rather expansive lake (which looks beautiful, by the way). We'll go that way eventually, but first, head to the left. You'll encounter a random rebel soldier here, as well as a spider droid -- both can be felled easily, especially if you followed our advice, came from the left, and were thus able to flank both of them. You won't be able to go to the left much further before you run into a dead end, with a small body of water below you. Jump into the water, go under, and swim down and rapidly to the left. You should be able to swim all the way to the left via both oxygen meters before you run out of time. In this little alcove, you'll be able to easily find a **Health Upgrade**, the third of eight found in the game.



After acquiring the third health upgrade, it's time to backtrack back to the dock on the left side of the large lake. Here, jump into the water and swim rightward. You won't get very far before an enemy helicopter swoops in and begins taking shots at you. To avoid the brunt of the damage you'd otherwise incur here, begin swimming rightward underwater, coming up for air every so often, but remaining submerged as much as you can, and as deep as possible. When you finally reach dry land on the right side of the lake, get out of the water, jump over the house to your right, and then enter into it. You can lay low here and catch your breath while grabbing needed health and grenades from within. When you're ready, you can then head back outside to continue your quest towards the laboratory. Keep in mind that at the right side of the lake before you reach the house (so, the right side of the left part of the lake), you can stay submerged and grab the out-in-the-open **Grenade Pack** sitting there, which marks six of thirty in the game.



When you're ready to leave the house, make a mad dash to your right. The helicopter will still be shooting at you, as it was in the house, so as soon as you reach another patch of water, immediately jump in and adequately submerge yourself so you can avoid as much damage from the chopper's ruthless machineguns as possible, just as you did earlier. Continue swimming rightward, coming up for air when needed. When you reach the next patch of land, the chopper will turn back, so you can stop worrying about that. Unfortunately, you'll need to deal with a few rebel soldiers as you work your way rightward in lieu of the helicopter. When you reach a gap in the ground with a rebel soldier on the far side, take down the enemy and then drop into the vertical shaft. For now, swing rightward into the save room, where you can heal your character and take a quick breather.



IV. Mr. Sweet's Laboratory (Continued)

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| « | Part One | Part Two | » |
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Don't bother heading rightward out of the save room, as there's nothing you can do over there yet anyway. Instead, backtrack one room to your left. You should be in the base of the vertical shaft you earlier fell down. Cleverly-tucked underneath the rocky platform to your left is a secret shaft. Kill the spider droid within and then duck down and work your way leftward. You'll be in a ventilation shaft underneath a corridor with several troops stationed on it. Stay ducking when you come out of the left side of the shaft so that the troopers don't see you, and you can get the jump on them. Working rightward on the corridor now, kill the soldiers and climb up the ladder to the control booth above. Once you're up there, you'll find a new weapon, the **WSMP-50 Submachinegun**, a marked improvement over your pistol in firing speed, damage, and clip size.



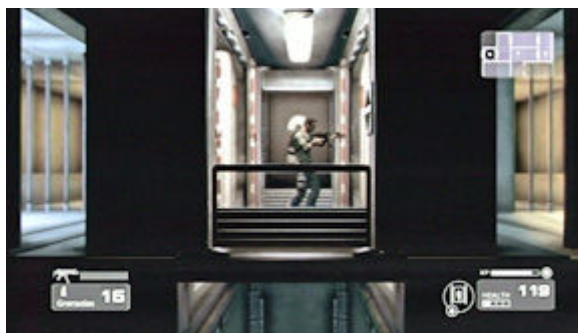
With your newfound weapon in hand, drop back down the ladder and work your way slightly rightward. There's a computer terminal along the far wall that, when examined, will add another small segment to your map. Be sure to have that map addition added before proceeding through the newly-opened door, which reveals itself to be the previously-locked door on the vertical shaft we just fell down. You can use that to wrap back around to the previous save room. Save your game again, and work your way rightward to the next room, where you'll meet minimal hostile resistance. Climb up the ladder on your right and go through the door you find there. (If you're curious, the reason we told you to ignore this passage earlier was that, without the machinegun, the aforementioned door is permanently locked.)



The door was locked for a reason. Initially, you'll have to deal with several standard rebel soldiers in this room, but eventually, a large hangar door at the back end of the room will rise, letting loose not only another small wave of soldiers, but another WSA3 Devastator as well. Sit back on the left side of the room and use the conveniently-placed crate there for cover as you return fire on the soldiers first, and then finally the giant mech. The mech itself isn't at all an aggressive threat, so as long as you're smart about fighting it, you should sustain little damage. In fact, you fought and killed one of these machines earlier, so if you did it then, you can certainly do it now that you have more grenades and a stronger weapon. Chip away at the mech's health with your machinegun and chuck grenades at it when you're within distance, which will do away with it rather rapidly. Then, collect any dropped health in the room from all of the bad guys you just killed, grab the **Grenade Pack** on the upper right side platform (which is number seven of thirty), and go rightward into the next room.



Here, slay the lone soldier on the ramp and move towards his position. From here, you can either go downward or upward. First, go upward along the ladder. En route, you'll see some purple-colored destructible stuff that can't yet be obliterated (you'll need foam rounds to do so), but for now, you're only going up the ladder and emerge outside near the waterfall to add those areas to your map. Once you've done that, go back down the ladder -- all the way down the ladder to the very bottom -- and kill another soldier on your left. There's a Foam Pack upgrade above you that you can't get yet, so ignore it and go left into the adjacent corridor. Immediately have your gun at the ready to deal with a couple of more soldiers. The only thing of interest hereafter is the elevator leading downward from this corridor. You know what to do.



Once you've taken the elevator all the way down, have your gun at the ready, because soldiers will fire on you from both the left and the right. Once both threats are felled, head to the right side of the passageway. Collect the myriad health sitting along the shelves there, and for the time being, ignore the hatch on the ground. You can shoot it out and control the elevator from below, but for right now, you can't actually do anything with this skill, so just ignore it. Leftward from the elevator, you'll run into a wide-open room with a camera on the far wall, as well as three gun turrets. Aim first at the camera, if you can, so that it ceases to assist the guns in targeting you. Then, go after the guns one after another. When all mechanical threats are felled, you can then run leftward into Dr. Sweet's laboratory, where Claire will be found, but not exactly rescued.



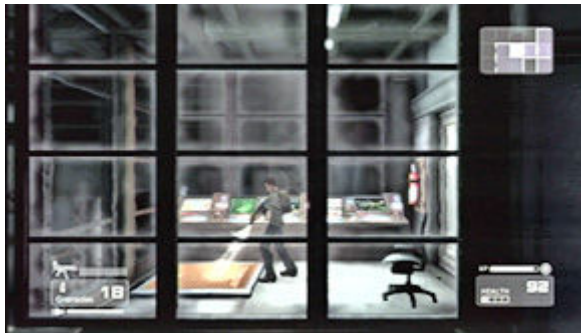
V. Mutual Escape

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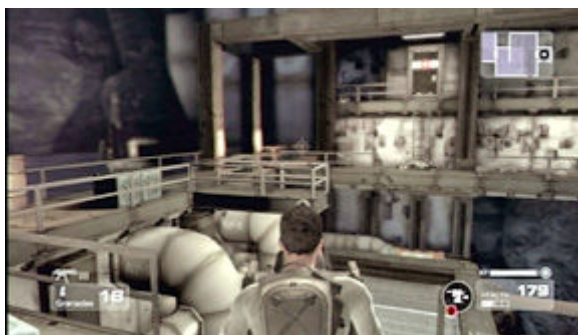
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| Items | Gold Bar (1 of 12), Grenade Pack (8 of 30), Grenade Pack (9 of 30), Grenade Pack (10 of 30), WSM400A1 Carbine. |
| Tasks | (1) Find a way for both you and Claire to escape. |
| Enemy Types | Rebel Soldier, Security Camera, Gun Turret, Elite Soldier, Heavy Soldier, Underwater Drone, Spider Droid. |

Because Dr. Sweet pumped Claire full of god-knows-what, she's paralyzed and can't move. And carrying her along with you will only encumber you, so that's not exactly an option either. In lieu of these two options, you'll need to find a third, which is leaving Claire behind in the laboratory while you go ahead and find a way for both of you to escape. Begin by heading leftward out of the lab, where you'll come across a small control room. Use your gun to fire down at the hatch in the ground. Once broken, you can climb down to a machine-filled room below. Destroy the lone security camera on the left side of the room, and dash rightward through the door at the very bottom. In this second control room, you can

destroy another hatch in the ground to proceed.



Once through the second hatch, you'll be in the water. Quietly swim to the right and pull yourself out of the water behind the manned gun turret. Immediately take the gunner out and man the turret on your own, which will allow you to quickly and easily mow down the couple of dozen soldiers that show up on-scene hereafter. Keep moving the gun around to be sure you're killing all of the enemies that appear out of various places around the far side of the room. Prioritize killing the enemies closest to you first, since they have the most potential to damage you, especially if they're about to flank you (which could cause you to have to abandon the gun). When all is finally quiet, run around and see if anyone dropped anything. Chances are, though, they haven't.



There are two ways to proceed from here. We recommend that you first climb up the ladder on your right and enter the save room located there, so you can save your game, heal yourself and collect needed grenades. You'll find an orange hatch here -- use gunfire to blow it open, and claim the **Grenade Pack** sitting underneath, the eighth of thirty in the game. Then, climb back up to the save room proper in order to continue. You can't proceed out of the other end of the room, so you'll be forced to backtrack to the room where the fray just took place. Climb back down the ladder and head to the right corner of the room. Shine your flashlight on the hatch there, and it will glow a green color. This should signal to you what to do -- set a grenade atop the hatch and it will be sent sky-high. You can then drop down the deep hatch, and you'll splash down far below, in some shallow water.



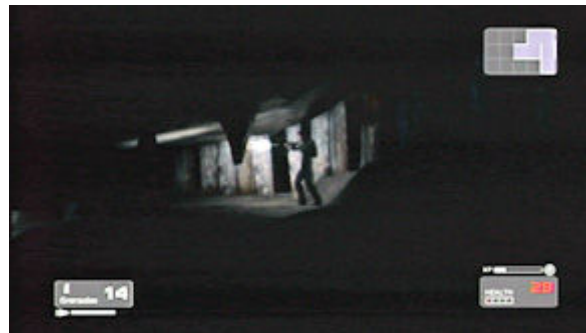
V. Mutual Escape (Continued)

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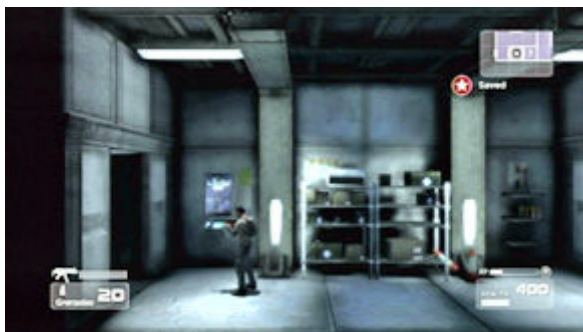
You can swim to your left to add some territory to your map, and you can swim under the water to encounter and kill a new variety of enemy (we call these guys underwater drones), but as you'll find out underwater and to your left, you'll need missiles to proceed. So, get out of the water thereafter and head to the right, where you'll have to take another epic fall down another vertical shaft. Don't worry about missing stuff en route, because you don't have the necessary items to get through the various barriers that appear on your way down anyway. When you land in the next pool of water, swim under the water and grab the **Gold Bar** there, which is the first of twelve you'll encounter in the game. Once you've retrieved that valuable item, swim leftward to reach dry land once more.



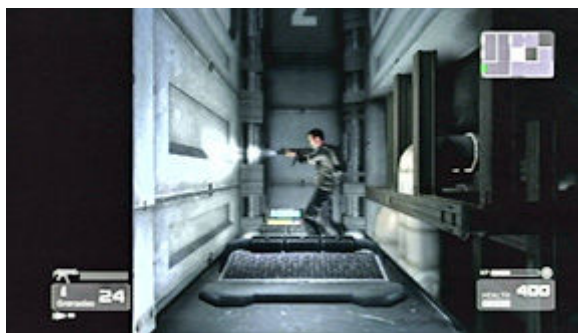
Proceed cautiously as you go to your left. Ahead, a security camera, two gun turrets and a gatling gun-wielding soldier will all scroll on the screen. This is where you're going to have some options. You could take on the threat ahead of you, which is a great option if you're seeking out some experience. Or, you could drop down to the shaft adjacent to their positions, and work your way underneath them to your left without the enemies above having any idea. The latter is the easier solution, though if you decide to take on the enemies head-on, keep an eye on your flank, since two rebel soldiers will appear from behind and begin shooting at you as well. The enemies here are guarding an elevator that will lead you upward, but if you take the alternate route, you can climb up parallel to the elevator shaft, then on top of the elevator, and then wall jump upwards. Either way, you come to an identical area -- an extremely dark shaft inching its way leftward.



Roving around in these shafts are a couple of spider droids with a special foam-based attack. This foam does minimal damage, but it will freeze you in place until you follow the on-screen prompts to break free. This is rather vivid foreshadowing of an identical weapon you yourself will find in your inventory soon enough. These spider droids can take considerable amounts of damage, though, so be prepared for prolonged fights with both of them that you meet as you work your way through this tunnel. Wield grenades and chuck them liberally if you want to do away with them quickly. When you finally reach the end of the dark, winding pathway the spider droids were occupying, you can drop down and go rightward into a save room. Save your game, heal up and grab grenades if needed. Also, upload a new portion of your map with the computer terminal on the left wall. Then, go rightward into the adjacent room. Kill the lone soldier here and climb up to the eaves overhanging the room, where the ninth **Grenade Pack** or thirty total in the game can be found and acquired.



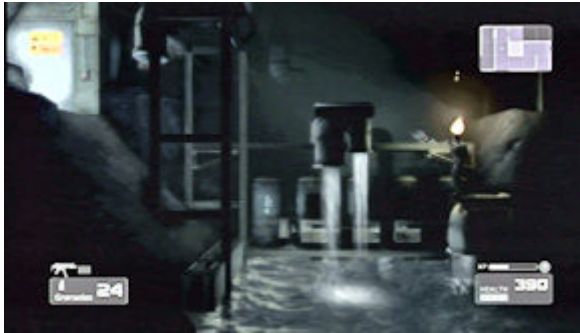
With your newfound Grenade Pack in hand, backtrack leftwards towards the save room, and then go left again. You'll be back in the room you fell into after traversing the spider droid-filled crevasse. The boxes on your left can be destroyed easily with your firearm so that you can proceed to the elevator on your left. Jump up and hang from the base of the elevator and follow the on-screen prompt to send it careening upward. En route, you'll want to keep an eye on your right for a shaft that you can jump into. With your flashlight guiding the way, you should be able to find a **Grenade Pack** here, the tenth of thirty in the game. After grabbing that, continue to climb up the shaft (you can use Ninja Gaiden-like skills to jump back and forth), and at the top right side, you'll find another shaft you can climb through.



V. Mutual Escape (Continued)

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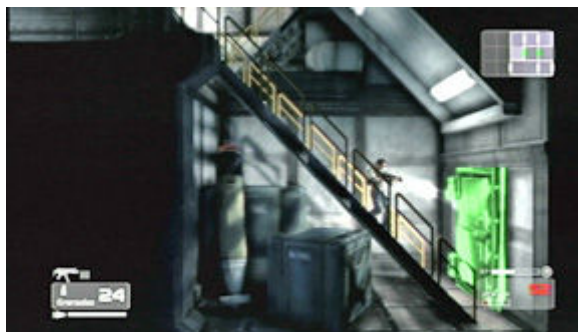
Head right through this small shaft, and you'll come into a room with a couple of rebel soldiers walking around. The base of this room is covered in shallow water, and though there's an underwater drone you can kill down there, there are no items of interest submerged. Kill both soldiers and shine your flashlight on the right side of the room, where yet another rocky path has been cut through the bedrock. Kill the spider drone you encounter en route, and otherwise, follow the linear pathway until it concludes. When you're able to come out of your crouching position, jump up to your left and walk forward as you crouch back down. A trio of enemies are here, including a standard rebel soldier, a gatling gun-wielding thug, and a spider drone shooting foam rounds your way. Silently listen to their conversation, and then open fire. The explosive barrels they're huddled around make a great target for a grenade or two, which if well-timed should take out the entire group of enemies in a single explosion.



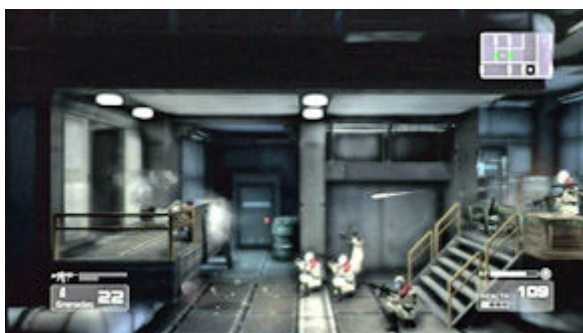
Once that group of enemies is eliminated and all is quiet and safe, head leftward to the dead end. Shine your flashlight on the vent cover and it will glow orange, indicating that it can be destroyed via firearm rounds. Jump up into the shaft once you're able, and begin shimmying to the left. As you go leftward, you'll find yourself over a couple of rooms where the rebel soldiers lay their heads to sleep. Listen to their conversations as you go. When you get to the far left end of the shaft, you can drop down into the first of three rooms, left to right, you'll need to traverse. The first room is devoid of any enemies, though you will notice a red-glowing hatch on the floor that you'll need missiles to penetrate. The second and third rooms you encounter as you head rightward, however, each have enemies to take out. Do so rapidly, and access the ladder on the right side of the third room to begin your trek downward.



Descend the ladder and kill the soldiers in the room you find yourself in. When they're downed, you can then go leftward into another nearly-identical room with more hostiles within. Once both of those rooms are full of deceased enemies, you can go left once more, this time to a staircase leading downward. The lone soldier at the crux of the stairs should be killed at your earliest convenience, and from there, you can proceed down the stairs to a locked door on your right. Shining a flashlight on this door will reveal it to glow green -- thus, you'll want to kneel down and plant a grenade to blow it open. On the other side of this door is a save-like room, though it isn't *actually* a save room, so don't get too excited. You can grab myriad healing items here, and more importantly, a new weapon, the **WSM400A1 Carbine**, a powerful assault rifle that leaves your other weapons in the dust in terms of power, rate of fire and clip size. With that in hand, you can then head out of the door on the right side of this room, keeping in mind that you'll have to blow it open with another grenade to get through successfully.



Once through the door, immediately take a knee and begin to listen to all of the soldiers in the room speak to one another about their equipment and whatnot. After the lengthy conversation concludes, you'll be able to open fire on these foes, using the metal sheet on the railing ahead of you for cover. If you don't want to get torn to shreds, the key here is to initiate hostilities by way of a couple of well-placed grenades. Shooting one at the base of the small staircase ahead and the one atop it is a good way to eliminate virtually all of the enemies here in one fowl swoop. However, if you have to clean up your mess afterwards, patiently wait for gaps in the gunfire as you hide behind the aforementioned metal sheet. When you hear the telltale musical cue that all of the enemies in the room are dead, you're free to come out behind cover and explore the rest of the room, grabbing dropped health and the like. And just like that, a new goal flashes on-screen, and thus, a new section of our walkthrough begins in earnest.



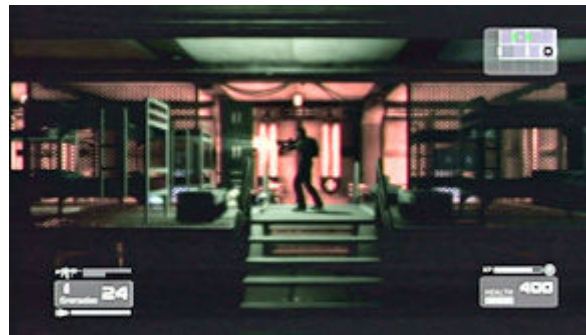
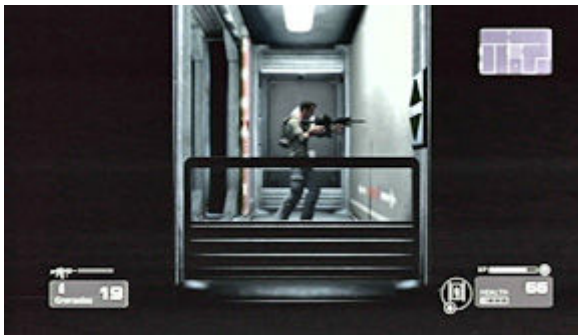
VI. To the High Security Lab

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| « | Part One | Part Two | Part Three | » |
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| Items | Grenade Pack (11 of 30), Grenade Pack (12 of 30), Passkey Component (3 of 12), Grenade Pack (13 of 30), Grenade Pack (14 of 30), CLD Thrust Pack, Fusion Body Armor, Grenade Pack (15 of 30), Grenade Pack (16 of 30). |
| Tasks | (1) Find a way into the High Security Lab. |
| Enemy Types | Gun Turret, Rebel Soldier, Elite Soldier, Dark Soldier, Heavy Soldier, Spider Droid. |

So, if you're just jumping into this section of the walkthrough, let's backtrack to the very last thing we did in the previous (fifth) section of the walkthrough. After acquiring the WSM400A1 Carbine, we went rightward into the next room, where we eliminated half a dozen hostiles. This is where we are at this very moment. With the enemy threat within this room nullified, head rightward and climb the ladder up to a staircase leading leftward. At the crux of this staircase, when it begins heading rightward, aim upward and immediately do away with the gun turrets there. If you're not quick, they'll chew you up. Then, enter the elevator they were guarding and take that elevator downward. From the elevator, you can then head leftward through two

darkened rooms. En route, you'll encounter only a lone rebel soldier in addition to a much-needed save room (where you can heal), so there's little for you to worry about until you reach the room to the left of the elongated room to the left of the save spot.



This room, and the next one you come to on your left, are both chock-full of dangerous enemies. You're going to need to be smart in these two groups of encounters in order to survive. In the first room, your primary target should be the shielded rocket-wielding thug, who can easily destroy you if you aren't careful. Along with all of the enemies on the various balconies and the spider droid shooting foam rounds at you, you're going to have your hands full. As usual, grenades go a long way here, especially if you can precisely pinpoint where you want them to go. In the first room, be wary of reinforcements that show up, too! In the second room, there aren't quite as many enemies, and you can crawl underneath the entirety of the room to position yourself *just* so. However, you'll encounter a new, wily type of uzi-wielding thug here that we've called the Dark Soldier. The black duster-wearing enemy can be annoying and often wields grenades, so attempt to take him out first if you're at all able to do so.



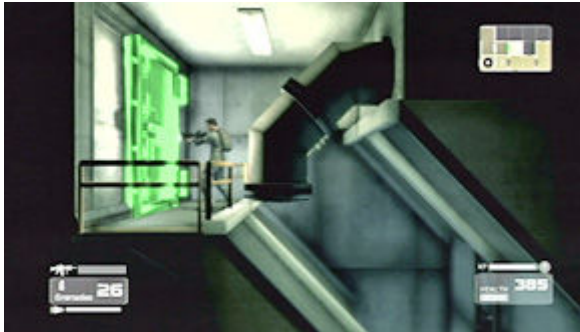
Head leftward into the adjoining corridor, and run leftward along it until you can go downward. Down there, tucked in a corner on your right, you can find a switch that, once turned on, will flood the room you're in completely. *Do not do this yet!* Instead, jump back up and continue leftward through the next door, which leads directly to a save room (the small corridor that leads to the save room contains a new map upgrade via a computer terminal on the far wall, so be sure to activate it). Here, you can compile more grenades if need be, as well as heal your character. You can also blast through an orange-glowing hatch on the ground in the save room, which will let you crawl rightward through a shaft to a **Grenade Pack**, the eleventh of thirty in the game. After grabbing that item, go leftward one more room. You can't do much here, but you can see that there's a lever on the far side of the blast wall that must be switched in order for you to proceed that way. More on that later. In the meantime, backtrack rightward back through the save room, through the next corridor, and then to the aforementioned flood controls.



VI. To the High Security Lab (Continued)

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| « | Part One | Part Two | Part Three | » |
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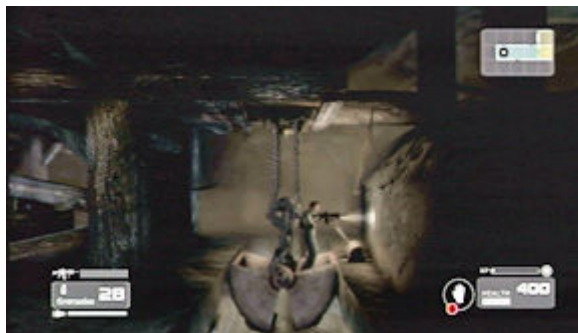
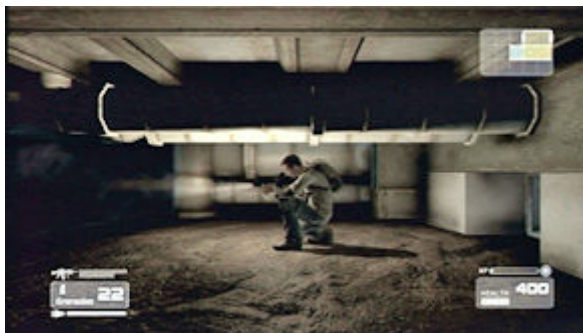
Now, this next part is integral. Above the flood controls sits a **Grenade Pack**, the twelfth of thirty in the game. To get it, you must first flood the room via the controls and swim up to it. If you miss it while the room is flooding, chances are you're not going to be able to get it any time soon, so you have to execute flawlessly here, or restart from your last save and try again. Attempting to swim down from the top of the water once the room is flooded towards the Grenade Pack is impossible in your current gear. When the room is flooded, you'll then have access to a room up a ramp to your left. Use a grenade to get through the sealed door, and kill the enemy on the other side. This room has an interesting little device in the middle that lets you plant grenades into the vent shaft. This is relatively useless here, but keep this technique in mind for the future.



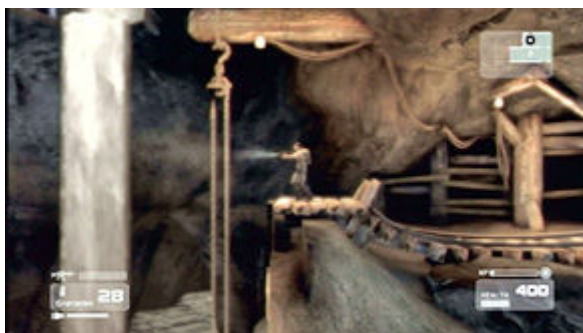
The next room has a considerable enemy contingent within it, all of the human variety (you'll need to climb up to said room, however). On your right, you'll find some health. Keep that in mind, because you'll likely be needing some. Now, remember the cool little trick we just did with the grenade being shot into the ventilation shaft? Well, there's another shaft on the ceiling here that glows green when you shine on it with a flashlight. Shooting a grenade or two up there will cause massive explosions to erupt from vents in the background, killing the enemies there automatically. This is an equally useful technique to employ when reinforcements inevitably stream into the room. For other enemies far out of range of the vent shafts, you'll need to employ more standard techniques. Thankfully, using the vent technique thins their numbers considerably, so you shouldn't have too much trouble dealing with the remainders.



When the enemy contingent within the room is slain, you can head to the left side of the room. Hidden behind the crate along the far wall is a **Grenade Pack**, the thirteenth of thirty to be found in the game. You won't see it, but drop in between the wall and the box, and rest assured it's there. After grabbing that, shoot the vent cover on the ceiling that glows orange when you shine a flashlight on it. This will lead directly into the air conditioning vent, which you can navigate linearly to its conclusion, which is in a dim rocky pathway. Move leftward towards a mechanism that looks like the bucket on the end of a large construction machine, used to move rubble. For now, cross over it and continue leftward to the impromptu save room, where you can heal, grab grenades, and save your game. Then, backtrack to the previously-mentioned bucket. You can use the switch next to it to deposit you below.



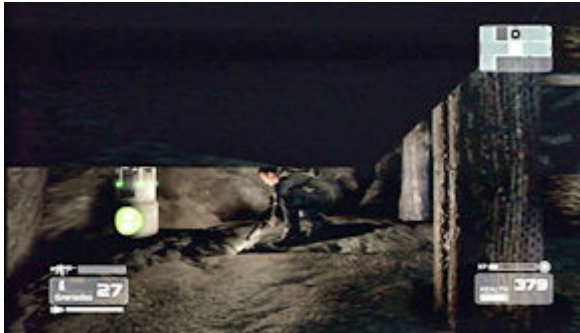
The bucket will deposit you on a rickety mining track below. To your right, you can summon a cart to use as you head leftward, but for the time being, simply ignore that and walk manually along the track to your left. You'll come across a chasm eventually, and this chasm will be gapped by the cart you will summon in a few. For now, though, jump into the water below. First, swim as far down as you can before you think you can't make it back to the surface, which will allow you to add a square or two to your map. Then, once you've resurfaced and regained oxygen, head back down again and swim immediately to your left. This will allow you to surface in a hidden alcove which contains a **Passkey Component**, the third of twelve to find in the game. With that in hand, you should use the ladder on the left side of the main body of water to reconnect with the track above. And no, you can't go through the shaft on the right wall of the body of water, since if you shine your flashlight on it, you'll notice it glows red. No missiles yet!



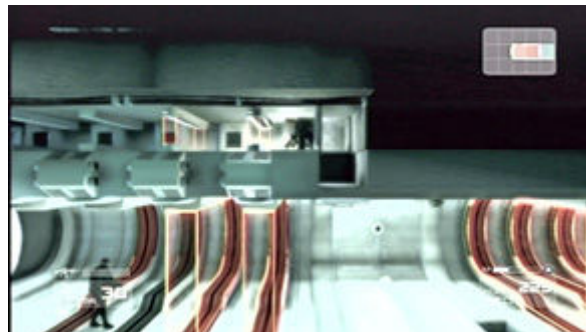
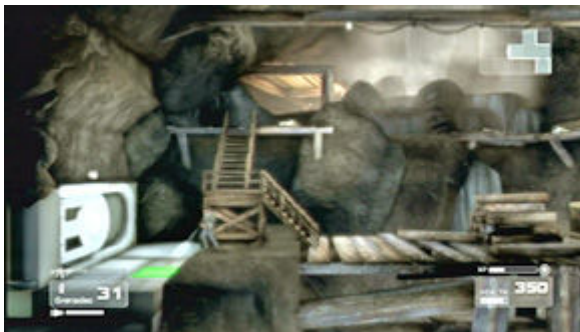
VI. To the High Security Lab (Continued)

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| « | Part One | Part Two | Part Three | » |
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Once you climb back up to the track, work your way leftward to the far end of the track. Before using the switch to summon a cart, crawl underneath the wooden platform into the secret little alcove, where a **Grenade Pack** can be found, marking fourteen of thirty in the game. Grab that, and then go to the switch and summon a cart. Get in it and activate it. Don't ride it to the water, however. Keep an eye for another hidden alcove to the left of where the bucket deposited you. Use the cart and the momentum provided by it to leap to the alcove, and grab another **Grenade Pack** from there, which is fifteen of thirty in the game. Then, backtrack *again* to the cart, summon *another* cart, and this time, ride it all the way to the end of the short track. While at the apex of your jump, leap out of the cart and you should be able to land on the platform there. This is the only way to access this platform, so if you miss, climb back out of the water and try once more.



Leftward from a successfully-landed jump is a room full of enemies. As usual, some of the enemies congregate conveniently around explosive barrels and the like, including the room's biggest threat, a gatling gun-wielding thug. Thus, make that barrel your priority, and then clean up any residuals that survive the initial onslaught (you should be getting increasingly good at dealing with confrontations like this at this point in the game). On the far left end of the room is a hatch on the ground that glows green when illuminated. Place a grenade to blow the hatch open, and then drop in. You'll now find yourself in a rather interesting bind as you head leftward. Eight beams of dangerous light work their way leftward here. In addition, there are two Dark Soldiers roaming around, but they shouldn't be of any concern to you. What is of a concern are those beams. Wait for them to disappear and then walk through where they were, heading leftward. They do massive damage, so be careful!



You'll finally be able to pull yourself up around the door those beams and soldiers were guarding, where you can successfully make it over the obstacle to the important room being protected. Of course, you'll have to do this in a sort of impromptu fashion. The room you end up in above and to the left of the heavily-guarded location has a blaring hole in the ground. You can use this to enter the chamber that's under guard, but first, jump over the hole and enter the save room on your left, where you can save your game, collect grenades and heal up (though you can't continue further leftward without the foam rounds). Then, head back to the right and drop in to the bright white chamber, where a cutscene will ensue. A beautiful, technologically-advanced piece of body armor sits on display, but your character will only be able to walk away with a portion of it before it disappears. Thus, you'll now be equipped with the **CLD Thrust Pack**, which essentially allows you to double-jump, and **Fusion Body Armor**, which will cut damage taken by 10% in its current form. For the latter, Armor Upgrades will increase its potency.



With your newfound power to double-jump, do so to first leave the chamber where the gear was found via the ceiling, and then double jump again to reach the area above (drop into the save room on your left first if you so desire). Up here, you can keep climbing up and up and up to a barrier that can be destroyed by grenades. Unfortunately, you can't stick grenades to the rubble from below, so there's no way to pass from here. Instead, head rightward at the first opportunity, through a thin shaft. You're going to need to kill a lone spider droid en route. The room that opens up from this shaft is full of several enemies that you could easily plow down with your assault rifle. Once they're all dead, be sure not to leave the room before you gather the **Grenade Pack** (the sixteenth of thirty) from the top platform. It's sitting rather clearly out in the open. Then, head rightward down the ramp, and you'll come into a room you explored earlier. Now, it's time to find out where the rest of the Omega Armor you nearly acquired disappeared to.



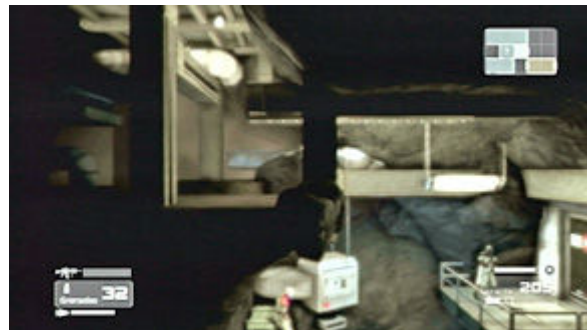
VII. Tracking the Omega Armor

| « | Part One | Part Two | Part Three | Part Four | » |
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| Items | Grenade Pack (17 of 30), Armor Upgrade (1 of 10), Gold Bar (2 of 12), SCHCA Mask, Grenade Pack (18 of 30), Grenade Pack (19 of 30). | | | | |
| Tasks | (1) Find out where the Omega Armor was moved. | | | | |
| Enemy Types | Rebel Soldier, Elite Soldier, Dark Soldier, Spider Droid, Security Camera, Gun Turret. | | | | |

Gaiden-like wall jumping abilities to get higher and higher. You can explore the shaft higher than you need to go, if you want to add more space to your map. However, the first time you can bear right via a tiny crevasse is where you'll want to go to continue with our main quest.



This is virtually the first time in the game where you have to use your flashlight to actually see where you're going for a prolonged period of time. Thankfully, there are no enemies in the caverns you're exploring -- not even spider droids -- so you have a minimal amount of things to worry about. All you have to do is find your way. Explore all avenues you encounter, which will bring you towards the direction you need to go, and also fill in some holes in your map. You'll encounter a few hatches glowing red, which indicate the need of missiles we don't have yet, so unfortunately, there are no items to grab en route through the dim crawlspace. Thankfully, at the end of the winding path, you'll come across a scantily-defended room with two doors leading rightward. Kill both enemies, and start by going through the topmost door, which leads to a much-needed save room, where you can heal yourself and save your game.



After saving and healing, backtrack to the previous room and take the door underneath the save room to continue. This corridor will force you to do battle with three enemies we've seen, but not yet fought. We refer to them in this walkthrough as Dark Soldiers, and these guys are pesky. When we were getting our CLD Thrust Pack and Fusion Body Armor, we snuck underneath a couple of these clowns, but now, we must execute them if we are to proceed (and since the door on the right side of the room they're occupying won't open until they're all dead, you *must* fight and kill them). These guys have automatic weapons and the ability to throw grenades, so move quickly against each of them, trying to take one of them at a time to make your life easier. If they cling to the ceiling, they have an advantage, so take them out quickly and eliminate their heightened position. When all three are dead, move into the next mostly-vacant corridor, which has only a couple of easy-to-kill spider droids to destroy, and nothing more. To the right of that corridor is another save room.



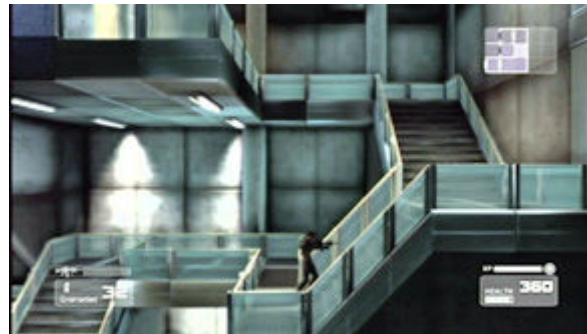
After saving your game, healing, and refilling on grenades, the only way to proceed is through the door on the right. In this next vertical chamber, you might be at a loss as to how to proceed. First things first -- kill the lone rebel soldier guarding the platform you're on, and then go to the right side, where you can hit a switch. This switch simply moved a metal board downward, exposing a weak joint in the water pipes careening around the room. And these very water pipes are the key to moving upward. Shoot your assault rifle at the red bolt on the pipe, and water will spew out of it for a time, slightly raising the room's water level. Now, you'll need to do this another half-dozen times or so to reach the top of the chamber. Simply look for the next weak pipe joint marked by telltale red bolt, and work your magic again. And again. And again. At the top of the chamber, you'll be able to off a lone spider droid before running rightward through the door and into the next area.



VII. Tracking the Omega Armor (Continued)

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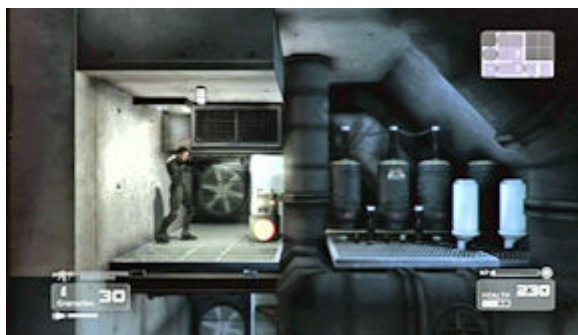
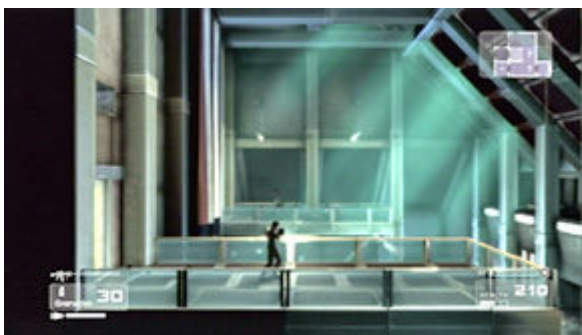
You can pass through this next room quickly, nixing the lone guard within. Be sure to examine the computer terminal on the wall near the left side of the room to add another extension to your map. Through the next door, you'll find no enemies, and all of the perks of a save room, besides the actual ability to save. Replenish your grenade supply and heal if need be, and then pass into the next room, which is in fact a corridor full of enemies. Open fire on the soldiers here -- they should all be of completely familiar varieties -- and be certain to nullify the threat posed by the reinforcements that come through the door in the background on the left side of the room. As you work your way rightward, you'll see a series of staircases heading upward, with a few more soldiers to kill en route. Jump around, and you'll find a door on your left locked. The door *above* that one, also going to the left, is open for use, however.



This small, vacant room presents you with another quandary, because the door leading leftward here is also locked. That's okay, though, because a ventilation exhaust shaft has been kicked open, and you can drop down to it to reach an otherwise-inaccessible location in the prior room. Work your way leftward, and you'll see what room you were locked out of -- the soldiers' cafeteria. As you walk across, listen to the interesting conversation a few of them are having with one another. Once through the shaft on the other side, you'll come across a stair-riddled room with a couple of spider droids to eliminate. To continue onward, you're going to need to shine your flashlight on a vent shaft at the top right corner of the room, using the pipe underneath it to claw your way up. However, before proceeding, be sure to sneak into the inconspicuous room on the left side, accessed via a darkened crawlspace. A **Grenade Pack** can be found here, the seventeenth of thirty in the game, in addition to some health and the like.



The crawlspace will bring you to another wide open and ornate room covered in the new American banners. This room is occupied by about a half-dozen soldiers to start off with. You should be able to get a jump on them by shooting once you've landed on the ground from the shaft. Since they're in such close proximity to one another, grenades also work well here. Enemies in the background can be pesky, especially those gatling gun-wielding thugs, but overall, things are completely manageable here. When you jump and climb up to the upper tier of the room, a series of reinforcement waves will come through from the background, so get ready to fend off at least two additional waves in addition to the enemy contingent you've already killed that was initially stationed here. Before proceeding through another vent on your left at the top of the room, be sure to explore the area through *another* vent on the right side of the room. In this small, out of the way location, an **Armor Upgrade** can be acquired, the first of ten in Shadow Complex.



Moving leftward from there, you should encounter a new save room in short order. After replenishing your supply of grenades, your health meter, and saving your game, you can proceed to the long elevator shaft to your left. This shaft's elevator isn't where it should be, so this will prove to be one gigantic freefall for you as soon as you step in. That's okay, though, because there's nothing to miss en route, so this simply makes your voyage that much faster. It's when you venture to your left that your life gets complicated.



VII. Tracking the Omega Armor (Continued)

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An unnamed boss-like enemy shows up in this next vertical shaft, but unfortunately, we won't be attacking it or in any other way engaging it in battle. We assume this is a WSA2 Tarantula IFV, but without proper identification, that's purely speculative. Unlike the last Tarantula you fought and destroyed, this one launches missiles with regularity. However, it's missiles are laughably easy to dodge. It first shoots out a laser at you that designates where the missiles will go. Then, a second or two later, a barrage of missiles flies in that direction. As easy as they are to dodge, it's important that you don't make mistakes here, because a single barrage of missiles prove to be more than enough to kill your character. With that in mind, you're going to need to climb up this shaft while dodging the missile-based attacks, using the same water pipe-destroying technique you used a little earlier. Seek out the weak joints in the water pipes going up and down the sides of the shaft, and destroy them in sequence with gunfire to get higher and higher up via the ever-rising water. At the very top, you'll find a cage. Once the enemy reaches the utmost heights of the shaft, the cage will be broken and you can proceed. Oh, and *a very important point* -- before increasing the water level, be absolutely certain you grab the **Gold Bar** -- the second of twelve in the game -- in the left corner of the room.



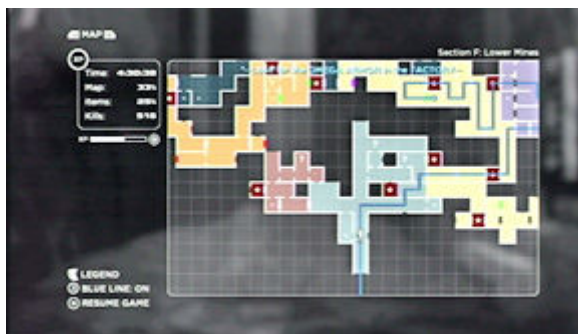
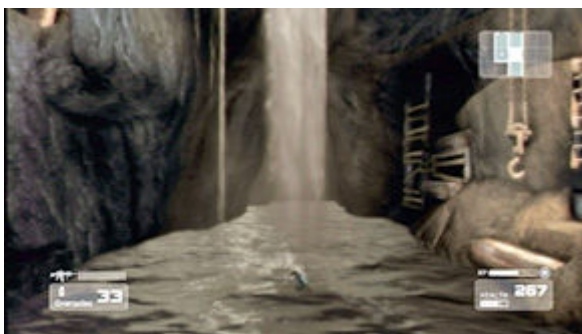
The room you end up in is also full of water, but thankfully, the water level is of the more static variety. There are a few soldiers on multiple planes here that need to be destroyed, but once they are, you'll be able to move forward to the next room in one of two ways. If you want the more stress-free technique, use your flashlight to shine some light on the vent cover in the upper left corner of the room. You can destroy the cover with your gun and proceed through to the room on the left. If you want to do things the more difficult and satisfying way, then jump into the water and swim downward, leftward, and then upward. You'll come through the floor into the very same room the ventilation shaft brought you to. Regardless of which choice you made, you can then head leftward into the adjacent room, which is a save room.



Run leftward down this corridor, gunning at whichever enemies you come across. No one here should give you even the remotest of hard times. At the left end of the corridor, you'll find a ladder that leads downward. Climb down the ladder or simply jump down to where it leads, which is to another small platform overlooking even more water. Jump into the water and begin to rapidly swim leftward. You'll emerge on the bottom side of this room, where you'll need to quickly engage with and kill a couple of gun turrets and their controlling security camera. If you're quick, you can destroy the turrets from directly underneath them before the camera even has a chance to respond. After the three machines are destroyed, head rightward through the door and into the next room. There are no enemies here, but as you will find out, there is a super-important item here nonetheless -- the **SCHCA Mask**. Using this mask, which is now automatically equipped, you can swim underwater indefinitely without having to worry about oxygen levels. Oh, how useful this will be!



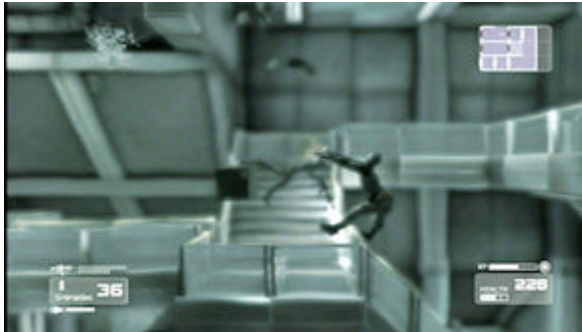
Now, there's no doubt this is a verbose guide, but that gives us no excuse to be downright redundant. With that said, the SCHCA Mask will allow you (and in fact *force* you) to backtrack a considerable ways away. Remember where the mine cart was used to cross a watery gap earlier in the game? We crossed back over it en route here, and now, we have to head all the way back there again. Since this requires, for the most part, crossing territory you've already traversed, we're not going to give you step-by-step directions back. You've done this all before. We will leave you with some tips, however. The first tip is to use your map. Toggle on the "Blue Line" and you'll be able to see the exact route you can take back to where you need to be, which is, in essence, an identical route we took here in the first place. Secondly, prepare for mass enemy respawns in both locations where the enemies were earlier, as well as in some new places. And thirdly (and finally), prepare to do quite a bit of swimming where no water once was. Ultimately, you'll come out where you need to be (the screenshots below show both our position on the map where the walkthrough proper will continue, as well as a natural screenshot of that location).



VII. Tracking the Omega Armor (Continued)

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There is *one exception* we must inform you of as you go, so far as simply going through the motions to get to the above-shown location in order to proceed. And that is the hunt for another Grenade Pack that we now have access to that we didn't earlier. When you begin to work your way through the completely flooded area where the soldiers' cafeteria was located, you'll no doubt notice a question mark on your map in one of the rooms. This represents a secret that's yet to be uncovered. When you get to this location, swim rightward through the door into the adjoining corridor. This door wasn't open before, but it is now. Then, simply swim up to the ceiling, destroy the vent cover with your assault rifle, and claim the **Grenade Pack** hiding behind it. This is the eighteenth of thirty Grenade Packs in the game, if you're keeping track (and you should be).



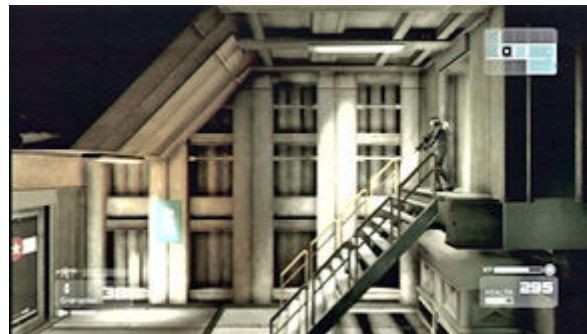
Okay, so back to the main task at hand. Once you've reached this body of water, you can now swim down into the depths almost indefinitely. You may have risked trying to get as low as you could when you still had to hold your breath here, but even if you managed to do that, you barely saw anything. This trench runs *deep... really deep*. Thankfully, the threats you encounter down here are minimal, and only in the form of easy-to-kill underwater drones. Just be sure to keep your distance from them once you've slain them, since they die in explosive ways. Though there are no secrets on your way down to find, be sure to add all of the territory to your map, since it's easy to miss a square or two if you're simply swimming straight downward. Eventually, this aqueous path will curve leftward, and before you know it, you'll be able to climb out of the water completely.



After pulling yourself up, gather the health around you if need be. Then, use your assault rifle to shoot the vent cover out in the upper left corner of the room. Crawl on through the short vent, and then work your way across the beautiful landscape here, as water pipes cross furiously-moving water below (there are no enemies here). As you crawl into the next room, you will then run into a small contingent of rebel soldiers and elite soldiers, as well as a pesky spider droid shooting foam rounds from a heightened area at the left side of the corridor. After eliminating all enemy threats, use the device moving around the ceiling here to reach the ladder on the right side, hanging off of the moving mechanism until it brings you to a location where you can easily jump to the ladder. Then, climb on up.



From here, it should be smooth sailing to the very end of this mission. Kill the lone soldier guarding this room, and then shine your flashlight on the panel on the right wall. It will glow green, indicating to you that it can be blown sky-high by using a grenade. Plant a grenade there and walk into the small room it was guarding, where yet another **Grenade Pack** can be found, the nineteenth of thirty in the game. With that in hand, head to the left and through the door, being sure to upload a new portion of your map with the computer console you find there. Then, simply keep pressing leftward until the game takes over in the form of a cutscene, which will introduce you to the grand factory of the Shadow Complex, where all of their cool weapons, gear, gizmos and gadgets are created.



Shadow Complex Walkthrough

VIII. Foaming the Factory

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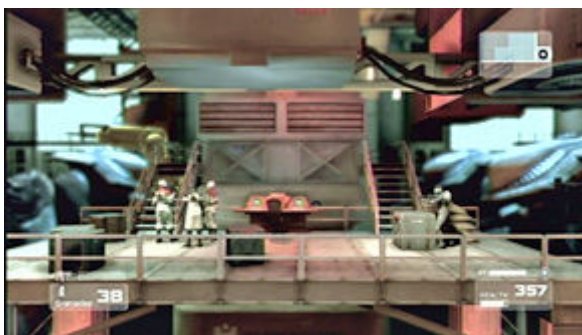
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| Items | Gold Bar (3 of 12), Passkey Component (4 of 12), Grenade Pack (20 of 30), Grenade Pack (21 of 30), Gold Bar (4 of 12), Health Upgrade (4 of 8), Foam Pack (1 of 20), Foam Pack (2 of 20). |
| Tasks | (1) Find the Foam and shut down production in the factory. |
| Enemy Types | Rebel Soldier, Elite Soldier, Spider Droid, Security Camera, Gun Turret, Dark Soldier, Heavy Soldier, Rebel Walker. |

The cutscene that concluded the previous section of the walkthrough, in essence, takes place in a large save room. Thus, once you've saved, healed, and reloaded on grenades, you can venture leftward out of the save room to continue your quest. This initial room of the factory is a busy one. Machines are running all over the place, and there are plenty of soldiers of varying types guarding the area as well. After all, they know you've been running around their complex. Begin by heading leftward and defeating the two rebel soldiers there. Then, carefully jump up from platform to platform, avoiding at all costs the machines below that will burn you to a crisp in no time flat. You fall into that pit of despair, and you're as good as dead. At the top control area, kill three more soldiers, and then drop down to the

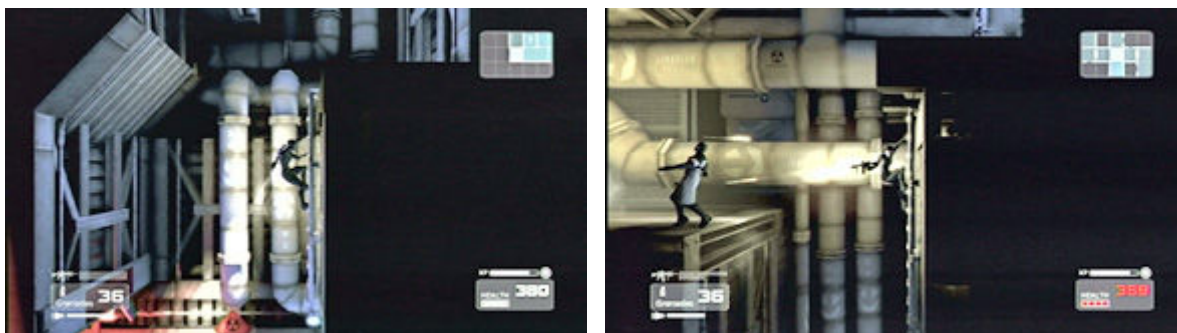
left, again dodging the fiery machines below. Only a single soldier remains on this side for you to kill, and it's the hatch he's guarding that's of real interest. Plant a grenade on top of it to blow it open, and then drop down to proceed.



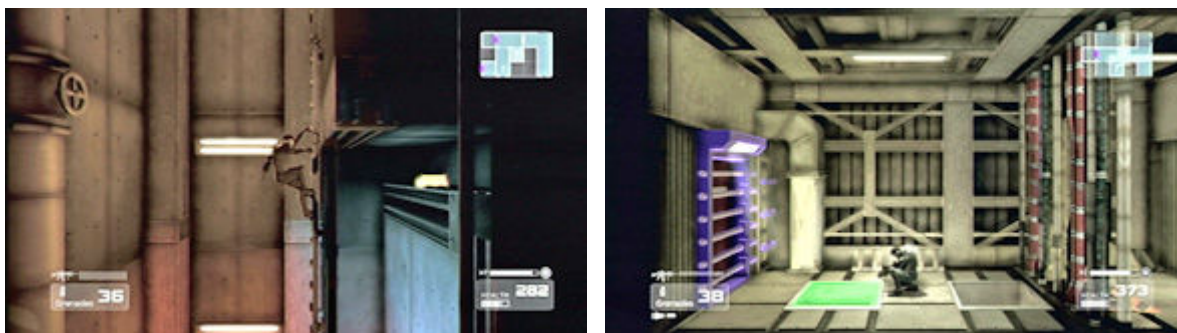
Now, it should be stated that you can skip a bit of the map if you want by using another technique in this initial room of the factory. However, do note that if you do this, you're going to miss adding plenty of territory to your map, and will have to backtrack to grab a couple of items later if you're a completionist. Thus, we don't really recommend this route, but it's a cool alternative, so we'll mention it. In the center area of the room, where the three soldiers are guarding some control panels, you don't have to proceed to the left. Instead, jump up to the right, double-jump, and grab on to the side of a rather obscured platform. Walk leftward on this platform and drop down to the lower tier. This is where things get interesting -- a spider droid laced with explosives will creep out of a crevasse on your left and explode. If you time a jump during the explosion, you should be able to launch your character leftward. Another midair jump is all you need to grab the ladder hanging down there, where you can cut about half of your voyage towards finding the Foam Gun. Again, we don't recommend it, but it's an option.



Now, back to where we were. Once you drop down through the floor where the hatch once was, you'll find yourself moving leftward automatically via some conveyor belts underneath the factory. You'll go leftward two screens via this technique, but when you reach the third screen, quickly jump upward and grab the ladder on your right before the conveyor belt winds you into another fiery mechanism that will end you *quite* quickly. Then, climb the series of ladders as you work your way higher and higher. Eventually, you'll come to a crossroads where you can either continue up a series of ladders, or go leftward. Opt to head leftward, where we'll open up new parts of the map and acquire a new treasure. Clip the two enemies guarding this pathway leading leftward as you run towards the door into the next area.



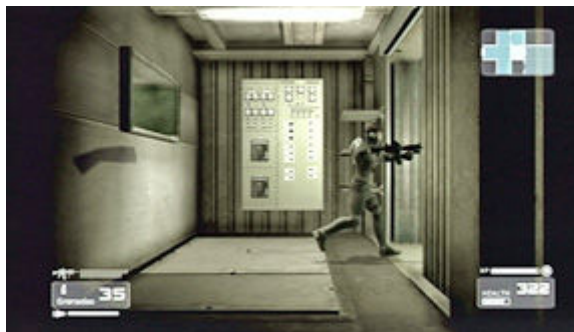
You won't be able to continue leftward for very long. A shaft will be in front of you with a ladder scaling downward. Climb down the ladder a ways, and you'll spot a **Gold Bar** tucked in a nook on your right. This is the third of twelve gold bars in the game. To get it, you'll need to carefully use the fast-moving platform below to work your way rightward, where a pipe can be used as a platform to jump up towards the treasure. If you miss the fast moving platform, immediately jump up back towards the ladder to avoid being heavily damaged (and perhaps even outright killed) by the heated devices below. With the gold bar in hand, head back up the ladder, and instead of going through the hatch you initially came through, blow open the larger adjacent hatch and jump on through. Here, another hatch can be blown open with a grenade. Now, the territory below is entirely optional to explore, but we recommend you add it to your map anyway. You can't collect anything or go through any doors, as we don't yet have the proper equipment, but adding more territory to your map in this way is quite satisfying.



VIII. Foaming the Factory (Continued)

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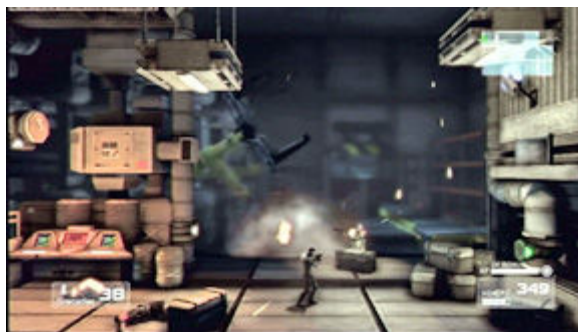
When you're ready, head back to where the fork in the road was earlier, and this time, continue up the series of ladders. At the top of the ladder sequence, you'll see a vent cover on the right wall that shines green, indicating that it can be blown open with a grenade, and a save room on your left. First, venture into the save room to save your game and heal your character. Then, move back into the previous room, blow open the vent cover, and traverse the completely linear vent beyond it. You'll come out of the shaft in a small room chock full of curative items. On the other side of the door in that room is the top portion of the factory room we were in earlier. Before we tell you how to cross, let's just say that if you lose your footing and fall to the lower tier of the room, you'll either be forced to backtrack *or* use the technique we mentioned earlier in "cheating" to get up to the top of the room. Now that you've explored the extraneous areas on the route, there's no shame in using the latter technique.



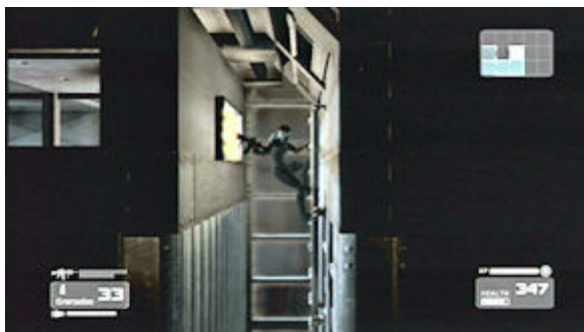
To successfully cross this room from left-to-right, you're going to have to use the mechanisms bringing large metal crates from left to right. They'll appear right above you, so grab on to one and cross the gap to the middle platform, which is rife with enemies. If you're smart, you'll grab on to the left side of the box to avoid enemy gunfire. When you reach the platform, immediately jump off of the box and begin to clip the enemies sharing this new platform with you. The biggest threat here is, of course, the gatling gun-wielding enemy, though his friends in the background can be a nuisance as well. Use cover here! At the right side of the vacated platform, you should be able to easily double-jump towards another platform on your right, which leads to a door into the next room. Be sure you don't ride the box all the way to the right side of the room, or you'll be incinerated!



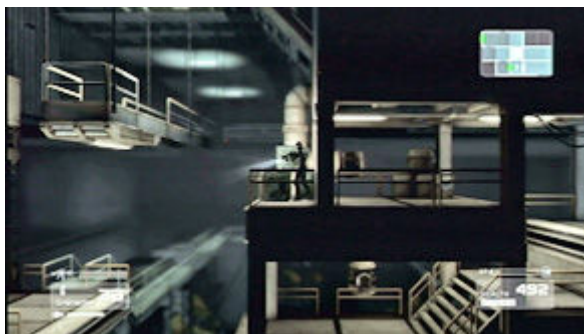
Use the next save room on your right to save and heal before proceeding up the ladder (they're getting pretty damn liberal with the save rooms, I must admit). After scurrying up the ladder to the very top, you'll have no place to go but through a vent shaft on your left. Blow the cover off of the vent and crawl leftward through it. You'll come out in a room on your left full of several enemies. You can take out these enemies the old-fashioned way, or you can use the green-glowing pipe on the right side of the room to chuck a grenade in it, sending it exploding out of multiple vents around the room (just be sure to dodge being damaged yourself). The option is yours. Once all is quiet, you'll then have to assess just how you're going to proceed. You have three options, all outlined below.



Your first option is to simply walk through the door at the left side of the room. The second and third options are far more interesting, however, and we'll recommend using the third and last option to proceed in your own game. The second option involves using the ladder-like devices on the ceiling of the room you're in to ultimately pull and jump your way to a vent at the upper right corner of the room. Once you blow open the vent cover, you can traverse the linear shaft as it leads to a corridor above your prior location. Travel along this path at least long enough to add the squares to your map up to where a typical question mark square appears, at which point you can turn back (the question mark, if you're curious, indicates a treasure you can't get without missiles). You'll want to approach this area from below, so as to maximize your ability to deal with the enemies in an advantageous way. And that's where our third technique comes in. Instead of simply rushing leftward through the door, opt to use the ventilation shaft above the door. This will allow you to hang over the next room, out of view of the enemies within. Shoot a grenade into the open pipe right next to the shaft, and watch your enemies fry, without ever having known you were there in the first place.



From here, you can begin to scale your way upward, where this rather large, confusing room begins to unfold itself before you. You're going to need to watch your back carefully here, because there are several groups of enemies around you that are completely detached from one another, and these groups must be dealt with on an individual basis for best results. Start by climbing straight upward, dealing with the few enemies that are guarding the middle platforms. Then, bear rightward. This is the pathway we told you to ignore earlier, one that connects with the shortcut via the air ducts that you could have taken earlier (there's valuable health at the end of this pathway). Then, when the right side of the room is cleared, you can take on the more staunchly-defended left side of the room. Expect to find a couple of well-armed gatling gun-wielding enemies here mixed in with your normal rebel and elite soldiers. Take things slowly and explore all conduits that you can -- however, for now, you're likely running low on energy and should book it towards the save room on your left at your earliest convenience.



VIII. Foaming the Factory (Continued)

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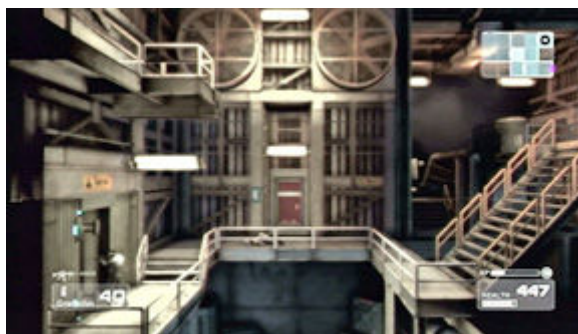
Doing so will allow you to save your game, heal and replenish your supply of grenades. It also allows you to see the orange-glowing hatch on the ceiling of the room, which is how we will ultimately proceed with the mission at hand. But first, head back to the large room we were just in, where a couple of treasures can now be easily found due to the enemy threat being eliminated here. The first item you want to find is a **Passkey Component**, the fourth of twelve strewn around the Shadow Complex. To get it, go rightward from the save room and drop down a shaft with a ladder on one wall. To the right, you can set a grenade to blow through the door. On the other side of the door is a small control room where the item can be found. And if you want another **Grenade Pack**, the twentieth of thirty to be found in the game, head to the northwest edge of this large room we're in. A green-glowing door is being blocked by several destructible crates. Once through the crates, set a grenade, and then grab the item on the other side of the blown-open door.



With those two items acquired, head back to the nearby save room and this time, blast through the ceiling vent cover to proceed. (If you're curious about the northernmost segment of the area we were just in, ignore it for now -- we can't do much there yet). Head rightward along the short, linear shaft and blast your way through another vent cover to reach a rather precarious hallway. The flames being shot out of the devices here can be easily timed, so avoiding being damaged by them as you walk leftward should be a cakewalk for you. At the end, quickly do away with another orange-glowing ceiling vent cover, and when the coast is clear, jump into the duct and immediately swing rightward so you can grab onto something and not fall into the flames below. At the end of this duct, you'll again need to blast your way through another vent cover. Head leftward down this next short corridor, killing the lone spider droid en route, and you'll emerge in another wide-open room.



This room is easy to get through from right-to-left if you simply go about things in the proper fashion. This room is split into two segments by some deadly laser-like devices in a pit smack-dab in the middle. There are soldiers trolling both sides of the deadly chasm. Kill as many enemies as you can, and when it's safe, jump and double-jump over the gap to ensure you don't fall into it. Falling into it essentially guarantees instant death, so you're going to want to be exceedingly careful here. Once on the far side of the chasm, kill any remaining enemies and quickly run leftward into the next vertical chamber. You can climb straight up here via the moving platforms if you want, but the door at the very top of the chamber requires foam rounds to open. So for now, you'll have to go downward to continue. There will be a save room on your right where you can save and heal. Expect to deal with a couple of enemies here, including gun turrets and rebel soldiers, but nothing too crazy. At the bottom left corner of the room is a door leading left, and a door even lower that leads to the right. Go into the room on your right to add it to your map, but don't attempt to cross the water, or even jump in it, or you're going to be killed. Instead, head leftward into yet another room.



As soon as you enter this room, immediately dash to the center. There are enemies galore in here, and you'll need to use the stationary rocket launcher at the center of the room if you have any hope whatsoever of surviving this dangerous encounter. This room appears to be a practice room, where the rebel forces have been training for combat situations and using all of their new fancy-schmancy gear. Now, it's time to turn the tables on these suckers. The rocket launcher should provide plenty of firepower to take out whatever comes at you, and even provides a level of defense as well. Prioritize the enemies you're defeating from strongest-to-weakest, meaning the new Rebel Walkers that appear here, along with the rocket-launching thugs that accompany them, should probably be priority number one. All of the other lesser soldiers are secondary. These enemies come in many waves, so you're going to have to be patient here to get through them all. But this segment should in no way threaten your survival. In fact, it's rather a lot of fun.



When the last of the enemies have come out and been blown to pieces, abandon the stationary rocket launcher and, for the time being, run leftward. You can find an infinite health supply there, but it's what's to the left of that which is of even more importance. Run through the door you encounter at the left end of the room, and then blast through the panel on the left side of that small space to find a crawlspace with a **Grenade Pack** within -- the twenty-first of thirty in the game. With that in hand, backtrack out of the room (the panel on the ceiling requires missiles to destroy) and go to the center of the large room where the fray just took place. Underneath the center area of the room, where the missile launcher is, is an open hatch. Climb down the ladder on the right side of the vertical shaft, and keep an eye out for a ventilation shaft glowing orange on the left. Blast through it when you finally spot it and grab the **Gold Bar** on the other side. If you're keeping track, that's four of twelve gold bars found in the game.



VIII. Foaming the Factory (Continued)

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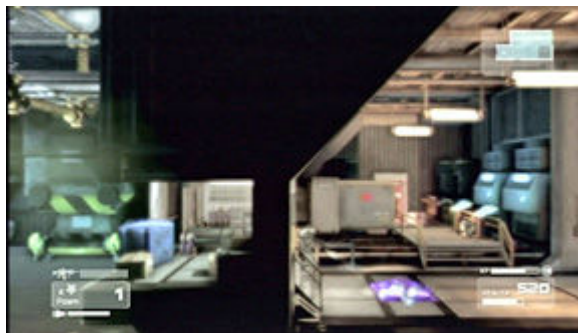
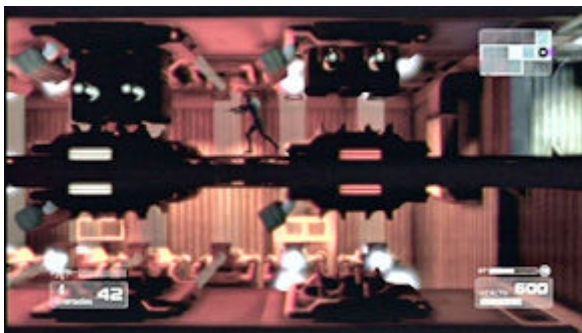
The room you end up in at the bottom of the ladder-laden shaft is another active section of the Shadow Complex's factory. If you head down and try to go rightward, you can proceed with the mission at hand. But don't do that immediately. Instead, climb up to the area above the belt, where a few soldiers will need to be slain. Head through the door they were guarding and you'll find yourself in a control room. Kill the lone soldier on the right side of the room, and dash through the next door. This darkened room will immediately guide you towards the open hole in the ground that will allow you to see what's below, but ignore it completely and instead proceed to the right side of the room. Covered in destructible crates, what the right side of the room will ultimately reveal is a hatch that can be destroyed with gunfire. On the other side, in a small crawlspace, is a **Health Upgrade**, the fourth of eight in the entire game.



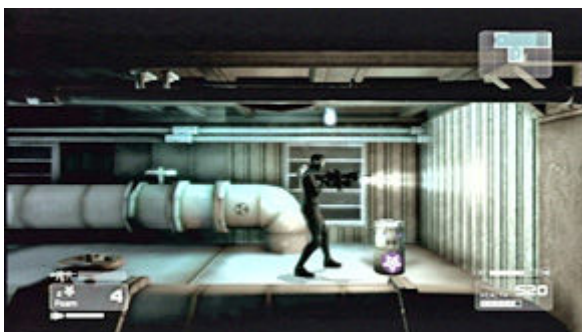
With that in hand, backtrack through the previous room and go all the way back to the active factory floor. Drop down to the conveyor belt on the left side of the room, wait for one of the boxes to come towards you, and when it clears the thin area above the belt, dash rapidly rightward. If timed properly, you should make it through before the next box comes through, and instead of pushing you back, you can simply jump over it. Aim your assault rifle at the orange-glowing vault cover to access another shaft. This shaft will bring you to another room occupied by only a lone soldier and a spider droid. Eliminate both threats, and then bust through *yet another* orange-glowing panel cover. This will lead to a vertical shaft that you can simply drop down. You'll land, quite conveniently, in a save room. If you choose to climb upward using a Ninja Gaiden-like jumping technique, you can add another square to your map, but you can't proceed beyond that without the use of foam rounds.



Once you've saved, your only option is to proceed by leaving the save room via the left exit (the right exit will require foam rounds). Run leftward down this next path, and you'll soon find another machine that you'll need to carefully work your way around, as it can kill you in a single hit. This part reminds me almost of the original Castlevania, where on the second level you needed to patiently wait for crushing devices to move up and down, running in between each as carefully as can be. Here, the same idea applies. Wait and watch, figuring out the general pattern, and then begin to run leftward, dodging each crushing device. On the far side of the initial row of crushing devices, you can kill a couple of soldiers. And *finally*, to the left of those soldiers, sits your first **Foam Pack** (there are twenty in the game). Indeed, you can now use foam. Suddenly, all of those purple-glowing objects we've ignored up to this point can be destroyed.



We'll get to all of that foam-based destruction in the next part of the walkthrough. In the meantime, however, let's finish the pressing task at hand. Use your foam to shoot out the nearby hatch on the ground. Once it's destroyed, drop into the shaft it was blocking off and walk rightward, where you can immediately find another **Foam Pack**, the second of twenty in the game. With that in hand, you have all of the ammunition you need to bring the machine in the prior room to a standstill. If you shine your flashlight on the exhaust pipes hanging off of each crusher, you'll notice it glows purple. Carefully aim and shoot a piece of foam into each pipe (so that you don't see the effects of the foam bubbling outward), and slowly-but-surely, each machine will find itself irreparably destroyed. With the rebel forces now thoroughly worked, it's time to go after the Omega Suit once more.

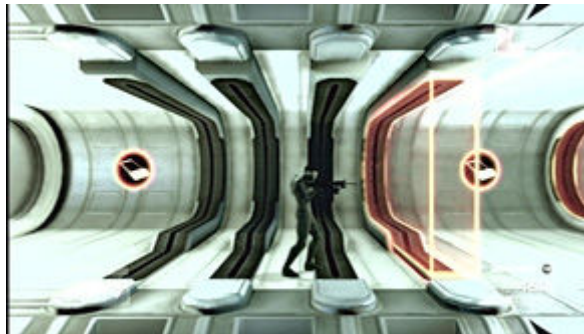


IX. In Pursuit of Omega Armor

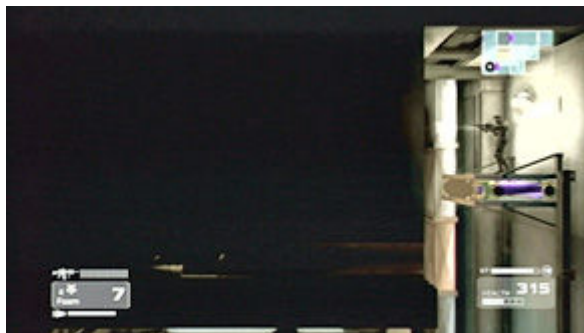
| « | Part One | Part Two | Part Three | Part Four | » |
|--------------------|---|----------|------------|-----------|---|
| Items | Foam Pack (3 of 20), Foam Pack (4 of 20), Foam Pack (5 of 20), Passkey Component (5 of 12), Grenade Pack (22 of 30), Gold Bar (5 of 12), Omega Armor XOS-7. | | | | |
| Tasks | (1) Go to the Dam and steal the Omega Armor. | | | | |
| Enemy Types | Rebel Soldier, Security Camera, Gun Turret, Spider Droid, Elite Soldier, Shield/Rocket Soldier, Gatling Gun Soldier, Underwater Drone, Dark Soldier, Armor Droid, WSA3 Devastator, US-60 MH Black Falcon. | | | | |

Begin by backtracking to the save room to the east of the destroyed factory mechanisms. If you take a look at your map, the path the game will guide you towards the dam brings you eastward, through the sealed door to your right. To open it, hit the sensor above the door with foam, and the door will open for you. Move to your right into the next room, take aim at the two gun turrets on the ceiling, and once those are destroyed, you can drop down to the area below. Quickly take aim at the Dark Soldier on your left. Before heading rightward, which is the direction we need to go in to continue, go left through the door (using foam once more to get through) and activate the large elevator heading downward on the other side. This will add new territory to your map on the way down. When the elevator reaches its lowest point, head through the door on the right. This is a

passageway that can be traversed only if you've acquired all of the Passkey Components. If you're following this walkthrough, you only have four, so admire the location, and then backtrack up the elevator and to the right.



Run rightward into a labyrinthine area full of crates and shelves. If you head all the way to the right, you'll reach a blast door that can only be opened via the lever on the far side of the door. Therefore, in lieu of heading in that direction, begin to scale up the sides of crates and shelves in order to work your way to an orange-glowing panel on the ceiling that can be destroyed with gunfire. Eliminate the two spider droids you encounter en route. In this next room, quickly expel the lone soldier and use the roving elevator on the right side of the room to work your way upward. There's a rocket and shield-wielding soldier guarding an infinite supply of foam rounds. Believe it or not, this is integral to getting out of this room. Eliminate the enemy, and then use the foam to create a static platform above where the elevator goes (so that it doesn't destroy it), just underneath the hatch on the ceiling. Then, launch a grenade so that it lands in the foam, and watch the dramatic explosion that occurs thereafter.



As soon as you crawl up into this new room, direct your attention to the sealed door on your left. Using your foam rounds, shoot the door's sensor, and then head on through and claim a **Foam Pack**. This is the third of twenty to be found in the game. After claiming your new item, head back to the previous room, shoot through the floor panel, and work your way around the obstruction in the room that is keeping you from going rightward via the ladder there. In the next area, kill the duo of soldiers and the foam-launching spider droid, and climb up the platforms to a save room located on your left. Seek temporary refuge in the save room, making certain you replenish your supplies of grenades and foam, in addition to your health. When you're ready to proceed, use foam rounds to obscure the sensor above the door on your left, and then head on through.



This next room is easy enough to navigate through, though it seems like you'll be trapped here when you first enter. Begin by eliminating the soldiers in the room as you drop down to the main floor. Then, to work your way up to the top of the room and to the left side of the room, which will allow you to continue onward, make note of the new type of enemy crawling on the left wall. This enemy, which we call the armor droid, is the key to getting up there. Use foam on the enemy to create a sustainable platform in which to work from, and then jump (and double-jump) to reach either the center platform or the platform on the left. The center platform has a duct shooting upward that leads to an easy-to-grab **Foam Pack** (the fourth of twenty in the game), so be sure to grab that before obscuring the sensor with more foam above the left door and heading on through.



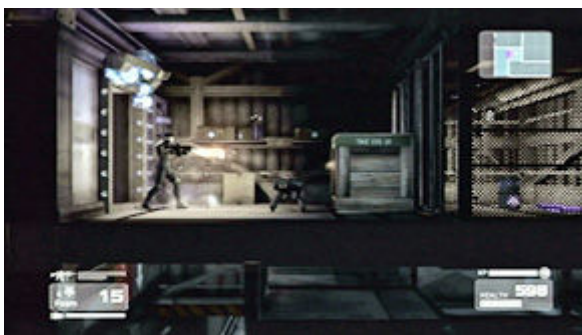
IX. In Pursuit of Omega Armor (Continued)

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| « | Part One | Part Two | Part Three | Part Four | » |
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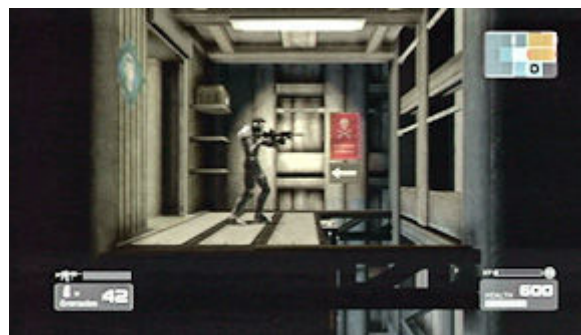
The room you find yourself in is a fairly dangerous one, especially if you don't have full health (which should be 600 HP, if you're following our guide). So, if you don't have full health, exploit the save room trick at the previous save room by healing, saving, shutting your game off, and repeating the process. Then, attempt this precarious crossing by holding down the run button and double-jumping at the last minute to avoid exposure to the electrified water. Grazing the water will damage you, but falling in will almost certainly end you, so you need to time these two jumps perfectly. In the subsequent room, you can easily kill the various enemies you encounter, including rebel and elite soldiers, and even a couple of pesky gun turrets. You've tread this ground before, so ignore the door leading westward completely, and climb upward, stopping by the save room if need be. You can use the moving platforms leading to the top of the room in order to get to a sealed door. As usual, use foam to destroy the sensor, and head on through.



In this next room, immediately run to your right and give the foam-shooting spider droid a quick boot before it can react, killing it instantly. Then, flick on your flashlight and drop down into the shaft below. Work your way rightward and aim a foam shot upward to destroy the barely-visible purple-glowing panel, and grab another **Foam Pack** there (that's the fifth of twenty in the game). Then, drop down to the very bottom of this extremely dark room, and begin your trek rightward. You'll encounter several soldiers en route, but since the AI in this game is fairly poor, they won't know you're there because of your flashlight alone. So don't worry about wantonly shining it around to see where you're going and what's around you. All of the enemies you encounter are of the normal rebel soldier variety, so your worries should be kept to a bare minimum here. Just be sure you don't destroy yourself with all of those destructible canisters strewn around the room.



The next room you encounter will be better-lit, so for the time being, feel free to flick off that flashlight. Eliminate the lone soldier threat in the room -- the enemy will be stationed in front of the save room on your right. Be careful of hitting the electrical wire in front of the save room in the crossfire, which can serve you with a considerable shock. After eliminating the enemy and saving your game, continue your climb to the top of this room, and veer leftward through the door.



The next gigantic area can be traversed easily enough, since the enemy resistance is fairly minimal for the large size of the room. The only real threats here are twofold -- the rocket-launching shielded thug sitting snugly on a platform at the lower left-hand corner of the room, and the burners on the floor of the room that will incinerate you if you happen to stand on them for longer than a second. The latter necessitates some real fancy footwork, because you don't want to fall prey to those burners. Take out the enemies as you traverse the room from right to left, and take the time to patiently down the rocket-launching enemy when he puts down his shield, so you don't have to deal with his heat-sinking missiles stalking you the entire time you're here. To proceed, you can climb up the ladder on the left wall to reach another door, but make sure not to leave this area before going through the topmost door on the right side of the room. This will lead to another small room with an orange-glowing vent cover on the floor. Shoot it out and crawl through the small space underneath you to find a **Passkey Component**, the fifth of twelve in the game.



Working leftward into this next room, you'll have an initial wave of enemies you can easily deal with by shooting them the old-fashioned way, or using the combustible barrels conveniently placed around them to send them flying. However, they're not the major threat here. Rather, the WSA2 Tarantula IFV that smashed out of the background to fight you is the major threat. Thankfully, you fought and killed one of these guys very early in the game, when we first obtained grenades. And now that you are no doubt carrying a slew of grenades, you'll have more than enough ammunition to deal with this identical foe. The only thing that might make this battle difficult is the perspective. Just aim at the enemy and shell him with grenades, and the battle will last all of ten or fifteen seconds.



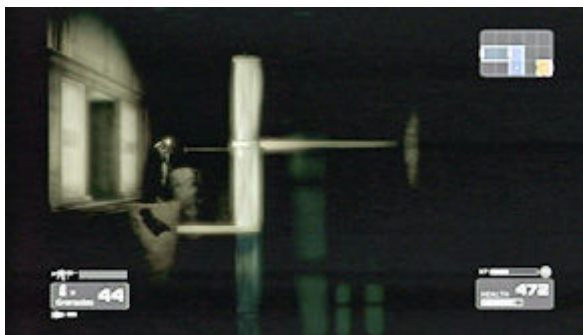
IX. In Pursuit of Omega Armor (Continued)

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| « | Part One | Part Two | Part Three | Part Four | » |
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There will be a couple of enemies to deal with in the subsequent room, but the only thing important in this small space is to use the computer terminal on the left side of the room to add a new section to your map. Once you've done that, head leftward into the next room, a room completely devoid of enemies. You'll have some choices to make here. For starters, you can't use the exits on the left of the room, as they're both blocked by obstacles you aren't yet equipped to deal with. Thus, the door above the one you used to enter is key. Simply jump up to it, and go through it. As you climb up into the next area, be prepared to deal with some staunch resistance, primarily in the form of a gatling gun-wielding adversary. Clear all other enemies in your vicinity before beginning your climb upward, since you'll be shot at from below if you don't, unnecessarily complicating things.



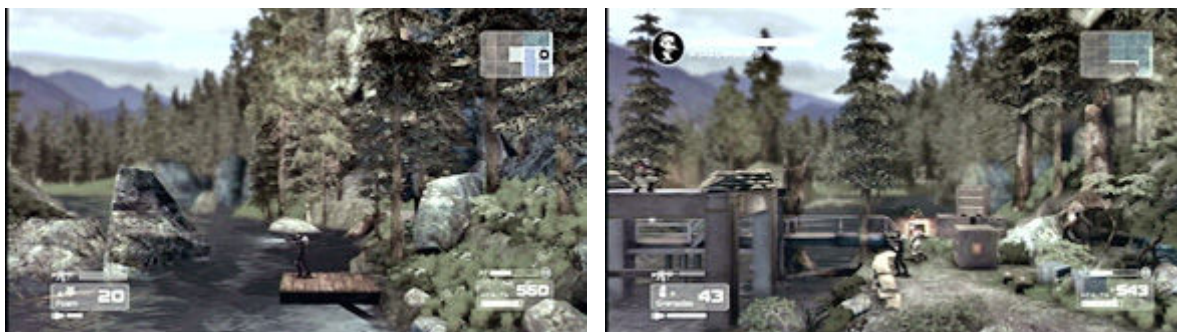
With the enemies at the base of the vertical tunnel downed, you're free to begin climbing upward. The tunnel will get darker and darker the higher up you go, but it's easy enough to climb to the top without too many issues. Simply use your well-developed Ninja Gaiden-like wall jumping skills to reach the top. Be sure to keep an eye on your map for a question mark that appears as you climb. To your left is an easy-to-miss crevasse containing a **Grenade Pack** (the twenty-second of thirty in the game), so en route up, don't miss it. At the top of the vertical shaft, head leftward into the next room. This small area is easy to get through -- simply slay the soldiers you encounter en route as you head through another door leading leftward.



From here, things remain relatively quiet for a while. The darkish room you come across as you head leftward is occupied by a lone soldier. Apart from him, you'll be able to proceed without too much of an issue. Crouch down as the room gets darker, and you can nestle yourself underneath the cages above. You won't be able to break into the cages just yet, but we'll come back later to do just that. At the left side of this room, begin to climb up the shaft and ease rightward into what will prove to be yet another save room. After saving your game, healing, and acquiring new grenades and foam rounds, you can climb out of the save room and emerge back outside, in the Shadow Complex's beautiful surroundings.



Head leftward and jump into the water. Immediately submerge yourself as you swim leftward. You shouldn't run into any aqueous threats here, such as underwater drones, so your time in the water should be relatively uneventful. As you go leftward, you'll eventually run into some rocks blocking your path. Flashing your light on them will reveal them to be destructible via grenades, so plant one, back off to avoid the explosion, and then swim on through to dry land on the other side. This will allow you to flank the pesky gatling gun-wielding enemy on the piece of land above. Once he's downed, continue leftward and eliminate a few more standard soldiers. Eventually, a WSA3 Devastator will show up from the left, and you'll have to deal with it before proceeding. As was the case when you fought this enemy earlier in the game, grenades are key. Climb the raised platform, hide behind the sandbags there, and spam grenades at the foe until he is no more. This should take mere seconds, if you're skilled.



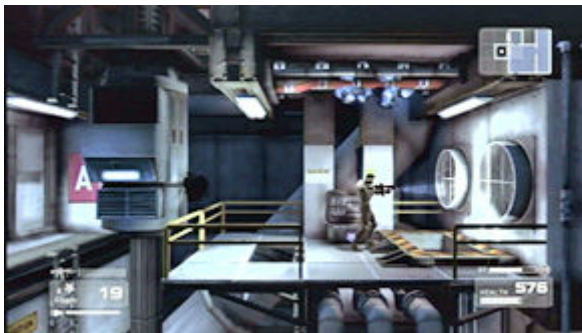
IX. In Pursuit of Omega Armor (Continued)

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| « | Part One | Part Two | Part Three | Part Four | » |
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Once the WSA3 Devastator is eliminated, continue leftward and jump back into the water once over the brief overland section. A wooden dock on your left contains another gatling gun-wielding enemy, so eliminate him, and again, jump into the water. With the exception of several underwater drones here, you'll receive no resistance from the enemy. And since you can ignore the underwater drones completely (though we don't necessarily recommend that you do, since each kill is worth experience points), you can theoretically swim leftward without doing anything at all. You'll eventually encounter some sort of tower sticking out of the water, and you'll be forced to climb up on top of it. Climb up to the second tier of the tower and crawl through the small space to the other side of it. On your way down, take care of the lone soldier standing guard there.



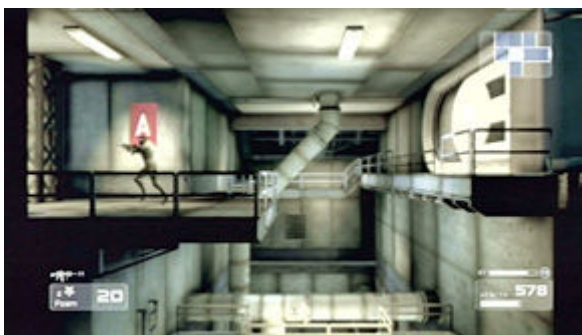
With the lone soldier on that tiny platform dispatched, proceed into the water, and swim down and to the left, killing the lone underwater drone here if you so desire. There is a hatch on your left that glows green when lit up with your flashlight, indicating you can use grenades to get on through it. On the other side of the hatch, you can swim towards a ladder and pull yourself up to an isolated platform with a box containing an infinite supply of foam rounds. Foam is integral in stopping the turbine crazily rotating below you and to the left. Climb down the leftmost ladder from this platform, and flash your light on the middle section of the turbine, which should glow purple. By shooting a couple of foam rounds at this section, you'll be able to destroy it.



With the turbine destroyed, you can drop down towards the turbine and work your way to the left of it, where a previously-inaccessible ladder leading upward is located. This ladder leads to an enclosed building. Before heading outside by running leftward, be sure to grab the conspicuously-placed **Gold Bar**, the fifth of twelve in the game, via the shelf on the right. Once back outside, use the large electrical transformer to hop onto the roof of the building you just came out of. You will encounter a couple of Dark Soldiers here, but ignore them. Immediately man the stationary foam gun and prepare for the arrival of a US-60 MH Black Falcon identical to the one you destroyed in the beginning of the game. The idea here is to aim for the propeller on top of the chopper, using the foam to stagnate it, and forcing the craft to crash, taking out all nearby soldiers en route to its fiery destruction.



Once that's done, you can head rightward back into a nearby building, where a circular platform will act as an elevator leading downward. You don't yet have the ability to head rightward down this clean, white corridor, so head leftward instead. This will lead to a vertical shaft completely devoid of any enemies. There's little to see or explore here (you can head leftward to a watery shaft that can be explored, but you can't proceed through it in its entirety without missiles). Head straight down to the bottom of the shaft, and head leftward, where a computer terminal will make itself accessible to you. Activate the computer by following the on-screen prompt, and the barriers seen on the right side of the elevator will disappear. Now, it's time to climb back up and run rightward down that aforementioned corridor. The room at the end of it contains the long sought after **Omega Armor XOS-7**. Very, very nice, indeed.



X. Creating Friction

| « | Part One | Part Two | Part Three | » |
|--------------------|--|----------|------------|---|
| Items | Friction Dampener, Foam Pack (6 of 20), Gold Bar (6 of 12), WSAR60 Coil Rifle, Gold Bar (7 of 12). | | | |
| Tasks | (1) Find the first key component for the Omega Armor. (2) Start making your way back to Claire. | | | |
| Enemy Types | Rebel Soldier, Security Camera, Gun Turret, Spider Droid, Elite Soldier, Dark Soldier, XOS-1. | | | |

As soon as you've managed to acquire the ultra-powerful Omega Armor, the AI within it will tell you that five key components of it are missing. While you'll still get the 30% reduced damage by wearing this gear, you won't be able to unlock the armor's true potential until you find these components. And thus, the chase for the components is on. Backtrack leftward out of the room, and all the way down to the shaft where the computer terminal was. Enemies now occupy this location en masse, so you won't be able to wantonly run and jump around here. Carefully work your way downward, eliminating enemies as you go. The door to the right of the computer terminal that was earlier locked is now open, so when you're ready, swing rightward into the

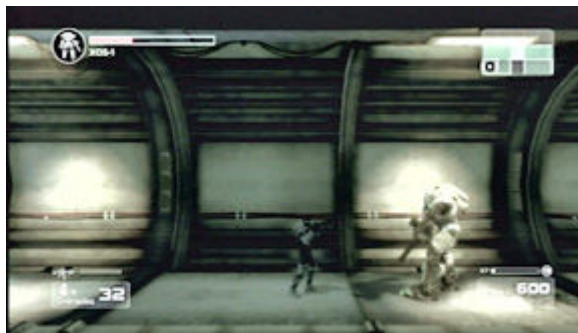
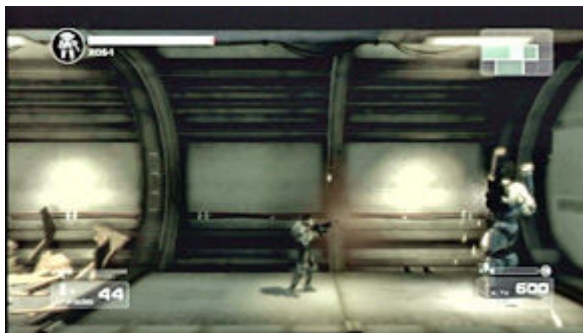
adjoining corridor. Run through this initial area, from left to right, and plow through more soldiers. Easy.



This path will eventually slope downward and open up into a much, much larger room. First things first -- drop down to ground level and run leftward. You can find a save room here, where you can heal up and grab needed items. You can also find a computer terminal outside of the save room, where a new segment of your map will be added. When you run back into the room and attempt to cross to the right, an unexpected, unwelcome surprise shows up. Along the far wall, four doors open up, and four gatling gun-wielding thugs appear. When firing at them, cover will prove to be sparse. Three pieces of cover will appear and disappear, so you're going to need to keep moving as you constantly return fire on your enemies. When they're downed, don't hesitate to head back to the previous save room you just used to heal up and save your game. Then, head through the door on your right.



As soon as you enter this tunnel, the door behind you will slam shut, so you know that *something* is up. And as soon as you work your way to the far right end of the tunnel, that something will prove to be an angry Restoration soldier in some Omega Armor of his own. Called the XOS-1, this guy is pissed, and he's vowed to stop you dead in your tracks. That's all fine and good, but thankfully you have a couple of weapons up your sleeve. This guy will barely fire rounds at you as long as you stay in his vicinity. Instead of firing your gun at him, which only does minimal damage, simply bait him towards you as you spam him with endless streams of grenades. As you do this, he'll come at you and try to crush you with his gigantic mech arms, but these attacks are easy to avoid. This battle will last literally ten or fifteen seconds if you're quick on the draw here.



Once the XOS-1 is destroyed, a hatch on the floor at the left end of this corridor will open up, as well as the door blocking you from backtracking, if you so desire. The latter is hardly necessary, though, since once you drop down into the hatch, you'll find a save room on your left, where you can replenish your health and stock of supplies. Head leftward out of the save room thereafter, and keep a keen eye out on your left for a hatch along the wall that can be destroyed with a well-placed grenade. Then, drop down into the corridor it was blocking. You'll need to eliminate a large wave of enemy soldiers here, but doing so is well worth it. Your reward is a new component for your XOS-7 Omega Armor -- the **Friction Dampener**. Using it, you can reach mach speeds. And yes, it's quite useful.



X. Creating Friction (Continued)

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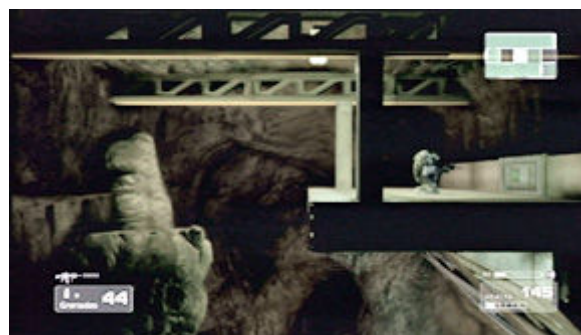
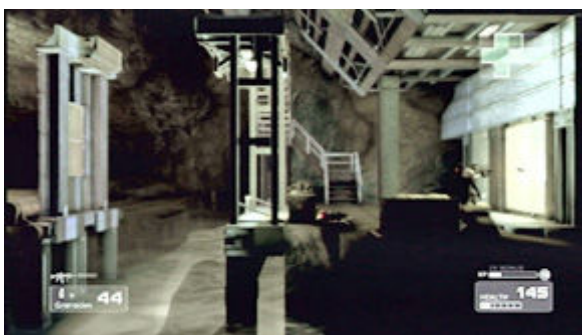
More important than your newfound ability to go really, really fast is the fact that the Friction Dampener is the next tool you need to eliminate more annoying barriers. And it's *that* use of the Friction Dampener that you'll find yourself using more often than the simple skill of going fast. Starting at the far left end of this corridor, where you initially retrieved the device, hold down X and begin to dash rightward. Don't let go! After five seconds, your character will reach hyperspeed and bust through the boxes to your right that glow blue when a flashlight is shone on them. And just like that, you're back on track, with a new objective to boot.



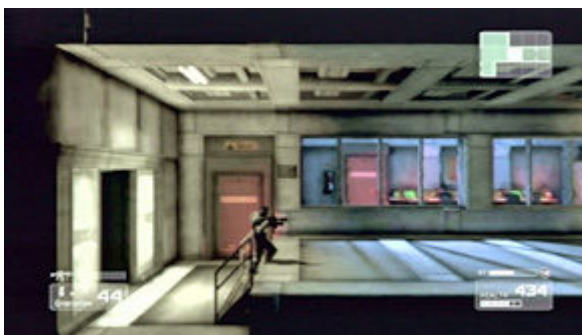
Now it's time to bust some skulls, *big time*. The standard fare soldiers you encounter as you head rightward should give you a very minimal challenge. The only exceptions are the spider droid on the ceiling, which shoots foam rounds, and the gatling gun soldier on the raised platform, who can give you hell if you don't prioritize his death as soon as you spot him. If you're in need of health before heading rightward, consider grabbing the health under the aforementioned raised platform, or simply backtrack to the save room above and to your left. When that first wave of enemies is felled, head to the right, and you'll run into a bridge that's in a raised position. Before you do *anything*, jump over the bridge, ignore the enemies, and head into the water the bridge is supposed to span. On the left side of this shallow pond are some rocks that can be blown away with a grenade. On the other side is an item. Which? Why, a **Foam Pack**, of course! That marks the sixth one in the game, of twenty total.



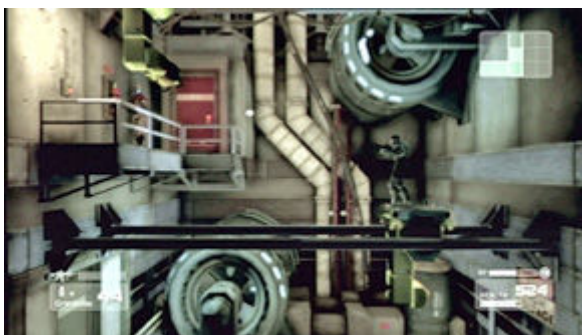
With the new Foam Pack acquired, head back to the surface and immediately get ready to fight the four Dark Soldiers that are waiting for you on the other side of the raised bridge. Their close proximity to one another make them easy targets for the explosive barrels they're all huddled around, though it's just as easy to shoot them each individually while keeping the damage sustained to an absolute minimum. When those enemies are all felled, you'll find that you can't proceed rightward... at least, not via this route. Instead, use the raised bridge to jump upwards towards a rocky outcrop. You can set a grenade to your right that will blow open a hatch up there. Crawl through the vent shaft on the other end of the cover, and shoot out another orange-glowing cover to land on the other side of the door. Use the switch there to lower the bridge, and then climb back in to the shaft, and head back to the bridge. Give yourself enough space to get some speed with the Friction Dampener, and smash through the door to connect the two conduits.



The following corridor should be completely devoid of enemies, so you can press forward down the vacant hallway to reach the adjoining room. Here, you will run into a fair amount of enemies, so be prepared to fight as soon as you enter. Thankfully, other than elite soldiers and Dark Soldiers, you won't run into stiff resistance here in the form of heavy-gun toting thugs. You should be able to briskly work your way through this gigantic room from left to right, therefore, with no real issue. At the far right end of the room, double-jump and wall jump up the right wall to reach an elevated platform, where you can continue rightward.



This next room is in fact a vertical shaft leading upward, with multiple moving platforms acting as your primary conduit in your trek to the top. There's a lone soldier on a static platform on your left as you head on up, so be sure to cap him as you go. Otherwise, getting from moving platform to moving platform is easy, though if you find them moving too quickly for you, each can be frozen with a well-placed foam round. If you're confused as to how to proceed once you get to the top of the shaft, look on the right wall, where an open duct sits. Crawl into the duct and begin heading rightward until you drop down into another unexplored room below. Since you drop down in the middle of a group of enemies, including a pesky Dark Soldier, immediately bail to the left and seek cover. From here, you can deal with the enemy contingent from a position of relative safety. When you're ready, stand underneath the platform you dropped into the area from, and run rightward towards the blue-glowing boxes creating a barrier on the far side of the room. If timed properly, you'll be able to bust through the boxes. On the other side is some familiar territory.



X. Creating Friction (Continued)

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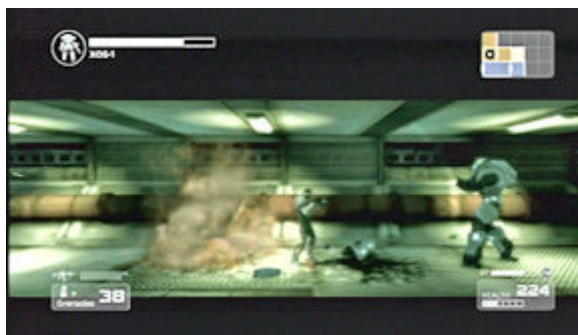
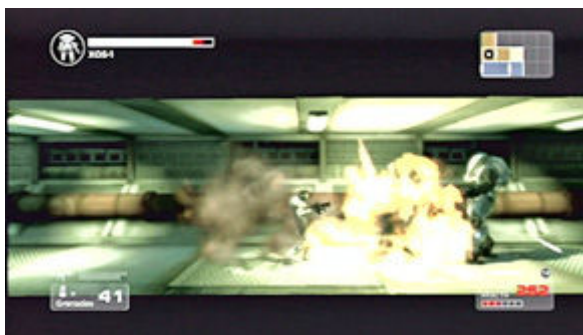
You should recognize the area you're now in. Use the save room on your left, and then climb up to the topmost door on your right to continue. From here, it's all a matter of climbing ever-upwards through this territory you originally scaled down through. Be prepared to deal with respawned enemies and the like, but as usual, nothing you haven't dealt with already. Finally, you'll reach *another* familiar room, running right-to-left, with three soldiers in it. Hanging from the ceiling are two sets of two boxes each, and when you shine your flashlight on the beams supporting the boxes, you'll find that they glow green. Plant a grenade atop each of the pairs of boxes, and they'll both fall into conveniently-placed crevasses below. Now, go to the left and explore the room there. You'll find that there are elevated cages that glow a blue color. There's also a treasure atop a blue-glowing box behind said cages. The idea is to run from the right side of the previous room with the downed crates all the way into this room, jumping up and destroying the cages and crate en route. The **Gold Bar** sitting atop the crate, the sixth of twelve in the game, is virtually impossible to miss as you do this.



Climb upward and to your right from the location of the gold bar, killing the gatling gun-wielding enemy guarding the door there. Once you've plowed through him, you'll come to a vertical shaft leading to a room above. There's a ladder on the left wall that leads upward, but ignore it in lieu of using the moving platform, which will keep you mobile while dealing with the enemies on your right. At the top of the moving platform, you can head rightward and deal with the final soldiers in the enemy contingent occupying this room. The large blast door on the right wall glows red, meaning you can't penetrate it without missiles. However, there's a hatch on the floor on the right side of the room that glows orange. Shoot it out and fall through the hole in the ground, and you'll find yourself in a save room. Grab health, grenades and foam as needed, and then run rightward into the adjoining corridor.



When you do, a blast door will seal behind you. If you take a look at your map, you're approaching the location of Claire, so you know something's going to happen shortly. And that something, at first, comes in the form of another soldier armed to the teeth in his XOS-1 Omega Armor. You fought a guy like this earlier, so this battle should come as nothing new to you, though this guy is more skilled with his armor and opens up new, pesky attacks on you. He won't be so aggressive with melee attacks, so feel free to keep your distance, and for most of the battle, you'll want to stay crouched. This will allow you to completely dodge his plasma rounds as they float slowly towards you. While he's firing these off, shoot off your assault rifle to chip away at his health. Then, when there's a clearing for you to stand up, do so and fire a barrage of grenades his way for massive damage. This battle shouldn't last too long, and doesn't provide even a remote challenge, so you'll be able to get through this guy with relative ease.



At the right end of the corridor where the battle with the XOS-1 took place, you can drop down into another room. Immediately on your left is a gun rack. Walk towards it, and you'll be able to examine the firearms there, and take one for your own. You walk away with a **WSAR60 Coil Rifle**, an incredibly powerful assault rifle. With that in hand, head rightward and through the door. In this next room, you'll hear Claire being taken away, and eventually get yet another objective that will force you to chase her to the far eastern end of the Shadow Complex. However, there are also three soldiers to kill within this room before you continue. Be sure not to leave without destroying the crates under the soldiers, as well, since they're obscuring the location of a **Gold Bar**, the seventh of twelve in the game.



XI. The Chase Continues

| « | Part One | Part Two | Part Three | Part Four | » |
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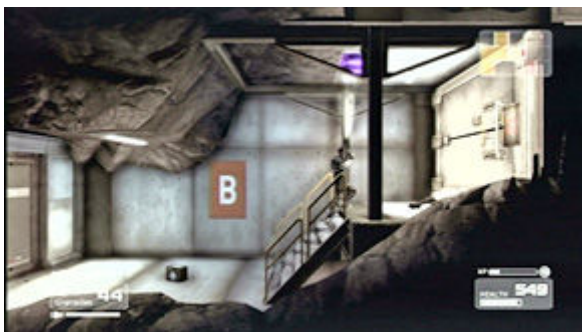
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| Items | Foam Pack (7 of 20), Armor Upgrade (2 of 10), Foam Pack (8 of 20), Armor Upgrade (3 of 10), Foam Pack (9 of 20), Foam Pack (10 of 20), Foam Pack (11 of 20), Health Upgrade (5 of 8), Armor Upgrade (4 of 10), Foam Pack (12 of 20), Grenade Pack (23 of 30), Armor Upgrade (5 of 10), Passkey Component (6 of 12), Armor Upgrade (6 of 10), Missile Pack (1 of 20), Grenade Pack (24 of 30), Grenade Pack (25 of 30), Missile Pack (2 of 20), Missile Pack (3 of 30), Health Upgrade (6 of 8). | <p>You can get through the door from where you get your new objective by using foam rounds. Once you get through the door with your foam gun, don't drop through the hole in the ground just yet. Instead, walk rightward and use the foam rounds again to freeze that door. Climb up the shaft and head leftward once on the other side of the door. In the rather large device you end up in, you can grab a Foam Pack, the seventh of twenty in the game.</p> |
| Tasks | (1) Go back to Claire and escape from the complex. (2) Claire has been captured! Rescue her! | |
| Enemy Types | Rebel Soldier, Security Camera, Gun Turret, Spider Droid, Elite Soldier, Dark Soldier, XOS-1. | |



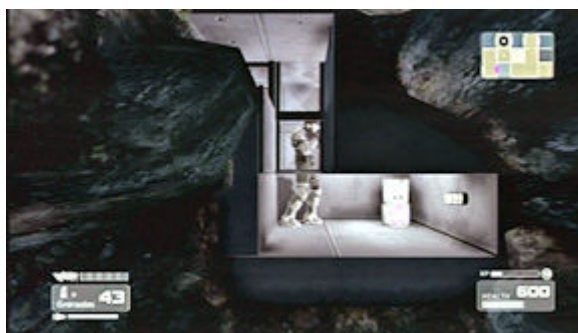
After grabbing the Foam Pack, backtrack to the hole in the ground and drop on through. Does this look familiar? Well, it should! It's one of the very first rooms of the complex proper we explored extremely early in the game. Eliminate the soldiers and the security camera in the room, and then run rightward. You'll go through the game's very first save room, and then through the entry room, and finally, you'll find yourself back outside. Now that you have the ability to double-jump, do so once outside, and grab onto the rockface on your right. Pull yourself up, and grab the **Armor Upgrade** from within the confines of green-glowing rocks (indicating you can use grenades to destroy them). That Armor Upgrade is the second of ten in the game. If you want to continue to explore the woods around you to add territory to your map, feel free. There's actually a lot of vacated terrain to cover outside.



There's more of Shadow Complex we can loot before continuing. However, we're not going to give you pinpoint directions to each location, since virtually all of this requires backtracking extensively through territory we've already seen. Instead, we're going to have you refer to your map, where we'll tell you precisely where to go using both the color of the map and the specific name that section of map is known by. For instance, right now, we're headed to the orange part of the map. More specifically, we're heading to the eastern end of that colored segment known as Section B: Junction. You're looking for a section of your map that has an unexplored room above it, and a red door requiring missiles on its right. While we can't do anything about the blast door requiring missiles yet, the unexplored area above requires some foam. Use foam on the ceiling mechanism glowing purple, and then jump up into the vent. You can't grab the item there yet, but this will add the location to your map. The question mark will hereafter indicate to you that you need to come back later. And don't worry -- we will do just that.



Next up, head to the yellowish area of the map called Section C: Water Containment. Here, you can find some more items of use, though we'll work west-to-east to ensure that we see everything. The purple-sealed door on the left side of this location is where you want to head first. You can bust through that sealed door with foam rounds and add the next room to your map, and fortunately, there's more to do beyond that. Connect the two halves of the vertical shaft (duck and work your way around the labyrinthine pipes) and seek out a deceptively tiny crevasse on the right side of the shaft directly underneath the pipes. Jump over and crawl through the shaft to grab a **Grenade Pack**, the twenty-third of thirty to be found. Thankfully, if you travel to the room directly above the room you just added to your map after backtracking, and then travel one square to the right, you can use your foam rounds on a ventilation device built into the rocks that's obscuring the location of another **Foam Pack**, the eighth of twenty in the game. Myriad items!



XI. The Chase Continues (Continued)

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Now, head all the way back to the outdoor location where the second Armor Upgrade was found. It's from here that we'll proceed along with the main mission at hand (don't worry though -- we'll deviate for more items and exploration en route eastward towards Claire's location). For the time being, this is a rather easy run rightward. In fact, if you followed our directions earlier and did some optional exploration, a lot of the designated route towards Claire should already be added to your map. When you arrive where your truck is parked, double jump to reach the raised cliff on your right and keep running. Resistance will be present -- but light -- until you run into a shielded enemy wielding a rocket launcher. After dispatching him, run rightward, take a huge jump across a waterfall, and then ultimately enter the save room on the other side.



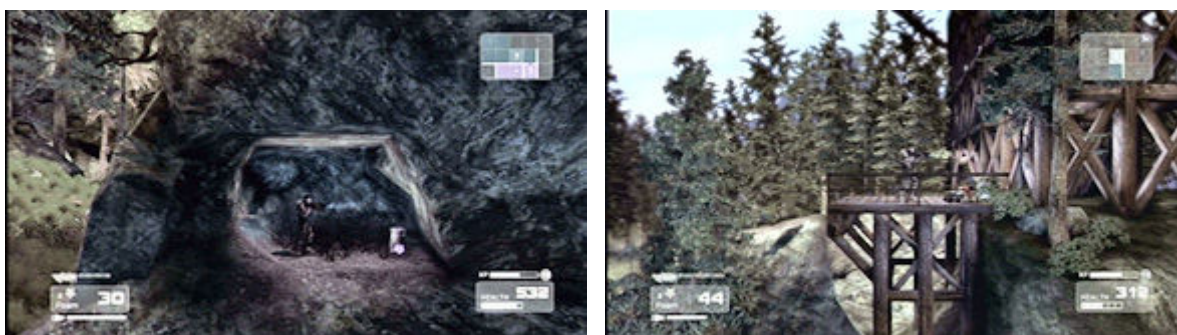
Emerge from the save room via the right door, and immediately scale upward via your double-jumping and wall-grappling abilities. You can either jump to the right or to the left from here. There are also enemies to deal with no matter if you go rightward or leftward, primarily in the form of Dark Soldiers (though there will be lesser soldier varieties present as well). However, both enemy groups are guarding valuable items that are relatively easy to find once the enemy threat is nullified. Keep an eye on your map for the telltale question mark to appear, indicating that there's indeed a hidden treasure of some sort on the screen. On the left, you can find a **Foam Pack** hidden in a crevasse, the ninth of twenty in the game. On the right side, you can find an **Armor Upgrade**, the third of ten in the game, as well as another **Foam Pack** hidden clear-as-day as you come down the rockface on the right to proceed with the mission at hand. That's ten of twenty total in the game.



The voyage eastward through the wilderness will now bring you, from here until we finally get back into the Shadow Complex, over terrain we've already crossed. You'll encounter a shield-wielding rocket-launching enemy, and then get to walk rightward, ultimately coming across the large two-part lake we earlier crossed. As usual, a helicopter will be patrolling the skies around the lake, so your best bet is to stay underwater as deep as you can as you swim eastward. When you reach the piece of land with a house on it that splits the lake in two, head on inside to replenish your health, and then work your way over the rest of the body of water. Once back on land, you're safe from the helicopter. And yes, we'll destroy that chopper eventually.



Run through the wilderness on the east side of the lake, and expect to run into plenty of soldier en route. As usual, you'll want to explore as much of the map as possible, to fill in as much of the grid as you can. That means jumping upwards, taking alternate routes, and more. There are two items to grab as you wind down your trip through the wilderness. The first is a **Foam Pack**, the eleventh of twenty we've found. It's sitting rather clearly in a crevasse, and you can simply duck down and walk towards it to grab it. The other is a **Health Upgrade**, the fifth of eight in the game. To find this one, you'll need to use some fancy jumping skills to reach a little bridge, where a lone soldier is guarding this booty. In both cases, for precise locations on your map, keep an eye out for blocks that appear with a question mark on them.



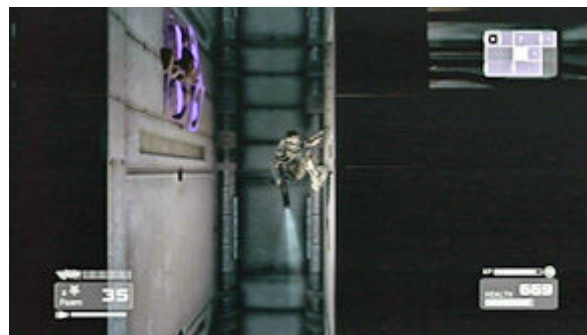
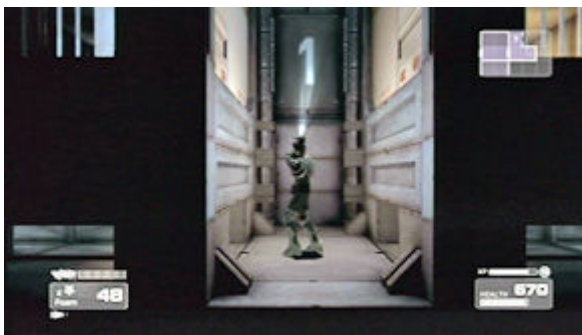
XI. The Chase Continues (Continued)

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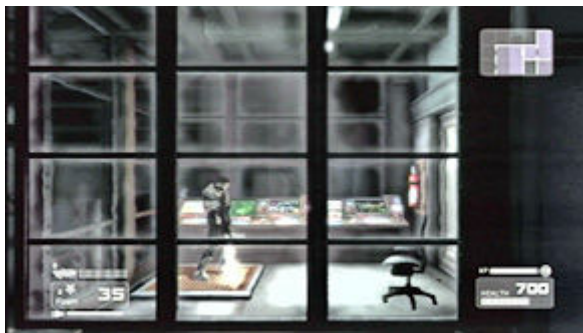
Eventually, you'll reach another familiar location -- a waterfall. Careening downward on the right side of the waterfall is a ladder. Begin to work your way down this ladder, and keep an eye on the left wall. Shine your flashlight on it as you go downward, and you'll find a purple-glowing device that can be destroyed with foam rounds. Do just that, and grab the **Armor Upgrade** in the small nook that device was blocking. That's the fourth of ten armor upgrades we've found. Then, continue downward through more familiar territory. You've been here before and fought these enemies before, so again, nothing new should be found down here. However, you can again find another item, a **Foam Pack**, by shining your light on the ceiling where a question mark appears on your map. Use foam on the ceiling rotors and grab the twelfth of twenty Foam Packs in the game.



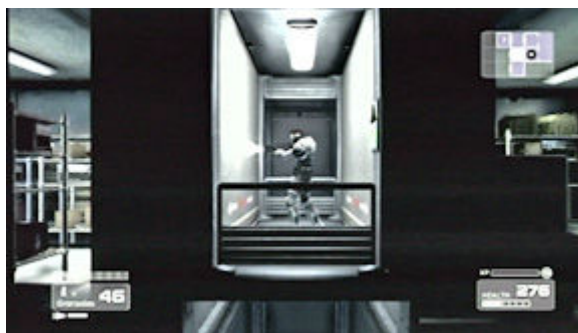
More familiar territory is found from here. When you reach the elevator, however, you have a great opportunity to find even more items. Take the elevator down to the lowest level, and disembark from the device by heading rightward. Here, you can find entrance into a shaft that runs underneath the lowest point the elevator travels to. With the elevator down in its lowest position, you can activate it via a hidden computer underneath the elevator. Send it back up to the top and ride it upward until you come across a purple glowing vent cover on both the left and the right of the shaft. Destroy both of them with well-placed foam rounds, and grab the **Grenade Pack** (twenty-four of thirty in the game) and **Armor Upgrade** (fifth of ten in the game) that are on either side. If you then manipulate the elevator so you can get *above* it in the shaft, you can crawl to a vent shaft on your left, which contains a **Passkey Component**, the sixth of twelve to find in the game.



That's a pretty big three-item catch you just found there. Nice! Now, all that's left to do is swing leftward into the room adjacent to the elevator shaft. At the far end of the room, you'll do battle with a trio of gun turrets and their controlling security camera. Eliminate all of the machines, and then run rightward into the next room, where Claire was earlier being kept. She's gone though, and you need to pursue her. Shoot out the orange-glowing hatch cover on the floor when you regain control, and drop down to the terrain below as you see Claire being taken away by some Restoration soldiers. Drop down once through the hole in the ground, shoot the lone security camera, and use foam on the door on your left to proceed. This is a save room, so your game will be saved, and you can replenish your supplies and health before proceeding.



The only way out of the save room is by going through the open duct on the ceiling. Once you do that and shimmy leftward, you'll find yourself in an elevator shaft surrounded by myriad ducts and other conduits you can use to explore. There's not much you can do here without missiles, which we are going to acquire very shortly. But for the time being, you're going to want to breach the right side of the elevator shaft in such a way that you reach subsequent rooms that you can bust through the floor/ceiling via duct panels. This route should ultimately lead to the elevator, which you can then take leftward. If you want more specific information, look at your map. There should be four rooms lining the left side of the tunnel, and three on the right. The bottommost room on the right is the save room. Access the topmost room on the right, and go down into the lower room. The elevator should be waiting there. Take the elevator down another floor, and leave to your left. Easy.



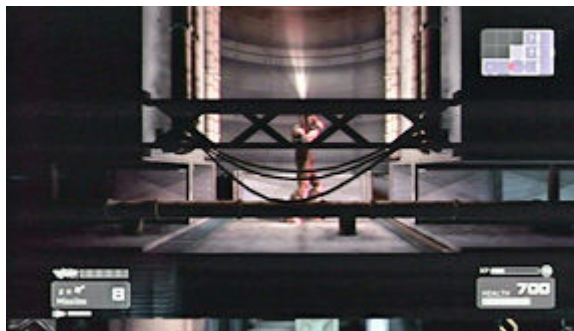
XI. The Chase Continues (Continued)

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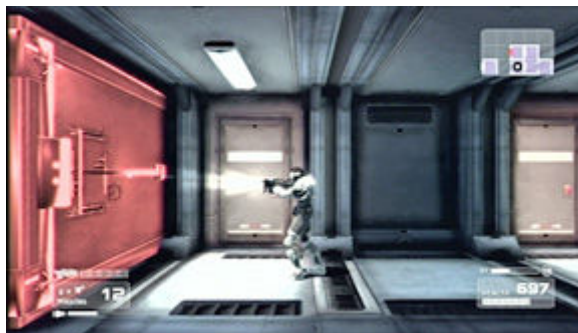
Now, it's time to get the missiles. But first, we have a considerable amount of crawling to do, as you navigate a small series of tunnels to the left of the elevator. From where you disembark from the elevator, go through the ceiling tunnel, as the door to your left, glowing with a red hue, cannot be opened yet. You'll come to a small area with a fan pushing you downward, so that you can't jump upward no matter how hard you try. Ignore it for now and continue pushing leftward down the dark, tight tunnel. Drop down, and you'll be flanked by more red-glowing doors on your right and left. Go through the orange-glowing duct, drop down, and head leftward through the rocky outcropping. Now, all that's left to do is head leftward down another tunnel, keeping in mind that there's no other way to progress, with even more red doors greeting you. Grab the **Armor Upgrade** en route, the sixth of ten in the game. Then, drop down into the next room. Finally -- a **Missile Pack** -- the first of twenty in the game.



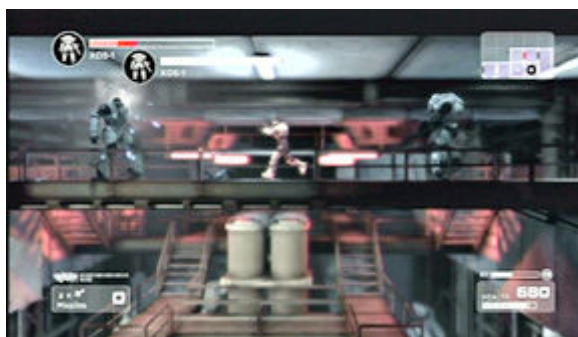
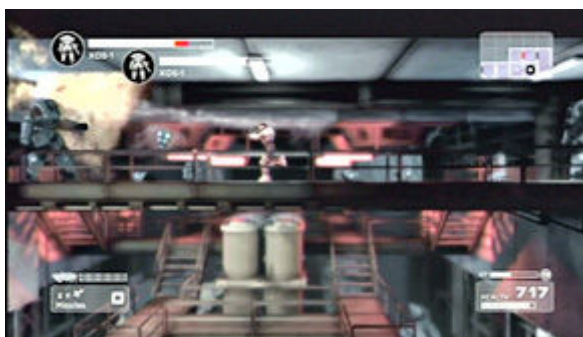
Now equipped with the long-awaited missiles, you can finally blast through all of those pesky red doors. Begin with the one on your right, sending a couple of missiles careening into it to destroy it. From here, you'll want to head all the way back, however you'd like, to the elevator shaft we were using before. This time, you need to use the elevator to reach the topmost room on the left side. In here, you'll find a swarm of enemies (if you didn't kill them earlier), as well as a computer terminal on the left. Once the enemies are dead, follow the on-screen prompt to access the computer terminal. This will raise a protective shield over a red-glowing device. You know what to do -- hit it with some missiles, and it will explode. Remember that Willy Wonka-like fan that was keeping you from jumping upward? It's now disabled. Go back to that area and climb up towards the fan itself. Before veering left to continue, be sure to go rightward to the dead end up there, where you'll find a **Grenade Pack**, marking twenty-five of thirty in the game. Climb leftward, work your way above the location of the fan, and shimmy rightward, and you'll find another **Missile Pack**, the second of twenty.



From the location of the second Missile Pack, work your way back to the left, and you'll ultimately find yourself at the entrance to a save room. Utilize the save room with haste, and then bust out of the left side of that room, where a **Health Upgrade** can be found tucked in the far left corner (that marks health upgrade six of eight). By exploring the air ducts around the save room, you should also be able to find another **Missile Pack**, the third of twenty in the game (more specifically, you can find this Missile Pack above and to the right of the fan you destroyed earlier). But ultimately, you're going to want to seek out the large blast door that glows red when you shine your flashlight on it. By getting through this door with a few missiles, you'll find Claire. But it's not going to be easy to apprehend her from the grasps of the committed Restoration enemy.



Holding Claire isn't one, but two XOS-1 Omega Armor-wearing soldiers. You'll need to deal with both of these guys simultaneously, and they're flanking you, which complicates the issue considerably. Thankfully, you can take care of them rather easily if you follow our strategy to a tee. You should focus all of your might and energy on one, and then the other. Don't split your focus, because killing them at the same time or one directly after the other actually doesn't do anything for you at all. Rather, hurl missiles and grenades at one to quickly fell it, and then you can focus on the other without too much worry. As usual, their fierce melee attacks can kill you in a single blow regardless of how much health you have, so keep your distance, and if they begin to posture as if they're going to attack you in this fashion, be sure to back off. Usually, we'd implore you to stray away from using gunfire, but now that you have the powerful weapon you do, you can actually do a considerable amount of chip damage with it. When both pieces of armor are downed, Claire is saved. But the game isn't over.



XII. Component Hunting

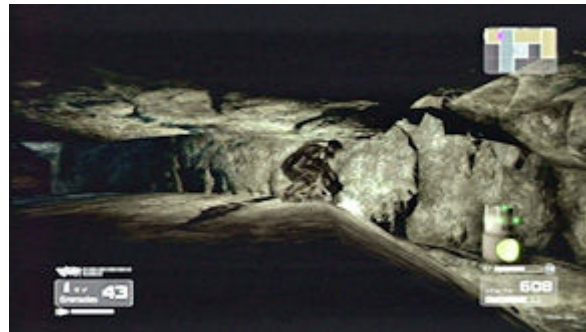
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| Items | Grenade Pack (26 of 30), Health Upgrade (7 of 8), Missile Pack (4 of 20), Armor Upgrade (7 of 10), Grenade Pack (27 of 30), Missile Pack (5 of 20), Foam Pack (13 of 20), Passkey Component (7 of 12), Hook, Missile Pack (6 of 20), Grenade Pack (28 of 30), Missile Pack (7 of 20), Missile Pack (8 of 20), Foam Pack (14 of 20), Thrust Boots, Grenade Pack (29 of 30), Armor Upgrade (8 of 10), Missile Pack (9 of 20), Passkey Component (8 of 12), Inertial Element, Missile Pack (10 of 30). |
| Tasks | (1) Stop the Restoration! Find the remaining key components. |
| Enemy Types | Rebel Soldier, Security Camera, Gun Turret, Spider Droid, Elite Soldier, Dark Soldier, Heavy Soldier. |

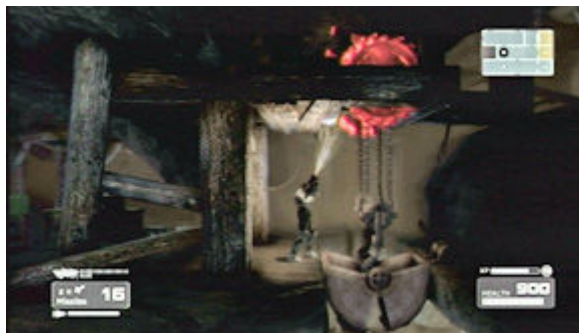
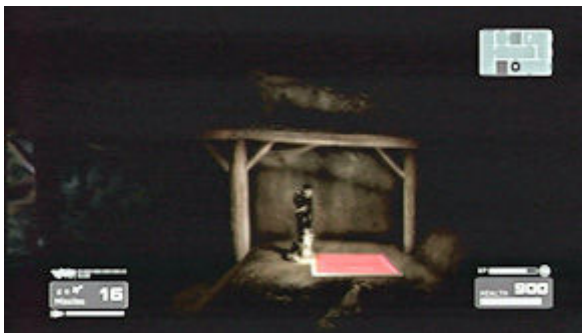
We're going to go about chasing the final components in the order the game recommends. How do we know this order? Well, the "blue line" on your map will indicate an initial direction to go, and we'll follow along with that, changing along with the map after each component is acquired. Begin by heading eastward along the outside area atop the Shadow Complex. The woodsy terrain should be completely familiar to you at this point. Simply travel in an easterly direction over already-tread terrain until you're forced to fall downward onto a metal bridge below. To your left, you can enter the complex once more, saving your game and restocking on needed supplies. But it's the door on the right side of this small bridge that's of real interest.



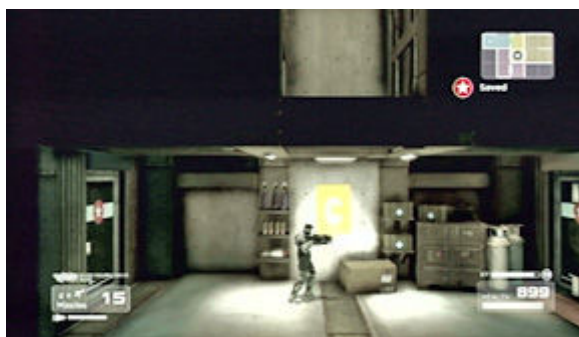
Once you go through the door, eliminate the two rebel soldiers standing in front of you, as well as the next soldier standing above you and to the right. This is a familiar room to you, one you earlier scaled up and rightward through. This time, with the help of foam rounds, you can get through the door on the bottom left to reach a shaft leading downward. Getting down through this shaft can be extremely confusing. What's required is ducking down and working your way tediously back and forth through the pipes until you can drop down the long shaft below, which will reconnect with another familiar, already-tread section of the complex. En route down, you can find a **Health Upgrade** (the seventh of eight in the game) in another crevasse in a familiar area similar to the one you found a Grenade Pack in a bit earlier.



Head midway down the shaft, between the top and the water below. You can work your way rightward through a dark corridor. Look upward with your flashlight, and you'll find a place to jump upward with your Thrust Pack. On your right at this location, you'll find a **Missile Pack**, the fourth of twenty in the game. After grabbing it, proceed to the very bottom of this familiar vertical shaft. Here, you can blow open a small, red-glowing hatch on the right side of the shaft at the top end of the water table. This will lead to a small, isolated room containing another **Missile Pack**, the fifth of twenty the game has to offer. After grabbing that, backtrack back up the shaft, using the blue line given on your map to see the specific point at which you should bear rightward. You'll be traversing a dark area, and your flashlight will help you get through it. At the end of this short, dark crawlspace is another red-glowing hatch on the ground. Bust through it, and you'll land in a save room you haven't been in since earlier in the game. To your right is a construction grabbing device that, again, we used earlier. Strangely, the gears holding the object in place glow red when you shine your flashlight on it. You know what to do -- hit it with a missile, and the heavy metal grabber will drop down the shaft below, busting through some pieces of wood that were keeping you from accessing this all-new area.



As soon as you arrive at the bottom of this new vertical shaft, jump upward and to your left and claim the **Armor Upgrade** sitting there out in the open. That's the seventh of ten in the game. Then, climb back up the tunnel until you reach a small platform on the left side that's directly underneath the wooden barrier you just broke through. Barely visible on the other side of the chasm is a place you can grab onto and crawl through. A **Grenade Pack**, the twenty-sixth of thirty in the game, can be found right here. Now you'll want to fall back down to the bottom of the shaft, where you can head rightward and jump into an air duct to proceed. You'll fall down into a save room on the other end of the short duct.



XII. Component Hunting (Continued)

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The save room has two doors leading out of it, one on your right, and one on your left. As the map indicates, the component we're seeking is eastward, necessitating the use of the right door. But first, take the door on your left, which will allow you to not only add a lot of territory to your map, but will also allow you to grab three items. Head left, and drop downward, working your way to the right, where a long, long fall awaits you. At the very top of this fall, on the right side, is a small exhaust plate that can be destroyed with some well-placed gunfire. Destroy it, using Ninja Gaiden-like jumping techniques to stay at the top of the shaft, and grab the **Missile Pack** that's on the other side of it. That's six of twenty in the game. Then, continue to drop down to the very bottom of the shaft, where another mine cart track spanning leftward awaits you.



The mine cart is to act as a quick conduit between the right side of the mine rail, which you're at now, and the left side, which is far to the west. But ignore it, because you actually need to stop in the very middle of the railway, something you won't be able to do if you decide to "fast travel" straight across. Things are completely uneventful as you travel leftward with the exception of a single area, where a few enemies populate a location where there's a gap in the rail. First, eliminate the soldiers you find here -- especially the dude packing the gatling gun. Then, look at your map. Directly below you and directly above you are treasures. The item below you is easy enough to get; all you have to do is drop down through the gap, travel leftward, and then jump back up, working your way back to the right in order to grab the **Foam Pack** there (that's thirteen of twenty, if you're keeping track). The other item is decidedly more difficult to acquire, however. It's located on a platform above you, and there's a blue-glowing block which won't allow you to simply jump up to it. Naturally, the Friction Dampener is key. Head to the far western end of the railway and begin to run eastward. When you hear the telltale sonic boom, attempt to jump onto the ceiling when it's low enough. You'll now run along the ceiling, clobbering the block in your way and grabbing the **Passkey Component**, the seventh of twelve, en route.

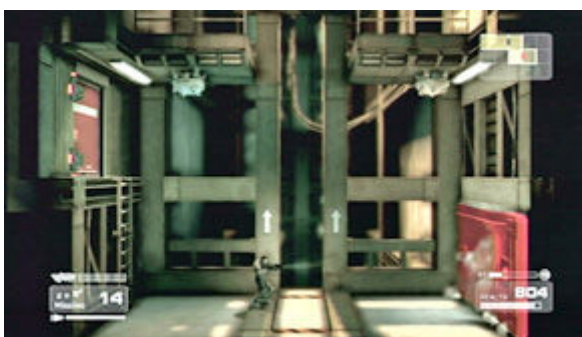
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With those goods in hand, you can backtrack all the way back to the east, all the way back up the gigantic vertical shaft, and ultimately, back to the aforementioned save room. This time, head out via the right exit. As soon as you do, work your way rightward, and the door you just came through will seal shut. And suddenly, a new gismo created by the Restoration, an AP4 Saw, will appear and want a piece of you. Thankfully, this mindless machine is extremely easy to defeat. The key is to stay on the upper tier of the room on the left side. From here, the AP4 Saw will circle the room in a clockwise fashion, always going overhead of your crouching character. You can use all sorts of weapons here, and even conventional gunfire, but we recommend pounding the AP4 Saw with missiles each time it passes you by. It shouldn't be able to survive more than four or five laps with this kind of ordnance coming at it before it goes kaboom.



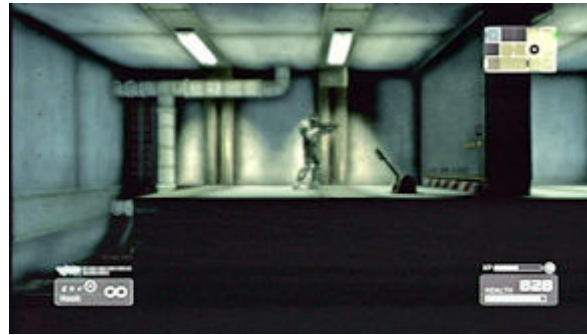
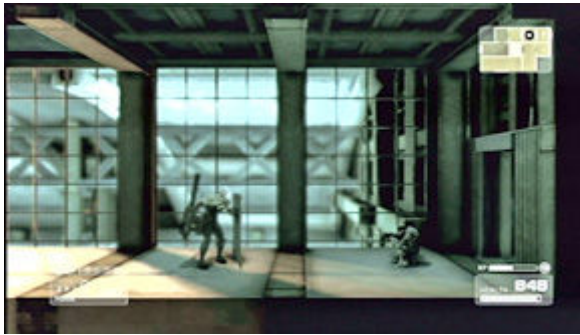
Once you're past that rather simplistic enemy, all that's left to do is bear rightward into the next room. Armor droids roam the platforms above, but there's no way to reach the tops of those platforms. At least, not yet. In lieu of attempting to move upward, instead opt to use your missiles on the red-glowing blast door to your right. A couple of missiles will work through the metal like butter, allowing you access to a secret room containing plenty of goods, such as health. More importantly, however, it contains the hookshot, known in this game as the **Hook**. You can use it to gain access to hard-to-reach locales above you. Hint hint hint -- use it in the room to your left to proceed upward.



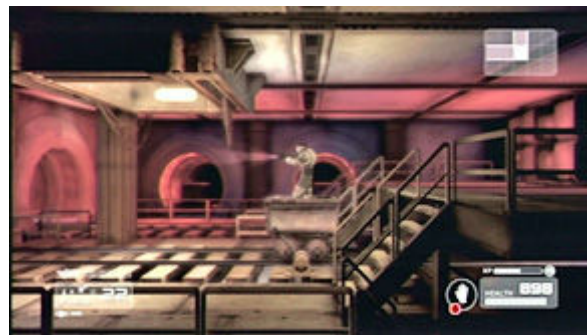
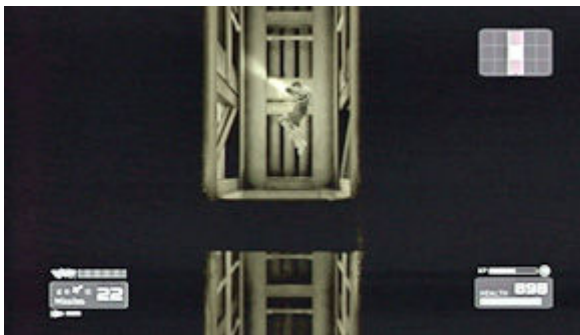
XII. Component Hunting (Continued)

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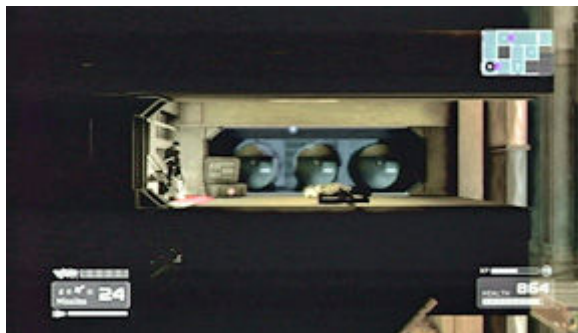
If you're having trouble working your way upward through this room using the Hook, leap upward and use the Hook at the height of your jump to find success. At the top of this area, you can work your way leftward into another corridor, but first, crawl through a shaft on your right to reach a **Missile Pack**, the seventh of twenty in the game. Then, veer leftward into the adjacent corridor. Be ready to fight a trio of missile launcher-packing shielded thugs here. After you kill the first, you can climb upward via a hole in the ceiling. On your right will be a blast door and a lever. Use the lever to lift the blast door, connecting these two sections of the map successfully. The next two rooms you encounter heading rightward both contain Grenade Packs. To get the twenty-seventh **Grenade Pack**, crawl upward at the pipe on the right side of the room you earlier flooded. Crawl amongst the armored spider droids and nooks and you'll come across it. Heading rightward into the next room, climb the ladder on the left side of the room, shoot out the orange-glowing vent cover on the ceiling, and then use your Hook to lift yourself into the void left by the destroyed vent cover. Crawl rightward to claim another **Grenade Pack**, twenty-eight of thirty in the game.



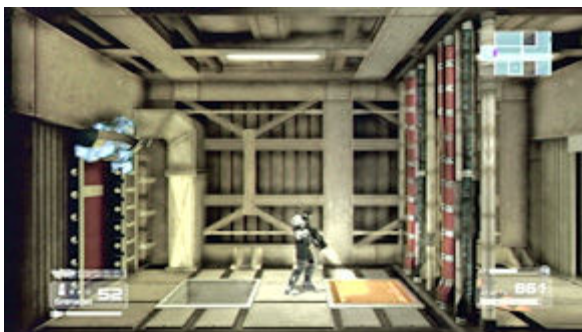
With those in hand, backtrack to the left, and drop back down into the corridor with the trio of rocket-launching enemies. If you downed them all before proceeding upward, you don't have to deal with them again, but if you ignored one or more of them, expect to fight them as you go leftward through another door. Eventually, you'll reconnect with the huge vertical shaft leading downward that we traversed before. Assuming you're following our walkthrough, you can drop all the way down to the bottom of the shaft without a care. You'll now once again find yourself on that same mine rail we were traversing earlier. Since we already had you get the items of interest, you can now use the "fast route" to get westward with speed and ease. Simply jump in the mine cart and activate it to do just that. Once on the other side, you can then jump upward through a large gap in the ceiling, and then go leftward. Kill the lone shielded enemy, dodging his damaging rocket launcher, and proceed leftward some more from there.



To the left of the location of the shield-wielding soldier, you'll run into what appears to be a storage room. We've been here before, so this area should be familiar. At the first opportunity you get to move upward, take it. To reach the room above, you'll need to shoot through a metal door on the ceiling. Kill any spider droids that get in your way en route. In this next familiar room, all you have to do is use the moving platform on the right to reach the area above. But don't rush around here, because there's an item you can get now that you have missiles. Use the elevator to get up to the level above, where there's yet another shield-protected enemy. After eliminating him, explore the left corner of that platform along the wall. You can use a missile to blast through the floor, where you can then drop down to grab the **Missile Pack** hiding there. That's number eight of twenty, if you're keeping track.



At the top of this shaft sits a green-colored hatch, which will necessitate the use of grenades. Unfortunately for you, you can't just use grenades here to get through the door. However, we've dealt with this minor puzzle before. First, shoot foam at the grate, and then shoot a grenade at the foam, so that it sticks in it. This will cause a bigger-than-usual explosion that will result in the hatch being destroyed. You can then climb through to the room above. Here, you'll need to shoot a smaller hatch to your right, which will grant you access to a ladder leading back up to a door on your right. You can then dash rightward, eliminating soldiers and spider droids as you go. Climb upward from there, and you'll see a save room on your left. Head on through.



XII. Component Hunting (Continued)

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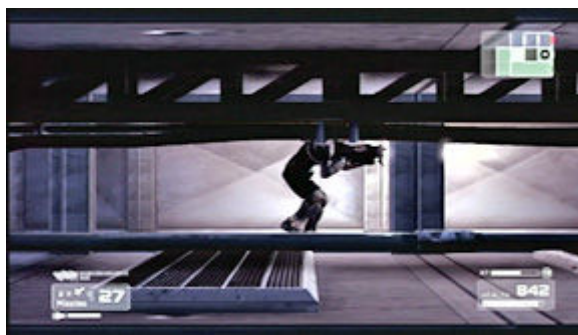
The room to the left of the save room is one we've been in before (in fact, a lot of the territory you'll be traversing from here on out you've already seen). The idea is to get to the door in the upper left corner of the room. To do this, you have two options. You can either perform a double-jump, from the right to the middle, and then perform another jump to reach the left side of the room. Or, the easier solution is to use foam rounds on the far left wall and use it as a platform to reach the door above. Use more foam rounds to get through the door's sensors. This next room will also require some artful jumps. Electrified water sits along the bottom of the room. Jump carefully from the right to the center platform, and then perform another jump to reach the platform on your left. If you fall into the water, get out of it immediately, or you will die before very long. The electrified water saps your health like crazy.



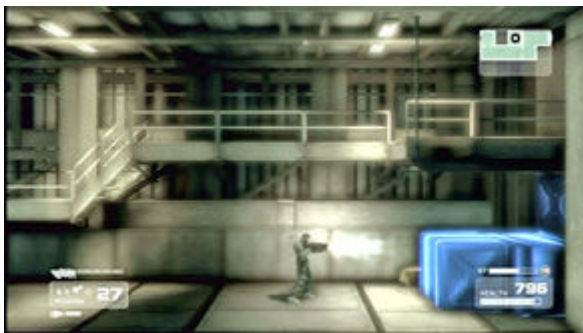
From the water-filled room, continue to the left. We've been to this elongated area before. This is a training area the Restoration uses to try out all of their cool prototypes, and we had an epic battle here earlier. Now, all you have to do is run leftward through the entire area to the door on the far end, killing the few residual soldiers that are still around. However, if you want a **Missile Pack**, the ninth of twenty in the game, use your Hook to reach the ceiling next to the hole that's present there. Then, to counter the effects of the fan above, use the Hook to pull yourself upward and to the right, where the Missile Pack sits. The next room would prove to be a dead end, but now that you have the ability to use missiles, you can smash through the red-glowing piece of metal on the ceiling, which will grant you access to an entirely new room. This darkened room, unfortunately, doesn't have anything cool to provide you with, though there are never ending sources of foam and missiles here if you want to utilize them. Smash through the orange-glowing cover on the left wall, and then crawl upward through yet another hatch (this one glowing red), that will bring you to *yet another* familiar area of the Shadow Complex.



Your time spent in this heavily-occupied room will be brief. You can either kill everyone in the room, or simply wall jump upward to a door that leads rightward. Once through the door, you'll find yourself in another tall, vertical corridor with moving platforms allowing you to get higher and higher. You can use foam to temporarily freeze each platform if you're having issues working your way upward, but chances are, you're an old pro at this kind of platforming by now. At the very top of the vertical corridor, you'll find a hole in the wall on your right that will let you continue onward. Crawl through the vent shaft after heading through the hole in the wall, and you'll drop down in -- you guessed it -- *another* familiar section of the Shadow Complex.



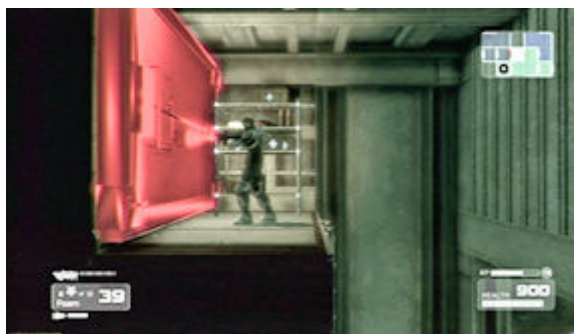
This room presents you with a seemingly-insurmountable quandary. The boxes blocking your pathway on the right glow blue when illuminated with your flashlight, indicating that they can be destroyed with the Friction Dampener. However, because of another blue-glowing box in the middle of the floor, getting enough steam will require some patience. Attempt to start your rightward run from the platform over the middle box, which should give you enough steam to break the speed barrier and crash through the boxes into an adjoining cavern. Before we continue onward, we recommend heading right through the lower door you encounter. Head through the next spider droid-filled room, and then drop into the larger room on the right. First, eliminate the small enemy contingent here, and then focus on the blue box in the lower left corner of the room. Again, you'll need to be creative here to gain enough steam to get through the lone box in the lower left corner, but once you do, you can use missiles to get through the little shaft that the box was obscuring. On the other side, a **Missile Pack** can be found, the tenth of twenty in the game.



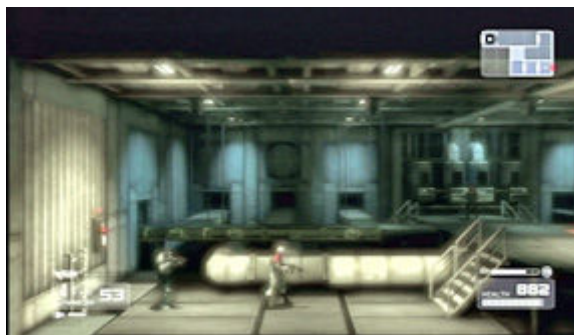
XII. Component Hunting (Continued)

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With that in hand, backtrack to the large cavern two rooms to your left, the one you ended up in after busting through the blue blocks. To continue, you have to use a red-sealed door above and to your left, which will require missiles to get through. However, more cleverness is necessary in order to get up to that door to begin with. The solution is actually simple. Using foam rounds, make a giant pillar that you can stand atop in the middle of the ground. As you make it taller and taller, simply jump up, aim downward, and shoot foam. The more robust it gets, the better. Then, using your newfound height, jump over and to the left to grab on to the platform. Then, pull yourself up to the aforementioned red-glowing door. Two missiles will allow you to get through it and access the next room. Before proceeding further to the left, be sure to bust a hole in the ground here with grenades at the corresponding location, so you can get the **Foam Pack** below, the fourteenth of twenty in the game.



Things will be fairly easy going from here, even though you're headed through all-new territory. To the left of the room where the newest Foam Pack was discovered, you can head left through another room, kill more enemies, and then scale a ladder that leads upward to an area above. Now, it's all about heading rightward through a gigantic hangar-like room. Here, you'll run into plenty of rebel soldiers in addition to a lone Dark Soldier and, most pesky of all, a series of gun turrets that line the entire ceiling of the room, from left to right. Be ready to deal with them, because they are quite obnoxious. At the right end of the room, when the entire enemy threat is nullified, you can wall jump upward and then lead to a door on your left.



Once through the door, you'll encounter a WSA1 Walker more difficult and annoying than the last walker we encountered. Fortunately, like any "boss" in Shadow Complex, the WSA1 Walker in its new, stronger state is still a bit of a pushover. This is especially true if you've been following our guide, since you should have 900 HP and a ridiculous amount of missiles, which is all you'll need to deal the brunt of your damage to the walker. Unfortunately, the walker is equipped with all sorts of new gadgets, so disabling the shield it's surrounded itself with to lessen damage taken should simply be ignored. This is because if you get too close to the foe, it may stomp you or use its foam rounds on you. So, keep your distance, ducking next to the boxes on the left side of the screen. From here, you can launch missiles with relative immunity. Any damage left over will have to be dealt with your assault rifle. Not too big of a deal, if you ask us.



To the left of this room, once the walker is downed, you can access a save room where saving, healing and item accumulation can be undertaken. And then, you can head left once more. Don't fall through the center of this room!... at least, not yet. There are electrical beams running across the floor that will fry you in a millisecond no matter how much health you happen to have. Thus, you're going to need to shut those beams off before you continue. To do so, access the path at the top of the room leading leftward. With missiles equipped, scale the vertical corridor you encounter. Shine your flashlight on the left side of the room and a small computer panel will glow red, indicating it can be destroyed with missiles. This only appears after you use the terminal on the right. Once you hit it with a missile, the game will show that the beams have disappeared. Now all that's left to do is to fall down where those electrical beams once were to grab the **Thrust Boots**. You can now *triple-jump* instead of just double-jump.



XII. Component Hunting (Continued)

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Now, before we proceed onward with our next objective, which the game will show you hereafter as being to the north and east of your current location, we're going to guide you towards a couple of items you can easily acquire nearby. That way, we have two less things to go after when we backtrack later in the game. But to get to the location where these items can be found, we have to traverse an area to the left that will give you considerable problems. From where the Thrust Boots were acquired, run leftward through the vacant room. Then, run leftward again through a small and equally-empty room. This will lead to a room both occupied by plenty of Restoration soldiers and lined with laser beams on the bottom of the floor, identical to the ones you had to turn off to grab the Thrust Boots. Unfortunately, you won't have the option to shut off the beams here, meaning you'll need to carefully jump between them to get to the left side of the room. Your best bet here is to kill the enemies in the room first, so you can concentrate entirely on the trek leftward.



Once you've gotten out of that room fraught with difficulties, you can head leftward once more, and will eventually end up in a rather gigantic, open room. This room provides many options to continue, but it also will provide you with the opportunity to add to more items to your inventory. We'll show you how to grab the more difficult-to-acquire item first. To grab this one, you'll need to use your ability to triple jump and combine it with your hook skill. Seek out an area on your map below where you entered the room. There are three rooms above you that can be accessed via a small opening in the ceiling. Triple jump up to the opening and time a hook shot so that you can pull yourself up to the small crawlspace above. Then, crawl rightward to find a **Grenade Pack**, the twenty-ninth of thirty in the game. Then, backtrack upward to the door you entered this large room via. You can time a triple jump leftward where a question mark appears on your screen. Crawl into a dark cavern to your left after hanging from the platform, and you can locate the **Armor Upgrade** there, the eighth of ten.



With both of those new items in hand, it's time to backtrack *all the way back* to where you acquired the Thrust Boots. From this location, you should be able to rather easily work your way upward to where the control panel was eliminated to get rid of those pesky electrical beams protecting the Thrust Boots. However, now you can just continue to climb upward, bear to the right, and shortly thereafter, end up back outside. Either jump around to the east or swim underneath to the east -- both lead to the same location -- and then access a ladder leading downward to the right of the dock you encounter. This ladder leads directly to another save room, where you can save your game and load up on items.



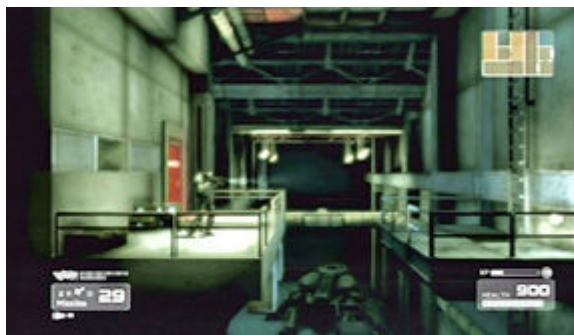
From the save room, head leftward and drop all the way down to the bottom of the long, vertical shaft. At the bottom of the shaft, you can then duck down and head rightward underneath an area we already traversed, complete with destroyed fences. It's those already-destroyed fences that will allow you to proceed back through this room to the left. You can then jump up to a platform guarded by a lone gatling gun-wielding soldier, heading through the door he was protecting once he's felled. This leads to another large room we've already traversed multiple times. Take the elevator (or nearby ladder) upward while dealing with multiple soldiers of varying strengths en route. At the right side of this room is a red-glowing door. Two missiles will do it in quickly, allowing you to proceed with the mission at hand.



XII. Component Hunting (Continued)

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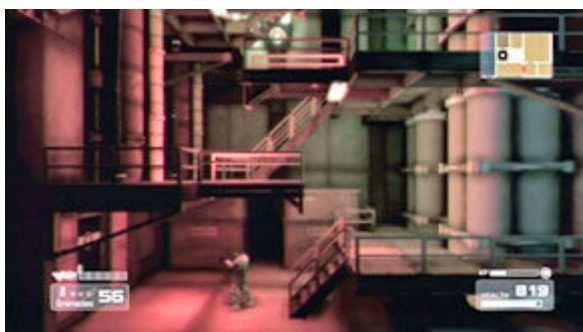
The ladder at the right end of this next room will bring you to all-new terrain that we've yet to see in our adventures through the Shadow Complex. In the first room you encounter, you'll see a helicopter in the background and two missile launcher-wielding, shield-protected soldiers on platforms on either side of the room. Deal with both of these enemies quickly, and for now, we'll work our way up and to the right, and we'll explore what's to the left after we perform a necessary task to get the next component. The large blast door here will require two missiles to get through. Once you manage to do that, you can drop down the next shaft, killing a few enemies as you go. There's a room to your right with an item in it, and there are two ways you can get it. Both conduits are on your left. You can either use a grenade on the green-glowing shaft cover and crawl to the **Missile Pack** on the other side (the tenth of twenty in the game). Or, you can simply drop down to another shaft cover on your left, this one wide open, and crawl to the same item. The route you take is up to you.



At the far bottom end of the vertical corridor, you'll encounter some enemies in a darkened area of the shaft. Don't let the lack of light deter you from exploring the area to your left, however. You'll no doubt see some WSA2 Tarantula IFVs in the background, and if you thought they would spring to life eventually, you'd be right. However, for the time being, simply dash to the left and access the computer terminal you find there. This will lower a bridge nearby, allowing access to another section of the Shadow Complex that you've yet to see. But now that you've lowered the bridge, those two aforementioned Tarantula robots will spring to life and begin shooting at you. What's more, additional troops arrive to back them up. You can blaze through the troops pretty quickly, but in regard to the robots in the background, your best bet is to simply ignore them and climb back up all the way to the missile-sealed door on your left.



The missile-sealed door should already been unsealed for you, so you'll find yourself back in a room you traversed just a couple of minutes earlier. Now that we've lowered the bridge above, it's time to jump across the chasm heading leftward with your new triple-jump technique and go through another door into territory you've yet to explore (though it should have already been added to your map). Work your way downward through this vertical shaft, killing Dark Soldiers en route. At the bottom, on your left, you'll spot a save room. Head into the save room to save your game, heal up, and equip yourself with needed items. Then, to continue, shoot through the orange-glowing duct cover on the ceiling and use your triple jump technique to head through the hole in the ceiling you created.



XII. Component Hunting (Continued)

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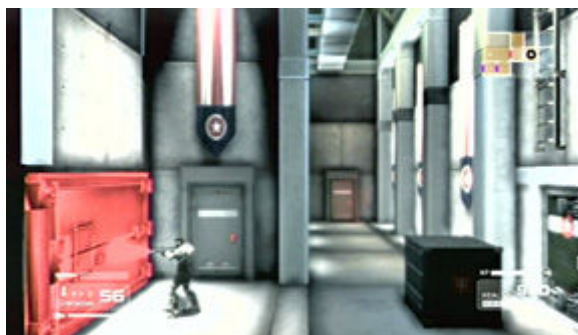
Begin climbing upward. You'll have to deal with more enemies en route, the most annoying of which will be gatling gun-wielding thugs. When you can no longer work your way upward and will instead have to work your way eastward, you'll encounter a lever. Press the lever and you'll see a metal doorway open on the far side of the bridge we just lowered. This is a timed event, meaning you have to get through the opening in a certain amount of time before you have to hit the lever again. The first thing you're going to want to do is climb around the area around the bridge to deal with the heavy contingent of enemies you'll encounter there. Then, when all is said and done in the bad guy department, head back to that lever. Hit it and immediately begin running to your right. Your Friction Dampeners should kick in, giving you incredible speed. Use this speed to run up the far side of the bridge towards the hole created by the lever (you have to double-jump towards the hole). If you do this properly, you should keep running eastward after going through the hole, busting through a building en route. What will happen when you bust through the building? Why, you'll receive a **Passkey Component**, the eighth of twelve available in the game.



With the most recent Passkey Component in your hands, backtrack to the downed bridge and continue rightward along it until you reach a sterile corridor. At the right end of this corridor is an elevator leading downward. There are no other stop options on the elevator other than the one location below you. When you arrive and head rightward out of the elevator, you'll encounter a Restoration laboratory chock full of enemies. Lay into these thugs before they spot you entering the room, prioritizing the death of the gatling gun-wielding soldier in the background on the right side of the screen. Then, use your flashlight to spot an orange-glowing duct cover directly above the elevator door you just came through. This will lead to a tight shaft you can jump upwards along. Bust out of the right side of this duct and you'll enter a room vacant of any enemies. It contains the most powerful gun in the game, the **Inertial Element**. Be sure to grab that before proceeding, as it's another element for our suit, and the game's most powerful weapon.



Head rightward out of the room where you grabbed the Inertial Element. There are a few rebel and elite soldiers roaming around here that will make great test fodder for your newfound weapon, which as you will see, is outrageously powerful. It should kill most soldiers in a single hit, and even though it's a shotgun-style weapon, it has a pretty robust cartridge and quick firing time, not to mention range. This is quite the weapon indeed! Bust through the door on the right they were guarding, and you'll drop down to a location below, with a red-glowing door on your left and a save room on your right. Be *absolutely certain* you save your game before using missiles to head through the blast door on the left. You'll find out why that's so important soon enough.



If you've been following this walkthrough, then you already visited the room on the far side of the blast door earlier in the game... well, part of it at least. Jump atop the control panels towards the center of the room, and a cutscene will occur. It seems that Jason is finally looking at the leader of the Restoration, though not yet in person, but rather on the far side of a computer screen. After some back and forth, it appears that the Restoration has had it with Jason and tries to do him in. And this is why you just saved your game. Explosions begin to engulf the control room you find yourself in. You'll need to dash rightward the way you came to get out, but be sure to quickly drop down and add the left side of this room to your map before heading out (if you're a map completionist, that is). The heaviest damage you'll take is in this initial room. As soon as you emerge out of it, *don't* try to go back into the save room. It's locked. Instead, quickly jump back upwards to a door above and on the left. Then, run leftward. Friction Dampeners will eventually kick in. Don't stop running until you hit the far wall of the elevator shaft. Then, Ninja Gaiden-style jump up the shaft as quickly as possible, and emerge ultimately back outside on the bridge you lowered earlier. For the time being, you're safe.

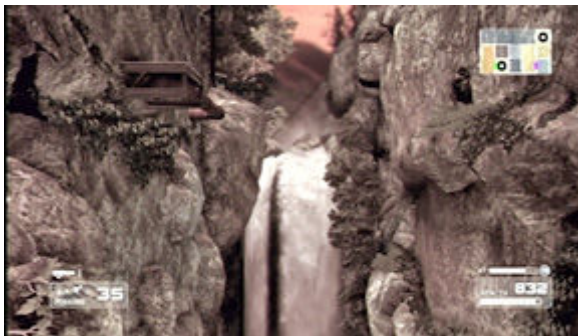


XIII. The Endgame

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| Items | Missile Pack (11 of 20). |
| Tasks | (1) Stop the Restoration! Find the remaining key components. |
| Enemy Types | Airship, WSA2 Tarantula IFV, WSA3 Devastator, Rebel Walker, US-60 MH Black Falcon, Rebel Soldier, Elite Soldier, Heavy Soldier, Dark Soldier. |

Jason almost got killed, but his quest isn't over. But, it almost is. If you've been following our walkthrough to a tee by the time you reach the final boss (which will be in a couple of paragraphs), you will have seen 92% of the map and acquired 76% of the items. If you want to see more or acquire more before fighting the final boss, then consult the flowchart section of our guide, and use it in conjunction with the collectibles section of our guide. Both will help you find what you're missing, and more importantly, get you to each location relatively smoothly. However, to avoid being too verbose (the guide's big enough as it is, after all), we're going to avoid any more

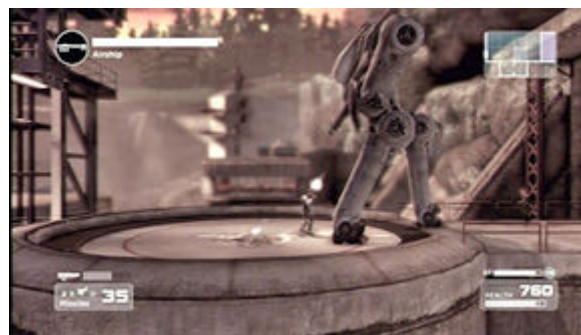
deviation and bring you straight to the last boss, which is located far to the east on the large body of water we've encountered multiple times in the game. Getting there is easy -- simply use Friction Dampeners to run rightward across the terrain above the Shadow Complex. You can kill enemies en route, and you will no doubt run into some obstacles along the way, but you've done this all before. No use repeating ourselves.



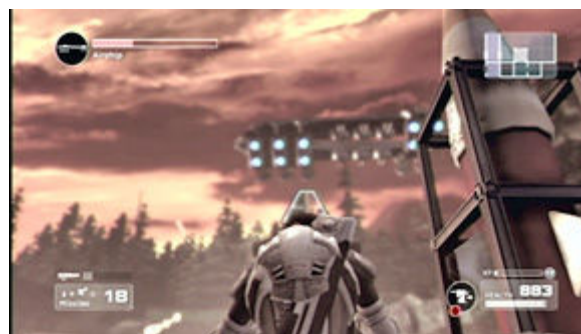
There are two deviations you'll want to take simply because you can grab some extra goods before going at the last boss. Both are located slightly to the east of the save room you encounter that juts out into the terrain. If you go to the bridge on the right side of the save room, you can enter another door on your right. Above you is a duct cover that glows red when illuminated. Destroy it and jump up through the hole in the ceiling you created. A **Missile Pack** can be found up there, the eleventh of twenty in the game. That's the final collectible this walkthrough will bring you to. However, if you want to fill in a little bit more of your map, head back up to the outdoor terrain, work your way up and around the gigantic rocky obstruction you find, and continue eastward. A red-sealed group of rocks can be encountered here. Beyond that is a blast door that requires more missiles to destroy. You can then drop down the shaft on the far side of the blast door to connect two halves of a vertical corridor. With that done, you can do any more exploration you so desire. But ultimately, you'll need to head to the aforementioned waterfront, where the endgame will commence.



The last engagement in the game is, well, a little bit anticlimactic. However, if you don't pay close attention to the primer before the fight, you might be at a loss as to exactly what you're supposed to do. The general idea here is to use the three nuclear missile-armed silos to hit the airship that's taken to the air. To do this, you must first activate the computer next to each missile silo, then wait as the missile gets into position. And finally, you can then use the nearby targeting gun to hit the airship. It only takes three of these strikes to do the ship in, and naturally, the missile silos are strewn evenly across this location -- one on the left, one in the center, and another one on the right. That's what must be done to finish the game. But there's actually more to this fight.



The AI in Shadow Complex isn't brilliant, as you no doubt learned through the course of the game. So ignoring the enemies here, as great in number as they are, is entirely possible. However, you won't want to ignore them if you're going after experience points (though at this point in the game, it doesn't matter an incredible amount). You'll be able to fight all sorts of machines here, from helicopters to walkers to Tarantulas, and everything in between. But the main premise here is to use those three missile silos. Remember -- activate the computer, wait for the missile to get into place, and then use the nearby gun to aim the missile at the airship. A few rounds of this, and the game's ending will begin seamlessly with the end of the gameplay. Congratulations! You've beat Shadow Complex. But there's a lot more to see and do...



Shadow Complex Flowchart

Welcome one, welcome all to our flowchart for Shadow Complex. The use of this flowchart is found primarily in its fluidity. It's basically a simple reference to use when playing the game to see the order that we acquired every item in the game. Please keep in mind that the [Walkthrough](#), [Inventory](#), and [Collectibles](#) sections of the guide are made to be used with the flowchart, and each other. Thus, if the walkthrough tells you that you're currently collecting Foam Pack #6, that will line up with both Foam Pack #6 on the flowchart, and Foam Pack #6 on the map included in Collectibles.

So without further ado... enjoy!

PLEASE NOTE

The flowchart below represents the order we acquired the items, and in no way represents the only order, or most-inclusive order to get all items. Every item is acquired at some point in the flowchart below, but you may be able to sneak a few in earlier than we recommend if you backtrack often. Please keep in mind that doing this will mess the numbering up on the flowchart, collectibles section, and walkthrough, but it's an option.

I. Introduction

N/A

II. Infiltrating the Complex

- a.) Find the Flashlight
- b.) Find the Climbing Gear
- c.) Find the WSP-40 Pistol

III. Chasing Claire

- a.) Find Health Upgrade #1
- b.) Find Passkey Component #1
- c.) Find Health Upgrade #2
- d.) Find Grenade Pack #1
- e.) Find Passkey Component #2
- f.) Find Grenade Pack #2
- g.) Find Grenade Pack #3
- h.) Find Grenade Pack #4

IV. Mr. Sweet's Laboratory

- a.) Find Grenade Pack #5
- b.) Find Health Upgrade #3
- c.) Find Grenade Pack #6
- d.) Find WSMP50 Compact
- e.) Find Grenade Pack #7

V. Mutual Escape

- a.) Find Grenade Pack #8
- b.) Find Gold Bar #1
- c.) Find Grenade Pack #9
- d.) Find Grenade Pack #10
- e.) Find WSM400A1 Carbine

VI. To the High Security Lab

- a.) Find Grenade Pack #11
- b.) Find Grenade Pack #12
- c.) Find Grenade Pack #13
- d.) Find Passkey Component #3
- e.) Find Grenade Pack #14
- f.) Find Grenade Pack #15
- g.) Find CLD Thrust Pack
- h.) Find Fusion Body Armor
- i.) Find Grenade Pack #16

VII. Tracking the Omega Armor

- a.) Grenade Pack #17
- b.) Find Armor Upgrade #1
- c.) Find Gold Bar #2
- d.) Find SCHCA Mask
- e.) Find Grenade Pack #18
- f.) Find Grenade Pack #19

VIII. Foaming the Factory

- a.) Find Gold Bar #3
- b.) Find Passkey Component #4
- c.) Find Grenade Pack #20
- d.) Find Grenade Pack #21
- e.) Find Gold Bar #4
- f.) Find Health Upgrade #4
- g.) Find Foam Pack #1
- h.) Find Foam Pack #2

IX. In Pursuit of Omega Armor

- a.) Find Foam Pack #3
- b.) Find Foam Pack #4
- c.) Find Foam Pack #5
- d.) Find Passkey Component #5
- e.) Find Grenade Pack #22
- f.) Find Gold Bar #5
- g.) Find Omega Armor XOS-7

X. Creating Friction

- a.) Find Friction Dampener
- b.) Find Foam Pack #6
- c.) Find Gold Bar #6
- d.) Find WSAR60 Coil Rifle
- e.) Find Gold Bar #7

XI. The Chase Continues

- a.) Find Foam Pack #7
- b.) Find Armor Upgrade #2
- c.) Find Foam Pack #8
- d.) Find Grenade Pack #23
- e.) Find Armor Upgrade #3
- f.) Find Foam Pack #9
- g.) Find Foam Pack #10
- h.) Find Foam Pack #11
- i.) Find Health Upgrade #5
- j.) Find Armor Upgrade #4
- k.) Find Foam Pack #12
- l.) Find Grenade Pack #24
- m.) Find Armor Upgrade #5
- n.) Find Passkey Component #6
- o.) Find Armor Upgrade #6
- p.) Find Missile Pack #1
- q.) Find Grenade Pack #25
- r.) Find Missile Pack #2
- s.) Find Health Upgrade #6

XII. Component Hunting

- a.) Find Health Upgrade #7
- b.) Find Missile Pack #3
- c.) Find Missile Pack #4
- d.) Find Armor Upgrade #7
- e.) Find Grenade Pack #26
- f.) Find Missile Pack #5
- g.) Find Foam Pack #13
- h.) Find Passkey Component #7
- i.) Find Hook
- j.) Find Missile Pack #6
- k.) Find Grenade Pack #27
- l.) Find Missile Pack #7
- m.) Find Missile Pack #8
- n.) Find Missile Pack #9
- o.) Find Foam Pack #14
- p.) Find Thrust Boots
- q.) Find Grenade Pack #29
- r.) Find Missile Pack #10
- s.) Find Passkey Component #8
- t.) Find Inertial Element

XIII. The Engage

- a.) Find Missile Pack #11

XIV. Post-Walkthrough

- a.) Find Gold Bar #8
- b.) Find Gold Bar #9
- c.) Find Gold Bar #10
- d.) Find Gold Bar #11
- e.) Find Gold Bar #12
- f.) Find Health Upgrade #8
- g.) Find Foam Pack #15
- h.) Find Foam Pack #16
- i.) Find Foam Pack #17
- j.) Find Foam Pack #18
- k.) Find Foam Pack #19

- l.) Find Foam Pack #20
- m.) Find Missile Pack #12
- n.) Find Missile Pack #13
- o.) Find Missile Pack #14
- p.) Find Missile Pack #15
- q.) Find Missile Pack #16
- r.) Find Missile Pack #17
- s.) Find Missile Pack #18
- t.) Find Missile Pack #19
- u.) Find Missile Pack #20
- v.) Find Armor Upgrade #9
- w.) Find Armor Upgrade #10
- x.) Find Grenade Pack #30
- y.) Find Passkey Component #9
- z.) Find Passkey Component #10
- az.) Find Passkey Component #11
- bz.) Find Passkey Component #12

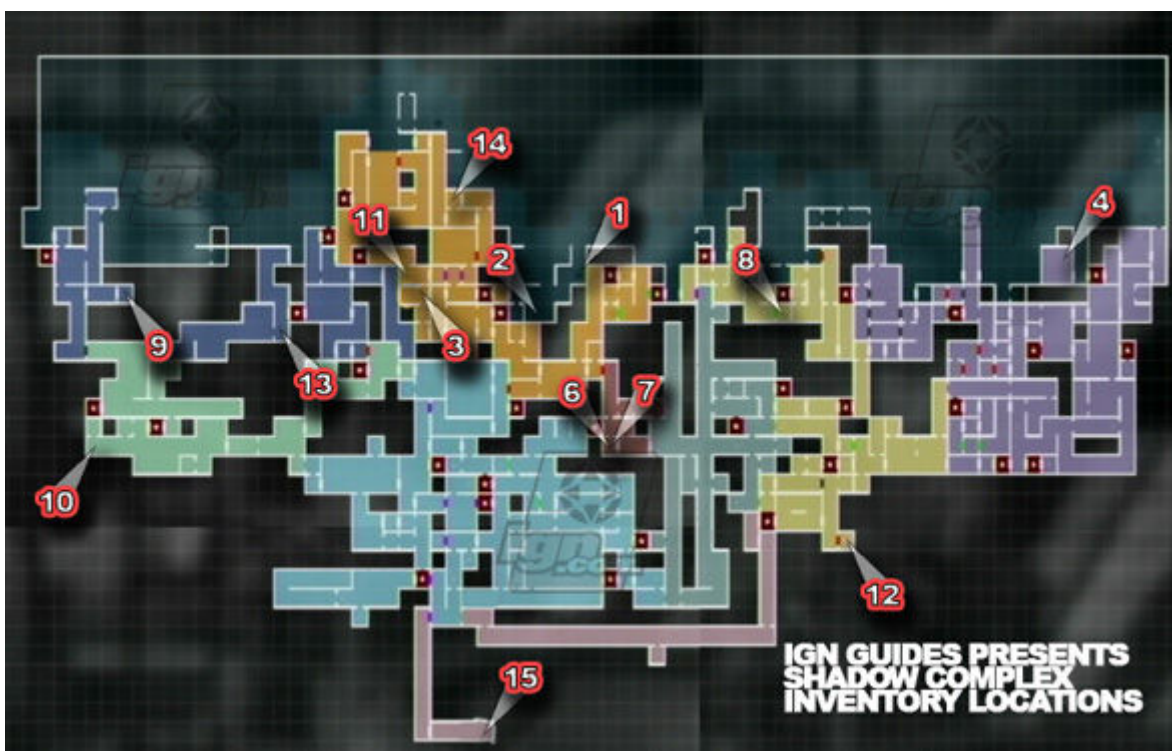
Shadow Complex Inventory

Welcome to the Inventory section of our guide, where you can read about the fifteen pieces of gear in the game (equipment, armor and weaponry) you'll receive throughout your quest. Complete with a map showing the location of all fifteen pieces in your inventory, you'll find in-game information on each, along with a descriptive paragraph and screenshots. Each are numbered in the order you should receive the item, and each number corresponds with the number on the map. Use this in conjunction with the [Walkthrough](#) and [Flowchart](#), which should help you out on any snags you're currently caught up on.

Now, without further ado, Shadow Complex's inventory...

| | |
|--|----------------------------|
| Inventory Items 1-3 (Flashlight, Climbing Gear, WSP40 Pistol, WSMP50 Compact, WSM400A1 Carbine.) | |
| 01 | CLICK HERE |
| Inventory Items 6-10 (CLD Thrust Pack, Fusion Body Armor, SCHCA Mask, Omega Armor, Friction Dampener.) | |
| 02 | CLICK HERE |
| Inventory Items 11-15 (WSAR60 Coil Rifle, Hook, Thrust Boots, Inertial Element, Fusion Helmet.) | |
| 03 | CLICK HERE |

| | | | | |
|---|-----------|------------|-------------|---|
| « | Items 1-5 | Items 6-10 | Items 11-15 | » |
|---|-----------|------------|-------------|---|



Click to expand.

I. Flashlight

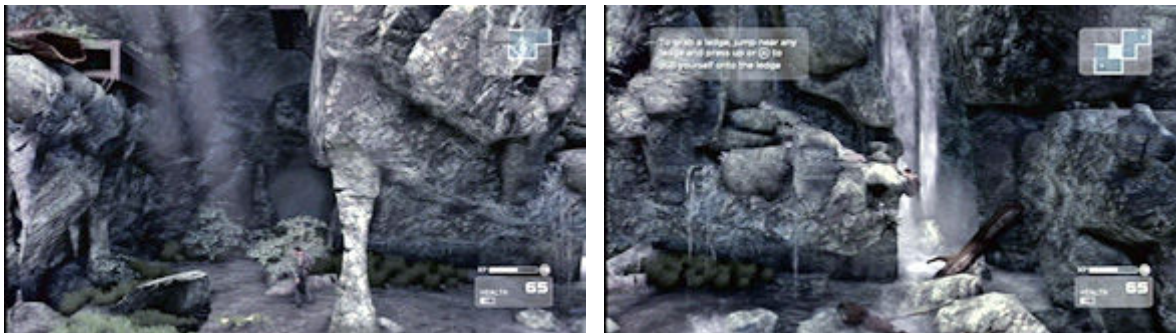
In-Game Info: "FLASHLIGHT is toggled on and off with the left bumper. You can find many interactive objects in the Shadow Complex. You can destroy or manipulate some with guns, but others require stronger weapon and ability power-ups. When you shine the Flashlight on an object, it glows the color of the power-up needed to interact with that objects. Objects that glow orange require Guns. Objects that glow green require Grenades. Objects that glow purple require Foam. Objects that glow red require Missiles. Objects that glow blue require the Friction Dampener.



The Flashlight is acquired automatically as soon as you gain control of the main character, Jason. The Flashlight is arguably the most important non-lethal item in the entire game. You will virtually always have it on -- its power is finite, but almost instantaneously refills upon shutting off. What's its use? Well, as the in-game description suggests, the Flashlight won't only allow you to see in dark, dim corridors and corners of the Complex, but it will also reveal breakable items, and how they can be destroyed. This is why the Flashlight should always be on and shone on everything you encounter. For instance, if something glows orange when shone on, a gun can blast through the obstacle. If something glows red, though, you'll need to wait until you acquire missiles to break through. Keep an eye out for green (grenades), purple (foam) and blue (Friction Dampener) objects as well.

II. Climbing Gear

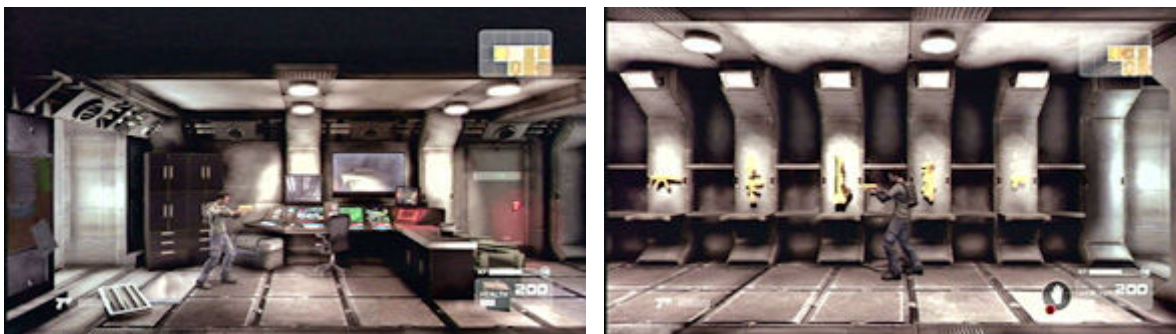
In-Game Info: "CLIMBING GEAR enables wall jump and ledge grab. You can perform a wall jump by jumping directly into a wall and then pressing A while clinging to the wall. You can perform multiple wall jumps one after the other. You can perform a ledge grab by jumping near any ledge. Once on the ledge, pull yourself on to the ledge by pressing A. Jump higher by holding down A. Jump farther by holding down X to sprint while jumping."



Once you get the Climbing Gear, you'll almost immediately forget you have it. You use Jason *very* briefly without it, but once you get it, Jason will be able to jump off of walls (yes, like Ninja Gaiden), and grab onto ledges as well. This will help your travels immensely. In fact, acts such as wall jumping and ledge grabbing mark the only way you'll ever get through the game in one piece (or get anywhere at all, even), so using it will become second nature. And just wait until you couple the Climbing Gear with boots that give you the ability to double and triple-jump. Now you're playing with power!

III. WSP40 Pistol

In-Game Info: "The Modified WhiteSand P-40 is a powerful semiautomatic handgun with a mounted flashlight and laser sight. Guns have unlimited ammo but a limited clip size. You can reload a gun at any time by pressing Y. You can destroy or manipulate objects that glow orange with guns."



The WSP40 Pistol is the very first firearm you'll acquire in the game, and you'll be glad you did, since it'll also mark the first time you can fight back against the Restoration and their myriad soldiers. It also marks the first time you can shoot through orange-glowing vent covers (et al) that will allow you to explore secret areas of the Shadow Complex (you'll have to shoot plenty of those simply to proceed with the main quest as well). Perhaps most notable about the WSP40 Pistol, and more specifically the location where it's found, is the room that's directly to the left of it. You won't have any idea how to breach that room, but once you find all twelve Gold Bars, all will be revealed. Golden Guns, anyone?

IV. WSMP50 Compact

In-Game Info: "WSMP50 Compact is fired with the right trigger. The WhiteSand MP50 is a lightweight, 9-mm submachinegun with a shortened M203 grenade launcher, laser sight, and flashlight. Guns have unlimited ammo but a limited clip size. You can reload guns at any time by pressing Y. You can destroy or manipulate objects that glow orange with guns."



The WSMP50 Compact is the second weapon you'll encounter in the game, and it's quite the step up from the pistol you wield during the opening moments of the game. The Compact, a submachinegun, has a larger clip and more firepower per bullet than its lesser cousin, and is generally a more robust weapon for all sorts of damage-doing expeditions. While (obviously) not as powerful as the weapons you find later on, the gap from the pistol to the submachinegun might be the most significant leap you'll make in firepower until you procure the final weapon in the game.

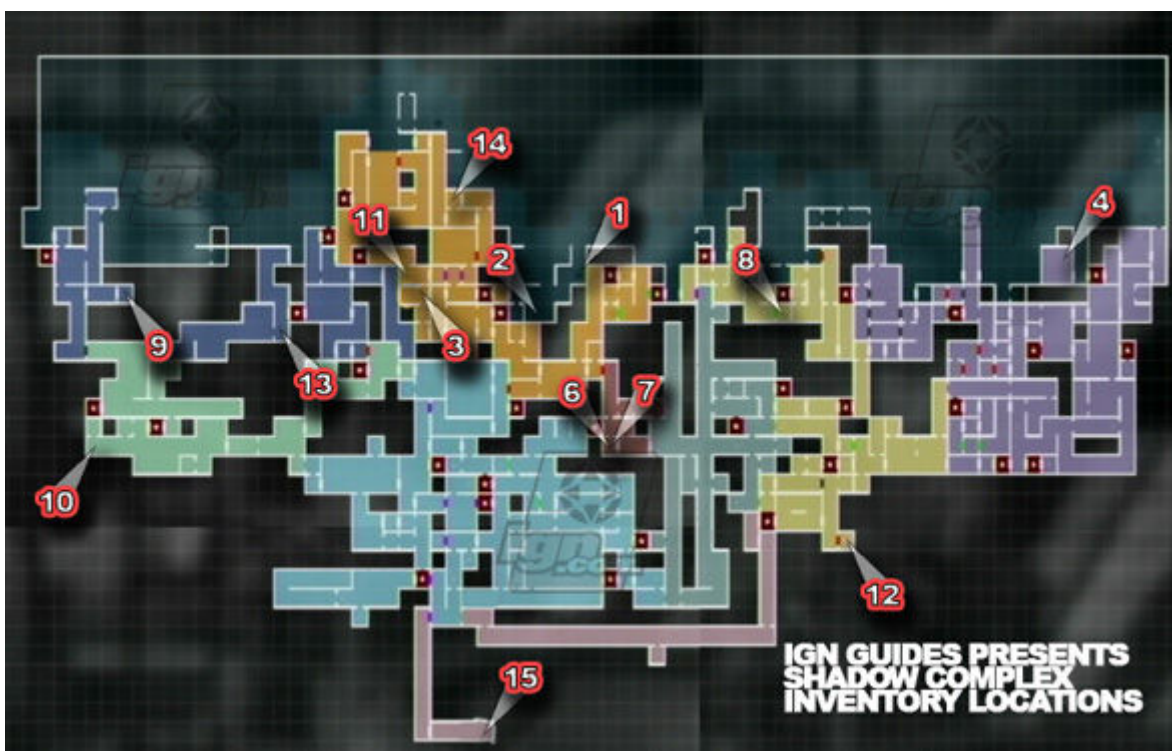
V. WSM400A1 Carbine

In-Game Info: "WSM400A1 Carbine is fired with the right trigger. The WSM400A1 Carbine is a fully automatic assault rifle with a shortened M203 grenade launcher, laser sight, and flashlight. Favored by Progressive Restoration units for close-quarters combat because of its compactness and firepower, this weapon has an effective range up to 150 meters. Guns have unlimited ammo but a limited clip size. You can reload guns at any time by pressing Y. You can destroy or manipulate objects that glow orange with guns."



As if it comes as any surprise, the step up to the WSM400A1 Carbine from the WSMP50 Compact is a considerable one. We're talking about an assault rifle here, not a small pistol or submachine gun. This Carbine can devastate enemies and is a weapon that will tear through most enemies, and even large mechanical foes, with relative ease. With the exception of the final weapon in the game, this one is no doubt the most desirable.

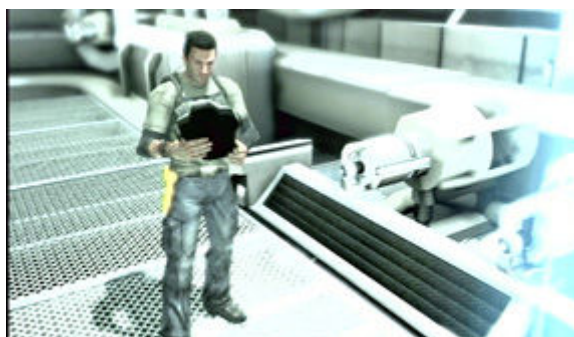
| | | | | |
|---|-----------|------------|-------------|---|
| « | Items 1-5 | Items 6-10 | Items 11-15 | » |
|---|-----------|------------|-------------|---|



Click to expand.

VI. CLD Thrust Pack

In-Game Info: "CLD THRUST PACK enabled boost jump. This prototype Compact Life Device, or Thrust Pack, releases short bursts of highly compressed air that propel its user through the air. To perform a boost jump, you press A to jump and then press A again while in the air. You can also boost underwater by pressing A."



The CLD Thrust Pack is found in unison with the Fusion Body Armor, but is by far the more important piece of equipment you end up garnering. Using it, you're able to double jump, or as the game calls it, boost jumping. We prefer the former. The double jump skill is absolutely integral to get anywhere in the game (you'll even need it to escape the room from where you acquire it), and once you find it, a whole bunch of areas of the Shadow Complex become open to you that simply weren't open to you earlier. This is one of the key finds in the game. And just wait until you can *triple* jump later on!

VII. Fusion Body Armor

In-Game Info: "T-IV FUSION BODY ARMOR decreases damage taken by 10%. VerusTech Fusion AL Type IV Body Armor is made of an imbricated overlapping configuration of carbon nanotubes. Combining these nanotubes with recombinant spider silk biotitanium discs encases in an armed textile housing that connects all flexible joints, the body armor is very light and flexible while providing protection against armor-piercing ballistic weapons. Permanently increase armor effectiveness by finding more Armor Tanks."



Fusion Body Armor is found in an identical location as the CLD Thrust Pack, and both items are acquired simultaneously. While not quite as useful or profound as the CLD Thrust Pack, the Fusion Body Armor inherently increases your defensive capabilities by 10%. What's more, you can raise the defense of the body armor more and more by finding any or all of the ten Armor Upgrades strewn around the Shadow Complex. Naturally, our guide covers, in detail, the location of all ten of these upgrades. The more of those you find, the more diesel the armor becomes.

VIII. SCHCA Mask

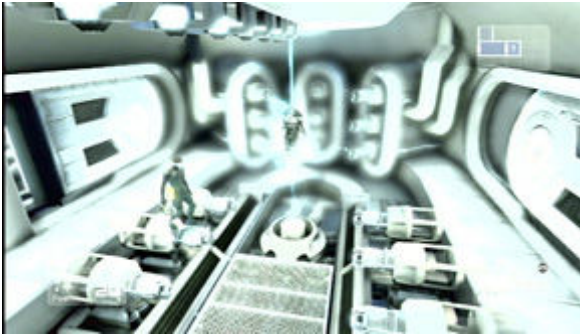
In-Game Info: "SCHCA MASK lets you breathe under water indefinitely. The SCHCA Mask is a self-contained hydroconversion apparatus that provides divers with the oxygen needed to breathe underwater. This small, closed-circuit rebreather can break the covalent bond of H₂O and extract pure oxygen straight from the surrounding water. The mask is effective to a depth of 100 meters."



The SCHCA Mask is a vital item to acquire, since it allows you to explore aqueous terrain indefinitely, without having to worry even a little bit about oxygen levels. While the game tells you that the device is effective up to 100 meters, that doesn't really matter for you, simply because it works everywhere in the Shadow Complex where there's water. After finding this mask, underwater exploration will become commonplace for you.

IX. Omega Armor XOS-7

In-Game Info: "OMEGA ARMOR XOS-7 decreases damage taken by 30%. The VerusTech Omega Armor Mark Seven is an early prototype combat exoskeleton made of an imbricated overlapping configuration of carbon nanotubes. Combining these nanotubes with recombinant spider silk biotitanium discs encased in an armed textile housing that connects all flexible joints, the body armor is very light and flexible while providing protection against armor-piercing ballistic weapons. Permanently increase armor effectiveness by finding more Armor Tanks. While jumping, perform a ground pound by pressing the left trigger."



When you finally acquire the Omega Armor XOS-7, you'll find yourself in the last half of the game. From here on out, Shadow Complex is all about finding components for this suit to make it stronger. Of course, you can finish the game at many points in the game after acquiring the armor, but much satisfaction can be garnered out of the last half of the game by simply scouring the complex to find all components you might need. In fact, a couple of them are downright mandatory.

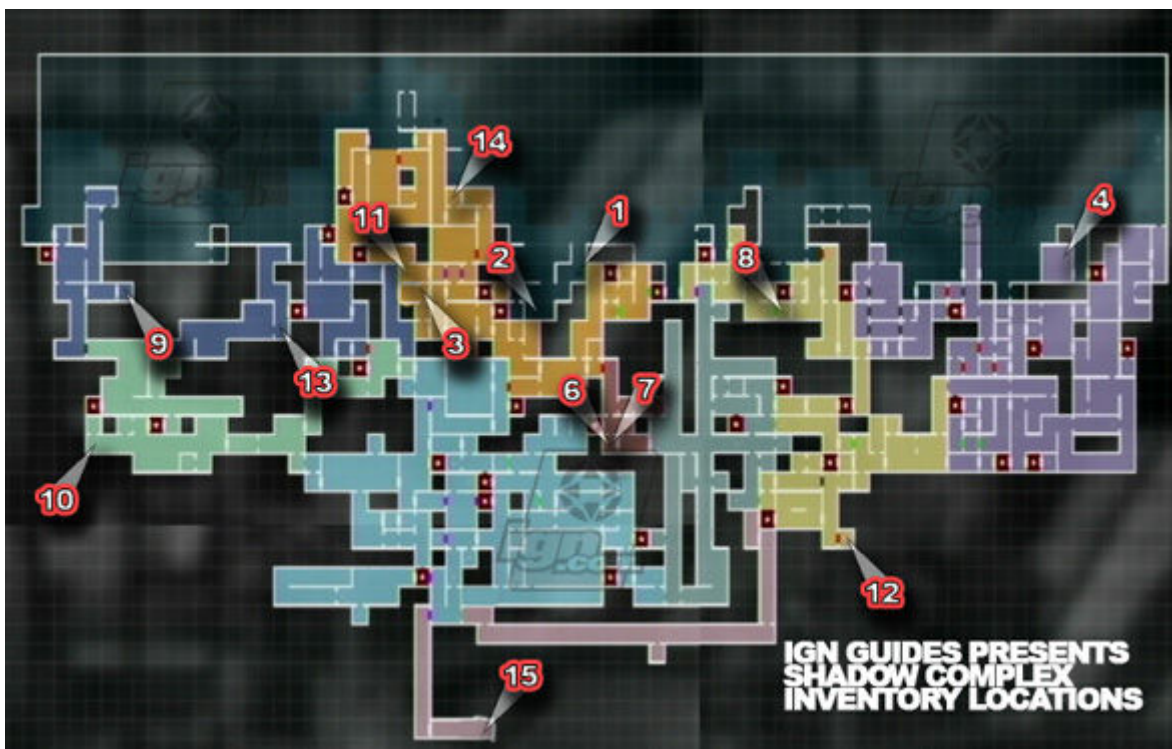
X. Friction Dampener

In-Game Info: "FRICTION DAMPENER enables hyperspeed. A core component of the XOS, the Friction Dampener uses sonic lubrication to create a zero-state-constant coefficient of friction by emitting a super-low-frequency sound pulse that permits vibration to separate sliding particles. When engaged, the XOS can reach supersonic speeds. To activate hyperspeed, you must run for five seconds without losing any momentum by holding X. Hyperspeed remains active until your momentum stops, even while you jump. You can destroy or manipulate objects that glow blue with the Friction Dampener."



The Friction Dampener essentially represents one of the very final pieces of the puzzle you need to complete the game. It's also the first of five components for your Omega Armor. That's not to say that you can't find many more items after getting the Friction Dampener, but that is to say that you now have almost all of the abilities needed to get through the game to the last boss. Friction Dampeners give you mach speeds when you run with them for an elongated period of time, and will allow Jason to bust through any blue-glowing items -- notably boxes and crates -- that would otherwise obstruct your path.

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|---|-----------|------------|-------------|---|
| « | Items 1-5 | Items 6-10 | Items 11-15 | » |
|---|-----------|------------|-------------|---|



Click to expand.

XI. WSAR60 Coil Rifle

In-Game Info: "WSAR60 COIL RIFLE is fired with the right trigger. The WhiteSand AR60 Coil Rifle is an electromagnetic projectile accelerator with an integrated rocket-propelled grenade launcher, laser sight, and flashlight. This advanced prototype was designed for accurate open-field combat, and it has an effective range up to 700 meters. Guns have unlimited ammo but a limited clip size. You can reload guns at any time by pressing Y. You can destroy or manipulate objects that glow orange with guns."



With the exception of the Inertial Element, which you will receive towards the end of the game, the WSAR60 Coil Rifle is the most powerful weapon in the game, and will be your bread and butter from the point you obtain it at the room shown on the map until the Inertial Element is obtained. Getting the item is easy, since it sits on a gunrack to your left as soon as you enter the appropriate room.

XII. Hook

In-Game Info: "HOOK is selected with the D-pad and fired with the right bumper. A core component of the XOS, the Hook uses an advanced mechanical ascender to shoot a fast, straight grappling hook affixed to a kernmantle Kevlar rope that can attach to most surfaces. Once embedded, the grappling hook pulls you to that location."



The Hook (also known as the Hookshot) is the last piece of equipment you'll earn in the game that can be manually selected (along with your grenades, foam and missiles). However, it's probably the least useful item you'll acquire in that set of four. The Hook isn't a Captain Hook-like hook, but as aforementioned, a hookshot-like item that will allow you to hang from ceilings and platforms, and pull yourself up to otherwise-unattainable heights. It's acquired late in the game, but you'll certainly find uses for it nonetheless.

XIII. Thrust Boost

In-Game Info: "THRUST BOOTS enable double boost jump. A core component of the XOS, this prototype Compact Lift Device in the form of boots releases short bursts of highly compressed air that propel its user through the air. When this lift device is combined with the CLD Thrust Pack, users can rapidly inflate two bursts of air. You can perform a boost jump by pressing A to jump and then pressing A again while in the air. You can perform a double boost jump by pressing A again while airborne. You can also boost underwater by pressing A."



The Thrust Boots, while not at all mandatory to complete the game, are a necessity if you want to explore areas high up and out of reach in and around the Shadow Complex. Since these boots eliminate your ability to double-jump in lieu of *triple* jumping, you'll be able to access all sorts of areas your double-jumps and hook-using antics couldn't otherwise allow you to see. This is a must-have for late-game exploration.

XIV. Inertial Element

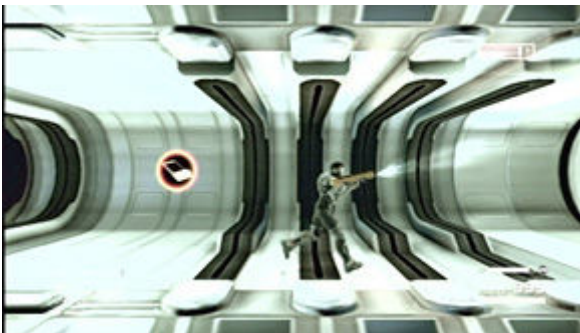
In-Game Info: "INERTIAL ELEMENT is fired with the right trigger. A core component of the XOS, the Inertial Element is a superposed load weapon with an integrated rocket-propelled grenade launcher, laser sight, and flashlight. This advanced MS prototype features a 36-barreled stacked projectile launcher with a firing rate capacity of more than a million rounds per minute. Guns have unlimited ammo but a limited clip size. You can reload guns at any time by pressing Y."



The Inertial Element is the final weapon in the game. It's a shotgun-based weapon with both infinite range and the most power of any weapon in the game. Once you acquire this bad boy, you'll be able to kill just about every non-mech enemy in the entire game in one hit, including the heavy soldiers that we've been struggling with throughout the game up to this point. The Inertial Element also does significant damage to mech-based enemies. And just wait until you unlock that room full of golden guns. A golden Inertial Element? Whoa!

XV. Fusion Helmet

In-Game Info: "FUSION HELMET enables the shield generator. A core component of the XOS, the Fusion Helmet creates an electrostatically charged bubble capable of impeding or deflecting incoming projectiles. The immense amount of energy required to generate and hold the charge requires the XOS to maintain a very low coefficient of movement, but while it is active it renders almost any attack short of a nuclear blast harmless. The shield generator automatically activates any time you hold still or walk slowly."

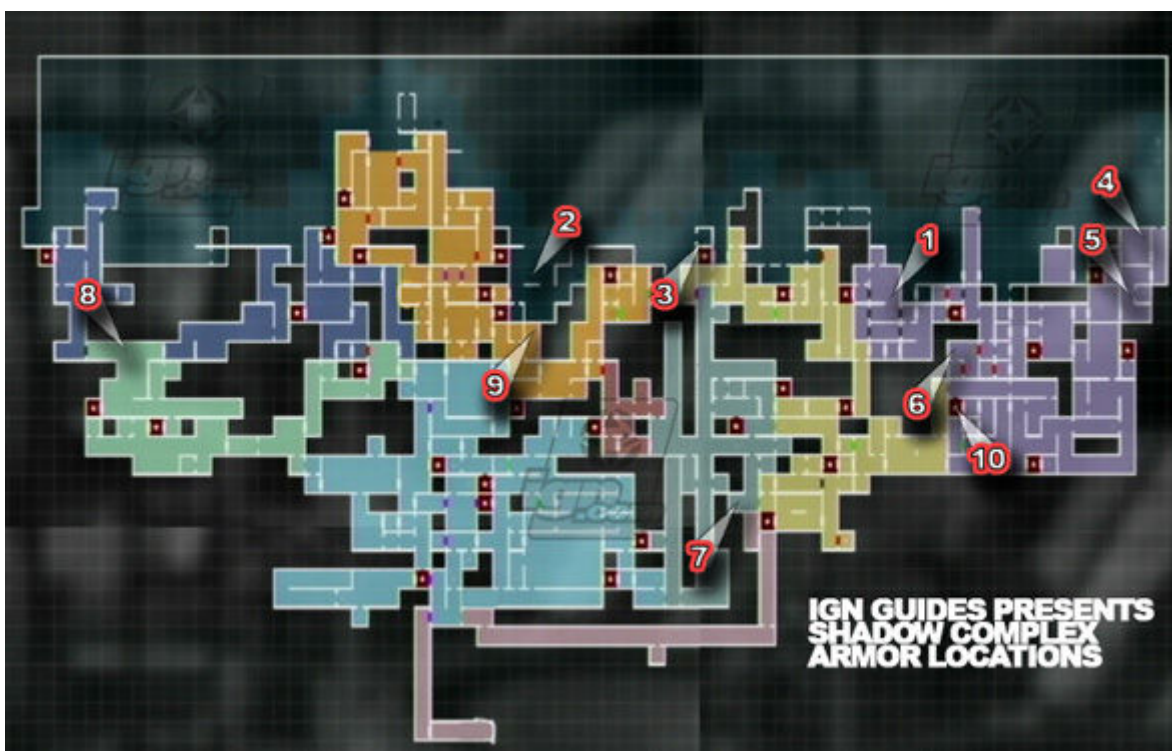


The Fusion Helmet will no doubt be the very final item you acquire in the game, simply because you need to find twelve Keycard Components in order to gain access to the room it's locked away in. This item is really more of a novelty than anything else -- it's highly impracticable otherwise. What does it do? Well, when walking slowly or standing still, a barrier will appear around Jason (in the form of thin light) that will protect him from *any* external attack. Talk about strong!

Shadow Complex Collectibles

Welcome to the Collectibles section of the guide, where you can read about the locations of all collectibles under the seven different umbrellas of collectible in Shadow Complex. Along with complete maps, each collectible comes with a descriptive paragraph of where they are and how to obtain them, as well as screenshots. Use in conjunction with the [Walkthrough](#) and [Flowchart](#), as all of the numbers line up. So, if Grenade Pack #4 is mentioned in the walkthrough, it's the same Grenade Pack in the Flowchart, and Grenade Pack #4 will line up in this section of the guide as well. Enjoy!

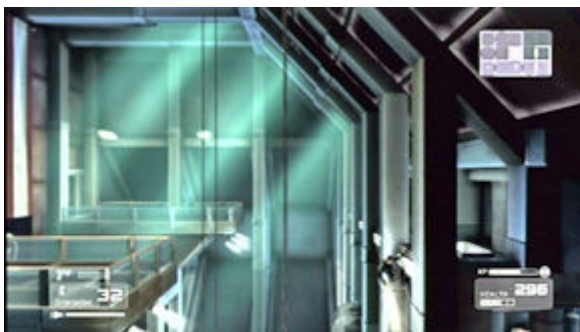
| | |
|--------------------|----------------------------|
| Armor Upgrades | |
| 01 | CLICK HERE |
| Foam Packs | |
| 02 | CLICK HERE |
| Gold Bars | |
| 03 | CLICK HERE |
| Grenade Packs | |
| 04 | CLICK HERE |
| Health Upgrades | |
| 05 | CLICK HERE |
| Missile Packs | |
| 06 | CLICK HERE |
| Passkey Components | |
| 07 | CLICK HERE |



Click to expand.

Armor Upgrade #1 (Needed: CLD Thrust Pack)

You don't necessarily need the CLD Thrust Pack to get to the location of this Armor Upgrade, but it makes things much, much easier. Plus, since the CLD Thrust Pack and Fusion Body Armor come in a pack, and since the Armor Upgrades only kick in once you've acquired the armor, you're guaranteed to have the Thrust Pack by the time you arrive at this location anyway. In the room designated on your map, jump up to the floating platform on the right side of the room, and then jump rightward once more, to a small crevasse along that side of the room. The Armor Upgrade you seek can be acquired from here.



Armor Upgrade #2 (Needed: CLD Thrust Pack, Grenades)

This Armor Upgrade is going to be right under your nose from your very first visit to the Shadow Complex's exterior during the early portion of the game. But until you obtain the CLD Thrust Pack, you won't be able to acquire it. Head to the location shown on the map, which is near where your jeep is parked outside of the initial entrance/exit in and out of the Shadow Complex. Once there, you'll see the Armor Upgrade clear-as-day, but will need to use grenades on the rocks flanking it from either side to actually be able to crawl to it and obtain it.



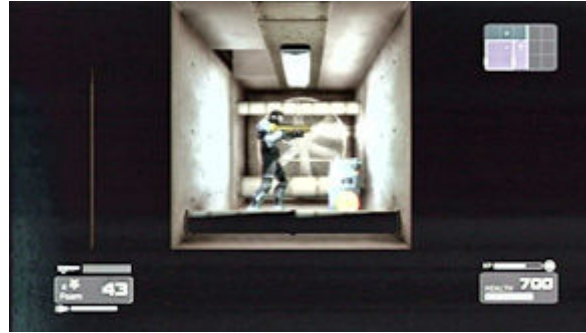
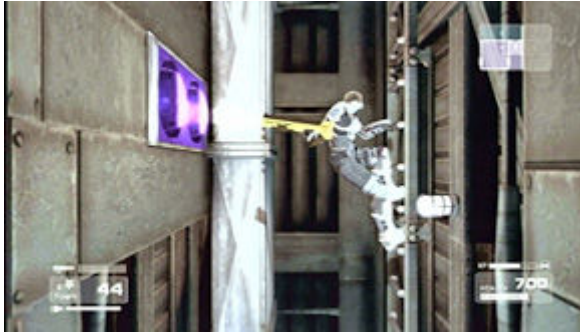
Armor Upgrade #3 (Needed: CLD Thrust Pack)

Though this Armor Upgrade is out in the open and is both easy to see and obtain, you'll need the CLD Thrust Pack's ability to double-jump in order to actually be able to grab it. At the location given on the map, which can be accessed either from below or above (via an area on your right), you'll find a nook. The orange icon on the Armor Upgrade should give its location away, since it stands out in the forest surrounding you.



Armor Upgrade #4 (Needed: Foam)

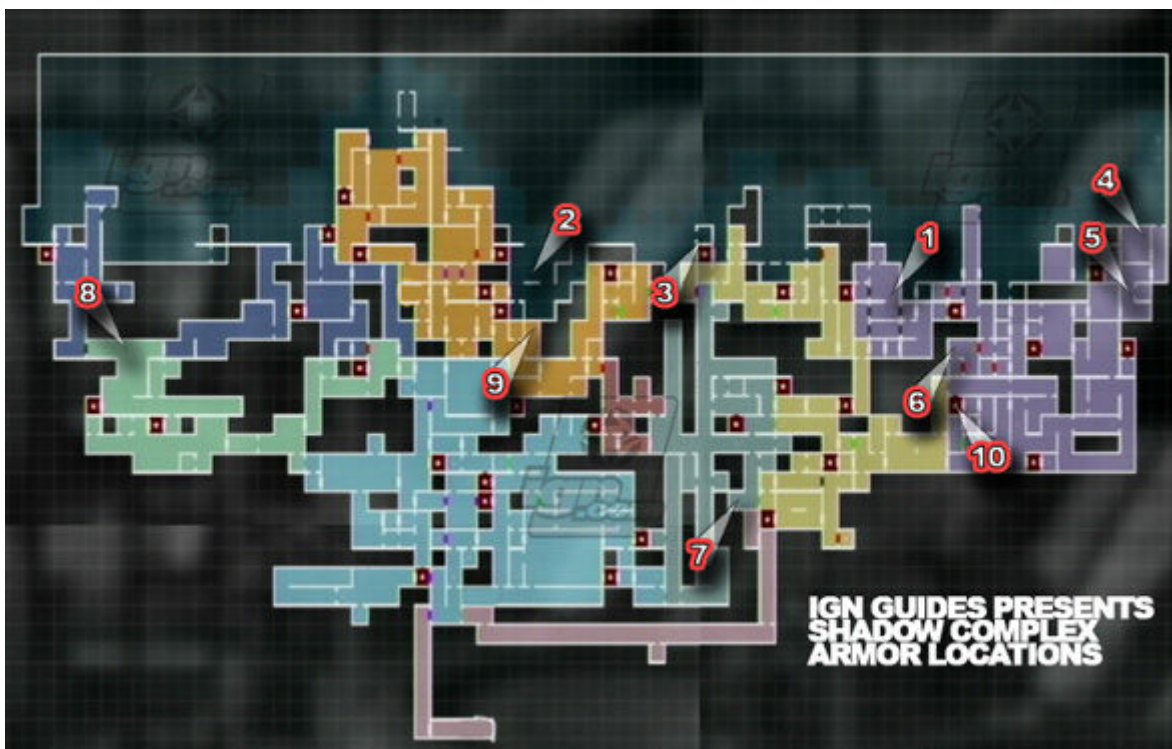
This Armor Upgrade is simple enough to find and acquire. To grab it, simply climb the ladder that runs vertically along the easternmost portion of the map, just underneath a waterfall you find there. On the left side of the shaft which the ladder runs down, you'll see a purple-glowing vent cover. Blow it open with some foam and crawl through the vent to find the Armor Upgrade.



Armor Upgrade #5 (Needed: Foam)

At the location given on the map, you'll find an elevator moving upward and downward on command. By finding a way to manipulate the elevator from underneath, so that you can ride up and down without actually being confined by the elevator car itself, you can access a series of hidden rooms branching off of the elevator shaft. About midway up, you'll encounter two parallel purple-glowing vent covers. By destroying the one on the left with foam, you can access the Armor Upgrade.





Click to expand.

Armor Upgrade #6 (Needed: Firearms)

This Armor Upgrade, as shown on the map, is located directly above the location in which you first obtain the ability to use missiles (also known as Missile Pack #1). Since you need to crawl through identical crevasses to reach both Armor Upgrade #6 and Missile Pack #1, the only difference in getting to the two items is a deviation at the very end of your trek. Keep an eye on the rocks above you as you crawl leftward. Illuminate them until you find orange-glowing rocks that indicate they can be destroyed with gunfire. Jump upward and continue leftward from here to find this upgrade.



Armor Upgrade #7 (Needed: Nothing)

As usual, you won't need anything *in theory* to get this Armor Upgrade, but to get into the vicinity of it, you'll need missiles, as you will find out during the course of the game. Once you reach the square designated on your map, however, this Armor Upgrade is free game for you to grab. Work your way leftward in this small, isolated room, and claim your prize!



Armor Upgrade #8 (Needed: Thrust Boots, Hook)

The Armor Pack at the location shown on the map is high above the rest of the room it hovers over. Getting up to that spot will necessitate the use not only of the triple-jump skills inherent with the Thrust Boots, but with the use of the Hook as well. The general idea is to triple jump upward from the top platform on the left, so that on the third jump, you're able to shoot your Hook upward into the ceiling. Then, detach the Hook and use triple jump again to leap upward to the little crevasse where this Armor Upgrade is tucked.



Armor Upgrade #9 (Needed: Hook, Missiles)

You'll have to wait until late in the game to get this Armor Upgrade, since it will necessitate the use of the Hook and Missile to get. Above a slanted elevator with an electrical current running underneath it, you'll need to use the Hook to shoot upward so that you're directly next to the red-colored obstruction on your right. Switch to missiles, shoot at it, and then jump to the right. Crawl through the shaft to the right, wall jump upward, and grab the Armor Upgrade at the top.



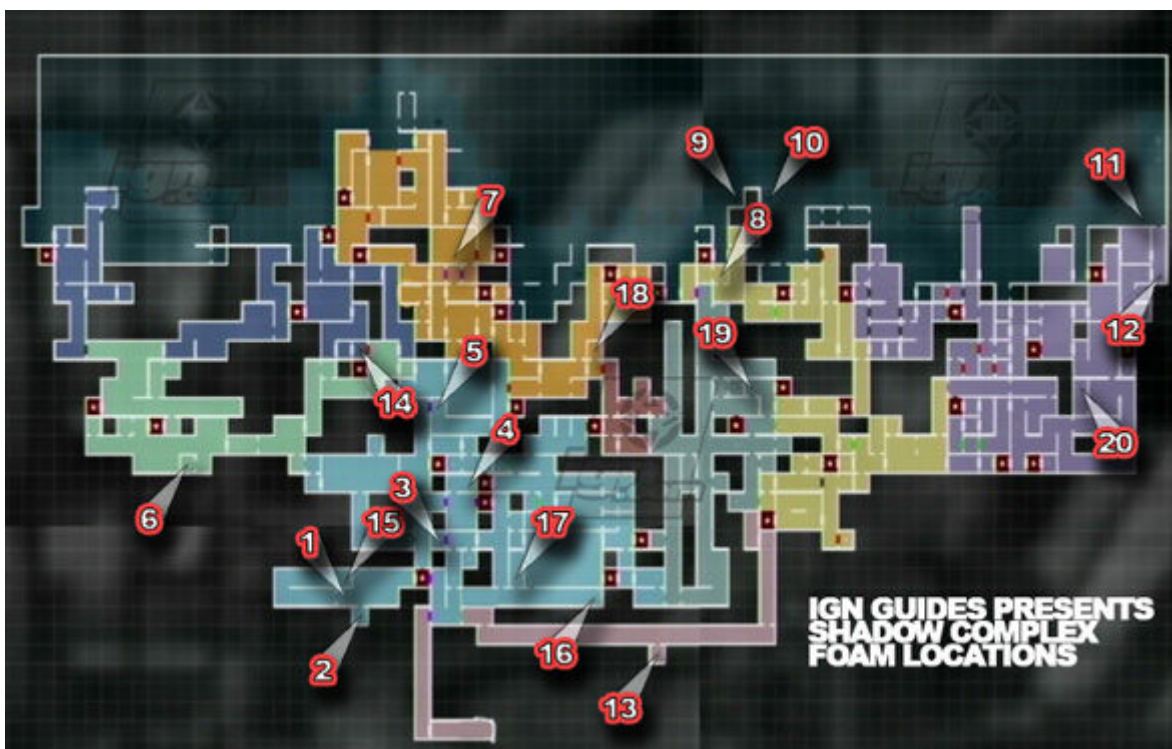
Armor Upgrade #10 (Needed: Missiles)

The tenth and final Armor Upgrade is located in a pretty crappy area. Why so crappy? Well, it's located in a save room, meaning there will be no indication on your map whatsoever that an item is there in the first place. That could keep you guessing indefinitely. Simply head to the save room located on our map, and use a missile to get through the red-glowing hatch on the ground. Then, drop down into the secret area below and go to the left to grab the upgrade.



Shadow Complex Collectibles

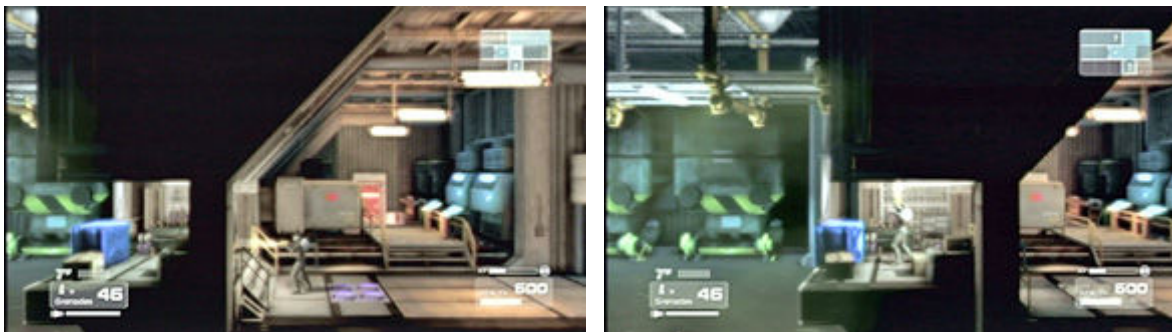
| Packs 1-4 | Packs 5-8 | Packs 9-12 | Packs 13-16 | Packs 17-20 |
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Click to expand.

Foam Pack #1 (Needed: Nothing)

The initial Foam Pack you find isn't a pack per se, since it gives you the initial power to use the Foam Gun. However, the game still counts it as Foam Pack #1, and thus, so will we. You *have* to acquire this Foam Pack during the course of the game. You'll find it at the location designated on the map, just to the right of a rather long and deep pool of water. A cutscene will occur when you arrive, so you'll know exactly when you get it. There should be no mistaking this one.



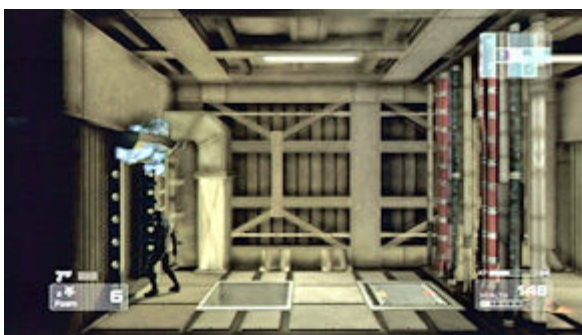
Foam Pack #2 (Needed: Foam)

The second Foam Pack (and first *actual* pack, since the first Foam Pack you get gives you the actual power to use the Foam Gun) can be found in the same vicinity as Foam Pack #1. Do you see that purple-glowing machine-like grate cover on the floor just to the right of where you initially acquire foam? Well, use foam on that purple-glowing grate cover, which will destroy it. Then, drop down into the shaft it was blocking and work your way rightward, where this Foam Pack can be acquired.



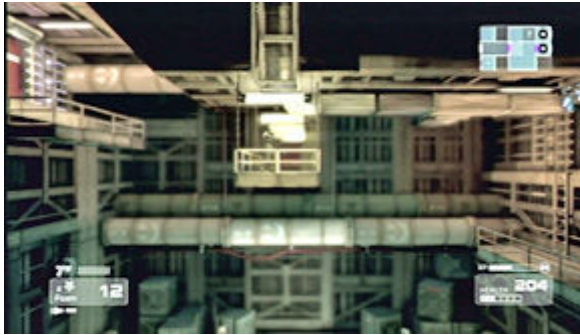
Foam Pack #3 (Needed: Foam)

Acquiring this Foam Pack is quite simple, granted you go to the appropriate part of the Shadow Complex and actually take the time to grab it. The room to the right of the designated room on the map is key, because it's from here that you will find the doorway leading left into the Foam Pack-filled room. Simply use foam on the sensor at the top of the door. Once disabled, you'll then be able to rather easily walk on in and claim your prize.

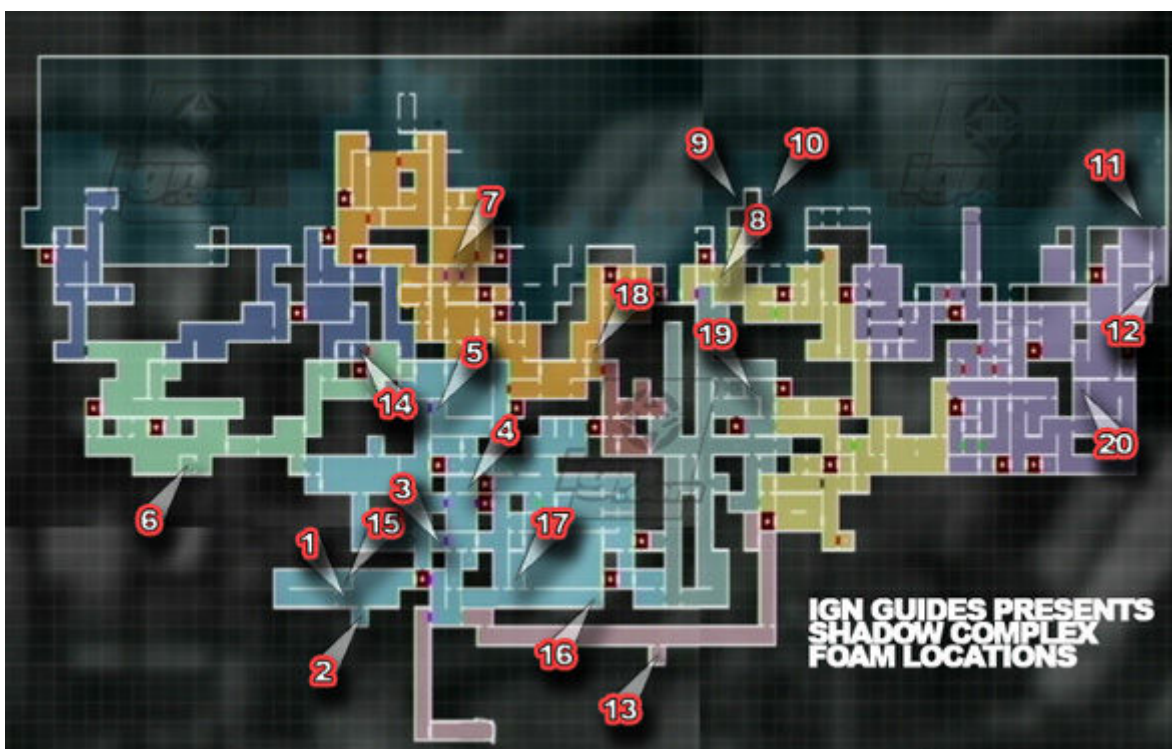


Foam Pack #4 (Needed: CLD Thrust Pack)

The fourth Foam Pack of twenty in the game that we acquired initially seems difficult to acquire, but you'll learn that it's one of the easier packs to get in the entire game. The only prerequisite is that you have the CLD Thrust Pack, which shouldn't be an issue for you since you can't possibly have the ability to use foam without it. The large, four-square room below the designated location on the map is key. From the elevated platform on the right side, carefully double-jump to the platform hanging in the middle of the room. Then, climb up the ladder and bear rightward from there to claim the pack.



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| Packs 1-4 | Packs 5-8 | Packs 9-12 | Packs 13-16 | Packs 17-20 |
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Click to expand.

Foam Pack #5 (Needed: Foam)

In yet another example that you'll need foam to get more foam, start by heading to the location shown on the map. In this completely dark room, using your flashlight is key. Underneath the clearly-visible, yet isolated Foam Pack here is a barely-visible purple-colored grate. Shoot at it from below while crouching with some foam to destroy it, and then jump up to the item you seek.



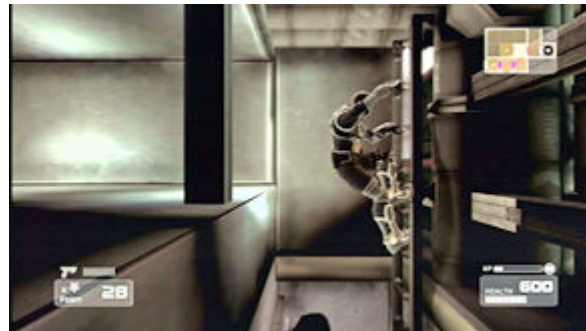
Foam Pack #6 (Needed: CLD Thrust Pack, Grenades)

Getting this Foam Pack can be a bit obnoxious, especially because there's actually a way to ensure that you miss the item completely. The Foam Pack is available directly after getting the Friction Dampener. Once you bust through the boxes on your right with your new item, you will have to do battle with a slew of enemies. Eventually, you'll reach a drawbridge in its vertical position. Climb atop it and drop down into the water the bridge will eventually gap for you. Down here, you'll see some green-glowing rocks on your left. Use a grenade to get through them, and you can grab the Foam Pack on the other side.



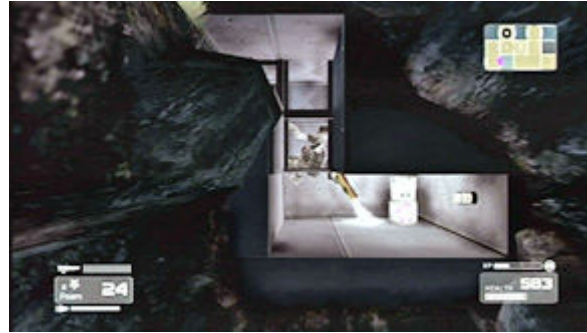
Foam Pack #7 (Needed: Foam)

Oy vey; yet another Foam Pack that necessitates the use of foam to grab it. The room directly below the room shown on the map is flanked with purple barriers, which means you need to use foam to get through either door. If you go through the door on the right after shooting some foam at the door, you'll reach a small chamber with a ladder leading upward. Go up the ladder and bear leftward to reach some sort of mechanism in a gigantic room. We can only explore the insides of this mechanism for now, but that's all we need to do to grab this Foam Pack.



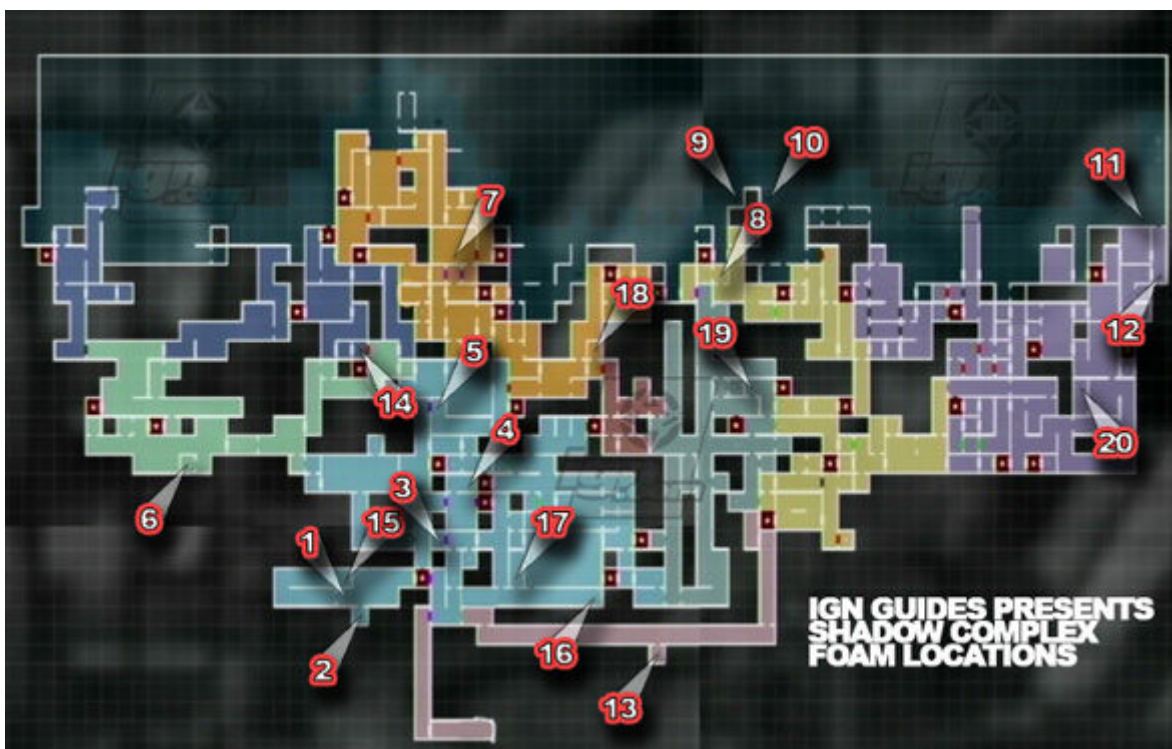
Foam Pack #8 (Needed: Foam)

You'll see the location of this Foam Pack earlier in the game than you'll actually be able to grab it. In fact, the purple-glowing duct cover that's blocking its location might frustrate you early on, because it's barely-visible, and you might not know what's halting your progress. Once you retrieve the ability to use foam rounds, however, you can return to this location at will to claim your prize. Simply take a knee at the location shown on the map, face rightward, shoot a foam gun to destroy the duct cover, and then explore the short duct to find what you seek.



Shadow Complex Collectibles

| Packs 1-4 | Packs 5-8 | Packs 9-12 | Packs 13-16 | Packs 17-20 |
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Click to expand.

Foam Pack #9 (Needed: CLD Thrust Pack)

This Foam Pack can be found in general unison with Foam Pack #10 above, since they are located extremely close to each other in what can only be described as mirror image situations from one another. If you launch yourself upward with the CLD Thrust Pack to the area shown on the map, you should be able to easily spot the location of this Foam Pack, which is down a fairly long horizontal crevasse to your right. Just be sure to kill the enemies around you before going for the pack, since they can complicate the situation tremendously.



Foam Pack #10 (Needed: CLD Thrust Pack)

Read the description for Foam Pack #9 above, and you'll find that #10 is located just to the east, in virtually the same situation. Except this time, the horizontal crevasse is to the left, and it's not nearly as long. In fact, this Foam Pack is sitting right out in the open, so as long as you know precisely where to look, you should have no issues grabbing this item whatsoever. Just launch yourself upward with the CLD Thrust Pack, and as was the case with Foam Pack #9, kill enemies around you before going for it, or you may find yourself taking exorbitant amounts of damage.



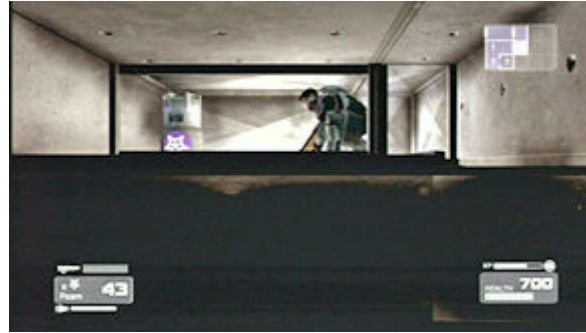
Foam Pack #11 (Needed: Nothing)

As long as you take the little time necessary to grab this Foam Pack, you don't have to do anything at all to grab it other than to walk up to it. At the far eastern end of the map, as shown on the map we've enclosed, you'll find this Foam Pack tucked underneath a rocky outcropping above. Nothing is blocking it, so just walk rightward into it and you'll obtain it.

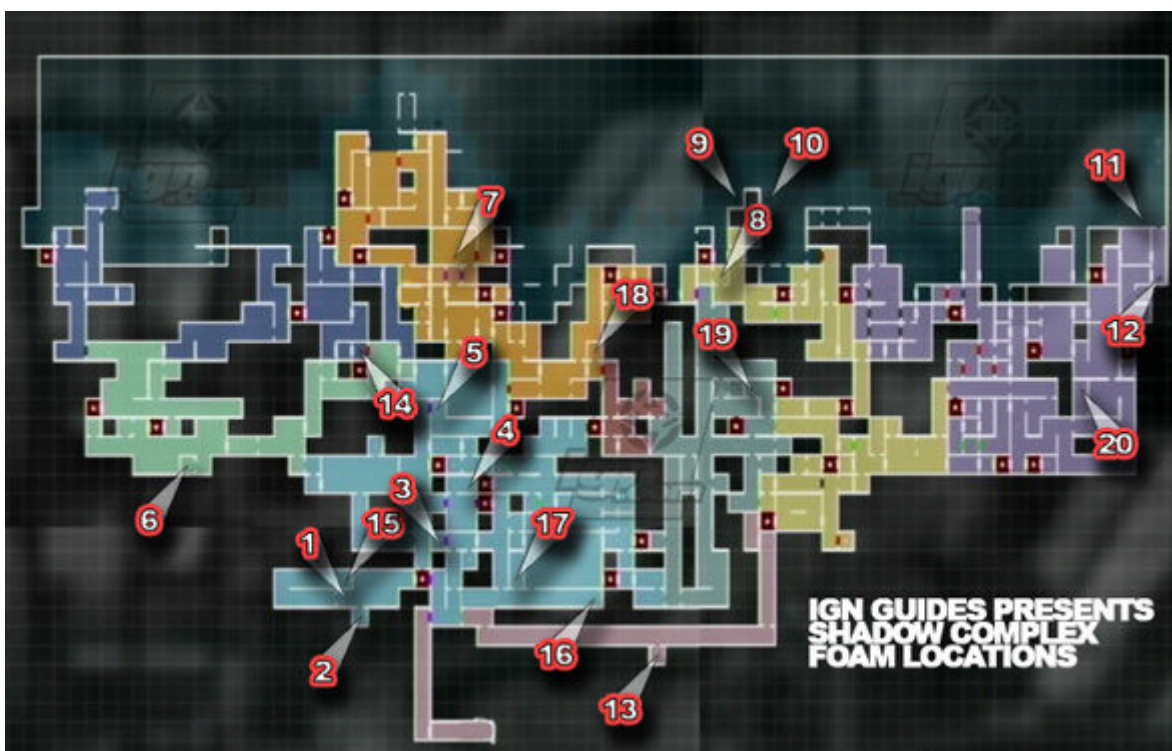


Foam Pack #12 (Needed: Foam)

The twelfth Foam Pack we came across in the game, like so many others, necessitated the very use of foam just to acquire it. This one is simple enough to grab, and will require very little discussion. Simply head to the location shown on our map, which is on the eastern edge of the Shadow Complex. Look up at the ceiling here and you'll see a vent cover glowing purple. Destroy it with some foam, and then jump up into the small vent it was covering to grab the Foam Pack.



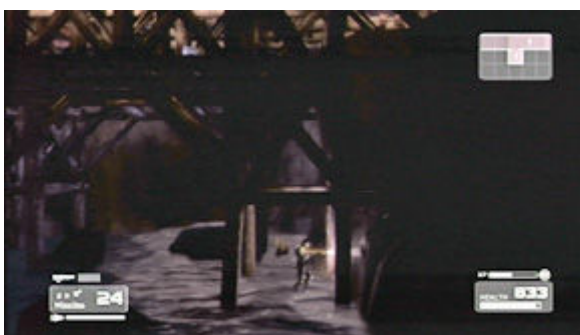
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| Packs 1-4 | Packs 5-8 | Packs 9-12 | Packs 13-16 | Packs 17-20 |
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Click to expand.

Foam Pack #13 (Needed: CLD Thrust Pack)

The location of this Foam Pack is at the far southern end of the Shadow Complex, along a subterranean mine cart rail, heading left to right and back again. Obtaining it is easy. Either use the mine carts, run, or use Friction Dampeners to quickly get to the location above the designated spot on the map where the Foam Pack can be found. Then, drop down next to it into some shallow water, walk leftward, jump back upward, and walk rightward to run into the barely-visible item.



Foam Pack #14 (Needed: Grenades)

This Foam Pack is an easy one to get, though you will only be able to do so later in the game, once you've acquired missiles. While missiles aren't needed to grab the Foam Pack itself, they are needed to initially enter the room where the Foam Pack is being held. Simply head to the location shown on the map, and use a grenade on the green-glowing hatch in the center of the room. Then, simply drop onto the Foam Pack from above.



Foam Pack #15 (Needed: Hook, Thrust Boots)

Foam Pack #15 is located quite close in proximity to where the first two Foam Packs are found, but without the Hook (and preferably Thrust Boots as well), you're going to have an impossible time accessing it. You can see its location on the map provided, but to get to it, you need to work your way underneath it to the left, and then snake your way back up to the right, where you can walk towards it and acquire it. Keep in mind that the water below you is electrified and extremely deadly, regardless of your health and strength.

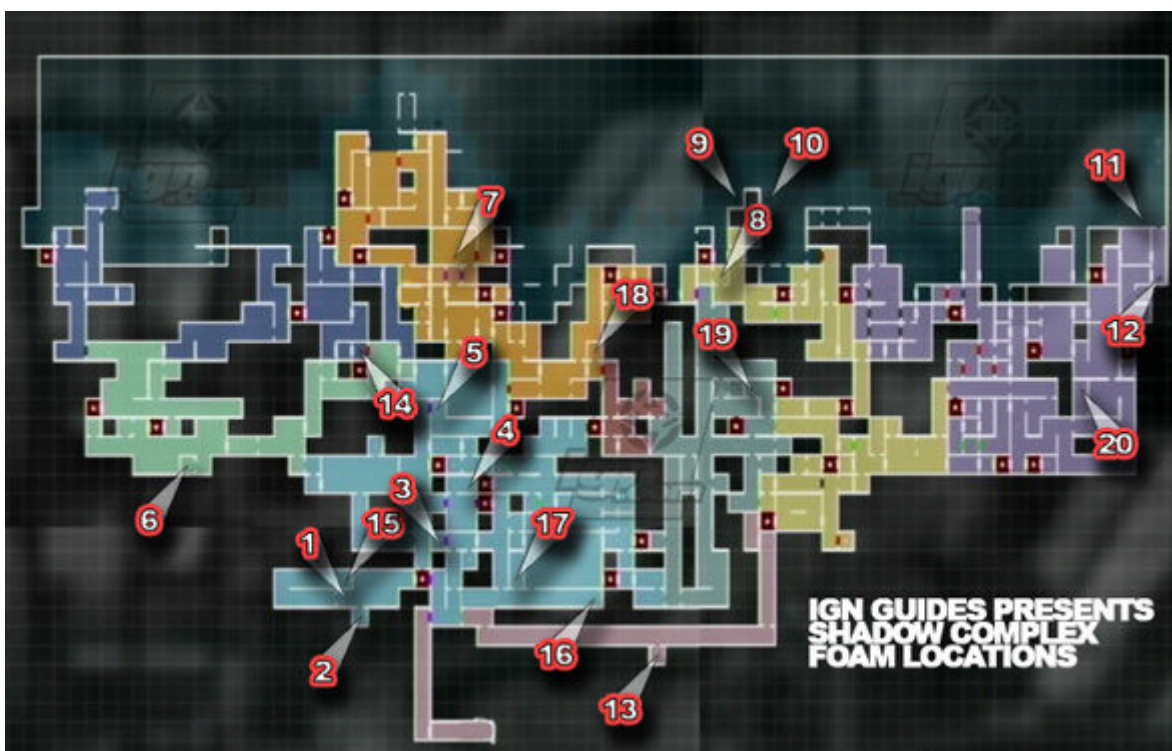


Foam Pack #16 (Needed: Grenades, Friction Dampener)

Getting this Foam Pack will require a bit of cleverness. While the location shown on your map is where the Foam Pack is actually tucked, you're going to need to drop into that corridor far to the left, on the rightmost available path to said corridor (use grenades to get through the hatch). This will bring you to a conveyor belt incessantly bringing you leftward. There is no way to work your way rightward along this conveyor belt without the Friction Dampener. Once you get that item, you can go against the stream working your way rightward. The Foam Pack is at the very end of the conveyor belt, on an isolated platform.



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| Packs 1-4 | Packs 5-8 | Packs 9-12 | Packs 13-16 | Packs 17-20 |
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Click to expand.

Foam Pack #17 (Needed: Foam, Grenades, Hook, Thrust Boots)

As you can clearly see, getting this Foam Pack is a challenge, and requires you have four items in your inventory -- grenades, foam, the Hook, and the Thrust Boots. Without any one of those items, you have no hope of succeeding here. Now, if you look at the location of this Foam Pack on the map we've provided, it seems as if you can reach it via one of two conduits. However, you'll want to ignore the lower conduit and instead come at it from above and to the right. Use the Thrust Boots to jump far up along the left wall in the room adjacent to the Foam Pack's location, and use the Hook along the bottom of the topmost platform. To your left should be a green-glowing hatch. Use foam on the hatch, and then shoot a grenade into the foam so that it sticks. Once detonated, you can then jump into the hatch, crawl leftward for a brief time, and then fall downward, where the Foam Pack will be on your right.



Foam Pack #18 (Needed: Missiles, Thrust Pack, Hook)

You don't necessarily need the Thrust Pack or Hook to get this Foam Pack, but it certainly won't hurt. The Foam Pack is hidden at the location shown, and to get to it, you must use foam rounds on a vent cover on the ceiling in the room below. Easy enough in premise, but jumping up successfully to reach the top of the duct and crawl leftward will be a challenge if you don't have a hook to help pull yourself up, and at least the ability to double jump as well.



Foam Pack #19 (Needed: Foam)

This Foam Pack is an easy one to acquire once you earn the ability to use foam rounds. Simply head to the location shown on the map, nestled in a little alcove built into the bedrock. It's dark, so use your flashlight as you go. Shine it upward once nestled in the corner, and you'll find a purple-glowing vent. Destroy it with foam, jump on up, and claim your item.

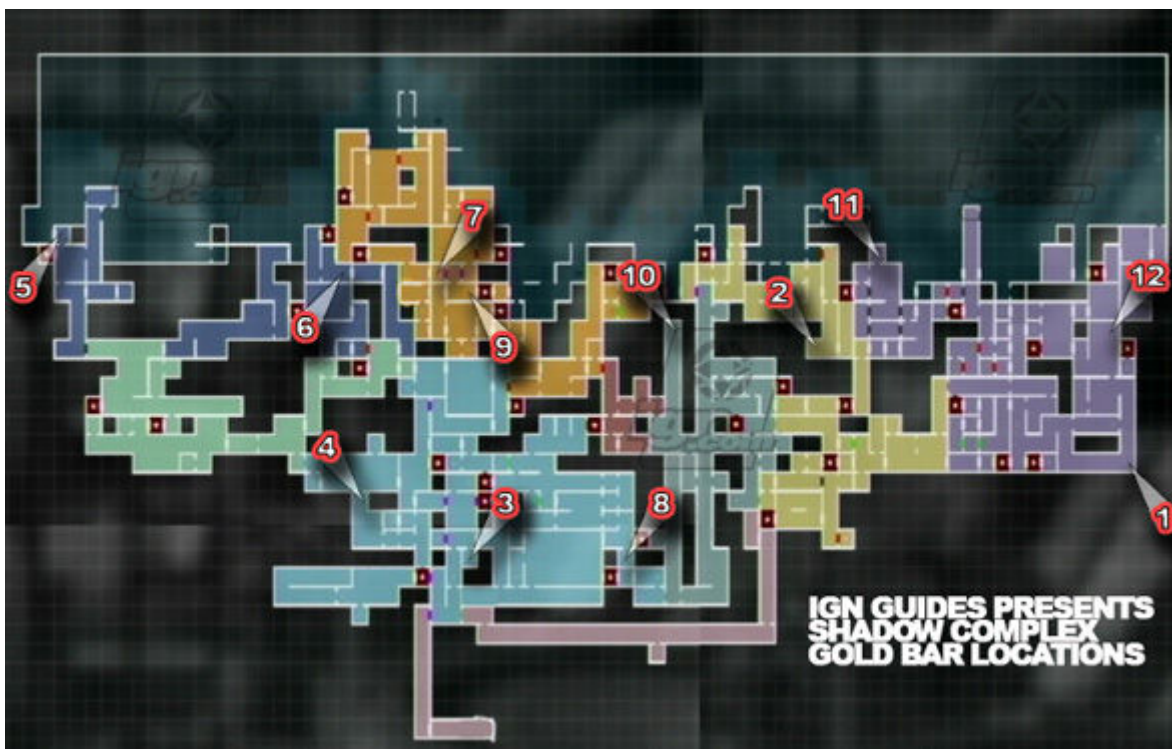


Foam Pack #20 (Needed: Missiles, Grenades, SCHCA Mask)

The twentieth and final Foam Pack is the most difficult one to obtain, and will require quick thinking to acquire. You'll want to save before attempting this, because if you fail here, you'll die automatically. The location shown on the map is where you're going to find the Foam Pack, but to access that area, head to the water to the right. Submerge yourself and swim leftward. A glowing-red grate can be found there. Shoot it away with missiles, and quickly toggle to grenades. The game will show you a fan ahead and above. You need to time a grenade to hit the fan before you yourself hit it. If your timing is off, you'll die. If it isn't, the fan will explode and you'll gain access to the secret chamber beyond it, where this Foam Pack is located.



| | | | | |
|---|---------------|---------------|----------------|---|
| « | Gold Bars 1-4 | Gold Bars 5-8 | Gold Bars 9-12 | » |
|---|---------------|---------------|----------------|---|



Click to expand.

Gold Bar #1 (Needed: Nothing)

This Gold Bar isn't only the first one you're bound to run into through the course of the game. It's also the easiest one to get, and can be acquired without the use of any special items, weapons or skills whatsoever. Head to the screen shown on the map. The bottom of the screen is dominated by a small body of water. If you swim down to the shallow depths of the water, you'll run into the Gold Bar there, sitting on the floor out in the open.



Gold Bar #2 (Needed: Nothing)

The first time you reach the room designated on our map with a "#2," you'll be attacked by a gigantic Restoration mech in the background, and will be forced to furiously climb upwards to dodge its devastating attacks and ultimately get out of dodge by flooding the corridor. But before you run away, be sure to explore the left corner of the room, where a small nook can be found. Found in this nook, sitting rather clearly, are these Gold Bars.



Gold Bar #3 (Needed: Nothing)

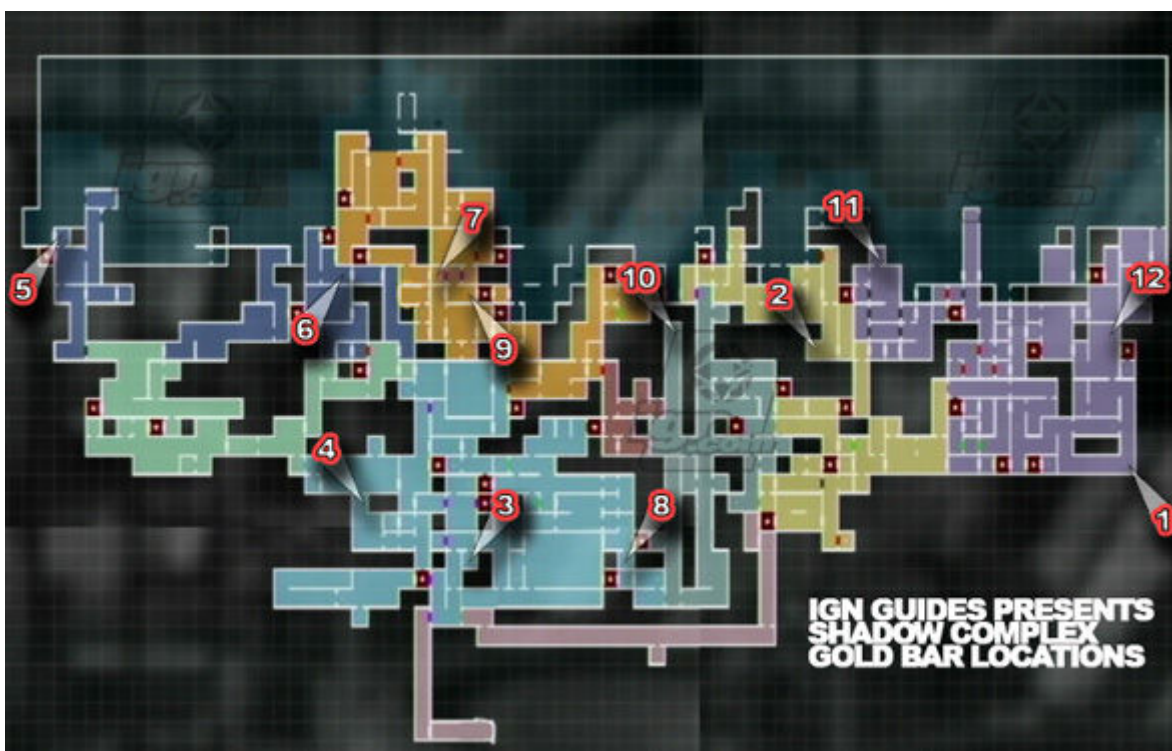
This Gold Bar doesn't require any special items to grab, though it's still in a precarious situation that will require some fancy footwork. Otherwise, you're going to die. At the location shown on the map, you'll find a vertical corridor with a ladder spanning the right wall. At the bottom of the shaft, however, are some heating devices that will harm you massively if touched, and kill you outright if you stand on them for longer than a second or two. Above the burner is a small, yet conveniently-placed moving platform. Use this platform to reach the right side of the room *behind* the ladder, and grab the Gold Bar placed on a small platform.



Gold Bar #4 (Needed: Firearms)

Yet another surprisingly simple Gold Bar to acquire, this one is found underneath the Restoration's weapon test area at the location shown. You can get the item you seek here immediately after using the machinegun nest to fell all of the enemies, mechs and guns that show up. The hatch below your position will close during the fray, but will open when it's all over. You can then climb down the ladder below the hatch, shoot through the orange-glowing vent cover on the left, and grab the Gold Bar on the other side.





Click to expand.

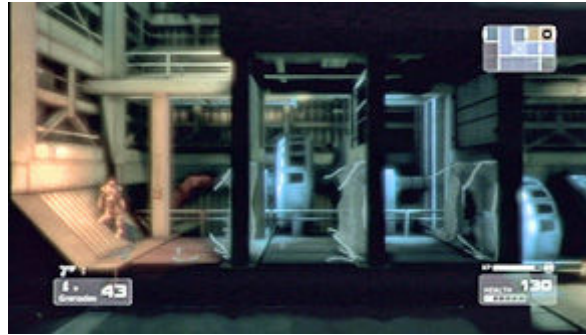
Gold Bar #5 (Needed: Nothing)

Theoretically, to acquire this Gold Bar, you will need nothing. But there's plenty you'll need to actually get to this location during the course of your adventure, including but not limited to the Foam Gun, so keep that in mind. After destroying the water turbine with foam below the designated spot on the map, you'll be able to climb back up to the surface near the far western portion of your map. In the building you end up in directly above the turbine, you can exit via the left. But before you do, grab the Gold Bar on the shelf to your right.



Gold Bar #6 (Needed: Friction Dampener)

To get this Gold Bar, the Friction Dampener is necessary. However, since you need to use the Friction Dampener at the exact location on the map to proceed with the game, missing this Gold Bar is actually an impossibility. It's on the path you'll take when you reach mach speed to bust through a bunch of fences. So you'd really have to try to avoid it. If you're curious, the corridor to the right of the location shown on the map is key. Fell the hanging boxes that have glowing-green holders affixed to the ceiling (hence, use grenades to get them down). Then, once those boxes have created a clear path leftward, use that to reach mach speeds, bust through the fences, and grab the Gold Bar en route.



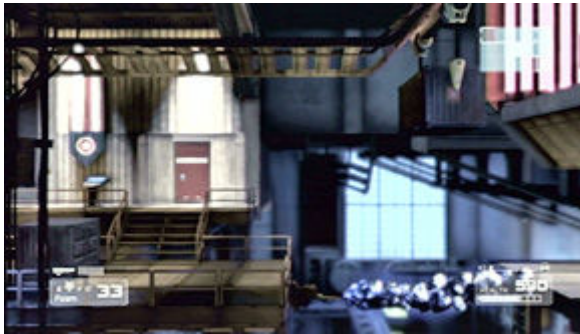
Gold Bar #7 (Needed: Firearms)

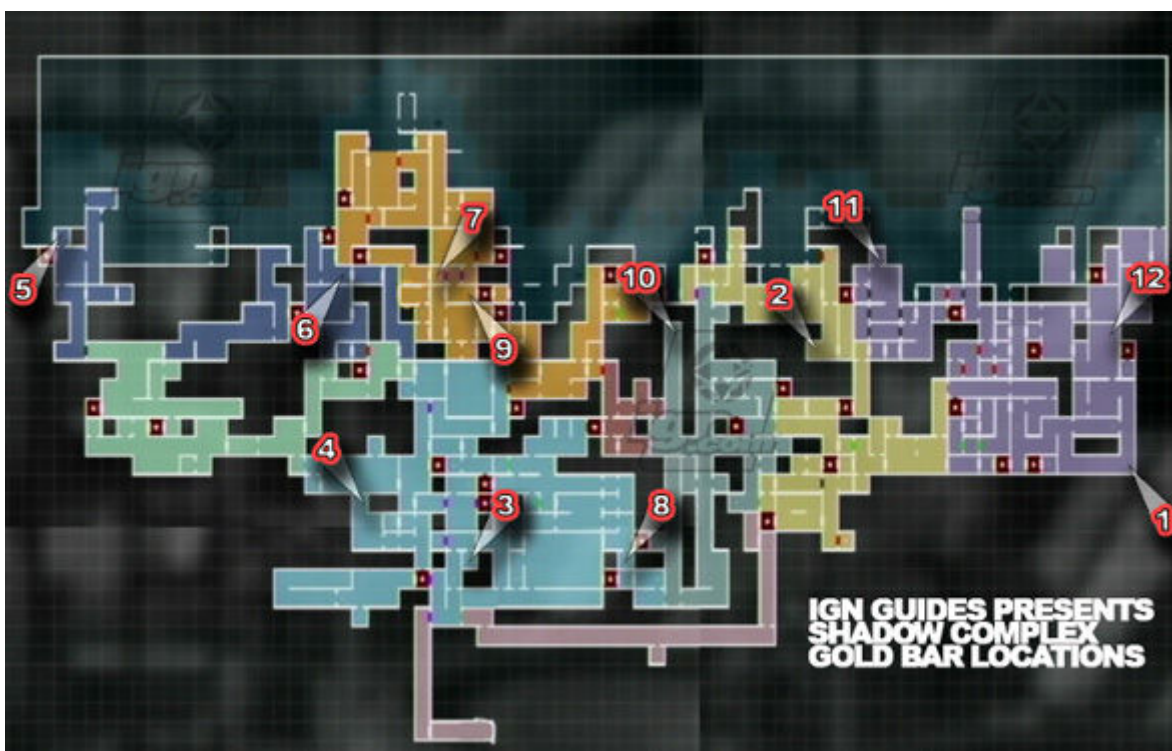
A firearm of your choosing is all you really need to get through the obstacles in the room shown on the map in order to obtain this particular Gold Bar. Within the room, you'll find a trio of enemies that must be dealt with in order to breach the door on your right (which will also require foam rounds, if you're curious). However, the Gold Bar is hidden in a rather obvious place -- behind the destructible crates in the center of the room. You won't see it, but it's there. Simply destroy the boxes and move rightward to where they were to obtain it.



Gold Bar #8 (Needed: Foam, Friction Dampener)

This could very well be one of the most difficult of any item to obtain in the entire game. Its location is shown on the map, but believe it or not, it's the large factory room to the left that's the key to obtaining it. That's because there's a blue-glowing box over the hatch that leads down to the Gold Bar in question, and there's simply not enough room around you to gain steam enough to destroy said box. The idea is to hang from the right side of the long, middle platform at the top of the large factory room. Aim your gun at the leftmost platform and begin shooting foam rounds at the top of the ladder, making sure to keep the line as straight as possible. Once you've created a platform, start running from the left, over the foam pathway you've created, through the door on your right, and through the box in question. Now, simply drop down and claim your prize.





Click to expand.

Gold Bar #9 (Needed: Firearms, CLD Thrust Pack)

Near the very beginning of the game, you're going to encounter the relative location of this Gold Bar, but you won't be able to get it until later. Doing so is easy once you're properly equipped, however. Stand underneath the location shown on the map, and shoot upwards through the orange-glowing duct cover. Then, double and triple jump upward and follow the short-yet-labyrinthine duct to find this Gold Bar at the end.



Gold Bar #10 (Needed: Thrust Boots, Hook)

This Gold Bar, as you can see on the map, is located high above a tall vertical corridor, sitting precariously on a small wooden platform on the left. You'll need Thrust Boots and their ability to triple-jump to get this Gold Bar, and frankly, having the Hook doesn't hurt either. Simply wall jump and use your triple-jumping ability to get around humps in the rockface en route upward. Then, jump over to the left side of the wall, use the Hook on the wooden bridge above to hang at the top of the corridor, and then shimmy on over to the left to claim your prize.



Gold Bar #11 (Needed: Thrust Boots, Hook)

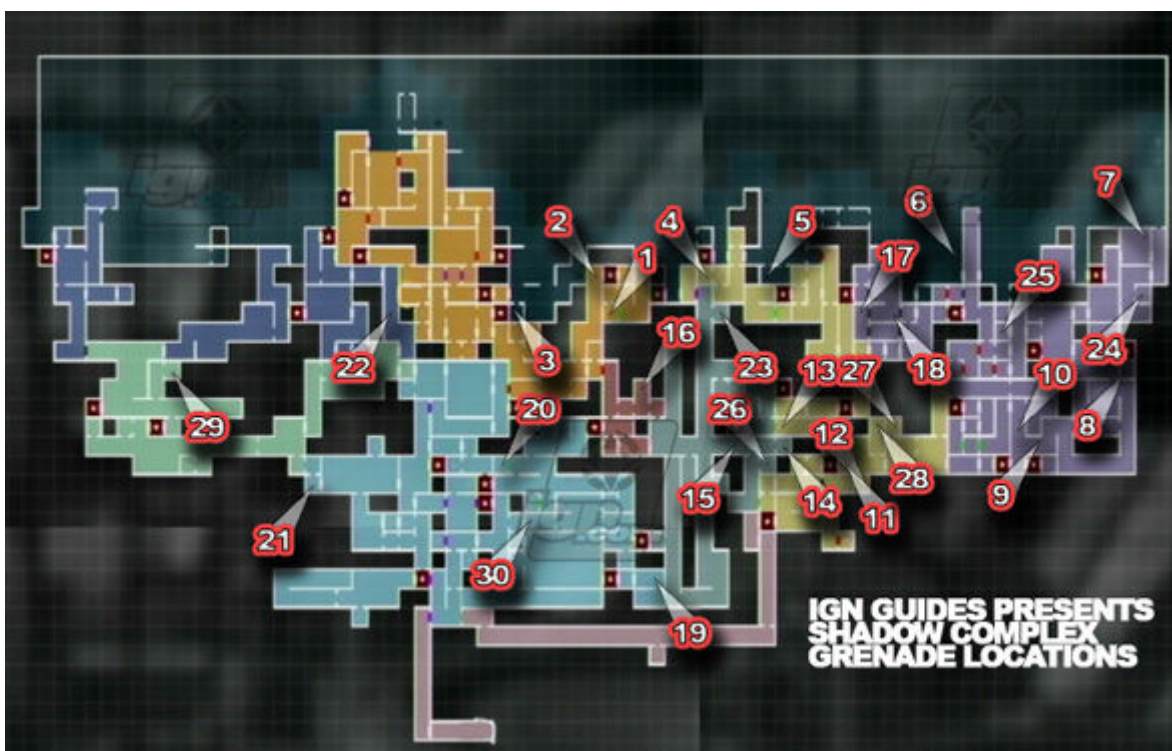
This Gold Bar is located high above a flooded area of the Shadow Complex... well, an area *you* will flood at some point during your quest, anyway. Your best bet in getting to the rafters in this room is to use a combination of your triple-jump technique (bestowed upon you by your Thrust Boots), and using your Hook to hold your placement once up there. You'll find this Gold Bar sitting on a very thin platform on your left.



Gold Bar #12 (Needed: Thrust Boots)

The twelfth and final Gold Bar will necessitate one late-game item, and one only -- the Thrust Boots. With these boots equipped, you'll be able to triple-jump, which will help you get to the top of the room shown on the map. At the very top of this room (simply jump and wall-jump upward to reach it), you'll find an alcove on your right with the Gold Bar you're seeking. If you're curious, an identical alcove on the left side of the room has no item of interest.

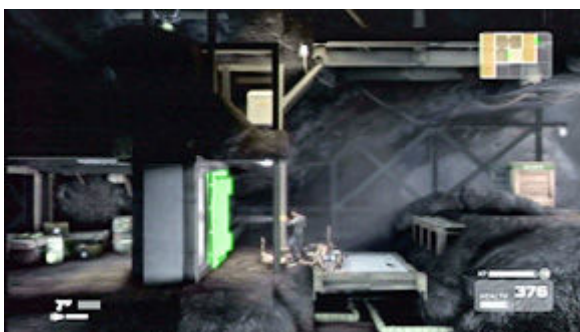




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Grenade Pack #1 (Needed: Nothing)

The first Grenade Pack gives you the ability to use grenades during battle, and is thus a mandatory acquisition, even if you're going through the game acquiring as few items as possible. Designated on the map is a room. Mysteriously, the right side of this room is blocked with a door that glows green when you shine your flashlight on it, indicating that a grenade is needed to breach the room. So how do you get in? Well, it's simple. Climb up and around to the top of the room by jumping up and grabbing the ledge above the door. Then, drop through the ceiling and claim your prize, busting back out of the door on your left with your newfound weapon.



Grenade Pack #2 (Needed: Grenades)

This is a fairly simple Grenade Pack to acquire, though if you want to get it immediately, you'll need to do a little bit of backtracking. After defeating the Tarantula mech following your initial acquisition of grenades, backtrack upward and to the left, until you reach the room to the left of the save room as shown on the map. Here, all you have to do is jump up to the little crevasse on the left side of the room. The rocks blocking entrance to this small passage glow green, so use a grenade to destroy them. Then, claim your prize on the other side.



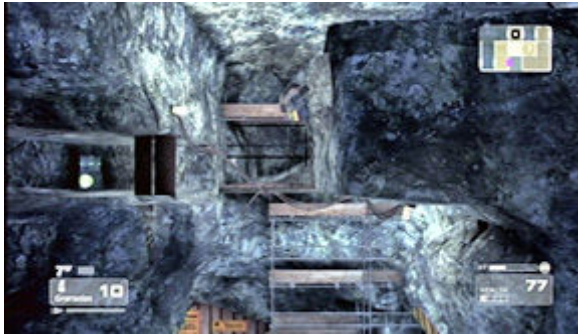
Grenade Pack #3 (Needed: Grenades)

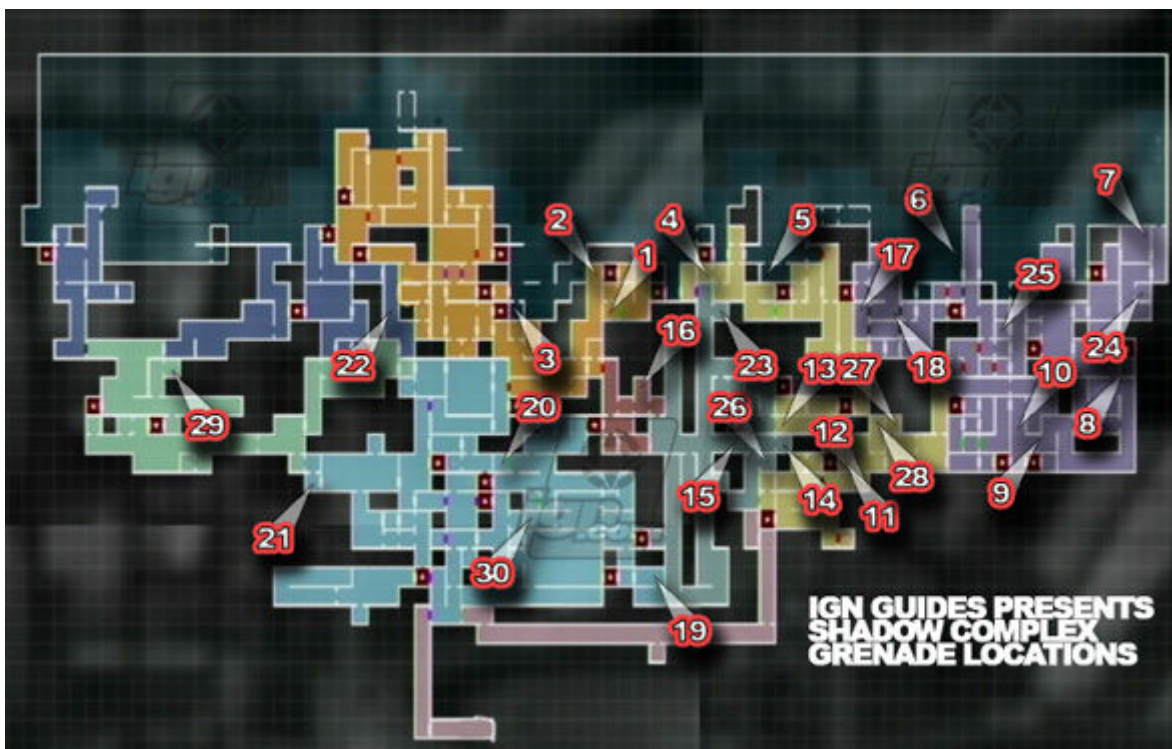
Acquiring this Grenade Pack will require you to head all the way back to the initial entrance you use to breach the Shadow Complex, shortly after acquiring your Climbing Gear and seeing Claire get dragged inside. Remember the little area you hid underneath as Claire got dragged into the Shadow Complex by some Restoration soldiers? Well, down in that little area is a small hatch that glows green when illuminated. Use a grenade to bust through the hatch, and crawl leftward to find this Grenade Pack.



Grenade Pack #4 (Needed: Grenades)

You'll have to use a little brain power and fancy footwork to acquire this Grenade Pack. Go to the location shown on the map, and then go a square to the right. Since you can't access the Grenade Pack's location early on in the game by jumping straight up to it, you'll have to go to the left and work your way over from there (if you want to wait until later in the game, you can double or triple-jump on up to it). Find a small passageway you'll be forced to duck down under above and to your left. Crawl leftward, and jump over chasm to another small crevasse, where the Grenade Pack can be found.





Click to expand.

Grenade Pack #5 (Needed: Firearms)

The first time you arrive at the location shown on our map, you'll be forced into a battle with a gigantic WSA3 Devastator, one of the Restoration's many new weapons. After its defeat, Claire will be taken away, and the overarching mission will continue in earnest. But before you leave that area, look for a small, orange-glowing hatch on the ground on the left side of the area. Shoot through it with your firearm, and drop down to the platform below. On your left is the Grenade Pack -- simply jump over to it to grab it.



Grenade Pack #6 (Needed: Nothing)

The point designated on our map is one of *many* blocks to explore in and around the gigantic lake that dominates a considerable portion of the Shadow Complex's upper exterior. At the location we've honed into, however, you can swim under water, directly to the left of the landmass that holds the small house in the center of the lake, and grab this Grenade Pack, which is sitting right out in the open.



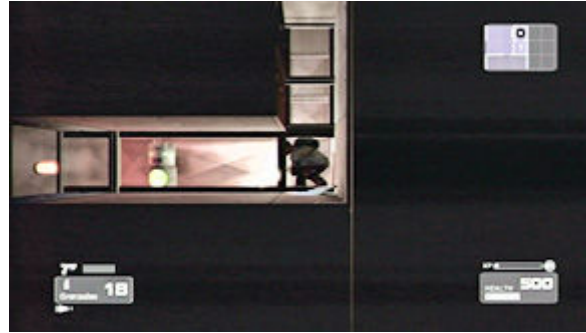
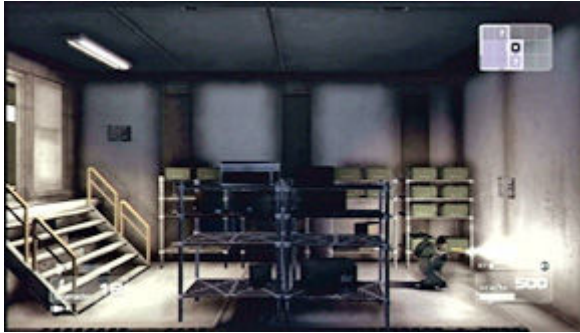
Grenade Pack #7 (Needed: Nothing)

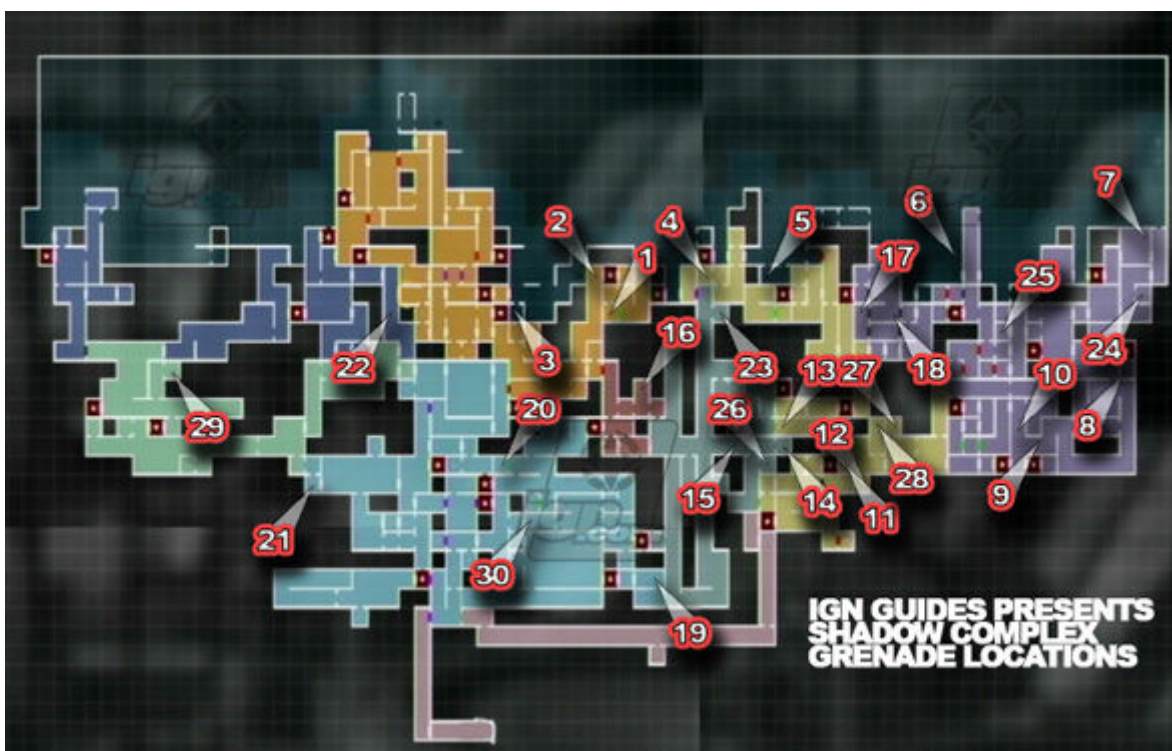
This Grenade Pack is found in the very room where you first encounter one of the Restoration's pesky toys, a WSA3 Devastator. After dealing with that foe and clearing the room of all other lesser enemies, you can find this Grenade Pack easily enough, as it's sitting out in the open. To get to it, use the platforms on the right side of the room to climb up towards where it sits. Easy as that.



Grenade Pack #8 (Needed: Firearms)

This is another easy Grenade Pack to find at the location shown on the map. The room where the Grenade Pack is found is beneath a save room to the right of an area where you have a considerable fray with many Restoration enemies, using their own machinegun nest against them. Once you enter this save room following the melee, you'll no doubt notice a hatch on the ground in the right corner which glows orange when illuminated with a flashlight. Shoot out the hatch and drop down the shaft below, working your way leftward to grab the Grenade Pack in question.

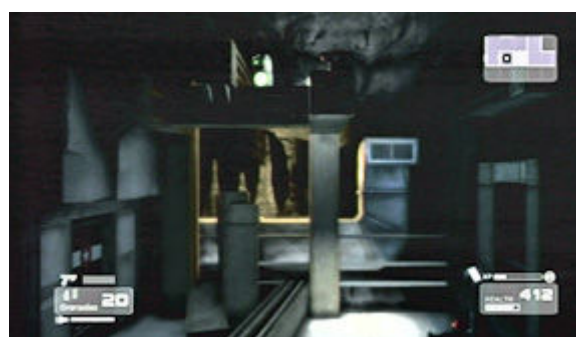




Click to expand.

Grenade Pack #9 (Needed: Nothing)

Fancy footwork will be required to obtain this Grenade Pack, but thankfully, you can execute the necessary skills without needing a double jump or any other item. The location we've given on our map is one screen to the right of a random save room. In this room, you will find a lone soldier and little else. In fact, the room is quite dark as it is, but you can still see the Grenade Pack in question sitting on a platform above you. To get it, use the small overhangs on the right to hoist yourself upward and then leftward (via a jump), where you can crawl towards the Grenade Pack you seek.



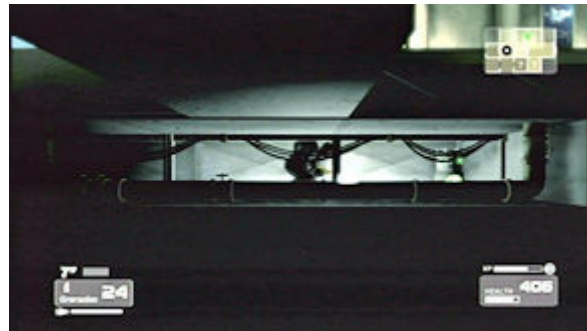
Grenade Pack #10 (Needed: Nothing)

You're going to have to exercise some cleverness to get this Grenade Pack on your first time through, even if it is easy to get in premise. The location given on our map is an isolated one. The only way to reach the nook shown is via an elevator to the left of the room. But to actually breach this hidden nook, you'll have to ride upward *underneath* the elevator, so that when you reach the appropriate crevasse on your right, you can jump off of the undercarriage of the elevator and work your way towards the Grenade Pack located there.



Grenade Pack #11 (Needed: Firearms)

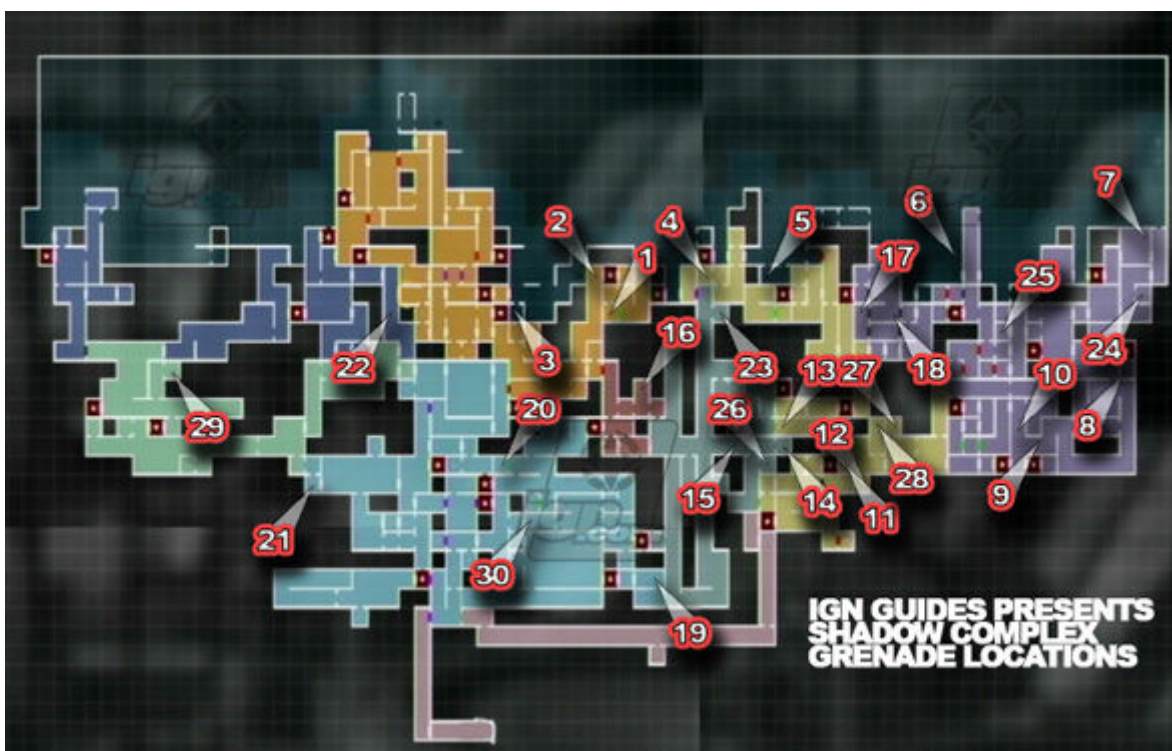
The Grenade Pack here is yet another extremely easy one to acquire, so long as you take the brief amount of time necessary to acquire it while on your way through the Shadow Complex. The actual location shown on our map is a room to the right of a save room, but in reality, you'll need to go to that very save room to access the part of the aforementioned room to get the item in question. In the save room sits a small orange-glowing hatch on the ground. Shoot it out and crawl rightward into the adjacent room via a hidden duct there. You'll run straight into the Grenade Pack when you do.



Grenade Pack #12 (Needed: Nothing)

Most Grenade Packs thusfar have been quite easy to get. But this time around, a little ingenuity will be required to get this Grenade Pack as soon as you're able to. You can always backtrack and grab this Grenade Pack later, but why do that when you can get it sooner? You'll find it in the room designated on the map, which is where Jason will turn a wheel to flood the room. It's that flood that's key. The Grenade Pack sits visibly above and to the right of the flood controls. After flooding the room, use the water to swim upward and to the right to grab the Grenade Pack, and then quickly swim back down, to the left, and to the surface before your oxygen runs out. If you fail, you can always start from the last save point, which should be a couple of rooms to the left (if you're following our complete walkthrough).

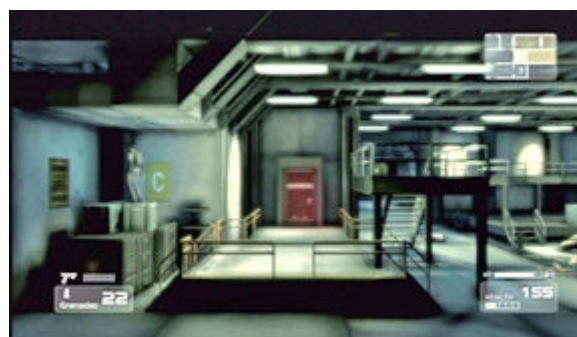
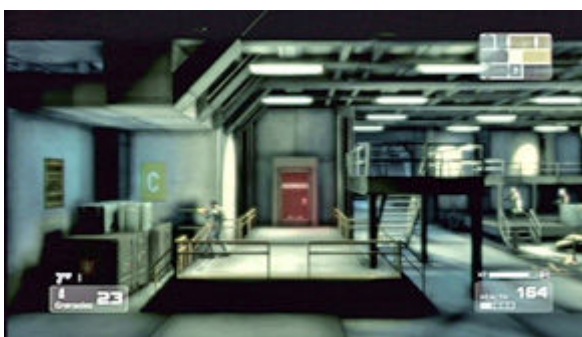




Click to expand.

Grenade Pack #13 (Needed: Nothing)

This Grenade Pack is cleverly hidden, but extremely easy to access if you know precisely where to look. At the left end of the room shown on the map, you'll find some crates, as well as an orange hatch that allows you to proceed leftward into areas to your left. However, it's actually the crates, and not the hatch, that are the key to success here. Simply jump between the small space between the crates and the left wall, and you'll run into the Grenade Pack there. You can't see it, but it's there.



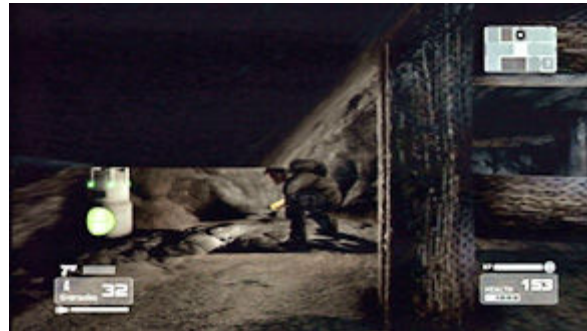
Grenade Pack #14 (Needed: Nothing)

You can find this Grenade Pack extremely easily, but it's just as easy to miss it completely. At the location shown on the map, you'll be able to summon a mine cart that heads leftward, allowing you to initially cross a considerable chasm. However, don't summon a mine cart just yet. Instead, walk rightward into the wall where the carts come from, and ultimately, you'll run right into this Grenade Pack.

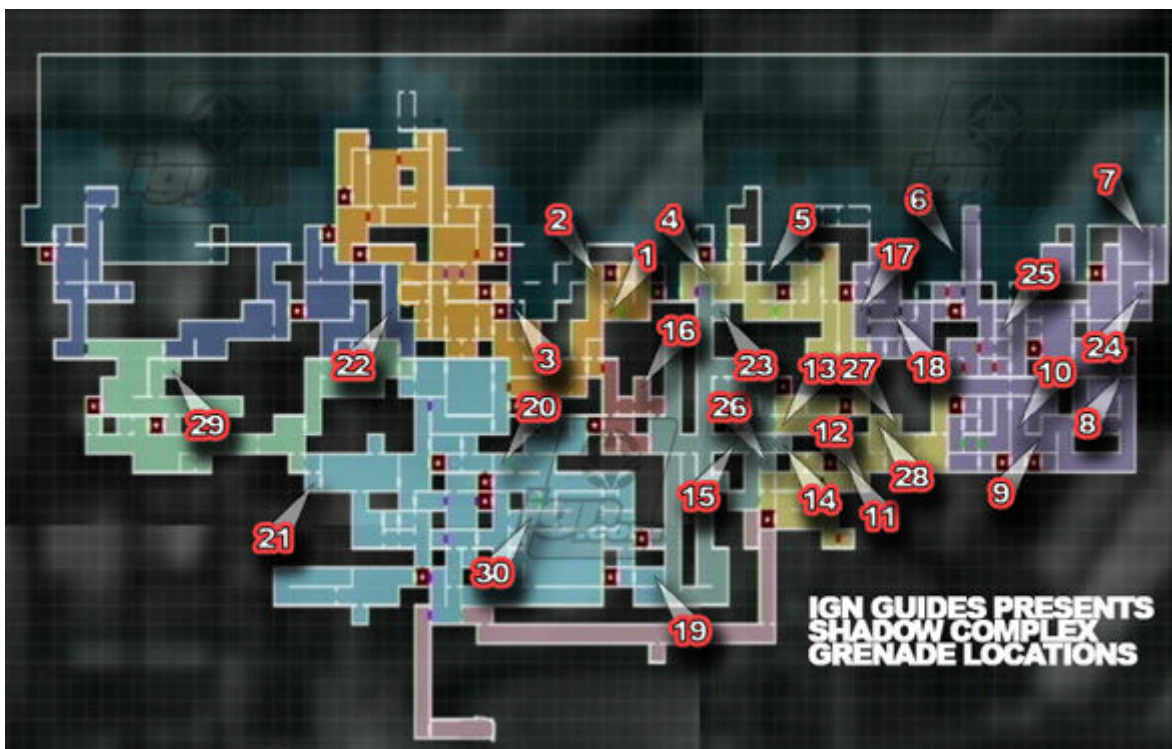


Grenade Pack #15 (Needed: Nothing)

In theory, you need "nothing" to get this Grenade Pack, which basically means foam, missiles, et cetera aren't necessary. However, you will need *something* from the environment, most notably the mine cart you can summon nearby that allows Jason to cross the watery chasm to your left. Instead of taking the mine cart all the way to said chasm, however, you should rather use it as leverage to jump up to a little alcove above where the cart goes at the position shown on the map. Then, you can simply crawl leftward to claim your Grenade Pack.



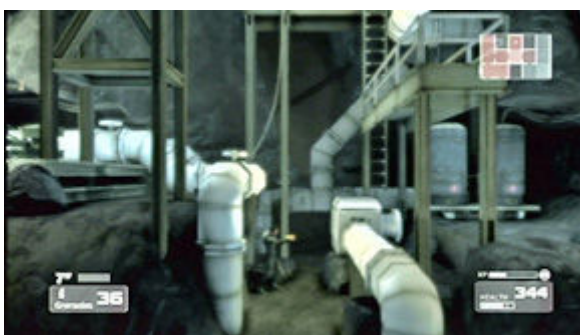
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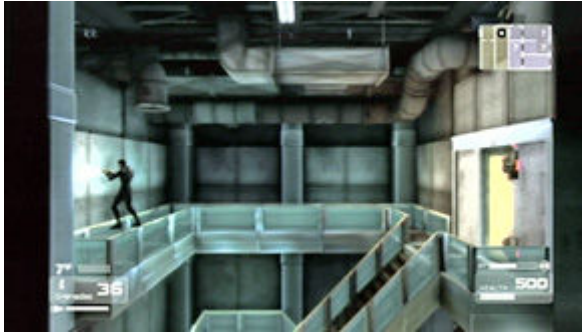
Grenade Pack #16 (Needed: Nothing)

Although you'll first gain access to this Grenade Pack after retrieving the CLD Thrust Pack (and Fusion Body Armor), you don't actually need the Thrust Pack's innate ability to double jump to get this Grenade Pack, though it will certainly help. This particular Grenade Pack is located out in the open in the room designated on our map, on the topmost platform. Simply kill the enemies within the room and then jump from platform to platform, higher and higher up, until you're able to reach your prize.



Grenade Pack #17 (Needed: Nothing)

As usual, no particular item is necessary to access this Grenade Pack, the seventeenth one we've encountered in the game. However, its location can be deceiving. While it's located at the position shown on the map, you'll need to access this completely hidden room from the area on your right. Simply walk up to the left wall adjacent to the room in question, and you'll be able to hang on to the upper left corner of said room. There's a barely-visible nook to crawl through here. When you crawl leftward, you'll fall into a hidden supply room, where this Grenade Pack is kept.



Grenade Pack #18 (Needed: SCHCA Mask)

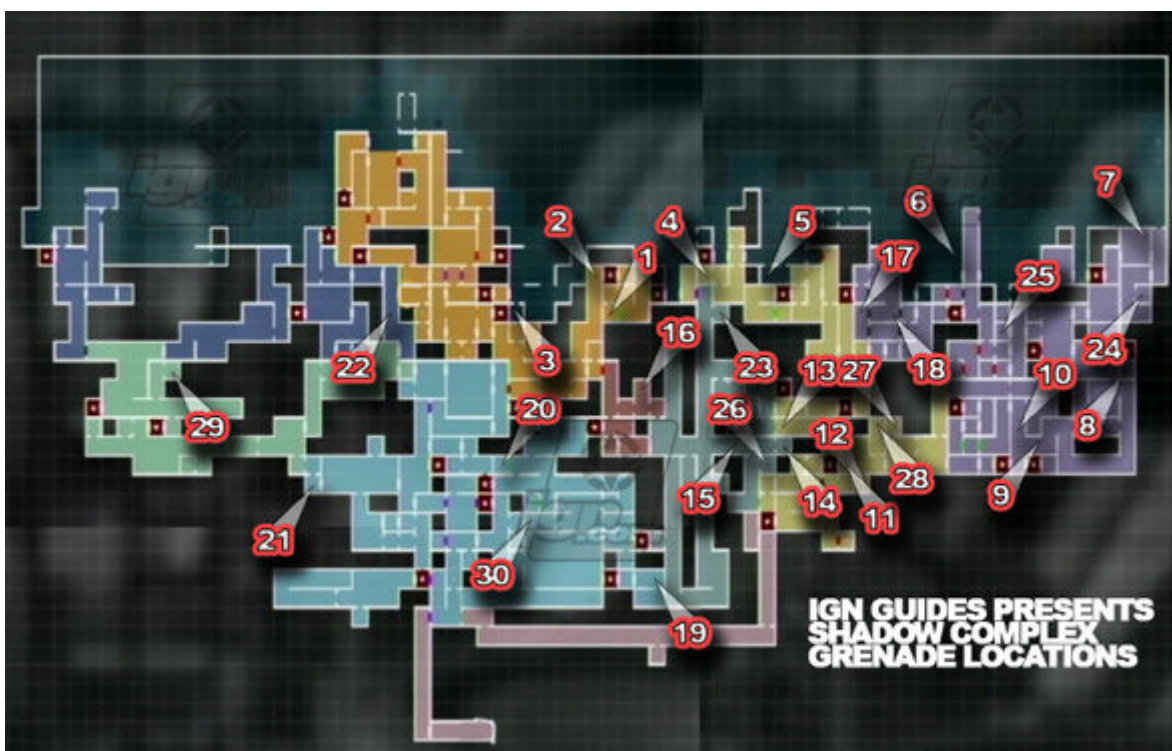
This one can easily allude you, though with our help, you're sure not to miss it. You'll pass right by its location en route to grab the SCHCA Mask, though the door to your right will be blocking your entrance to the room which encompasses it. However, after you get the mask and a section of the Shadow Complex is flooded, you'll be forced to backtrack through this very area. Now that there's water everywhere, that door will be open at the location shown on the map. You can simply swim up to the small, water-filled crevasse to grab the Grenade Pack you seek.



Grenade Pack #19 (Needed: Grenades)

En route to the next location after grabbing the SCHCA Mask and working your way out of the flooded section of the Shadow Complex, you'll encounter the location of this Grenade Pack. More succinctly, you'll find the location of the Grenade Pack immediately before reaching your next destination, which will be a save room to the west of the location given on our map. Simply use your Grenade Pack on the green-glowing hatch cover at that location, and work your way rightward into the secret area, where this Grenade Pack can be acquired.





Click to expand.

Grenade Pack #20 (Needed: Grenades)

Acquiring this one is somewhat of a no-brainer. The room to the right of the room designated with a "#20" on the map is part of a gigantic room rife with enemies. The door leading into the room with the Grenade Pack is, not at all surprisingly, sealed with a green-glowing door. Use a grenade to bust on through, and then grab your loot on the other side.



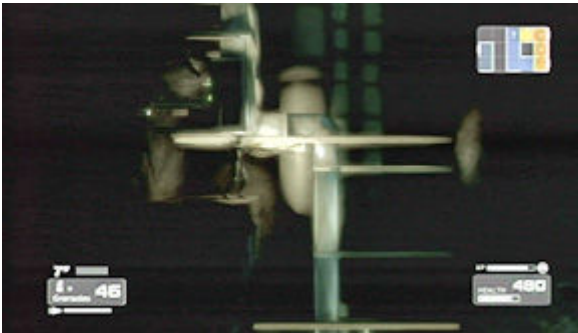
Grenade Pack #21 (Needed: Grenades)

Yet another no-brainer. There's a room to the left of a gigantic Restoration weapons test area of the Shadow Complex, designated on the map. This is the specific location designated on your map. In this room, which is devoid of any enemies, you need missiles to shatter the hatch on the ceiling. But there's another hatch on the left wall that shines green, indicating it can be destroyed with a grenade. Once through the now-destroyed hatch, you can grab your Grenade Pack.



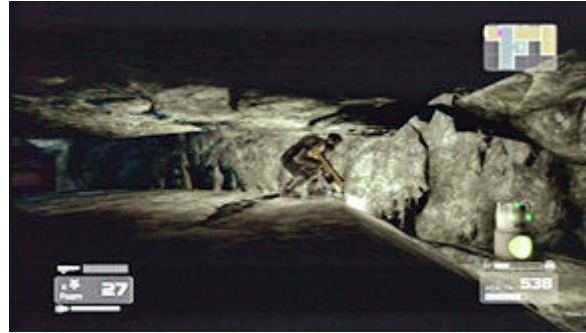
Grenade Pack #22 (Needed: Nothing)

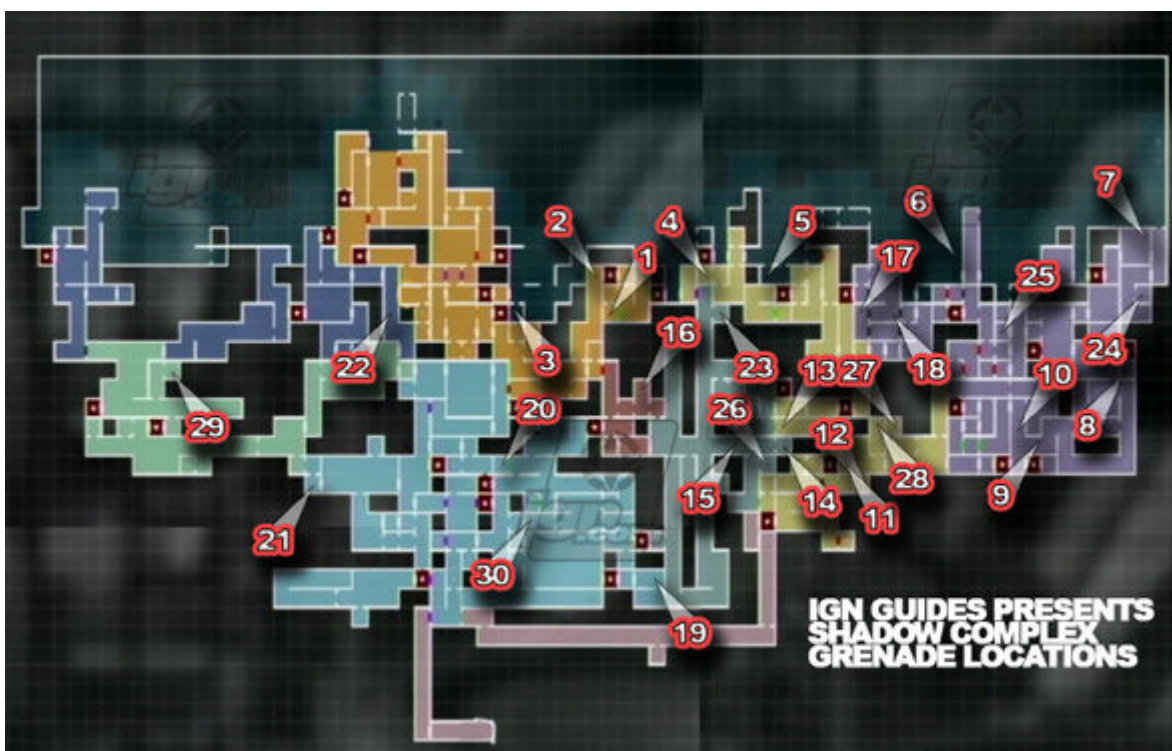
This Grenade Pack is extremely easy to acquire en route through the main adventure. When you're climbing upward through the darkened vertical corridor shown on the map, you can find a Grenade Pack tucked in a crevasse on the left. Simply climb up to it, crawl underneath it, and then jump up to it to grab it.



Grenade Pack #23 (Needed: CLD Thrust Pack)

To find this Grenade Pack, you're going to have to head to the long vertical shaft as shown on the map. More importantly (and specifically), you're going to want to seek out the top end of the shaft, just below where the running pipes are located. Directly below the pipes is a barely-visible nook on the right, that's almost completely obscured by darkness. Use the CLD Thrust Pack to work your way up and over to it, and then crawl rightward to claim your prize.

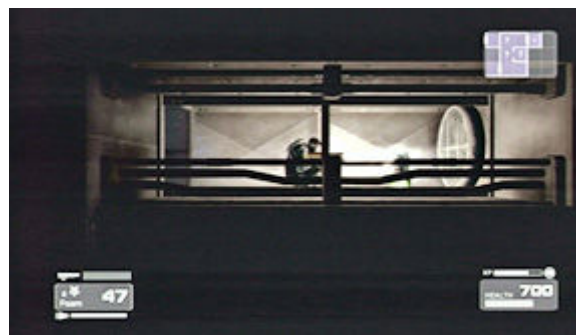
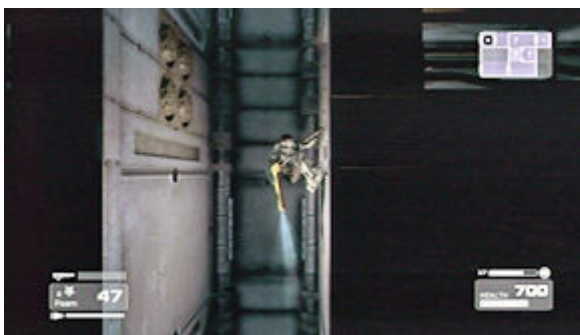




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Grenade Pack #24 (Needed: Foam)

At the location shown on the map, you'll find an elevator with chambers on both sides of it. By manipulating the elevator so that you can ride above or below it, you can access not only this Grenade Pack, but a nearby Armor Upgrade and Passkey Component as well. Near the center of the elevator's route, you'll find parallel purple-glowing vent covers that can be destroyed by foam. The one on the right is the one that guards this particular Grenade Pack.



Grenade Pack #25 (Needed: Missiles)

Though it appears that you can access this rogue Grenade Pack from the actual room its marked from on the map, it's actually the vertical shaft to the left of that room that's the key. This shaft is initially guarded by a huge fan at the top that will eventually be disabled with missiles. Once you destroy the fan's generator, you'll be able to start climbing upward to continue with your adventure. Bearing left just underneath the disabled fan will allow you to continue with your quest, but first, bear rightward instead. You'll find a Grenade Pack nestled down a short ventilation shaft.



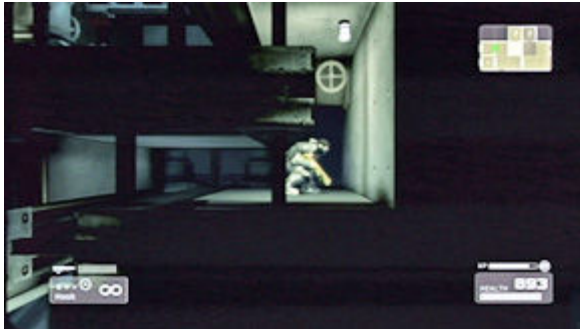
Grenade Pack #26 (Needed: CLD Thrust Pack)

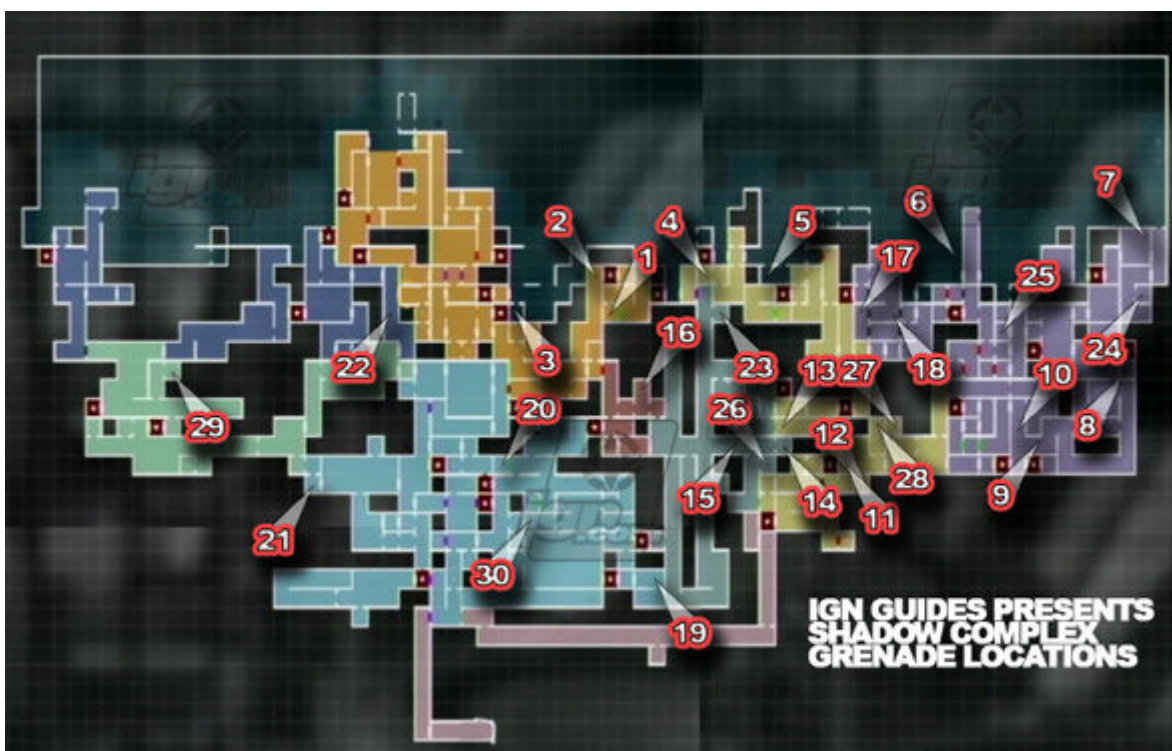
Getting this Grenade Pack will require the use of the CLD Thrust Pack. Thankfully, by the time you reach this location, you would have acquired that item long before, so all-in-all you have little to worry about. The location shown on the map can first be breached after you've acquired missiles and used them on the industrial scooper to drop it down a bridge that was earlier blocking you from exploring the area below. Once you drop down, you can then use the CLD Thrust Pack and some Ninja Gaiden-like jumping to reach the chamber on your right, just below where the bridge blocking your path previously was. Use your flashlight to navigate the darkness and drop down onto the Grenade Pack from a room above.



Grenade Pack #27 (Needed: CLD Thrust Pack)

The only special skill you need to acquire this Grenade Pack is the skill to double-jump. However, by the time you reach this location you will no doubt have that skill at the ready anyway. Climb up the pipes and continue to use the nooks and crannies (Thomas' style) you come across to work your way to the barely-hidden Grenade Pack tucked here.

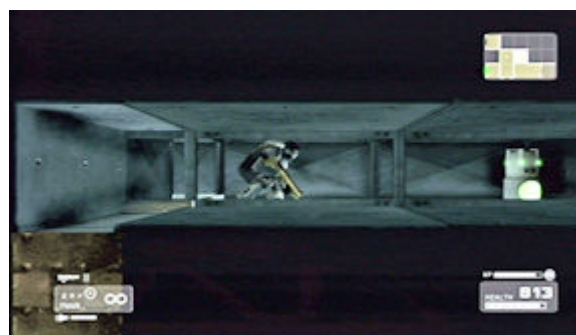




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Grenade Pack #28 (Needed: Hook, Firearms)

This one's easy to get, no matter how daunting it seems. This might have confounded you earlier in the game, but if you have the Hook, this one is easy-peasy to acquire. Climb the ladder on the left wall of the room below the room designated on the map. Shoot through the orange-glowing vent cover on the ceiling. Then, get below the hole in the ceiling, jump upward, and shoot the Hook outward to grab the ceiling in the vent. Pull yourself up and crawl leftward to claim this Grenade Pack.



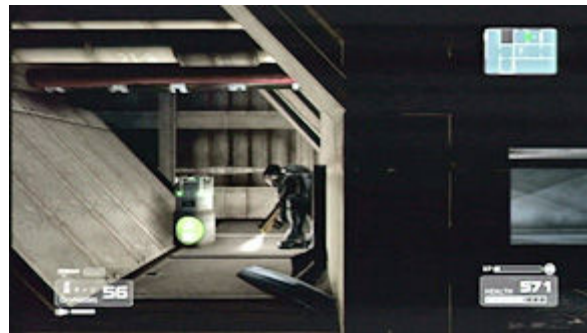
Grenade Pack #29 (Needed: Thrust Boots, Hook)

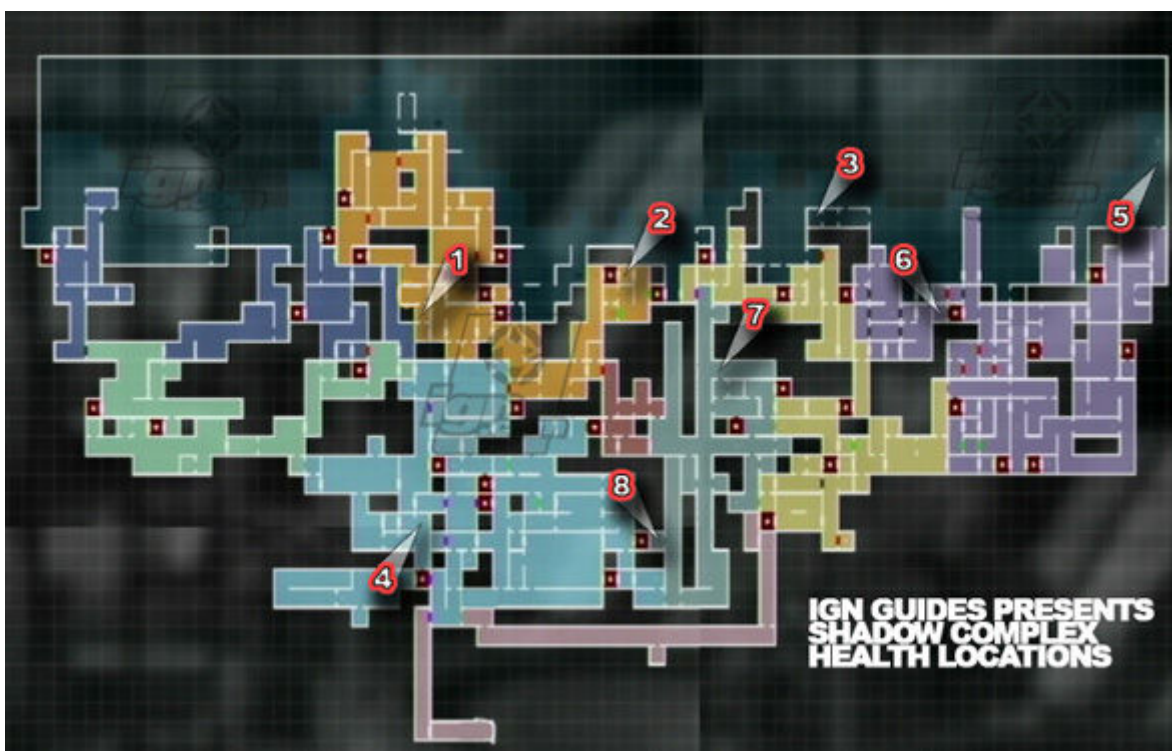
This Grenade Pack is probably the most obnoxious one to acquire in the entire game. To grab it, you're going to need to use both the triple-jumping skills given to you by the Thrust Boots, and the Hook as well. Head to the area underneath the location given on the map. Triple jump upward, and at the arc of your third jump, use your Hook to reach the shaft above. If timed properly, you can pull yourself up, crawl rightward, and claim the Grenade Pack. Don't lose patience here! This one takes practice.



Grenade Pack #30 (Needed: Grenades)

The final Grenade Pack is actually an oversight, since you can get it earlier in the game when you first go through the room. Simply duck down to the right of the location shown on the map, and shimmy leftward. You'll encounter a small, green-glowing hatch. Blow it sky high with a grenade, and crawl far to the left from there, where the thirtieth and final Grenade Pack can be acquired.





Click to expand.

Health Upgrade #1 (Needed: Firearms)

Grabbing the first of ten Health Upgrades strewn around the Shadow Complex is easy enough. As soon as you grab the game's very first weapon, the WSP40 Pistol, you'll be able to either take a door to your right, or backtrack back through the vent shafts you came to this room via initially. Choose the latter option. With your Flashlight on, you'll encounter a couple of orange-glowing vent covers en route back down the shaft. Behind the second one you encounter is the Health Upgrade you seek.



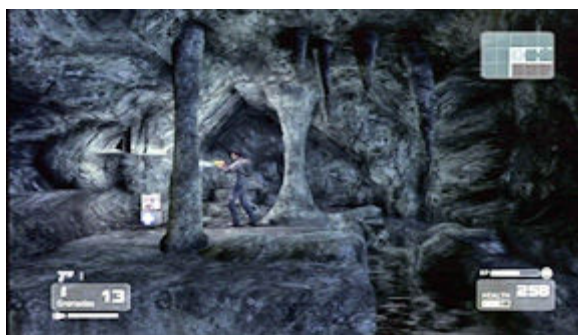
Health Upgrade #2 (Needed: Nothing)

This Health Upgrade is virtually impossible to miss. At the location given on our map, you will find this Health Upgrade sitting on the ground. All you have to do is walk into it and through it, and you'll acquire said item. Thus, the only way to *not* find this Health Upgrade is to see it and jump over it every time you pass through the room, something you 4%ers might want to keep in mind if you're doing any special challenges.



Health Upgrade #3 (Needed: Nothing)

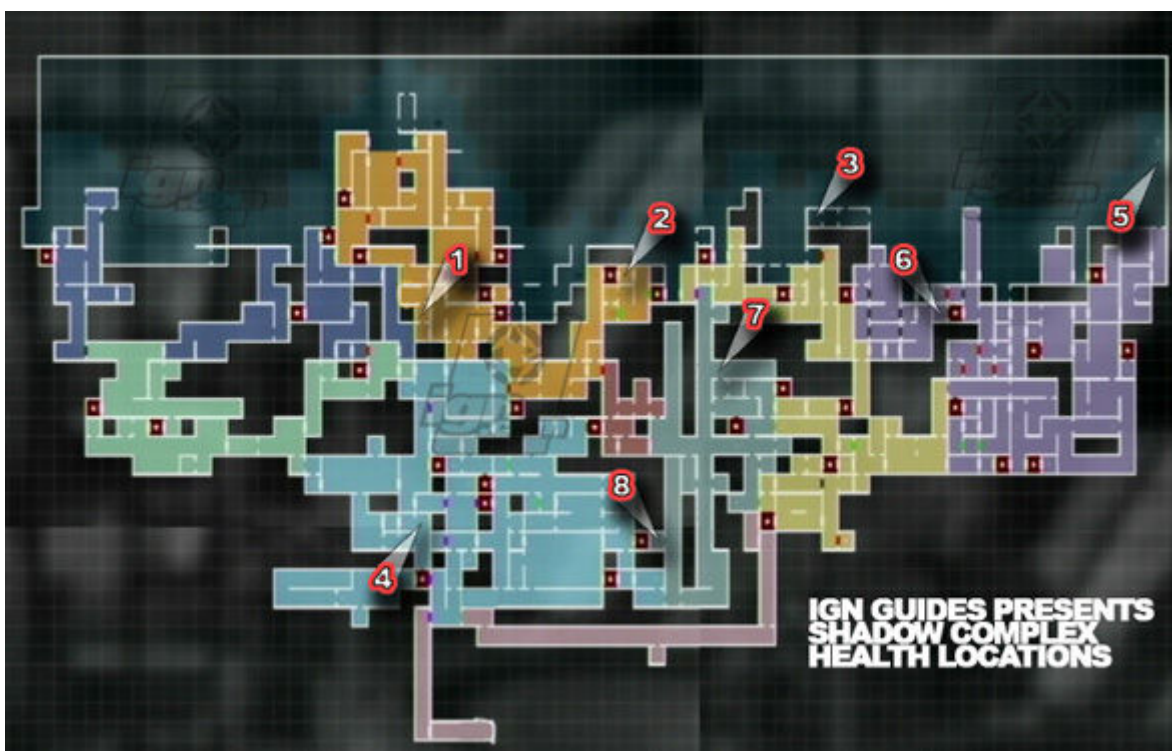
If you take a look at the map we've provided, you'll find the location of Health Pack #3 clearly illustrated. However, to get to it, you'll need to begin your trek from the square to the right of Health Pack #3's location. On the left side of this room, you'll find a small body of water. If you jump on in, you'll find that you can swim downward and then far to the left. It's the hidden alcove you eventually come up into when you can swim left no further that contains this Health Pack. If you're swimming quickly, oxygen levels shouldn't be an issue here whatsoever.



Health Upgrade #4 (Needed: Firearms)

The location shown on your map is an extremely dark room with multiple avenues out. For instance, on the right wall, there's a purple air duct cover that will illuminate in said color when you shine your flashlight on it. And right above that air duct cover is a smaller shaft cover that glows orange. Shoot through the latter cover and crawl into a secret crawl space. Here, you can find Health Upgrade #4.





Click to expand.

Health Upgrade #5 (Needed: CLD Thrust Pack)

A little fancy footwork is going to be required to get this Health Pack, which is tucked outside on the far eastern edge of the Shadow Complex map (but not in the complex itself). Located on an isolated wooden platform built into the farthest eastern edge of the map, expert double-jumping will be required to work your way up to it successfully. If you're really having difficulty, wait to get this one until you get the ability to triple-jump, though you can trust us when we tell you it's not at all necessary to do so.



Health Upgrade #6 (Needed: Nothing)

This Health Upgrade is extremely easy to get. Though it's out in the open, however, it can be tough to spot if you're not looking specifically for it. The location shown on the map is an isolated room to the left of a save room. This little isolated section of map is part of a much bigger room that you'll get to explore from another spot. Run leftward out of the save room into the far left corner of the room, and claim your Health Upgrade there sitting on the floor, tucked in a corner.



Health Upgrade #7 (Needed: CLD Thrust Pack)

The location of this Health Pack at the spot shown on the map might just confound you. Just where is it!? Well, stand in the center of the square shown on the map and look around. Above you and to the left is a little overhang. It looks like you can hang off of it, but why? Well, if you hang off of it and then pull yourself up to the small platform that you can't even see, you'll find this completely invisible Health Upgrade there.

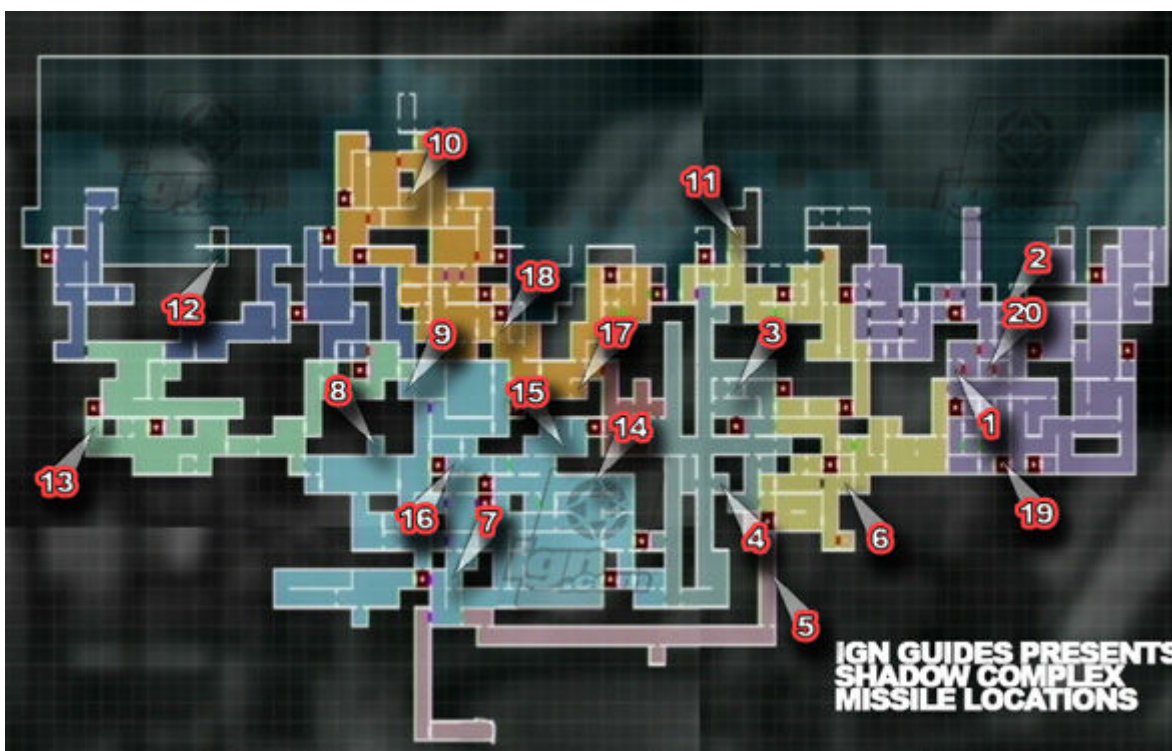


Health Upgrade #8 (Needed: Nothing)

In premise, to reach the long vertical corridor this Health Upgrade is located off of, you'll need missiles. But to work your way to the Health Upgrade itself once in its vicinity, you won't need anything at all. Simply climb upward and to your left, where you'll see a crawl space near the bottom of the vertical corridor. Crawl through the crevasse to the left, and you'll run into this Health Upgrade before long.



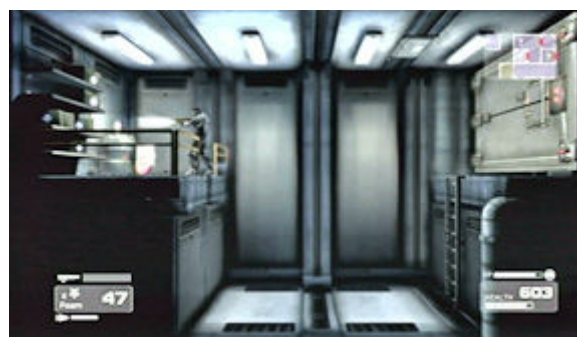
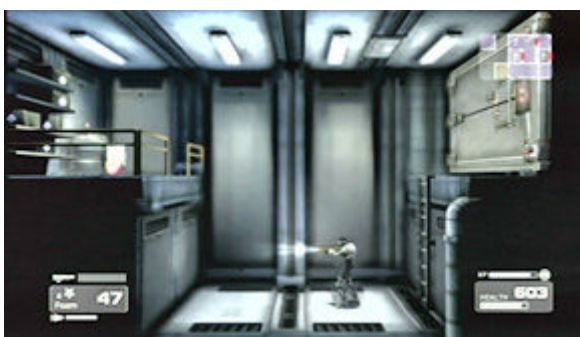
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| Packs 1-4 | Packs 5-8 | Packs 9-12 | Packs 13-16 | Packs 17-20 |
|-----------|-----------|------------|-------------|-------------|



Click to expand.

Missile Pack #1 (Needed: Nothing)

The first Missile Pack isn't obtained like a normal Missile Pack. While it exists and looks like a pack of missiles, this is actually the Missile Pack, per se, that gives you the ability to use missiles in the first place. So, expect a short cutscene when you obtain this one as opposed to simply running into it. The location shown on the map is easy to get to via the series of linear crevasses you encounter. Drop down into the room where the missiles are to find this pack, and then bust your way out through the blast doors that glow red.



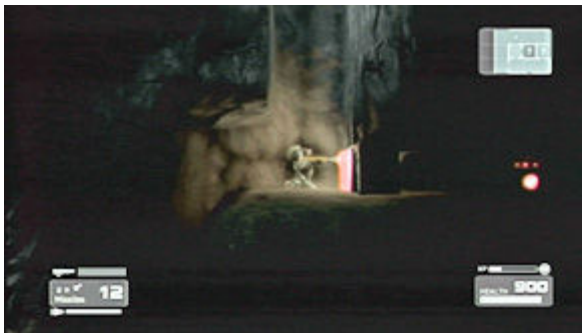
Missile Pack #2 (Needed: Nothing)

This Missile Pack, only the second you'll encounter, can be found directly above and to the right of the huge fan you have to disable right after initially finding the first Missile Pack. Once the fan is disabled, you'll be able to climb up the shaft the fan was blowing down on. Climb to the left of the fan, and then climb up and over it. Continue your slow crawl to the right, and you'll eventually run right into the location of this Missile Pack.



Missile Pack #3 (Needed: CLD Thrust Pack, Missiles)

Getting to the location shown on the map can actually be a little bit tricky, because even though there seems to be a conduit down onto the adjacent square to the left from above, it isn't so in actuality. Instead, you'll need to work your way up to the adjoining square from below, by navigating a dark corridor (simply illuminate it with your flashlight). Jump upward and seek out a red-glowing hatch on your right. Blow through it with missiles and grab the Missile Pack on the other side.

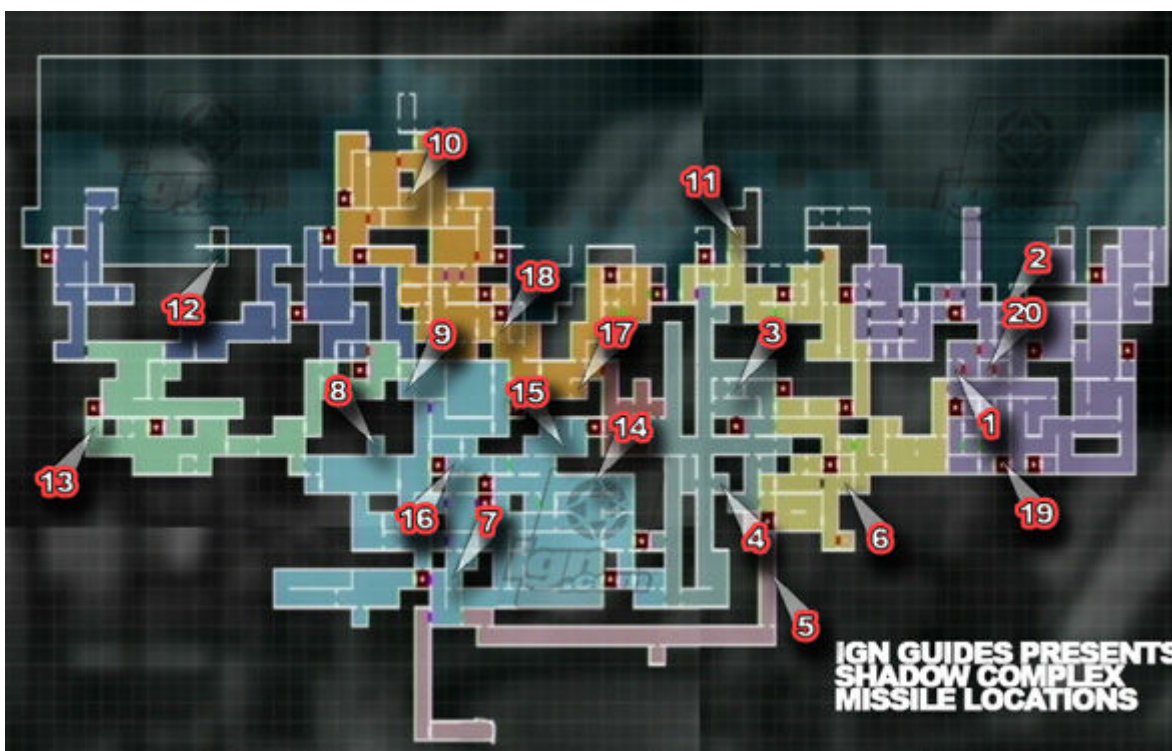


Missile Pack #4 (Needed: Missiles)

This is an easy Missile Pack to get once you've obtained the ability to use missiles yourself. Fall down the shaft shown on the map until you reach the water about midway down. To your right, you'll see a red-glowing shaft cover when you shine your flashlight on it. Simply blow through this shaft cover with missiles and grab the Missile Pack you seek from the other side.



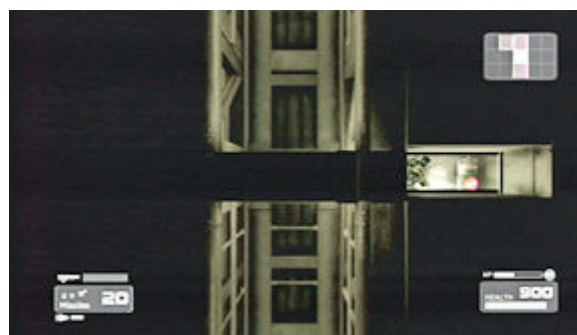
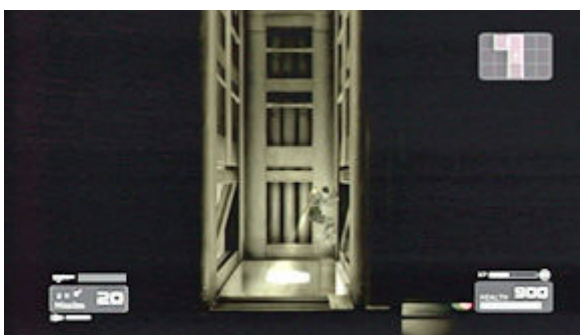
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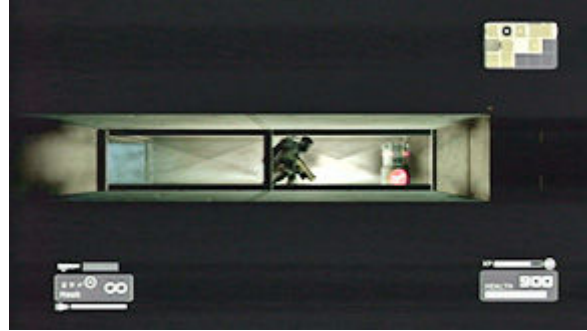
Missile Pack #5 (Needed: Firearms)

Any firearm will do to get through the orange-glowing vent cover that's blocking the location of this Missile Pack at the location designated on the map. The little nook this Missile Pack sits on is on the right side of a gigantic vertical shaft that you will fall down. So, if you need to get back up to get to the location of the item you seek, jump back and forth on the sides of the shaft to get back up. Then, shoot out the vent cover on your right and crawl on through to grab the Missile Pack.



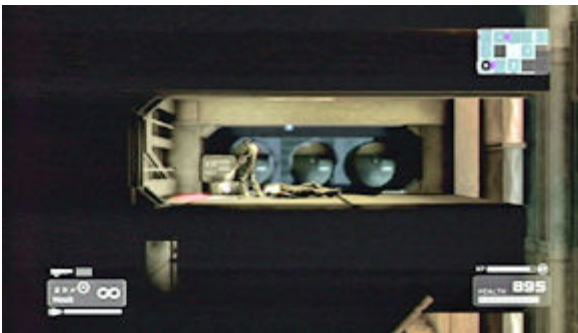
Missile Pack #6 (Needed: Hook)

You can get this Missile Pack as soon as you grab the Hook from the bowels of the Shadow Complex. To get to the location given on the map, you'll need to leave the room where the Hook was located, use it to work your way upwards, and then jump up to the location of the Missile Pack on your right. This is a simple one to get, because even the grate that should be blocking the Missile Pack's location is gone.



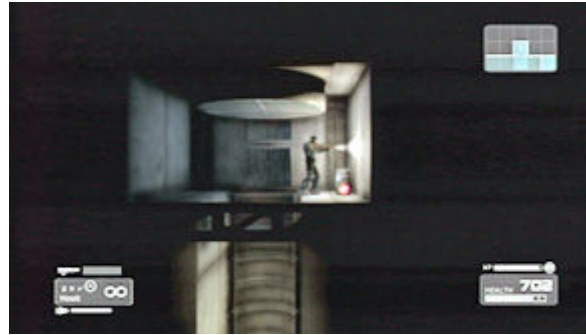
Missile Pack #7 (Needed: Missiles)

You'll find this Missile Pack in an area you already tread, but will need to return to once you have missiles (if you want to get this Missile Pack, that is). Acquiring it easy. Head to the screen shown on the map. You'll find an elevator going up and down on the right side of the room. On the left, in a little nook, is a shield-wielding rocket-launching enemy. Eliminate him, and head to the left corner of the platform he was occupying. You'll see a small vent cover there, glowing red in the shine of your flashlight. Shoot through it with missiles and grab the Missile Pack you seek in the shaft below.

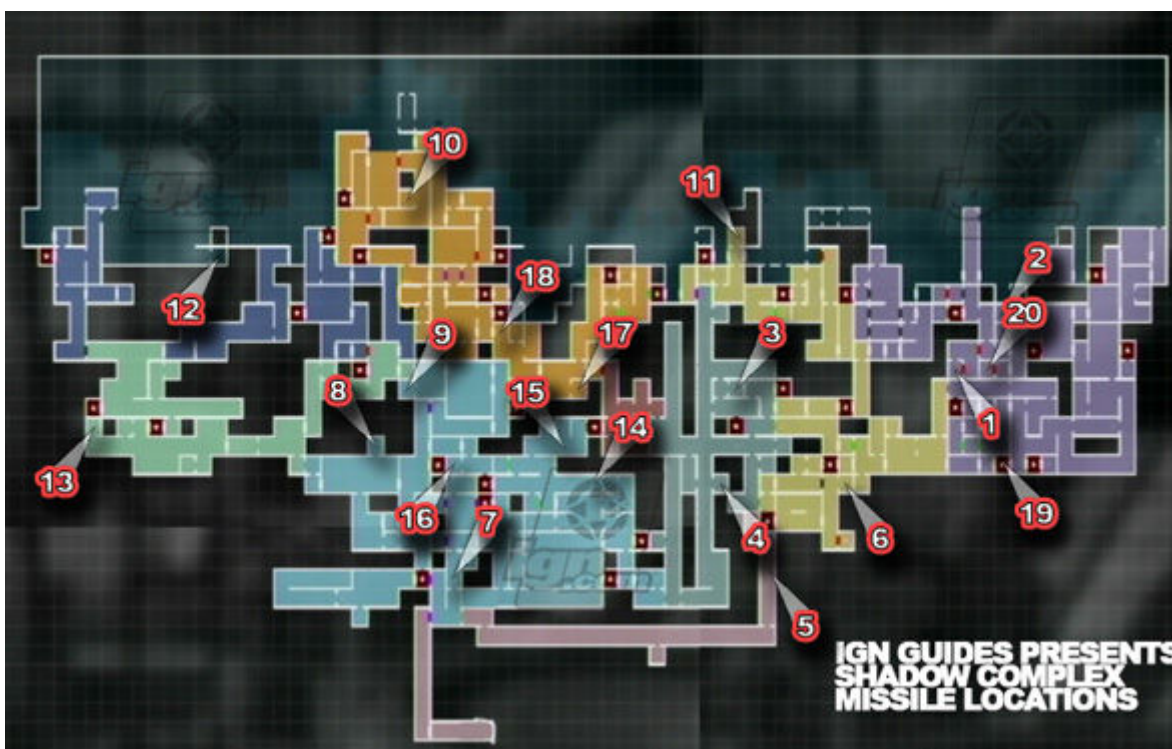


Missile Pack #8 (Needed: Hook, CLD Thrust Pack)

This Missile Pack can be a bona fide pain in the ass to grab. The room shown on our map, of course, is key. This isolated room sits far above the long area where the Restoration tests many of its weapons out. You had a fray here earlier in the game. Using your newfound Hook, and combining it with the double-jumping skills provided by the CLD Thrust Pack, you can access the hole in the ceiling and climb up to the Missile Pack there. The Hook is a *necessity*, however, because you won't be able to jump upward. The fan shooting downward will ensure of this. So use the Hook to go from wall to wall until you can grab the ledge on your right, where the Missile Pack sits.



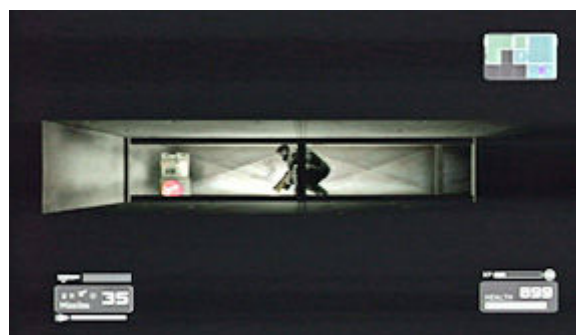
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| Packs 1-4 | Packs 5-8 | Packs 9-12 | Packs 13-16 | Packs 17-20 |
|-----------|-----------|------------|-------------|-------------|



Click to expand.

Missile Pack #9 (Needed: Missiles, Friction Dampener)

The Missile Pack at this location can be downright frustrating to acquire. After all, there's a blue-colored box blocking the red-colored hatch you have to shoot with missiles, meaning you'll need to break out the Friction Dampener here. Thankfully, with a little practice, you'll be able to shoot through the box, blast through the hatch, and crawl rightward to grab the Missile Pack in question. Here's a tip -- start running leftward from the room to the right, and use that momentum to hit mach speed right before you strike the box blocking your path.



Missile Pack #10 (Needed: Grenades)

Getting this one is a no-brainer. There are even two separate conduits leading to the same room, which will allow you to grab this Missile Pack in more ways than just one. The best way is to come down the shaft to the right of the designated room from above. You'll see a green-glowing hatch on your left as you go downward. Blow it open with some Grenades, and then crawl leftward through the air duct. Drop down and crawl leftward once more at the first opportunity given. This will allow you to grab the Missile Pack without getting too lost.



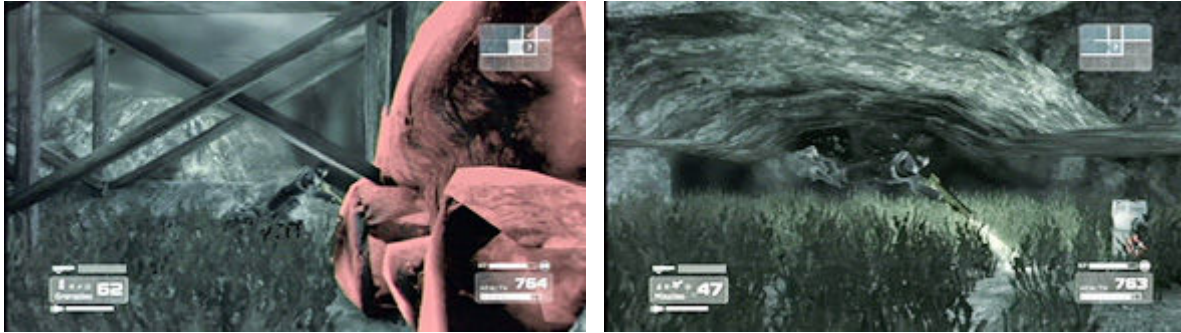
Missile Pack #11 (Needed: Missiles, Thrust Boots)

The very final item we bring you to in our walkthrough before you're able to go to the boss (if you don't want to explore anymore) is the eleventh Missile Pack, tucked in a nook at the location shown on the map. Getting to this bad boy is actually quite easy -- simply shoot the red-glowing hatch cover on the roof with your missiles, and then double (or triple) jump upward through the hole in the ceiling, crawling rightward thereafter to claim the Missile Pack you seek.

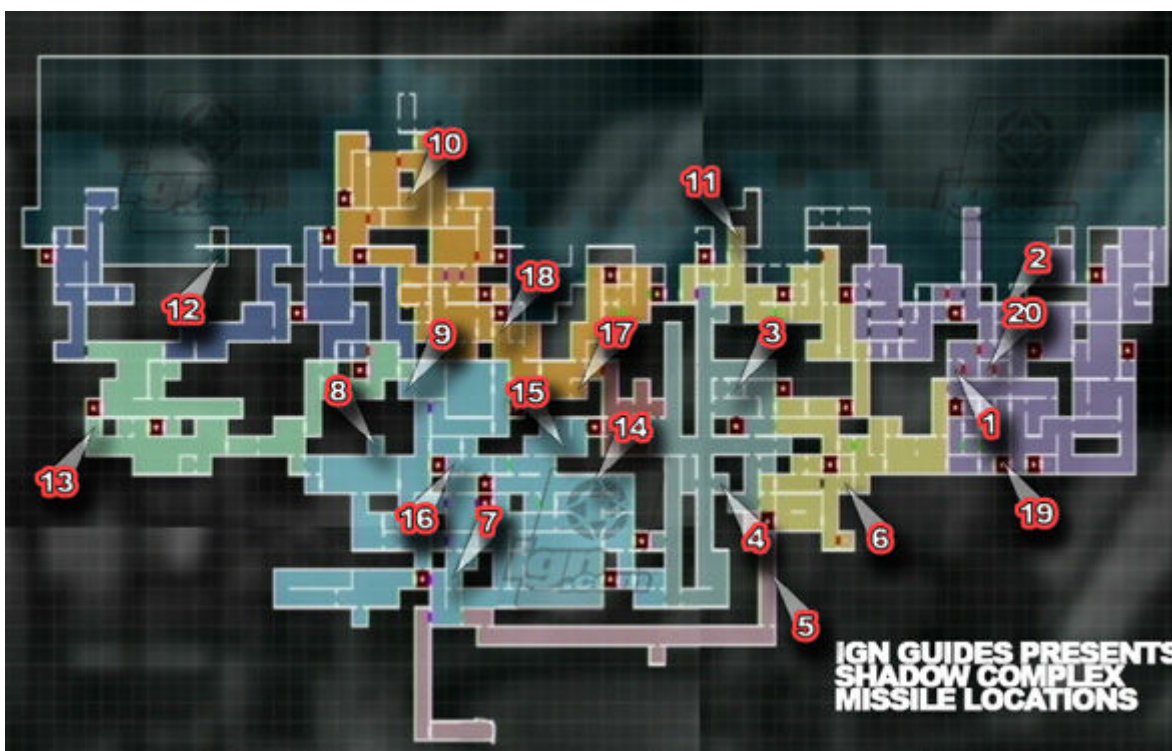


Missile Pack #12 (Needed: Missiles, SCHCA Mask)

Acquiring this Missile Pack is simple, but you'll need missiles to get through the barrier protecting it, as well as the SCHCA Mask to ensure that you don't drown while attempting the grab. At the location shown on the map, you can swim underneath a dock and to the right. Using your flashlight, you'll uncover a red-glowing group of rocks. Shoot a single missile at them to destroy them, and then swim rightward and grab your booty.



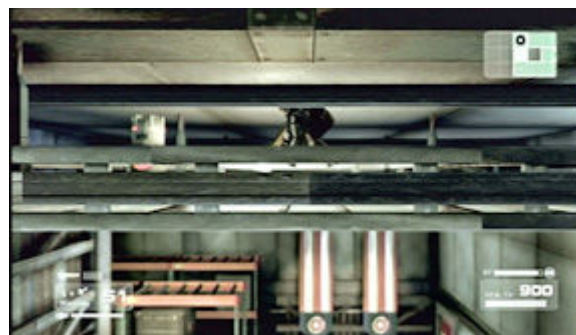
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|-----------|-----------|------------|-------------|-------------|
| Packs 1-4 | Packs 5-8 | Packs 9-12 | Packs 13-16 | Packs 17-20 |
|-----------|-----------|------------|-------------|-------------|



Click to expand.

Missile Pack #13 (Needed: CLD Thrust Pack, Missiles)

Tucked in the southwestern corner of the map, Missile Pack #13 will necessitate the use of missiles and the CLD Thrust Pack (or Thrust Boots), since you'll need double jump at the very least to get the height necessary. The location of the Missile Pack can easily confuse you -- look at the ceiling of the room below the one shown on the map to find a misplaced, red-glowing ceiling tile. Shoot it out, jump up toward it, and crawl leftward to claim your prize.



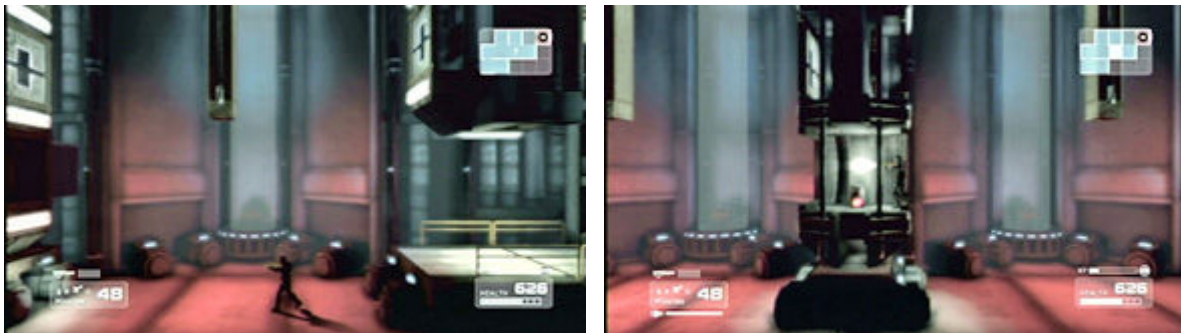
Missile Pack #14 (Needed: Missiles)

Though you'll visit the location of this Missile Pack relatively early in the game, you won't have any prayer of obtaining it until you acquire missiles for your own use. When you do, return to the room shown on the map. Duck down to the right of it and you'll barely see a red-glowing hatch cover on your right. Bust through it with a missile, crawl to the right, and grab the Missile Pack easily.



Missile Pack #15 (Needed: Missiles, Thrust Boots)

This is perhaps the most challenging of any item to get in the game, simply because of its obnoxious placement. Though the location shown on the map appears static enough to get to, you'll realize that it's anything but when you finally get there yourself. Flanking it on both sides are gigantic plasma-shooting devices. The generators for each device are conveniently-placed on the walls above both plasma-shooting devices -- there are five generators for each. They glow red, meaning you need to use missiles to destroy them, but you'll need to constantly wall jump and carefully maneuver over the plasma to survive. This is actually easier to see for yourself than it is for us to explain it, so head over there and see the situation for yourself. Once both plasma devices are disabled, you'll be able to access the Missile Pack's location. And better yet, the plasma devices, once both are disabled and you save your game, will be disabled forevermore.

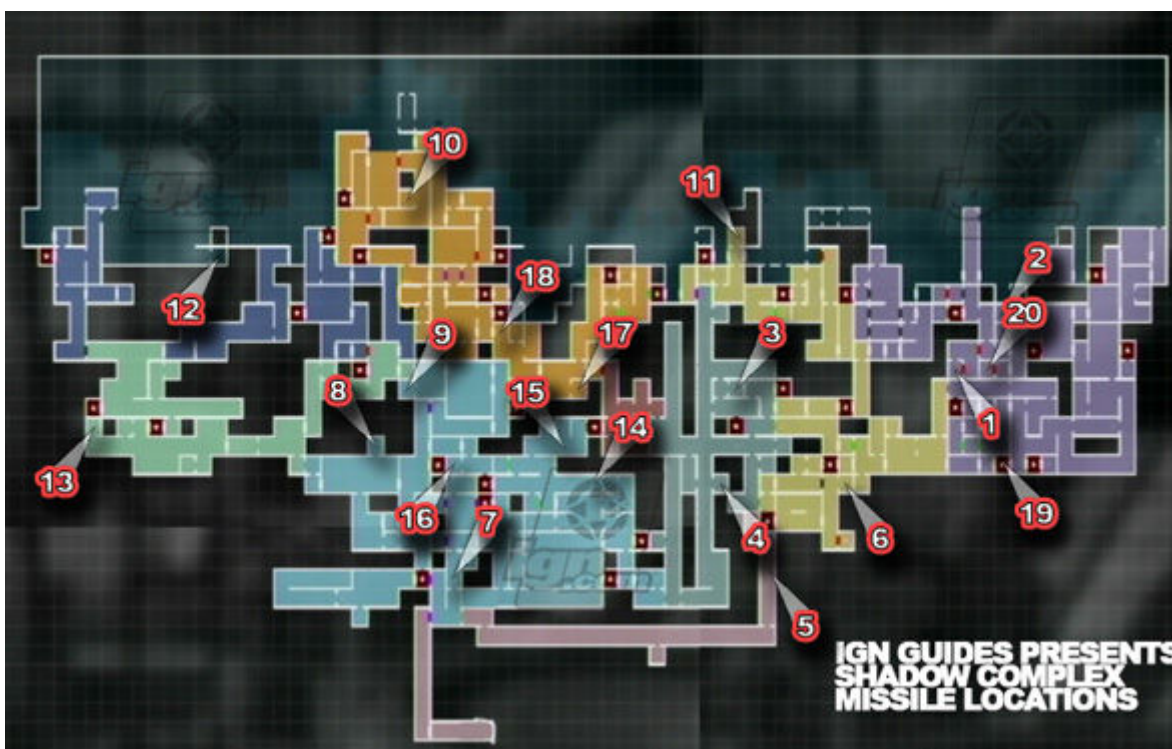


Missile Pack #16 (Needed: Missiles)

This Missile Pack is easy enough to acquire, although the room that contains it is rather precariously occupied by a series of flame shooters that can greatly damage you, and easily kill you, especially if you don't have a lot of health. Carefully navigate leftward through the flames. At the far left end of the corridor, you can destroy the red-glowing door with missiles. To the left of that is the Missile Pack.



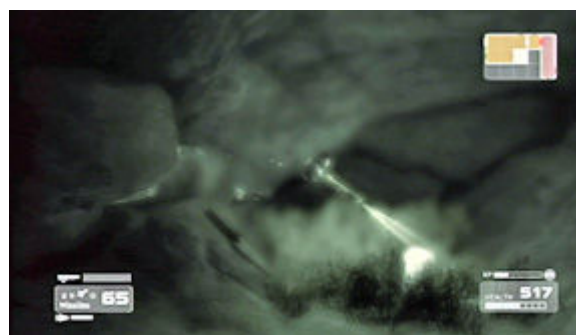
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|-----------|-----------|------------|-------------|-------------|
| Packs 1-4 | Packs 5-8 | Packs 9-12 | Packs 13-16 | Packs 17-20 |
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Click to expand.

Missile Pack #17 (Needed: Missiles, SCHCA Mask)

Missiles are an absolute necessity to grab this Missile Pack, and unless you're a ridiculously-fast swimmer, you should count on bringing an SCHCA Mask to the party as well. Head to the location just above the designated spot on the map. You can jump leftward from here into some water, and then submerge yourself and begin swimming to the east. You'll run into a small blast door here that will require missiles to bypass. On the other side of the obstruction, you'll find this Missile Pack.



Missile Pack #18 (Needed: Missiles, Hook)

Early in the game, you'll encounter an elevator platform that leads downward and to the right. At that time, you'll no doubt notice two red-colored shaft covers above and on your right. Behind the leftmost one of those, at the location shown on the map, you can find this Missile Pack. Simply use the Hook to shoot up to the ceiling directly next to the cover, shoot through with missiles, and then grab the Missile Pack sitting on the other side.



Missile Pack #19 (Needed: Missiles)

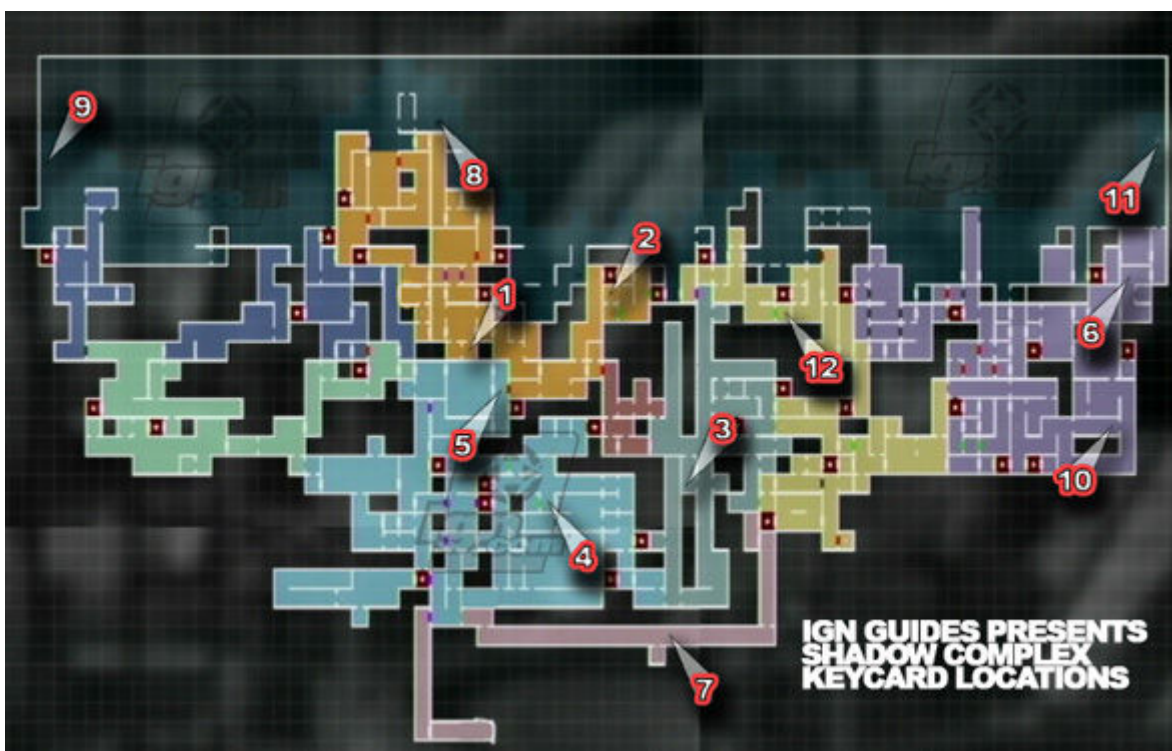
This is one of the few items in the game that are found in a save room, which is unfortunate, because there will never be representation on your map that anything is where it actually is. That's because save rooms, marked as red rooms with star icons over them, have no way to place question marks over them as well. Head to the save room designated on the map and use your missiles to shoot through the red-glowing hatch on the ground. Then, retrieve your prize from underneath.



Missile Pack #20 (Needed: Missiles)

The twentieth and final Missile Pack is located near where you initially find and use missiles in the game. All you need to acquire it is the use of missiles, so theoretically, you don't need to wait this long in the game until you grab them, but we got this Missile Pack last. Simply use the elevator to the right of the room designated on the map, and go all the way to the very bottom of the elevator shaft. Get out to your left, use missiles on the red-glowing blast door, and grab the Missile Pack on the other side of the door.





Click to expand.

Keycard Component #1 (Needed: Firearms)

The location given on our map is a small, isolated chamber below a larger room above that you will be forced to visit early on in the game, right after acquiring the game's very first firearm in the form of a pistol. On either side of the room on the floor, you'll find two small hatches that glow orange when you shine a flashlight on them, indicating that they can be destroyed with some rounds from any firearm. You can destroy either one to access this Keycard Component, but for the most direct route, consider destroying the one on the right, which will allow you to drop right on top of it.



Keycard Component #2 (Needed: Grenades)

This keycard is extremely well-hidden, and chances are that without some help, you might be at a loss as to how to ever obtain this component. At the location shown on the map, which is directly above the room where you first acquire grenades (right before battling the giant Tarantula), the component is found. To get there, throw some grenades in the left corner of the room where the grenades are found, directly below the room shown. This will open a secret hatch that lets you access an air duct. Follow along this linear duct to the left and then upward, and the second Keycard Component will be on a ledge to your right.



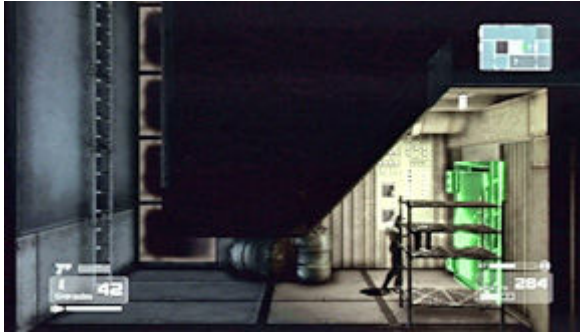
Keycard Component #3 (Needed: Nothing)

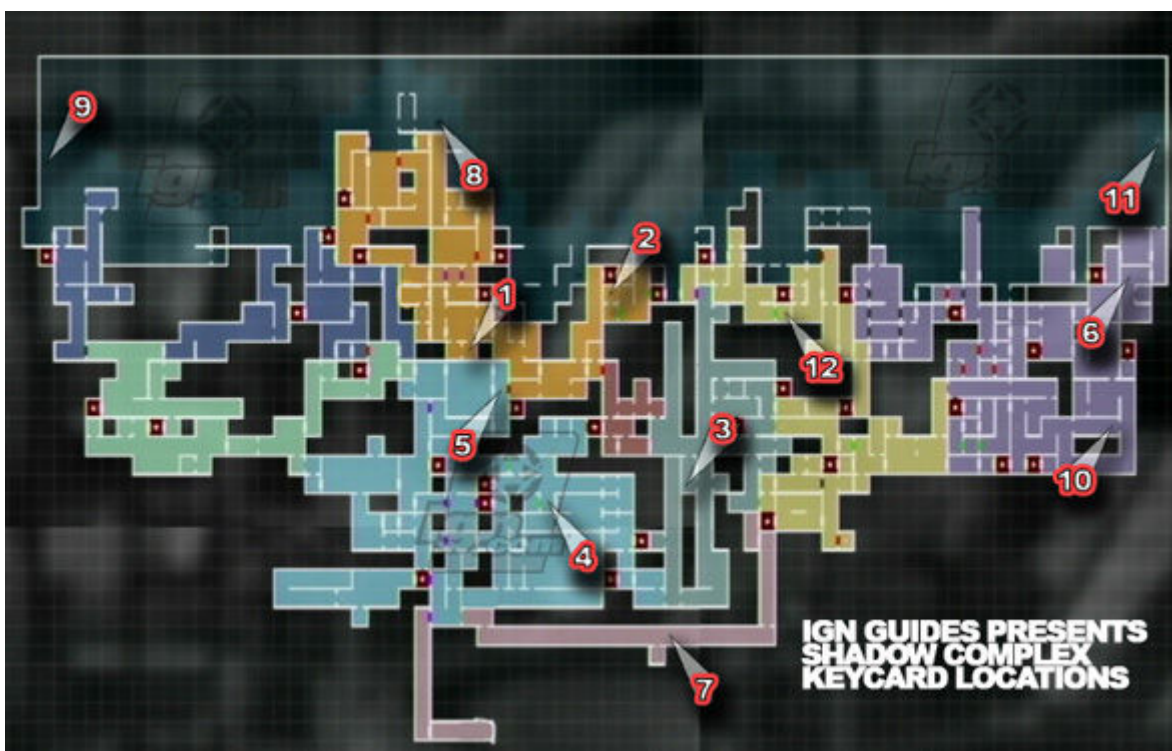
This Keycard Component is extremely easy to find if you know precisely where to look. While others are well-hidden (after all, these Keycards grant you access to a super-secret section of the map, where a cool item can be found), this one is rather out in the open. The area to the right of the specific location designated on the map is a large vertical shaft, with water dominating the bottom half of it. If you jump into this water, submerge yourself, and immediately swim to the left, you'll eventually surface in a hidden alcove, where the Passkey Component can be found.



Keycard Component #4 (Needed: Grenades)

Grabbing this Keycard Component is quite simple in premise. However, because of the maddening amount of enemies in the vast room around it, you're going to have to clear the area first before going at the Keycard Component's location, or risk taking massive damage (or possibly dying) en route. If you go to the location shown on the map, you will be on one side of a control room. You need to go to the left side of the control room via a thin corridor leading downward. You can then bust through the control room door with a grenade, and claim your prize on the other side.

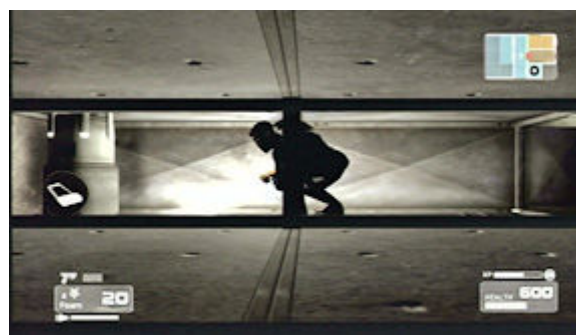
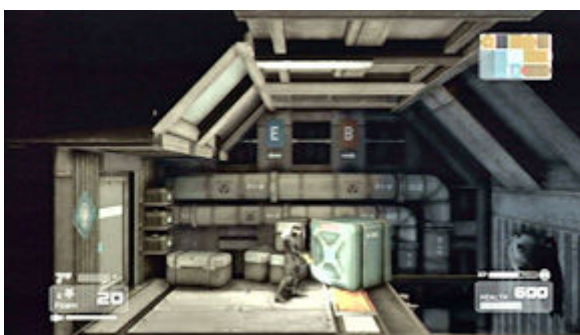




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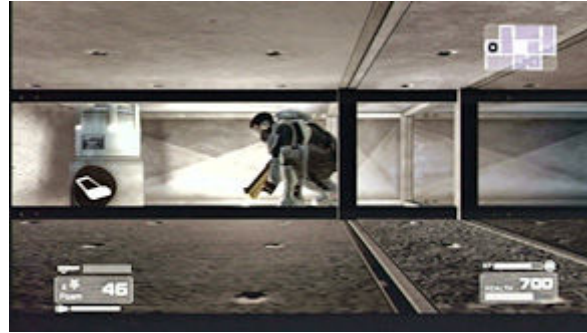
Keycard Component #5 (Needed: CLD Thrust Pack, Firearms)

When you reach the large multi-square room to the left of the room designated on the map, you'll be in the right area to grab this Keycard Component. From the door you initially enter this room via on the right, you'll need to carefully double-jump to the ladder hanging above you (hence the need for the CLD Thrust Pack). Climb it and enter the topmost door on your right. Here, you can shoot the orange-glowing hatch on the floor and drop down to a hidden shaft below. Shimmy leftward to grab the component.



Keycard Component #6 (Needed: Nothing)

Theoretically, you'll need nothing to get this Keycard Component, though skills associated with the CLD Thrust Pack won't hurt. At the top end of the elevator shaft around the room designated on the map, you'll have to crawl leftward to grab the component. The key here (excuse the pun) is to manipulate the elevator from below, ride it to the top, and then force it back down, ducking into one of the ducts where an Armor Upgrade and Grenade Pack can be found. Once the elevator passes you by, climb back up, go through the duct on your left, and claim your item.



Keycard Component #7 (Needed: Friction Dampener)

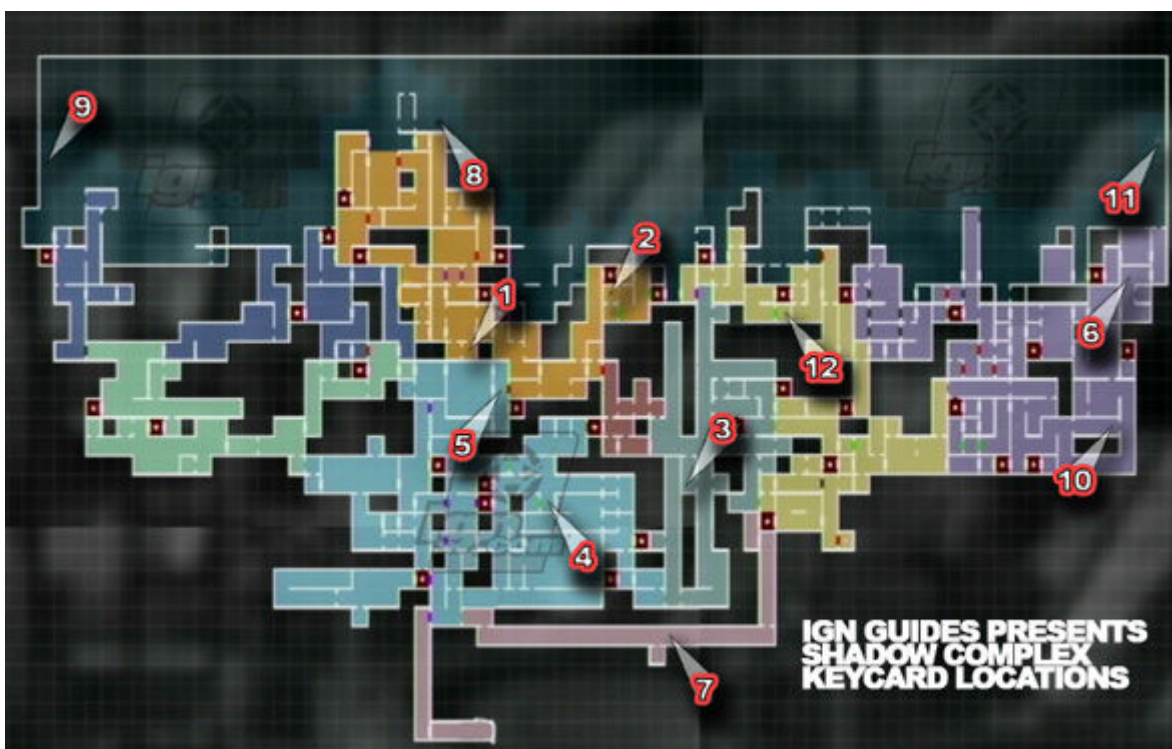
One of the few items that will downright confound you, the acquisition of this item requires the use of the Friction Dampener. Head to the location given on our map. You'll see a platform above blocked on the left by a blue-glowing box, and on the right by a static object. How do you get through? The idea is to use the Friction Dampener *on the ceiling*. Start from the far left end of the shaft, get some steam, and break the sound barrier. Use one of the low points of the ceiling to jump up, while at mach speed, to the ceiling. If done properly, Jason will run along the ceiling without an issue, and eventually run rightward, through the box, and into the Keycard Component.



Keycard Component #8 (Needed: Friction Dampener, CLD Thrust Pack)

This Keycard Component will require some trickery to successfully acquire, because while it's tucked in the room shown on the map, the only way to breach it is by starting a run, with your Friction Dampener, several screens to the left. You'll want to head inside the Complex several screens to the left, hit the lever there, which will open up a hole in the bridge ahead temporarily, and then quickly run rightward. As you gain steam and break the sound barrier, double-jump upward and continue to run. If timed correctly, Jason will run up the side of the bridge, through the hole, and continue rightward until he smashes through some blue-glowing oil tanks. Keep the momentum going, and you'll run directly into the Keycard Component.

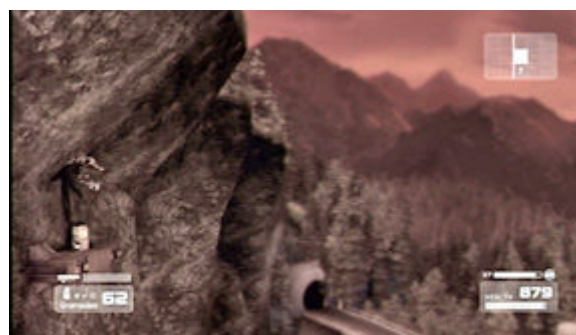
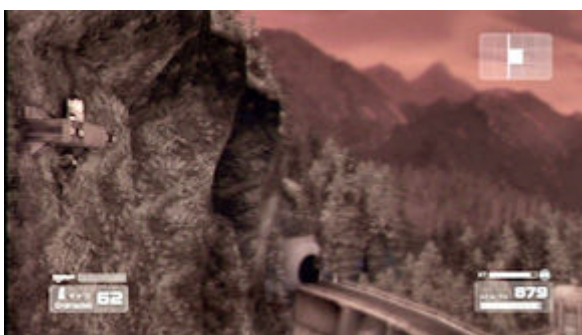




Click to expand.

Keycard Component #9 (Needed: Thrust Boots)

To grab this Keycard Component, which is nestled at the far, far western end of the Shadow Complex (above it, actually), you must have the Thrust Boots. Without them, you have absolutely no hope of grabbing this item. Head to the area located below the spot designated on the map. From here, you'll need to jump to the left and work your way up the rockface that acts as the map's westernmost barrier. Some fancy footwork will let you climb way upward, where this Keycard Component rests on an isolated platform.



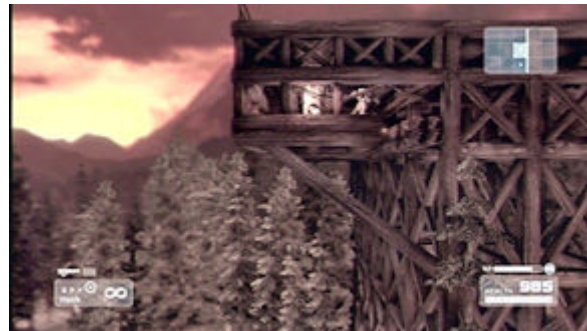
Keycard Component #10 (Needed: Foam, Friction Dampener)

Getting this Keycard Component is going to take some knowhow, patience and skill. Located at the spot shown on the map, in the far southeastern corner of the Shadow Complex, you'll actually need to begin your quest well to the west. There, you'll find a series of blue-glowing rocks that will necessitate the use of the Friction Dampener to get rid of. However, there's not enough room to the left to gain momentum. This is where foam comes in. Use foam to create a little pathway in the chasm between the dark corridor on your left, and the rocks on your right. Then, quickly run to the left, gain enough steam heading back to the right that Jason breaks the sound barrier, and smash through multiple layers of rocks. Don't stop running rightward until you run into the Keycard Component!



Keycard Component #11 (Needed: Thrust Boots)

Located above the Shadow Complex on the far northeastern end of the map, the eleventh Keycard Component is easily found once you have the Thrust Boots. Simply use them to jump, double-jump and triple-jump upward along the rightmost wall, using your Hook to pull yourself up if you need it. At the top, you'll find this Keycard Component tucked tightly on a small, claustrophobic platform.



Keycard Component #12 (Needed: SCHCA Mask)

This Keycard Component is frustrating to find simply because the map in the game will deceive you in finding it. It's located on the map in an identical room where the SCHCA Mask is found. And since you need the mask to reasonably get this Keycard Component, it all works out for you. Frustratingly, however, you'll find that once you get the SCHCA Mask, the game will remove the question mark from that particular room and replace it with a white dot, even though there is in fact *another* item to grab there. Jump over the shelf where the mask was located on your right, and jump in the water. Swim downward and underneath some pipes to your right, and you'll see this Keycard Component floating there.



Shadow Complex Around the Complex

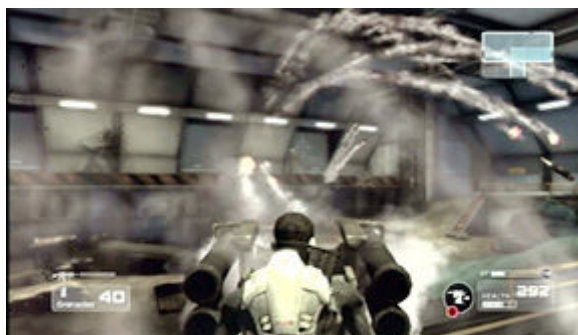
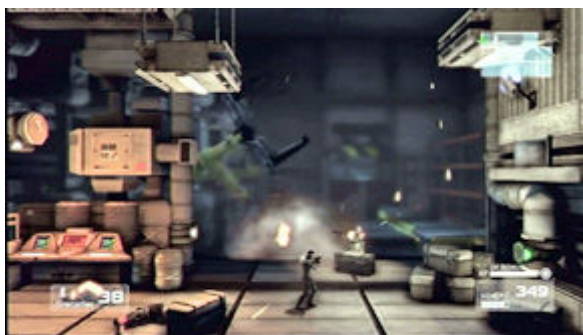
The Shadow Complex is, in a word, gigantic. There's a lot to see and do within it, so we thought we'd whip up an extra-Basics section of the guide, brief in nature, that will cover some of the ins and outs of what you'll find in the actual 'Complex' itself. You'll want to read our [Basics](#) section of the guide first, as this section of the guide assumes that the game's mechanics are known. Glossing over that allows us to talk about what the Shadow Complex itself has to offer to you.

The Shadow Complex is a base used by The Restoration, a group of rebels made up primarily of the American military and the American leftwing party, the Democrats. It's in the middle of the woods, and is both secret and well-guarded with a seemingly-never ending array of soldiers and mechanical devices keeping the place secure at all times. Intrigue galore is happening within, as the cooperative coup launched against the legitimate United States government has given soldiers control of prototype-stage weaponry, equipment and armor that gives them a leg-up on the competition -- Jason Fleming very much included.



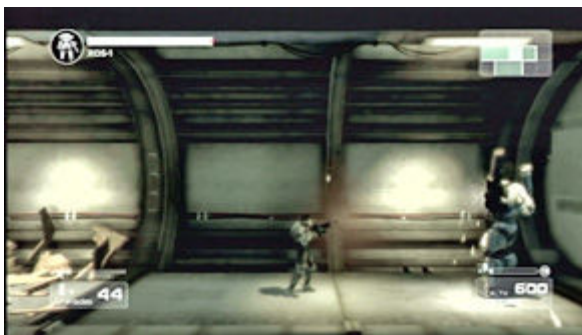
The exterior areas of the Shadow Complex consist of the top fourth (or so) of the map provided in the game. The wooded area is rife with enemies, and is even complete with a few large bodies of water that will necessitate obnoxious travel from time to time. But it's what lay underneath the pristine terrain that's of real interest. Indeed, the Shadow Complex is a large, large base full of very angry Restoration soldiers.

The Restoration has four specific varieties of soldier. In the [Walkthrough](#), we refer to them as, in order of strength, Rebel Soldiers, Elite Soldiers, Dark Soldiers and Heavy Soldiers. Rebel Soldiers are your run-of-the-mill grunts, usually armed with a pistol or a semiautomatic weapon. Elite Soldiers are distinct because they wear Nazi-like dusters and are usually equipped with assault rifles. These guys are a bit more obnoxious than your standard Rebel Soldier, but they blend in together relatively seamlessly. As for Dark Soldiers and Heavy Soldiers, well, they're of a whole different breed.



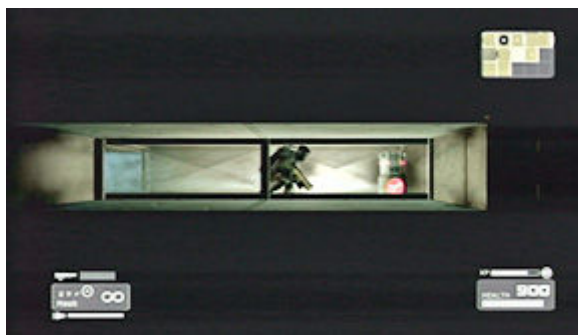
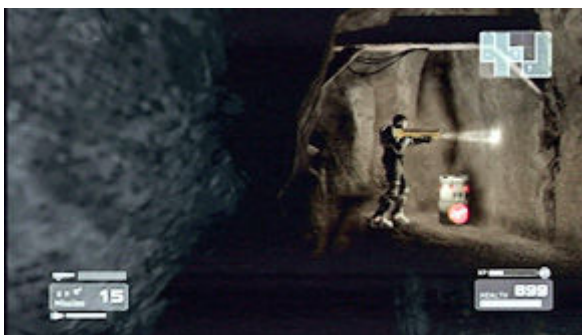
Dark Soldiers are just that -- dark-clothes wearing soldiers equipped with automatic weapons, a hookshot, and the ability to use grenades. When you run into these thugs, you'll likely find them attached to the ceiling with their hookshot, shooting ruthlessly down on you while peppering your position with grenades. Heavy Soldier is a moniker that covers several kinds of soldiers. Generally, this refers to enemies packing either a chain gun or a rocket launcher, and sometimes a defensive shield as well. As far as human enemies are concerned, they get no more obnoxious and difficult-to-defeat than the Heavy Soldier. But you'll find that, later in the game, even these guys are pushovers who can be killed with a single hit using the Inertial Element.

Non-human enemies come in the form not of aliens or monsters, but of those aforementioned Pentagon prototypes. The base kind of machine you'll run into we refer to in the walkthrough as Spider Droids, but are more properly named, in-game, as Bombas. Helicopters, mechs in the form of tarantulas, and even walkers that look like AT-STs are just some of the special weapons The Restoration has in store for you apart from the standard Bomba, and these conflicts, at least the first time you encounter each, essentially constitute a boss battle. Fighting these types of enemies will require heavier firepower than just your standard weapons. They'll require the use of grenades, foam and missiles to damage, and while even the weakest gun in the game can do moderate damage to these foes, the only way to take them out quickly and painlessly is with those special weapons you've been hoarding.



Speaking of those weapons, the interior and exterior of the Shadow Complex alike hold collectibles galore (coincidentally chronicled in the [Collectibles](#) section of the guide). To complete the game in its entirety with a 100% item rating, you won't only need to find the game's fifteen primary items (chronicled in the [Inventory](#) section of the guide), but you'll also need to find thirty Grenade Packs, twenty Missile Packs, twenty Foam Packs, twelve Gold Bars, twelve Passkey Components, ten Armor Packs and eight Health Packs. That will, of course, require a lot of searching.

Thankfully, the game has your back, because a Super Metroid (or SotN)-like map will show you the locations of items in rooms you've already visited. If a room has been ransacked of its items, a white dot will appear on your map. But if a room has a yet-unfound item, a question mark will appear there instead. This is *usually* the case, but there are notable exceptions, especially in regard to save rooms. Save rooms are represented on your map by red squares with white stars in the middle of them. Because of this, if there are items found in those rooms, the map can't tell you. To avoid any complications, you'll naturally want to use our guide to find whatever you're missing.



Shadow Complex Proving Grounds

The Proving Grounds is an optional part of Shadow Complex, where you can learn not only from tutorial-based quests, but undertake a series of challenges as well. Each Proving Ground exercise is pretty straight-forward. With the exception of the tutorials, which teach you how to use a variety of objects as expertly as you can, the challenges themselves equip you only with specified items that you'll need, and nothing else. The items given will be shown on the right side of the screen at the start of each exercise, so you'll know exactly what you have and exactly what you don't.

Below are lists of the four variety of Proving Ground exercises -- a tutorial mode and three challenge packs. If you're able to complete each, you'll be the ultimate Shadow Complex player, because as expected, these challenges will force you to hone your skills to the highest degree. Good luck!

Tutorials

- Flashlight Tutorial
- Climbing Gear Tutorial
- Aiming and Shooting Tutorial
- Grenade Tutorial
- Thrust Jumping Tutorial
- SCHCA Mask Tutorial
- Foam Tutorial
- Omega Armor XOS-7 Tutorial
- Friction Dampener Tutorial
- Missile Tutorial
- Hook Tutorial
- CLD Thrust Boots Tutorial
- Fusion Helmet Tutorial

Challenge Pack 1

- Come On, Let's Jump
- Soft Jump
- Wall Jumper
- Fire in the Hole
- Above the Pain
- Wind Hook
- Speed Von Speeds Alot

Challenge Pack 2

- Such Great Heights
- Run Playa Run
- Mind the Gap
- Raise the Bridge
- Speedy
- Heat Wave
- Playing Hooky

Challenge Pack 3

- Missile Cavity
- Conveyor
- Grab-O-Rama
- Wall of Wind
- Jump Master
- Barrel Blast
- Big One

Shadow Complex Achievements

This section of the guide covers both the game's Achievements, as well as in-game Master Challenges that aren't achievements (as they don't give you any Gamer Points), but are in fact much harder than most, if not all Achievements.

Bomba Punter - Punt 20 Bombas. (20 GP) (*Ed -- We refer to these guys as "Spider Droids" in the walkthrough.*)

Completionist - Complete the game with 100% of the items. (20 GP)

Hero - Complete the game on any difficulty setting. (50 GP)

Let's Get Punchy - Melee 5 soldiers. (15 GP)

Look Out! - Kill a soldier with a Bomba. (5 GP)

Make 'Em Scream - Get 100 soldiers to scream. (20 GP)

Minimalist - Complete the game with less than 13% of items. (10 GP)

My Head A-splode - Get 50 headshots. (20 GP)

Proven Grounds - Complete the three challenge packs in the Proving Grounds. (10 GP)

Serious Complex - Level up to experience level 50. (10 GP)

To Kill A Blackbird - Destroy the helicopter attacking the vice president. (15 GP)

Walkin' on Water - Make it from one end of the lake to the other in hyperspeed. (5 GP)

And four Master Challenges...

ChAIRness - Complete the game at 100% in under 3 hours on Insane.

Jason Bailey - Complete the game at 100% in under 2 hours on any difficulty. (*Ed -- The name of this Master Challenge is, indeed, a reference to Super Metroid. In that game, you could put the code "Justin Bailey" in to play as Samus without her typical suit on. The name Justin has been swapped in this case with the name of Shadow Complex's main character, Jason.*)

Status Update: Single - Complete the game by abandoning Claire to her fate.

The Insurgent - Complete the game at 4% with only the Flashlight, Backpack, Grenade, Foam and Missile.

Shadow Complex Q&A

You've got questions, we've got answers. If you need help with something you didn't find in our guide, please [shoot us an e-mail question](#) and we'll do our best to answer. We'll publish the best and most common questions here.

[Ask a question!](#)

QUESTION | I like Shadow Complex. What are some games like it?

ANSWER | Older gamers will no doubt recognize a blatant similarity to one game in particular -- Super Metroid. In fact, Shadow Complex's developers were pretty clear about their influences, and Shadow Complex is supposed to look and feel like Super Metroid in many ways. The game also has similarities to Castlevania: Symphony of the Night, the PlayStation and Saturn classic that met rave reviews, and is widely considered to be one of the best games of all-time. However, even SotN takes a cue from Super Metroid, so if you want a single game that plays like Shadow Complex and is the actual inspiration for the game, break out your SNES and play some Super Metroid.

QUESTION | I know this game is based on a book. Do you have to read it to understand the game?

ANSWER | In a sense yes, and in a sense no. Shadow Complex is indeed based upon a book called *Empire*, by Orson Scott Card (of Ender's Game fame). In *Empire*, the United States erupts into civil war when the Democratic party and military kill off high ranking members of the federal government (including the President and Vice President) and attempt to legitimize themselves Constitutionally under the guise of The Restoration. The character in the game (Jason) and the events of the game aren't in the book, though the Shadow Complex and many of the weapons and gadgets employed by The Restoration (and The Restoration itself) is in the book. The game is light on story, and no, you don't need to read the book to play and enjoy Shadow Complex, but it certainly doesn't hurt. There are plenty of nuances in the game that can be elaborated on by the book, and vice-versa.

QUESTION | Is it really possible to beat the game in only a couple of hours?

ANSWER | Yes. In fact, it's possible to beat the game in half an hour or less if you know precisely what you're doing. Save those kinds of endeavors for after you've beaten the game once through in its entirety, however.

QUESTION | Does experience, items, et cetera, carry over to future games?

ANSWER | Yes and no. Experience, your levels, and your statistics will carry over to future playthroughs, meaning that if you beat the game on level 21, you'll start your next game on level 21. However, new games strip you of all of your gear, so subsequent playthroughs will require you to collect everything again. The one exception are Gold Guns (which give you 2x experience), which will be available from the start of future games if you managed to collect all twelve Gold Bars on a previous playthrough.

QUESTION | Is it possible to "break" the game in order to access areas or items early, before you're supposed to?

ANSWER | Yes. Yes, it is. And many of these "breaks" have been intentionally placed in the game for clever gamers to discover.

QUESTION | Is it really possible to beat the game with only 4% of the items?

ANSWER | Yes. But it's extremely difficult. Only hardened gamers need try that challenge.

QUESTION | I can't find "Item X" or get past "Boss Y," what do I do?

ANSWER | Read the walkthrough! Or, for collectibles and inventory items, you can refer to those sections of the guide for more detailed instructions.