

LOST PLANET™

EXTREME CONDITION



COVERS MICROSOFT XBOX 360™

BASED ON A GAME
RATED BY THE
ESRB



CAPCOM®

Written by Doug Walsh

ORIGINALLY

SCANNED BY

HAUKC


FOR
TEHPARADOX-COMMUNITY

LOST PLANET™

EXTREME CONDITION

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MISSIONS



GENERAL ENEMIES

Bolsepia



Dongo



Mountain Pirates



Raibee



Trilid



Chryatis



Genessa



Neegal



Sepia



Undeep



Crimson Pirates



Gorechryatis



NEVEC Soldier



Skalt



Windega



Cyclops



Jellon



Parajellon



Sydsepia



BOSSSES

Bandero & PTX-40A-2
<Heavy Ivan>



GAB-25M <Cakti>



Godon



GTF-11i
<Firecracker>



Queen



Saizarod



DBS-000XM
<Billion Sword>



GAB-25M <Cakti> (x3)
& GAB-25 DM <D-Cakti>



Green Eye



GTF-11CC (x2)
and GTB-22CC



Raibeon



Tencale



VITAL SUITS

GAB-25M <Cakti>



GTB-22 <Faze>



GTF-13M <Evax>



PTX-40A <Ivan>



GAN-34 <Granseed>



GTF-11 <Drio>



GTT-01 <Nida>



PTX-140 <Hardballer>



GAN-37 <X-Seed>



GTF-11CC <Drio CC>



L-P-9999 <Yuri>



PROJECTILE WEAPONS

Energy Gun



Machine Gun



Plasma Gun



Rifle



Rocket Launcher



Shotgun



GRENADOES

Disk Grenade



Gum Grenade



Hand Grenade



Plasma Grenade



Dummy Grenade



DETACHED VS WEAPONS

Gatling Gun



Shotgun



Rocket Launcher



Laser Rifle



Grenade Launcher



EM Laser



Homing Laser



Laser Vulcan



Missile Launcher



Cannon



A HISTORY OF E.D.N. III COLONIZATION

When E.D.N. III was selected for colonization, the decision-makers back on Earth had no understanding of the creatures lurking beneath the surface of the frozen world. In their rush to start anew on a pristine planet, they gave little thought to how humans would survive the harsh elements, and even less consideration was given to the possible threat of indigenous creatures. It was human hubris at its finest. The migrants came en masse and for a while, life flourished. Buildings were erected, companies started, and families found a way to find love and warmth despite the chill.

This all ended one day when the frigid utopian society the humans created was shaken to its foundation by the emergence of the Akrid. This alien life form was overly hostile and had little trouble overrunning the defenseless earthlings. Orders were given to evacuate E.D.N. III and return to Earth. But as preparations were underway, a startling discovery was made. The Akrid possessed within their giant insect-like bodies a liquid form of energy—Thermal Energy. The discovery of this valuable resource was enough to keep the humans from giving up on E.D.N. III forever. Instead, they retreated to Earth and spent the following years developing weaponry to combat the Akrid. What they came up with was the Vital Suit. With the mechanical VS, humans could march into an Akrid hive with enough firepower to exterminate an entire infestation! Thanks to VS technology, the humans were determined to return to E.D.N. III and fight the Akrid for the Thermal Energy they possessed.

When the colonization experiment resumed, the humans piloting the Vital Suits—many of whom worked for a company known as NEVEC—found themselves dealing with an additional threat. As it turns out, not every human was deemed worthy of evacuation and those left behind so many years ago banded together and eked out an existence as Snow Pirates. They were understandably bitter and sought revenge against those who saw fit to leave them for death.

Lost Planet™: Extreme Condition pits the player in the role of Wayne Holden. Wayne is the son of Gale, a soldier charged with battling the Akrid, and a terrific VS pilot. Unfortunately, Wayne and his father stumble on an Akrid of unimaginable size and power and Gale's Vital Suit is dealt a fatal blow as he tries to protect his son. The battle was hard on Wayne and amidst the chaos and attempt to flee for his life, his Vital Suit crumbles to its knees in the snow. The game picks up some time later when Wayne is rescued by a rogue group of Snow Pirates.

As Wayne, the player will help his new friends battle the Akrid while also struggling to regain the memories that departed with his father. There is much more occurring on E.D.N. III than the battle against the Akrid and as time goes by Wayne comes to understand that he, and the Harmonizer on his right arm, play an integral role in how life on this frozen inhospitable world goes on.





ABOUT THIS GUIDE

This guide contains everything you need to know to successfully guide Wayne Holden through all 11 missions and succeed against the wretched Akrid. The book was organized to give you all the information you may need on a given enemy, weapon, or Vital Suit right where you first encounter it in the game. By following along with the "Campaign Compendium" portion of the book, you'll find detailed tactics and intelligence briefings at your fingertips right when you need it, without having to flip to other chapters. That said, all this information has also been compiled in a series of appendices at the rear of the book.

We at BradyGames understand that, for many of you, the reason you are purchasing this guidebook is for assistance with the difficult boss battles and for help locating the dozens of Target Marks. We have you covered! Not only have the Target Marks been mapped for each of the four difficulty settings on the foldout, but detailed descriptions of every Target Mark on the Normal difficulty setting has been included in the walkthrough. And as for the boss battles, each of the strategies included has been tested numerous times and proven to work. Lastly, this guidebook also includes a comprehensive overview of the mechanics behind the Multiplayer mode and tips for earning all 1000 Gamer Points. We've enjoyed working on this strategy guide and hope you find it to increase your enjoyment of *Lost Planet™: Extreme Condition*.

HOW TO USE THIS LOST PLANET™ GUIDE

Each element of this guide is designed to be useful and provide a unique method for helping you beat this game. Boss fights, Target Marks, Enemy Intel, and many other elements provide expert strategy, information, and tactics, but this section is designed to help you understand exactly what each component offers.

MISSION OVERVIEW

Objective
Make your way past the scattered ruins and into the Akrid hive. Once inside, clear around any obstacles that stand in your way, then clear the hive out.

Destination: Akrid Hive

FIRST CONTACT

SEPA
Sepas are crab-like creatures that emerge from small spore-like canisters and attack in packs. They lack a significant ranged attack and can be easily kept at bay with any weapon. Stronger mutations of the basic Sepas form its elite.

CHRYSAIS
One of the larger Akrid, the Chrysaids attack quickly and with immediate force using the jutting motion of its lengthy legs. Fortunately, there is a dorsal T-ENG at the base of each leg. Shooting the T-ENG severs the leg on that side of the Chrysaids, forcing its attacking power. Cover your back near its tail.

DRONKS
Dronks attack with large pincers as well as by rolling over their prey with tremendous speed. Defeat them by Anobonding onto their tail and shooting at point-blank range with either the Shotgun or Machine Gun.

TROLD
These flying creatures attack in large swarms and attempt to bombard their prey from all directions. The best way to combat their numbers and erratic flying is with the Shotgun—one blast can drop a half-dozen of them!

VITAL SUITS AVAILABLE

File	VS Model	L. Weapon	R. Weapon	Special Functions
AK	077-01	4	4	4

SITUATION REPORT

The battle with the Green Eye took its toll on the colonists, especially Wayne who managed to escape into the snowy expanse in his VS. He soon ran out of T-ENG and was left to freeze with nothing but the thought of his father's death to keep him company. Fortunately for him, a fringe group of humans found him before it was too late and were able to nurse him back to health. During the two weeks it took Wayne to recover (he has yet to regain his memory), he became good friends with Yuri, Loka, and Rick and is working with them with their mission. They are working to eradicate all living Akrid, but need the skilled help of a VS pilot to do so. Wayne doesn't remember everything, but he does recall how to pilot a VS and immediately offers to help.

TARGET MARKS

The Target Marks in this mission spell out the word "Earth". There are 5 Target Marks in this mission.

- E** Inside the Akrid Cave, on the floor of the cave in the area before the live.
- A** Look behind the middle row of large fuel tanks in the yard between the parking garage and warehouse.
- R** Inside the warehouse, on the catwalk in the southwestern corner. Climb both flights of stairs to get it.
- T** The "T" is the first Target Mark encountered. It is located in the cave in which the Akrid Hive is located. Look for the T-ENG and the two elevated storage tanks to the left of the stone archway near the insertion point. Look for the T-ENG.
- H** Inside the Akrid Cave, on the ledge below the narrow bridge Wayne must cross after activating the Data Pad.

T-ENG COLLECTION STRATEGY

There is a wealth of Thermal Energy to collect in this mission and much of it comes from the numerous Sepas and Trolds that exist in the region of E.O.N. III. Additional Thermal Energy can be collected by using the VS to destroy any abandoned cars and the smaller elevated tanks near Wayne's insertion point. Lastly, the cave in which the Akrid Hive is located contains many bag-like sacs of Thermal Energy that can be burst open with gunfire or by stepping on them with a Vital Gun (VS).

A WORLD OF ICE
MISSION: 01

1 OBJECTIVE

This provides a quick and direct objective for the level. Pay attention as this may reveal things necessary to complete the level.

2 DESTINATION

A quick reference for your destination for the mission.

3 FIRST CONTACT

The First Contact data is a quick reference for any new enemies you'll face during the mission. Some general information is provided as is an image for quick visual reference.

7 T-ENG COLLECTION STRATEGY

Discover where the best collections of Thermal Energy are and also how to access them. You'll need to be a master at T-ENG collection to make it through some of the more difficult levels.

4 VITAL SUITS AVAILABLE

This is the perfect reference for those wishing to find all the Vital Suits during a mission. It provides data on the VS including the model, left & right weapons (if applicable), and any Special Functions. The associated image provides a quick reference for those wishing to get that information at a glance.

5 SITUATION REPORT

The Situation Report brings you up to speed on the storyline and may tip you off as to what may be in store for the upcoming mission.

6 TARGET MARKS

The Target Marks in each mission can be some of the toughest things to find. While a more detailed description of each is offered in the walkthrough (for the Medium Difficulty), this is a quick reference for those wishing to do the bulk of the work on their own with a bit of a start.



The maps show the locations of the Data Ports, Bosses, Target Marks, and Vital Suits for each level. It's the perfect method for gaining your bearings and jumping into a mission.

Machine Gun

Magazine Size	Max Capacity	Firing Rate	Range	Firepower
50	999	Very Fast	Short to Long	Moderate

The Machine Gun is a fantastic all-purpose weapon and one you should seldom be without. The high firing rate and large capacity makes it useful in situations against numerous enemies, especially against boss creatures that offer little time to get a clean shot off. Although the Machine Gun isn't as powerful as some weaponry, the flexibility it affords in combat is unparalleled. When swapping out a weapon for a new one, you will almost always be best served by holding onto the Machine Gun as the other weapons are far more limited in their practicality.

WEAPON DATA

The Weapon Data is a perfect tool for those wishing to know the how a weapon rates and whether it's good for specific situations. Strategy is given on how best to use the weapon and, sometimes, which enemies succumb to its powers more easily.

VITAL SUIT

Vital Suit entries provide stats and images for a quick reference as well as some storyline and strategy about/for each suit. Take advantage of this information to gain an edge when using each suit.

Vital Suit: GTT-01

CODENAME: VIDP

AVAILABLE ARMORMENT

ROCKET LAUNCHER-Y3

SATLING GGR-Y5

This suit was designed to aid efforts at the start of colonization. The shoulder slots can be outfitted with a variety of equipment - including weapons - making the GTT-01 useful for combat as well. After being replaced by the newer GTT-11, the GTT-01 has fallen out of use and is extremely rare.

Height	Weight	Speed
6'0"	150 lbs	10 mph

Special Abilities: NA

This is the most basic of VS and has no special abilities. It comes equipped with a detachable Gatling Gun and 400 rounds of ammunition but can neither duck, perform a melee attack, or hover. Nevertheless, as Rick says, it sure beats walking!

TARGET MARK



TARGET MARK

The first of the Target Marks is located in the snow behind the storage tanks nearest the stone archway. Destroy the tanks to get the Thermal Energy, then look on the ground for a partially-buried coin spinning in place. Shoot it using the GTT-01 or while on foot.



This is a more detailed description of the Target Marks and where to find them for a 100% completion rate which unlocks the respective achievement. Keep in mind that those presented are only for the Medium Difficulty. Check out the foldout if you're interested in finding the locations on the other difficulties. The Target Marks spell out words (these are detailed in the Overview for each mission).

HIDDEN ITEM

BURIED ROCKET LAUNCHER



Exit the parking garage and approach the body of the soldier near the fence up ahead. The deceased's Rocket Launcher is buried in the snow next to him. Switch to the Shotgun (so as to swap it out) and dig up the Rocket Launcher by rapidly tapping the B Button. Press the B Button again to swap the Shotgun for the Rocket Launcher.



There are items hidden all over the maps and these provide details on where the more important ones are buried. Snatch these up when possible since they often make the difference (often later in the level) between life and death.

ENEMY INTEL

When fighting on a planet whose very climate seems to have turned against you, it's best to learn all you can about those beasts that have adapted to it and how to quickly take them down. The Enemy Intel sections provide the perfect strategy for destroying the enemies you're bound to face.

ENEMY INTEL

TRILID

Able to fly, these Akrid are weak on their own but attack in swarms to overcome their opponents.

Height	<div style="width: 80%; height: 10px; background-color: #ccc;"></div>
Weight	<div style="width: 60%; height: 10px; background-color: #ccc;"></div>
Speed	<div style="width: 70%; height: 10px; background-color: #ccc;"></div>
Special Abilities	N/A

Trilid are unlike the other Akrid in that they only exist in swarms and never stray too far from the Genessa from which they emerge. Although an individual Trilid can do little more than prove an irritant, a large swarm can bombard an enemy with such fervent aggressiveness so as to even defeat a trained human soldier. For this reason, it's important that any nearby Genessa be dealt with as soon as possible so as to cut off the supply to the swarm. With that done, use the Shotgun to blast a handful of Trilid out of the air with each squeeze of the trigger. The fact that the Trilid can fly can make them a bit more difficult to spot; however, they release a screeching-like sound just before dive-bombing their target so listen for the noise and step aside!






TIPS, NOTES, & WARNINGS

These offer more specific information about the walkthrough itself. If there's a better vantage point from which to fire a weapon, this is how you'll know. If there's an ambush lying around the next corner, it's described here.

Thermal Energy Collection

The key to survival on E.D.N. III is to destroy as many Akrid as possible to collect the Thermal Energy within. So long as Wayne has a large supply of Thermal Energy, the Harmonizer continues to replenish his life gauge and he will, in a way, be invincible. That is, so long as a monstrous Akrid doesn't deplete his entire life gauge in one fell swoop!

Additional Thermal Energy can be found within abandoned cars and fuel tanks. This precious resource can be collected while piloting a VS, but note that the Thermal Energy cannot replenish the life gauge of the VS. The Thermal Energy only applies to Wayne.

Got a Light?

Wayne needn't strain his eyes in the dark! His survival suit is equipped with a useful Light that can be turned on and off by tapping the Direction Pad either Left or Right.

Reload the Gatling Gun and proceed south through the stone arch towards the parking garage entrance, but be on your guard! A much larger Akrid emerges from underground, so be ready to backpedal as soon as you see it.

Chryatis Ambush!

BOSS BATTLE

The most incredible beasts can be found throughout E.D.N. III and you're tasked with defeating even the most dangerous of them. The strategies in the boss battle sections are expertly done and provide the most efficient methods for defeating these nefarious bosses.

The boss attacks are detailed with images, the strength of each attack, and a description of the attack itself to help you recognize them and tie that in with the strategy provided.

ENEMY INTEL
CHAPTER 3

GTF-III

Height	Medium
Weight	Medium
Health	High

Special Abilities: NA

BOSS NAME	ATTACK	TECHNIQUES
Snake Coil	Dmg. Inflicted: Very Low	The snake head of snake inflicts minor penetrable damage, but is primarily for obscuring visibility.
Gatling Gun	Dmg. Inflicted: Moderate	Exposes the right eye of the enemy's Gatling Gun as the damage it inflicts acts up in a hurry.
Spines	Dmg. Inflicted: Moderate	The VS will see a pair of low flying spines with surprising frequency; lean or jump to avoid them.
Plasma Gun	Dmg. Inflicted: Severe	Watch for the four pronged missile to open on the VS's left arm. This is the precursor to the horizontal laser attack that is incredibly damaging; jump and perform the Hovering maneuver to avoid it.

Use the GTF-III's Sliding Dash ability to dodge the enemy's missile attacks, and stay on the move at all times to avoid being an easy target. Watch for the enemy's VS to extend a four-pronged weapon on its left-hand side. This device emits an incredibly powerful plasma beam that sweeps back and forth across the area along a horizontal path. Watch for it to appear, count to two, then leap into the air and tap the A Button a second time to initiate Hovering. Stay in the air until the plasma attack is over.

This frenetic battle is not a particularly lengthy one, but it can prove difficult for several reasons. For starters, the VS available to Wayne has not been well-maintained and it becomes easily damaged by the enemy's powerful attacks. Although there are numerous VS weapons in the area that Wayne can attempt to use on foot, he certainly won't last long against such an overpowering foe. Also, the enemy has considerable armor and weaponry, but is also able to "skate" back and forth at high speed in the narrow canyon outside the plant. This makes it very difficult to hit, and even harder to stay away from.

Wayne doesn't know who his assailant is, but he knows she's in a terribly powerful VS and has the piloting skills to match her craft. Immediately climb aboard the GTF-III and, as soon as the uncontrollable VS powers up, leap into the air and squeeze both triggers to open fire with the Gatling Gun and Rocket Launcher. Continue squeezing the Right Trigger to keep a steady stream of gunfire on the enemy, but also pull the Left Trigger to reload the Rocket Launcher as fast as possible.

Wayne's best plan of attack is to stay within the thermal plume and concentrate on avoiding the enemy attacks while continuously firing the Gatling Gun. Although the Rocket Launcher only carries 6 rounds of ammunition, there is an additional Rocket Launcher, Shotgun, Laser Rifle, and Gatling Gun in the area that can be attached should he run out. So long as Wayne avoids most of the missiles and manages to stay aloft long enough to avoid the plasma attack, he should prove victorious.

If all else fails and Wayne has to abandon the VS, there is a small entrance he can survive on foot, provided he gets up the available VS weaponry in the area. But, the better plan is to run through the archway to the north and climb aboard the other GTF-III located there. There's not a good chance he'll survive to make it that far, at least this looks like a last resort.

WAYNE HOLDEN

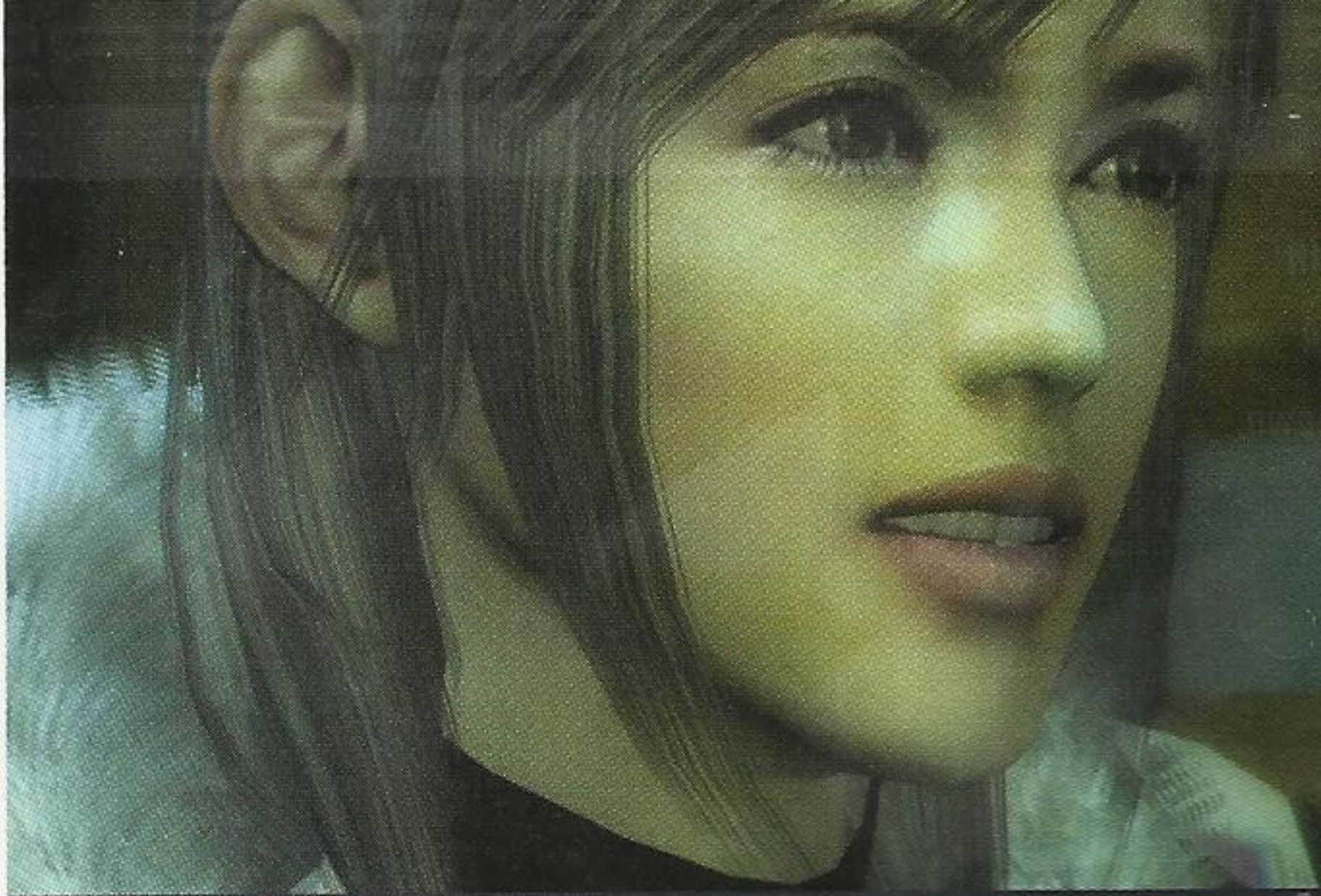
System Analysis:
 Character information is subject to change without notice. All information is for informational purposes only. The information is not intended to be used for any other purpose. The information is not intended to be used for any other purpose. The information is not intended to be used for any other purpose.

CHARACTERS

When a rogue band of Snow Pirates discovered him trapped in his Vital Suit under a veil of ice, Wayne's memories were nearly nonexistent. The only things he could recall were his name and a few painful fragmented images of his father falling prey to a powerful Akrid known as "Green Eye". Now lost in a world not knowing who to trust, Wayne must struggle to retrieve his past and seek the truth behind the mysterious NEVEC Corporation. All he does know for sure is how to fight, how to pilot a VS and how to survive at any cost.

VITAL STATS			
Height	177cm	Age	Unknown
Weight	68kg	Blood Type	O





Wayne frozen in his VS. Her primary goal is to rid the world of the hostile Akrid, the only force which truly keeps humans from transforming ice-covered E.D.N III into a planet that can be colonized. Together with Yuri and her brother Rick, Luka has survived attacks from rival Snow Pirates and Akrid alike. Now with the addition of VS pilot Wayne Holden to the team, Luka is more determined than ever to wipe out the Akrid scourge nest by nest.

LUKA

VITAL STATS

Height	170cm (B84-W57-H87)	Age	24
Weight	Unknown	Blood Type	O

Rick is Luka's energetic younger brother. The technical expert of the team, Rick helps with all of the computer calculations and technical aspects of the group's missions. What he lacks in experience, he more than makes up for with enthusiasm. Rick's first and foremost concern is always his sister's safety.

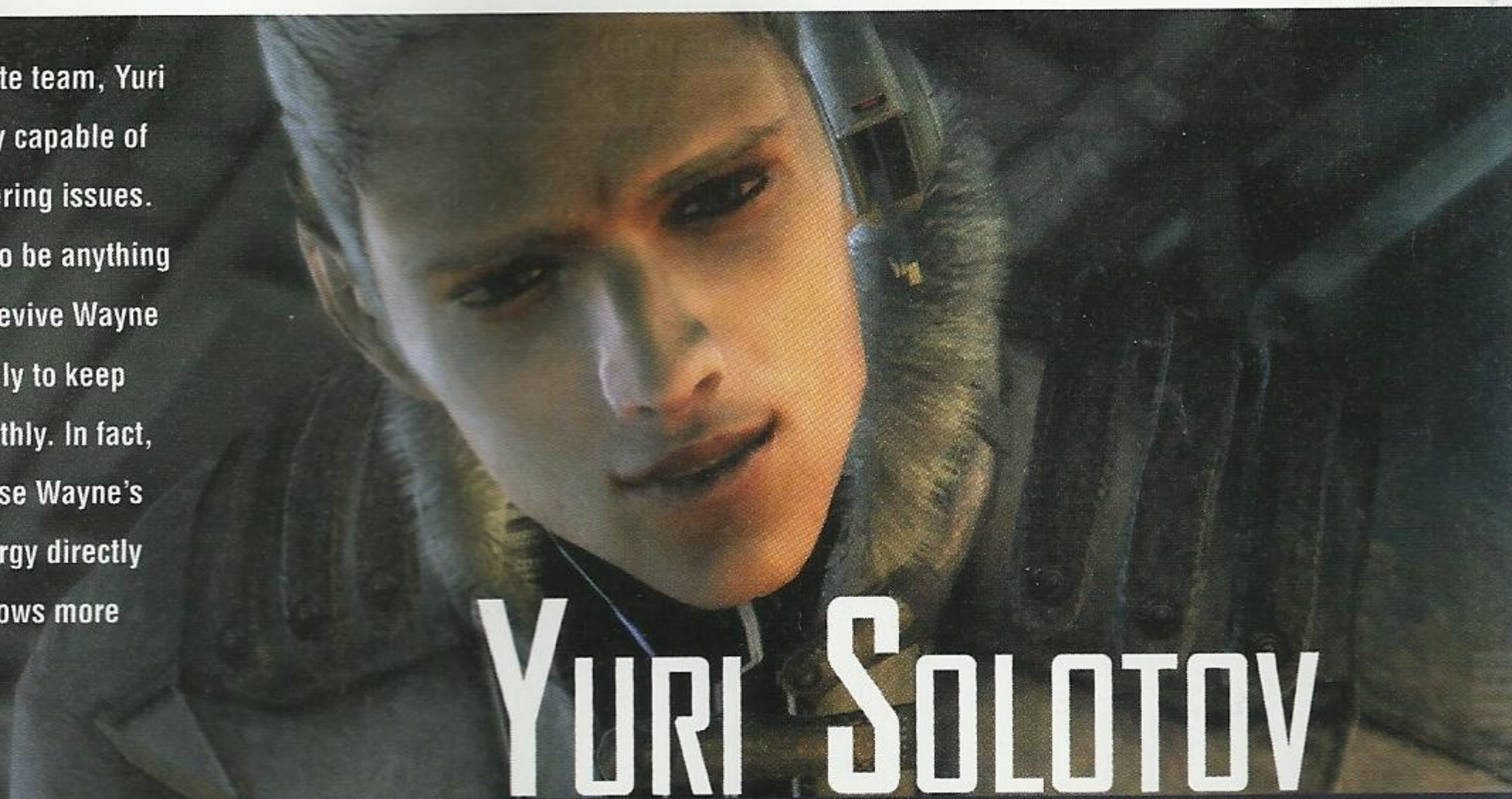


RICK

VITAL STATS

Height	169.5cm	Age	20
Weight	59kg	Blood Type	AB

If Luka is the head of the Snow Pirate team, Yuri is the heart. He is obviously equally capable of repairing both medical and engineering issues. As a scientist, there doesn't seem to be anything he can't fix. He was able to safely revive Wayne from his icy state and continues daily to keep everything electronic running smoothly. In fact, Yuri was able to figure out how to use Wayne's arm device to transfer Thermal Energy directly into Wayne's body. It's as if Yuri knows more about Wayne than he is letting on.



YURI SOLOTOV

VITAL STATS

Height	182cm	Age	28
Weight	73kg	Blood Type	B

Gale is Wayne's father. He infiltrated the Dome facility along with Wayne, but was attacked and killed by Green Eye. Just before he died, he attached the Harmonizer to Wayne's arm, but it is unknown what his purpose was.



GALE HOLDEN

VITAL STATS

Height	199cm	Age	42
Weight	89kg	Blood Type	O



Basil is a female Snow Pirate with superior VS piloting skills. Rare among the Snow Pirates, she operates independently and is apparently in pursuit of a person named "Solotov". She seeks revenge for her family, but everything else about her is a mystery.

BASIL

VITAL STATS

Height	175cm (B89-W60-H90)	Age	Unknown
Weight	61kg	Blood Type	B



Joe is an employee of NEVEC. He was captured by Wayne and Basil when they went to investigate the Frontier Plan at the NEVEC research facility. Although he seems to be well-informed about NEVEC's plan, he has no idea why they are investigating about the Frontier Plan.

JOE

VITAL STATS

Height	175cm	Age	41
Weight	80kg	Blood Type	B+

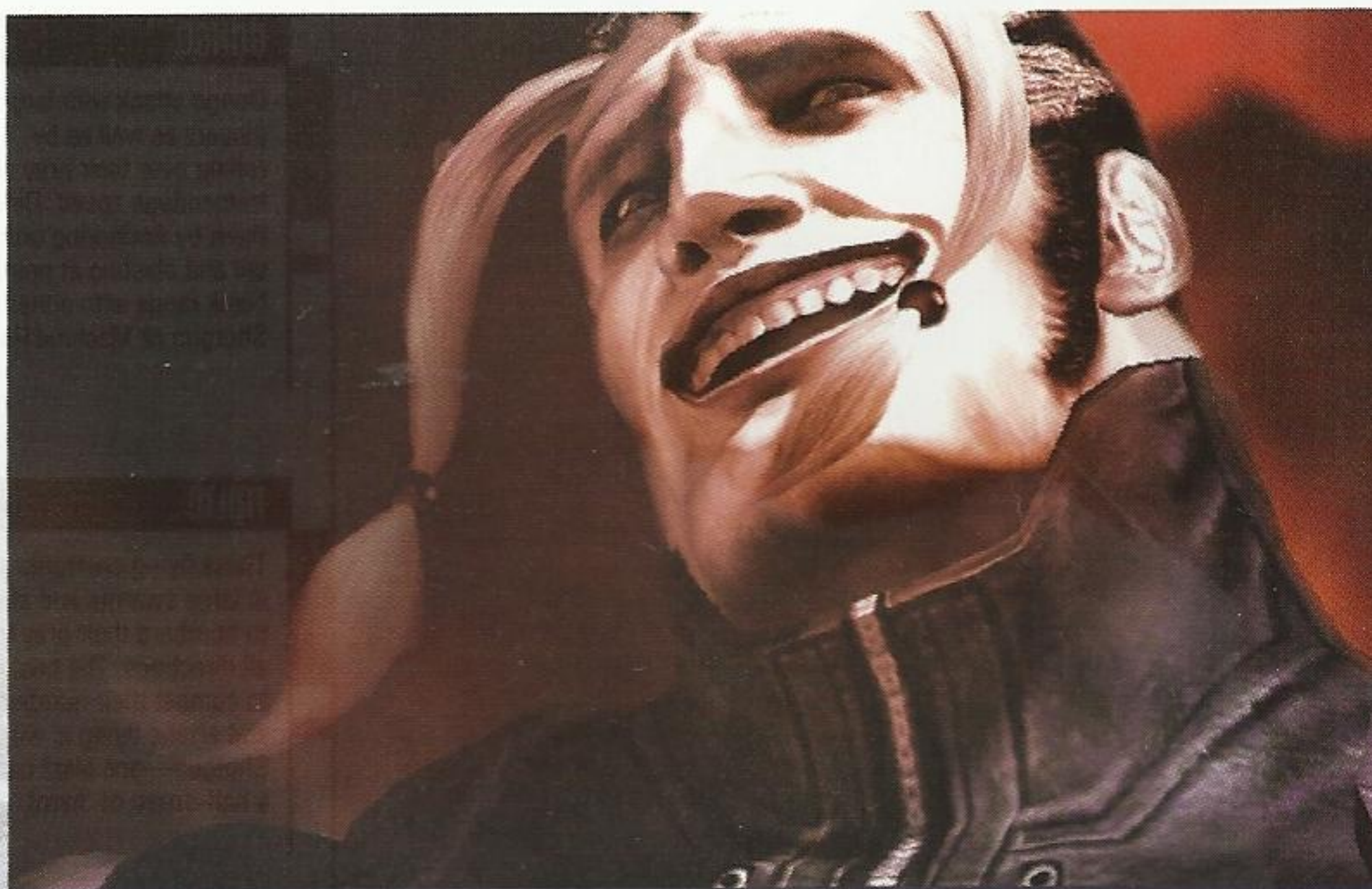


Bandero is on the one in charge of NEVEC's military. He is cold and merciless to anyone he doesn't like regardless of whether are women or children. In order to execute the Frontier Plan, he takes the lead in hunting down Snow Pirates. He has something in common with Wayne...

BANDERO

VITAL STATS

Height	202cm	Age	Unknown
Weight	124kg	Blood Type	A+

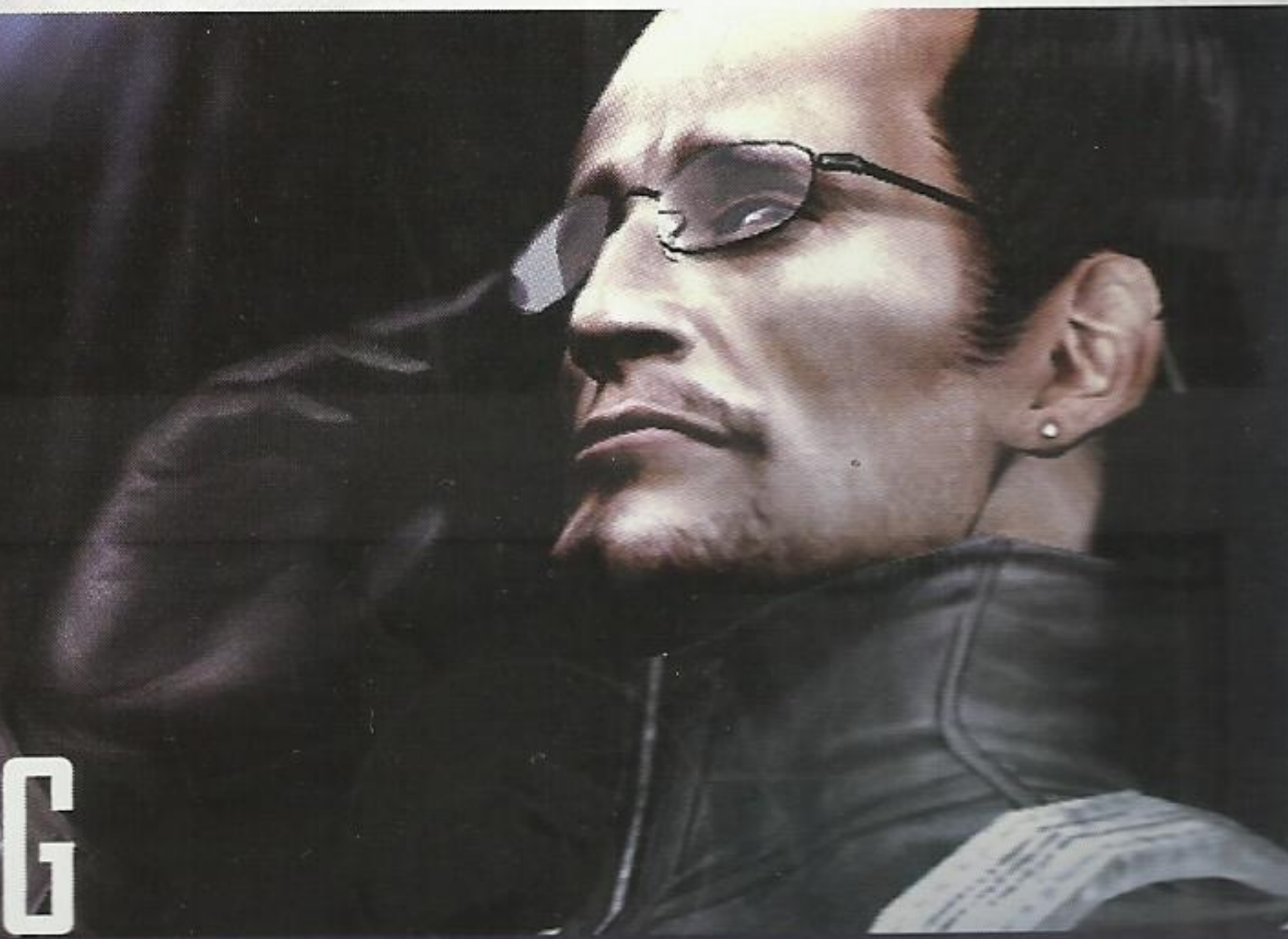


NEVEC executive in complete control of the settlement program on E.D.N. III. He created the Frontier Plan and moved to execute it. Since the plan could not be revealed to the public, even at NEVEC, he shows himself to only a very select few employees.

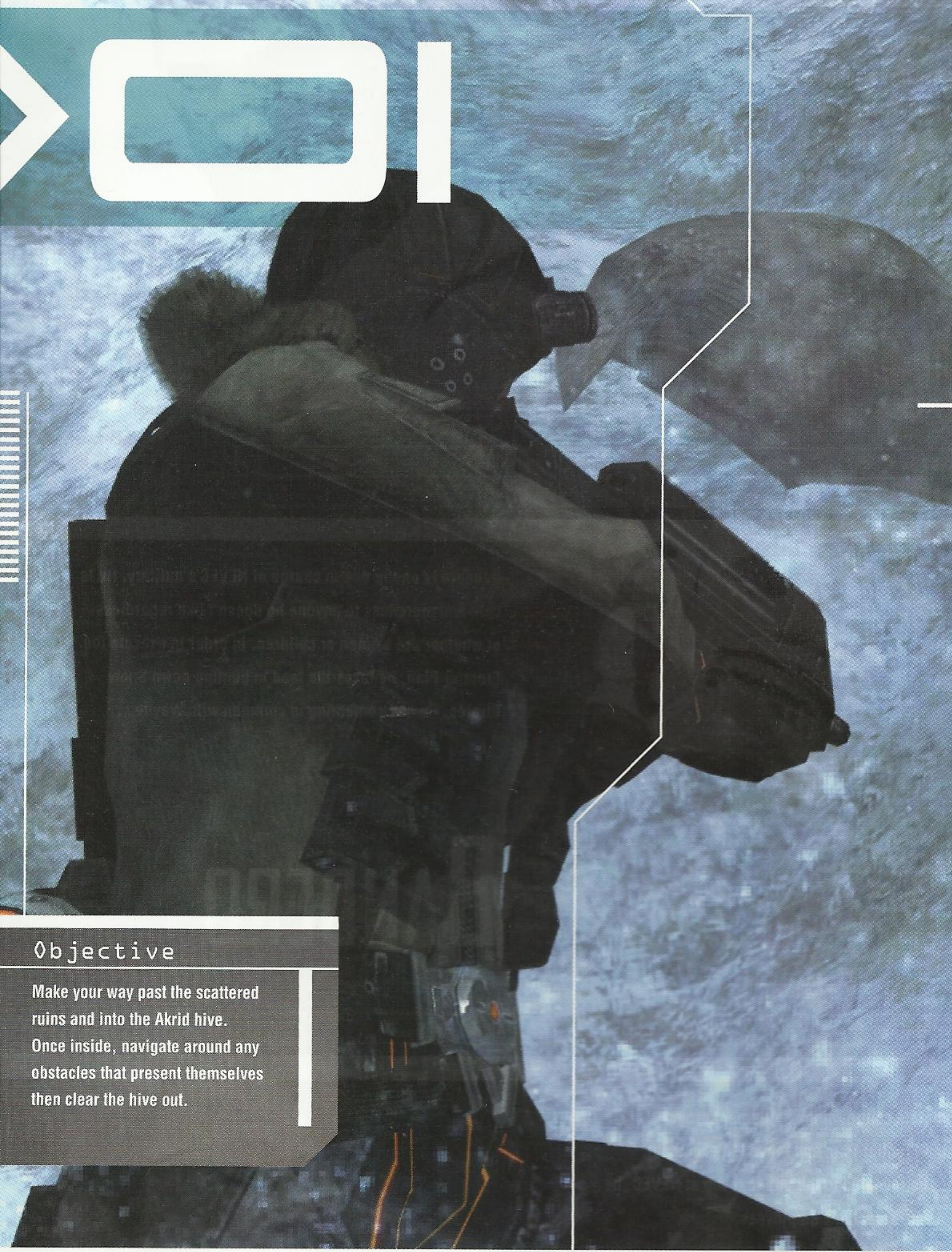
DENNIS ISENBERG

VITAL STATS

Height	174cm	Age	Unknown
Weight	64kg	Blood Type	AB



01



Objective

Make your way past the scattered ruins and into the Akrid hive. Once inside, navigate around any obstacles that present themselves then clear the hive out.

SEPIA

Sepia are crab-like creatures that emerge from small spore-like craters and attack in packs. They lack a significant ranged attack and can be easily kept at bay with any weapon. Stronger mutations of the basic Sepia form do exist.



CHRYTIS

One of the larger Akrid, the Chrytis attacks quickly and with tremendous force using the jabbing motion of its lengthy legs. Fortunately, there is a deposit of T-ENG at the base of each leg. Shooting the T-ENG severs the leg on that side of the Chrytis and limits its attacking power. Sever both legs then move in to deal a final blow to the T-ENG sac near its tail.



DONGO

Dongo attack with large pincers as well as by rolling over their prey with tremendous speed. Defeat them by Anchoring onto their tail and blasting at point-blank range with either the Shotgun or Machine Gun.

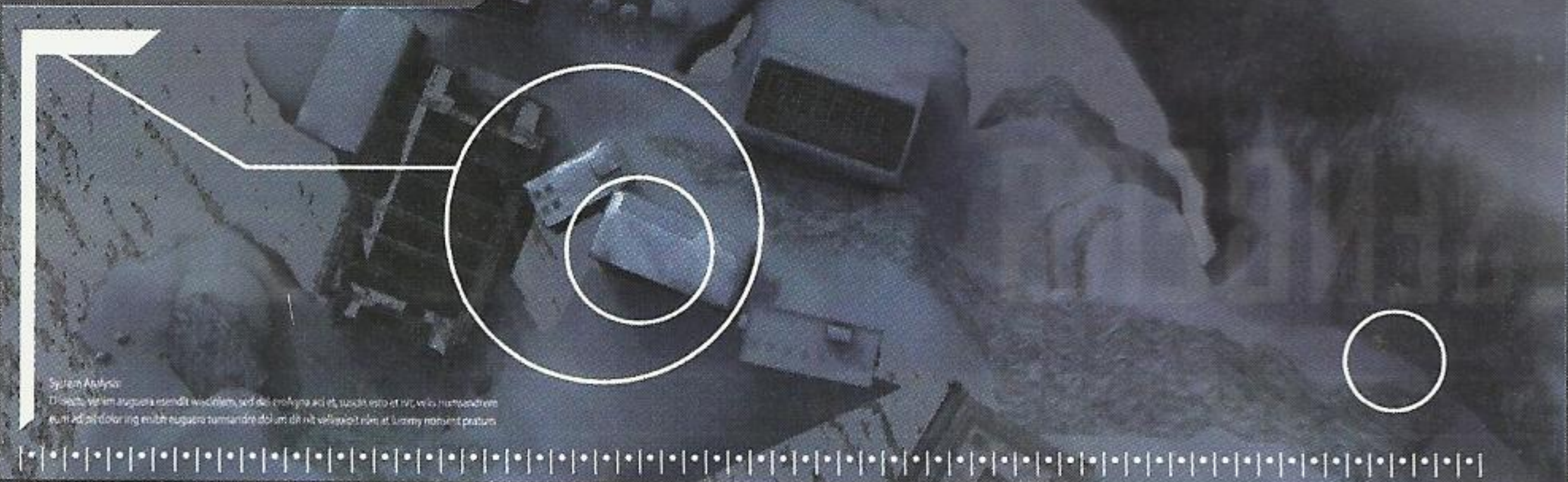



TRILIO

These flying creatures attack in large swarms and attempt to bombard their prey from all directions. The best way to combat their numbers and erratic flying is with the Shotgun—one blast can drop a half-dozen of them!



Destination: Akrid Hive



File	VS Model	L. Weapon	R. Weapon	Special Functions
	GTT-01	N/A	Gatling Gun	N/A

The battle with the Green Eye took its toll on the colonists, especially Wayne who managed to escape into the snowy expanse in his VS. He soon ran out of T-ENG and was left to freeze with nothing but the thought of his father's death to keep him company. Fortunately for him, a fringe group of humans found him before it was too late and were able to nurse him back to health. During the two weeks it took Wayne to recover (he has yet to regain his full memory), he became good friends with Yuri, Luka, and Rick and is willing to help them with their mission. They are working to eradicate all living Akrid from E.D.N. III but need the skilled help of a VS pilot to do so. Wayne doesn't remember everything, but he does recall how to pilot a VS and immediately offers to help.



TARGET MARKS

The Target Marks in this mission spell out the word "Earth". There are 5 Target Marks in this mission.



Inside the Akrid Cave, on the floor of the cave in the area before the hive.



Look behind the middle row of large fuel tanks in the yard between the parking garage and warehouse.



Inside the warehouse, on the catwalk in the southwestern corner. Climb both flights of stairs to get it.



The "T" is the first Target Mark encountered and is behind the two elevated storage tanks to the left of the stone archway near the insertion point. Look on the ground for it.



Inside the Akrid Cave, on the ledge below the narrow bridge Wayne must cross after activating the Data Post.

T-ENG COLLECTION STRATEGY

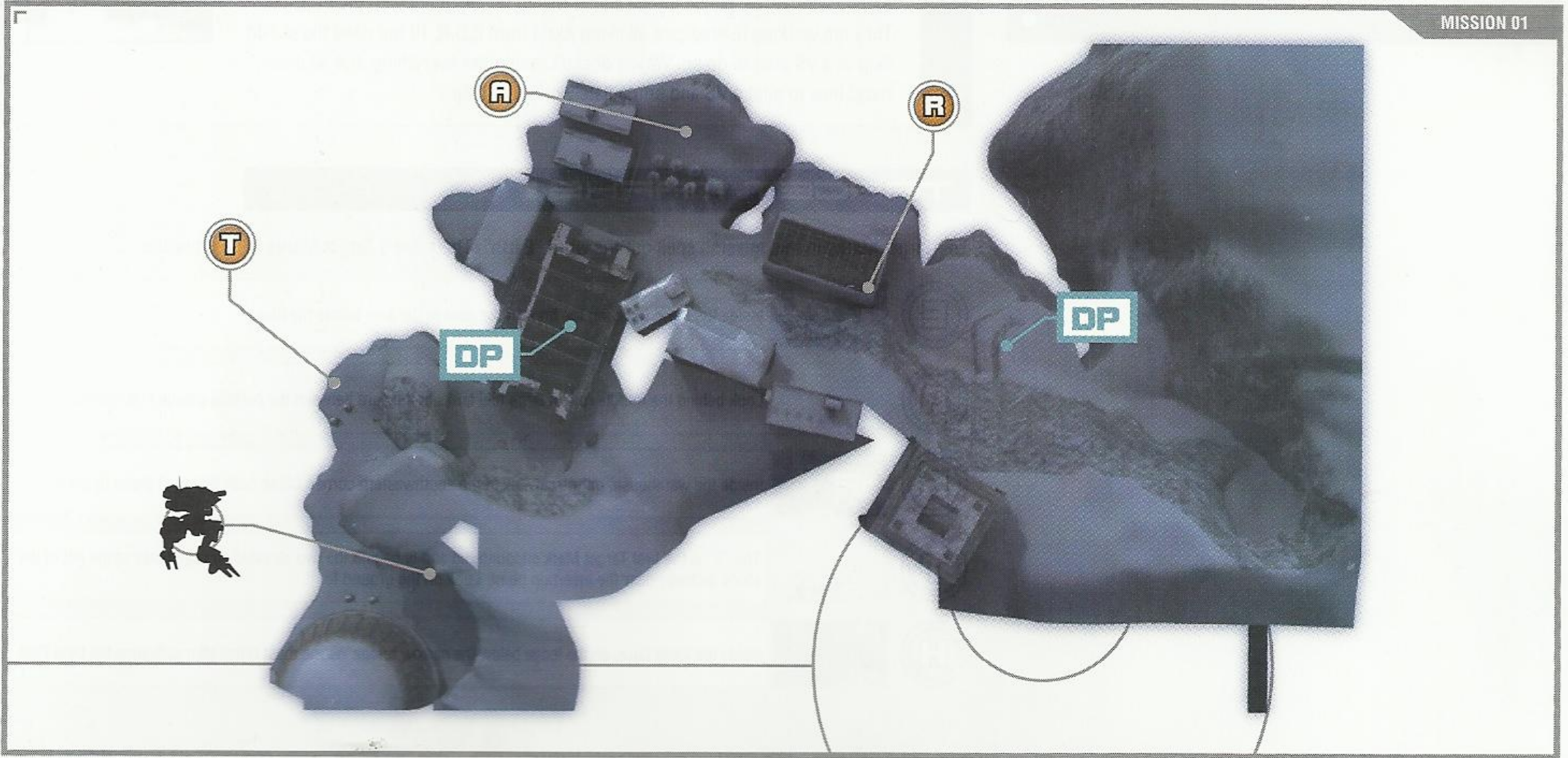
There is a wealth of Thermal Energy to collect in this mission and much of it comes from the numerous Sepia and Trilid that exist in the region of E.D.N. III. Additional Thermal Energy can be collected by using the VS to destroy any abandoned cars and also the smaller elevated tanks near Wayne's insertion point. Lastly, the cave in which the Akrid Hive is located contains many egg-like sacs of raw Thermal Energy that can be burst open with gunfire or by stepping on them with a Vital Suit (VS).

A WORLD OF ICE

MISSION: 01

THROUGH THE RUINS

MISSION 01



TRAVEL TO THE GARAGE

Wayne begins the mission in a howling snowstorm not too far from a ruined colony that has been overrun by Akrid. He is armed with 300 rounds of ammunition for the Machine Gun and 10 Hand Grenades. A GTT-01 Vital Suit has been left unattended near his insertion point; rush toward it and climb aboard with the B Button.



Machine Gun



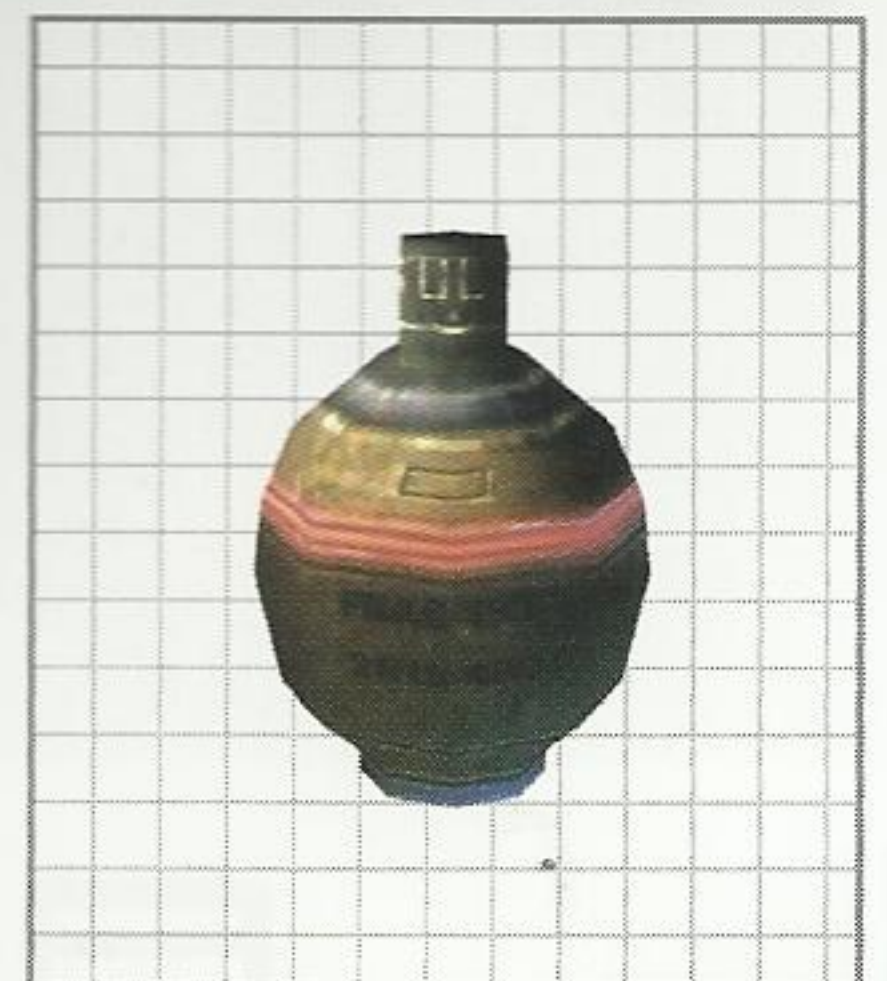
Magazine Size	Max Capacity	Firing Rate	Range	Firepower
50	999	Very Fast	Short to Long	Moderate

The Machine Gun is a fantastic all-purpose weapon and one you should seldom be without. The high firing rate and large capacity makes it useful in situations against numerous enemies, especially against boss creatures that offer little time to get a clean shot off. Although the Machine Gun isn't as powerful as some weaponry, the flexibility it affords in combat is unparalleled. When swapping out a weapon for a new one, you will almost always be best served by holding onto the Machine Gun as the other weapons are far more limited in their practicality.



Hand Grenade

There are numerous types of grenades available to those taking up arms on E.D.N. III, but the Hand Grenade is arguably the most versatile. This standard variety of the famed hand-tossed explosive lacks the special properties of other grenades, but can be thrown relatively far and packs a powerful punch. It is a great way to destroy spawning craters and to also eliminate a group of huddled enemies. The one drawback to the Hand Grenade is that it can easily skid and bounce across the floor and does not detonate on impact, but rather after a three-second delay. However, Wayne can trigger a quicker explosion by tossing the Hand Grenade and immediately firing the Machine Gun in its direction.

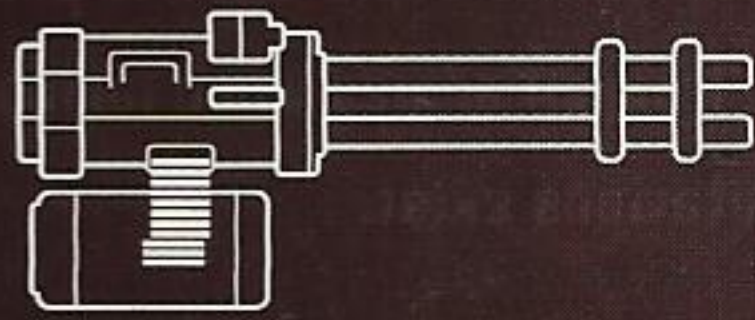


Vital Suit: GTT-01

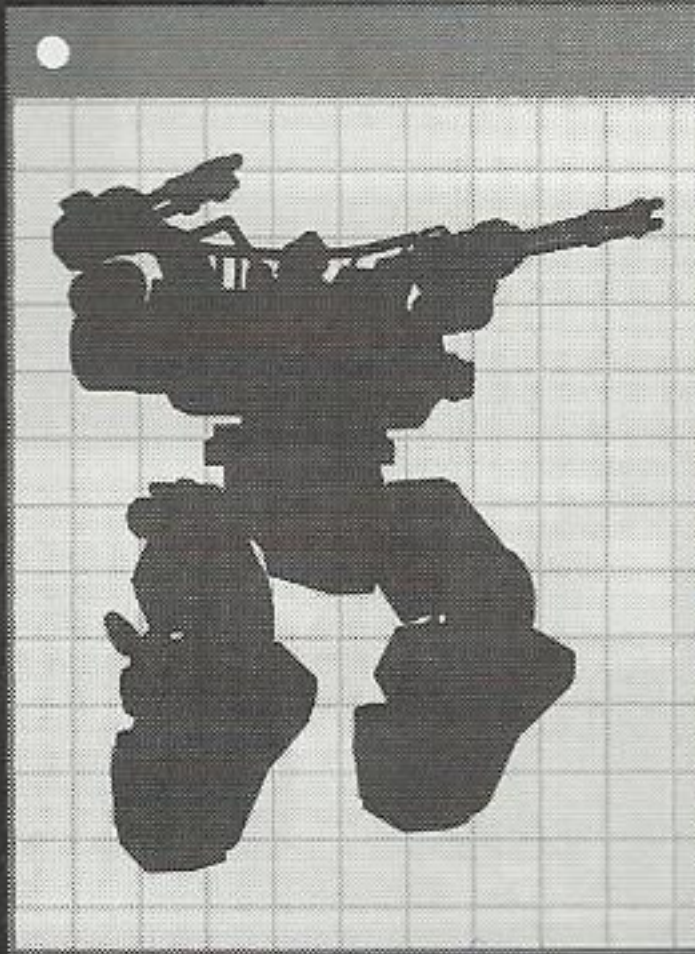
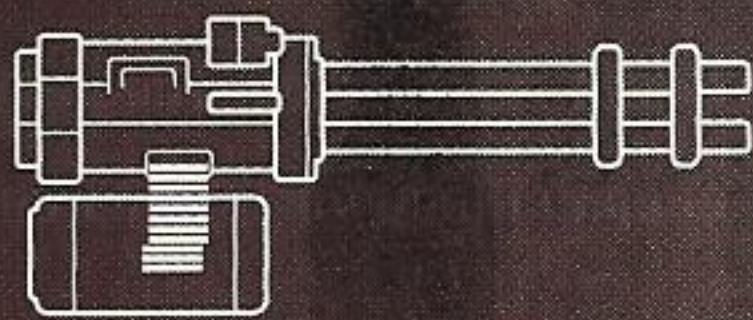
CODENAME: ΠΙΟΡΑ

SUGGESTED ARMAMENT

GATLING GUN-VS



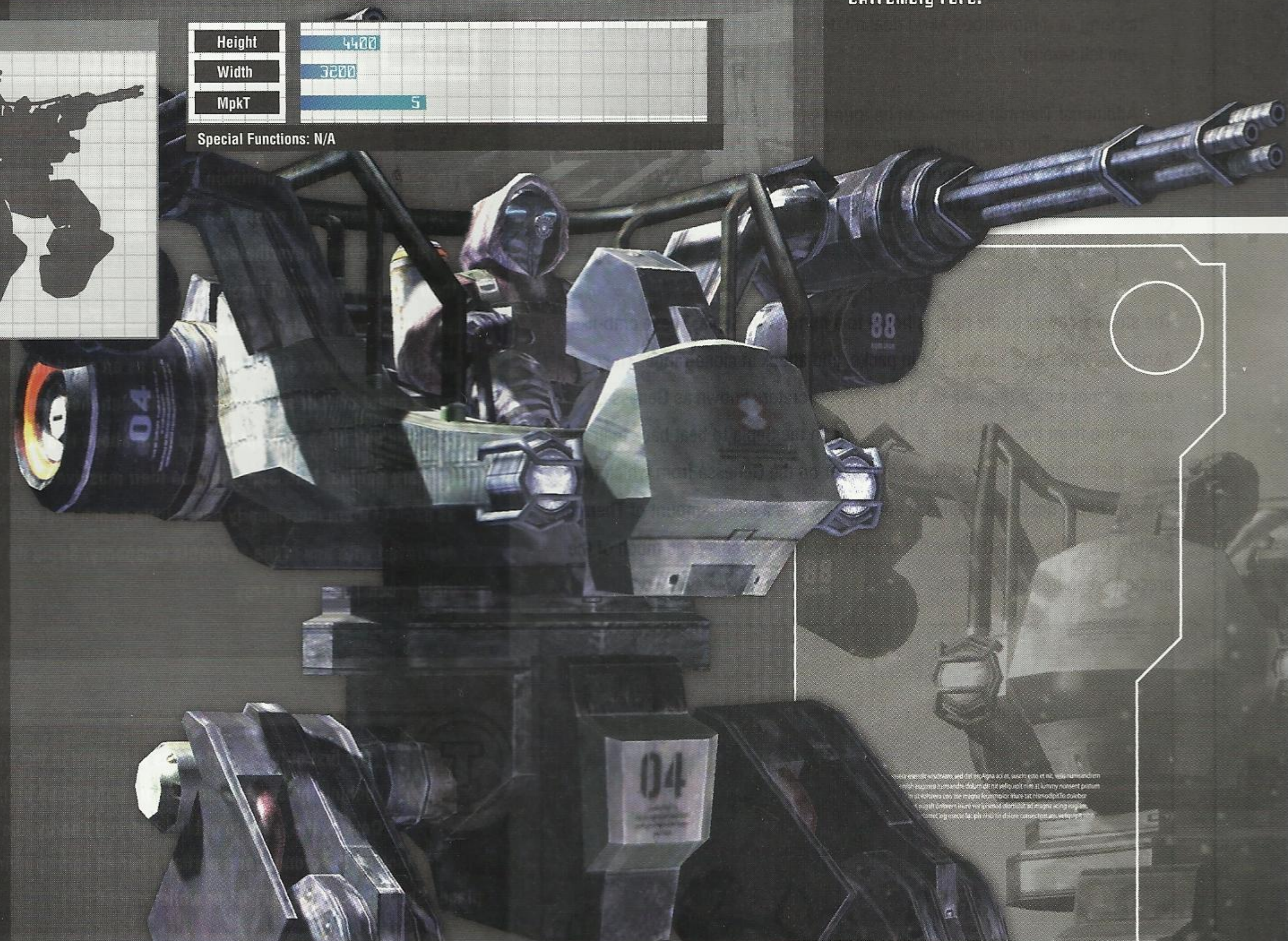
GATLING GUN-VS



Height	4400
Width	3200
MpKt	5

Special Functions: N/A

This suit was designed to aid efforts at the start of colonization. The shoulder slots can be outfitted with a variety of equipment - including weapons - making the GTT-01 useful for combat as well. After being replaced by the newer GTF-11, the GTT-01 has fallen out of use and is extremely rare.



This is the most basic of VS and has no Special Functions. It comes equipped with a detachable Gatling Gun and 400 rounds of ammunition but can neither dash, perform a melee attack, or hover. Nevertheless, as Rick says, it sure beats walking!



Use the GTT-01's gun to destroy the elevated fuel tanks on the side of the path. Continue firing on them until they explode so as to gain as much Thermal Energy as possible. Broken down cars and other debris often yield Thermal Energy when destroyed as well.

Thermal Energy Collection

The key to survival on E.D.N. III is to destroy as many Akrid as possible to collect the Thermal Energy within. So long as Wayne has a large supply of Thermal Energy, the Harmonizer continues to replenish his life gauge and he will, in a way, be invincible. That is, as long as a monstrous Akrid doesn't deplete his entire life gauge in one fell swoop!

Additional Thermal Energy can be found within abandoned cars and fuel tanks. This precious resource can be collected while piloting a VS, but note that the Thermal Energy cannot replenish the life gauge of the VS. The Thermal Energy only applies to Wayne.

The stone archway to the right is home to a number of Sepia. These crab-like Akrid move relatively slowly, but in packs, and attack at close-range. They emerge from within the rock via the spore-like craters known as Genessa protruding from the rock surface. Open fire on the Sepia to beat back their initial wave, then focus the Gatling Gun's firepower on the Genessa from which they emerge. Every destroyed Genessa and Sepia yields a small amount of Thermal Energy. Guide the GTT-01 over the orange-red blobs to collect as much of the precious resource as possible.



ENEMY INTEL

SEPIA

These were the first Akrid humans encountered when they first emigrated to the planet. Like the Trilid, Sepia move in packs. Adept at climbing, they attack from all angles when facing an enemy. Many variations and mutations exist.

Height	2900
Width	2900

The Sepia is the most common species of Akrid and exists in a variety of forms. Nevertheless, their primary means of locomotion and attack are constant. These



crab-like creatures are roughly as tall as an adult human, and they move about on four splintery legs. Although they can climb on all surfaces and often attempt to drop from above in a surprise attack, they are not that fast. Sepia rely on their massive numbers in battle, as each of them individually packs little punch and can be readily destroyed with any of the available weaponry. Sepia do not individually yield much Thermal Energy.



The first of the Target Marks is located in the snow behind the storage tanks nearest the stone archway. Destroy the tanks to get the Thermal Energy, then look on the ground for a partially-buried coin spinning in place. Shoot it using the GTT-01 or while on foot.



TARGET MARK



When facing an infestation of Sepia, you should immediately use a Hand Grenade or the Shotgun to cut a swath through those posing an immediate threat. With that done, turn your attention on the Genessa from which the Sepia emerge and use the Machine Gun or Hand Grenades to quickly destroy the spawn point. With the supply of Sepia cut off, you'll be able to go about eradicating the remaining beasts with little trouble.



○ ENEMY INTEL

GENESSA

Genessa are red-colored craters that grow on the various surfaces of the caves, canyons, and buildings on E.O.P. III. These craters serve as the spawning point for Sepia and Trilid and must be destroyed to prevent a full-scale infestation!

Height	1200
Width	5600

Although the Genessa does not pose any direct threat to Wayne, the Sepia and/or Trilid that call it home continue to emerge in droves until the Genessa has been destroyed. Genessa can be destroyed with any number of weapons. How you destroy the Genessa is up to you. We only recommend you do it quickly!



CHRYATIS

Extremely aggressive. Upon sensing Thermal Energy traces from any living being other than another Akrid, it immediately attacks the source as a threat that must be eradicated. Once in attack mode, the Chryatis won't stop until all traces of Thermal Energy are gone.

Height	8300
Width	10000

Unlike the Sepia, encountering a Chryatis in the frozen wild is a situation not to be taken lightly. Chryatis are massive beasts with exceptional strength, range, and a fair bit of speed to boot.



They use their lengthy front legs to attack their prey and are capable of a powerful overhead jabbing attack as well as a vicious sideways swipe. Their primary weak

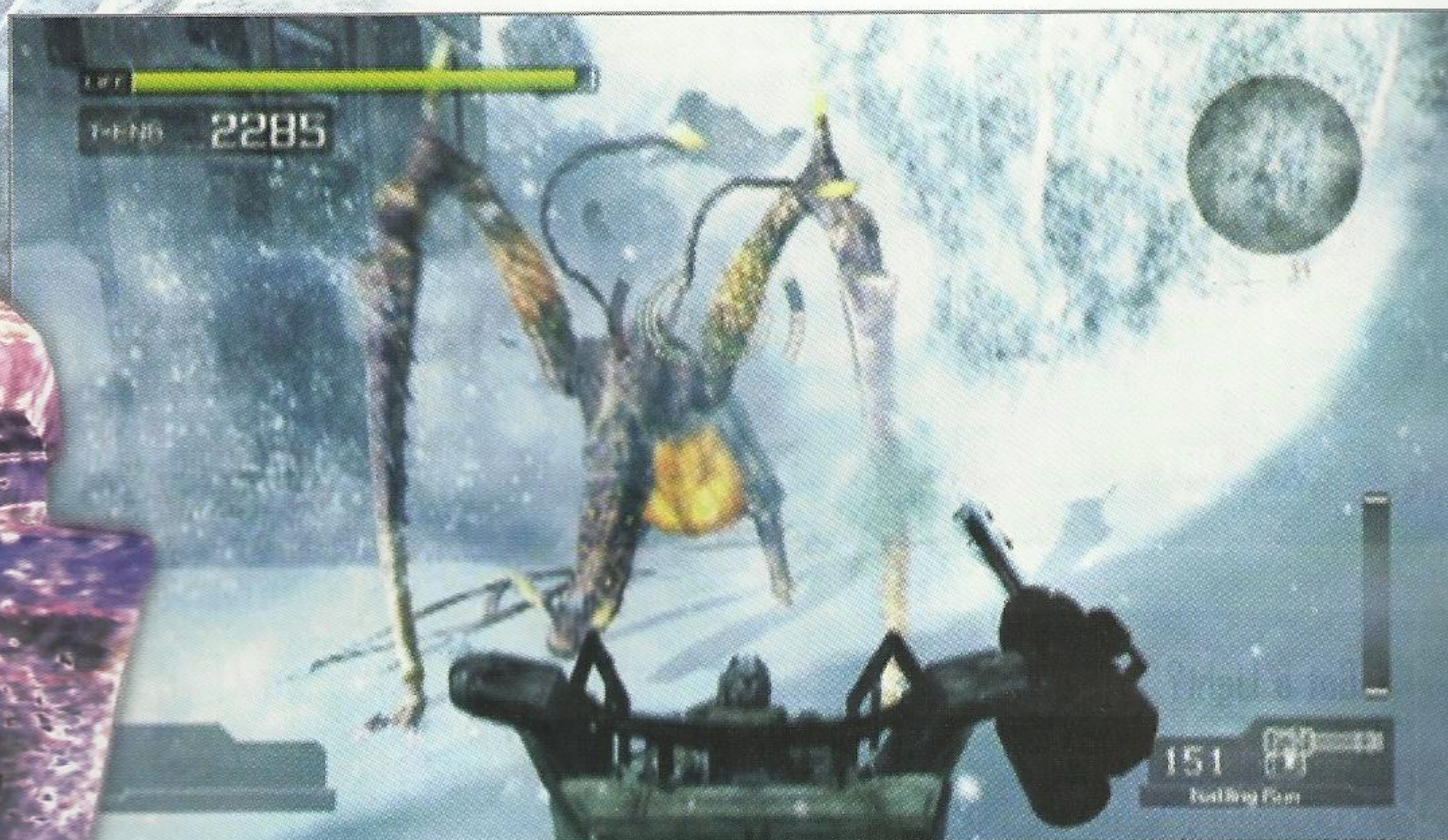
spot is the Thermal Energy deposit in their tail, but the Chryatis is wily enough to shield this vulnerability from its prey. Fortunately, that's not the only Thermal Energy it has in its body. Each of its front legs are connected to the Chryatis' torso via a small segment filled with Thermal Energy. Open fire on this smaller deposit to sever the leg on that side. The overly hostile Chryatis will continue to attack, so make sure to keep your distance and sever the second leg as well. With both legs missing, the Chryatis will slump to the ground and lie there harmlessly. Open fire on its tail to rupture the larger Thermal Energy sac and kill it once and for all.



Reload the Gatling Gun and proceed south through the stone arch towards the parking garage entrance, but be on your guard! A much larger Akrid emerges from underground, so be ready to backpedal as soon as you see it.

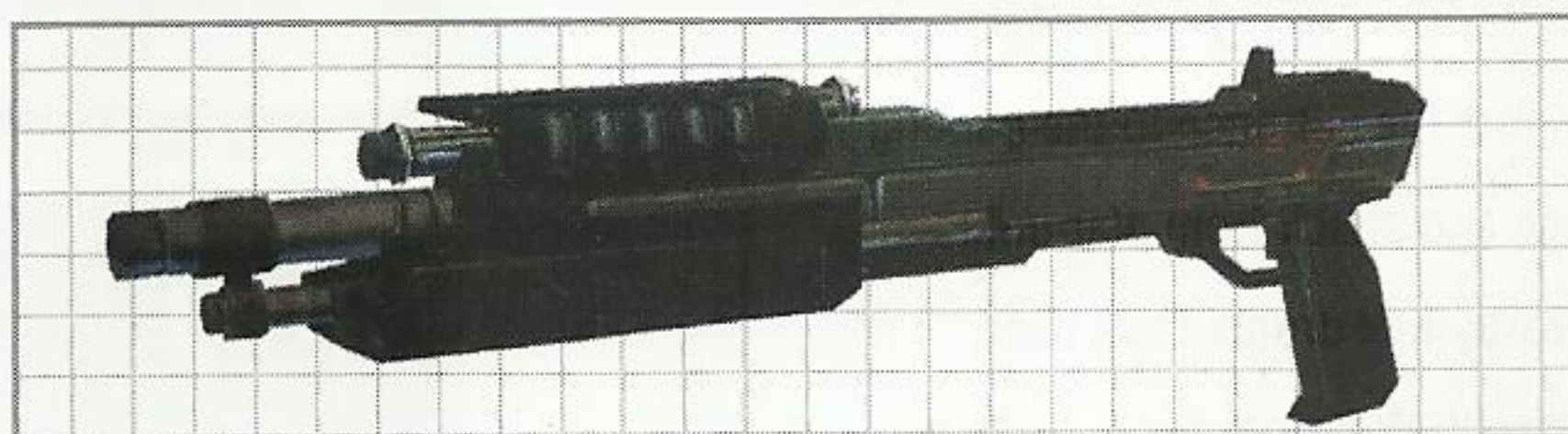
Chryatis Ambush!

This beast is known as a Chryatis and has two lengthy legs that provide its basic form of attack. Ignore the Thermal Energy sac on its tail and, instead, aim at the ones where each of its two legs joins the body. Rupturing these deposits of Thermal Energy severs the legs and renders the beast defenseless. Turn your attention to the Thermal Energy in its tail to finish it off.



The GTT-01 can't fit inside the entrance to the garage so Wayne has to go on foot. Exit the VS and pick up the nearby Shotgun.

Shotgun



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
8	100	Slow	Short to Moderate	Heavy

The Shotgun is an excellent weapon to use when surrounded by enemies and forced to "shoot from the hip". Naturally, the Shotgun produces a wide blast pattern and sends the individual balls of lead shot outward at an ever-increasing width. This not only reduces the need to be accurate, but also means that a single blast from the Shotgun can drop several nearby enemies simultaneously. This is best exemplified when being attacked by a swarm of Trilid. Of course, every weapon has its downside and for the Shotgun it is the weapons relatively slow firing rate and limited range. Save the Shotgun for use in tight quarters and situations when surrounded by enemies. Switch to the Machine Gun or other long-range weapon when taking on enemies from afar.



A GARAGE INFESTATION

The parking garage is filled with Sepia and the Genessa they emerge from. It's also filled with abandoned vehicles that can be detonated, as well as a bevy of forgotten fuel drums. The Shotgun is invaluable if surrounded, but keep the Machine Gun in hand for the time being. Use Hand Grenades and the Machine Gun to detonate the fuel drums and vehicles from a safe distance to reduce the initial size of the Sepia pack.



Got a Light?

Wayne doesn't strain his eyes in the dark! His survival suit is equipped with a useful Light that can be turned on and off by tapping the Direction Pad either Left or Right.

Stay near the entrance to the parking garage and attack from afar until all nearby fuel drums have been destroyed. With that done, make a clockwise sweep around the garage, wiping out every crater and Sepia in the area. Continue to detonate the remaining fuel drums from a safe distance and pick up all of the Thermal Energy you see. There are several Machine Guns and Hand Grenades in the area as well—be sure to restock your ammo supplies before exiting the area.



With the Akrid exterminated from the area, approach the Data Post in the center of the garage and rapidly tap the B Button to activate it. Activating a Data Post can be tricky if there are a lot of enemies around, but it's a task worth completing.

Data Posts

These metal cylinders serve many purposes on the battlefield. Data Posts not only yield a large amount of Thermal Energy, but also reveal a portion of the map on the PDA. Once activated, the Data Post emits a yellow ray of light in the direction that Wayne must travel.

BATTLE IN THE WAREHOUSE

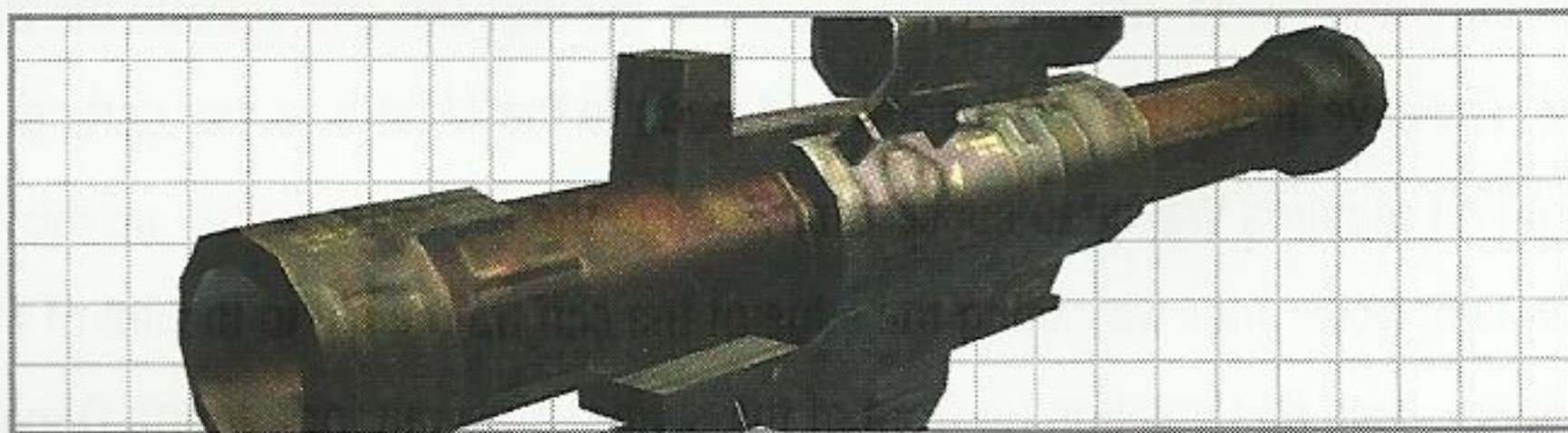
BURIED ROCKET LAUNCHER



Exit the parking garage and approach the body of the soldier near the fence up ahead. The deceased's Rocket Launcher is buried in the snow next to him. Switch to the Shotgun (so as to swap it out) and dig up the Rocket Launcher by rapidly tapping the B Button. Press the B Button again to swap the Shotgun for the Rocket Launcher.



Rocket Launcher



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
1	20	Very Slow	Long	Very Heavy

The Rocket Launcher is an extremely powerful weapon that not only packs a huge punch, but has tremendous range as well. This weapon is best used against enemy VS units and gun emplacements. Although it can be useful in certain situations against Akrid or Snow Pirates, its slow rate of fire limits its usefulness. Unlike the Machine Gun and Shotgun, the Rocket Launcher is far rarer and is usually found in locations that precede situations that require its use.



Dig up the Rocket Launcher from the pile of snow near the opening in the fence and search the area behind the large, indestructible fuel tanks. Shoot the next Target Mark and make your way towards the warehouse in the distance.



A search of the area near the three large fuel tanks reveals the next Target Mark. It is on the ground behind the middle row of fuel tanks, on the side opposite the opening in the fence.

TARGET MARK



Approach the entrance to the warehouse and use the Machine Gun to destroy the Sepia and their spawning crater before entering. Use the fuel drums in the area to expedite this process. When ready to battle another Chryatis—this time on foot—enter the warehouse and make a run for the flight of stairs in the rear right-hand corner.



Climb the first flight of stairs to the landing and use the Machine Gun to sever each of the Chryatis' legs. This reduces the beast to a pathetic, immobile mess of a monster. Switch to the Rocket Launcher and fire it right at the yellow sac of Thermal Energy in the beast's tail. Head back down the stairs to collect the Thermal Energy.



Bombs Away!

Wayne can give himself a helping hand by shooting the overhead fluorescent lights and bundles of suspended pipes. It only takes a few rounds from the Machine Gun to knock these objects loose and send them crashing to the ground. And both the lights and the pipes are plenty heavy enough to crush the Sepia and dish out some pain to the Chryatis.

R

The third Target Mark in this mission is atop the catwalk in the southwestern corner of the warehouse. Climb both sets of stairs and look to the right of the catwalk to find it.



TARGET MARK

Gather up the extra ammunition in the room and shoot the remaining fuel drums in order to blast open the southern bay door. Swap out the Rocket Launcher for the Shotgun and head back out into the snow.

ALPINE ASCENT

The area between the warehouse and cliffs is home to several Dongo. These large Akrid have a pair of powerful pincers that they use to attack with, but that's not all! They also have the ability to curl up and roll over their prey with surprising speed. Wayne must keep a safe distance and constantly try to circle around them so as to get a clean shot on the Thermal Energy sac in their tail—the one spot they're not armored.



○ ENEMY INTEL

DONGO

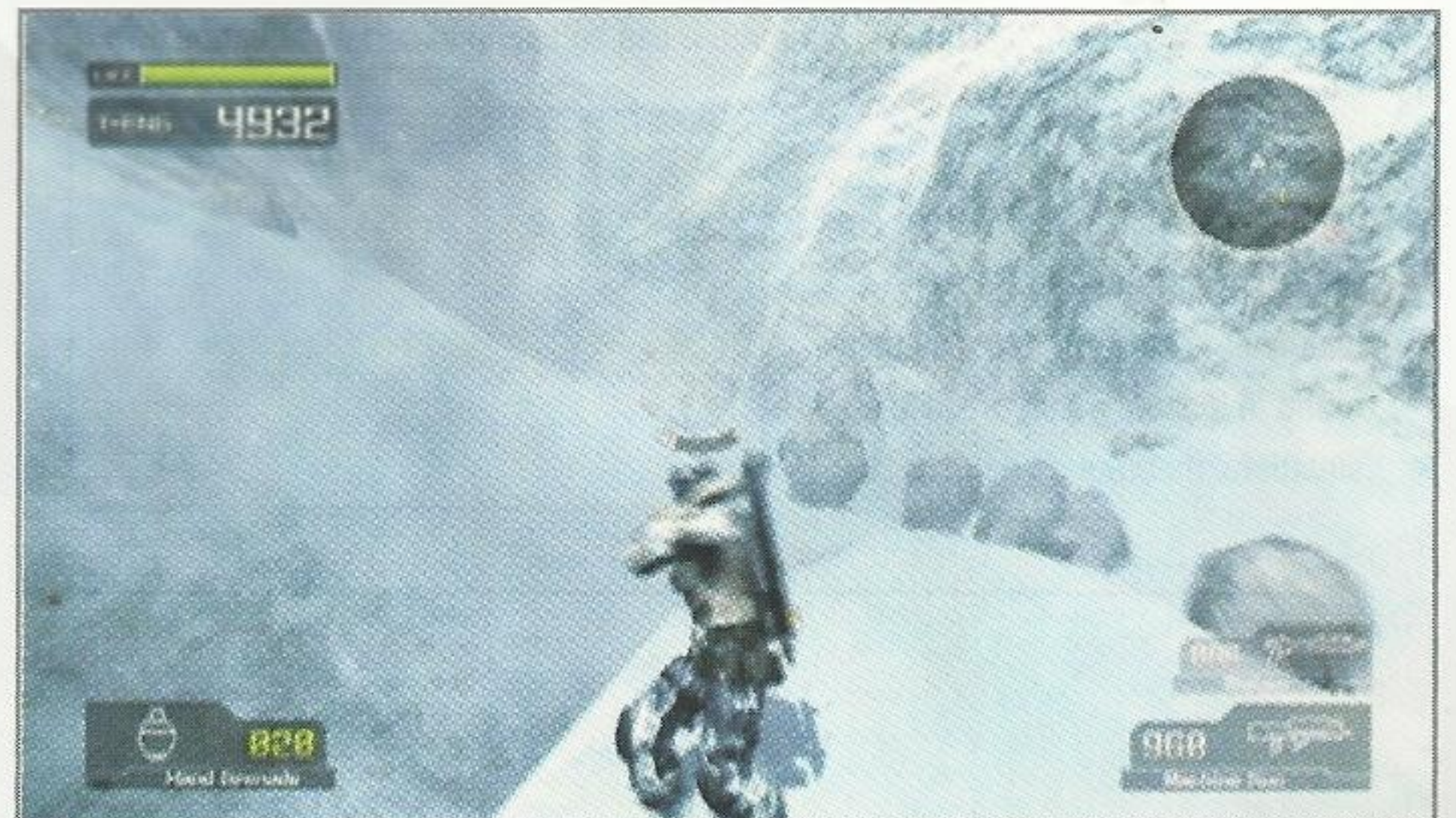
Extremely hard outer shell forms nearly indestructible armor. Attacks by curling into a ball and rolling into or over foes at high speed, or uses large pincers for stomping or crushing.

Length	5100
Height	2600

There are many ways to defeat a Dongo and not all of them require gunfire. For starters, Wayne can use the Machine Gun or Hand Grenades to detonate nearby fuel drums and vehicles and hope to catch a Dongo in the blast. Secondly, if there are cliffs nearby, he can lure them towards the edge of the cliff and hope to evade their rolling attack as they speed off the ledge to their doom. Naturally, Wayne can also take aim on the Thermal Energy sac in their tail from afar and use a long-range weapon to whittle them down little by little. Lastly, there is one other way which is not only very effective, but also quite fun.

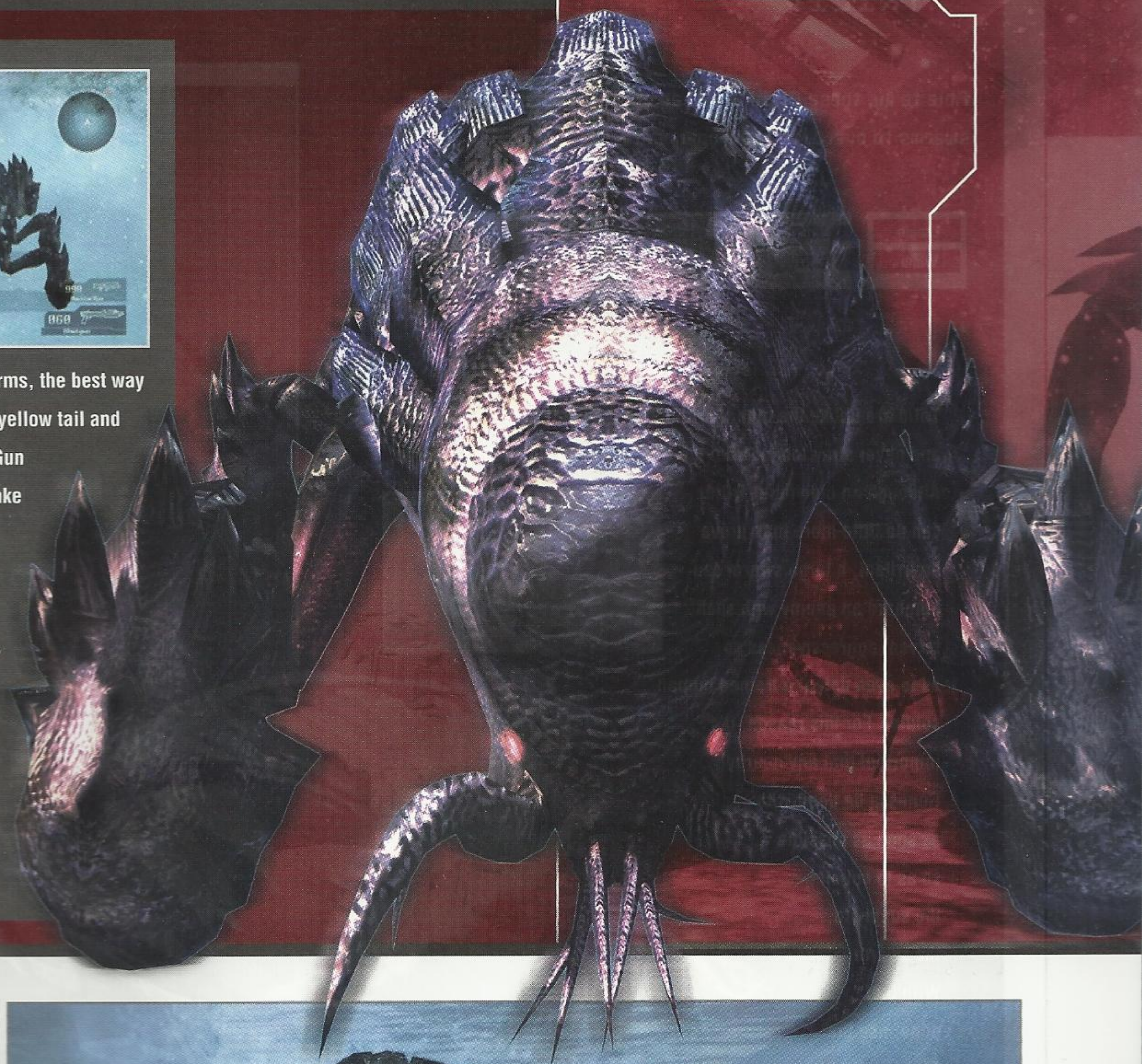


With the Dongo dead, use the Anchor to scale the first cliff and activate the Data Post. The cave at the top of the snowfield leads to the Akrid hive, but getting there first requires Wayne to successfully dodge the rockslide farther up the mountain. Make your way along the edge of the cliff up the hill to the left of the boulders. Hold this position (in front of the ravine) and wait for a fourth Dongo to roll down the mountain and off the cliff into the gully. Shoot the boulders to the right and up above with the Machine Gun to rattle them loose and send them crashing down the mountain.





If choosing to defeat a Dongo with firearms, the best way to accomplish this is to Anchor onto its yellow tail and open fire with the Shotgun or Machine Gun while tethered to the beast. It doesn't take much to destroy it at point-blank range and Wayne automatically backflips to safety after several seconds.



Now continue towards the narrow chute and keep your eyes and ears peeled for the sound of the rockslide. Once the boulders start coming, immediately use the Anchor to grapple onto a nearby rock face to let the boulders pass by harmlessly underneath.

Continue across the clearing up ahead and equip the Shotgun if you haven't already. A large swarm of Trilid emerges from the cave up ahead. Each blast of the Shotgun can drop in excess of a half-dozen Trilid so wait for them to bunch together and fire away!



TRILID

Able to fly, these Akrid are weak on their own but attack in swarms to overcome their opponents.

Length	3500
Width	1600

Trilid are unlike the other Akrid in that they only exist in swarms and never stray too far from the Genessa from which they emerge.

Although an individual Trilid can do little more than prove an irritant, a large swarm can bombard an enemy with such fervent aggressiveness so as to even defeat a trained human soldier. For this reason, it's important that any nearby Genessa be dealt with as soon as possible so as to cut off the supply to the swarm.



With that done, use the Shotgun to blast a handful of Trilid out of the air with each squeeze of the trigger. The fact that the Trilid can fly can make them a bit more difficult to spot; however, they release a snoring-like sound just before dive-bombing their target so listen for the noise and step aside!





BRIDGES AND PITS

Proceed slowly into the cave and use the Machine Gun to destroy the distant spawning crater as soon as Wayne is within range. Switch to the Shotgun and blast through the swarming Trilid towards the Data Post to the right. Grab the Gatling Gun for the time being and use it to further reduce the number of Trilid fluttering about inside the cave.

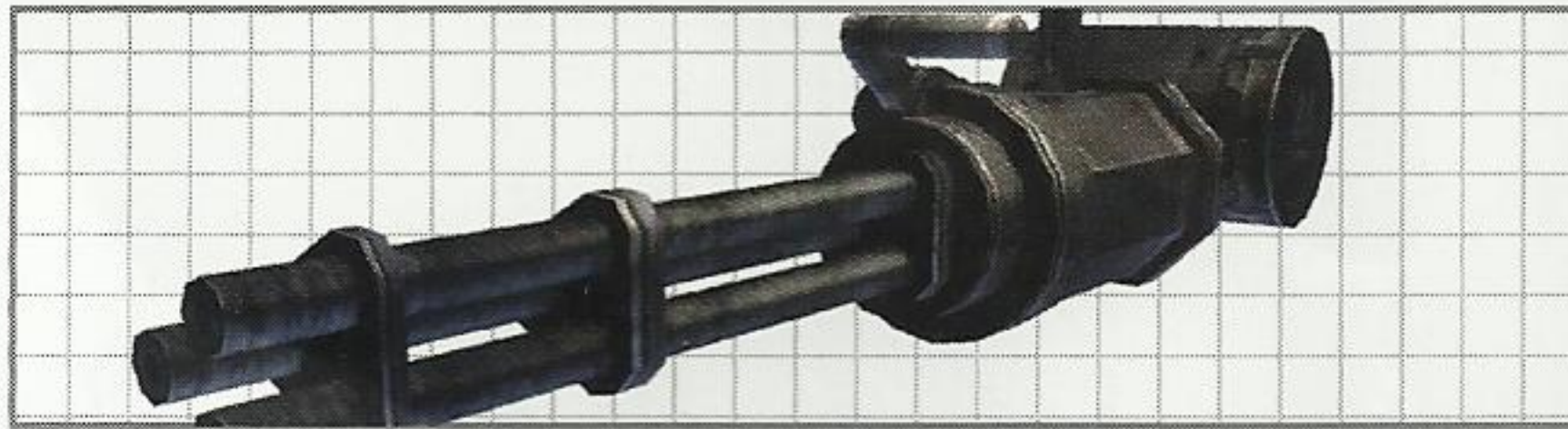


Using VS Weaponry

It's possible to not only utilize some of the larger VS weaponry that can be found scattered through E.D.N. III, but Wayne can even detach these weapons from Vital Suits that he would rather not pilot or that has been significantly damaged. Keep in mind that using detached VS weapons on foot reduces Wayne's overall speed and agility. Also, Wayne cannot switch to another weapon without first putting the larger VS weapon down on the ground.

Detached VS Weapon

Gatling Gun

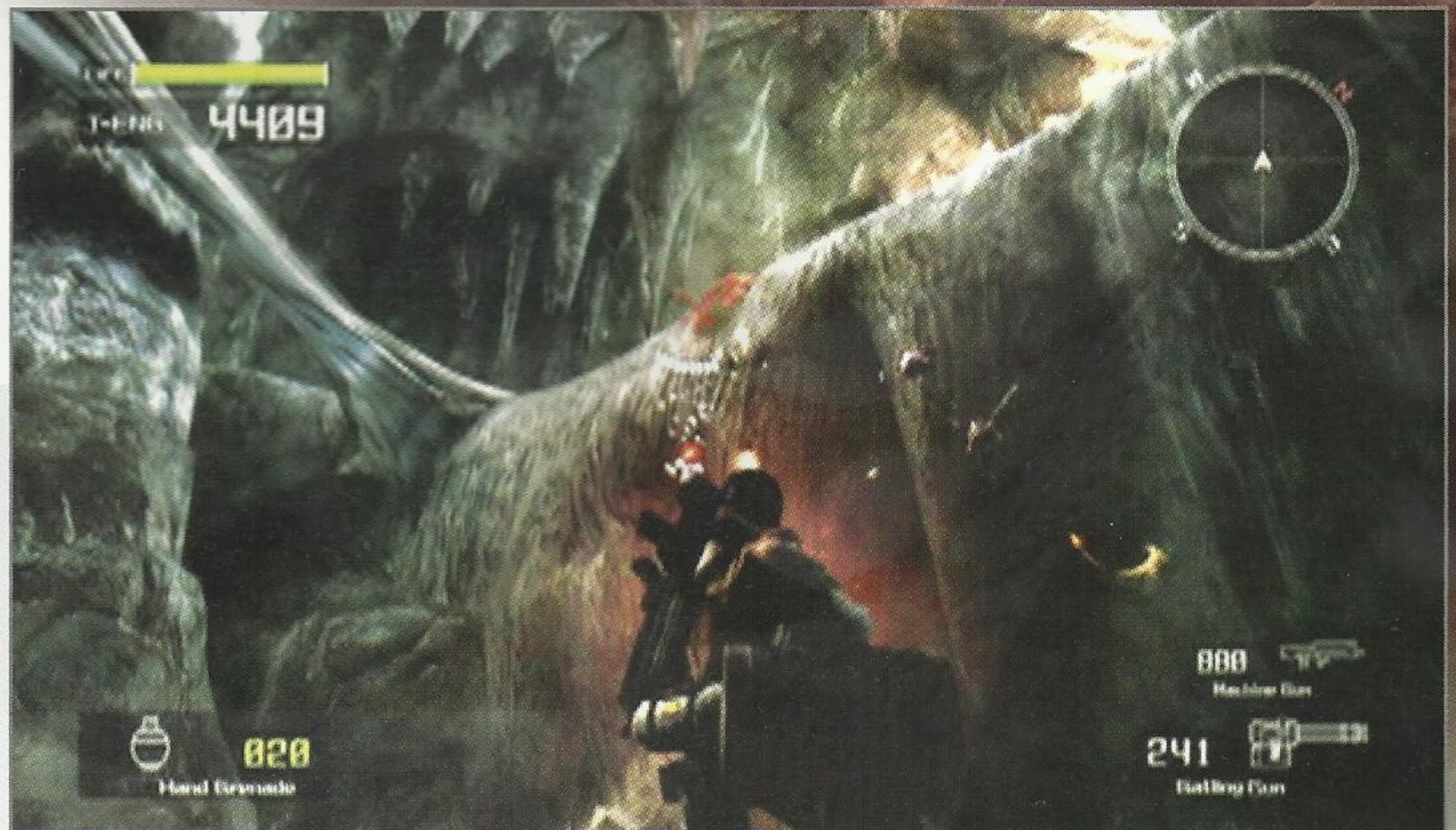


Magazine Size	Max Capacity	Firing Rate	Range	Firepower
140	999	Very Fast	Moderate to Long	Heavy

Although designed for use with a Vital Suit, the Gatling Gun isn't too big to be carried by an individual human. This high-powered version of the Machine Gun excels in speed, power, range, and capacity. Although the Gatling Gun can't be whirled around in the midst of a battle as easily as the Machine Gun, it can cut almost any enemy in pieces should they be foolish enough to stray into the gun's line of fire. The Gatling Gun significantly limits Wayne's movement and cannot be fired on the run; Wayne must stand still and brace himself for the Gatling Gun's powerful recoil.



Activate the Data Post and drop to the bottom of the cave. Collect the Target Mark and advance to the south, through the narrow opening in the rock. This area contains several Thermal Energy sacs to harvest and also gives Wayne a clear shot at a Genessa on the back of the second rock bridge up above. This particular crater is home to a number of Sepia; destroy it now to make passage easier later.



Energy Gun



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
∞	∞	Moderate	Moderate	Moderate to Heavy

The Energy Rifle is unique in that it packs unlimited firepower and never needs to be reloaded. Furthermore, the trigger can be held to charge up a more powerful blast. Although the Energy Gun's rate of fire isn't terribly fast and its projectile speed even slower, the energy blasts shot from the weapon possess a homing feature which means that each shot by Wayne needn't be as precise as with other weapons. All in all, the Energy Gun is a good multi-purpose weapon to use, especially if running low on ammunition with the Machine Gun.



E

Drop into the pit in the center of the cave near where the meltwater is cascading down and look to the eastern corner. Turn on the Light to increase visibility while looking on the ground for the Target Mark.

TARGET MARK



Use the Anchor to scale the side of the cliffs back towards the Data Post and cross the rocky bridge. From there, step down to the ledge on the right and circle back around via the second bridge towards the next Data Post. Use Hand Grenades to eliminate the Sepia and their Genessa, activate the Data Post, and cross the webbing to enter the Akrid Hive.



INSIDE THE AKRID HIVE

The interior of the Akrid Cave is littered with Vital Suits, Gatling Guns, and even a Rocket Launcher amongst a myriad of Thermal Energy sacs. Of course, all of these valuables are heavily guarded by the keeper of the hive, the Godon. The Godon is similar to the Dongo that Wayne had faced out in the snow, but much larger and far more deadly. It's time to see for yourself...

Insta-Anchor

You needn't worry about falling to your death in most situations, as Wayne automatically affixes the Anchor when beginning a freefall. Note that this only applies to situations when you errantly step off a ledge. Taking a running jump off a ledge will result in a dangerous plummet to the ground below.

Eject! Eject!

Should the VS be catastrophically damaged during the battle and the "Danger" warning flash on the screen, immediately stop firing and press the B Button to flee the suit before it is destroyed. Quickly look for another nearby VS and hop in!

H

Cross the rock bridge inside the cave and drop down to the ledge on the right. Once there, turn around and look back under the bridge to find the Target Mark in the shadows underneath where Wayne was just standing.



TARGET MARK

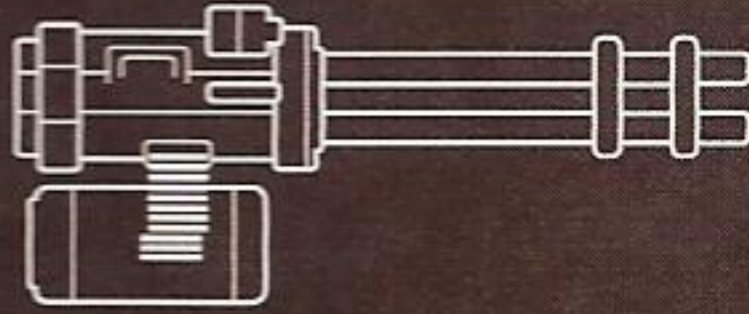


Vital Suit: GTF-11

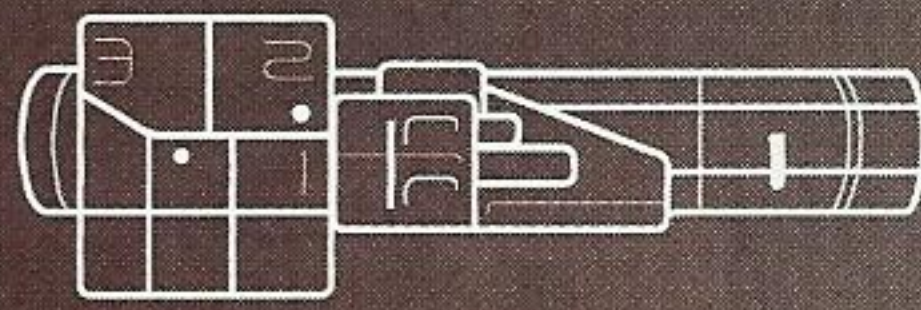
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SUGGESTED ARMAMENT

GATLIN GUN-VS



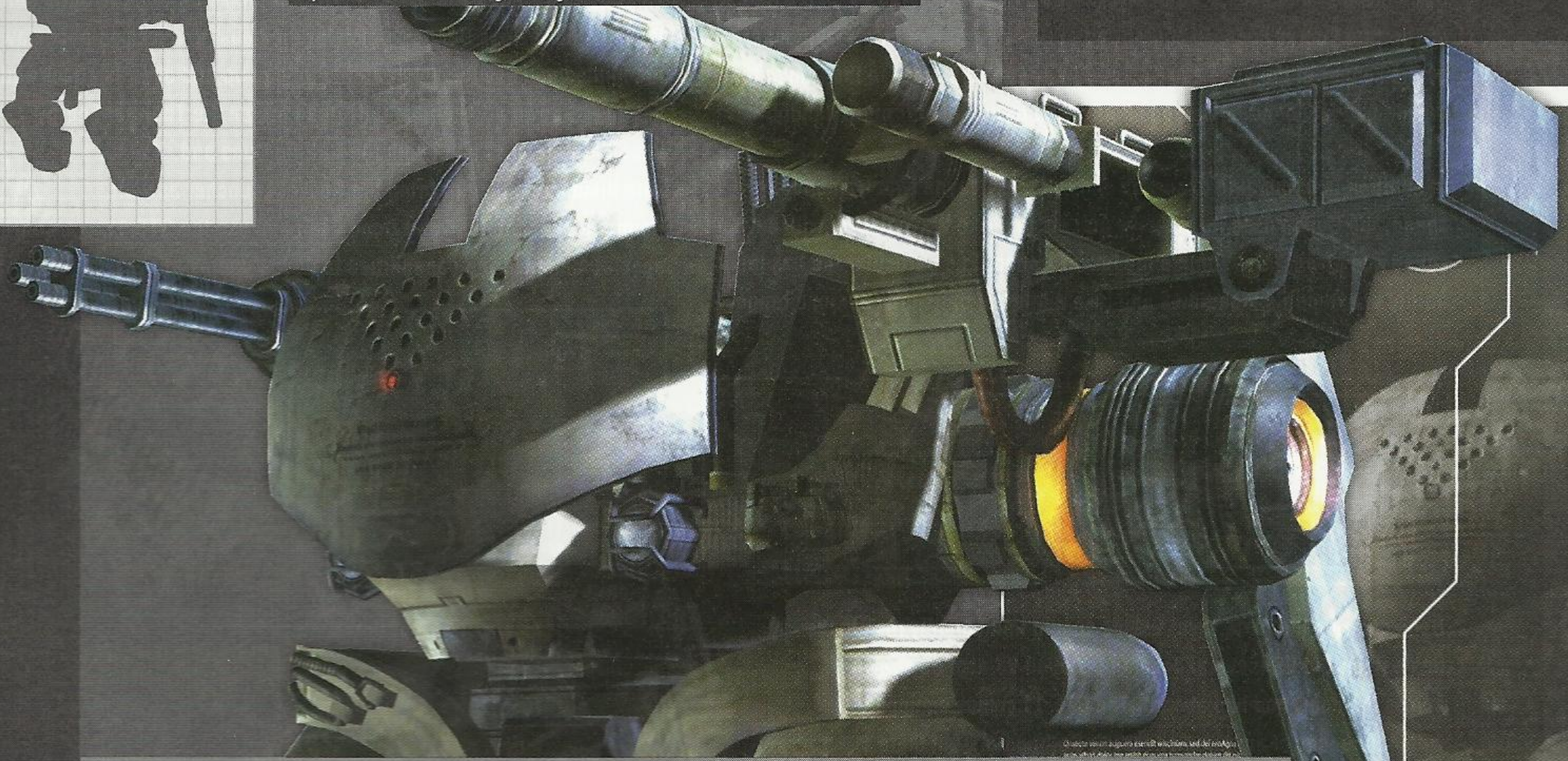
ROCKET LAUNCHER-VS



Height	4400
Width	3200
MpKt	7

Special Functions: Hovering, Sliding Dash

Outfitted with an advanced posture control system originally designed for space fighters, the GTF-11 was the first among the biped walking VS to be able to fly. Used widely in colonization.



The GTF-11 is similar to the GTT-01 in appearance, but is significantly more mobile thanks to its ability to hover and perform a Sliding Dash. To hover, press the A Button to jump into the air and press the A Button a second time mid-jump to initiate Hovering. The GTF-11 remains airborne at that altitude until the hover meter on the right-hand side of the screen empties. Additionally, Hovering can be cancelled by pressing the A Button again.

A Sliding Dash is essential for dodging enemy attacks and for making the VS tougher to hit from ranged opponents. To perform the Sliding Dash, press the Y Button while pointing the Left Thumbstick in any direction. This makes the VS utilize its jet propulsion to Sliding Dash in that direction.



GODON

Length 13000

Height 7000

The interior of the Akrid Cave is littered with two GTF-11 Vital Suits, a pair of Gatling Guns, and even a VS-specific Rocket Launcher. There's also a myriad of Thermal Energy sacs. Of course, all of these valuables are heavily guarded by the keeper of the hive, the Godon. The Godon is similar to the Dongo that Wayne had faced out in the snow, but much larger and far more deadly.

In addition to being able to curl up and roll over Wayne with tremendous speed, the Godon uses its massive pincers to strike Wayne down with savage speed and power. Also, unlike the lesser Dongo, this particular foe has the ability to extend its mandibles and take a bite out of its prey at close range.



The increased aggressiveness of the Godon; that fact that Wayne is in a VS; and the tight confines of the Akrid Hive all make for a battle quite unlike those with previous Dongo. Watch for the beast to attack with its claws and mandibles and use the hover ability to leap up and over its attack and set the VS down adjacent its tail. Open fire on the Thermal Energy deposit in the boss's tail with the Gatling Guns and, if at a safe distance, consider firing the Rocket Launcher as well. Continue to shoot the Great Dong's tail and use the GTF-11 special maneuvering capabilities to dodge enemy attacks.



Upon entering the Akrid Hive, Wayne should immediately rush to the nearest upright VS (several decommissioned VS also lie strewn across the floor) and hop aboard. The GTF-11 comes equipped with 400 rounds of ammunition for the Gatling Gun, but there are plenty of nearby VS weapons to add to the vacant left arm attachment. Move to a nearby Gatling Gun or Rocket Launcher and stand so that the weapon pick-up is under the left-side of the VS. Press the B Button to install the second weapon.



BOSS ATTACK TECHNIQUES

Double Lunge

Dmg. Inflicted Low

The Godon can extend its mandibles for a quick-lunge bite! Stay away from its mouth!

Horizontal Swipe

Dmg. Inflicted Moderate

Watch for the beast's large pincers to slash outwards with a horizontal swipe.

Overhead Attack

Dmg. Inflicted Moderate

With all of that mass behind it, the Godon can really pack a wallop when it attacks with an overhead crushing blow.

Rolling

Dmg. Inflicted Severe

The Godon curls into a ball and rolls throughout the hive at great speed.

The Godon soon curls up and begins rolling throughout the hive's walls, floor, and ceiling. Try to remain aloft throughout this period by repeatedly hovering for as long as the VS's thrusters allow. The rumbling of the Godon's stampede causes numerous boulders to crash down from the ceiling of the hive so stay on the move and pay close attention to the VS damage meter. The Godon performs three or four rolling loop-the-loops inside the hive before unfurling and resuming its typical attack pattern. Continue to sidestep its attacks and open fire on the Thermal Energy in its tail to further weaken it. Additional Gatling Guns can be found throughout the floor of the hive. Continue using these tactics and the available weaponry (and the second GTF-11 if necessary) to defeat the Godon.



CRIMSON PIRATE III

Crimson Pirates are human adversaries that have banded together with the intent of eking out an existence on E.D.N. III on their own. They are very hostile to all, even other Snow Pirates, and carry a bevy of weaponry.



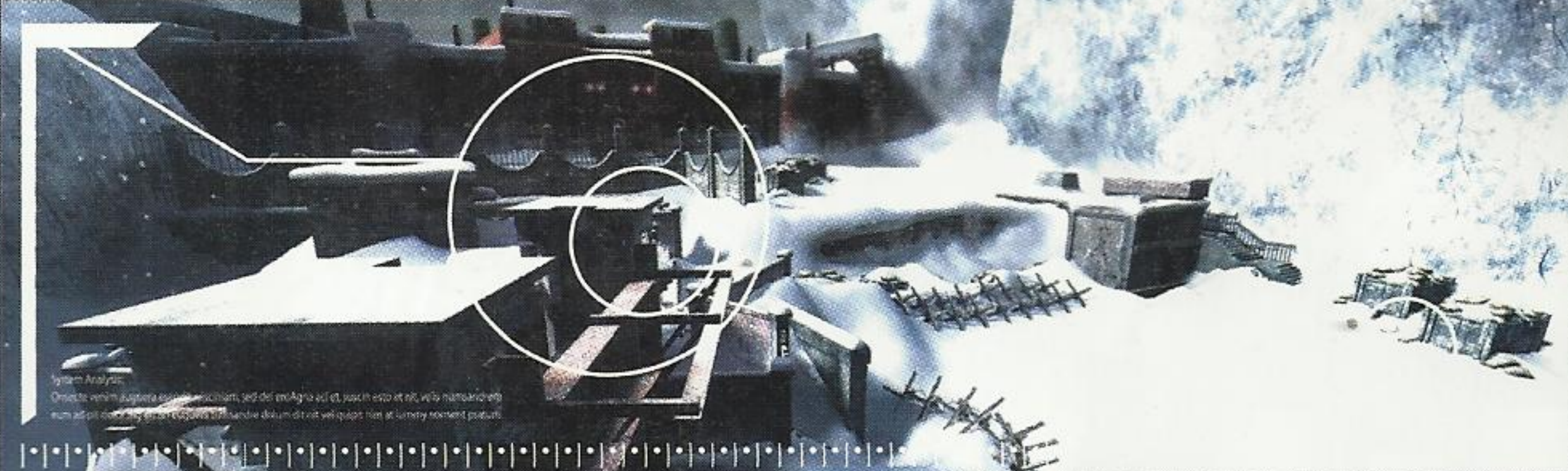
002



Objective







Clear out the Crimson Pirate Fortress. It lies in the heart of Akrid territory, so the pirates have likely built the fortress in a hard-to-reach location.

Destination: Pirate Fortress



System Analysis
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	VS Model	L. Weapon	R. Weapon	Special Functions
	GTT-01	Gatling Gun	Gatling Gun	N/A
	GTT-01	N/A	Gatling Gun	N/A
	GTF-13M	N/A	Gatling Gun	Transform Into Bike
	GTT-01	Gatling Gun	Gatling Gun	N/A
	GTF-11	N/A	Gatling Gun	Hovering, Sliding Dash
	GTF-11CC	Shotgun	Gatling Gun	Hovering, Sliding Dash



SITUATION REPORT



Before Wayne even leaves the Akrid Hive, Yuri decides that the time has come to take on the Crimson Unity, a band of rival Snow Pirates. The Crimson Unity has formed from a group of colonists left behind when the initial colonization of E.D.N. III was abandoned due to the Akrid. The Crimson Unity has since stolen the trailer that belonged to Yuri, Rick, and Luka and, even more tragically, has killed many of their comrades. This is a chance to retake their trailer and exact revenge.







TARGET MARKS



The Target Marks in this mission spell out the word "Storm". There are 5 Target Marks in this mission.

- 


On the window ledge to the left of the stone archway. Walk under the arch and turn left towards the north.
- 


Drop into the first pit on the bridge and face south. The Target Mark is behind the metal bars at the edge of the trench.
- 


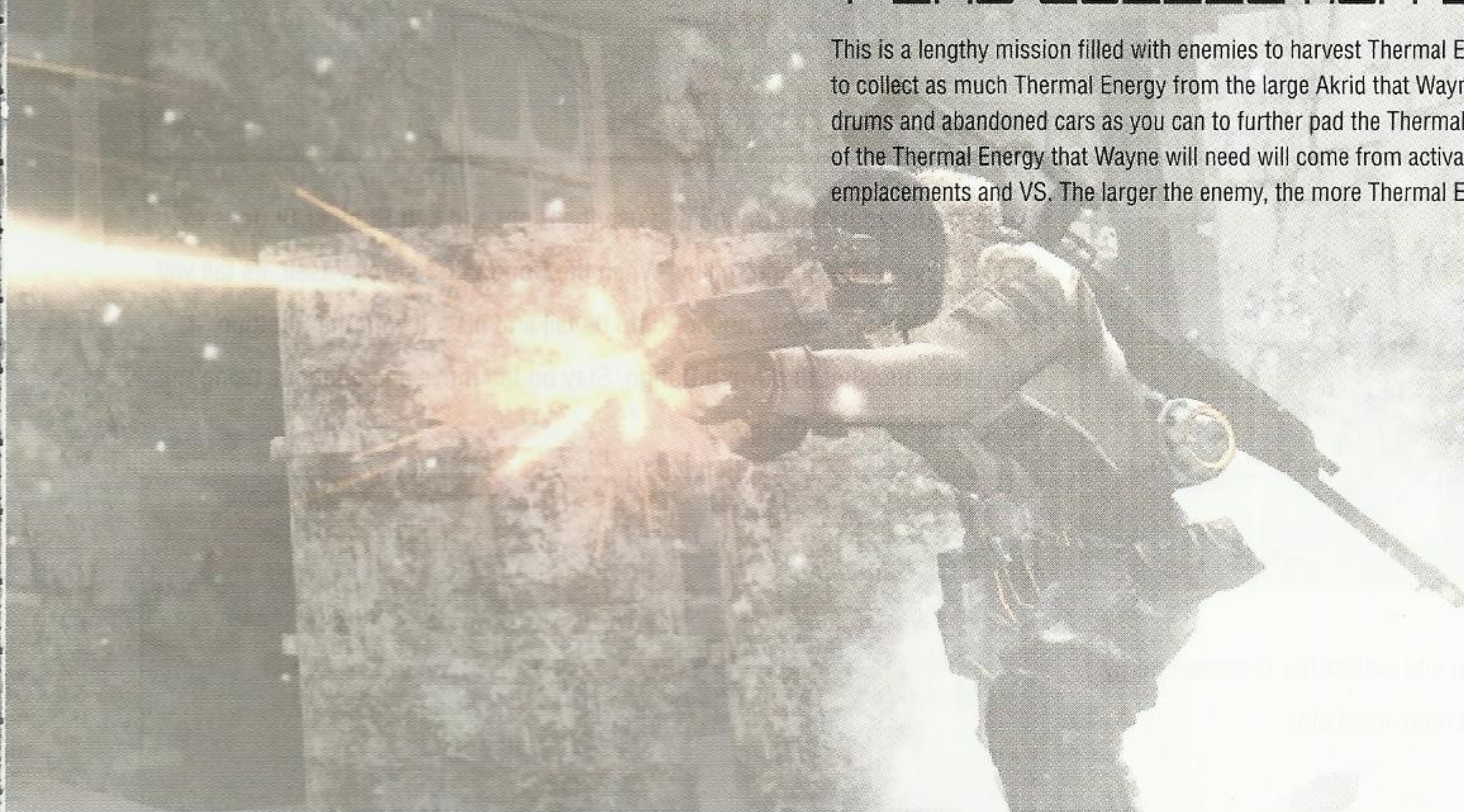
In the window opening on the east side of the ruined building that Wayne climbs to reach the bridge. It's just below the top floor.
- 


This Target Mark is on the floor, behind the crates, in the building in the northwest corner of the fortress area.
- 


At the far end of the train tunnel, high on the left-hand side. It can be shot with the Rifle from the upper walkway.

T-ENG COLLECTION STRATEGY

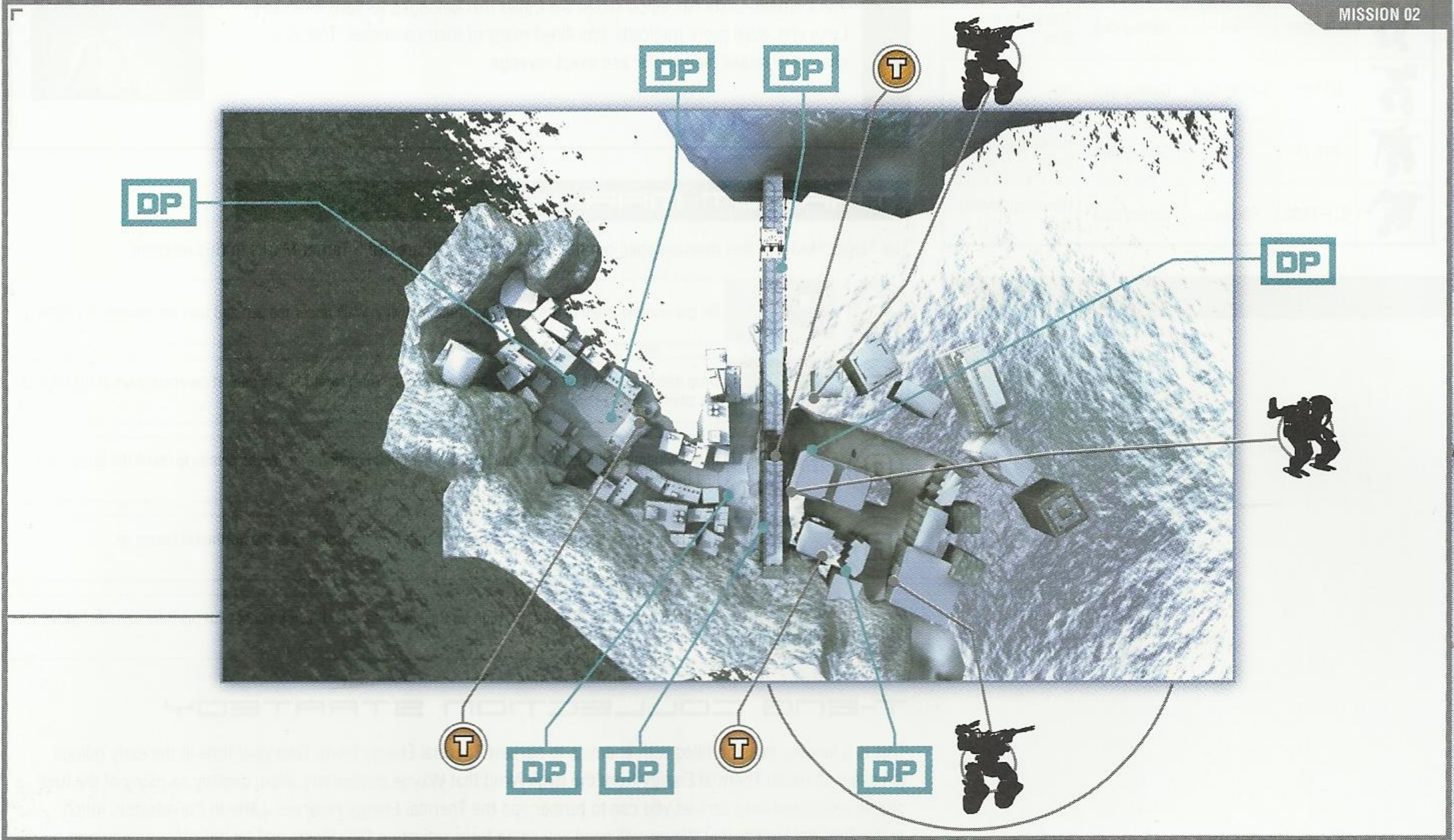
This is a lengthy mission filled with enemies to harvest Thermal Energy from. Take your time in the early goings to collect as much Thermal Energy from the large Akrid that Wayne encounters. Also, destroy as many of the fuel drums and abandoned cars as you can to further pad the Thermal Energy reserves. Later in the mission, much of the Thermal Energy that Wayne will need will come from activating Data Posts and by defeating enemy gun emplacements and VS. The larger the enemy, the more Thermal Energy it yields, so collect as much as possible.



STRONGHOLD ASSAULT

MISSION: 02





JOURNEY TO THE BRIDGE

Wayne begins the search for the Crimson Unity's hideout in what was once a vibrant city, but has since been overrun by Akrid. Anchor onto the nearby awning and grab the Shotgun; it comes in handy in the coming moments. Activate the Data Post on the ground and collect the Thermal Energy from the abandoned cars and fuel tanks on the right-hand side.



Circle/strafe around the Dongo and use the Right and Left Bumper Buttons to quickly spin as the Dongo roll by. When the Dongo first unrolls itself, its tail will be facing Wayne. Quickly Anchor onto its tail and blast it with the Shotgun. It only takes one shot to down a Dongo. Stay on the move and continue using this tactic to defeat each Dongo.



This snowy field in the center of town seems tranquil from a distance but there are eight Dongo lurking under that cushy white blanket. They'll begin to attack in groups of two and three as soon as Wayne disturbs the surface. Be prepared!

Dongo Ambush Ahead!

**S**

Head under the archway and turn left towards the north. The first Target Mark for this mission is on the window ledge just beyond the Machine Gun lying in the snow.

TARGET MARK**CHAPTER
2**

The area beyond the stone archway contains additional half-dozen Dongo. Continue utilizing the same tactics as in the courtyard earlier and make your way towards the Data Post in the distance.

Don't worry about activating the second Data Post yet! First, prepare to battle the Chryatis that is lurking beneath the snow in the corner near the Data Post.

Chryatis in the Snow!

Ammo Conservation

Killing a Dongo doesn't yield all its precious Thermal Energy. In order to get to the good stuff, Wayne must also shatter the frozen corpse. Although this can be accomplished easily with a couple rounds from a well-stocked Machine Gun, it's not a good idea to use up Shotgun ammunition. Fortunately, a tap of the B Button causes Wayne to swing his weapon in a melee attack with enough force to shatter even the largest Akrid popsicle.



Quickly grab the Gatling Gun from the inoperable VS near the Data Post and back away. Get out of the Chryatis's reach and open fire on either its leg-joints or the large sac of Thermal Energy in its tail. Although it's usually safer to eliminate the Chryatis's offensive threat first, it often gets its legs stuck in the snow following an overhead attack. This makes shooting its tail much easier than normal, so go for it! A second Chryatis lurks down the path to the north.

Eliminate them both then pick up whichever weapon was dropped and collect the nearby Thermal Energy.

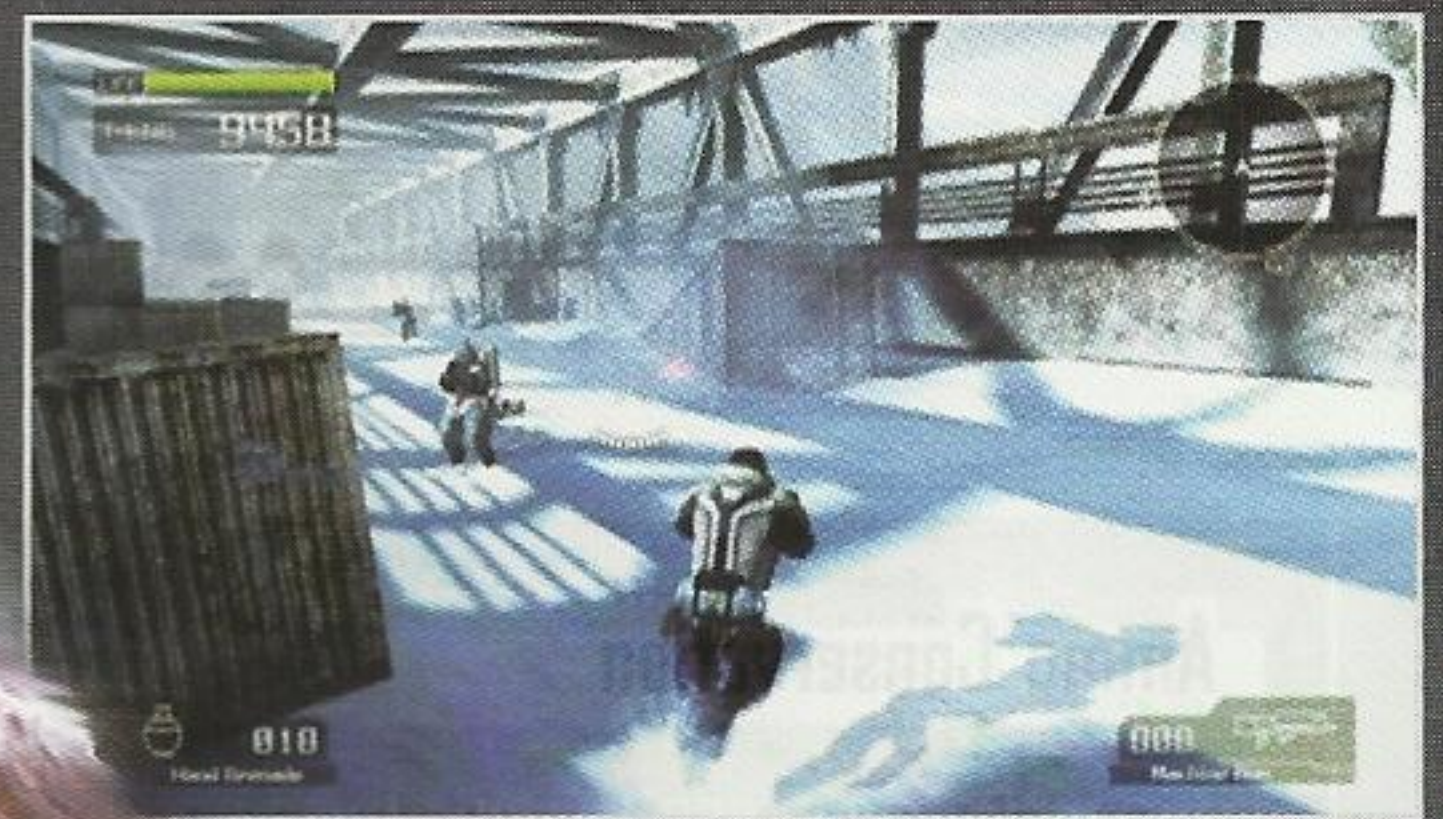
Once the last of the Dongo has been defeated, gather up the available Hand Grenades and extra ammunition from the square and activate the Data Post to the east. Circle around the right-hand side of the large stone archway to lure a distant Dongo through the narrow chute on that side. Finish off the Dongo then proceed under the archway.

Use the Machine Gun to burst the Thermal Energy pods growing near the membrane-covered opening in the wall. Shooting the slimy barrier makes it retract, giving Wayne a path to follow. Harvest the wealth of Thermal Energy in the cave and continue to the next part of town.

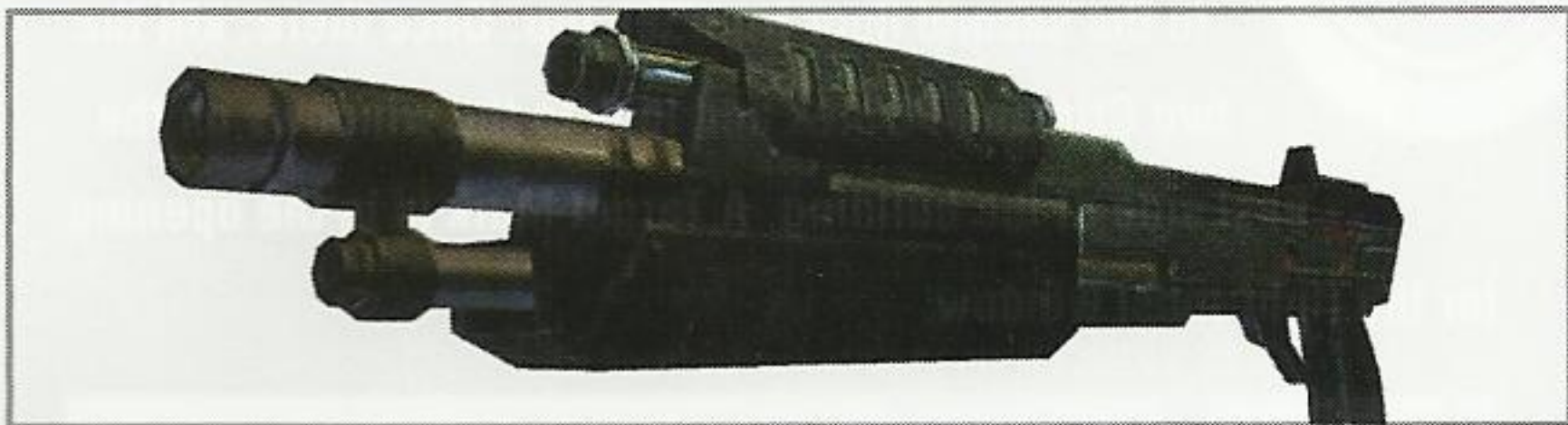
SNOW PIRATES SPOTTED!

Exit the tunnel and immediately shoulder the Machine Gun (or Shotgun) and start blasting the flock of Trilid swarming your way. Use the gun to blow up the nearby cars and swap out the Shotgun for the VS Shotgun. Use this more powerful version of the Shotgun to eliminate the remaining Trilid while proceeding down the street towards the Chryatis lurking underground. With the VS Shotgun in hand, Wayne can easily blast the Chryatis with enough force to keep it at bay and quickly defeat it without needing to sever its legs first.

Use the VS Shotgun to blast open the metal door to the red container in the corner of this area near the Data Post. A GTT-01 Vital Suit sits inside and is equipped with a pair of Gatling Guns. Climb aboard the VS and continue east towards the distant swarms of Trilid. Return the way you came and round the corner to the south towards the second Chryatis. Use the Gatling Guns to cut it down, as well as the Crimson Pirates standing watch in the street and on the corner of the building.



Shotgun



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
8	999	Very Slow	Short to Moderate	Heavy

The VS Shotgun is similar to the standard Shotgun in that it fires a powerful blast of pellets that spread out as they travel. The difference here is that the weapon has a much slower firing rate, but much greater potency. A single blast from the VS Shotgun is enough to down most Akrid, as well as blow up cars, detonate fuel drums, and rupture storage tanks. It also packs enough punch to knock back larger Akrid! This all comes at a cost. Wayne's mobility is significantly limited while carrying this weapon and he must stop whenever firing or reloading the weapon.

Use the debris in the center of the street for cover while advancing toward the Crimson Pirates and Chryatis to the west. Move slowly to lure the Chryatis out of hiding, then backpedal while firing on its leg joints and tail. A number of Machine Gun-wielding Crimson Pirates are hiding in the shadows at the end of the street, and another with a Rocket Launcher is in the lone watchtower at the end of the street to the south. Take your time while in the GTT-01 to destroy each of the Crimson Pirates and collect as much Thermal Energy as possible. When no more enemies are present, exit the VS and activate the Data Post.



ENEMY INTEL ○

CRIMSON PIRATES

The Crimson Pirates travel in groups on foot, utilize cover, and attack with a range of weaponry. Although most of them carry the Machine Gun, some will attack with a Rifle or Rocket Launcher. They are intelligent fighters who often seek to surprise Wayne by lying in wait under the snow.

Height	N/A
Width	N/A

They're red, fur-lined survival suits stick out in the snow; however, they risk this lack of camouflage in order to represent their allegiance to the Crimson Unity. Crimson Pirates move through the snow with adequate speed and will often try to flank Wayne's position to get off a shot from his blindside. Watch for hit-and-run tactics. Each of the weapons at Wayne's disposal can be used successfully against the Crimson Pirates but, if possible, use the Rifle to eliminate them from a distance. Crimson Pirates do not pose much threat against Wayne when he is in a VS—as long as they are not in possession of a Rocket Launcher. Ground troops can be stepped on and crushed with most VS.

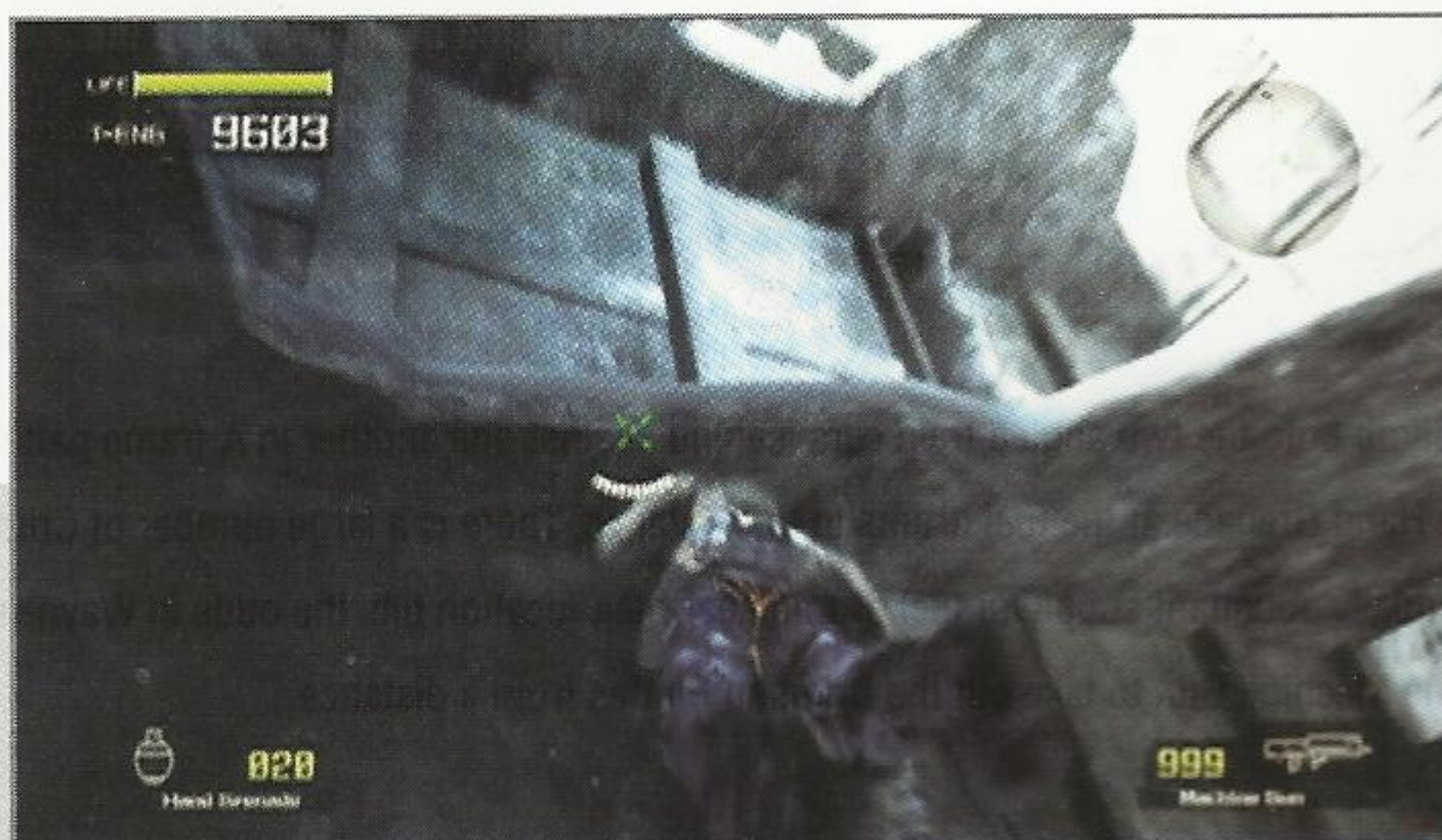
SCALING THE RUINS

The only way up onto the train bridge is by scaling the bombed-out building near the Data Post. Enter the ground floor of the building and use a Hand Grenade to flush out the group of Crimson Pirates behind the debris.



Shoot those who survive and Anchor up to the ledge on the left.

In order to reach the bridge platform, Wayne must make his way up the interior of this ruined building in a counter-clockwise direction, using the Anchor to climb from floor to floor. Along the way, use the Machine Gun to shoot the explosive barrels on the floor above. Not only does this get them out of the way for Wayne, but it also kills any Crimson Pirates lurking above. Once at the top, exit to the west by Anchoring onto the metal debris alongside the bridge.



CROSSING THE TRESTLE

According to Rick, the Akrid can't reach the bridge so the Crimson Pirates hideout must be near. Use the scattered train cars for cover and start the northbound journey across the train trestle towards the tunnel in the distance. This area is crawling with Crimson Pirates so keep the Machine Gun on hand and don't be afraid to use the Hand Grenades.

Eliminate the first group of Crimson Pirates and head to the toppled VS lying in the snow on the right. This is a special VS capable of transforming into a bike. Climb aboard and press the Y Button to transform it back to its standard VS form. Use it to destroy the enemy VS approaching from the north.

Stand at the edge of the large pit and use the GTF-13M's mighty Gatling Gun to eliminate the Crimson Pirates on the far side. Drop into the trench, collect the Target Mark, and continue on foot.



Continue climbing the interior of the ruined building to the second floor from the top. Once there, kill the two Crimson Pirates and look to the windows on the east side of the building. A Target Mark is in the opening for the right-most window.



TARGET MARK

Go Speed Racer Go!

It's not easy, but if you get up enough speed and hit the Jump Boost just before the trench, it's possible to use the kinked-up railroad tracks on the left-hand side as a ramp and leap over the pit to the other side. Don't worry if you can't, as Wayne can more than handle the Snow Pirates on the other side without a VS.

BURIED SHOTGUN



Climb out of the trench and proceed north along the left-hand side of the bridge. There is a conspicuous mound of snow located between the strewn-about train cars up ahead. Approach the mound of snow and tap the B Button to dig out the Shotgun located there.



While on the bridge, drop into the first pit you encounter and turn back towards the south. The next Target Mark is behind the metal bars at the edge of the trench. Shoot it through the opening in the bars.



TARGET MARK

Climb onto the two angled train cars leaning against one another in A-frame pattern and use the height advantage to toss a Hand Grenade at the fuel drums in the distance. There is a large number of Crimson Pirates in the area up ahead, but the equally abundant supply of fuel drums near their location tilts the odds in Wayne's favor. Continue using Hand Grenades and the Machine Gun to take out the Crimson Pirates from a distance.



Vital Suit: GTF-13M

COODENAME: EVAK

Capable of transforming into a sled-bike, the GTF-13M makes long distance travel possible, something unheard of with standard VS. Often used on scouting missions and for quick escapes.

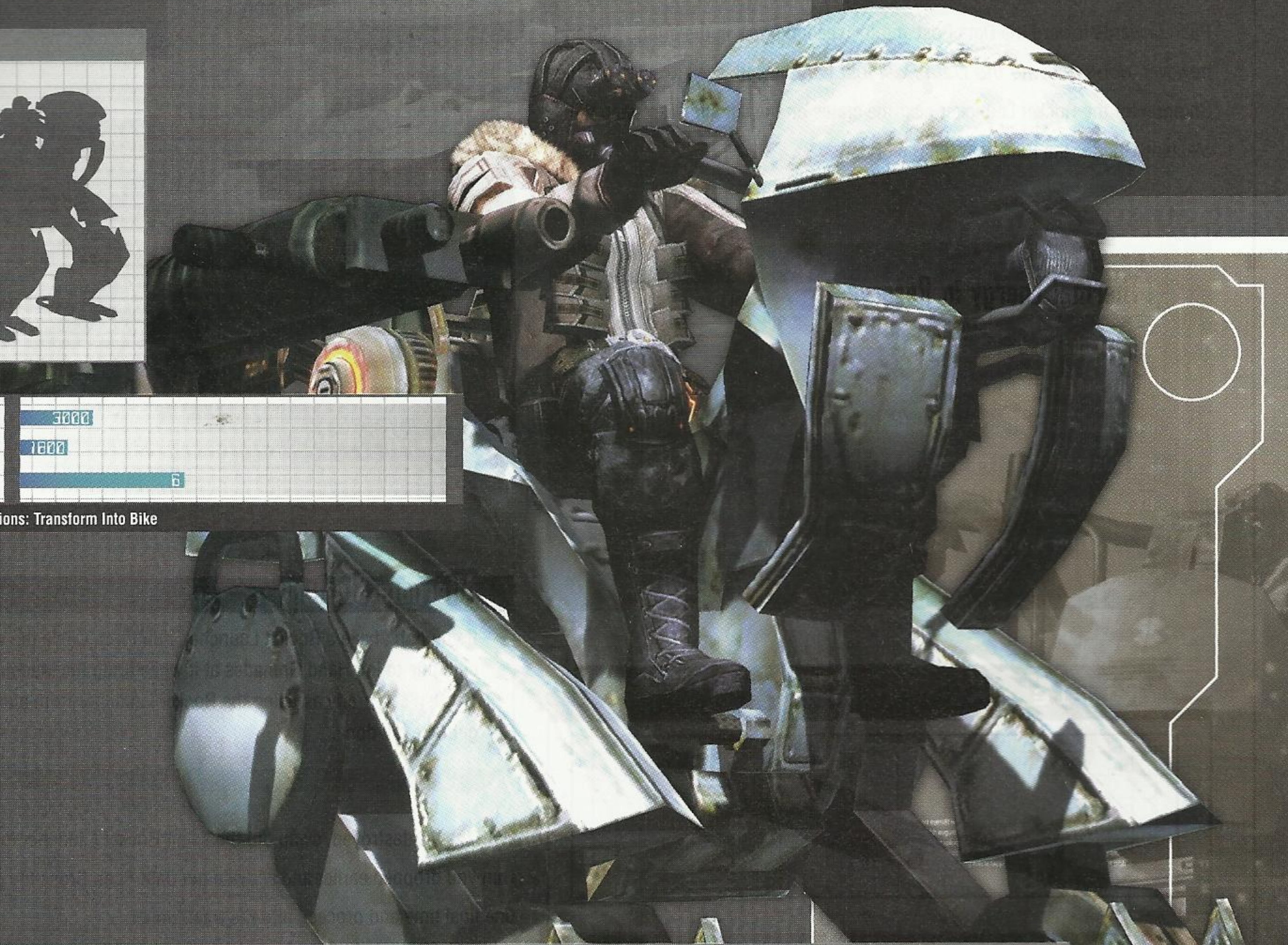
SUGGESTED ARMAMENT

GATLING GUN-VS



Height	3000
Width	1800
MpkT	6

Special Functions: Transform Into Bike



As far as Vital Suits go, the GTF-13M is arguably the slowest and least agile of them all. And to make matters worse, it can only equip one weapon. However, these flaws can be easily overlooked thanks to its capability of transforming between an upright VS and a snow bike. Press the Y Button to initiate the Transformation. As a bike, use the A Button to accelerate and the X Button to brake or go in reverse. Furthermore, the Left Bumper can be used to perform a Jump Boost; continue holding the Left Bumper while using Jump Boost to steer.



Not all of the Crimson Unity Soldiers are carrying Machine Guns! One in particular, on the left-hand side of the bridge near the distant stack of crates, is toting a Rocket Launcher. Be sure to utilize all available cover (metal crates are indestructible) and toss a Hand Grenade at his position as soon as possible.

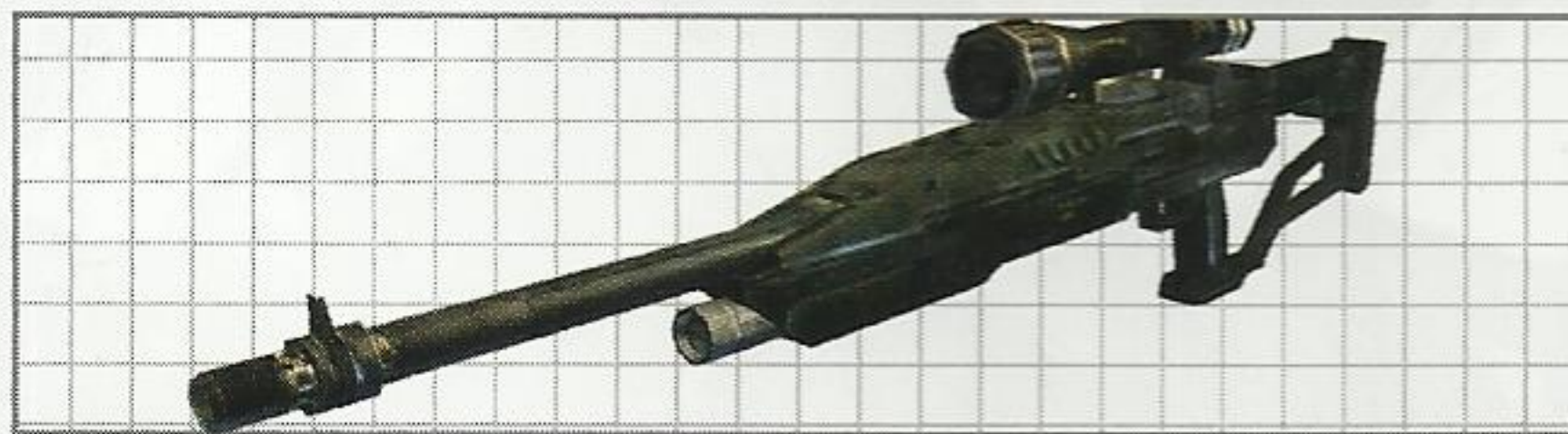
Rockets Inbound at Twelve O'Clock!

Push onwards toward the Data Post and the second break in the bridge platform; however, *don't activate the Data Post just yet!* Instead, seek to swap out the Shotgun for the Rocket Launcher near the crates on the left and then swap the Machine Gun for the Rifle near the Data Post.

Thermal Energy in Reserve

Sometimes it's best to wait to activate a Data Post until after the area has been cleared of enemies, as this way you can guarantee having as much Thermal Energy as possible for the next battle. Thinking of Data Posts like "first-aid kits" may help you get in the habit of activating the Data Posts in a more strategic manner.

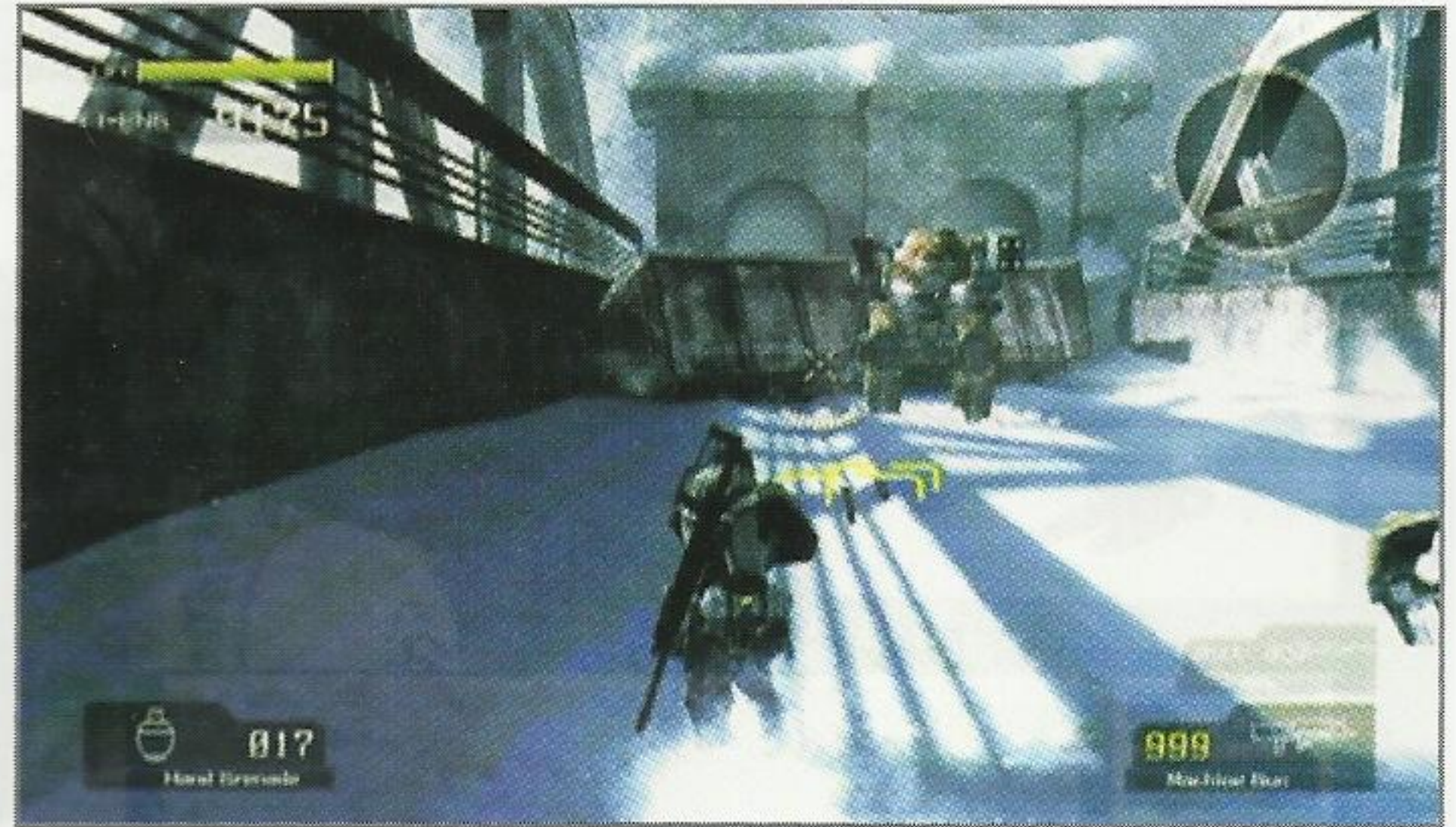
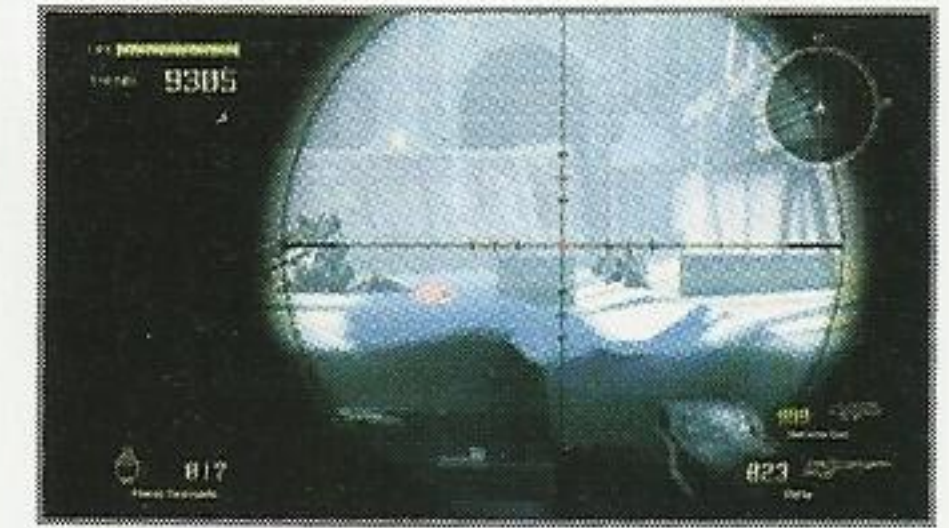
Rifle



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
6	100	Slow	Moderate to Very Long	Very Heavy

The Rifle is the perfect weapon for inflicting long-range damage to enemy units, especially *human* enemy units! Capable of two levels of zoom, the Rifle allows Wayne to place a bullet with pinpoint precision at distances up to several hundred yards. Depending on the range of his target, a single shot can bring down most any human adversary. The Rifle is not as practical to use when "shooting from the hip" as its slow rate of fire and narrow caliber make it hard to hit a moving target while on the run. Instead, find a good safe piece of cover and take your time lining up a shot with the Rifle's powerful scope. Tap Up and Down on the Direction Pad to zoom in and out and look to place the red targeting laser on the forehead of every enemy you see!

Take cover behind the metal barricade and use the Rifle to snipe the half-dozen Crimson Unity Soldiers across the gap in the bridge. Once the last of them have been defeated, carefully cross the chasm via the wavy beam on the right. Collect the Rifle ammunition and dropped Rocket Launcher before approaching the ruined VS lying in the snow. Now get ready to turn tail and run! A GTF-11CC Vital Suit leaps out from behind the train car. As soon as it does, run back across the gap in the bridge and again take cover behind the metal barrier. Switch to the Rocket Launcher and use it to destroy the VS. It will likely short-circuit after two direct hits; continue firing on it until it topples over and explodes.



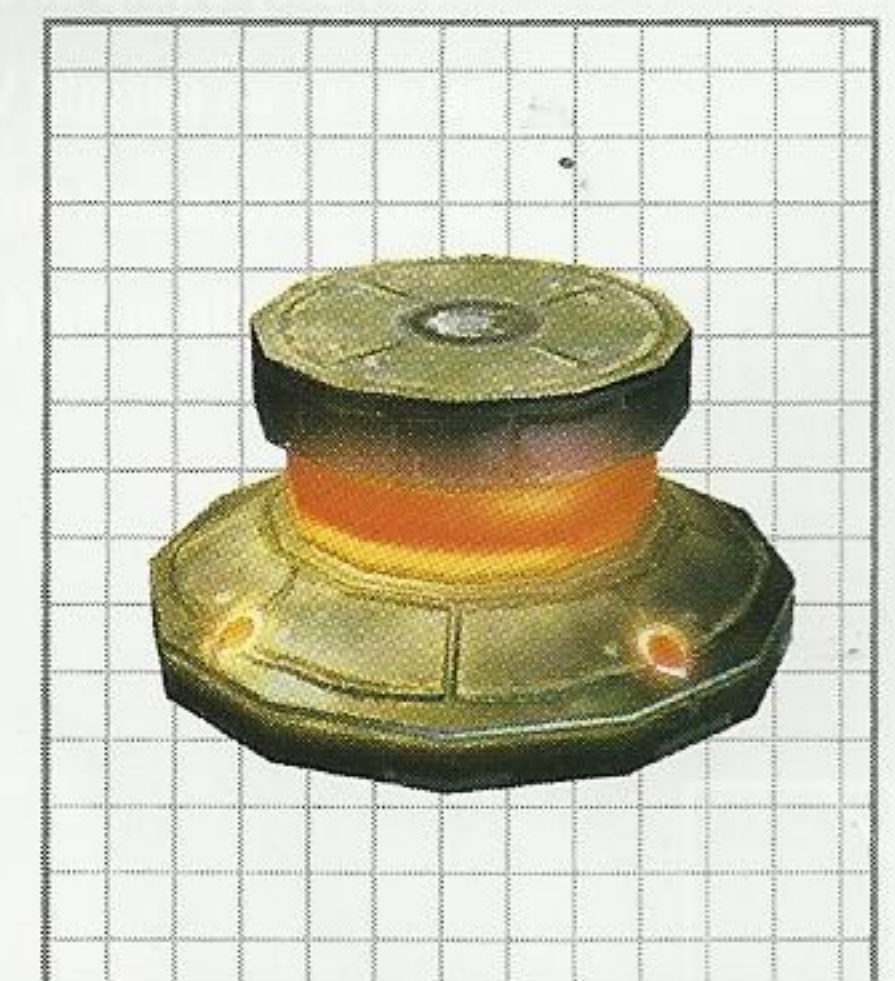
Alternate Strategy

If you don't have a Rocket Launcher, don't fret. Circle the VS and continue to lob Hand Grenades at it while firing the Machine Gun. This isn't as pretty as using the Rocket Launcher from afar, but it gets the job done.

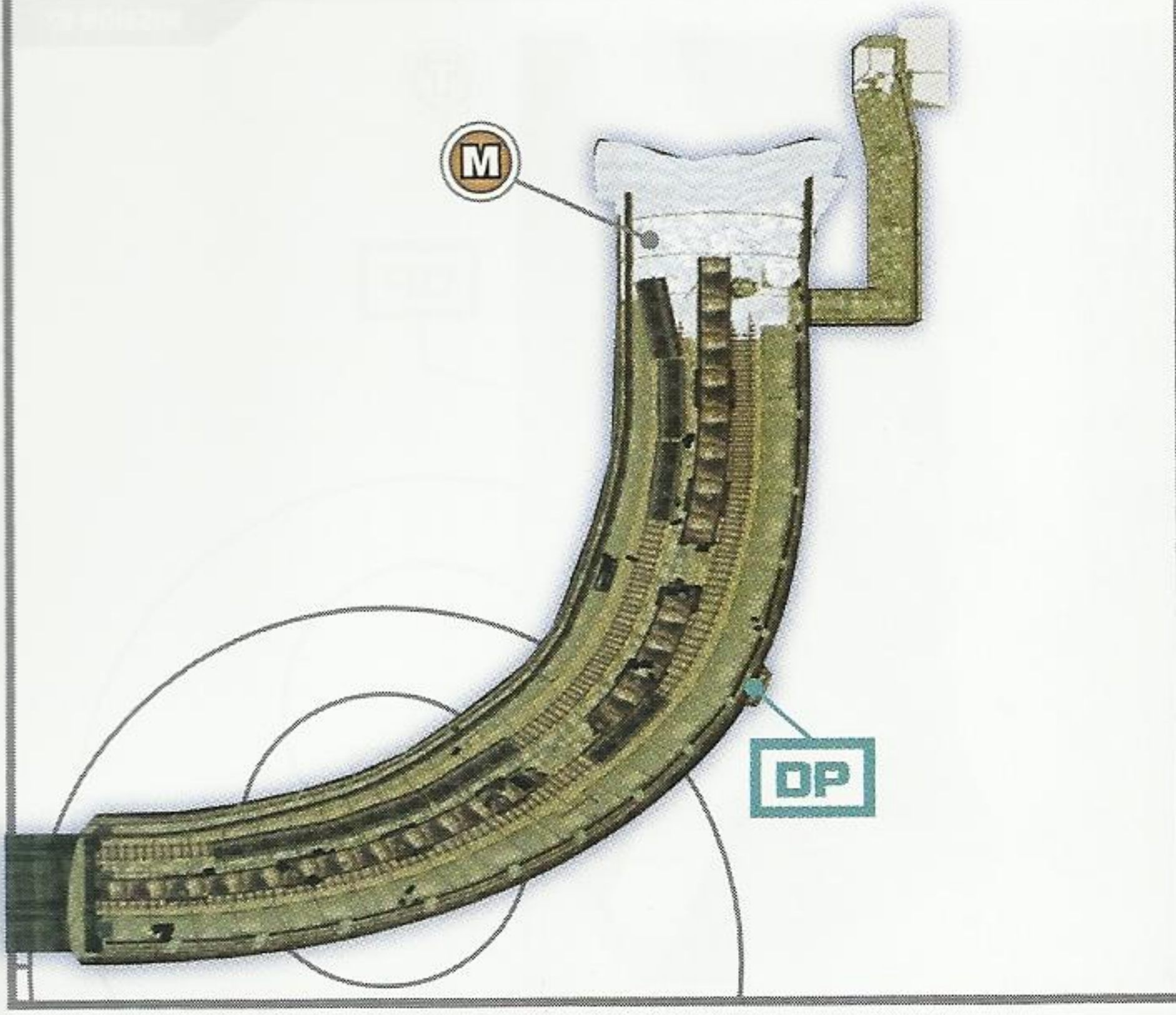
With the VS destroyed, swap out the spent Rocket Launcher for the Machine Gun you dropped earlier and activate the Data Post. Cross the gap in the bridge one final time and proceed into the train tunnel.

Gum Grenade

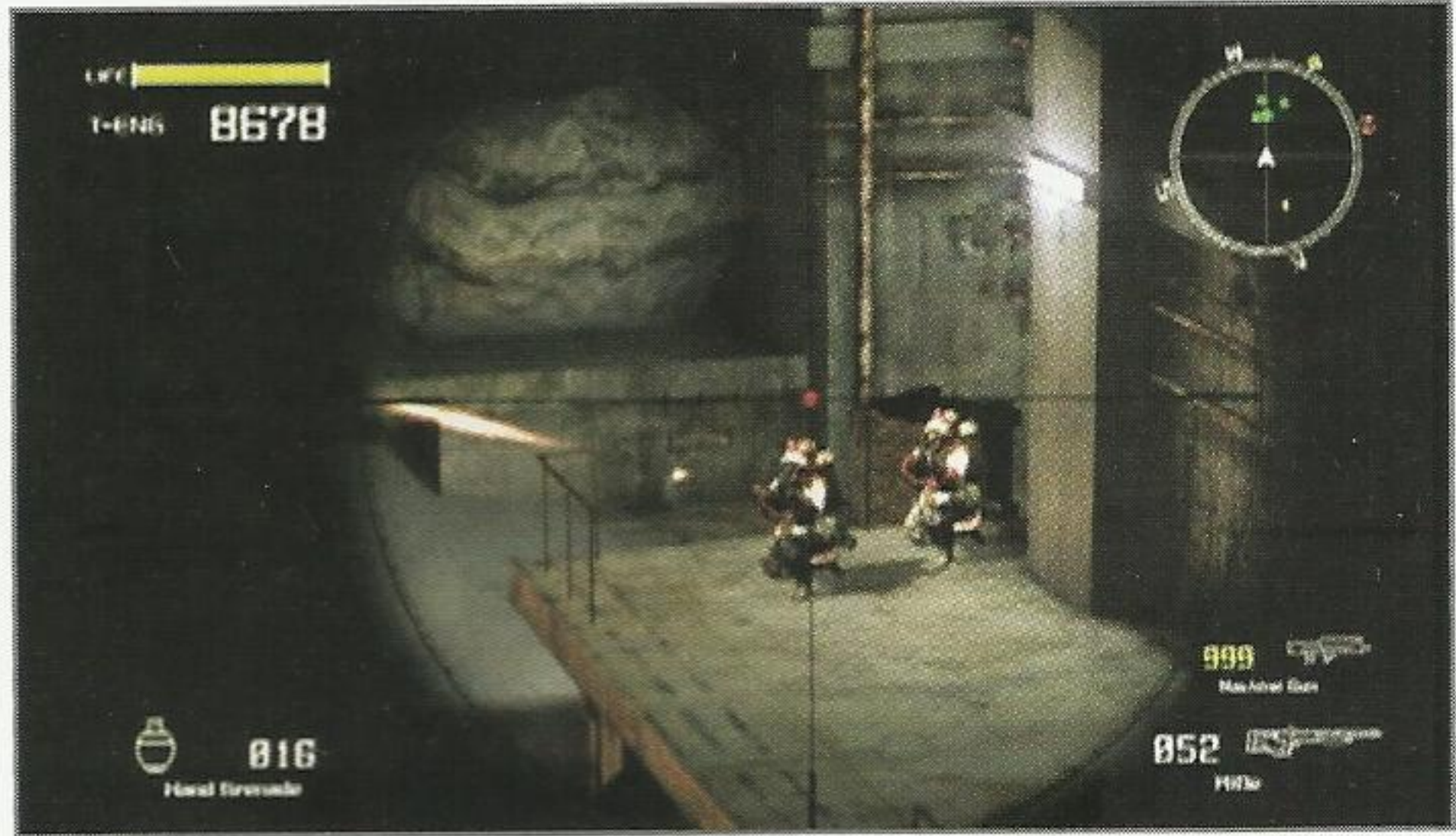
Gum Grenades are similar to Hand Grenades in terms of capacity and explosiveness, but there is one key difference. Unlike Hand Grenades, a Gum Grenade sticks to whatever surface it strikes first. There is no way to bounce a Gum Grenade off a wall or watch it slide across the floor towards a distant enemy. Instead, it's best to throw it at a wall and attempt to lure the enemies towards it.



MISSION 02



have been hiding out of sight beneath the walkway and activate the Data Post on the right. Return to the walkway and proceed to the second gap. Anchor across the gap to maintain the height advantage on the Crimson Pirates and continue sniping. Several reinforcements emerge from the hall in the far right corner leading away from the tracks; watch out for the Crimson Pirate with the Rocket Launcher. Exit the tunnel via the corridor on the right-hand side.



THROUGH THE TUNNEL



Wayne emerges in a curving train tunnel that is positively crawling with Crimson Pirates. Grab the extra Machine Gun ammo from the right and Anchor up to the overhead walkway near the entry point. Collect the

additional Rifle ammo and set to sniping the many distant Crimson Pirates, both on the walkway and on the tracks below.

A single shot from the Rifle is all it takes to detonate a fuel drum and, if you aim for the head, a singular headshot will drop a Crimson Pirate too. Move slowly across the walkway while sniping each and every Crimson Pirate in the tunnel. Wayne will not only be able to shoot many of them from this elevated vantage point before they see him, but he'll be out of range from their Machine Gun fire as well.



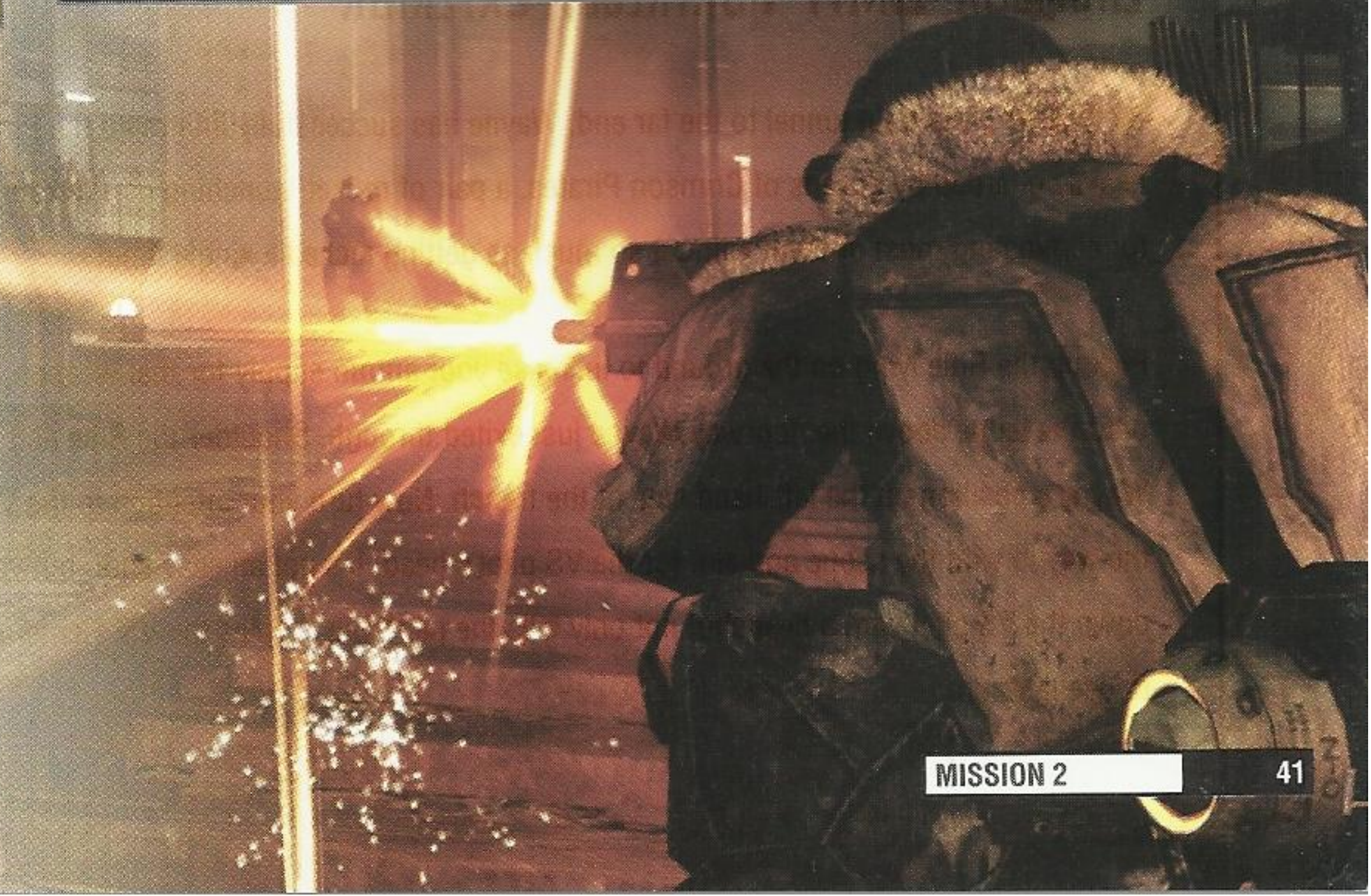
The only threat to Wayne in the first half of the tunnel is the occasional Crimson Pirate armed with a Rocket Launcher. Listen for the firing of a rocket and the tell-tale smoke tracer and step aside or crouch for cover.

Snipe your way to the gap in the walkway and leap down onto the train car on the right. Use Hand Grenades to take out any nearby Crimson Pirates that may

M

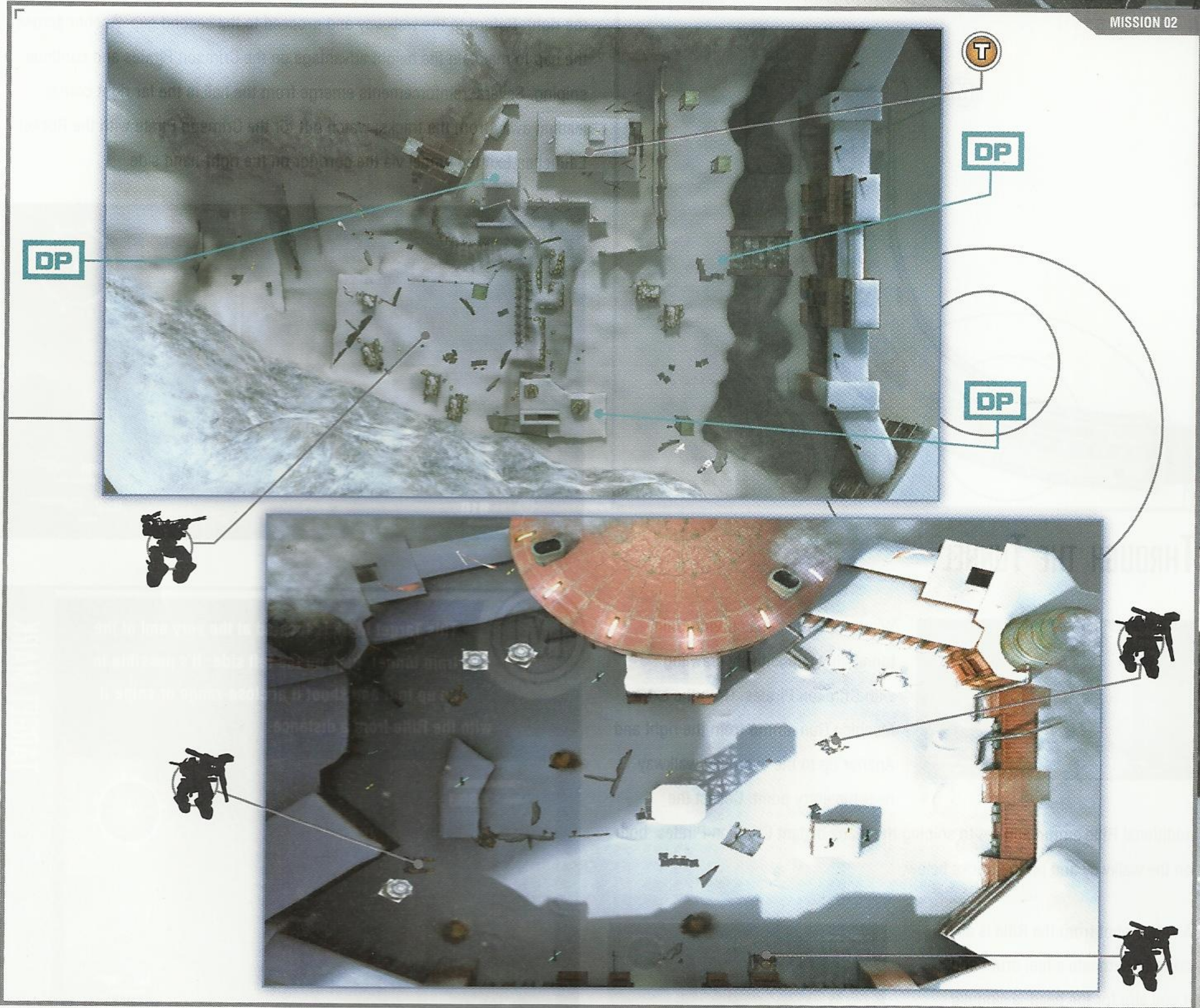
This Target Mark is located at the very end of the train tunnel, high on the left side. It's possible to run up to it and shoot it at close-range or snipe it with the Rifle from a distance.

TARGET MARK



BATTLE AT THE PIRATE FORTRESS

MISSION 02



CRIMSON UNITY FORTRESS, EXTERIOR

By following the train tunnel to the far end, Wayne has successfully infiltrated the Pirate Fortress. Well, at least the outer area. The main gate leading to the interior is heavily guarded by dozens of Crimson Pirates, a pair of rocket-launching gun turrets known as Turntables, and a VS. Fortunately for you, we have the perfect strategy for eliminating most of them without so much as getting nicked a single time!

Pick up the Rifle lying on the ground to increase your ammo supply for that weapon, then quickly turn around and Anchor onto the ledge above the doorway Wayne just exited through. Shoulder the Rifle and shoot the Crimson Pirates nearest Wayne's position on the left-hand side of the trench. Now turn your attention to the VS standing off to the right. Zoom all the way in with the scope and aim for the VS pilot's head. It's not an easy shot, but you do have a clear line of sight. Taking down the VS pilot with a headshot not only kills the pilot, but topples the VS. Remember where it is, because you can put it to use later on.

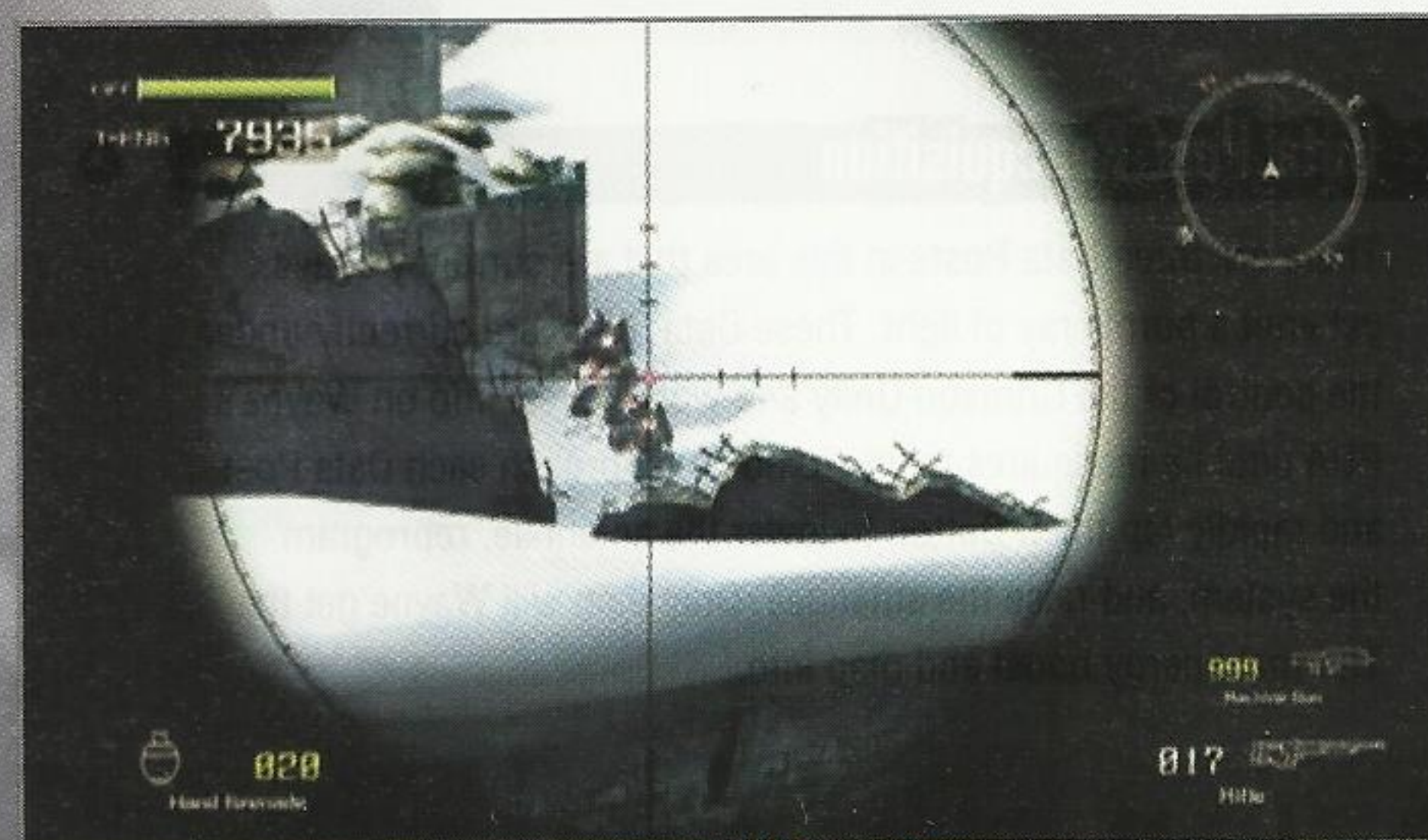


With the VS downed, it's time to take aim at the Crimson Pirates manning the Turntables in the distance. Aim just above each of their heads and wait for the turrets to spin around so that the gunner is facing Wayne's location.



Again, a well-aimed headshot will kill the man occupying the turret and leave it available for Wayne's use later on. Best of all, the Crimson Pirates occupying the massive rocket-launching guns cannot detect Wayne's location so he needn't worry about being shot if he misses. Just keep firing!

With the primary targets eliminated, it's time to concentrate on reducing the number of Crimson Pirates roaming the area. Continue using the Rifle to snipe every enemy you see, whether they be on the right-hand side near the VS or near the buildings to the left.



Blowing Their Cover

Many of the Crimson Pirates on the right-hand side will take cover behind the large slabs of concrete. Fortunately, it only takes two shots from the Rifle to reduce the concrete barriers to dust. With the ability to destroy their cover, there's no place the Snow Pirates can hide! Flush them out and shoot them down!



Once out of Rifle ammo or targets, jump down from the ledge, equip the Machine Gun, and advance up the snowy path in the trench towards the buildings on the left. Another dozen or so Crimson Pirates emerge from

behind the building, so be on guard. Use Hand Grenades and the Machine Gun to squash their attack and scour the area for available ammo and weapons. We recommend adding a Shotgun to compliment the Machine Gun, but if you failed to snipe the VS pilot or turret gun operators, then be sure to grab either of the Rocket Launchers in the area and use them from atop either of the buildings to complete the job.



Enter the building in the northwest corner of the area before the main gate and look behind the crates on the floor near the metal stairs. The Target Mark is sitting on the floor, out in the open.



TARGET MARK

With the left-hand side of the fortress clear of enemies shoulder the Shotgun and cut across to the right towards the barbed-wire maze. Make your way through the maze to the downed VS and climb aboard. This particular GTT-01 has already been equipped with dual Gatling Guns and can be piloted straight up the stairs towards the watchtowers and turret guns. Open fire with the heavy guns on the watchtowers to reduce them to rubble and prevent the Crimson Pirates stationed atop them from firing their Rocket Launchers.



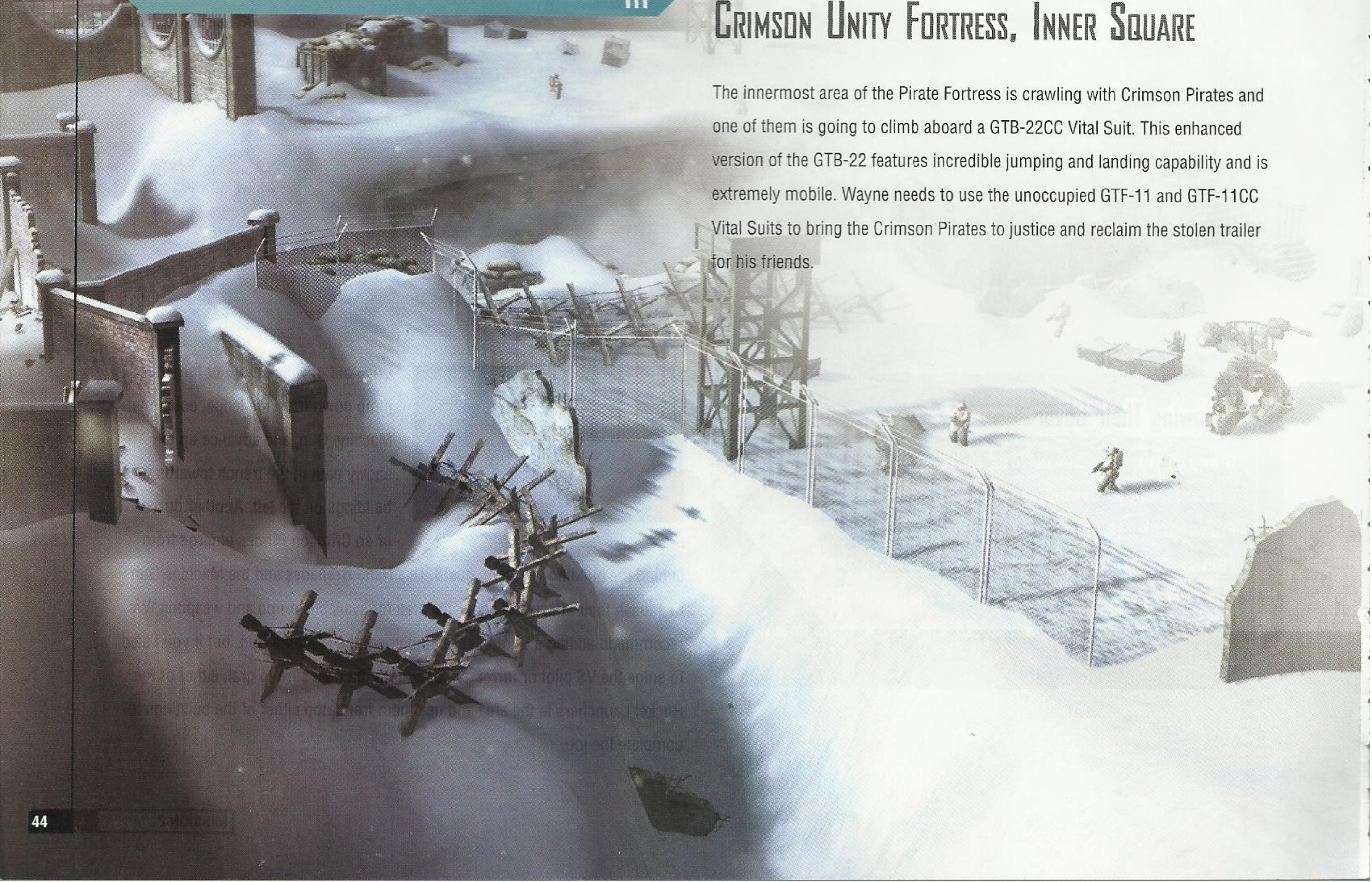
Data Post Reacquisition

There are three Data Posts in this area that are currently active, yet emit a purple ray of light. These Data Posts are currently under the control of the Crimson Unity and won't reveal info on Wayne's PDA until he reacquires them. To do so, approach each Data Post and rapidly tap the B Button to lower the antennae, reprogram the system, and raise the antennae. Only then will Wayne get the Thermal Energy boost and map info.

Once the Crimson Pirates in the area have been eradicated, exit the VS and set to reacquiring the pair of Data Posts in the vicinity of the main gate. Doing so ensures Wayne has as much Thermal Energy as possible for the ensuing boss battle. There is a small human-sized door within the large gate across the bridge. Approach this door when you're ready for one final battle at the Pirate Fortress.

CRIMSON UNITY FORTRESS, INNER SQUARE

The innermost area of the Pirate Fortress is crawling with Crimson Pirates and one of them is going to climb aboard a GTB-22CC Vital Suit. This enhanced version of the GTB-22 features incredible jumping and landing capability and is extremely mobile. Wayne needs to use the unoccupied GTF-11 and GTF-11CC Vital Suits to bring the Crimson Pirates to justice and reclaim the stolen trailer for his friends.

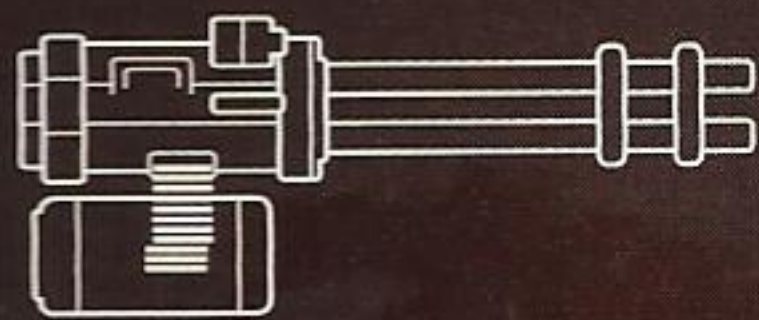


GTF-11CC

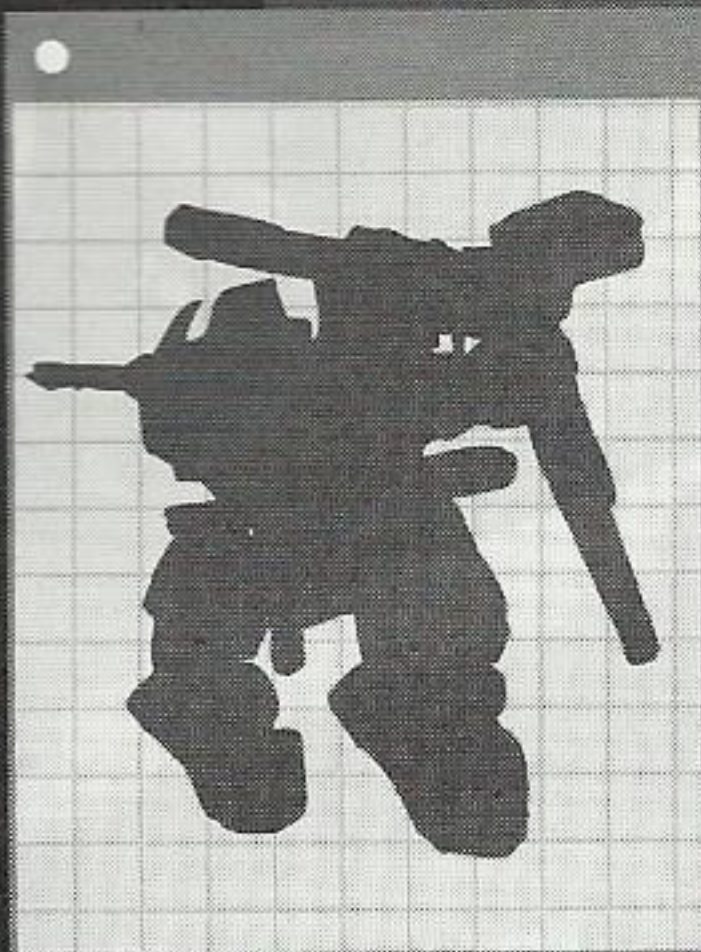
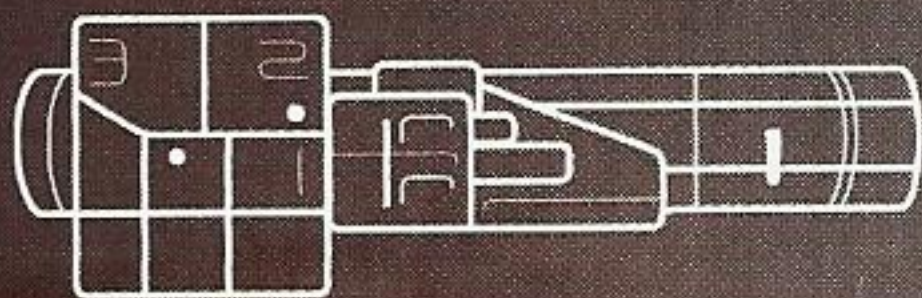
CODENAME: ORIO-CC

AVAILABLE ARMORMENT

GATLING GUN-VS

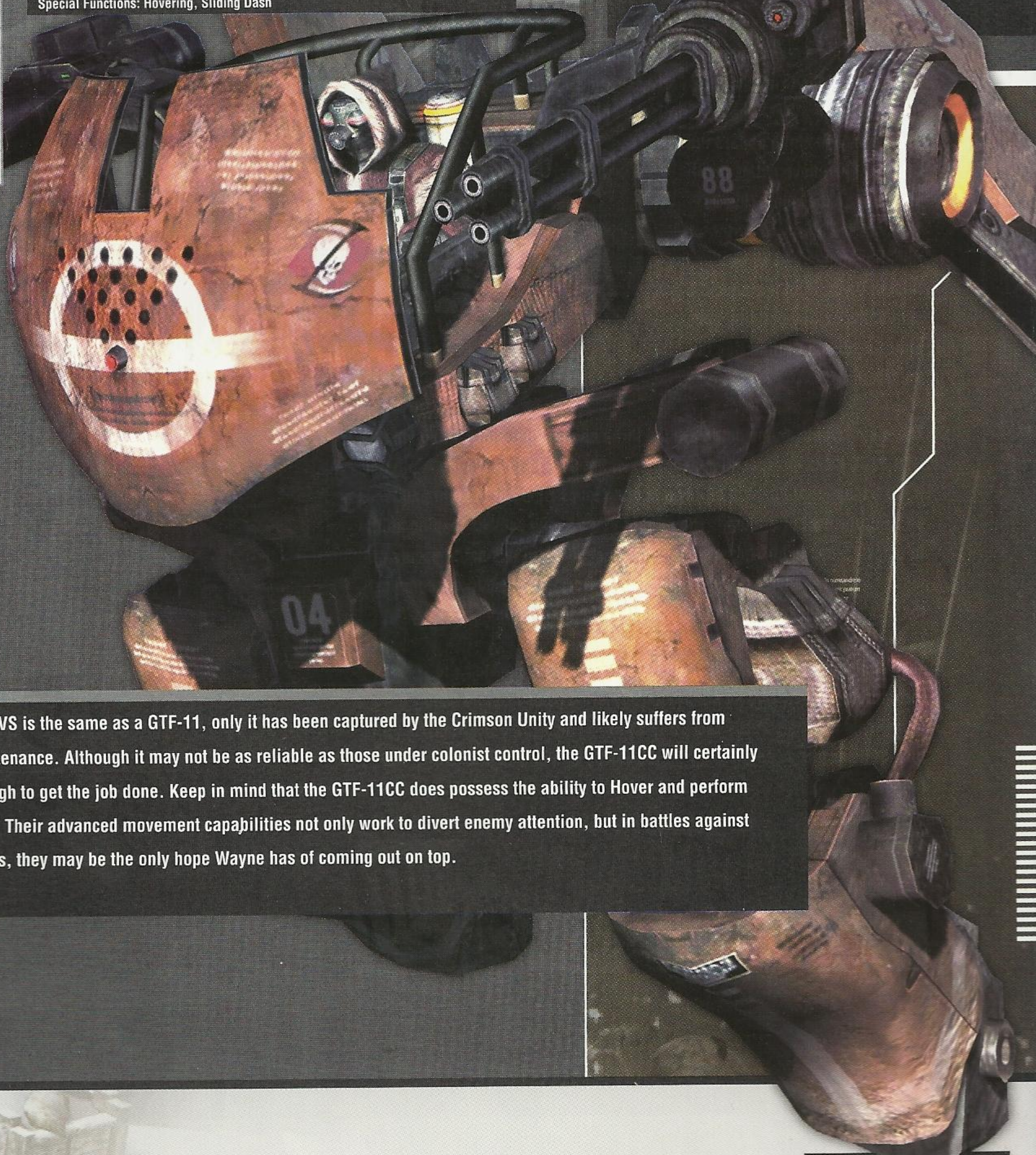


ROCKET LAUNCHER-VS



Height	4,700
Width	4,000
MpKt	7

Special Functions: Hovering, Sliding Dash



This particular VS is the same as a GTF-11, only it has been captured by the Crimson Unity and likely suffers from improper maintenance. Although it may not be as reliable as those under colonist control, the GTF-11CC will certainly work well enough to get the job done. Keep in mind that the GTF-11CC does possess the ability to Hover and perform a Sliding Dash. Their advanced movement capabilities not only work to divert enemy attention, but in battles against mobile enemies, they may be the only hope Wayne has of coming out on top.

These captured VS share the same capabilities as the standard GTF-11. They haven't been properly kept up, so they are not always reliable. Similar to the GTB-22CC on defense, it is used mainly to divert the enemy's attention.

GTF-11CC X2 AND A GTB-22CC

Height	4400	GTF-11G
Width	3200	
MpKt	7	

Height	4600	GTB-22G
Width	2700	
MpKt	8	

Wayne comes under heavy fire the second he enters the inner area of the Crimson Unity Fortress. Run straight ahead, ignoring the nearby Crimson Pirates and bullets whizzing overhead, and climb aboard the Vital Suit just beyond the small structure on the right. This GTF-11 packs the ability to perform a Hovering maneuver, as well as the Sliding Dash. Pilot it around the side of the nearby building and attach a second Gatling Gun for the left arm.



The main targets in this battle are the three enemy Vital Suits. Although the GTB-22CC lacks the special capabilities of the GTF-11 that Wayne is piloting, it has exceptional jumping ability and often leaps right out of sight and lands on a nearby wall or building. The pilot of that VS also uses its leaping ability to quickly close in on Wayne's position. Since much of this battle occurs at close range, we advise against using the VS Rocket Launcher weaponry as there is a significant risk of being caught in the blast radius.

Take aim on the enemy VS with both Gatling Guns firing nonstop and incorporate periodic Sliding Dashes and Hovering leaps to avoid enemy fire and to maintain distance. Focus your early efforts on destroying the two GTF-11CC Vital Suits as fast as possible, as they are more nimble and possess greater firepower.



BOSS ATTACK TECHNIQUES

Machine Gun

Dmg. Inflicted Very Low

The Snow Pirates stuck on foot will fire their Machine Guns relentlessly at Wayne's VS.

Gatling Gun

Dmg. Inflicted Moderate

The rapid-fire VS machine guns can definitely damage a similar VS over time. Don't underestimate their power.

Rocket Launcher

Dmg. Inflicted Severe

Enemy Vital Suits equipped with Rocket Launchers is the biggest threat. Stay on the move to avoid them!

You'll be able to get the feel for the battle area against the two GTF-11CC's, but once those VS have been defeated they will be replaced by the high-flying GTB-22CC. Take the opportunity to reload the Gatling Guns whenever the enemy VS leaps into the air and simultaneously perform a Sliding Dash in the backwards direction to avoid being landed on.



Should you need to evacuate the VS, there is a GTF-11CC along the perimeter of the area. Don't try to fight the VS on foot; instead, make a bee-line for the other idle VS and climb aboard. The enemy VS is accompanied in battle by a dozen or so Crimson Pirates on foot. Although they continue to fire at Wayne in his VS, they present little threat and can be trampled during the course of battle.



UNDEEP

III

The worm-like Akrid that rules the snowy plains can swallow Wayne whole. Be sure to run perpendicular to it to avoid being eaten. Also, beware its powerful blizzard attack! Only the bravest fighters need challenge the Undeep; everyone else should run for their lives!



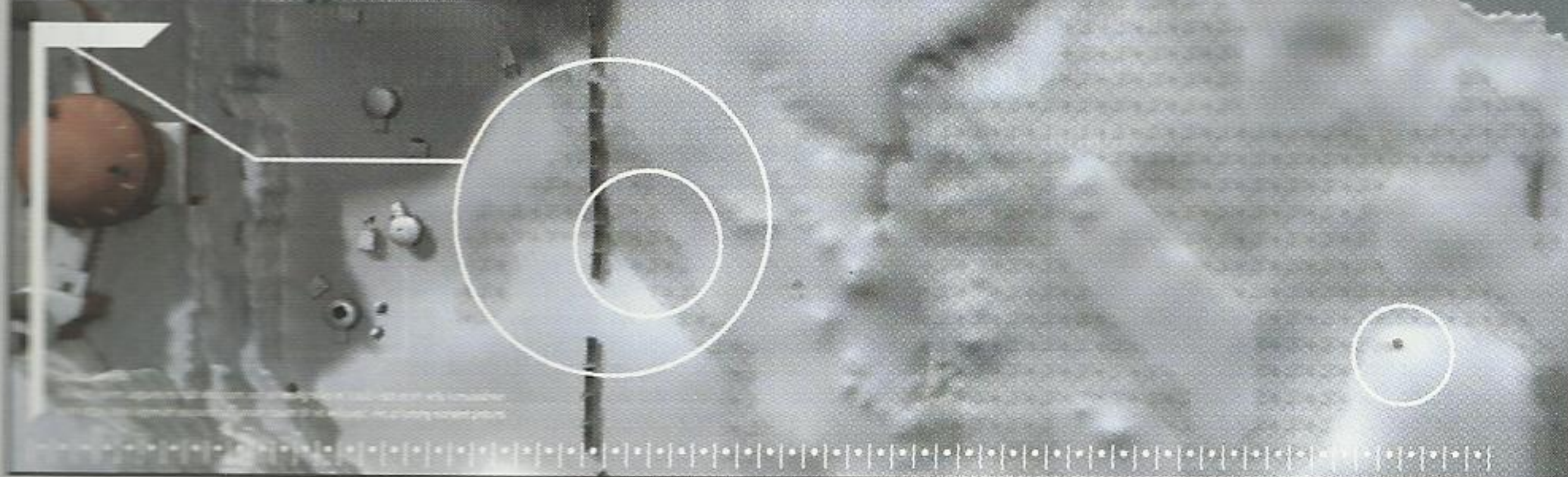
01

03

Objective

Find the source of the Thermal Energy signature deep in the snow plains. Proceed with caution as there are rumored to be massive Akrid inhabiting the area.

Destination: On the Snow Plains



VS Model	L. Weapon	R. Weapon	Special Functions
 GTF-13M	N/A	Gatling Gun	Transform Into Bike
 GTF-13M	N/A	Gatling Gun	Transform Into Bike
 GTF-13M	N/A	Gatling Gun	Transform Into Bike
 GTF-13M	N/A	Gatling Gun	Transform Into Bike
 GTF-11	Rocket Launcher	Gatling Gun	Sliding Dash, Hovering
 GTF-11	N/A	Gatling Gun	Sliding Dash, Hovering



SITUATION REPORT I



The trailer Wayne recovered from the Crimson Unity proved to be in better shape than anyone dared hope. Too bad the same can't be said for Wayne. Once back at the base, his harmonizer runs low on Thermal Energy and intense pain shoots through his body. Yuri makes the controversial decision to give Wayne their only supply of Thermal Energy, but Luka isn't so sure it was a wise move. Thermal Energy represents life on E.D.N. III and giving so much of something so vital to a stranger is unheard of. Wayne appreciates Yuri's charity, and now aims to pay them back by investigating the large Thermal Energy signature in the snow plains.







TARGET MARKS I



The Target Marks in this mission spell out the word "Mirage". There are 6 Target Marks in this mission.



- 


At the base of the large staircase leading up to the Data Post on the eastern edge of the snow plains.
- 


On the east side of the dome structure with the Trilid spawn crater. This is near the storage tanks by the starting point.
- 


Adjacent the metal barricades, but on the north side near the Undeep. It is near the western end of the barricades.
- 


Follow the edge of the cliff along the western edge of the snow plain to find this Target Mark.
- 


Atop the large smokestack at the thermal plant across the snow plains. Shoot it with the Machine Gun while standing just inside the fence to the east.
- 


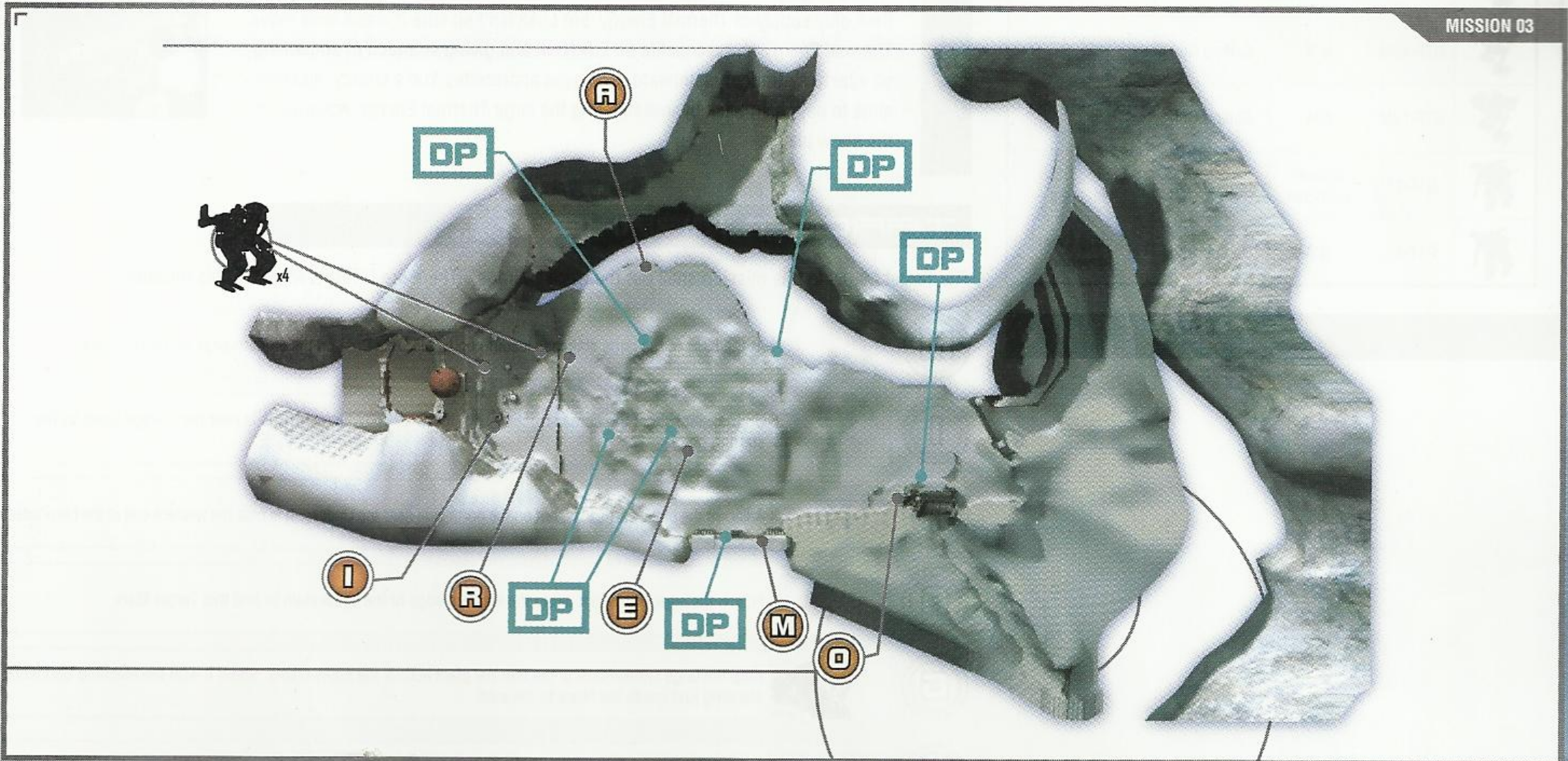
On the snow next to the Data Post on the north side of the valley in the snow plains.

T-ENG COLLECTION STRATEGY

There are numerous Data Posts on the snowy plains, along with several abandoned Thermal Energy storage tanks and cars. Those who wish to tackle the Undeep and earn the "Worm Hunter" Achievement are going to need every bit of Thermal Energy available to outlast the beast. Zigzag back and forth across the plains while gradually advancing to the north to make sure none of the Data Posts are missed. On the other hand, those foregoing the Undeep battle need simply head due north across the plains. All the Thermal Energy you need can be found in the tanks near the thermal plant in the distance.

CROSSING THE PLAINS

MISSION: 03



THE SAFE ZONE

Wayne merely has to contend with Trilid so long as he stays south of the line of metal barricades extending across the plains from east to west. Stay in this "safe zone" while loading up on weapons and Thermal Energy. Don't venture north of those barricades until you are ready to face the Undeep!

Chryatis South of the Border Ambush!

Wayne's journey across the snow plains begins near a base of sorts. He'll once again enter the frigid outdoors armed with just a Machine Gun and Hand Grenades. Although there are a wealth of weapons and GTF-13M Vital Suits in this area to inspect, his first task should be to destroy the Trilid spawn crater ahead to the left. Collect the Thermal Energy they drop and turn back to the right. There are four more Trilid craters in this direction; remove the Gatling Gun from either of the VS near Wayne's entry point and use it to destroy the craters from a safe distance.



With the Trilid threat neutralized, use the Gatling Gun to destroy the storage tanks and collect the Thermal Energy that leaks out. The area near these tanks also contains a Target Mark and some Disk Grenades.



Anchor onto the dome-shaped structure where the Trilid spawn crater was, near the two storage tanks. The Target Mark is atop the short segment of the structure on the east side.

TARGET MARK



BURIED DISK GRENADES

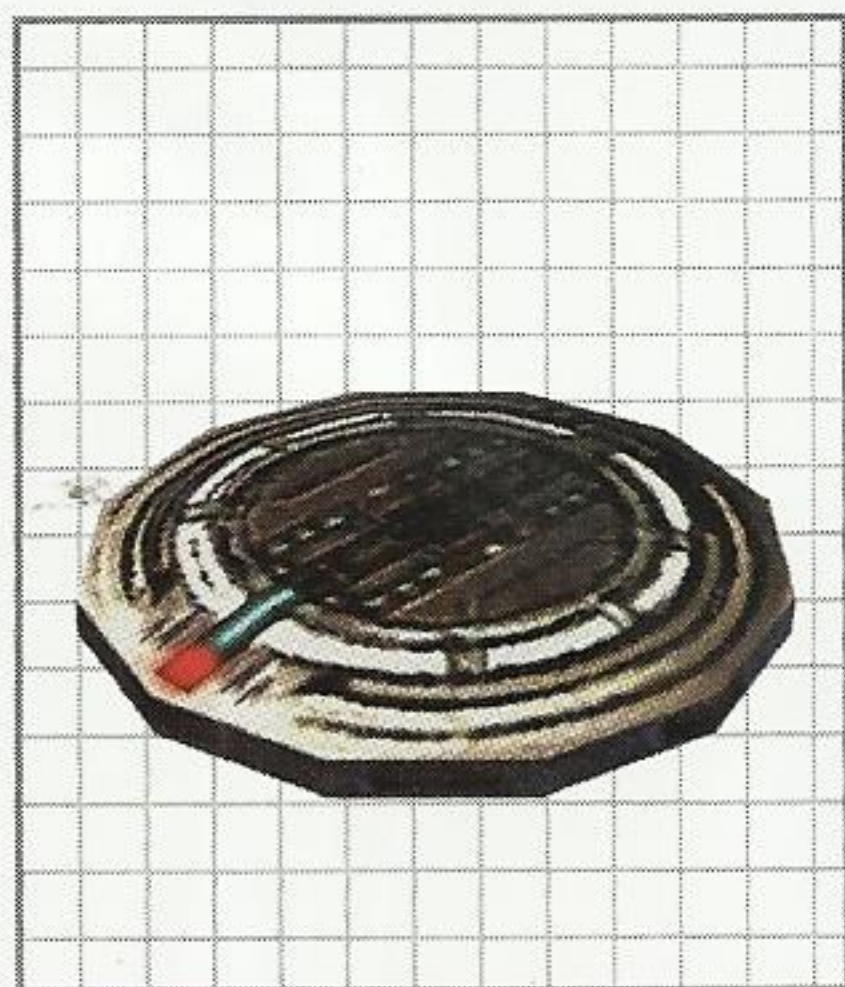


Walk a few paces due east from the site of the storage tanks near the Target Mark and look carefully at the ground. You'll be able to see the faint yellow icon signifying a hidden weapon, but the spot lacks the tell-tale pile of snow you've likely become used to looking for. Press the B Button to dig up the Disk Grenades and swap out the Hand Grenades for them.



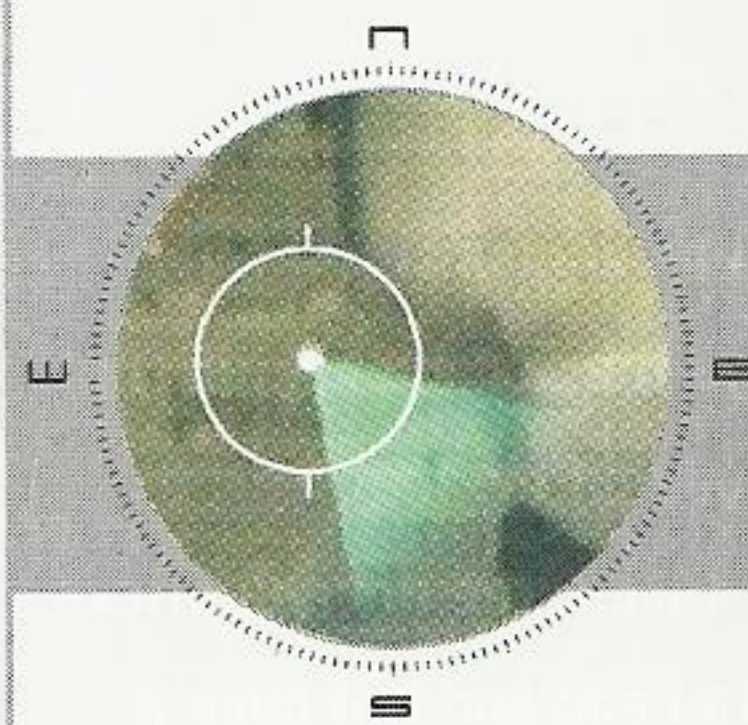
Disk Grenade

The Disk Grenade is an explosive device that can be thrown across great distances with above-average accuracy. Its disc-shaped design allows it to stick into its target, thereby ensuring that the blast hits its mark. Although the Disk Grenade is in many ways a more reliable weapon than the Hand Grenade, it is not without its drawbacks. For starters, the Disk Grenade doesn't pack the explosive punch that a Hand Grenade generates. Also, and arguably more importantly, the Disk Grenade has a long fuse and will not detonate for as many as ten seconds after it has been thrown. With that being said, a couple of well-aimed shots from the Machine Gun can be used to detonate the Disk Grenade manually.



Start making your way back to the west to load up for the journey across the snow plains. Activate the Data Post, collect all available Machine Gun ammunition, and pick up the three Rocket Launchers. Although the Vital Suits in the area can help you travel quickly, the Undeep immediately destroys any VS that enters the plains, so ignore them.

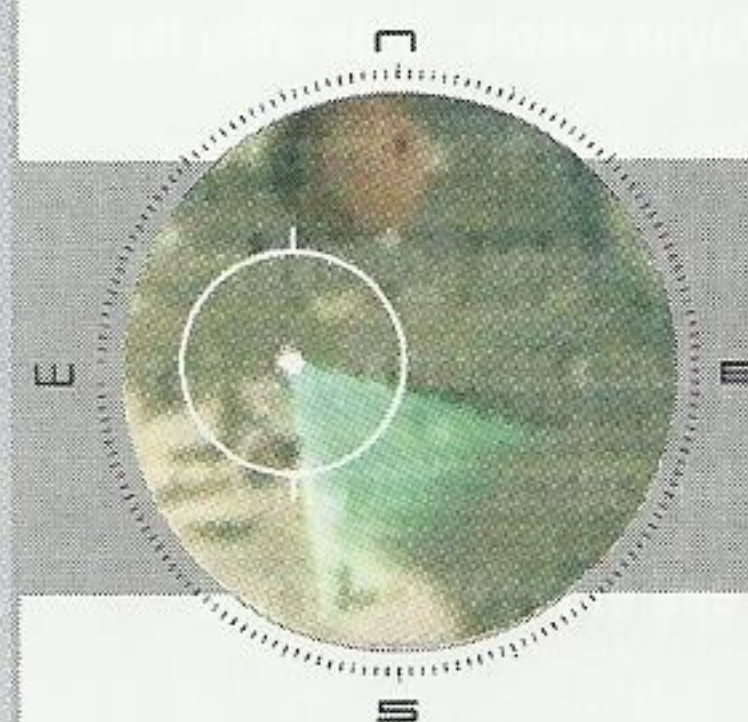
BURIED ROCKET LAUNCHER X3



There are three buried Rocket Launchers in the area where Wayne begins this mission. The first is on the east side of the dome with the Data Post atop it. A second is buried near the western-most dome structure in this southern section. Lastly, the third is in the middle of the area, near the metal barricades. The Rocket Launcher is helpful in battling the Undeep so be sure to collect all three of them (18 rounds of ammo) if planning to stand and fight.



BURIED VS ROCKET LAUNCHER



The VS version of the Rocket Launcher can be found partially buried in the snow just south of the Data Post, near the starting point. Although it can be awfully tempting to pick up, it's simply not that practical for the coming situation. Let it lie.



GONE WORM HUNTING

The trek northward across the expansive snow plains is not only fraught with danger, but can be disorienting to those who don't keep a constant eye on the compass and mini-map in the upper right-hand corner of the screen. The snow plains extend from a sheer cliff along the western edge to an impassable wall of ice to the east. The entire area north of the row of metal barricades is patrolled by a singular Undeep and there is no way to sneak past undetected. Unfortunately for Wayne, he must reach the ruined thermal plant north of the plains.

UNDEEP

The Undeep is unlike any Akrid Wayne has encountered thus far. This massive beast burrows through the snow, shaking the ground for miles and even knocking Wayne off his feet from a distance. After circling Wayne several times, the Undeep sticks its head or tail out of the snow. Both its head and tail have a total of six Thermal Energy patches on them (three on each side), for a grand total of 12 targets that Wayne must rupture.

Length	57,000
Width	12,000

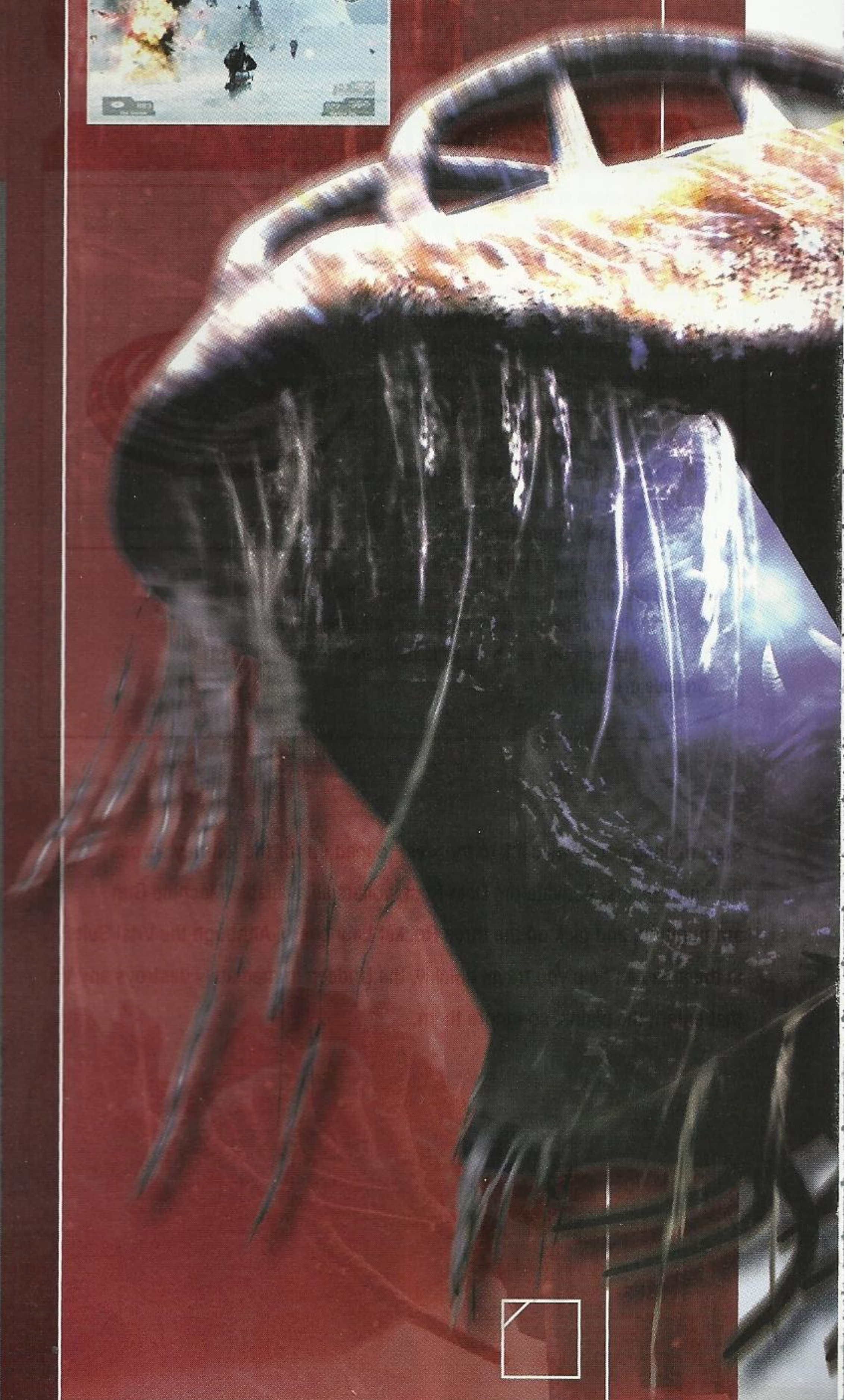
The Undeep sticks its head out of the snow more frequently than its tail. When it does, run on an angle away from it and have the Machine Gun loaded and ready. Shoot a small burst of gunfire at its belly to get its attention. At this point it either leans forward and screams at Wayne, scoops up some snow and blows a blizzard at him, or reels back as if injured. When it does the latter, immediately run at a right-angle to the Undeep's mouth; it is going to lunge forward in attempt to swallow Wayne whole. Side-step the lunging bite attack, reload the Machine Gun, and open fire on one of its yellow Thermal Energy deposits. Throw a Disc Grenade if the opportunity presents itself and continue firing to spill the precious yellow resource. Make a mental count of how many Thermal Energy deposits you've ruptured on each end of the Undeep and repeat this tactic as necessary.

Fortunately, the Undeep's tail end doesn't present the instant-kill threat that the head does. Instead, it sticks straight out of the snow and emits a series of explosive projectiles that rain down around



Wayne's position. When the tail emerges from the snow, switch to the Rocket Launcher and circle around the side of the Undeep to avoid the flaming bombs it emits. The

tail is rather narrow and moves around quite a bit, so in some ways it is harder to destroy the Thermal Energy deposits on it. Wait for it to stop moving and fire the Rocket Launcher. Repeat this tactic until all of the Thermal Energy targets have been destroyed on the tail end. Note that the Undeep seldom presents its tail without its head first suffering an injury. Be sure to shoot its belly whenever the head is emerged—just be sure to dodge the biting lunge attack!



Fight or Flight

Defeating the Undeep is an extremely difficult task—one that is worthy of the 50 Gamer Points awarded for earning the “Worm Hunter” Achievement—but it is not necessary. The Undeep is not a “boss” in the sense that it is not a mandatory battle. The strategy outlined below provides detailed tactics for finding each of the Data Posts, Target Marks, and buried weapons on the plains. It also provides a solid strategy for defeating the Undeep. Those who prefer to avoid the fight should consider following the eastern or western edge of the plains northward to the thermal plant. The Undeep will still attack, but as long as you keep moving, stay a safe distance from it, and always run perpendicular to its mouth, you should reach your destination in one piece.

Unless you’re planning on making a bee-line straight across the snow plains toward the thermal plant, we recommend taking the following zigzag route so as to not miss anything—especially if looking to battle the Undeep. Start along the eastern edge of the map and head north. Battle the Undeep en route to the first snowy ridge, and turn left. Activate the Data Post up ahead and pick up the extra batch of Disk Grenades near it. Turn southwest to angle back towards the metal barricades and find Target Mark “R”. From there, head north back towards the first snowy ridge and activate the next Data Post; the extra Thermal Energy comes in handy and helps reveal more of the map.

CHAPTER

3



Surprise Trilid Swarm

Be prepared for the Undeep to cough up a couple dozen Trilid early in the battle. They’ll fly about in a group before disbanding. Don’t worry about them when the Undeep is exposed, but be sure to fire the Machine Gun at them when on the move. Don’t ignore them completely, because they eventually dive-bomb Wayne as he tries to activate Data Posts and fight the Undeep.

Data Posts and Machine Guns

The battle against the Undeep may last as long as 30 minutes or more, depending on your skill level and the difficulty setting you've chosen. Because of this, you must be sure to maintain adequate ammunition levels and collect as much Thermal Energy as possible. Even if you don't use it against the Undeep, it will come in handy later.



Follow the cliff edge on the western side of the snow plain to the north. This Target Mark is visible from a distance and is sitting on the snow, right alongside the cliff.



TARGET MARK



Scour the area along the north side of the row of metal barricades to find this Target Mark. It is near the western extent of the barricade.



TARGET MARK



Head west to the edge of the plains near the cliff and proceed north towards Target Mark "A". From there, head back southeast towards the center of the snow plains and continue across the map to the east along the center of the valley. Follow the southern base of the ridge to collect extra ammo and Thermal Energy from the storage tanks and cars. Once near the first Data Post you activated in the snow plains, turn north and proceed to the next Data Post and adjacent Target Mark "E". From there, continue east to the large wall and the Data Post atop the stairs. Shoot Target Mark "M" beneath the Data Post and head back out into the snow.



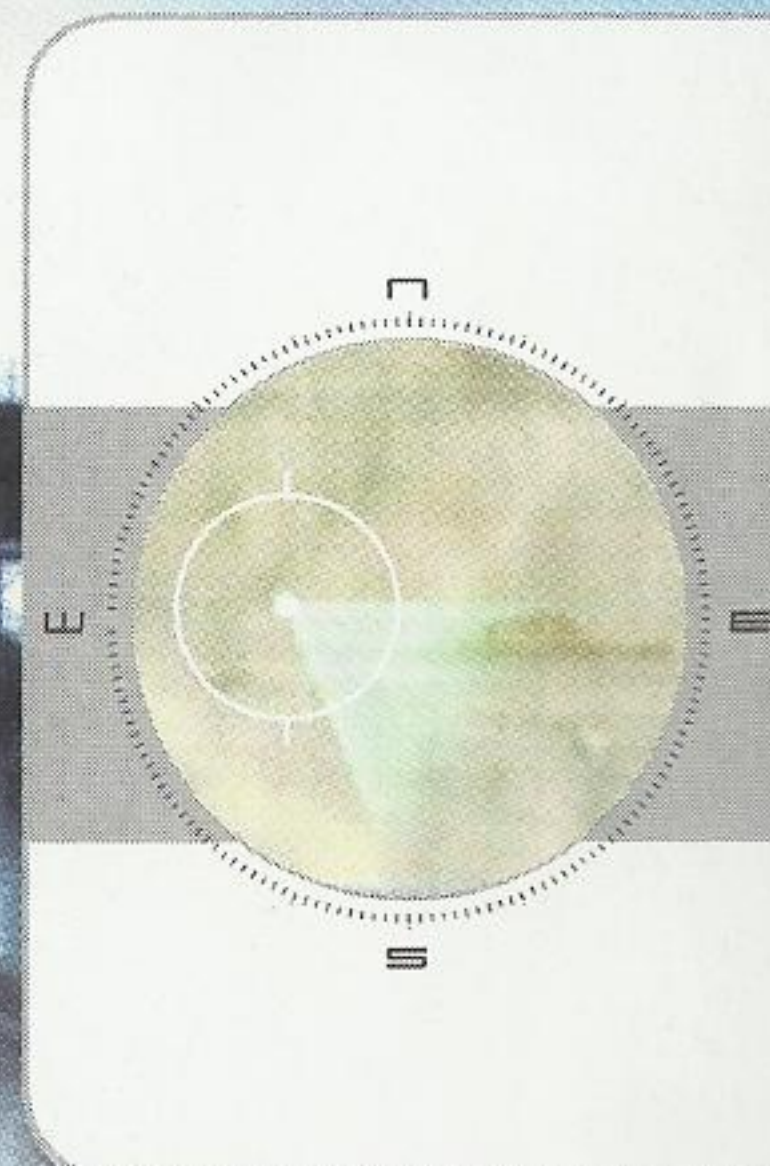
Once in the snow plains, head due north from the eastern Data Post across the first valley to the next Data Post to the north. The Target Mark is right next to it.



TARGET MARK

BURIED VS GRENADE LAUNCHER

This large VS Grenade Launcher is partially buried in the snow to the southwest of the Data Post with the adjacent Target Mark. Although we don't recommend using it against the Undeep; it's there if you wish to experiment.



CHAPTER

3

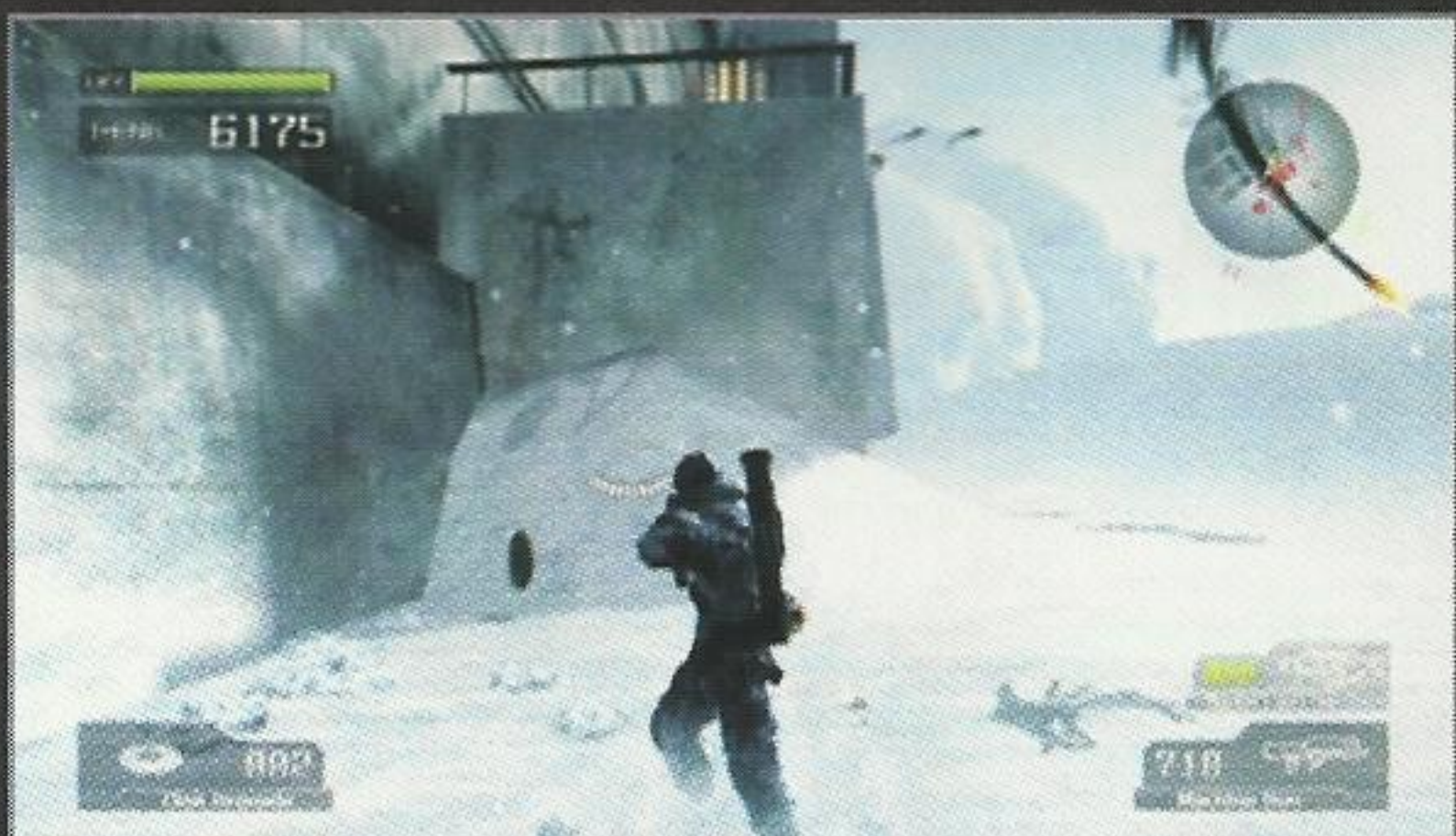
Continue across the snow plains in a northwest direction to locate additional ammunition and another Data Post. There are several ruined Vital Suits in this particular area with working weapons still attached. Although they look tempting, the need to remain still when using a VS weapon is an enormous liability against the Undeep—ignore them! If you're going to defeat the Undeep, now is the time to do it as the thermal plant is close by. When ready to leave the plains for good, advance towards the row of storage tanks beside the thermal plant and activate the Data Post nearby. Do *not* approach the building yet, however! Instead, be sure to circle around the eastern side so as to get the final Target Mark.



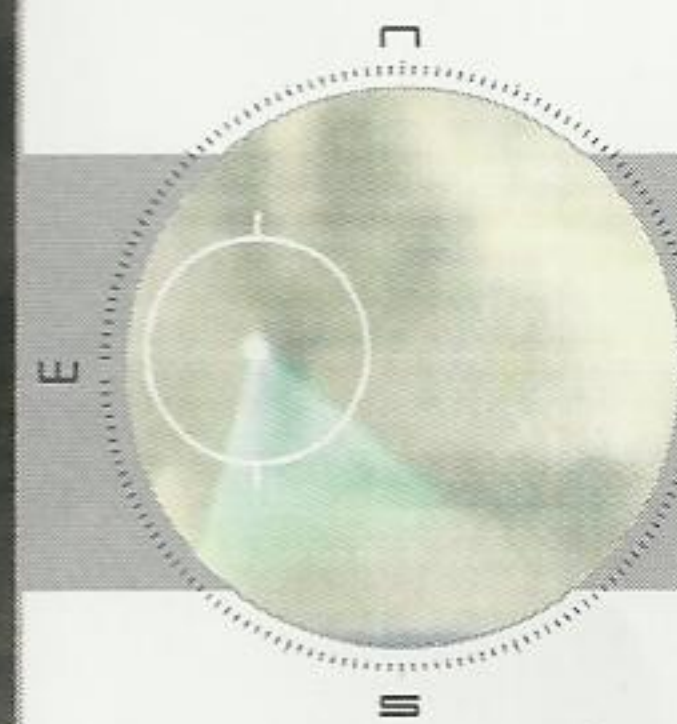
BURIED ROCKET LAUNCHER



Head to the eastern edge of the snow plains towards the massive wall with the two flights of stairs and the Data Post. The Target Mark is at the base of the stairs, directly below the Data Post.



TARGET MARK



After shooting the Target Mark near the large staircase,



head due west and look for the conspicuous pile of snow. There is a Rocket Launcher buried there.



G

This is the most difficult one to find, and also the most difficult to shoot. It's atop the tilted smokestack at the thermal plant across the snow plains. Shoot it with the Machine Gun while standing inside the fence on the east side of the ruined structure. Since you can't see it terribly well, fire a burst of bullets and look for the blue glow that signifies you've hit it.

TARGET MARK



CHAPTER

3

BATTLE AT THE THERMAL PLANT

MISSION 03



WAYNE MEETS HIS MATCH

It seems obvious at this point that the abnormal Thermal Energy signature emanating from the snow plains was that of the Undeep, but now that Wayne has reached the thermal plant, he sees that his trip wasn't for naught. The abandoned thermal plant is littered with ruined Vital Suits and stray weaponry. But that's not all! Large four-legged Vital Suits bearing the NEVEC logo can be seen in the narrow canyon beyond the thermal plant. Despite Yuri's advice to let it be, Wayne moves in for a closer look and is promptly spotted.

GTF-11

Height	4400
Width	3200
MpkT	8



Wayne doesn't know who his assailant is, but he knows she's in a terribly powerful VS and has the piloting skills to match her craft. Immediately climb aboard the GTF-11 and, as soon as the unmaintained VS powers up, leap into the air and squeeze both triggers to open fire with the Gatling Gun and Rocket Launcher. Continue squeezing the Right Trigger to keep a steady stream of gunfire on the enemy, but also pull the Left Trigger to reload the Rocket Launcher as fast as possible.

BOSS ATTACK TECHNIQUES

Smoke Cloud

Dmg. Inflicted Very Low

The sudden burst of smoke inflicts minor percussion damage, but is primarily for obscuring visibility.

Gatling Gun

Dmg. Inflicted Moderate

Beware the rapid-fire of the enemy's Gatling Gun as the damage it inflicts adds up in a hurry.

Missiles

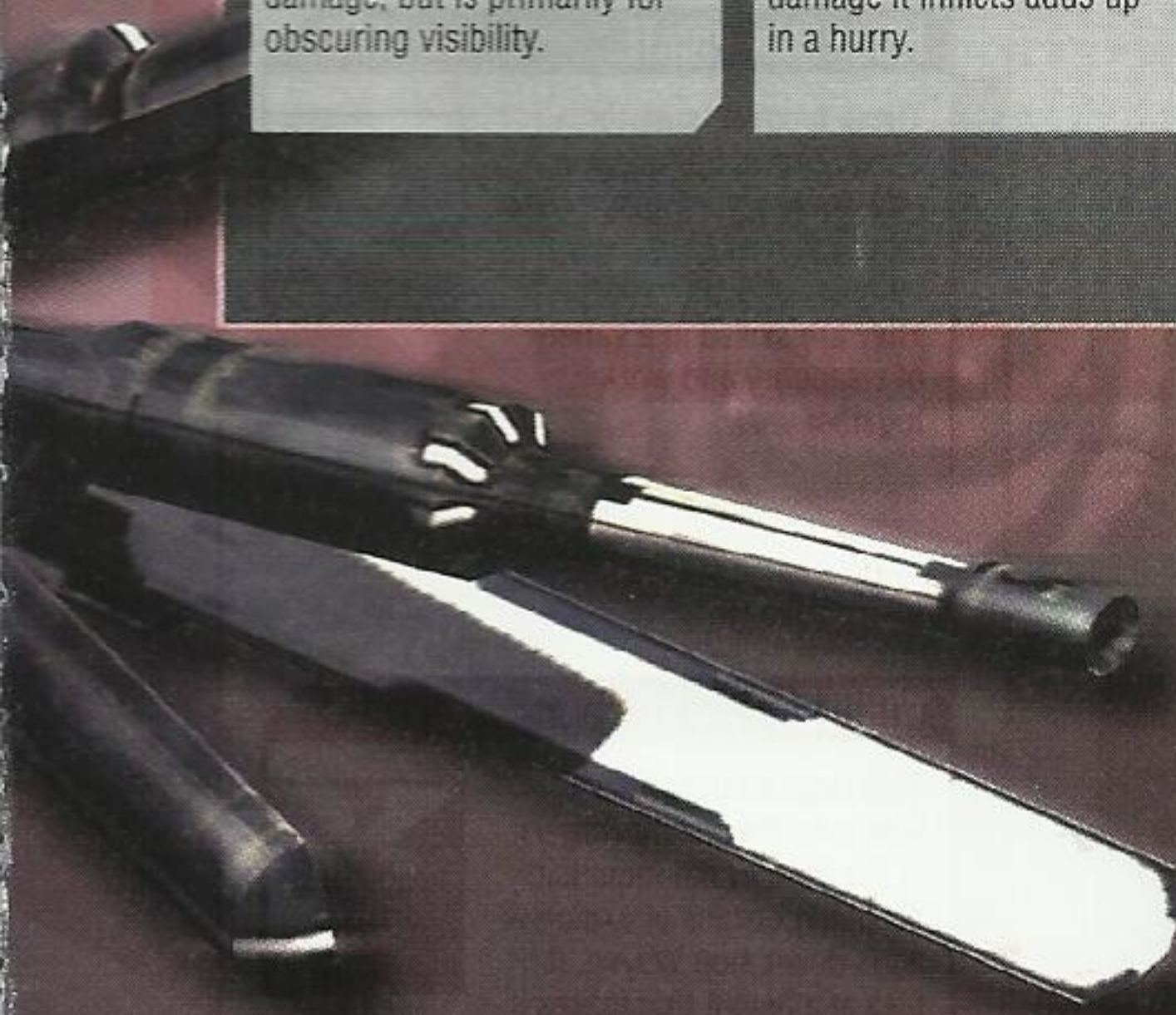
Dmg. Inflicted Moderate

The VS will fire a pair of low-flying missiles with surprising frequency. Dash or jump to avoid them.

Plasma Laser

Dmg. Inflicted Severe

Watch for the four-pronged weapon to open on the Vital Suit's left arm. This is the precursor to the sweeping laser attack that is incredibly damaging. Jump and perform the Hovering maneuver to avoid it.



Use the GTF-11's Sliding Dash ability to dodge the enemy's missile attacks, and stay on the move at all times to avoid being an easy target. Watch for the enemy's VS to extend a four-prong weapon on its left-hand side. This device emits an incredibly powerful plasma beam that sweeps back and forth across the area along a horizontal path. Watch for it to appear, count to two, then leap into the air and tap the A Button a second time to initiate Hovering. Stay in the air until the plasma attack is over.

This frenetic battle is not a particularly lengthy one, but it can prove difficult for several reasons. For starters, the VS available to Wayne has not been well-maintained and it becomes easily damaged by the enemy's powerful attacks. Although there are numerous VS weapons in the area that Wayne can attempt to use on foot, he certainly won't last long against such an overpowering foe. Also, the enemy has considerable armor and weaponry, but is also able to "skate" back and forth at high speed in the narrow canyon outside the plant. This makes it very difficult to hit, and even harder to stay away from.



Wayne's best plan of attack is to stay within the thermal plant and concentrate on avoiding the enemy attacks while continuously firing the Gatling Gun. Although the Rocket Launcher only carries 6 rounds of ammunition, there is an additional Rocket Launcher, Shotgun, Laser Rifle, and Gatling Gun in the area that can be attached should he run out. So long as Wayne avoids most of the missiles and manages to stay aloft long enough to avoid the plasma attack, he should prove victorious.



If all else fails and Wayne has to abandon his VS, there is a small chance he can survive on foot, provided he picks up the available VS weaponry in the area. But, the better plan is to run through the small canyon to the north and climb aboard the other GTF-11 located there. There's not a good chance he'll survive to make it that far, so treat this backup plan as a last resort.

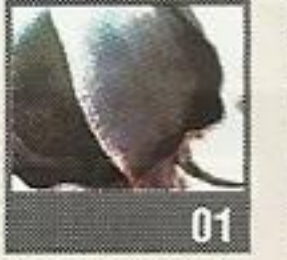


04



JELLON

These floating Akrid look more like something Wayne expects to see underwater rather than in the air. Their sac contains explosive gasses and Wayne must shoot them from afar to avoid injury.



01

MOUNTAIN PIRATE

These tougher, smarter Snow Pirates utilize cover effectively and employ squad tactics that make them a bit more difficult to battle. They are skilled in a variety of weaponry and work together well.



02

WINDEGA

This large soaring insect flies over the snowy canyon at the base of the mountain dropping dozens of explosive eggs down atop Wayne. It flies at a height that makes it difficult to attack. Fortunately, Wayne needn't kill it.

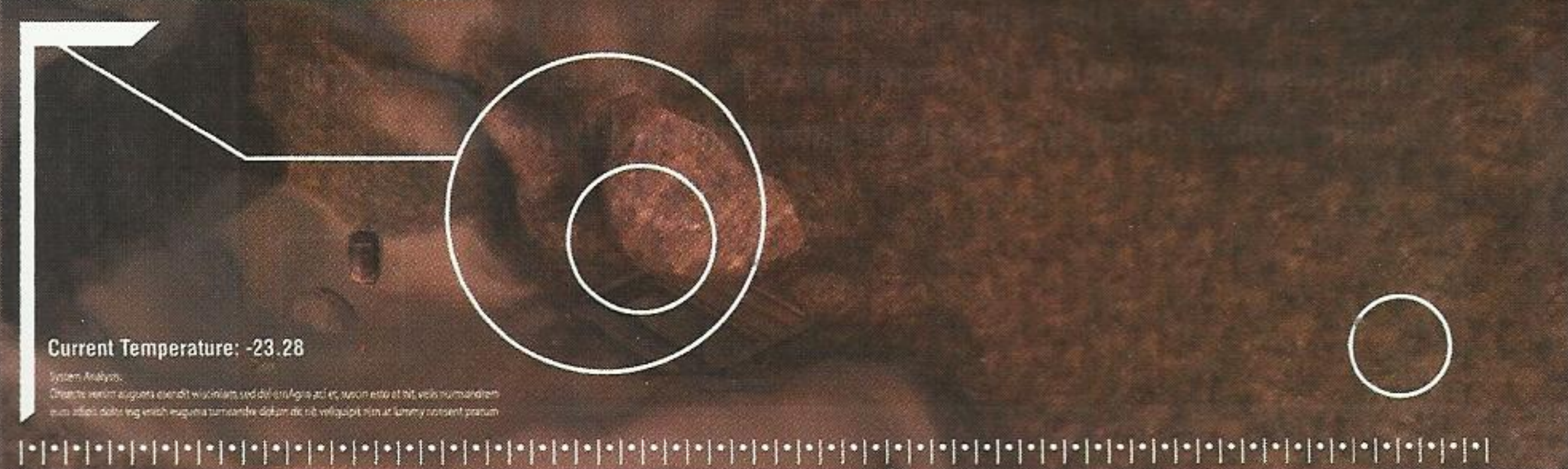


03

Objective

Climb the first mountain route to reach the peak. You will find the way to the next area from there.

Destination: Mountain Peak








Current Temperature: -23.28

System Analysis:
Diagnose system components over the next 24 hours. If any components are found to be faulty, they will be replaced. If any components are found to be faulty, they will be replaced.

System Analysis:
Diagnose system components over the next 24 hours. If any components are found to be faulty, they will be replaced. If any components are found to be faulty, they will be replaced.



VS Model	L. Weapon	R. Weapon	Special Functions
 GTT-01	N/A	Missile Launcher	N/A
 GTB-22	N/A	Gatling Gun	Double Jump, Long Jump, Smoke Screen
 GTB-22	Missile Launcher	Gatling Gun	Double Jump, Long Jump, Smoke Screen
 GTB-22	N/A	Gatling Gun	Double Jump, Long Jump, Smoke Screen
 GTT-01	N/A	Gatling Gun	N/A

SITUATION REPORT

Wayne returns from battling the mysterious NEVEC woman in her Vital Suit, to find Yuri meeting with a pair of NEVEC guards. And much to Wayne's chagrin, Yuri seemed downright friendly with them. Yuri wasn't prepared to tell Wayne about Frontier Project yet, but given the circumstances, he informs his new friend that NEVEC and he are looking at ways to terraform the planet, thereby making it warm enough for humans to colonize comfortably. Wayne doesn't believe terraforming to be possible, but rather than push Yuri for more answers, retires to his room for some much-needed rest. The climb up the mountain is going to require all the strength Wayne has...



TARGET MARKS

The Target Marks in this mission spell out the word "Meteor". There are 6 Target Marks in this mission.



On the edge of the cliff beyond the narrow ledge near the sliding platform. Peer over the edge to see it.



Proceed past the hole leading down into the underground base and look for the Target Mark in the back end of the canyon.



Inside the lofty multi-level building, just beneath the platform near the top of the tower.



On the side of the cliff edge, just outside the top of the multi-level tower. It's just past the Data Post to the northwest.



Down the hallway to the south of the area with the Sepia infestation. Turn to the left before Anchoring up to the next ledge.



In the room with the crane and the numerous NEVEC fighters. On the south side, behind the crates on the floor.

T-ENG COLLECTION STRATEGY

Unlike the previous mission, there aren't as many sources of Thermal Energy in this section of the mountain. Wayne needs to move swiftly so as to collect the Thermal Energy dropped by fallen Akrid. Although there are several Data Posts in the area that helps Wayne's cause, keep an eye out for the large blue storage tanks as they contain a sizable volume of Thermal Energy. They are harder to destroy than the abandoned tanks Wayne has encountered outdoors, so be patient and stand back from them as they explode.

MOUNTAIN ROUTE I

MISSION: 04





AERIAL BOMBARDMENT

Wayne begins his assignment of scaling the nearby mountain in a U-shaped canyon near a former NEVEC base. The canyon is home to numerous Sepia as well as a Dongo, but it's really the Windega in the sky above that is the biggest threat. But before Wayne can tackle the Windega, he has to first secure the area.

Use the Machine Gun to destroy the nearest Genessa and the crawling Sepia and quickly throw a pair of Hand Grenades onto the ledge to the left. Another Sepia Genessa is located there. Gather up the Machine Gun and Shotgun and continue through the canyon towards the spawning crater on the side of the cliff below the large boulder. Use Hand Grenades and the Shotgun to destroy the Sepia from a distance and be ready to leap towards the rock face on the right when the Dongo appears. Let the Dongo roll past to Wayne's left, then turn around quickly with two taps of the Left Bumper and Anchor onto its tail and fire!

By the time Wayne reaches the Dongo, the Windega is likely to be making its first fly-by. Listen for the screeching and loud flapping of the Windega's wings and backpedal towards the starting point to avoid the numerous explosive eggs it drops. Ignore it for now and focus on eliminating the two remaining Sepia Genessa and activating the Data Post ahead on the right.





Don't drop through the hole on the left-hand side of the canyon just yet. Wayne needs to rappel through that hole eventually, but step away from it for the time being.

Watch Where You Step!

E

Continue on foot to the far end of the U-shaped canyon, past the hole leading down into the underground base. The Target Mark is at the end of this canyon, in the snow on the ground.

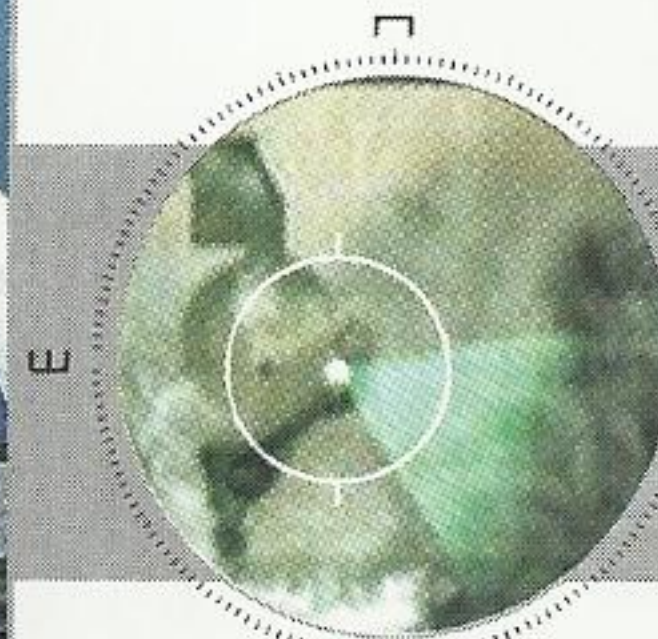


TARGET MARK

CHAPTER

4

BURIED ROCKET LAUNCHER



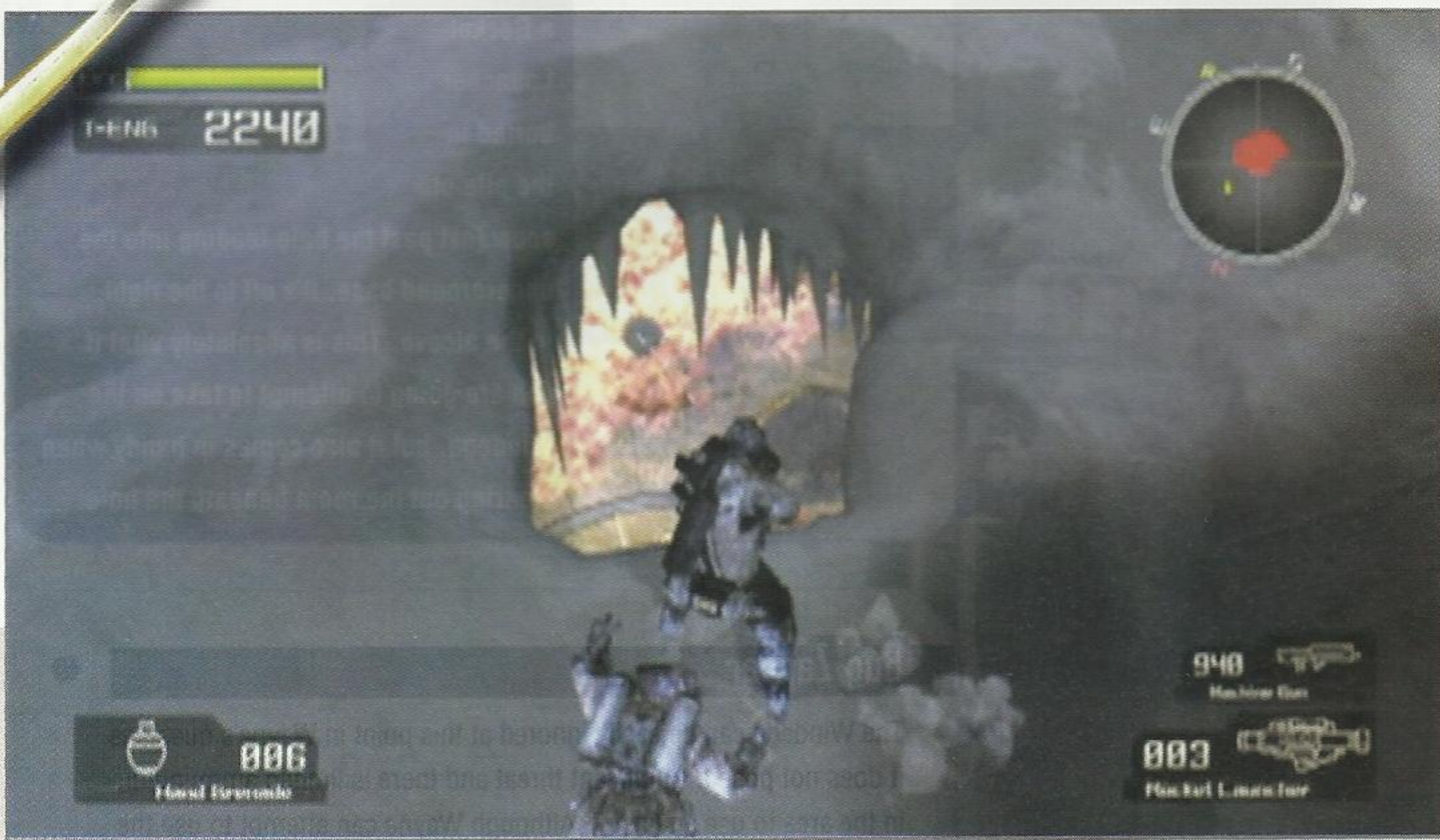
There is a Rocket Launcher buried in the pile of



snow just past the hole leading into the underground base. It's off to the right, in the alcove. This is absolutely vital if you are going to attempt to take on the Windega, but it also comes in handy when clearing out the room beneath the hole.

Bug Zapper

The Windega can be easily ignored at this point in Wayne's quest, as it does not pose a significant threat and there is limited ammunition in the area to use against it. Although Wayne can attempt to use the Rocket Launcher to destroy it here, it is extremely difficult (if not impossible) to defeat the Windega at this time due to its altitude, the scarcity of powerful weaponry, and the configuration of the canyon. There is a much better opportunity during the next mission to earn the 50 Gamer Points that come with completing the "Moth Hunter" Achievement.



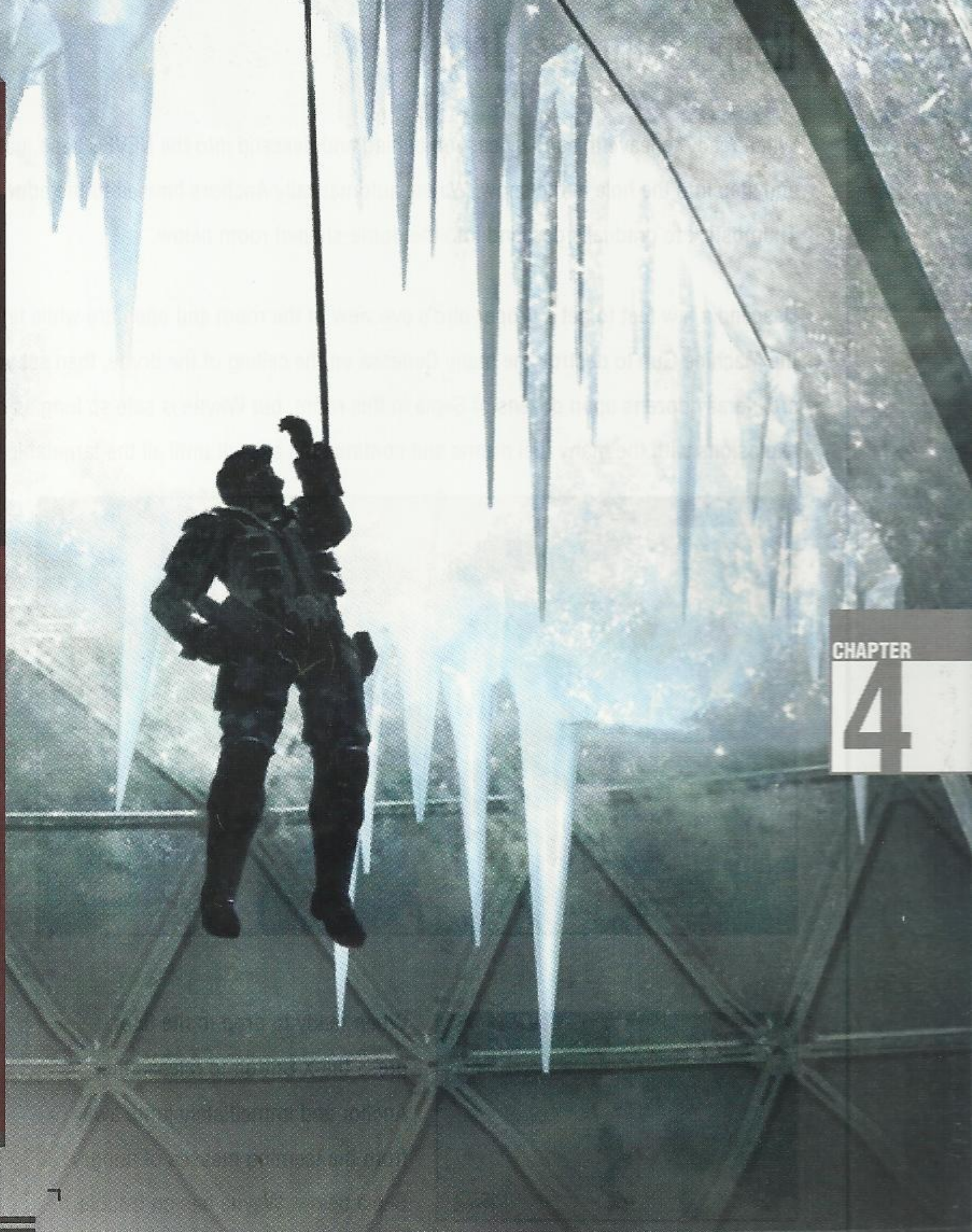
Although it's understandable that you want to earn the "Moth Hunter" Achievement as soon as possible, this is not the time to do so. Collect the Rocket Launcher from the snow drift and approach the hole looking into the underground base. Fire the Rocket Launcher down at the Sepia crawling about below until it's been emptied, then return for the Shotgun you likely left behind.

WINDEGA

The Windega avoids direct contact with Wayne at all costs in favor of flying by overhead and dropping dozens of explosive eggs on him. It flies lap after lap around the perimeter of the canyon, seldom presenting itself as a target, and continues to deploy its eggs—plosive bombs until the three Thermal Energy pouches on its underside have been destroyed. Unfortunately, even that won't kill the Windega.

Length	50,000
Width	4000

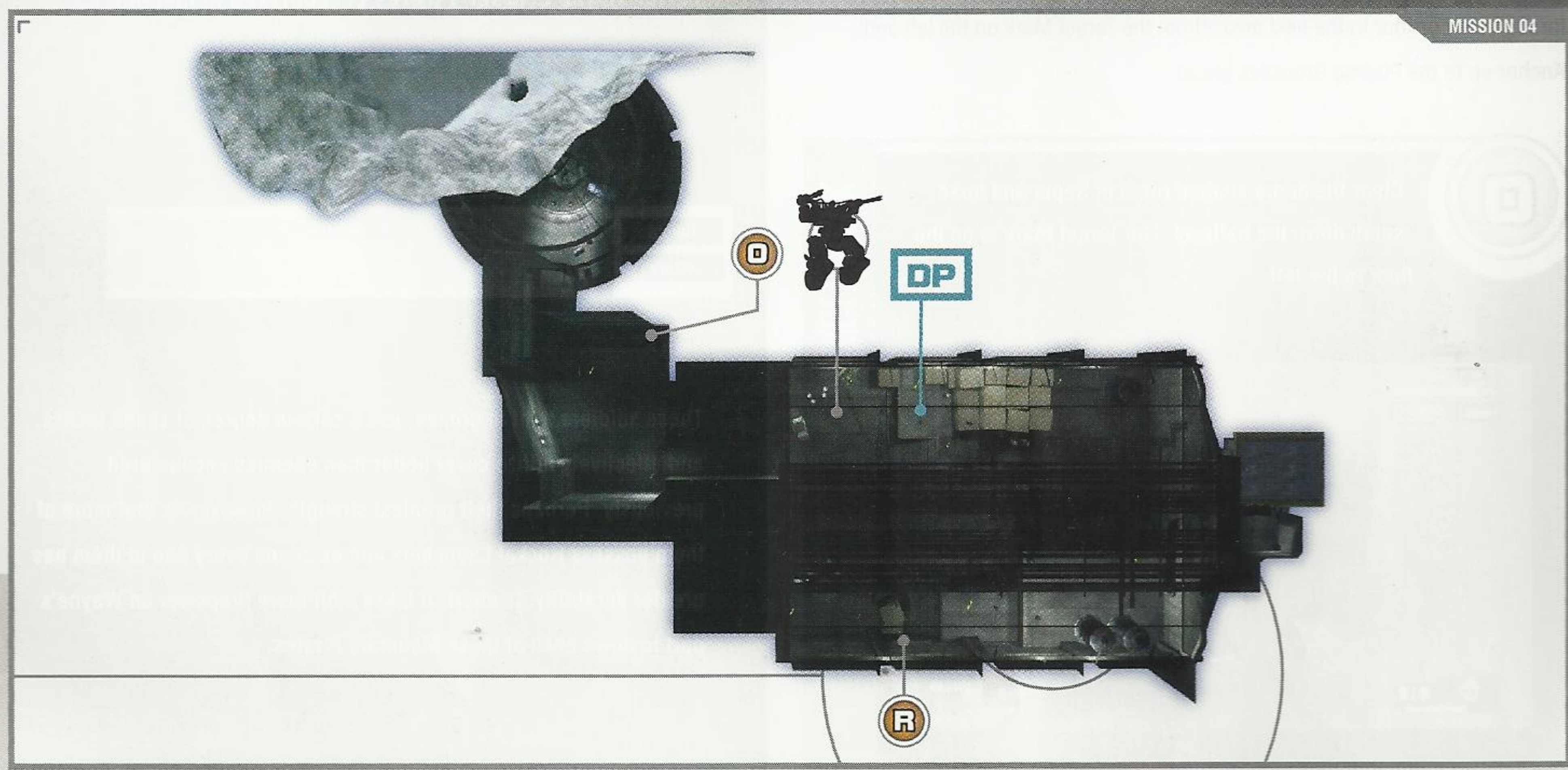
Despite not having any remaining Thermal Energy that is visible from the ground, the Windega continues to patrol the skies above the canyon, occasionally swooping in close as if to taunt Wayne. This is because its true weakness is its wings! Firing the Rocket Launcher at its wings rip them to pieces and cause significant damage. We recommend waiting until Mission 5, which takes place higher on the mountain, to defeat the Windega.



CHAPTER

4

INTO THE BASE



RAPPEL INTO THE DOME

When ready to leave the snowy canyon behind and descend into the NEVEC base, gather up all of the ammo you can find and step into the hole in the snow. Wayne automatically Anchors himself to the edge of the hole. You can now use the Left Thumbstick to gradually descend into the dome-shaped room below.



Descend a few feet to get a proper bird's eye view of the room and open fire while tethered to the icicles above. First use the Machine Gun to destroy the many Genessa on the ceiling of the dome, then set your sights on those on the floor. There are literally dozens upon dozens of Sepia in this room, but Wayne is safe so long as he is suspended above the floor. Use Hand Grenades to set off chain reaction explosions with the many fuel drums and continue the assault until all the targetable Genessa have been destroyed.

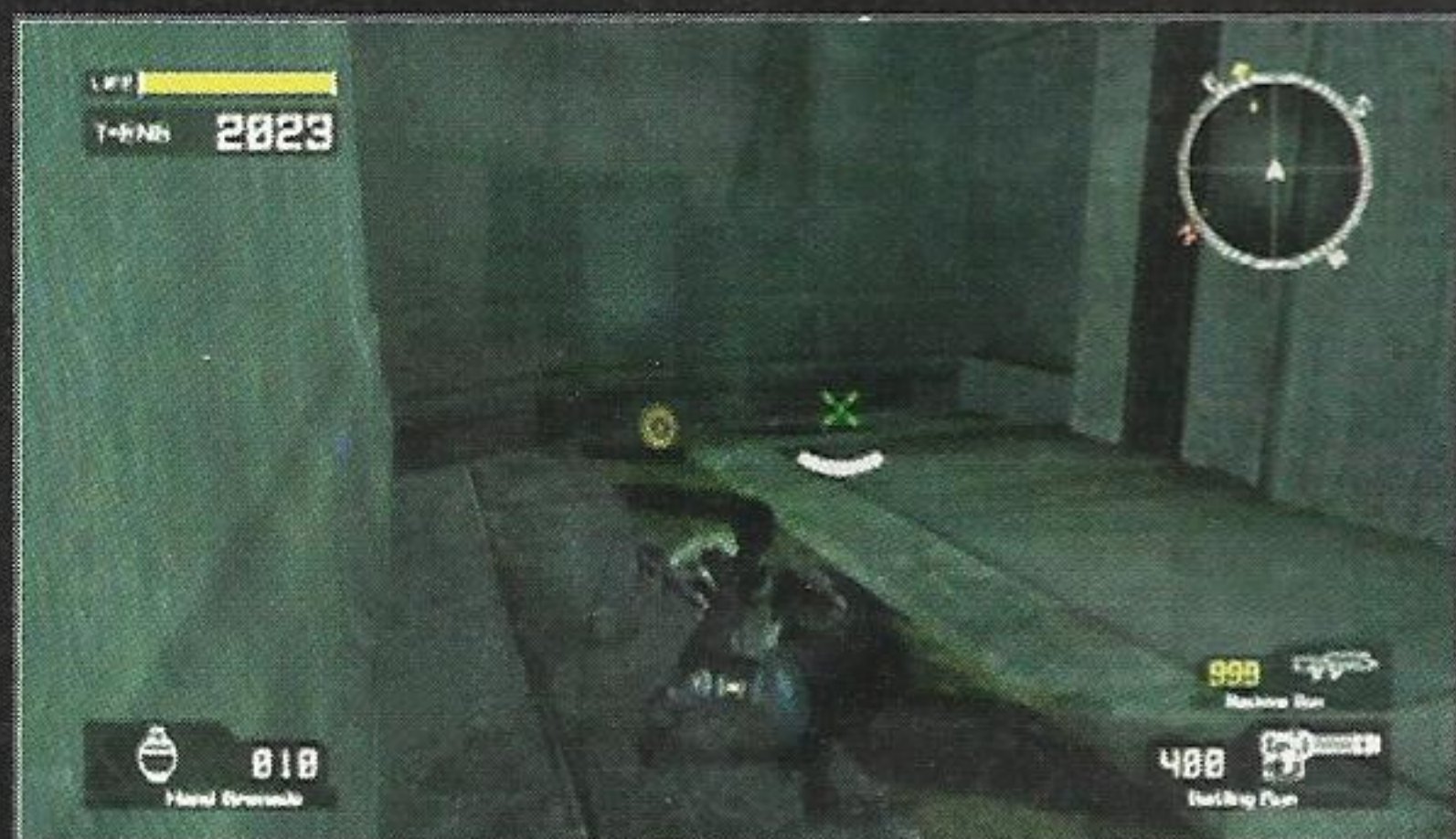


When ready to drop to the floor, press the X Button to release the Anchor and immediately jump away from the teeming masses of hungry Sepia below. Wayne has no trouble finding extra ammunition with which

to finish off the remaining Sepia if necessary. Once the last of the Sepia have been defeated, grab the Gatling Gun from the side of the room and head south through the corridor to the next area, shoot the Target Mark on the left and Anchor up to the Plasma Grenades ahead.



Clear the dome-shaped room of Sepia and head south down the hallway. The Target Mark is on the floor to the left.



TARGET MARK

ENEMY INTEL

MOUNTAIN PIRATES

The Mountain Pirates encountered in the NEVEC base are superior to the Crimson Pirates encountered in Mission 2.

Height	N/A
Width	N/A

These soldiers fight in groups, use a certain degree of squad tactics, and effectively utilize cover better than enemies encountered previously. Perhaps their greatest strength, however, is that more of them possess Rocket Launchers and each and every one of them has greater durability. In short, it takes a bit more firepower on Wayne's part to down each of these Mountain Pirates.

STORAGE ROOM BATTLE

The size of the enemy force in the next room is quite overwhelming. In addition to several Vital Suits and dozens of Mountain Pirates, Wayne will also need to deal with a pair of Dongo that roll in from outside. Many of the Mountain Pirates in this area are packing Rocket Launchers too, so securing a VS for Wayne to use is paramount.



Slowly enter the hallway near the Plasma Grenades and use the Gatling Gun to kill the Mountain Pirate on the robotic arm in the center of the room. Now turn left and fire on the enemy on the platform there. At this time a VS approaches from out of sight on the left. Remain in the hallway and switch to the Machine Gun and be ready to move and fire at the same time. Wait for the VS to come into view and fire on its pilot. By shooting the pilot, Wayne can effectively commandeer the VS himself. Hop aboard the GTT-01 (equipped with a valuable Missile Launcher) and pick up the Gatling Gun Wayne was carrying. Now you're ready for battle!



CHAPTER

4



Stomp your way into the room, firing both Gatling Gun and Missile Launcher at anything that moves. Additional enemy VS are located in the far left corner of the room, behind the crates, so be ready for them to appear. Approach the rear of the room to draw them out, then quickly backpedal while firing to avoid being surrounded. Once the last of the VS have been destroyed, turn your attention to the pair of Dongo that appear. Stay in the VS for as long as possible while battling the Mountain Pirates. Although they are mere humans on foot, their numbers and weaponry do pose a threat to Wayne in the VS. If forced to eject from the GTT-01, immediately switch to the Machine Gun and look for cover. Using cover and launching surprise attacks with the Plasma Grenades and Machine Gun is the best way to outlast the throng of enemies in this area.

Take a look around this storage room once the battle dies down. Activate the Data Post, collect as much weaponry as possible, and shoot the large Thermal Energy storage tanks to replenish Wayne's reserves. Exit through the door in the back right-hand corner.

Plasma Grenade

These purple canisters produce an explosion of plasma in the form of a shocking blast of current. Plasma Grenades inflict harm to humans, naturally, but they're most effective against Vital Suits as the jolt of current is highly damaging to the circuitry of the VS. When detonated, Plasma Grenades essentially shock all those in the blast radius, thereby causing them to not only suffer damage, but be rendered motionless for several seconds. This gives Wayne the perfect opportunity to gain the upper hand when outnumbered.



R

This easily overlooked Target Mark is on the floor behind the crates opposite the Data Post. It is on the south side of the room, just below the upper platform.



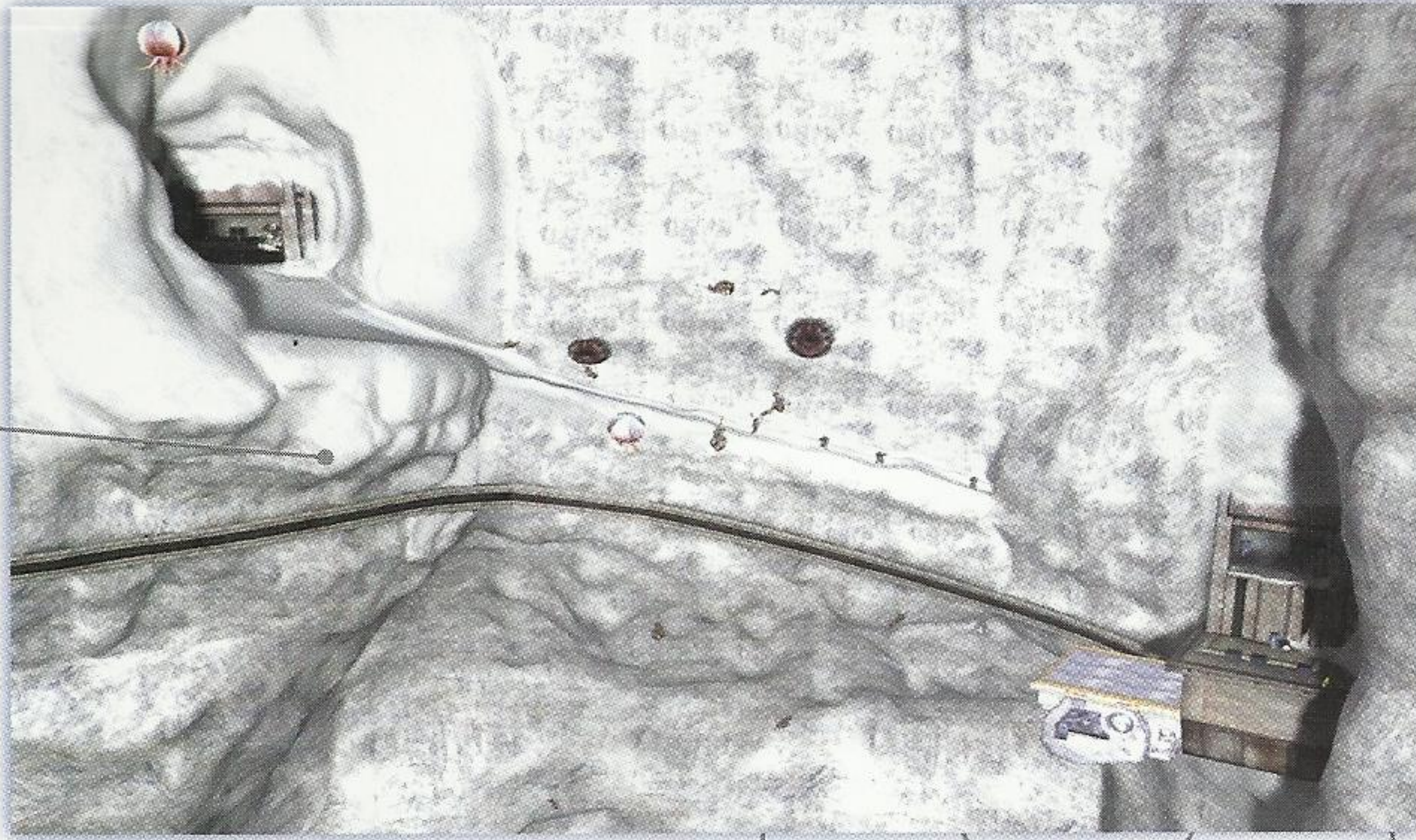
TARGET MARK



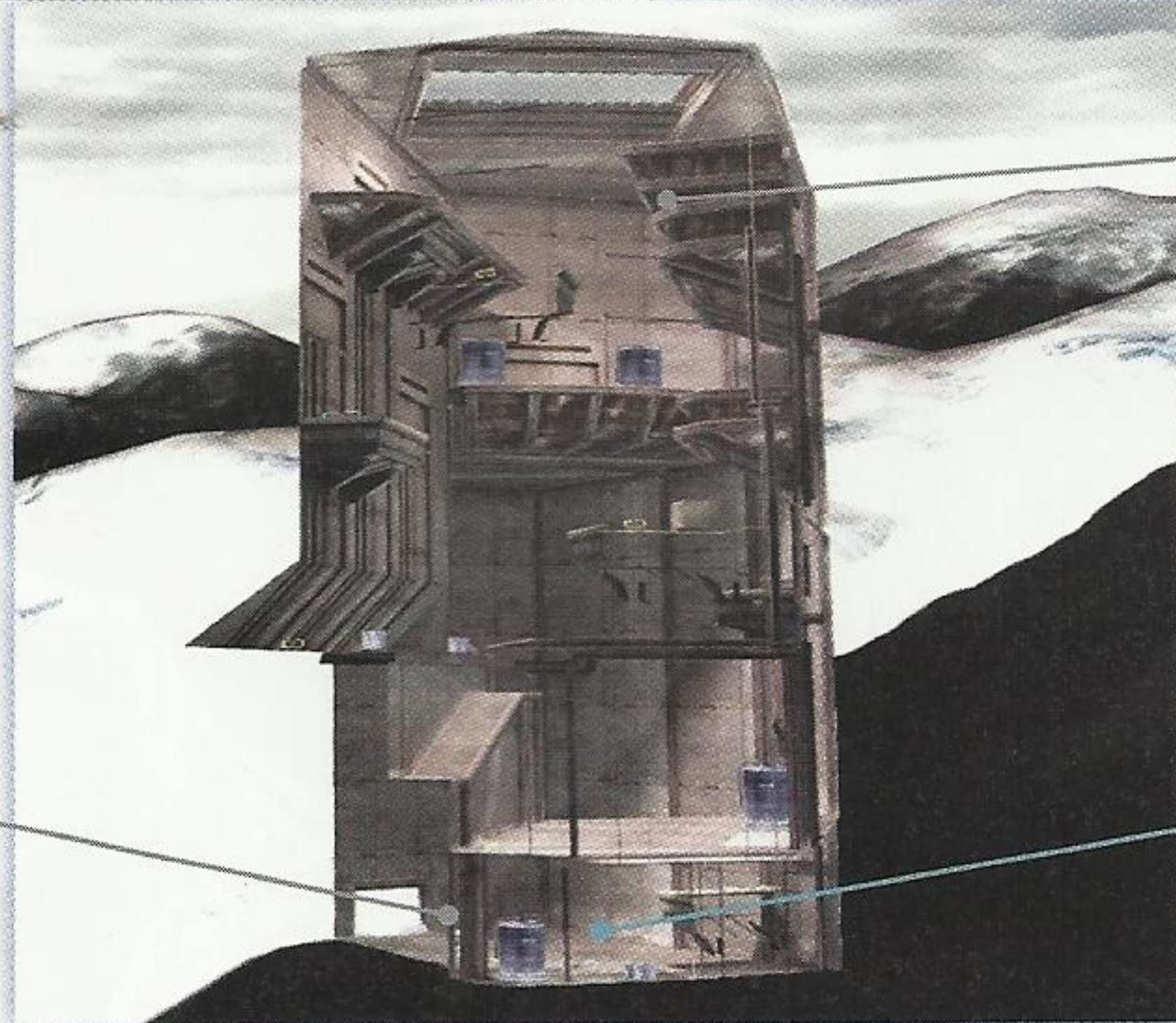
SCALING A MOUNTAIN

MISSION 04

M



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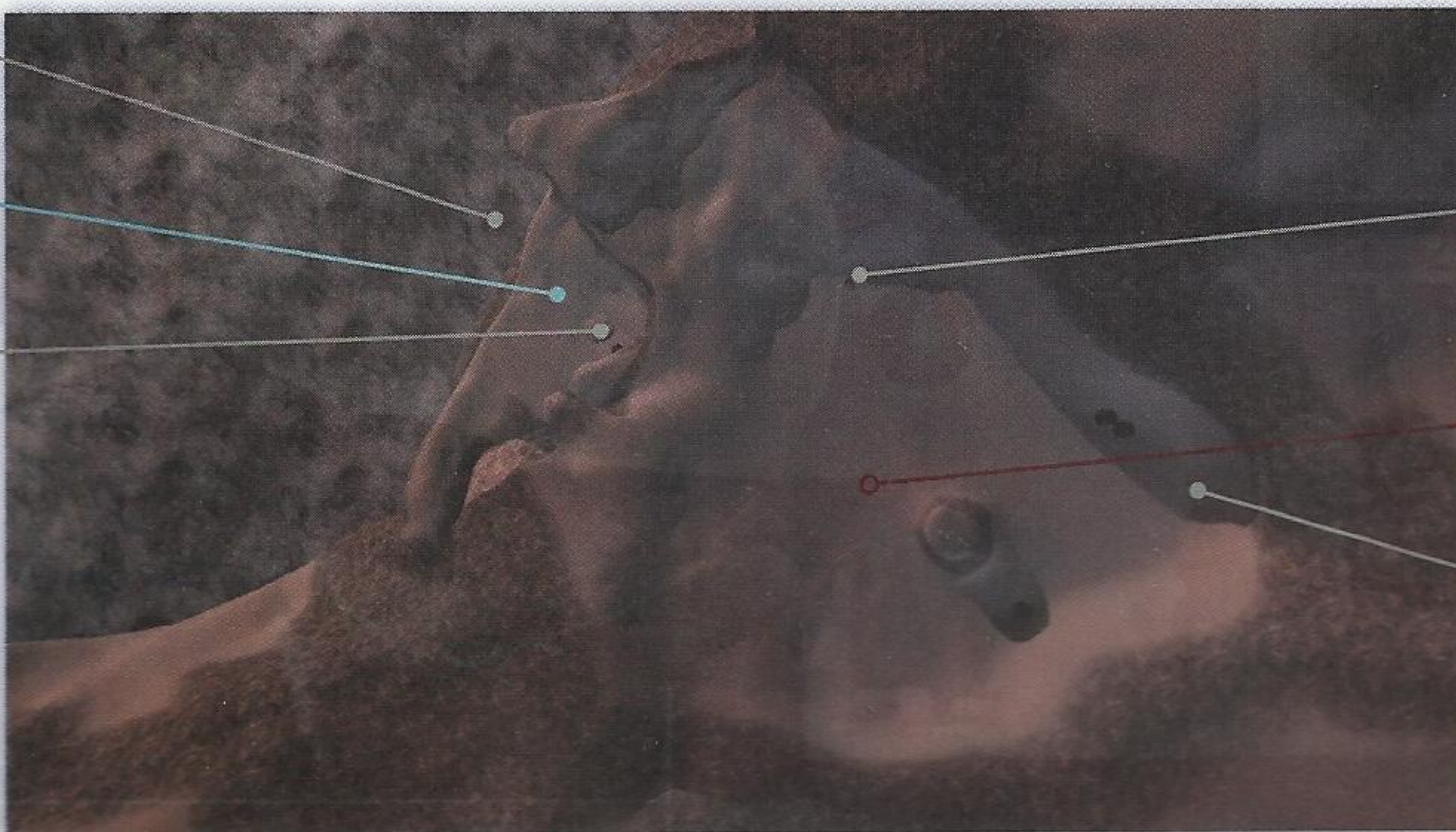


DP



E

DP



CHAPTER

4

MISSION 4

69

JELLON

Trilid aren't the only flying low-level Akrid! These bulbous creatures resemble an octopus in appearance, but have the ability to inflate with highly explosive gases.

Height	4600
Width	2800

Although they are completely harmless from a distance, the Jellon explode with tremendous violence when popped and anything—or anyone—nearby is sure to take heavy damage. Jellon don't possess any ranged attacks; their only attack is to self-destruct alongside their target. Keep them at bay with heavy gunfire and try to detonate one when it is near other Akrid.



OUT ON A LEDGE

The Windega will swoop past the loading dock outside the storage room as Wayne exits, so don't be caught off guard. Although the turbulence from the Windega's massive wings may knock Wayne off his feet, he's not in danger.

Windega Returns!

Drop onto the metal platform below and approach the edge on the right-hand side. The side of the cliff has a narrow ledge that is crawling with Mountain Pirates in addition to a couple of Trilid Genessa. Wayne

can reach the nearest Genessa with the Machine Gun from the edge of the platform. Destroy it then drop onto the smaller platform below.



The secondary platform begins to move along on a track that has been installed in the side of the mountain. Unfortunately, the floating Jellon species of Akrid bombards the platform and knocks it into the abyss before long. Switch to the Shotgun and Anchor up to the narrow ledge near the Mountain Pirates before the platform is destroyed. This puts Wayne in close proximity to his foes, but it only takes a few blasts from the Shotgun to clear the trail. Proceed along the ledge to the clearing and head inside.



Cross the narrow snow-covered ledge beyond the sliding platform and look to the edge of the wider ledge up ahead near the cave entrance. The Target Mark is on the angled slope near the cliff.



TARGET MARK

INTERIOR ASCENT

Enter the building on the right, activate the Data Post, and climb aboard the VS. The GTB-22 is an extremely nimble Vital Suit with several advanced capabilities, but most notably it is unrivaled in terms of jumping ability.

Once in the GTB-22, pick up the Laser Rifle and use the Double Jump to reach the next level of the tower. Gun down the swarming Trilid with the Gatling Gun and start the ascent of the tower. Put the Laser Rifle and Gatling Gun to use to keep the Jellon and Trilid at a distance. Climb the ramp on the right and Double Jump from platform to platform to scale the tower.



Use the GTB-22 to reach the top of the multi-level building and jump over to the ledge below and to the side of the highest one. The Target Mark is in a nook just beneath the platform nearest the top of the tower.



TARGET MARK

CHAPTER
4

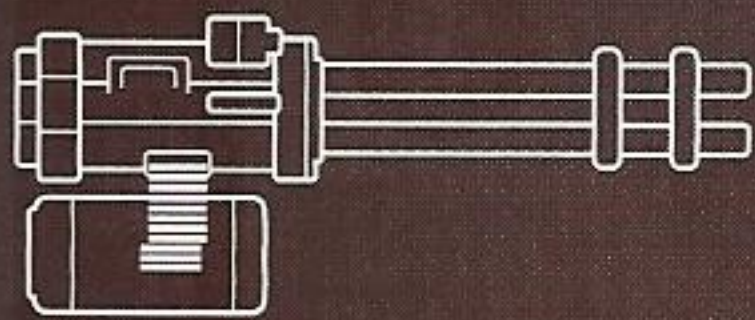
Vital Suit: GTB-22

CODENAME: FAZE

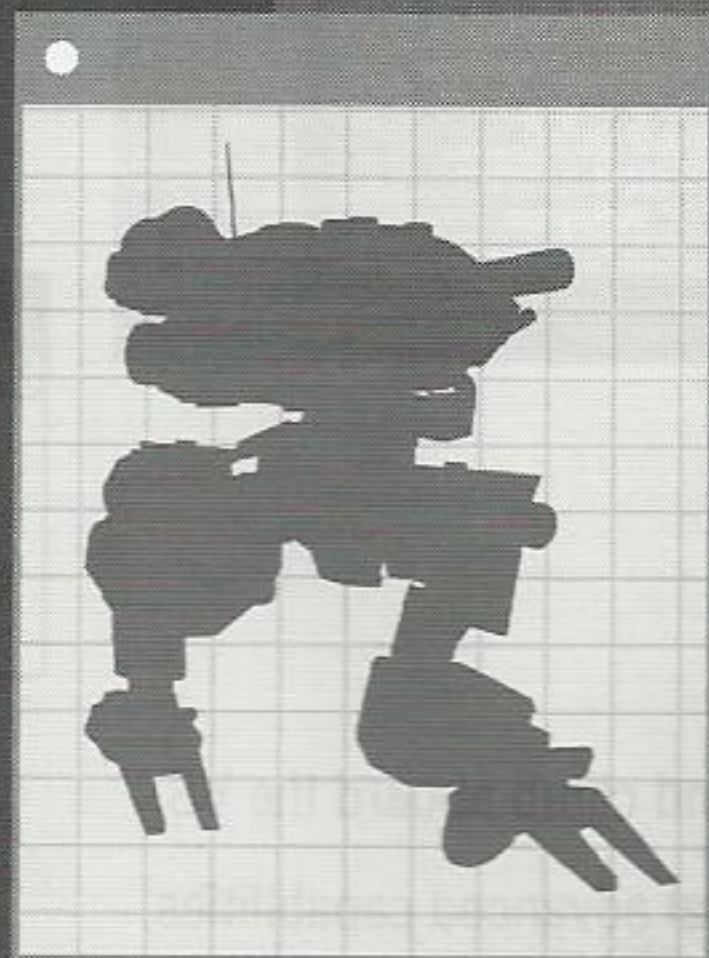
Developed principally for military transport. Does not possess the advanced flying capabilities of the GTF-11, but its standard movement speed and jumping ability easily outclass other VSs.

SUGGESTED ARMAMENT

GATLING GUN-VS

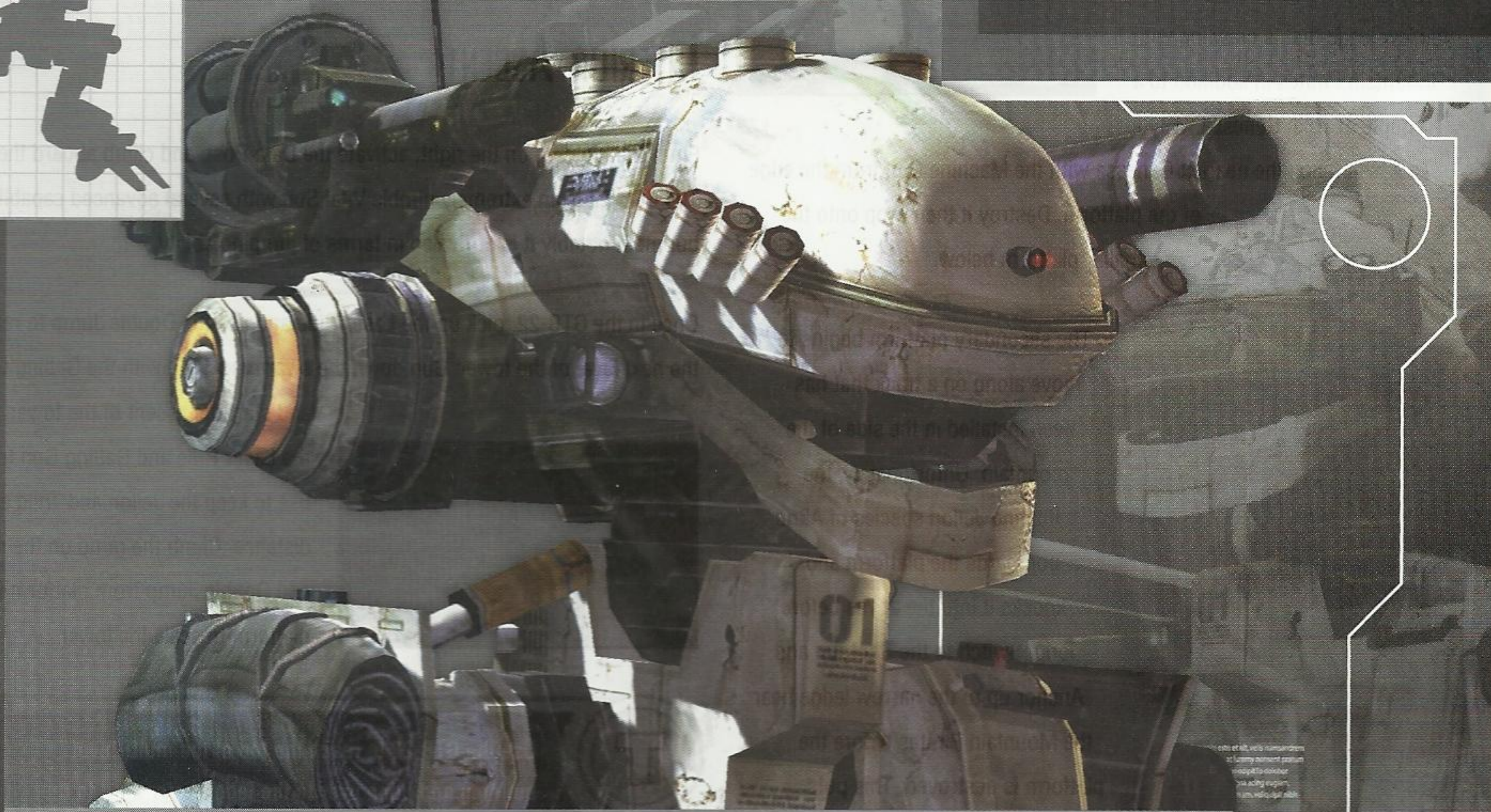


LASER RIFLE-VS



Height	4600
Width	2700
MpkT	8

Special Functions: Double Jump, Long Jump, and Smoke Screen



The GTB-22 is arguably the most athletic Vital Suit in the fleet. The ability to perform a Double Jump (press the A Button a second time while in the air) and to use its thrusters to power an incredible Long Jump make it a terribly difficult target to hit. Press the Y Button to begin preparations for the Long Jump. The VS squats down and builds up enough pressure to perform the jump. Pressing the Y Button again reverses the thrusters and forces the GTB-22 back to the ground with alarming speed. Although it lacks a Dash maneuver, the Smoke Screen can be used to negate close-range attacks by confounding the enemy. The GTB-22 can wield two weapons and has surprising speed and turning ability.





Leap to the uppermost platform and Long Jump up and out of the tower and onto the snowy ledge above. From there, leap down towards the Data Post and shoot the final Target Mark near the ledge.

Spend a moment on foot digging up the buried Laser Rifle and also the buried GTB-22 near the storage tank. This particular GTB-22 has the benefits of being in pristine condition, but also it comes equipped with the Gatling Gun and Missile Launcher. Remove the Gatling Gun from it before climbing aboard, however, as the Laser Rifle is a better weapon for the upcoming battle. When ready, hop aboard the GTB-22, equip the Laser Rifle, and use the boulders that fell atop the opening in the building to reach the top of the mountain.

BURIED LASER RIFLE



Dig up the Laser Rifle under the mound of snow beyond the Data Post. This is an advanced VS weapon that comes in handy during the upcoming boss battle.



E

Exit the tower onto the snowy ledge near the top of the mountain and walk past the Data Post to the edge of the cliff. Look over the edge to the northwest to find the final Target Mark.



TARGET MARK

BURIED GTB-22 VITAL SUIT



The large mound of snow nearest the Thermal Energy storage tank is hiding a toppled GTB-22. Fortunately for Wayne, the Vital Suit is in perfect working order and even has a Missile Launcher and Gatling Gun attached!



RAIBEON

Length	22,000
Width	2000

The Raibeon is a fast-flying beast with considerable range, size, and an abundance of explosive attacks ready to be unleashed. It zips erratically around the battlefield, but always settles in one place for two seconds when preparing another attack. The Raibeon is not terribly aggressive in the early stages of the battle, but the intensity and frequency of its attacks will increase as it becomes injured.



BOSS ATTACK TECHNIQUES

Bursting Bees

Dmg. Inflicted Moderate

A swarm of a dozen or so insects will appear in formation in front of the Raibeon. Shoot them to destroy them before they fly towards Wayne.

Missiles

Dmg. Inflicted Moderate

The Raibeon will fire a horizontal row of missiles at a low trajectory. Leap over them as they approach.

Explosive Burst

Dmg. Inflicted Moderate

Watch for a series of explosives to be launched straight into the air and quickly sidestep them.

Dive Bomb Sting

Dmg. Inflicted Severe

The Raibeon flies far into the distance and remains there for several seconds before zipping towards Wayne with its stinger pointed at him.

Like many of the Akrid, the Raibeon has a large Thermal Energy sac that is clearly visible and represents the creature's weak spot. Keep the targeting reticule aimed

at the beast's yellow belly and wait for it to hover in place, then open fire. Wayne needs to stay on the move at all times while in the GTB-22, but should also continue to charge up the Laser Rifle while moving. As soon as the Raibeon comes to a halt, center the reticule on it and fire the Laser Rifle and Missile Launcher simultaneously!



The Raibeon has an assortment of attacks that it utilizes, but they are all similar in that they consist of a barrage of explosive projectiles. Use the Double Jump feature of the GTB-22 to avoid these attacks and try firing the Laser Rifle at the inbound bombs to detonate them at a safe distance. The Raibeon's most devastating attack, however, doesn't involve any bombs.

Instead, it flies off into the distance, rear up the stinger on its tail (thereby preventing a clean shot at its stomach) and then zips across the sky in an attempt to impale Wayne's VS with the stinger. Although Wayne can move to the far side of the large rock protuberance in the center of the area for cover from this attack, it is easier to employ the GTB-22's Long Jump ability to avoid it. Wait for the Raibeon to ready the attack then press the Y Button to prepare the Long Jump. Allow the GTB-22 to work its magic and send Wayne skyward up and over the approaching Raibeon.

Only those who are exceptionally agile and greatly skilled will defeat the Raibeon without needing to utilize a second VS. Fortunately, this area has a second GTB-22 as well as a GTT-01 in it, and both are equipped with Gatling Guns. Watch your initial VS's damage meter and move to the northeast corner of the area once nearing the "Danger" level. This way Wayne will be near the other GTB-22 should he have to eject and make a run for it on foot. The GTT-01 is in the northwest corner of the area near the cliff, but should be considered a VS of last resort. If piloting the backup GTB-22, be sure to Double Jump onto the rock in the center and equip the pair of Rocket Launchers—they go a long way towards finishing off the Raibeon.



> 055

RAIBEE

The Raibee flies around erratically and launches a series of explosive projectiles that fly in a vertical line. It will also occasionally charge itself up with current and attempt to sting and electrify Wayne at close range.



SKALT

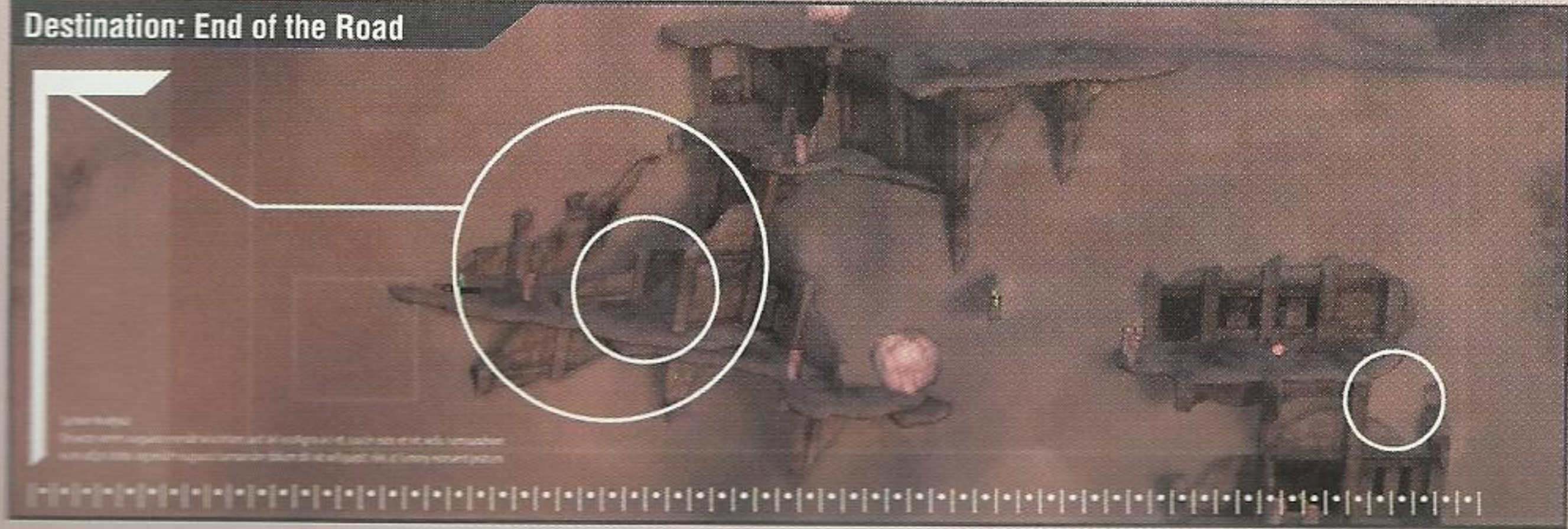
Skalt are plant-like creatures that sprout from the ground and wiggle to and fro while preparing to launch their explosive thorns at their target.



Objective

Proceed across the second mountain route. When you reach the tunnel, pass through it to reach the other side of the mountains.

Destination: End of the Road



Small, illegible text block, likely a tip or note.



File	VS Model	L. Weapon	R. Weapon	Special Functions
	GTF-11	Gatling Gun	N/A	Sliding Dash, Hovering
	GTT-01	N/A	Gatling Gun	N/A
	GTF-11	Gatling Gun	Gatling Gun	Sliding Dash, Hovering
	GTT-01	N/A	Gatling Gun	N/A
	GTF-11	N/A	Gatling Gun	Sliding Dash, Hovering

SITUATION REPORT

Wayne knew Yuri was working with NEVEC but didn't say anything to Luka and Rick and now it's too late; Yuri gathered up his belongings and left during the night. Neither Luka nor Rick know about Yuri's business with NEVEC and now have no idea where he might be. Wayne has an idea, but there's nothing he can do at this point. Luka is now in charge and she wants Wayne to continue on over the second mountain range. From there, he'll have to head underground through the caves.



TARGET MARKS

The Target Marks in this mission spell out the word "Aurora". There are 6 Target Marks in this mission.



Anchor up to the floor above the Laser Rifle on the vertical village and inspect the area along the narrow ledge outside the room.



In the small side-tunnel that wraps around to the Data Post near the top of the cave with spiral ledge. It's on a ledge on the right inside the tunnel.



From the starting point, head north along the base of the mountain to find this Target Mark just beyond the last structure on the left.



In the cave room with the white column of light. It's on the floor in the northeastern corner.



In the large room halfway up the mountain village. It is in a small recess in the back of the room with the Genessa.



On the floor of the large cave you first enter. It is beneath the stepped rocks in the center.

T-ENG COLLECTION STRATEGY

The mountainside contains precious little Thermal Energy other than the Data Post located in the vertical village. Wayne needs to navigate this section of the mountain quickly and efficiently so as to reach the interior cave network with enough Thermal Energy left. Fortunately, the floor of the cave contains large quantities of Thermal Energy sacs, as does the two side-rooms just outside the boss's lair. Rupture these sacs to collect the Thermal Energy and attempt to collect all of the Thermal Energy dropped from spawn craters if having trouble maintaining adequate Thermal Energy levels. The Data Posts will help keep Wayne's levels up, but there aren't many of them.

MOUNTAIN ROUTE 2 MISSION: 05



THE SECOND MOUNTAIN

MISSION 05



VERTICAL VILLAGE

Wayne has to climb this mountain while the Windega buzzes past as it circles back and forth around the mountain range. The Windega's wings create powerful turbulence that can knock Wayne off his feet if he's too close when it flies past. Duck into the ruins to avoid being knocked off the ledge.

Giant Moth Flyway!

Wayne begins his second ascent at the base of an incredibly steep mountain slope upon which previous colonists have erected a village of sorts. Much of their construction now lies in ruins, but there is just enough left so that Wayne can Anchor his way from ledge to ledge and reach the summit. This won't be easy, of course, as an infestation of Sepia have overrun the area.

Head north past the platform with the Data Post on it and use the Machine Gun to destroy the Genessa up the slope. Anchor up to the Data Post, activate it, and grab the Machine Gun from the hallway. Back outside, stand near the Data Post and destroy the Genessa above and to the south; this makes things easier for Wayne later on. With this done, Anchor to the structure adjacent the Data Post and use a Hand Grenade to destroy the Genessa near the fuel drums. Gather up the weaponry inside the building and Anchor up to the level above.



Stick to the ground level for the time being and run north past the ruins to the far end of the clearing. This first Target Mark is on the left, beside the final vertical slab of concrete.



TARGET MARK



There are numerous boulders precariously perched further up the mountain and they're about to give way! Quickly step to the right once on this next ledge so as to avoid being knocked back down the mountain.

Rockslide!

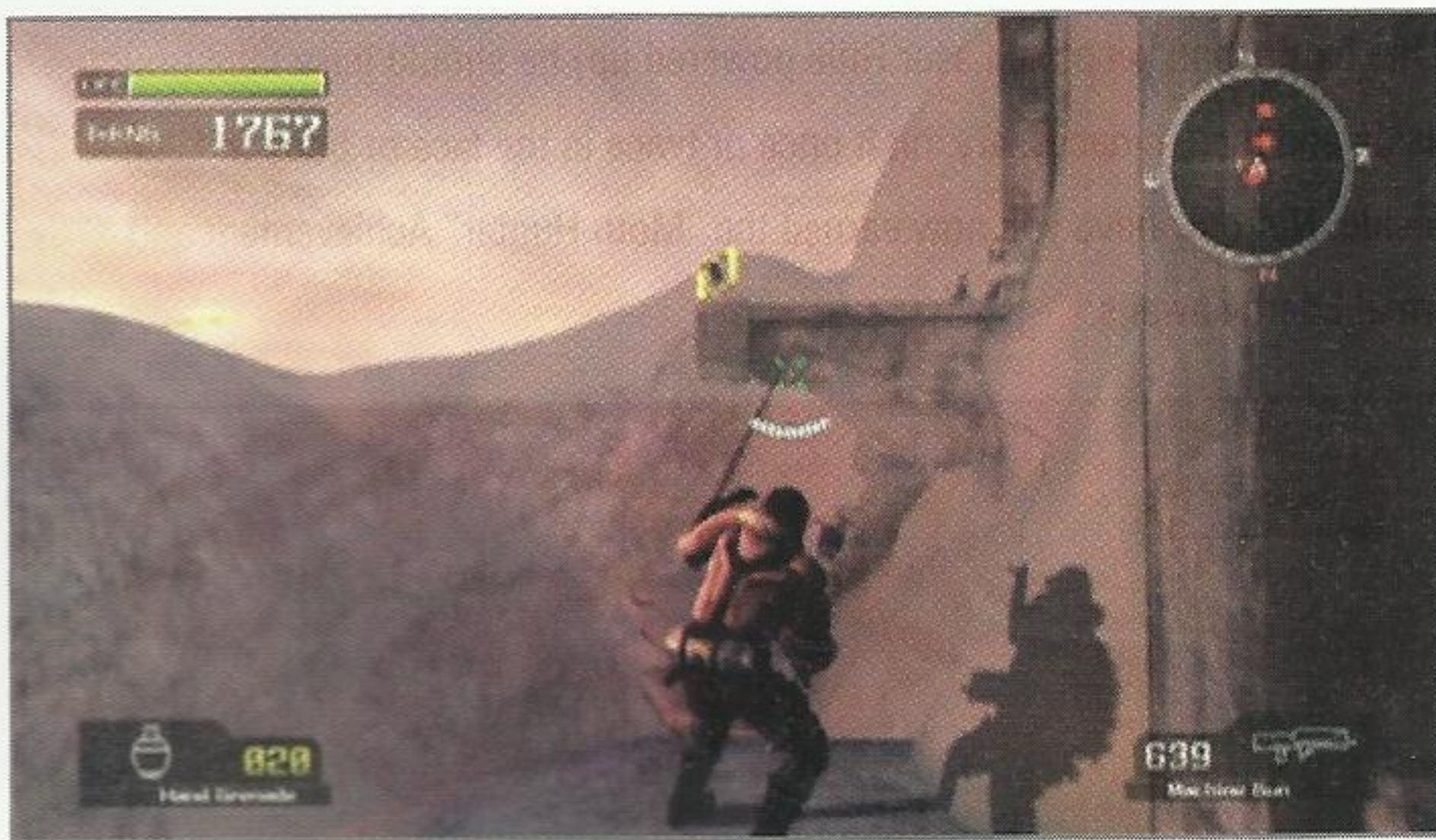


This Target Mark is inside the large room with the Genessa. It is in the small recess in the rear of the room, on the floor.

TARGET MARK



Destroy the Sepia Genessa inside the room, collect the ammo for the Machine Gun and shoot the Target Mark in the alcove. Now for the tricky part. The best way to reach the distant ledge to the left (as viewed when facing the mountain) is to Anchor to the narrow beam sticking out from the snow and use Wayne's momentum to leap up and over the beam and down onto the floor beyond it.



Move Fast to Stay Warm

There is little in the way of Thermal Energy in this area so Wayne is going to have to be efficient if he's to live to defeat the Giant Moth and enter the caves. Collect as much of the Thermal Energy from defeated Akrid as possible and try to scale the mountain swiftly—but safely—to conserve as much Thermal Energy as possible.

Skip the Weapon Pick-Up

Yes, there is a Machine Gun on the beam sticking out from the snow, but it is exceptionally difficult to pick up due to the narrowness of the beam. Although it's possible to grab, the risk of plummeting back down the mountain is too great. Considering the lack of Thermal Energy available in this area, it is best that Wayne simply move on without it; there is more ammo nearby anyway.

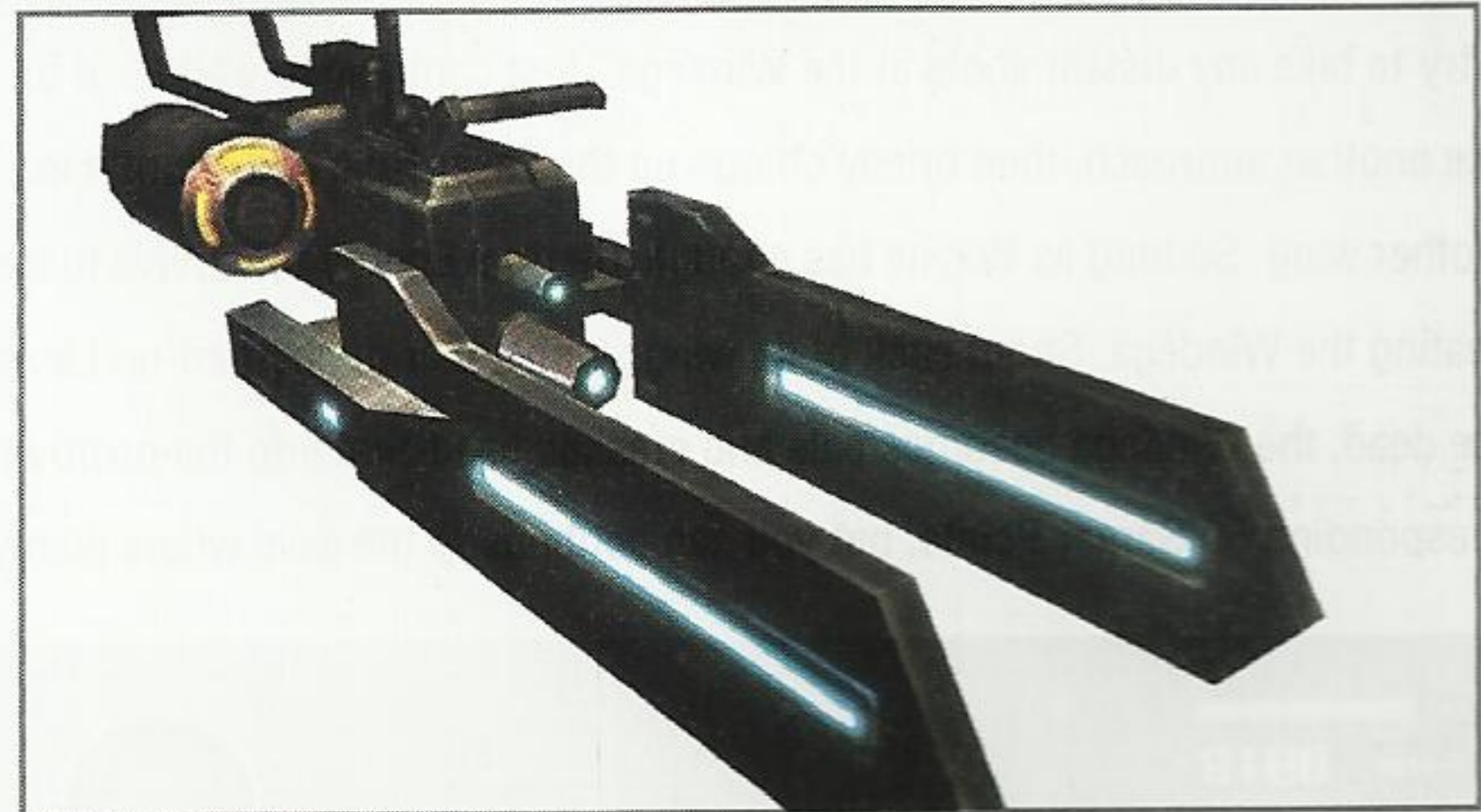
Quickly eliminate the remaining Sepia and shoot the stockpile of fuel drums to the right to clear out the interior area. The main prize in this area is the VS Laser Rifle. With that weapon in his possession, Wayne can easily defeat the Giant Moth once and for all.

CHAPTER

5

Detached VS Weapon

Laser Rifle



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
∞	∞	Very Slow	Moderate	Heavy

The VS Laser Rifle is a powerful energy-based weapon designed for use with a VS, however it can also be utilized by Wayne on foot. The powerful weapon shoots a high intensity laser that can be shot as a small less-powerful blast but with a higher rate of fire. It's possible to also hold the trigger to charge up the weapon and build a much more powerful attack. Due to its intended design, Wayne must be aware that the use of this weapon consumes his Thermal Energy while it is being charged. As with other detached VS weaponry, Wayne must come to a standstill when using this weapon.

Anchor up to the next ledge and use the Laser Rifle to clear away the remaining Sepia. Locate the Target Mark then Anchor to the uppermost ledge and step over to the widest part of the ledge. This is the perfect spot to launch your attack on the Giant Moth, as it is plenty wide enough to avoid being blown off the side of the mountain.



Anchor up to the level directly above the Laser Rifle and inspect the narrow ledge beyond the entrance to the room. There is another well-hidden Target Mark behind the wall near the edge.

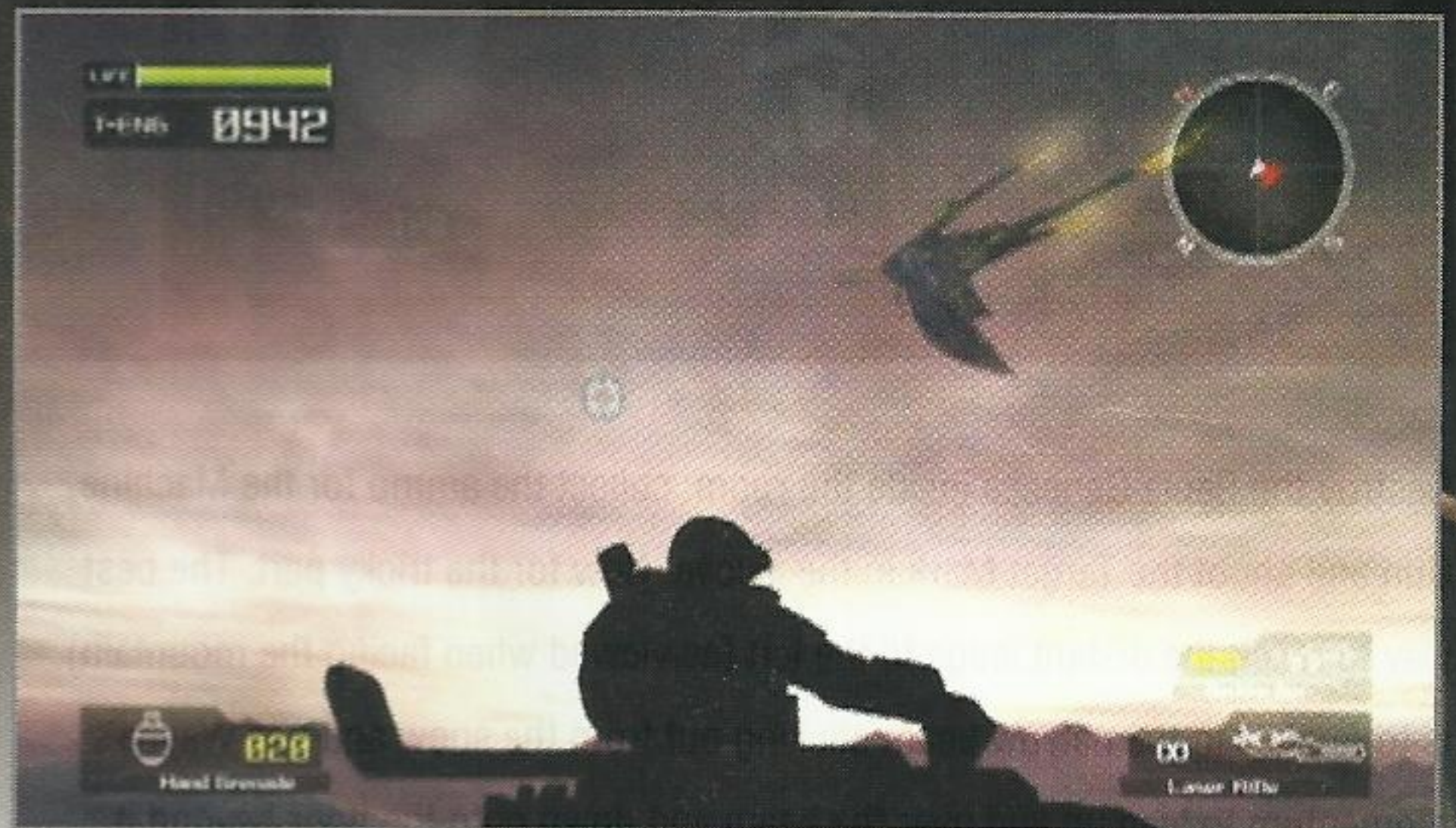
TARGET MARK



MOTH HUNTING

Wait for the Windega to turn around and begin its descent towards Wayne's position. Once it is clear that the beast is going to buzz right overhead of Wayne, charge up the Laser Rifle and aim for either of its wings. Wait for the targeting reticule to turn red and release the trigger to fire. The powerful blast rips a hole in the Windega's wing as it flies past.

Resist the urge to try and get a second shot off and, instead, use the Left and Right Bumpers to turn around and track the Windega's movement. Wayne is going to be running low on Thermal Energy by the time this battle is over so do not try to take any distant shots at the Windega. Just continue to wait for it to make another approach, then briefly charge up the Laser Rifle and shoot it in the other wing. So long as Wayne has enough Thermal Energy to survive to the end of the battle (and keep the Laser Rifle powered up) he should have little trouble defeating the Windega. Shoot each of its wings with a pair of charged-up Laser Rifle blasts and then, if necessary, hit it once or twice in the face or body to kill it. Once dead, the Windega becomes pale and crashes head-first into the nearby mountainside. Not only have you now earned the "Moth Hunter" Achievement and corresponding 50 Gamer Points, but you can continue to the cave where plenty of Thermal Energy awaits.





Rappel down to the bottom of the large cave room just inside the mountain and look beneath the large rock-steps in the center. The Target Mark is on the east side of these steps.

TARGET MARK



There are numerous Trilid Genessa in this area, as well as a menacing Raibee overhead. Equip a second Gatling Gun for the VS and set to destroying each of the Genessa. The Raibee is similar to the Raibee you fought at the end of the previous mission, only it's far less of a threat. Open fire on the Thermal Energy in its stomach with both Gatling Guns to destroy it.



○ ENEMY INTEL

RAIBEE

The Raibee is a medium-sized Akrid that flies around erratically and possesses two distinct attacks. It spends most of its time flying at a considerable distance from Wayne's position and from this vantage point, it fires a vertical series of missiles.

Length	6280
Height	6300

Although dangerous, Wayne can easily sidestep these projectiles and continue firing at the Thermal Energy deposit in the Raibee's stomach. The beast's other attack is a bit trickier to avoid.

Watch for it to curl its tail upward and for it to start to pulse blue with electric current. The Raibee then zips straight across the sky towards Wayne's position. The best

way to avoid this attack is to leap out of the way, either in a VS or by running and jumping to the side.





Use the GTF-11's Hovering ability to climb the rock-steps back to the main level of the cave. From there, head counter-clockwise around the perimeter, battling the Raibee, Trilid, and Skalt that make their home in this place. There is another VS on the side of the ledge that wraps around the interior of the cave, but the GTT-01 lacks the special functions of the GTF-11 and should be left where it lies.

The rocky ledge on the interior of the cave spirals upwards in a counter-clockwise direction. Continue on in the GTF-11 and use the Gatling Guns to destroy the Skalt and Raibee that approach. Move tentatively so as to not get caught too close to any of the Akrid.

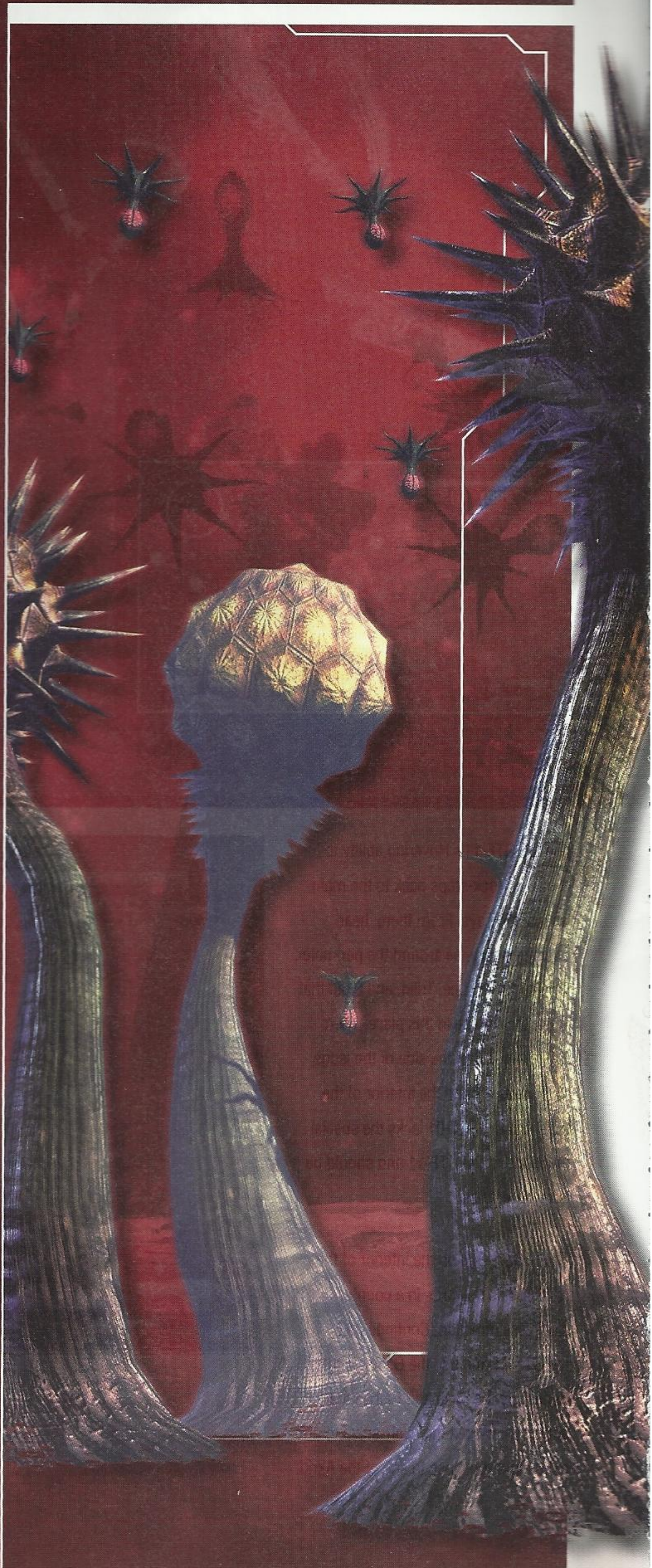


SKALT

These Akrid thrive by absorbing amounts of Thermal Energy from the ground. They spread seeds by shooting off the hard thorns from their tops. The seeds in the thorns embed themselves and use dead matter to grow and spread.

Height	10,900
Width	4400

The Skalt emerge from the ground in a surprise upwards surge that can be quite startling. Immediately open fire on the top of the Skalt to destroy it before it shoots the thorns at Wayne's position. Should the Skalt succeed in firing its thorns off, immediately leap over them or shoot the projectiles as they approach. If Wayne is on foot, he may be able to crouch under the thorns as they approach.

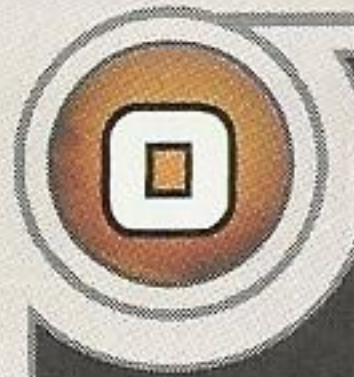


Falling Stalactites

Look to the ceiling for help when dealing with the Skalt. The orange stalactites hanging down from the ceiling can not only be shot free from the roof of the cave, but they dish out some damage too! Shoot them to knock them down onto the Skalt or a nearby Raibee, then go and pick up the Thermal Energy they leave behind.

Enter the tunnel on the right with guns blazing so to destroy the Raibee before it attacks. This small tunnel wraps around to the ledge farther up the path and contains a Target Mark as well as another GTF-11.

INTO THE DEN



Exit the narrow tunnel with the drop-offs in it and immediately turn to the right. The Target Mark is in the northeastern corner of the cave with the large white column of light in the center.

TARGET MARK



The large cave here with the tall column of white light has three passages leading off of it. Ignore the one beyond the slimy membrane across from the entrance for now and instead explore the two side rooms. The area to the left contains a GTB-22 Vital Suit, but we recommend letting it lie and, instead, adding the Gatling Gun located in that room to the supply of ammo that Wayne's VS already has. The room opposite this one contains a wealth of Thermal Energy as well as another Gatling Gun. Thanks to these available weapons, Wayne is ready to face the boss of this mission in a GTF-11 loaded with nearly 2000 rounds of Gatling Gun ammunition! Shoot through the membrane in the main room and drop down the hole.

CHAPTER

5

U

Enter the small tunnel near the top of the spiraling cave and destroy the Raibee inside. The Target Mark is on a ledge on the right-hand side of the tunnel.

TARGET MARK



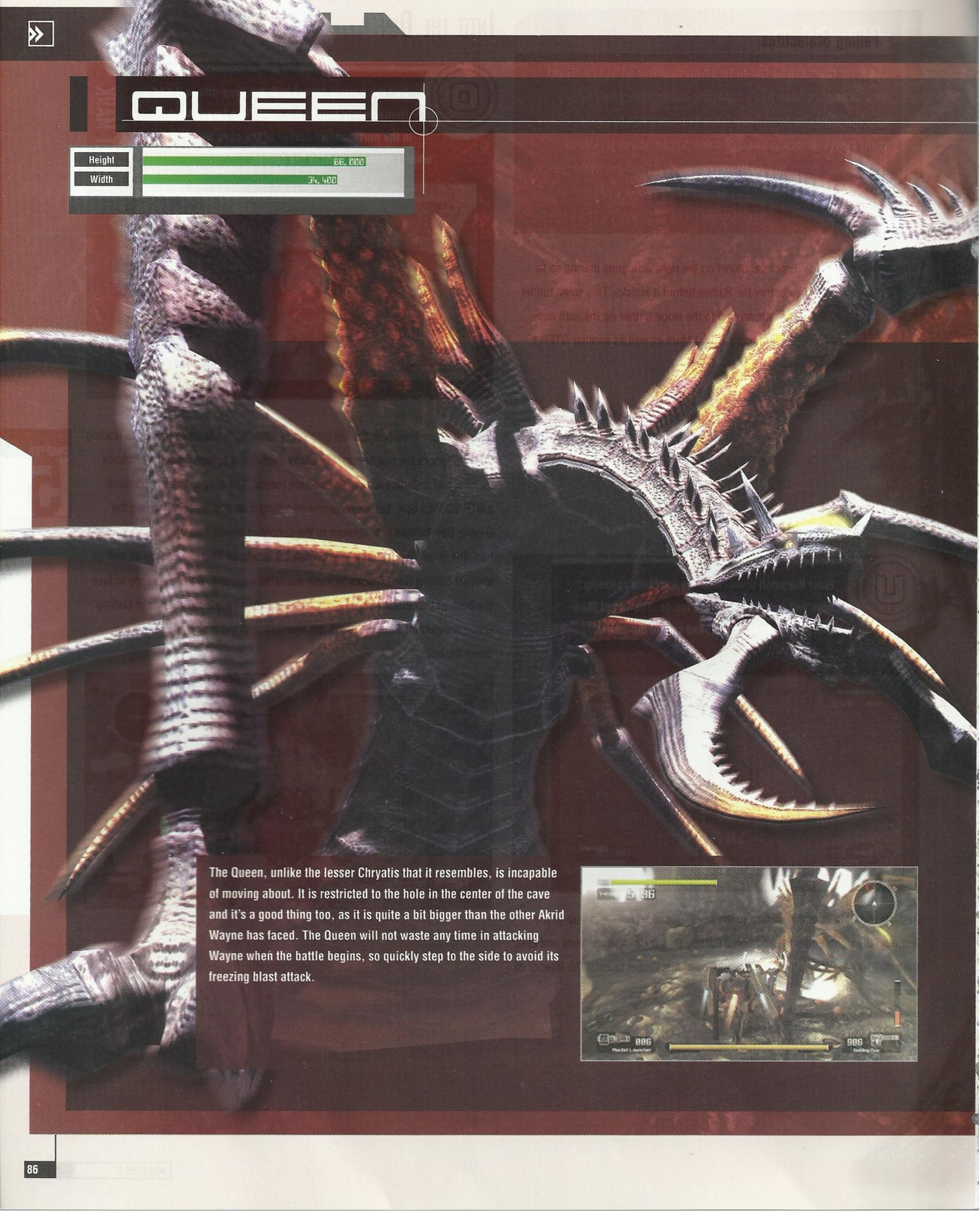
Activate the Data Post then return to the newly-found GTF-11 and leap to the ledge on the right. Equip the additional Gatling Gun (extra ammunition) and enter the small tunnel. Walk off each of the ledges in this tunnel to enter the interior of the cave system.





QUEEN

Height	66,000
Width	34,400



The Queen, unlike the lesser Chrytis that it resembles, is incapable of moving about. It is restricted to the hole in the center of the cave and it's a good thing too, as it is quite a bit bigger than the other Akrid Wayne has faced. The Queen will not waste any time in attacking Wayne when the battle begins, so quickly step to the side to avoid its freezing blast attack.



BOSS ATTACK TECHNIQUES

Freeze Blast

Dmg. Inflicted Low

The Queen will cock its head back and spit an icy blast of air with rock-crushing force at Wayne's direction. Strafe out of the way.

Horizontal Slash

Dmg. Inflicted Moderate

Watch for it to bring one of its arms up and back as this is the precursor to a nasty horizontal slash. This attack can be easily jumped over.

Ice Attack

Dmg. Inflicted Moderate

The Queen turns its head from side to side while spewing a blast of icy air that creates a row of razor-sharp icicles.

Ceiling Pound

Dmg. Inflicted Moderate

Watch for the beast to swing one of its arms in an uppercut motion repeatedly. It may look like it's missing you, but what it's really doing is setting loose a cascade of falling rocks!

Stomp Attack

Dmg. Inflicted Severe

This powerful overhead stomp attack comes quick and doesn't let up for some time. The Queen repeatedly slams one of its claws downward with tremendous power.

There are several weak spots on the Queen that Wayne can exploit.

Chief among these weaknesses are the Thermal Energy deposits found where the Queen's

legs join the body. Although they can withstand a lot of damage, shooting them will gradually turn the Thermal Energy from yellow to red and then ultimately it bursts, thereby severing the leg. Not only does this inflict significant pain, but it forces the Queen to fall limp on the floor, giving Wayne a clean shot at the Thermal Energy in the beast's forehead. This is its true weak spot!

Wayne needs to use the GTF-11's Hovering ability (or the GTB-22's various jumping abilities) to avoid the Queen's attacks. These attacks consist primarily of it using its massive front legs to lash out at Wayne with various melee attacks, but it also uses the legs to occasionally pound the ceiling and cause a rockslide. Less obvious, but nearly as deadly is the beast's frozen breath. Watch for it to cock its head back and snap forward while blowing icy cold air at Wayne.

Early in the battle, this attack takes the form of a sudden blast of cold, much like a projectile attack.



Later on, however, the Queen swings its head from left to right and spray a mass of cold air that leaves a ridge of icicles across the arena. Pay close attention to the movements of the creature's head while fighting it and prepare to backpedal and leap out of the way when it is about to unleash one of its icy attacks.

Be sure to stay on the move during the battle, both to avoid the incoming attacks and also to collect the Thermal Energy and weaponry lying around. Use the Gatling Guns to shoot the stalactites on the ceiling to drop them onto the Queen and continue circling around it and shooting its much smaller legs, as they too have Thermal Energy in them and are sources of weakness. Equip the Rocket Launcher on the VS and use it along with the Gatling Gun to continue firing at the beast's legs and forehead. The legs grow back repeatedly, but each time one is severed, Wayne has a clean shot at the head. Have the Rocket Launcher loaded and ready to fire. It won't take long before Wayne clears the mountain of its final resident.



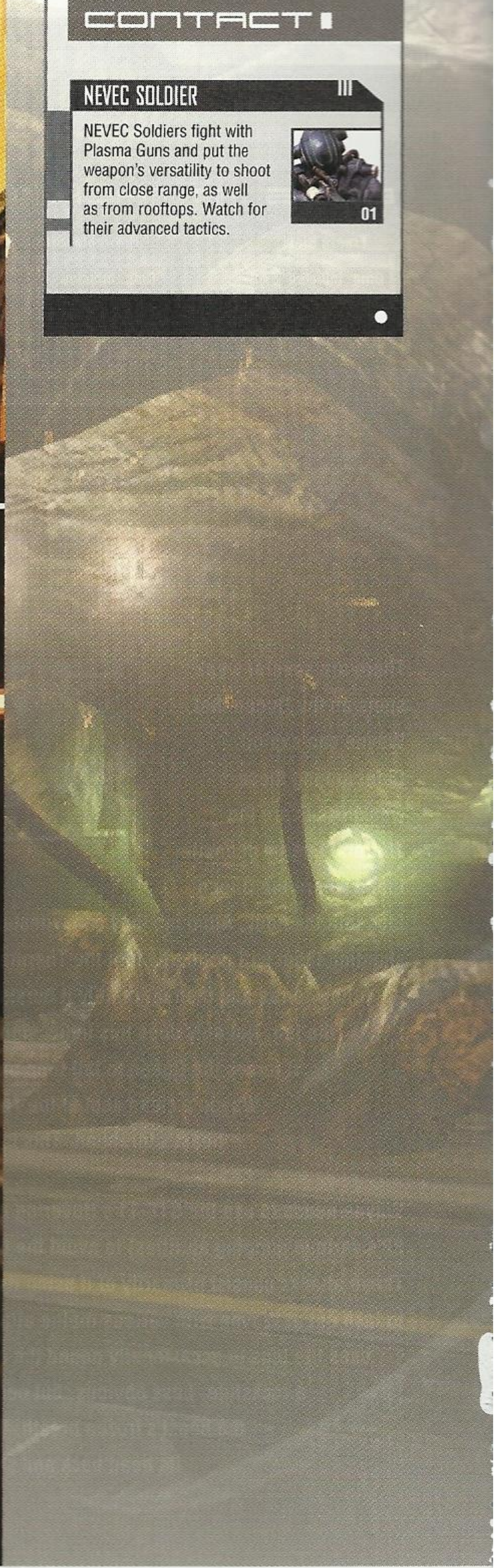
DOES

NEVEC SOLDIER

NEVEC Soldiers fight with Plasma Guns and put the weapon's versatility to shoot from close range, as well as from rooftops. Watch for their advanced tactics.



01




Objective

Head for the abandoned dome facility. Make your way through the old city ruins inside. A giant thermal energy signature that could be the Green Eye is coming from within the structure.

Destination: Inside the Dome



File	VS Model	L. Weapon	R. Weapon	Special Functions
	PTX-40A	Gatling Gun	Gatling Gun	Hovering, Dash, VS Saw

SITUATION REPORT

Wayne and the others have reached the outskirts of the ruined colony where the dome facility is located, but they're not alone. The Vital Suit Wayne battled with on the snow planes reappears, only this time its pilot introduces herself. Basil is not working with NEVEC as Yuri had them believe. In fact, she's seeking to avenge her family's death by killing Dr. Yuri Solotov. Luka refuses to believe Yuri did anything wrong, but she's starting to understand that there was perhaps a side to Yuri she didn't know. Basil believes Yuri finally left his friends to join NEVEC once and for all. Regardless of how this may or may not affect Wayne and Luka, they came for the Green Eye and that hasn't changed.



TARGET MARKS

The Target Marks in this mission spell out the word "Thunder". There are 7 Target Marks in this mission.



On a ledge high above the first street, on the east side of the road. Shoot it from the balcony.



Underneath the second bridge, on the ground to the left. Wait to shoot the Target Mark until after securing the area.



On the left-hand side at the first corner beyond the Vital Suit on the balcony



High atop a building in the northwestern corner of the first street, just beyond the stone bridge.



Behind the blue dumpster just inside the entrance to the factory from the street. Leap onto the dumpster to shoot it.



Just above the door beyond the first long corridor en route to the Green Eye



Shoot the Target Mark near the ceiling of the corridor leading to the Green Eye. It's just beyond the room with the VS weaponry.

T-ENG COLLECTION STRATEGY

Aside from the Thermal Energy dropped from numerous enemies Wayne encounters, there is not much to collect in this mission. Make sure to activate all of the Data Posts and hurry towards the downed Vital Suits that are destroyed as they leave behind plenty of Thermal Energy for Wayne to collect. Fortunately, this mission isn't very long and the Data Posts are close enough so that Wayne shouldn't run out.

GREEN EYE RETURNS

MISSION: 06



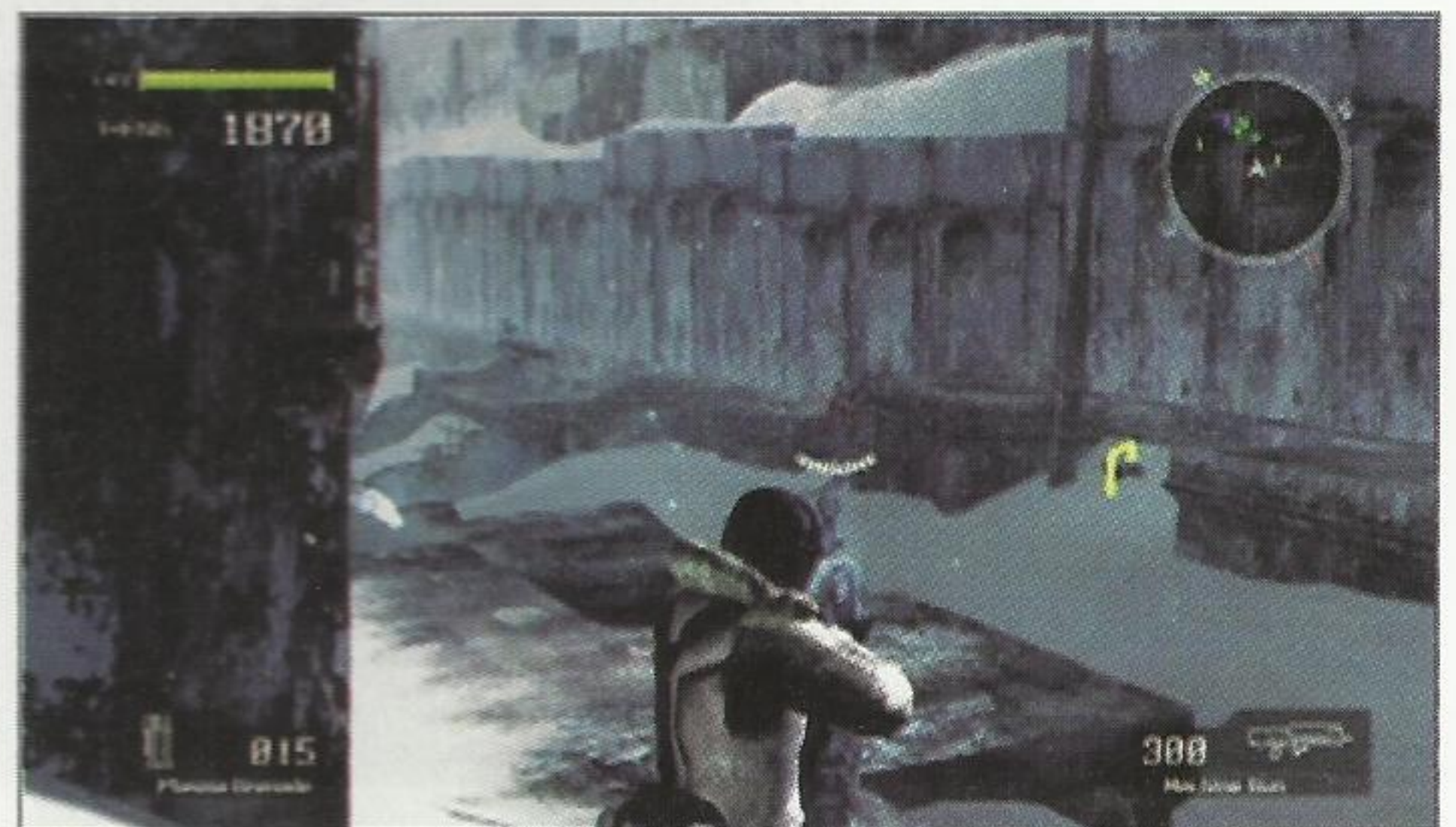


BATTLE IN THE STREETS

Wayne begins his trek to the dome facility on the outskirts of a town in ruins that has since been overrun with NEVEC Soldiers. The route he must take is filled with well-armed soldiers, enemy Vital Suits, and even a Turntable! To survive, Wayne is going to have to utilize cover, proceed with caution, and conserve Thermal Energy.

Begin the assault on the dome facility by activating the adjacent Data Post. From there, sneak across the street towards the Plasma Grenades. Stay behind the wall and use the Machine Gun to pick off the NEVEC Soldiers across the street one at a time, preferably without being seen. From this vantage point, Wayne can use the Machine Gun to kill a handful of enemies. Target the fuel drums beneath the balcony with the Data Post and VS on it and make a run for the Rocket Launcher farther up the street on the left.

Duck for cover and use the Rocket Launcher to destroy the VS on the balcony. Shoot it once in the head, wait for the smoke to clear, then hit it again with a second rocket. Step out from behind cover and use the Rocket Launcher's final projectile to destroy the large Turntable on the distant rooftop at the end of the street. One hit is all it takes to bring it down! Discard the spent Rocket Launcher in favor of the Plasma Gun that one of the NEVEC Soldiers likely dropped.



Three Rockets, Three Hits!

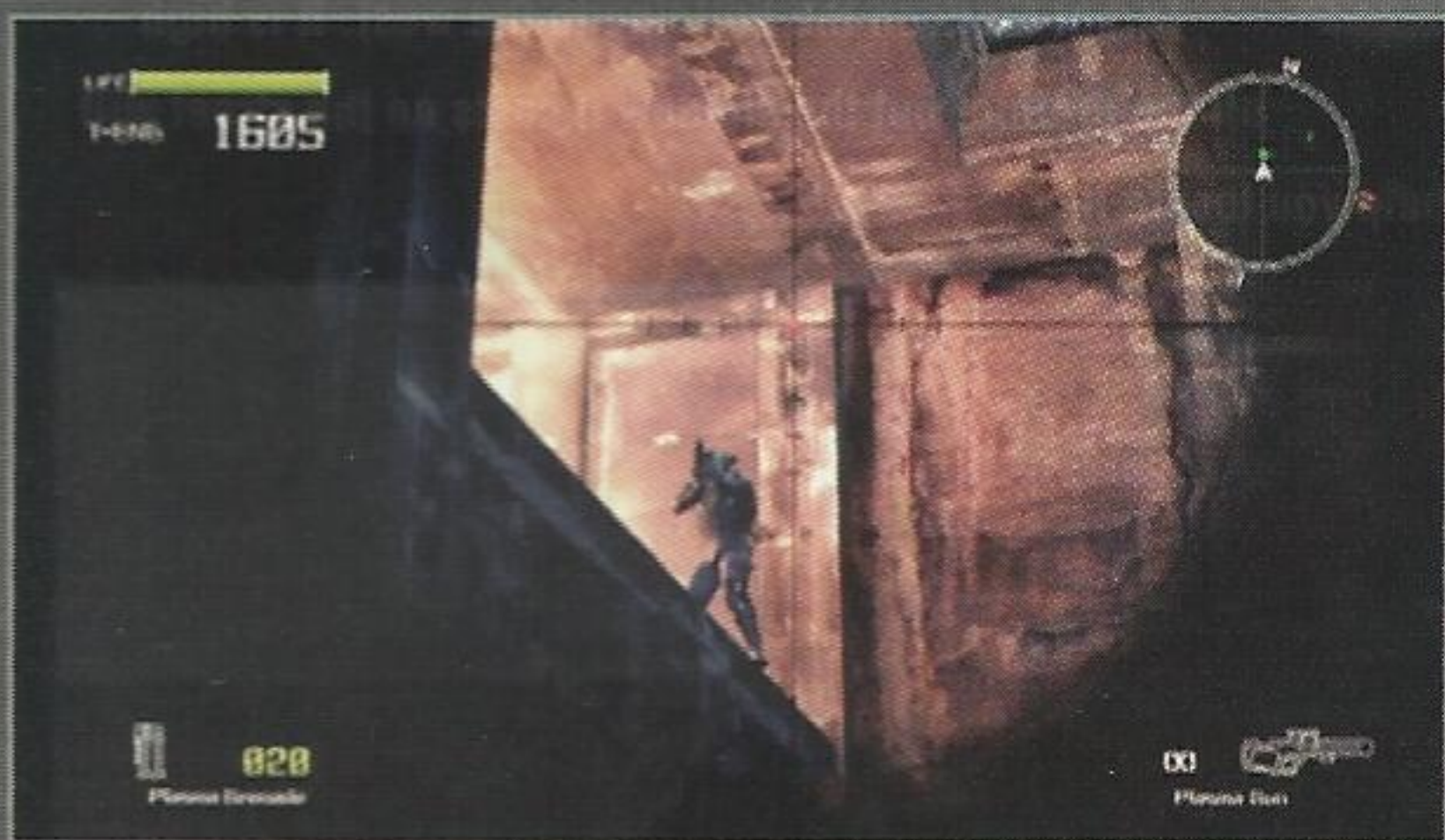
The Rocket Launcher only comes with 3 rockets and every one of them is needed if Wayne is to make it through this gauntlet of a street in one piece. Don't waste ammo. Use two rockets to destroy the VS on the balcony and the third to take out the missile-firing Turntable in the distance.

NEVEC SOLDIER

NEVEC Soldiers carry advanced weaponry and are capable of launching coordinated attacks from different sides. Many put the Plasma Guns power to use in short-range situations and by swarming towards Wayne from different directions.

Height	N/A
Width	N/A

Additionally, the scope of their weapon is a tool they know how to use well. Watch for many of the NEVEC Soldiers to position themselves on rooftops and bridges in hopes of sniping Wayne from afar. What makes these NEVEC Soldiers even more deadly is that they can rappel down to the ground and utilize Vital Suits and Turntables as well. Wayne's best bet is put his limited arsenal to use to eliminate a few unsuspecting NEVEC Soldiers early on and hope one of them drop a Plasma Gun. Wayne can level the playing field with this advanced weapon.

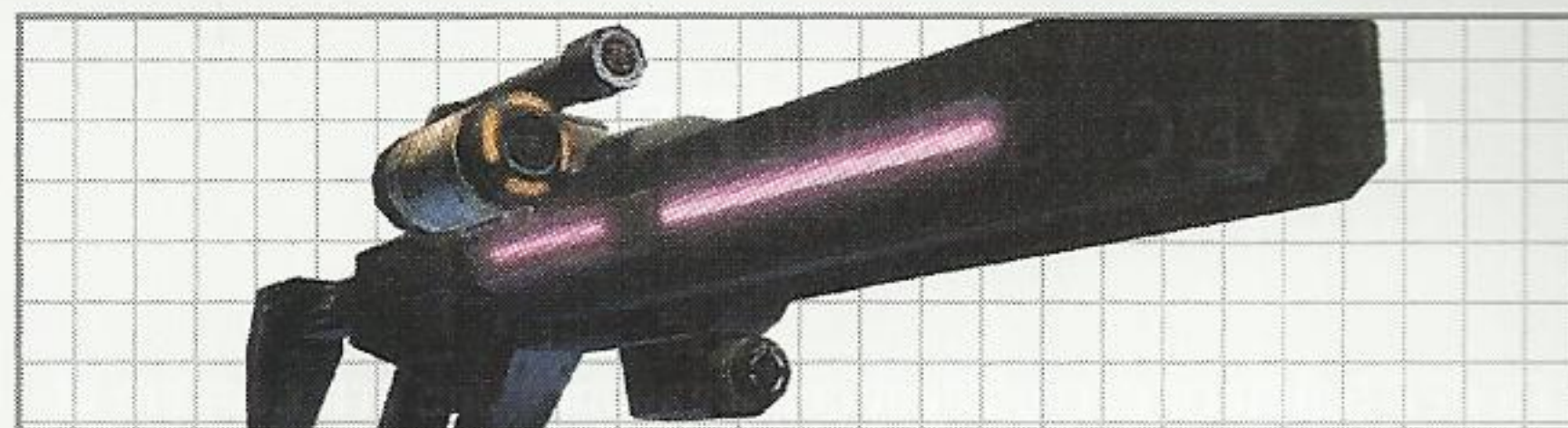


PTER

Anchor up to the balcony where the VS was located and immediately duck for cover. There is a NEVEC Soldier at the end of the street with a Rocket Launcher. Snipe him while he reloads his weapon, then activate this second Data Post.



Plasma Gun



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
∞	∞	Slow	Moderate to Very Long	Heavy

The Plasma Gun is a cross between the Rifle and Energy Gun. The plasma it fires is similar to the pulsing energy of the Energy Gun, but is more deadly and more concentrated. Also, the Plasma Gun comes equipped with a powerful scope that allows Wayne to snipe his enemies from a distance. The Plasma Gun can be considered even more useful than the Rifle as the width of the projectile makes it suitable for moderate-range situations in which Wayne must shoot while running.

T

While standing on the balcony where the Data Post is, turn back to the north and look on the ledge straight ahead along the eastern side of the road. The Target Mark is on a ledge at this height.

TARGET MARK



NEVEC Soldier in the Turntable around the corner to the left. It may take multiple shots, so keep firing. Anchor up to the ledge straight ahead to the north and destroy the storage tanks to collect additional Thermal Energy.

Snipe the remaining NEVEC Soldiers between the two bridges and use the Anchor to climb up to the ledge across the street where the next Data Post is located. By the time Wayne activates this Data Post, several more NEVEC Soldiers and a missile-firing VS appears beyond the second bridge. Blow apart the crates on the ledge below and pick up the VS Rocket Launcher located there. Now, rather than advancing towards the enemies, duck behind the stone block in the street and begin firing. Use Plasma Grenades and the detached VS Rocket Launcher to destroy the enemy Vital Suit.



U

Proceed down the first street past the balcony where the Vital Suit and Data Post are and look to the left. The Target Mark is on a lower ledge near the corner.

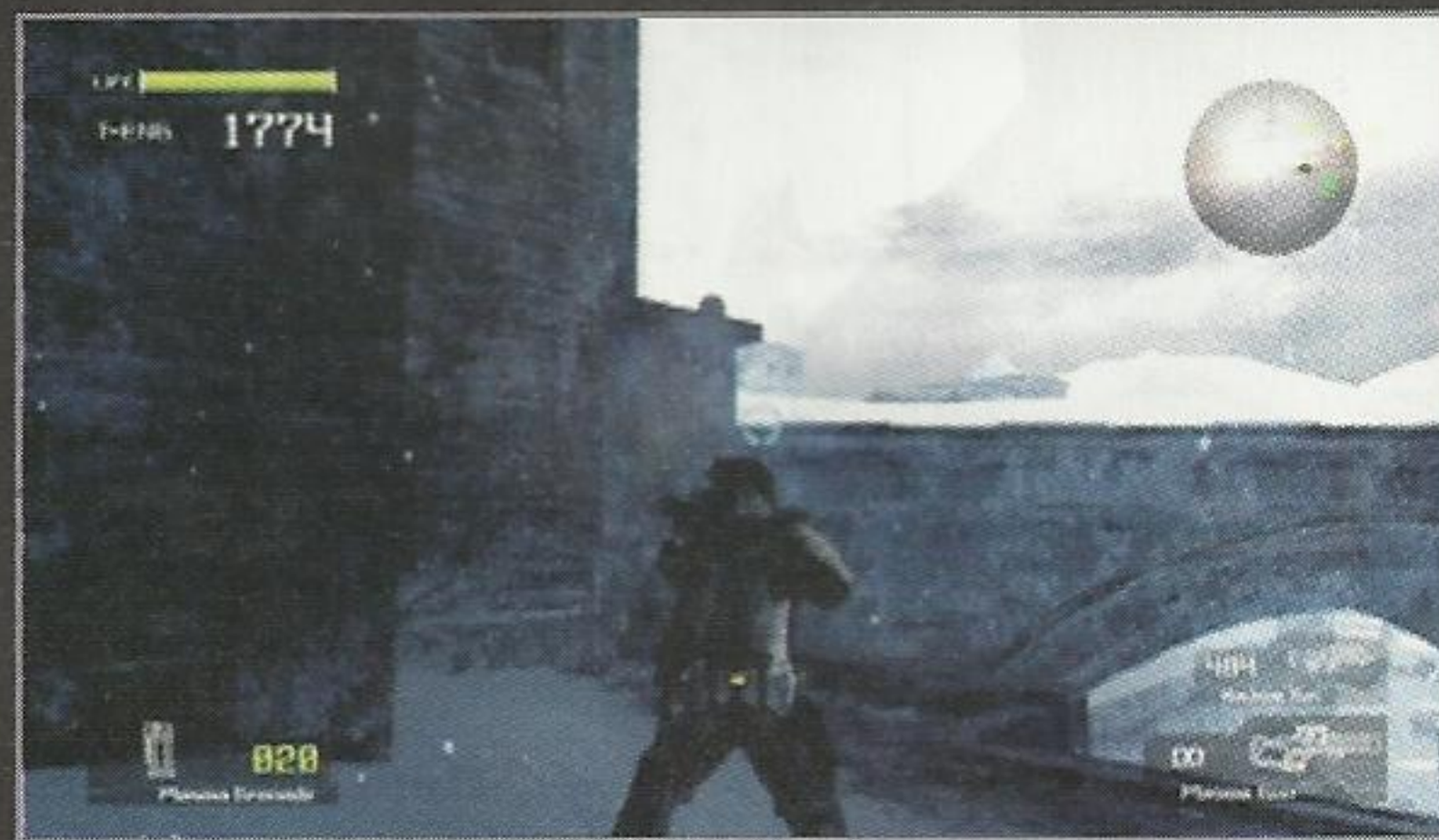
TARGET MARK



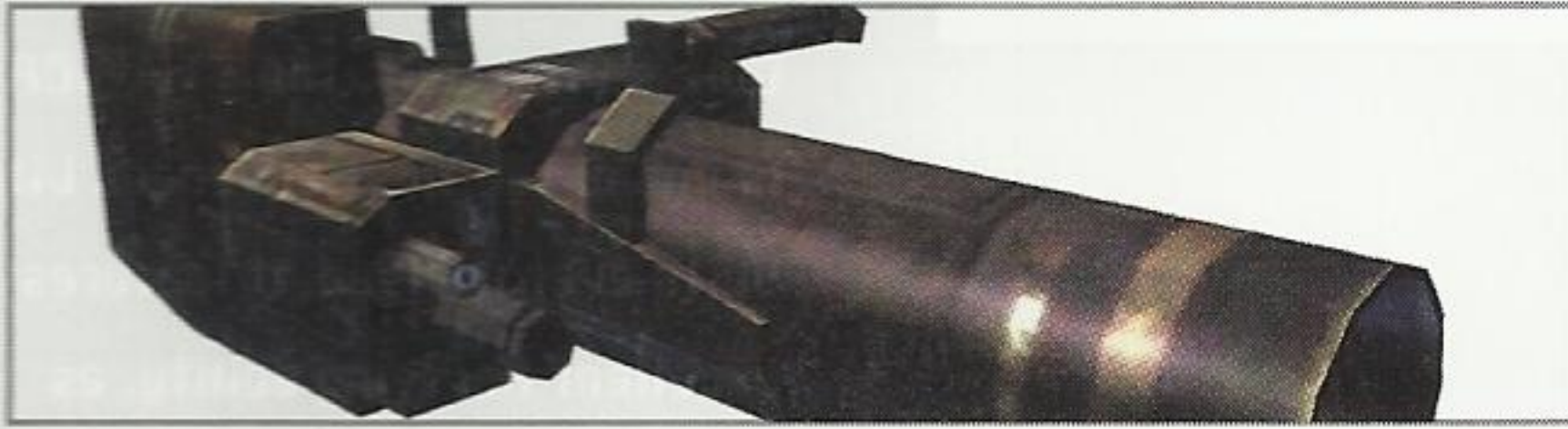
N

Stand near the storage tanks on the ledge north of the bridge and use the Plasma Gun to shoot the Target Mark on the building to the west. It is high off the ground, but the shadow it casts on the street will help you locate it.

TARGET MARK



Rocket Launcher



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
1	20	Very Slow	Very Long	Very Heavy

The Vital Suit's version of the Rocket Launcher is far larger than that designed for humans, and equally more potent. This behemoth of a weapon packs one of the biggest punches on all of E.D.N III and has the range and accuracy to ensure that what you shoot at is hit. The drawbacks to using the VS Rocket Launcher on foot is the same as the other mech-specific weapons in that they greatly encumber Wayne and cannot be fired or reloaded while moving. The VS Rocket Launcher has the added drawback in that it serves up a vicious kickback to the user—expect to be knocked back a step or two after firing!

Once the streets are clear of enemies, advance into the factory ahead. There are a couple of enemies on the ground floor, near the entrance but that's all. Shoot the Target Mark and Anchor up to the second floor and continue out the other side into the snow.



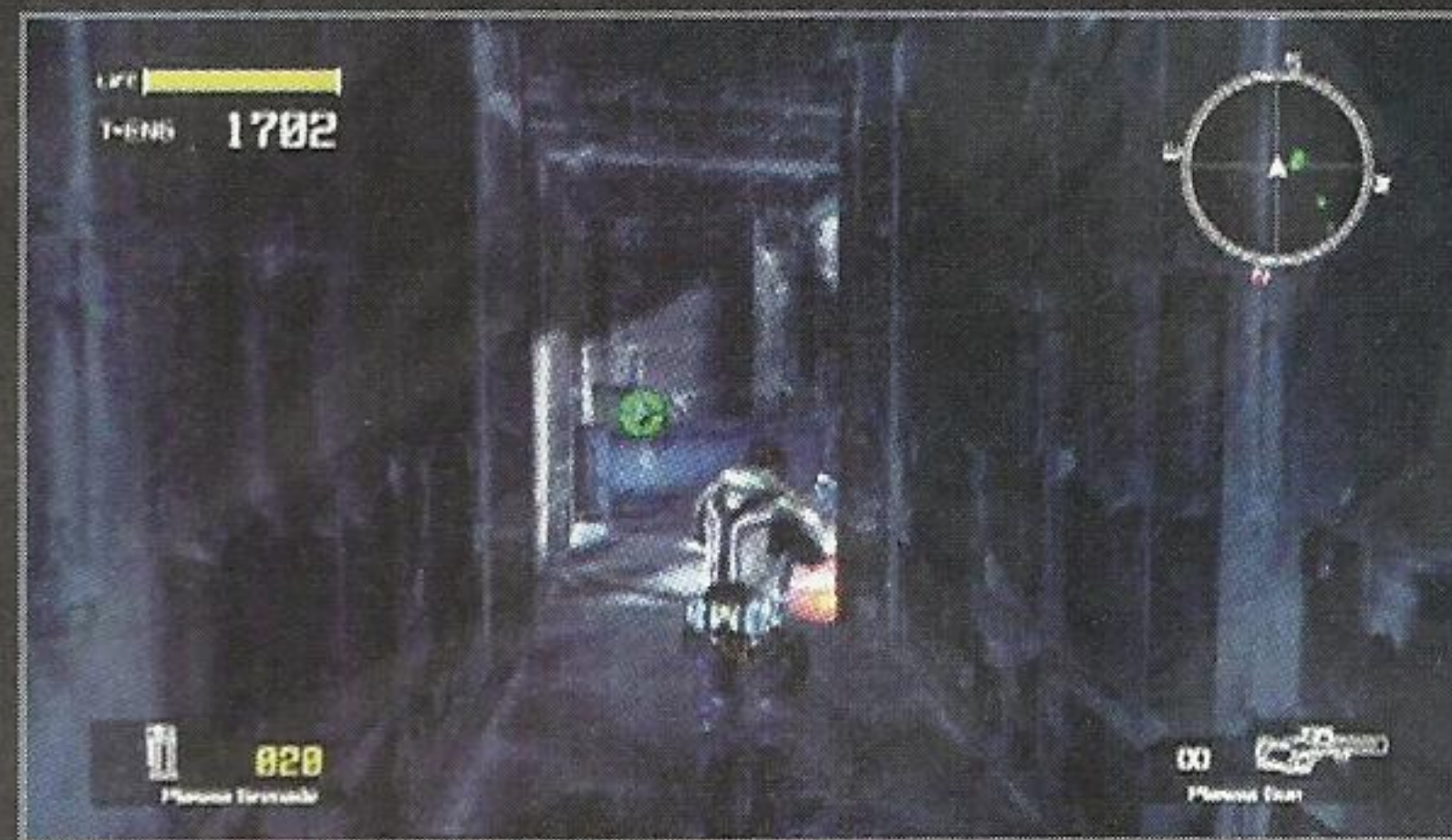
This Target Mark is on the ground beneath the second bridge Wayne walks under. It is on the left-hand side, behind the stone block. Wait to get it until after the VS has been defeated.

TARGET MARK



This easily-missed Target Mark is just inside the factory entrance from the street. Leap up onto the blue dumpster behind the entryway and look on the floor behind it.

TARGET MARK

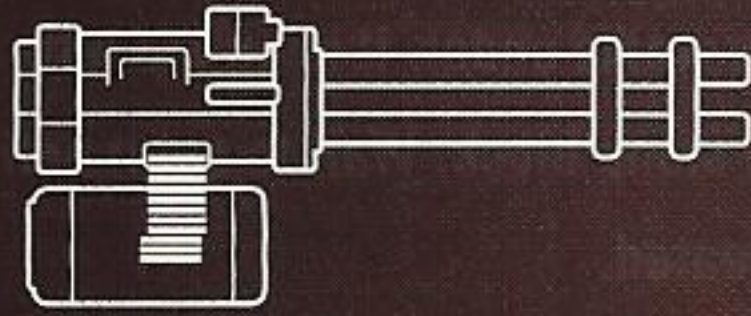


Vital Suit: PTX-40A

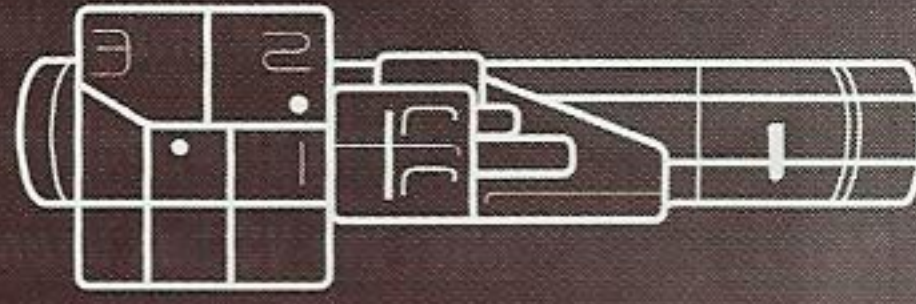
COODENAME: IVAN

SUGGESTED ARMAMENT

GATLING GUN-VS



ROCKET LAUNCHER-VS



Height	4900
Width	4000
MpKT	6

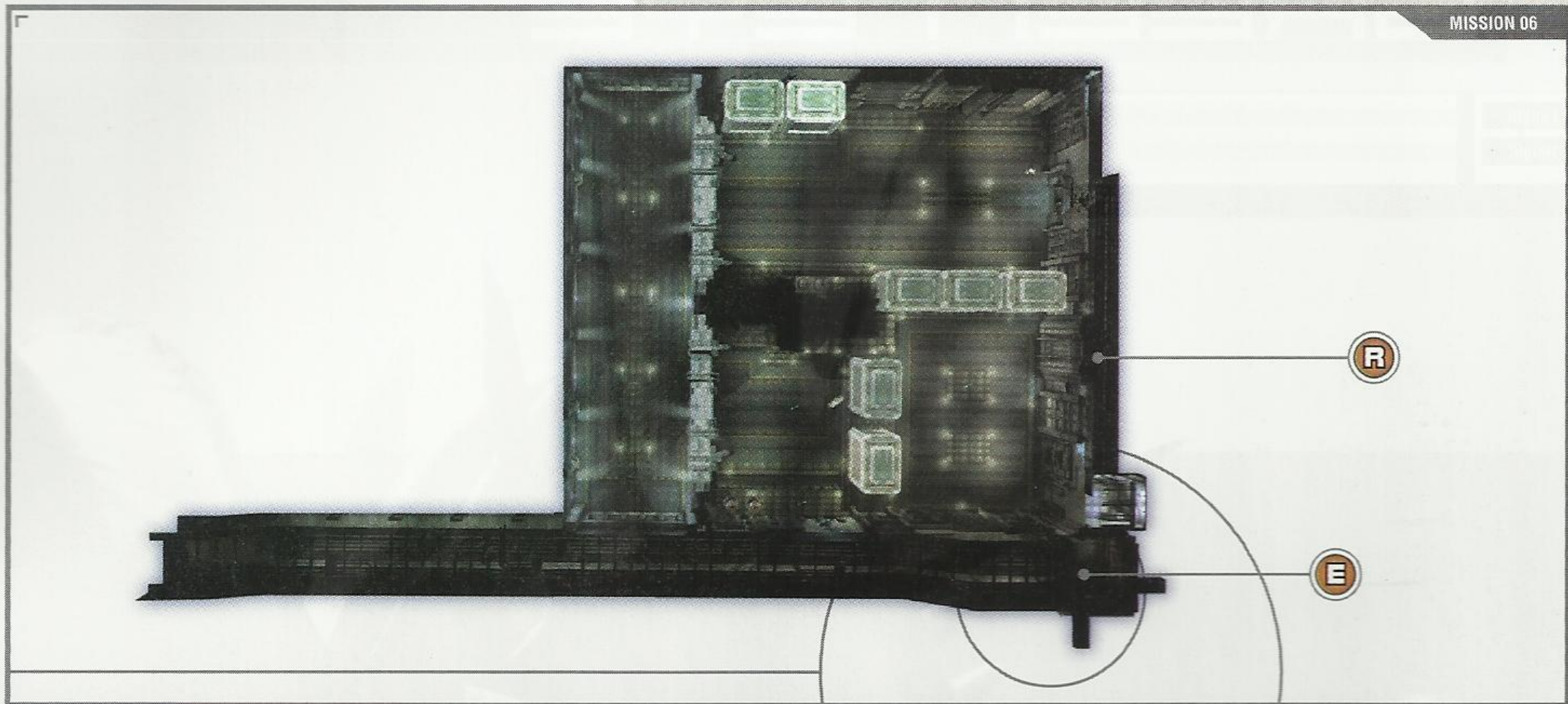
Special Functions: Hovering, Dash, VS Saw



Gale's Vital Suit, the PTX-40A is one of the most advanced Vital Suits ever devised. It features excellent Hovering ability, as well as a Dash maneuver that is far superior to the Sliding Dash of the GTF-11. Press the Y Button to activate the PTX-40A's thrusters and use the Left Thumbstick to steer the VS in a prolonged Dash slide. It's possible to Dash in multiple directions without having to reengage the thrusters. This is helpful for covering long distances quickly, and also for performing quick evasive maneuvers.

The PTX-40A has the capacity to attach two primary weapons, but it also has a melee attack as well. If in close proximity to the enemy, press and hold the X Button to fire up the VS Saw. This high-strength chainsaw-like blade is capable of slicing through most any foe, whether it be human, Akrid, or machine.

It is highly recommended to use the VS Saw in close proximity to the enemy. The VS Saw is a high-strength chainsaw-like blade that is capable of slicing through most any foe, whether it be human, Akrid, or machine.



SWEET REVENGE

Exit the factory through the far side of the building and cross the snow towards the collapsed Vital Suit in the distance. Luka and Rick meet Wayne there and help him understand just how powerful his father Gale's VS was. Rick gets it up and running in no time. With the dome facility just around the corner, Wayne is ready to exact revenge on the Green Eye.

Proceed through the first corridor and through the doorway in the distance. The air is extremely cold so don't even think of leaving the safety of the VS—Wayne won't last long in this weather! Grab the Rocket Launcher and double up on ammunition for the Gatling Gun in the small room. The Green Eye is not far from here, keep moving and prepare for battle.

Once in the PTX-40A, continue through the door at the end of the first lengthy corridor and immediately turn around. The Target Mark is directly above the inside of the door.

TARGET MARK

This Target Mark is floating near the ceiling, just past the room with the extra VS weaponry. Look to the ceiling and shoot it.

TARGET MARK



GREEN EYE

Length	67,000
Height	32,500



As fearsome as the Green Eye is, it is no match for Wayne's piloting skills matched with the PTX-40A and the right weaponry. This battle takes place in a massive facility with a large square-shaped pathway the Green Eye can rampage through. The inner and outer sides have a couple of ledges that Wayne can leap and Hover onto, but the Green Eye will likely destroy them over the course of the battle. The first step in defeating the Green Eye is to collect the available weaponry and Thermal Energy that Wayne needs right away so that he can spend the rest of the time focusing on winning the battle.

Immediately leap and Hover across the room to the ledge near the Thermal Energy tanks. Destroy the tanks with the Gatling Gun, collect the orange fluid they yield, and add the Rocket Launcher ammunition to the one already installed on the VS. Wait for the Green Eye to pass by, then leap down and collect the ammo from the Rocket Launcher on the floor and, if you wish, harvest the Thermal Energy from the tanks on the ledge across the floor.

BOSS ATTACK TECHNIQUES

Flying Icicles

Dmg. Inflicted Moderate

Watch for these razor-sharp icicles to fly from the horns on running the length of its back. They are launched in pairs.

Charging Attack

Dmg. Inflicted Moderate

The Green Eye will try to sprint towards Wayne and slam into the VS causing moderate damage.

Avalanche

Dmg. Inflicted Severe

Stay away from the front of the Green Eye when it begins to blow, as a wave of snow and ice will spread across the floor.

Stomp Attack

Dmg. Inflicted Severe

Wayne has to get out of the way whenever the Green Eye rears up on its hind legs and slams them down on the ground. The force of the attack can also cause shockwave damage.

Now that Wayne has nearly 800 rounds of Gatling Gun ammunition and 18 rounds of ammo for the Rocket Launcher, he is ready to battle. In this first phase of the battle, Wayne must focus on destroying the 8 green circular patches on the Green Eye (four on each side). Shooting them with the Gatling Gun and an occasional rocket is all it takes; they are not as hard to rupture as, say, the Thermal Energy sacs on the Great Worm.



While Wayne is trying to burst these eight sacs of Thermal Energy, the Green Eye naturally is trying to stop him. Its main method of doing this is by staying on the move.

The Green Eye is seldom at a standstill and will, instead, move in half-lap charges around the squared track. Wayne should remain in front of it and use the Dash and Hovering abilities to backpedal while keeping an eye on the beast. The Green Eye occasionally turns around and begin moving in the opposite direction. This is a good thing, as it gives Wayne an opportunity to hit the other side of it without having to try and slip between the Green Eye and the outer wall. Stay in front of it and, if necessary, flee to the ledge and containers in the center of the facility.

Once all eight of the Thermal Energy patches on its side have been ruptured, four additional patches will appear on its head. Continue to use the Rocket Launcher and Gatling Gun to destroy these as well. By this time in the battle, the Green Eye will pull out all the stops and increase its aggressiveness. Use the Hovering ability to dodge the incoming icicle projectiles and rely on the speedy Dash maneuver to escape the beast's sudden rampaging charges.

Keep up the assault until the four patches on its forehead are destroyed. Once this happens, a final large weak spot appears on its head. Hit it with a pair of rockets to finish it off once and for all.



CHAPTER

6

GORECHRYATIS

This larger and far more aggressive relative of the Chryatis possesses lengthier arms, greater speed, and the ability to spew molten rocks. It also has a protective shell over each of its Thermal Energy sacs.



CYCLOPS

Cyclops are metal flying sentries that utilize a laser motion sensing system to detect intruders. They have an impermeable armor shell.



Objective

NEVEC is on the march, and you must overtake them. Fight the marching soldiers and make your way to their intended destination—the rear of the Crimson Pirate Fortress.

Destination: Behind the Fortress



There are many ways to reach the destination. The player can use the map to find the location of the destination. The player can also use the map to find the location of the destination. The player can also use the map to find the location of the destination.



File	VS Model	L. Weapon	R. Weapon	Special Functions
	GAN-37	N/A	Gatling Gun	Double Jump, Long Jump, Smoke Screen
	GAN-34	Gatling Gun	Missile Launcher	Sliding Dash, Hovering
	GAN-37	Rocket Launcher	Gatling Gun	Double Jump, Long Jump, Smoke Screen
	GAN-37	Missile Launcher	Gatling Gun	Double Jump, Long Jump, Smoke Screen
	GAN-34	Missile Launcher	Missile Launcher	Sliding Dash, Hovering
	GAN-37	N/A	Rocket Launcher	Double Jump, Long Jump, Smoke Screen
	GAN-37	Laser Rifle	Laser Rifle	Double Jump, Long Jump, Smoke Screen
	PTX-140	Rocket Launcher	Gatling Gun	Dash, Hovering, VS Saw
	GAN-34	Homing Laser	Gatling Gun	Sliding Dash, Hovering
	GAN-34	N/A	Missile Launcher	Sliding Dash, Hovering
	PTX-140	Missile Launcher	Gatling Gun	Dash, Hovering, VS Saw
	PTX-140	Missile Launcher	Gatling Gun	Dash, Hovering, VS Saw
	GAN-34	Laser Rifle	Gatling Gun	Sliding Dash, Hovering
	GAN-34	Grenade	Rocket Launcher	Sliding Dash, Hovering
	PTX-140	Grenade	Rocket Launcher	Dash, Hovering, VS Saw
	PTX-140	Cannon	Cannon	Dash, Hovering, VS Saw
	GAN-34	Rocket Launcher	Gatling Gun	Sliding Dash, Hovering

SITUATION REPORT

A year has passed since Wayne defeated the Green Eye and fled with Luka to avoid the NEVEC trap. The two have still not heard from Rick and have all but given up hope that they'll ever see him again. Meanwhile, NEVEC has ratcheted up their attacks against both the Akrid and the Snow Pirates as the Frontier Project draws ever closer to becoming a reality. In honor of his father's dying wish, Wayne continues to fight NEVEC and put an end to the Frontier Project. Unfortunately, he is greatly outnumbered and must rely on guerilla-style attacks to keep them at bay.



TARGET MARKS

The Target Marks in this mission spell out the word "Tornado". There are 7 Target Marks in this mission.

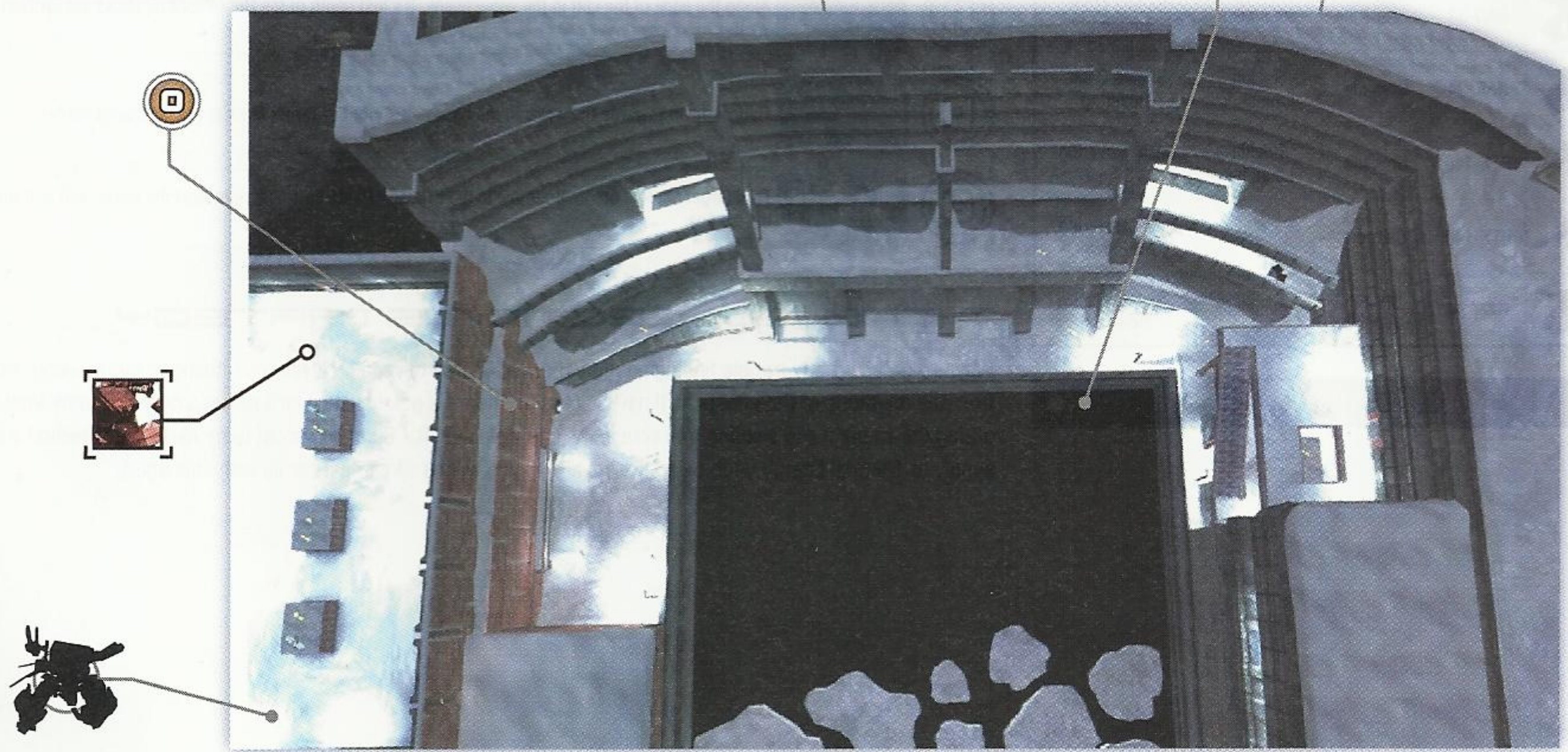
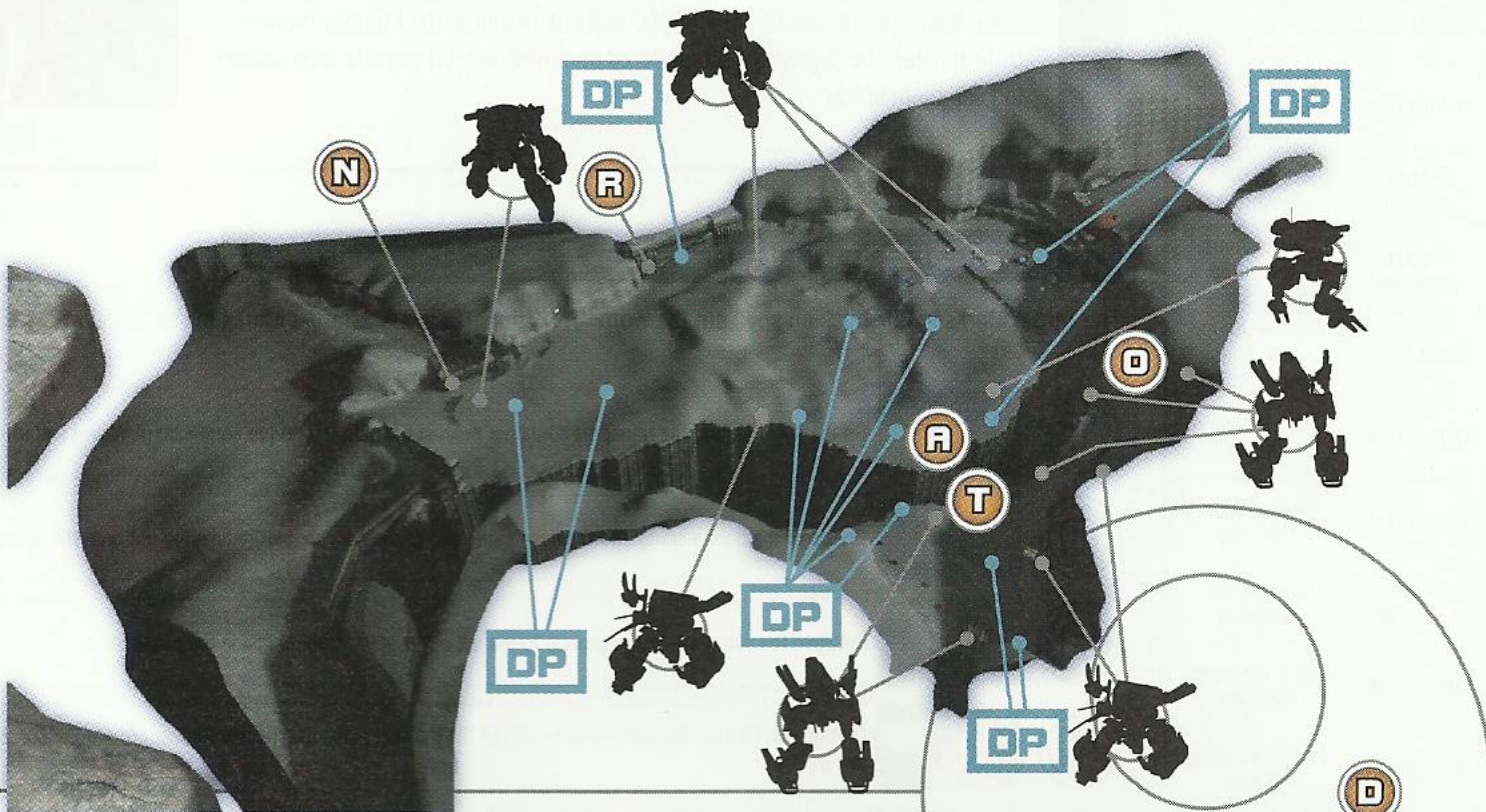
- On the snow behind the transport container nearest the cliff. It is to the southeast of Wayne's starting point.
- On top of the door leading into the base at the end of the canyon, before heading out onto the snow plains.
- Between the columns, on the ground to the left of the stairs leading inside the pirate base.
- On the ground near the northwestern wall of the thermal plant. Wayne has to peer around the corner to see it.
- Along the edge of the cliff in the snow plains. It's just south of the Data Post that sticks out furthest to the west.
- Rappel down towards the water in the base and shoot the Target Mark in the northwest corner.
- This Target Mark is on the floor inside the Crimson Pirate Fortress, right near the lower level entrance by the ice floe.

T-ENG COLLECTION STRATEGY

Wayne won't have any trouble finding enough Thermal Energy to keep his systems running in this mission. Aside from the multitude of Data Posts he'll have access to, there's a good chance he'll defeat a dozen or more Vital Suits during the ambush and ensuing trek across the snow plains. Vital Suits, like most large Akrid, leave behind a large supply of Thermal Energy upon being destroyed. Wayne will be able to get his fill with little effort.

CARRAVAN AMBUSH

MISSION: 07



SURPRISE ATTACK!

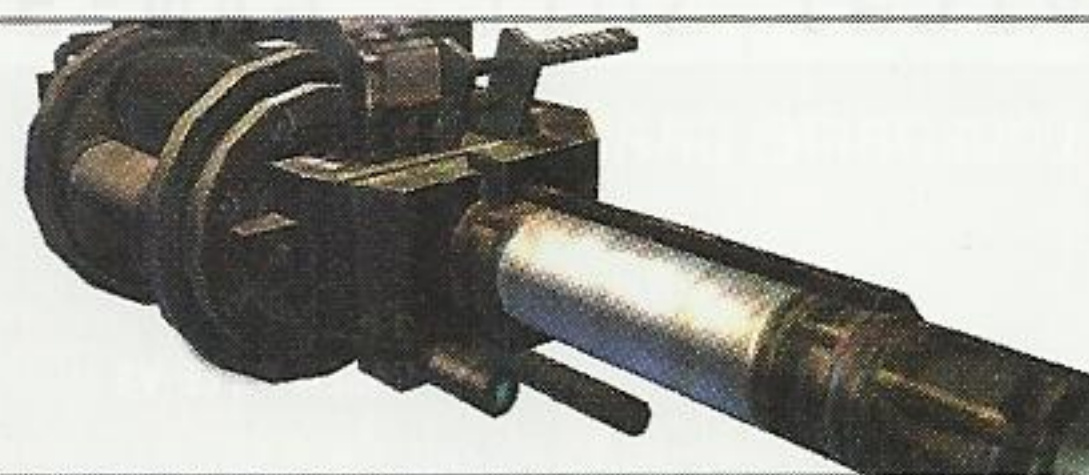
Wayne begins his assault on the NEVEC caravan on the edge of a snowy canyon, north of his target's location. Immediately activate the Data Post near the starting point and Anchor onto the platform nearest it. Grab the Rifle and leap from the crates onto the rocky hillside adjacent it. Stealthily run along the side of the hill towards the weapons to the west and pick up the additional Rifle ammunition.



Use Hand Grenades to start the boulders tumbling then immediately set to sniping the GTF-13M pilots sitting in the cockpits of the various Vital Suits in the area. Aim for the pilot's head and watch for the VS to short-circuit after a direct hit with the Rifle. Quickly fire a second shot to knock the VS over. There are many NEVEC Soldiers in the area on foot too; start with those to the right near the two large transport containers and sweep across the landscape towards the cliff, sniping each enemy you see.

Detached VS Weapon

Grenade Launcher



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
5	20	Slow	Moderate to Long	Very Heavy

The Grenade Launcher weapon is extremely powerful and best-used against distant groups of enemies. The Grenades Launcher fires a collection of explosives as a single projectile that disperses upon reaching its target. The resulting individual grenades fall to the ground in a spread pattern and detonate on contact, resulting in an impressive series of explosions that deliver significant damage to anything caught in the expansive blast radius. Although the weapon suffers from a slower rate of fire, it does not require precise aiming and can be fired into groups of enemies to do mass damage.



What's Behind Door Number 1?

The large red transport containers may seem pretty secure from a distance, but the truth is that their silver metal doors can be easily dented and destroyed with enough gunfire. Although it's easier to blow the doors open with a Rocket Launcher or something more powerful, Wayne's Machine Gun also does the trick. This is something that is definitely worth doing, as the contents of these containers range from ammunition to enemy Vital Suits.

Once out of Rifle ammo, pick up the VS: Grenade Launcher also on the hillside and jump down towards the truck. Use this to finish off any approaching Vital Suits and to also blow open the doors to the containers under the hillside. Climb aboard the GAN-37 in the right-hand container and load up on ammo in the container next to it.



CHAPTER

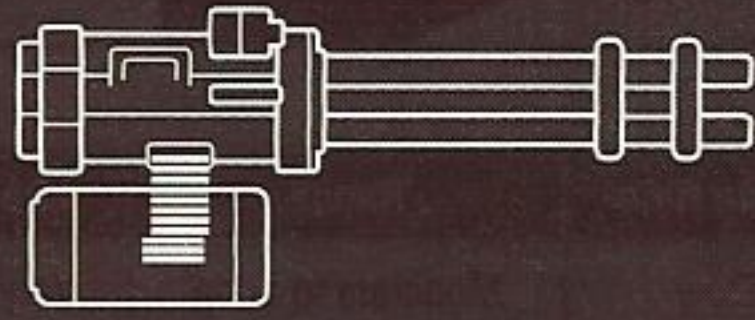
7

Vital Suit: GAN-34

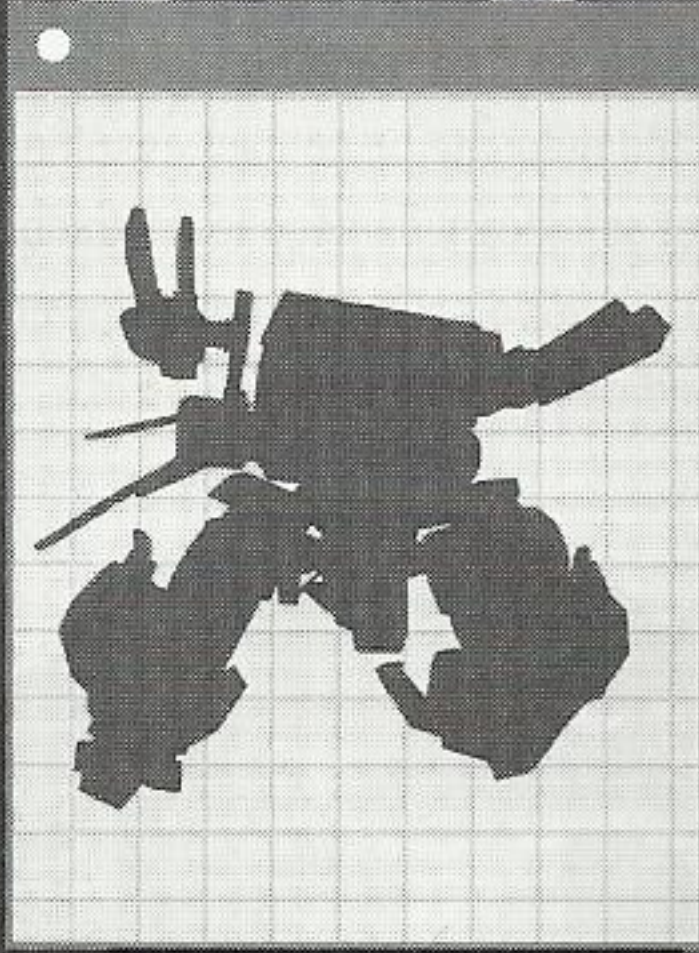
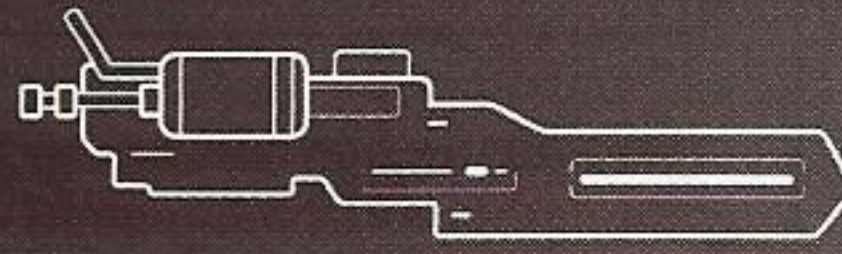
CODENAME: GRANSEED

SUGGESTED ARMAMENT

GATLING GUN-VS



LASER RIFLE-VS

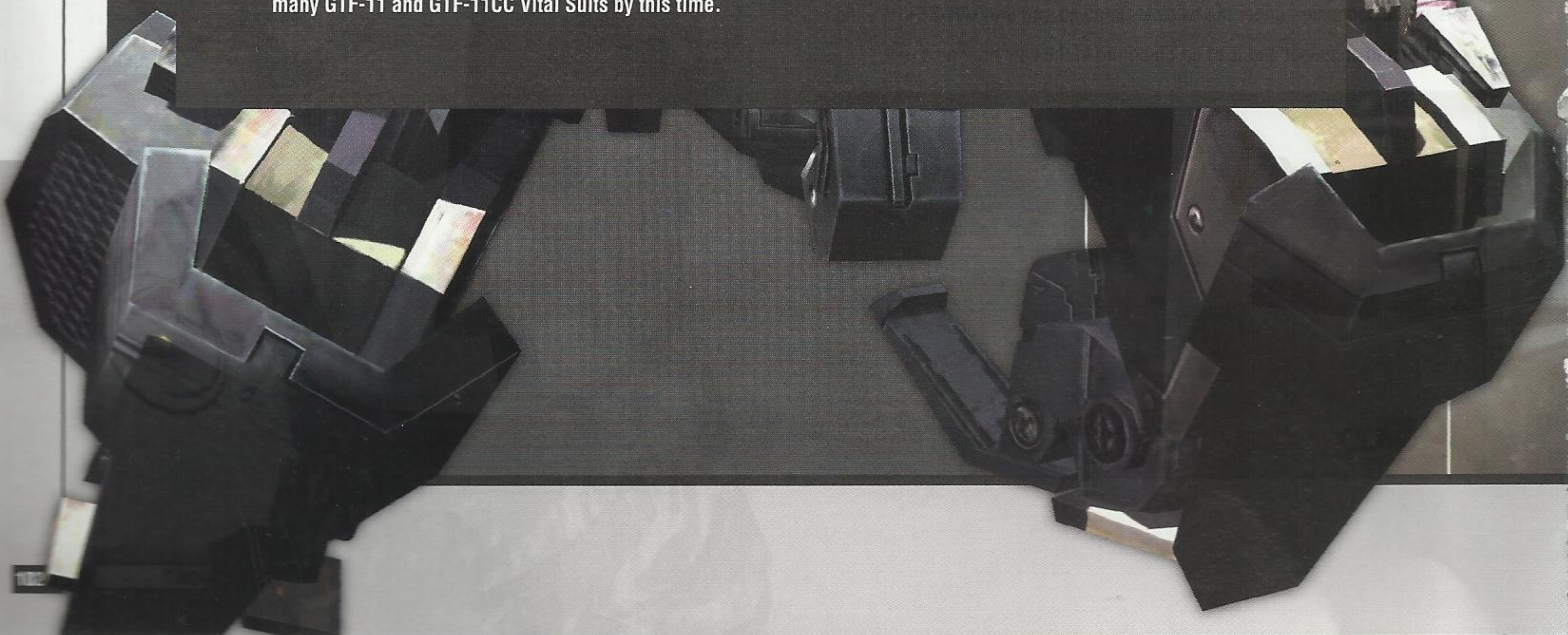


Height	4700
Width	4000
MpKT	7

Special Functions: Sliding Dash, Hovering

The GAN-37 is the NEVEC version of the popular GTF-11 Vital Suit. Its appearance is a bit sleeker and more intimidating than the Snow Pirate version, however its functions are essentially identical.

One common difference, however, is that the GAN-37 is often initially outfitted with superior weaponry thanks to the large budget of the NEVEC war machine. Slipping into one of these Vital Suits should feel familiar for Wayne who has piloted many GTF-11 and GTF-11CC Vital Suits by this time.

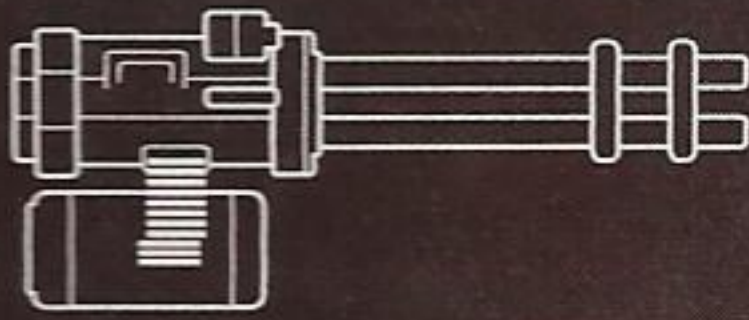


Vital Suit: GAN-37

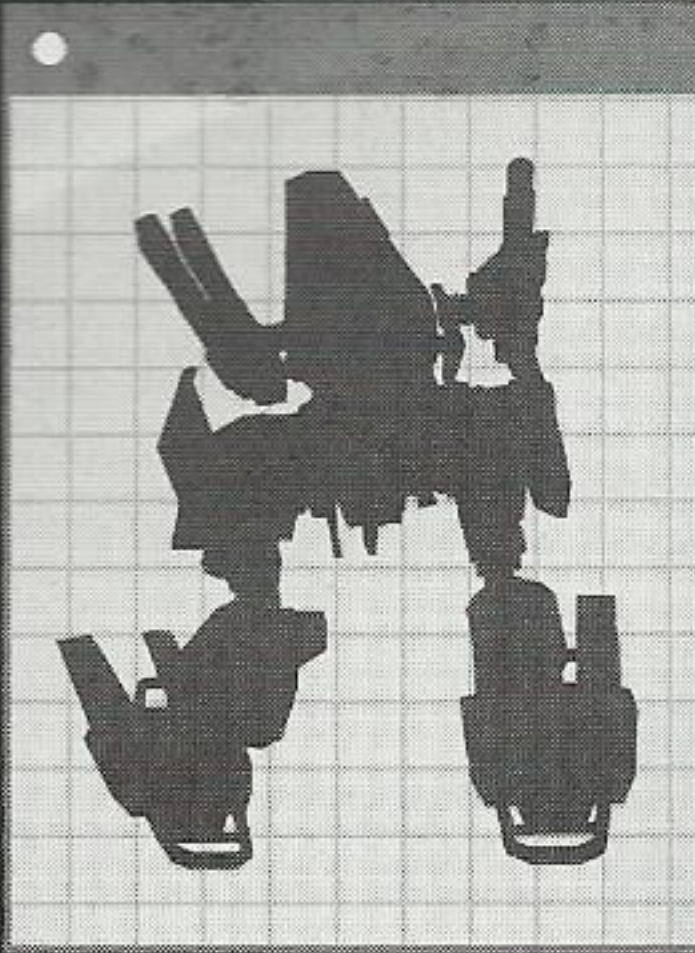
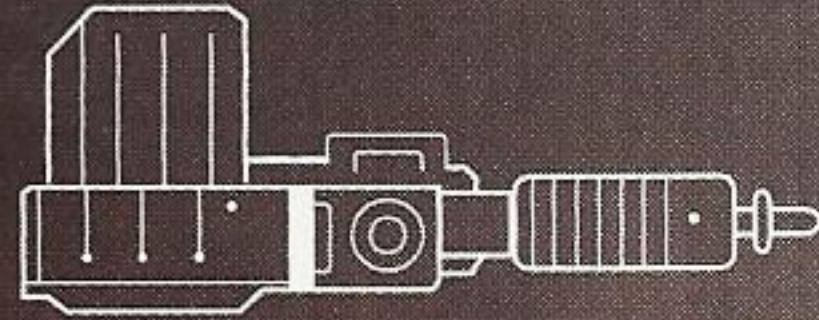
CODENAME: X-SEED

SUGGESTED ARMAMENT

GATLING GUN-VS



SHOTGUN-VS



Height	4600
Width	2600
MpkT	8

Special Functions: Double Jump, Long Jump, Smoke Screen



[Faint, illegible text]

All of the GTB-22 Vital Suit's impressive jumping capabilities are in fact, as is the useful Smoke Screen defensive ability. The GAN-37 does exude a much sleeker appearance, primarily in the cockpit area of the Vital Suit. Rather than the rounded "snout" shape of the GTB-22, the GAN-37's cockpit is comprised of several triangular panels that come together to form a dart-like shape. Once again, the result is a far more intimidating appearance.

Just as the GAN-34 is the NEVEC version of the GTF-11, so is the GAN-37 the NEVEC version of the popular GTB-22. Once again, the differences between the two are primarily cosmetic.



Use the GAN-37 to push farther forward towards the meat of the NEVEC caravan. Use the Missile Launcher to destroy additional GAN-37 and GTF-13M Vital Suits while staying on the move with the sophisticated jumping abilities. Use the VS to secure a small area surrounding the next Data Post and quickly exit the VS, activate the Data Post, and climb back aboard. Advance slowly and seek to secure one sector of the canyon at a time. And don't be afraid to hop out of one VS and commandeer another.

NEVEC command has had enough of Wayne's destruction and is sending in a more advanced VS. The GAN-34 is similar to the GTF-11 in capabilities, but watch out for its Laser Rifle and Missile Launcher. If your current VS is starting to show signs of slowing down, blow open the door to the container near the Data Post to the southwest and climb aboard the GAN-34 inside to make this fight even!

GAN-34 Inbound!

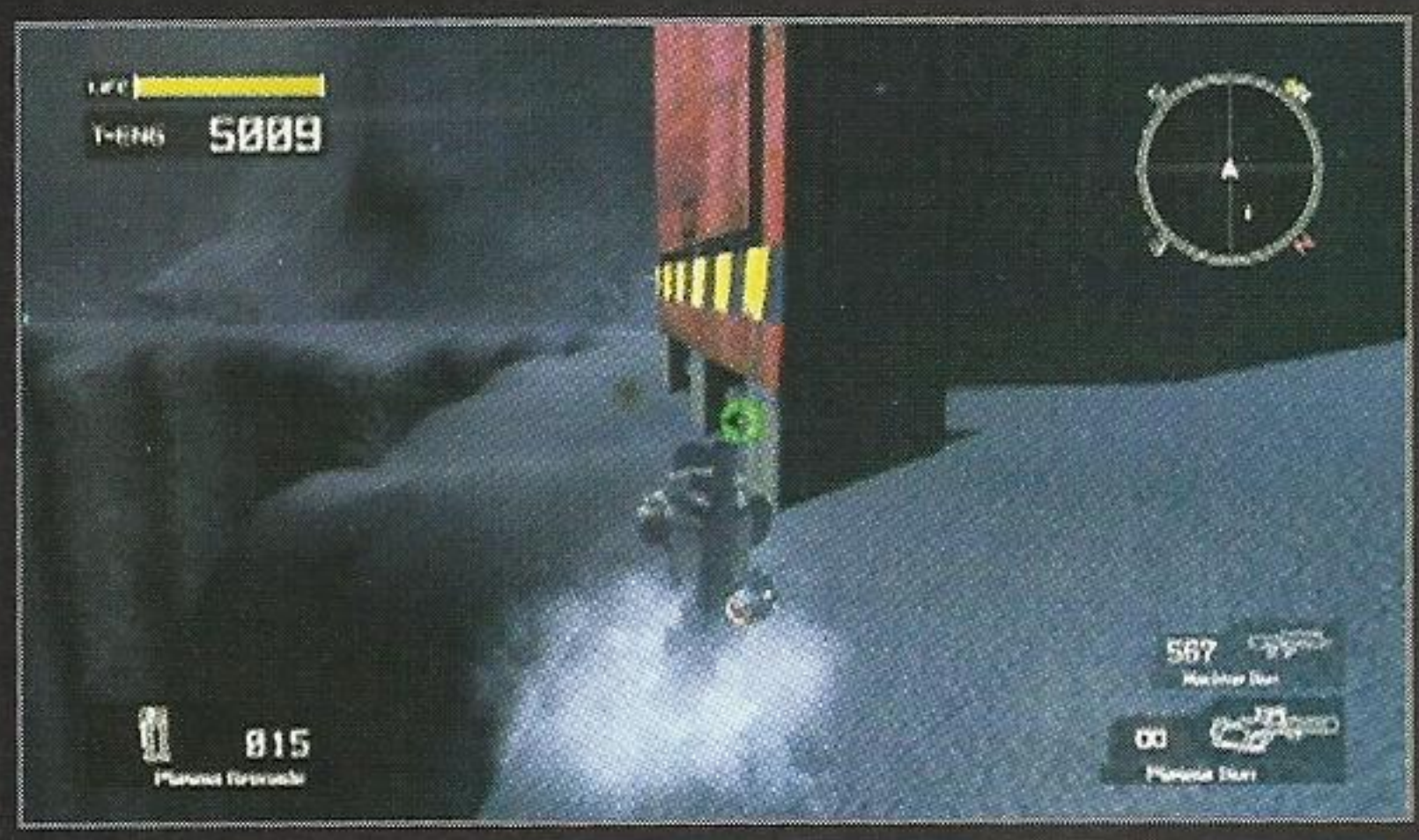
The path through the canyon to the Crimson Pirate Fortress narrows to the south. A half dozen enemy VS will launch an all out counter offensive in this area so be prepared! Climb aboard the GAN-37 in the container nearest the cliff use it to clear away the NEVEC forces up to where the flatbed trailer is located with the GAN-34 aboard it. Watch your current Vital Suit's energy levels and jump

ship for the GAN-34 on the truck when they reach the danger level. Gather up all the Thermal Energy you can and proceed through the corridor at the end of the canyon to reach the snow pirate base.





This Target Mark is on the ground behind the transport container to the southeast, along the edge of the cliff. It is right before the narrowing of the canyon floor.



TARGET MARK

CHAPTER
7



Don't pass through the red entryway just yet! First shoot the Target Mark in the snow atop the doorway. Depending on the angle of the ground where Wayne is standing, you may need to back up and snipe it with the Plasma Gun.



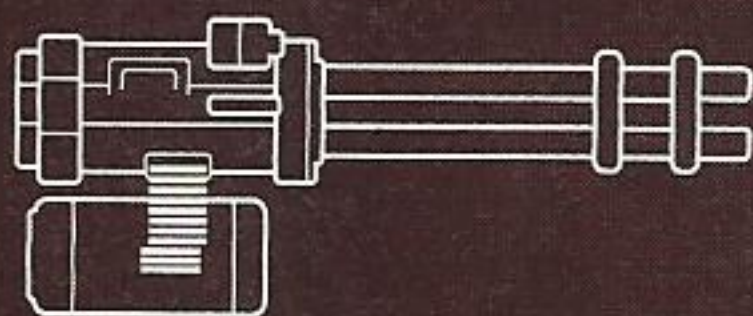
TARGET MARK

Vital Suit: PTX-140

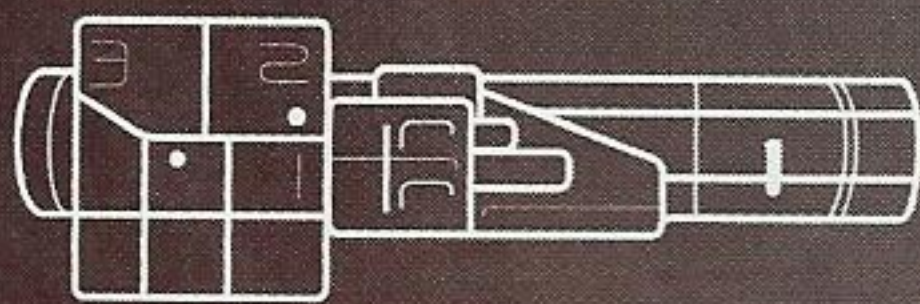
CODENAME: HARDBALLER

SUGGESTED ARMAMENT

GATLING GUN-VS



ROCKET LAUNCHER-VS



Height	4900
Width	4000
MpkT	7

Special Functions: Hovering, Dash, VS Saw

The PTX-140 is a slightly slower and less powerful version of the PTX-40R that Wayne piloted against the Green Eye. Although the PTX-140 is capable of the same maneuvers as Gale Holden's personal craft, the engine is somewhat smaller.

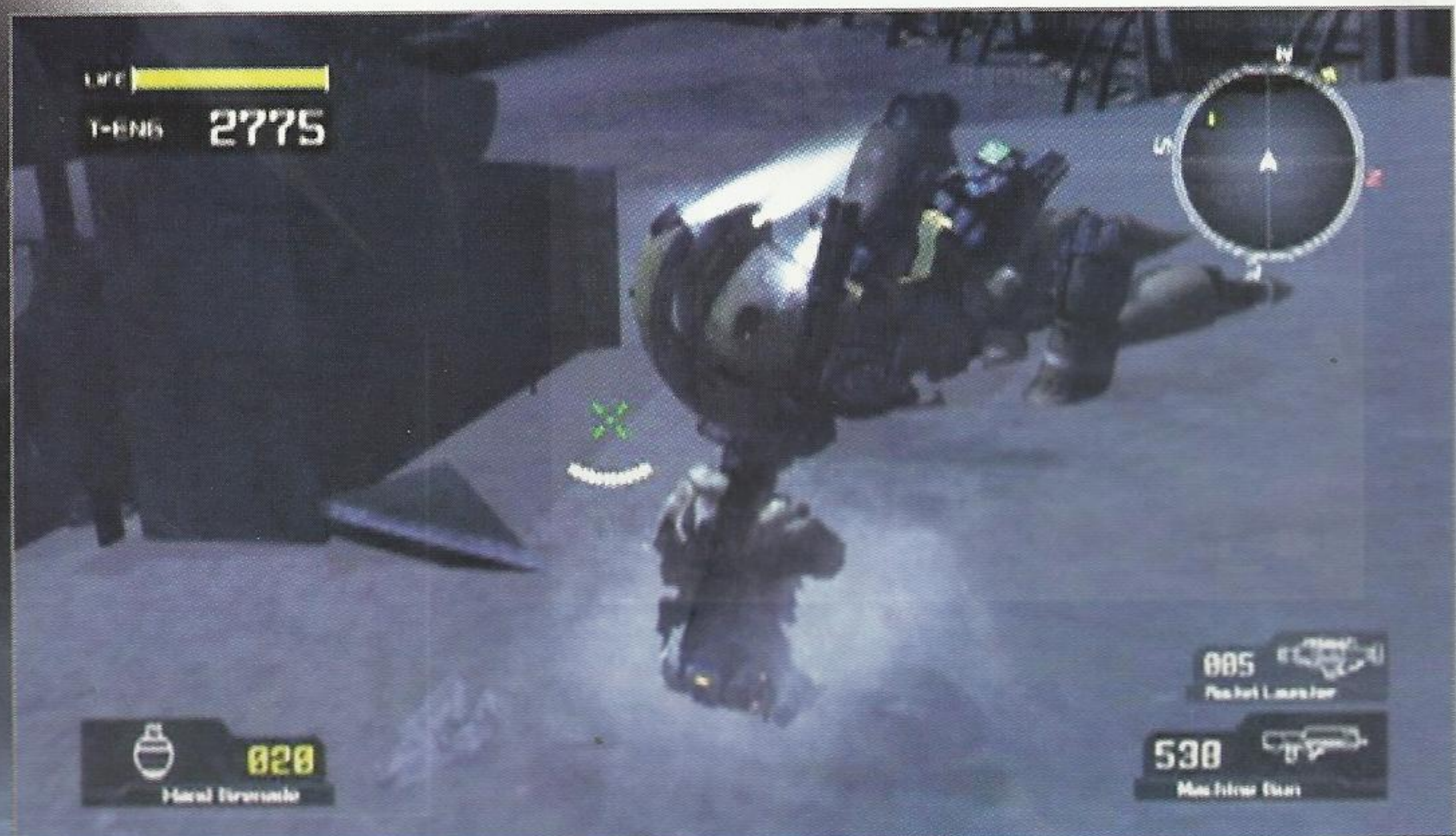
As a result, the PTX-140 is unable to maintain the Dash and Hovering ability for quite as long. Nevertheless, the rust-colored PTX-140 is still one of the most versatile and highly maneuverable Vital Suits and should seldom be passed up.

RETURN TO THE SNOW PLAINS

Worm Free Plains!

Wayne won't have to worry about being hassled by the Undeep while crossing the Snow Plains during this visit. But that's not to say there aren't plenty of other nasty creatures lurking under the snow. Keep an eye peeled!

Things have certainly changed in the year since Wayne was last entering the snow plains. Although the Genessa and Trilid are long gone, the area has seen an infestation of Chryatis take over. If Wayne is to scour the area for Target Marks en route to the rear of the Crimson Pirate Fortress, then he's got to be well prepared. Activate the nearby Data Post and set to destroying each of the storage tanks to collect as much Thermal Energy as possible. Once ready, hop aboard the PTX-140 near the middle of the safe zone and start the long trek north.



GORECHRYATIS

This larger, more resilient, and far more aggressive version of the Chryatis has taken up residency in the snow plains in the time since Wayne was here last.

Height	15,000
Width	14,000

The Gorechryatis possesses the same attacks as the Chryatis—albeit with longer reach and more power—but is also capable of spewing molten rocks as well. Watch for the beast to squat down and begin spitting these orange rock-bombs and immediately Dash to the side to avoid being hit. To destroy the Gorechryatis, Wayne must first knock the protective layer off the beast's Thermal Energy deposits. Fortunately, the creature's weaknesses are the same as the lesser Chryatis and Wayne should know where they are by now. Aim for the large bulbous tail and the spiny joints where its legs attach to the body. These are the Thermal Energy locations on the Gorechryatis. Hit them hard enough to know the protective shell off, then have at the Thermal Energy sacs to destroy it.



Conserve Thermal Energy

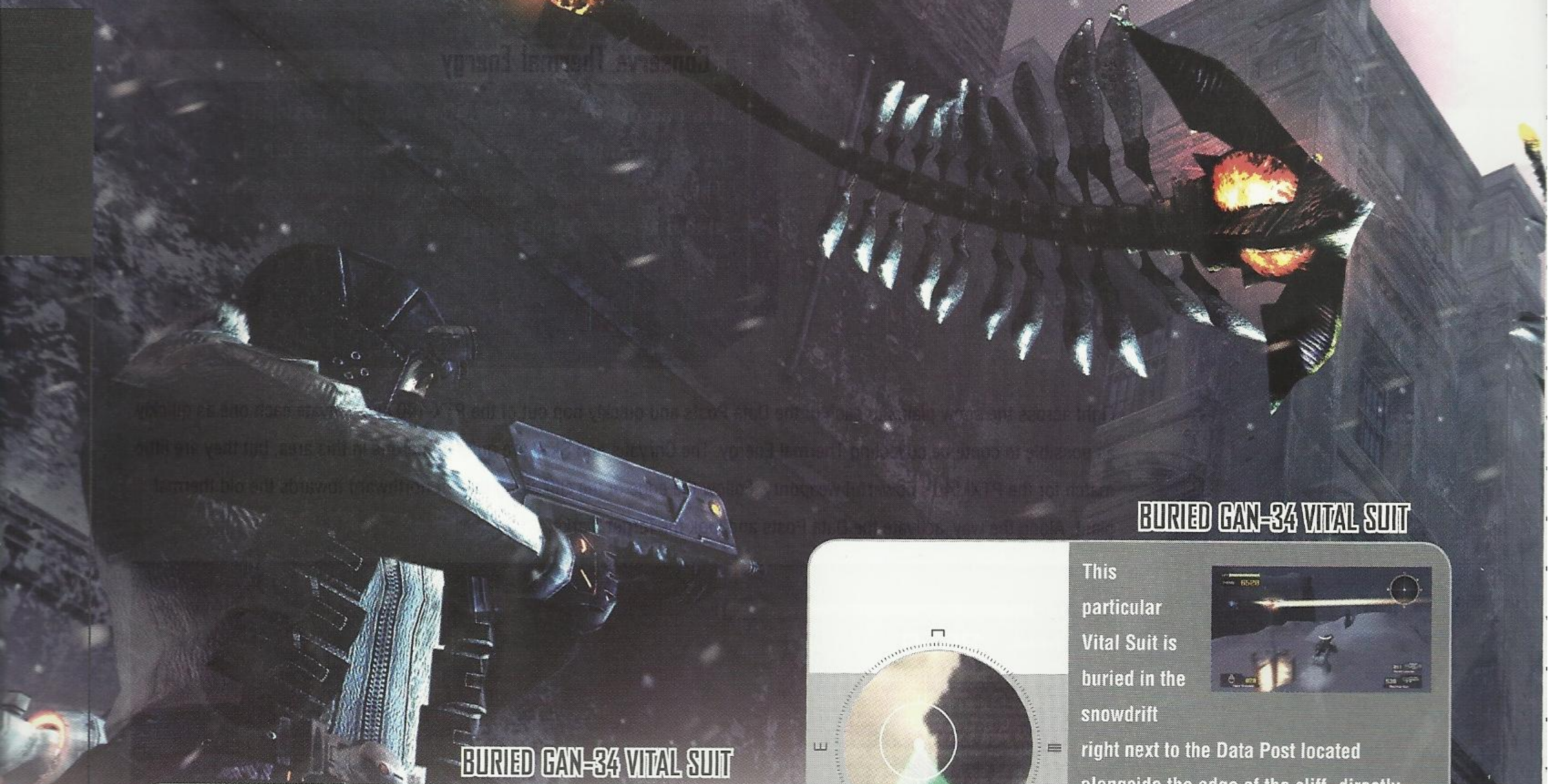
It's nice to use the PTX-140's powerful Dash and Hovering abilities, but doing so consumes a lot of Thermal Energy. Stick to walking whenever possible, else Wayne may find himself entombed in a frozen mech!

Fight across the snow plains to each of the Data Posts and quickly hop out of the PTX-140 and activate each one as quickly as possible to continue collecting Thermal Energy. The Chrytis and Skalt are quite numerous in this area, but they are little match for the PTX-140's powerful weaponry. Follow the edge of the cliff along the left northward towards the old thermal plant. Along the way, activate the Data Posts and look for Target Marks.



CHAPTER

7



BURIED GAN-34 VITAL SUIT



Head north along the edge of the cliff across the snow plains to the Data Post near the large mound of snow. Dig around in the snow to uncover this well-armed Vital Suit.



BURIED GAN-34 VITAL SUIT



This particular Vital Suit is buried in the snowdrift right next to the Data Post located alongside the edge of the cliff, directly across from the rear of the fortress. It's the area that sticks out furthest west towards the canyon.

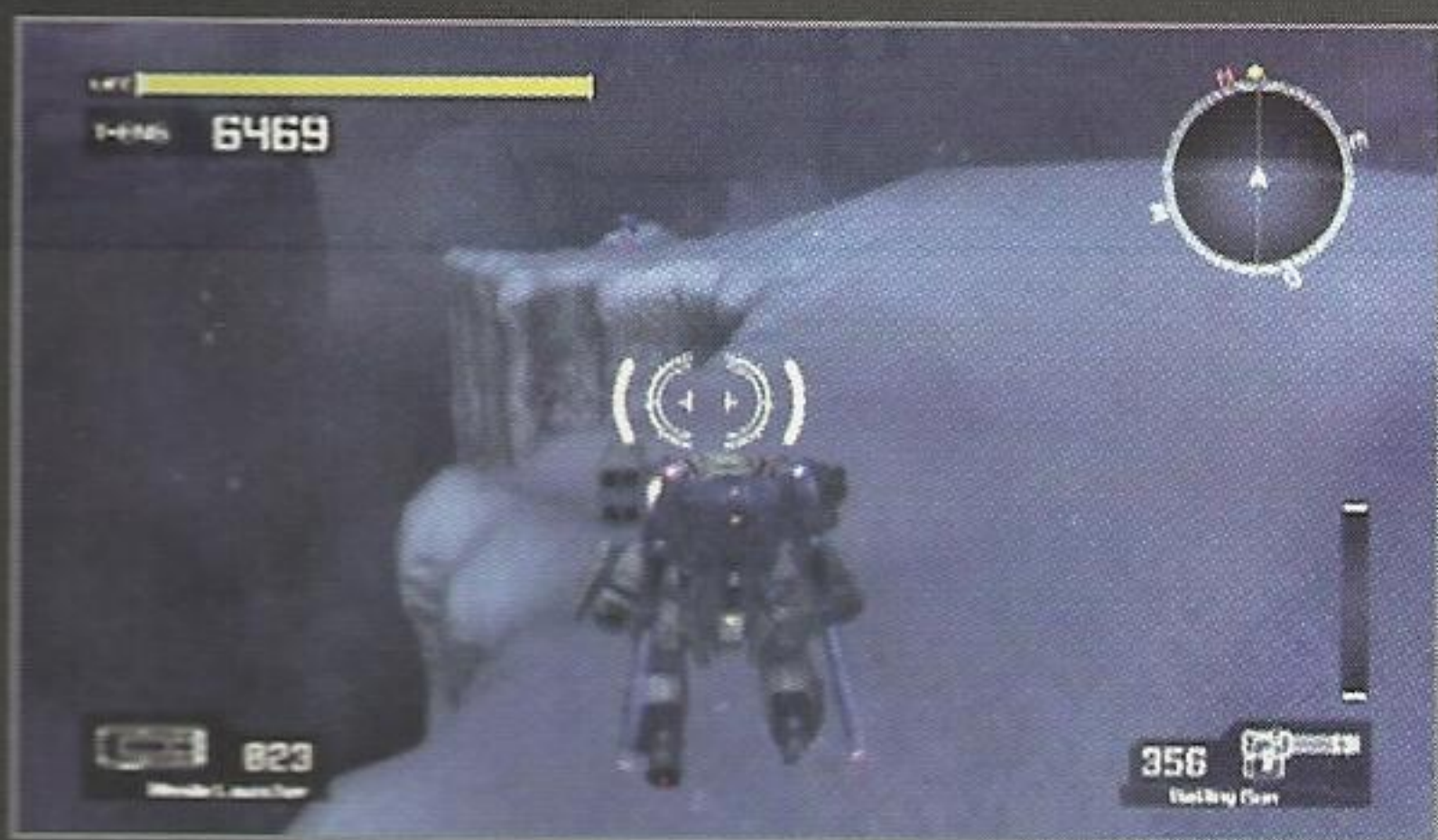


Continue north along the edge of the cliff towards the old thermal plant. There is a well-hidden Target Mark located there, as well as another PTX-140 and a destroyed Vital Suit. Take the two Gatling Guns off the ruined VS and lay them in the snow. Now climb aboard the PTX-140 and swap out the Rocket Launcher in favor of the Gatling Gun.



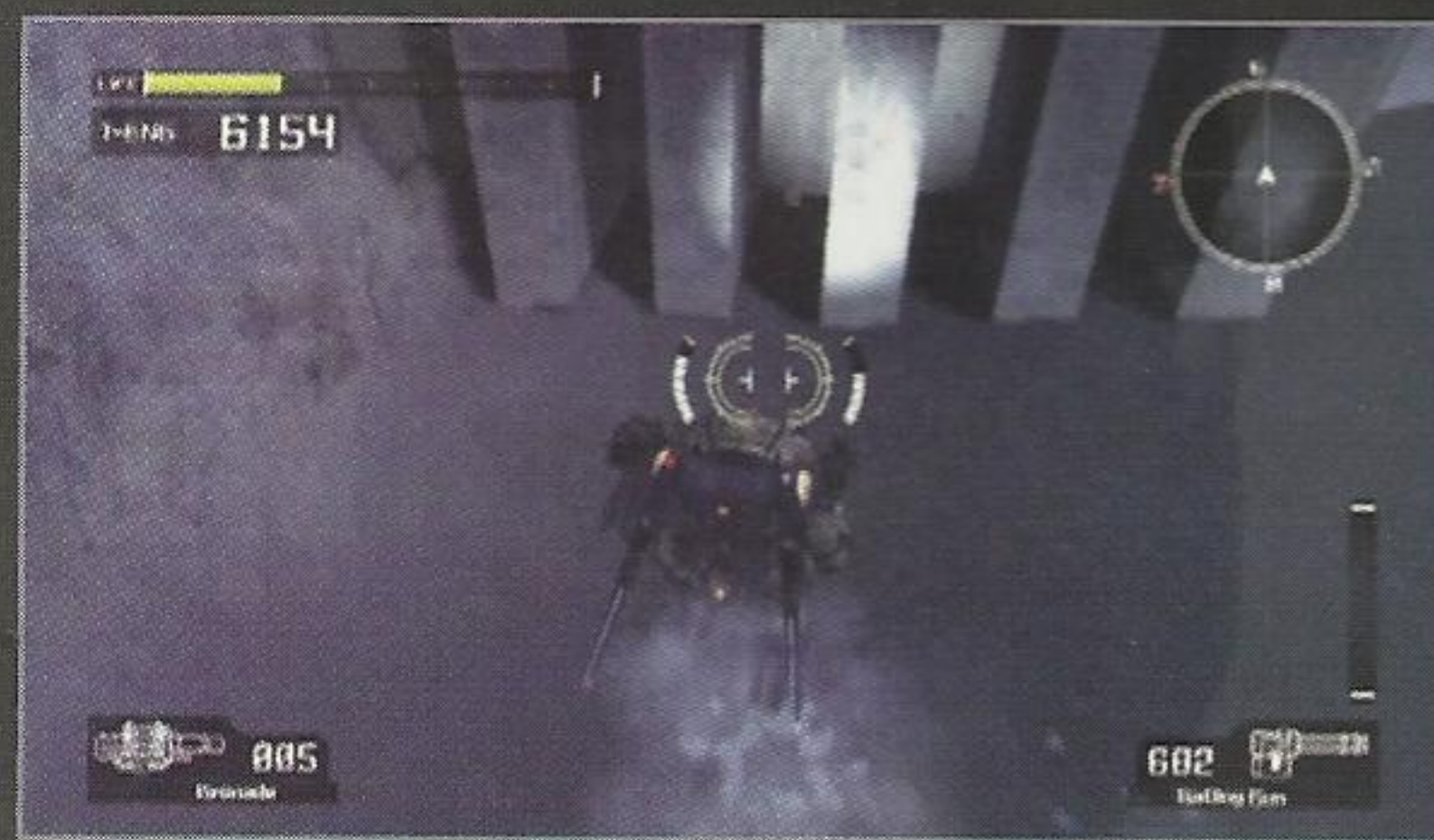
In the snow plains, along the western edge near the cliff. Just south of the Data Post and buried VS that sticks out further west than the rest.

TARGET MARK



Don't head up the stairs to enter the fortress just yet! First look between the large columns on the ground to the left of the stairs to find the next Target Mark. Be sure to turn the flashlight (or the Vital Suit's headlights) on to see it.

TARGET MARK





N

Round the left-hand side of the thermal plant and exit the Vital Suit. There is a small alcove in the northwestern corner of the building where the Target Mark is hidden. It's on the ground, between the outer wall and the windows.

TARGET MARK



Once at the thermal plant, begin the trek back across the snow plains towards the Crimson Pirate Fortress. Wayne will have to contend with several Gorechryatis as well as dozens of Skalt, but the PTX-140 he has commandeered should keep him relatively safe. Keep in mind that the closer he gets to the stairway leading up to the fortress entrance, the more Gorechryatis and enemy VS he'll encounter. Don't be afraid to simply make a rush for the door at the top of the stairs. Use the PTX-140's excellent Hovering ability to quickly fly to the landing, then exit the craft and high-tail it for the door.



INSIDE THE BASE

Once inside the base, kill the NEVEC Soldier on the first landing and descend the stairs to the floor below. Use the Machine Gun and Hand Grenades to eliminate the two NEVEC Soldiers there and descend to the next level through the hole in the floor. Continue descending until at the level with the Turntable.

Give and Take With the Cyclops

Should you get caught by a bunch of Cyclops and feel completely trapped, don't give up. Although the Cyclops' laser attacks can knock Wayne off his feet and prove troublesome, they do little damage and, best of all, a destroyed Cyclops yields more Thermal Energy than it causes in damage to Wayne's life gauge. So stay positive, destroy them one a time and know that so long as you pick up the Thermal Energy they drop, you'll come out on top in the end!

Rocket Launcher Surprise

If you still have the Rocket Launcher from the earlier portion of this mission, go ahead and put it to use against the Turntables in the distance and also against the farthest Cyclops. It allows a quicker kill than the Gatling Guns on the Turntable do.

CHAPTER

7

This area is patrolled by an intricate network of laser-eyed sentries known as Cyclops. Whenever Wayne bisects one of their surveillance lasers, the Cyclops will fly towards his position and attack. Use the Turntable's Gatling Gun or a Rocket Launcher to destroy the Cyclops facing Wayne's position, then descend to the lowest level and pick up the Plasma Gun. With the Plasma Gun in hand, Wayne can snipe the remaining Cyclops with little threat to his safety. Use one shot to get their attention, then fire two quick shots right into their open eye before they can react.



Once the army of Cyclops has been destroyed, turn your attention to the NEVEC Soldiers on the far side of the ice floe. Use the Plasma Gun to drop each of them, then Anchor over to the narrow walkway leading across to the other side. This walkway has several levels to it, but they all head to the same place. Continue across, while loading up on Hand Grenades, Machine Gun ammunition, and best of all, don't let go of that Plasma Gun!

Clear the inner area of NEVEC Soldiers and shoot open the large metal door to the final interior area. Activate the Data Post located there, smash the storage tanks to gain additional Thermal Energy, and climb aboard the GAN-34 Vital Suit. The elevator will ascend to the roof as soon as Wayne enters the VS.

CYCLOPS

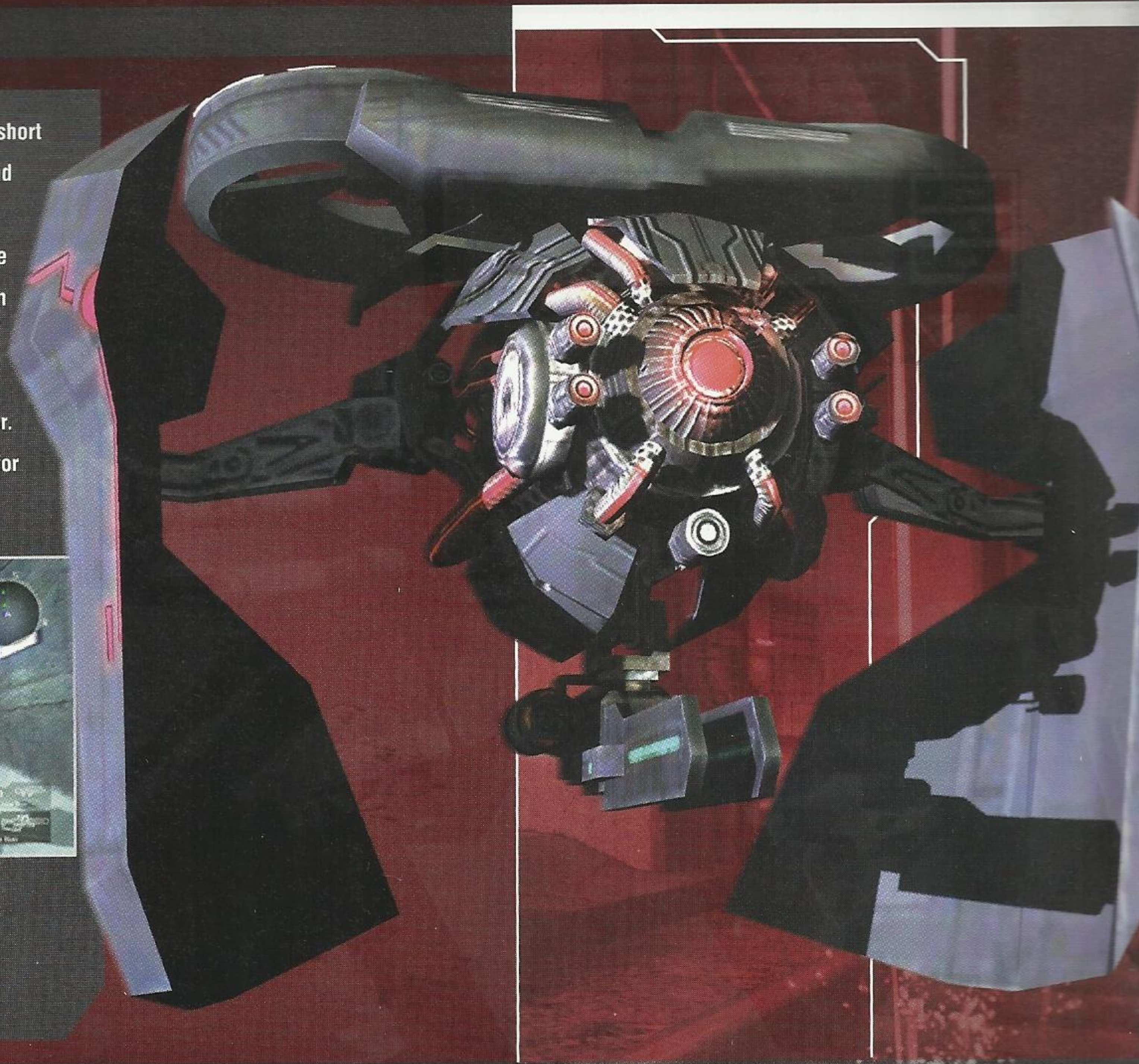
Cyclops serve as intricate intruder detection system. They fly back and forth along pre-set routes with their red laser beams extending from their central eye to the far wall of the area. They sweep across the area looking for intruders and, once one is detected, the Cyclops will fly in to attack.

Height	1610
Width	1600

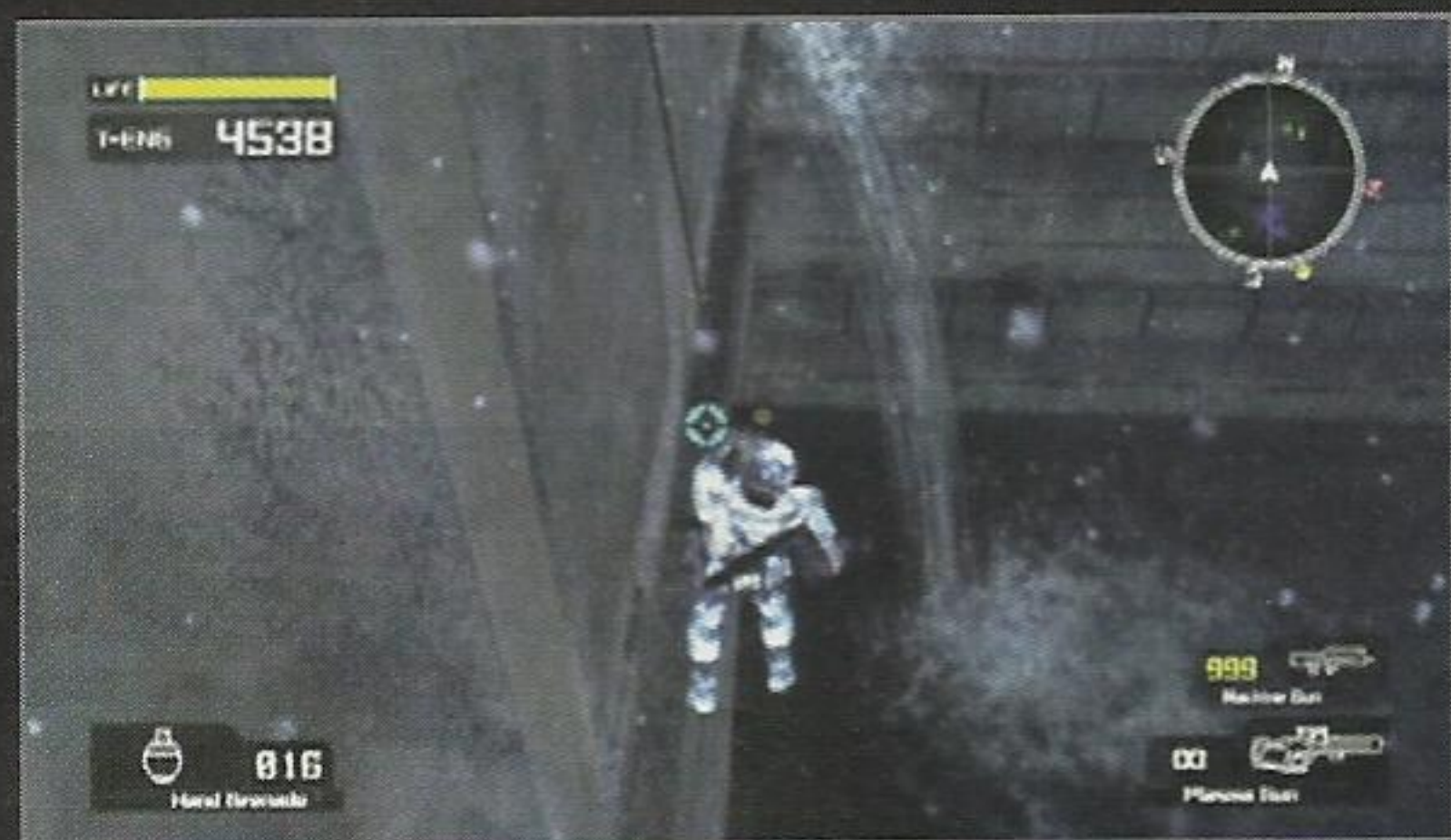
They are relatively small and encased in an impenetrable armor shell. The only way to defeat a Cyclops is to shoot its central eye once its shell opens. If detected by a Cyclops, Wayne should stand still and



wait for the Cyclops to approach. It will remain a short distance from him then suddenly open its shell and fire a plasma beam at him. Quickly fire at its eye when it opens the shell and take a few steps to the side to evade its attack. Depending on the weapon Wayne is using, he may need to do this twice to destroy an individual Cyclops. The best way to eliminate them is to use the Plasma Gun from afar. Shoot them once to get their attention, then wait for their shell to open and fire twice.



D This is one of most difficult Target Marks to find on E.D.N. III. It is in the northwestern corner of the fortress, near the water's edge. Start crossing towards the far side of the base and rappel down off the side of the walkway. Use the Plasma Gun to shoot it.



TARGET MARK

D Enter the doorway on the lowest level of the exterior to find this Target Mark sitting out in the open.



TARGET MARK

GAB-25M

Height	4300
Width	6300
MpKT	9



The rooftop is free and clear of enemies when Wayne first arrives on it. Take a moment to pick up the extra Gatling Gun ammunition in the corner near the elevator and note the location of the Shotgun on the container nearest the entry point—Wayne needs that later! To initiate the battle, advance halfway across the rooftop to the other side. Once Wayne crosses the midway point in his VS the enemy GAB-25M flies over the side of the building and enter the battle.

The GAB-25M is an offensive juggernaut of a VS. It has a rapid-firing Vulcan Laser and a Rocket Launcher, as well as the capability of transforming into a tank-drill and going Wayne's VS with its twin drilling apparatus. On top of this, the GAB-25M is accompanied by four Cyclops at all times (even if Wayne destroys them, others appears to take their place) and has the ability to fly towards Wayne and land atop him in attempt to crush his VS.



BOSS ATTACK TECHNIQUES

Vulcan Laser

Dmg. Inflicted Moderate

This is its most common attack and its rapid firing rate makes it tough to avoid. Being hit with the Vulcan Laser will cause Wayne's VS to momentarily stutter.

Rocket Launcher

Dmg. Inflicted Moderate

Be sure to dodge these heavy artillery blasts from the Vital Suit's Rocket Launcher.

Cyclops

Dmg. Inflicted Low

The Cyclops that accompany the GAB-25M will continue to respawn and be a nuisance but they pose little threat.

Slam Attack

Dmg. Inflicted Moderate

Stay clear of the GAB-25M when it lifts into the air and begins to Hover as it will attempt to land on top of Wayne, thus causing moderate damage.

Drilling Charge

Dmg. Inflicted Severe

Dash out of the way or hide on the other side of a container when it transforms into a tank. Its drilling charge attack causes mass damage.

Despite all of this offense, there is a very straightforward way to defeat the GAB-25M thanks to the three indestructible metal containers on the rooftop. By circling around these metal obstacles, Wayne can keep away from the GAB-25M's powerful weaponry, as well as give himself a chance to sneak up and blast it with the Rocket Launcher and Gatling Gun. This works especially well when the GAB-25M uses its drilling attack to speed straight ahead into the side of the container. When it does this, Wayne can dash behind it and open fire. Another great time to launch an all out offensive is when the GAB-25M flies onto one of the metal containers. Strafe around it to its blindside and open fire!



Depending on where Wayne hits the GAB-25M with the Rocket Launcher it may do little to no damage or quite a lot. The GAB-25M's legs are extremely strong and the Vital Suit as a whole suffers little damage when they are hit. Conversely, firing the Rocket Launcher at the lower center of the VS inflicts severe damage. This is easiest to do from behind, as its front is well-protected.

So long as you manage to stay on the side of a metal container opposite the GAB-25M, you should suffer little damage and win the battle with little trouble. However, should Wayne's VS suffer serious damage, don't give up! If forced to battle on foot, immediately rush to the Detached VS Shotgun and pick it up. The VS Shotgun is a very powerful weapon at the range Wayne will be forced to do battle at and it won't take many shots from it to finish the NEVEC pilot and his VS off.



CHAPTER

7

008



NEEGAL

This scorpion-like Akrid is quite large and has a telescoping tail that it uses to attack with. The Neegal's attacks are nearly instantaneous, so beat it to the punch with explosives and plenty of machinegun fire.



01

SYDSEPIA

These members of the Sepia family are at home in hot climates and not only leap and try to bite their prey, but they even attack by spewing molten rock!

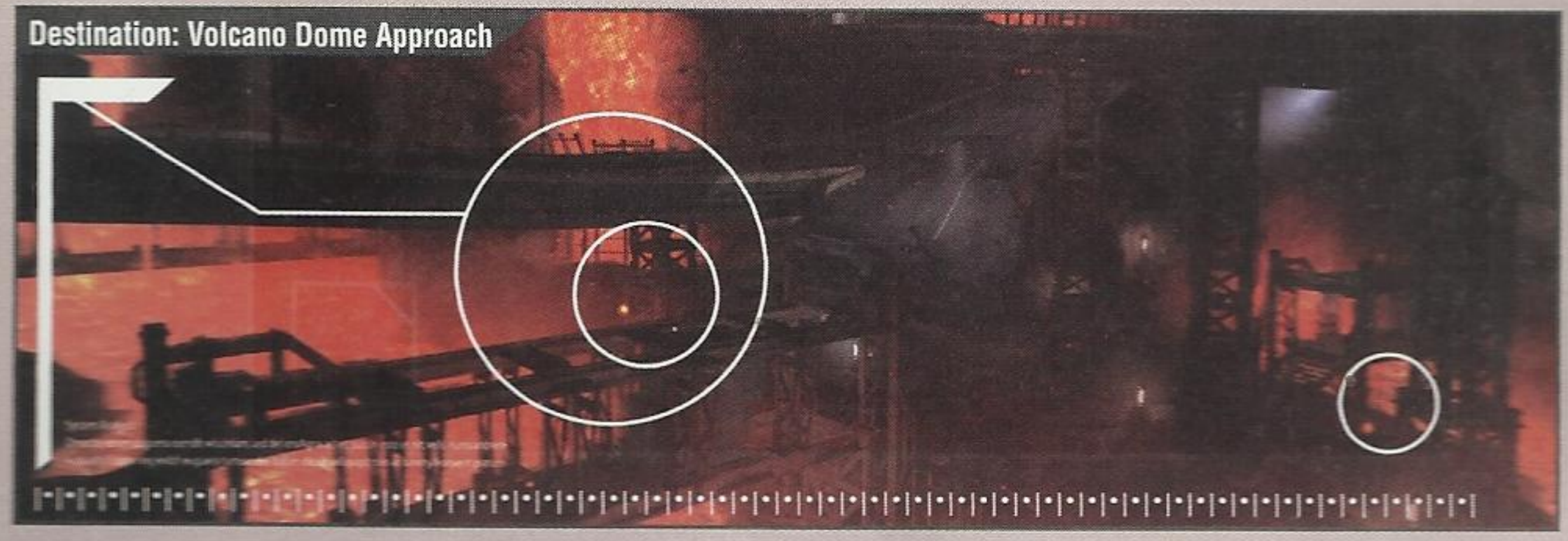


02

Objective

Neutralize the Volcano Dome facility. Fight your way through the canyon, find the entrance and infiltrate the dome.

Destination: Volcano Dome Approach



File	VS Model	L. Weapon	R. Weapon	Special Functions
	GTF-11	N/A	Gatling Gun	Sliding Dash, Hovering
	GAB-25M	Cannon	Vulcan Laser	Transform Into Tank, Drill Dash, Drill, Sliding Dash, Hovering
	GTF-11	N/A	Gatling Gun	Sliding Dash, Hovering
	GTB-22	Rocket Launcher	Gatling Gun	Double Jump, Long Jump, Smoke Screen
	GTF-11	N/A	Gatling Gun	Sliding Dash, Hovering
	GAB-25M	Cannon	Vulcan Laser	Transform Into Tank, Drill Dash, Drill, Sliding Dash, Hovering
	PTX-140	Gatling Gun	Rocket Launcher	Dash, Hovering, VS Saw
	GTF-11	N/A	Gatling Gun	Sliding Dash, Hovering
	GTB-22	Shotgun	Gatling Gun	Double Jump, Long Jump, Smoke Screen
	PTX-140	Homing Laser	EM Laser	Dash, Hovering, VS Saw
	GAN-34	Shotgun	Gatling Gun	Sliding Dash, Hovering
	GAN-34	Missile Launcher	Laser Rifle	Sliding Dash, Hovering
	GAN-34	Rocket Launcher	Laser Rifle	Sliding Dash, Hovering
	GAN-34	Laser Rifle	Laser Rifle	Sliding Dash, Hovering
	GAB-25M	Cannon	Vulcan Laser	Transform Into Tank, Drill Dash, Drill, Sliding Dash, Hovering
	GAB-25M	Cannon	Vulcan Laser	Transform Into Tank, Drill Dash, Drill, Sliding Dash, Hovering
	PTX-140	Gatling Gun	Gatling Gun	Dash, Hovering, VS Saw
	PTX-140	Rocket Launcher	Gatling Gun	Dash, Hovering, VS Saw
	PTX-140	Rocket Launcher	Gatling Gun	Dash, Hovering, VS Saw

When Wayne caught a NEVEC Soldier named Joe snooping around their base, he had no way of knowing that it would be they would learn from him. Thanks to Rick's ability to hack the encryption on Joe's PDA, the group now knows that the Frontier Project is relying on a mass accumulation of geothermal heat stored in the Volcano Dome facility. The location of the facility isn't close, but Wayne is more than willing to infiltrate it. Before he goes, he helps Basil and the others make sure that Joe is tied up good and tight.



TARGET MARKS

The Target Marks in this mission spell out the word "Volcano". There are 7 Target Marks in this mission.



Cross the beam to the rocky ledge on the north side near the starting area and head west to find the Target Mark.



On the floor of the multi-level room, in the southeast corner between the red containers.



On the ledge across from the entrance in the room with the cascading river of lava and numerous Trilid.



Sitting atop the red container that has the GTB-22 in it, beneath the highway.



Atop the rust-colored supports hanging at an angle under the freeway near the intersection.



On top of the metal bridge in the southern section of the lava canyon. Leap onto the bridge from the highway.



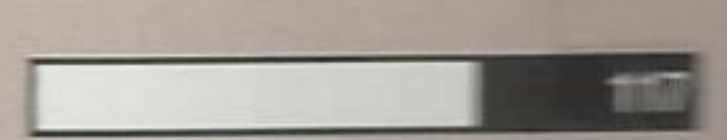
Immediately before the boss battle, sitting inside the second giant fan unit on the right.

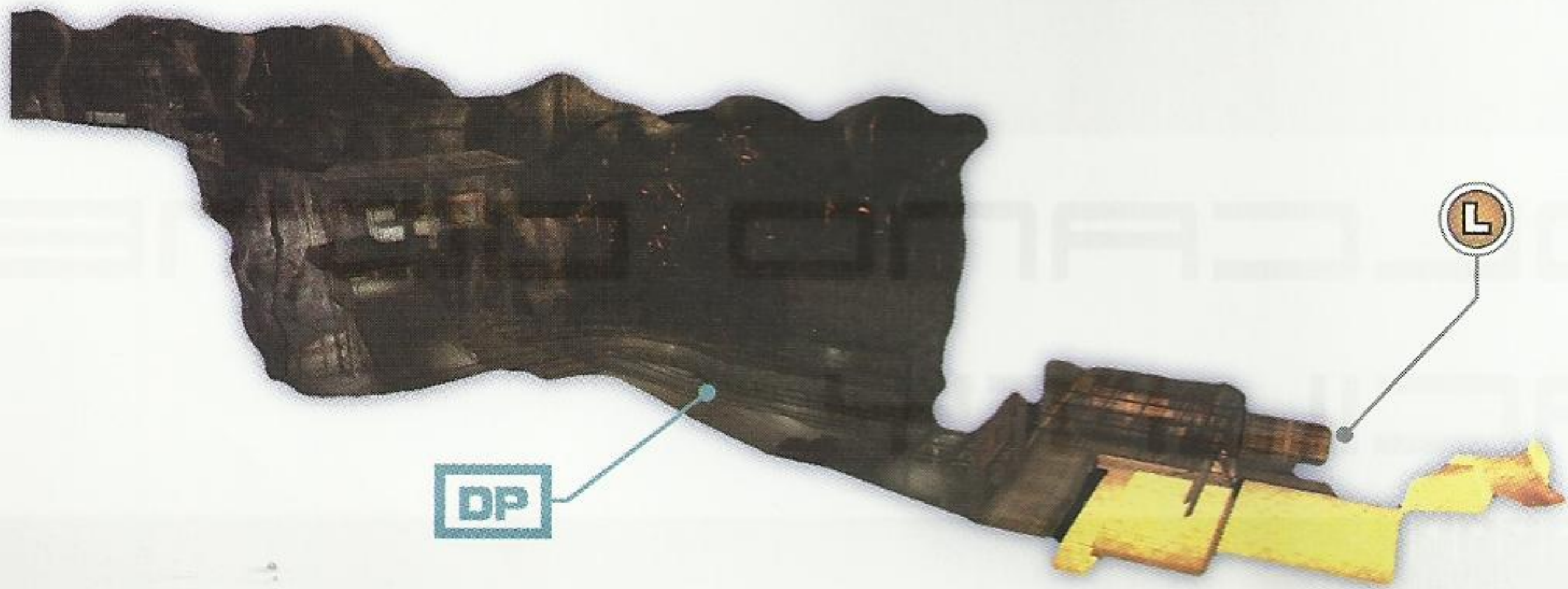
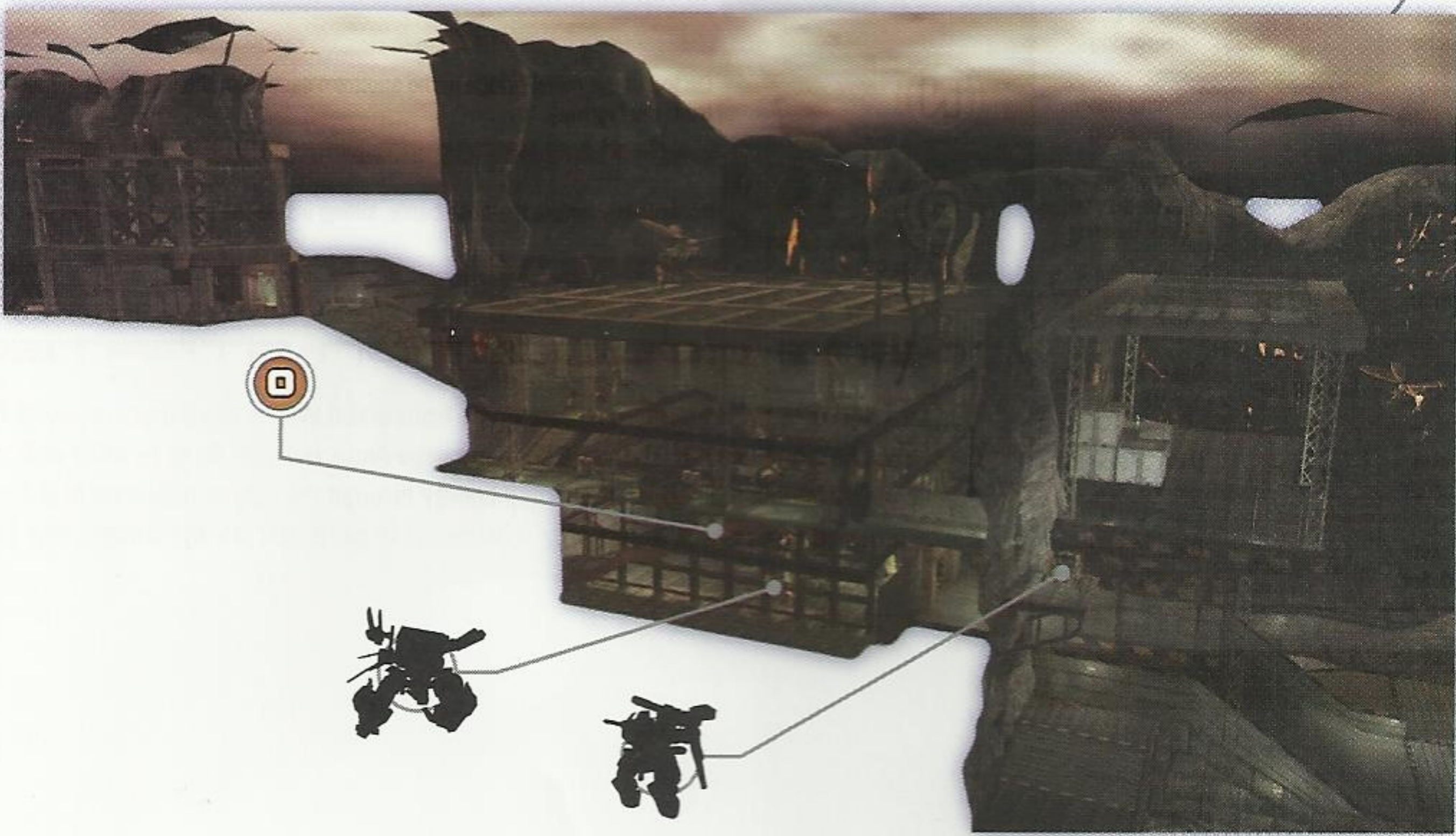
T-ENG COLLECTION STRATEGY

This area of E.D.N. III has numerous Data Posts from which Wayne can extract plenty of Thermal Energy, but there is the chance he won't need to. There are so many large Akrid and Vital Suits to battle with that Wayne should have little trouble maintaining a full supply of Thermal Energy through the natural collection of it during battle. That said, there will be times when he needs to resupply; look for the large NEVEC storage tanks to sate this thirst for more Thermal Energy.

VOLCANO DOME FACILITY

MISSION: 08

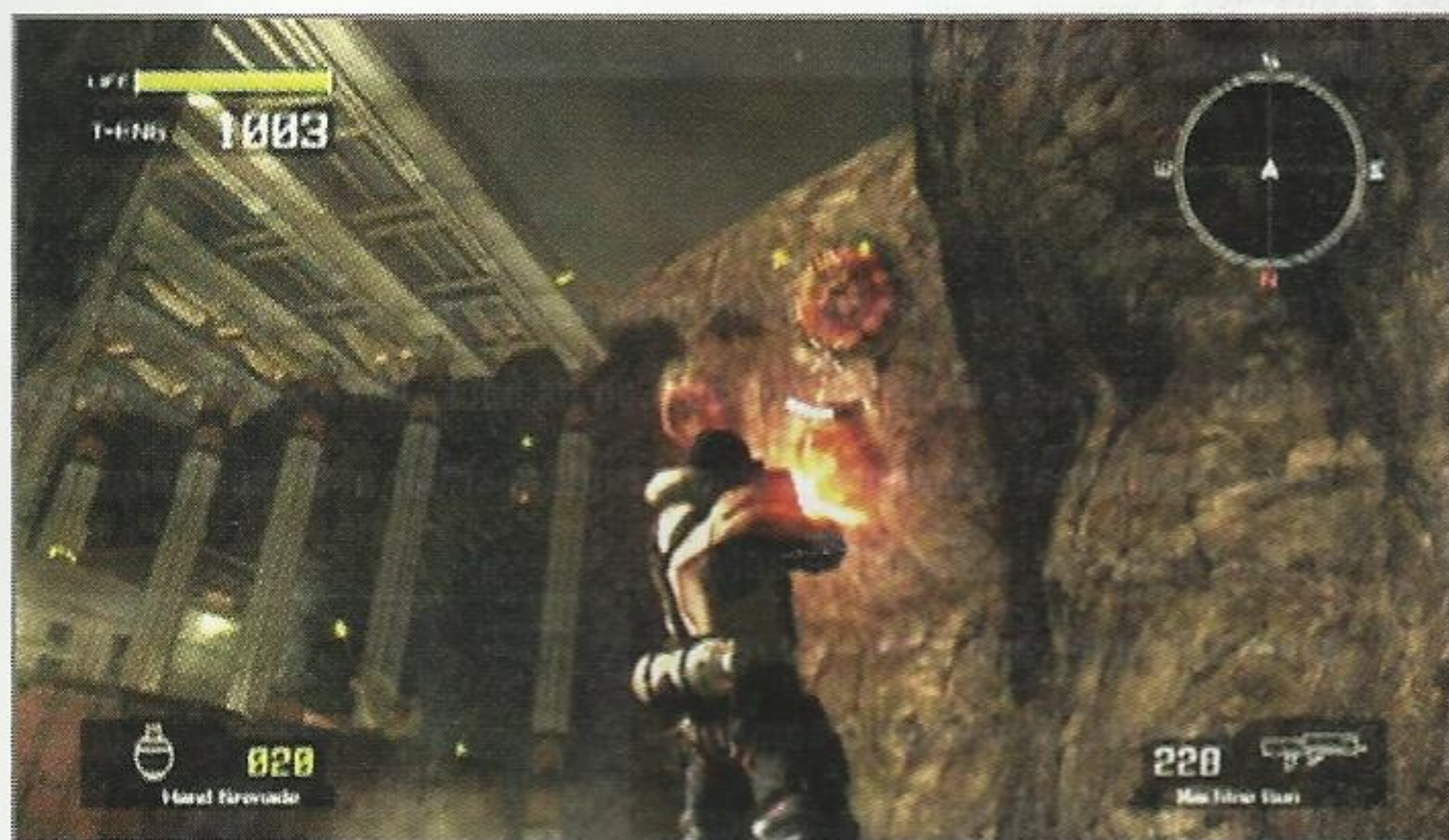




THROUGH THE CANYONS

Wayne begins his infiltration of the Volcano Dome facility a good distance from his target. In order to reach the top-secret location, he must first navigate the Akrid-filled canyons. Much of the canyons have been retrofitted with NEVEC structures to support the rocks and provide stability against the crumbling magma-filled substrate. Because of this, there are often multiple ways to cross a particular area, not to mention many hiding places for enemies.

Once again Wayne begins his mission with a Machine Gun and ten Hand Grenades. Use the Machine Gun to shoot through the swarming Trilid and immediately target the three Genessa high on the wall to the right. With the Genessa and Trilid destroyed, Anchor onto the containers straight ahead and immediately head up the ramp on the right.



Activate the Data Post on the upper level and cross the beam to the north side of the structure. Ignore the Neegal for now and continue across the beam and west along the far side to the Target Mark. Grab the VS Rocket Launcher and use it to destroy the Neegal on the ground below.



Cross the beam on the first structure to the north wide of the canyon and head west along the edge. The Target Mark is just past the VS Rocket Launcher.

TARGET MARK



Use the VS Rocket Launcher to blast the Neegal and proceed down the hill towards the eighteen wheeler. Two more Neegal appear one at a time as Wayne advances, so move carefully and continue to use the VS Rocket Launcher to fend them off. Once at the base of the hill, Anchor onto the lower stack of containers and fire a single shell from the VS Rocket Launcher at the Genessa straight ahead. The resulting blast sets off many of the fuel drums in this area and destroy the entire nest of accompanying Sydsepia.



If you still have any shells for the VS Rocket Launcher, head towards the Data Post beyond the flimsy metal door (shoot it to knock it down) and take aim at the Neegal down the ramp. With it destroyed, rush back to the previous room and pick up the Shotgun. The Shotgun and Hand Grenades are all you need to fend off the Sydsepia surrounding the Data Post.



CHAPTER

8

Barrels of Fun!

See those fuel drums standing upright at the top of the ramp? See those Sydsepia ascending the slope towards Wayne's position? Press the B Button to knock the barrels over and send them rolling down the hill and quickly shoot them with the Machine Gun to detonate them as they roll into the Sydsepia.

Proceed down the ramp to the large multi-level room up ahead. Head counter-clockwise around the perimeter of the main level, using the Machine Gun to blast the Genessa and Sydsepia along the way. Proceed through the tiny corridor in the southwest corner to the platform outside where Wayne will find a GTF-11. Climb aboard and immediately use its Gatling Gun to destroy the pair of Raibee. Equip the Rocket Launcher and blast through the metal door to reenter the main room.



ENEMY INTEL

NEEGAL

The Neegal is a species of Akrid that resembles a scorpion. It is larger than a Dongo and possesses significant leaping ability—it's not uncommon for a Neegal to suddenly leap out of nowhere and attack. The Neegal's main method of attack is its lengthy curved tail. It swings its tail back and forth above its body then strike with lightning quickness. Although the tail of the Neegal doesn't look extremely long, it can rapidly extend to two to three times its length!

Height	5800
Width	9200
Special Functions:	N/A

The Neegal has two primary spots of weakness on its body: Thermal Energy at the base of its tail and also on its back. Although it's possible to use traditional weaponry to slowly rupture either of these Thermal Energy deposits, it's considerably more efficient—and safer—to rely on explosives. And when it comes to dealing with Neegal, the bigger the bang the better!



On the bottom floor of the multi-level room before heading into the next canyon. It's in the southeast corner, between the red containers.

TARGET MARK



Shoot the Target Mark and exit the Vital Suit to move on foot to the GAB-25M near the door. Use its powerful Vulcan Laser to destroy the Neegal that jumps through the door to attack, then take a moment to get familiar with its various controls.



Be sure to take care when fighting the Neegal as they are masters of playing opossum! Upon suffering damage, the Neegal often acts like it has been killed so as to draw Wayne closer to it. Switch to the Machine Gun and fire on it from afar. Keep this up until its charred body crumbles and there is no doubt as to its status.



8

SYDSEPIA

These hot-climate Sepia live close to the thermal vents and lava tubes on E.O.P. III and are the most aggressive and resilient of all Sepia species. These yellow-headed Sydsepia open their three-bladed head and lunge forward at Wayne in attempt to bite him. But that's not all they do! If left to their own devices, these Sydsepia spew hot chunks of molten rock at their prey! Be sure to take them out quickly and decisively before they begin to overrun your position!

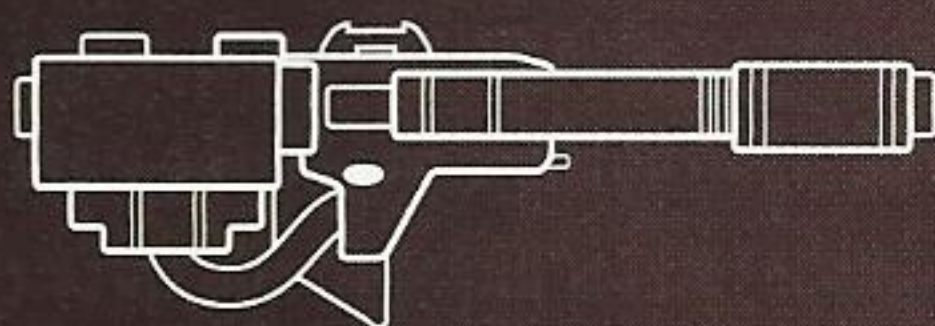
Height	2900
Width	2900



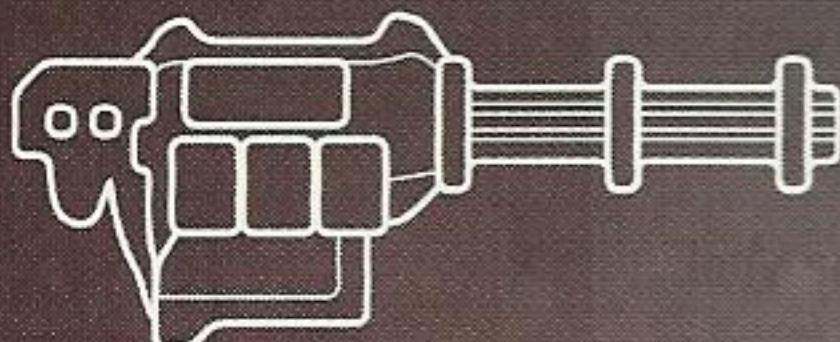
Vital Suit: GAB-25M

COODENAME: CAKTI

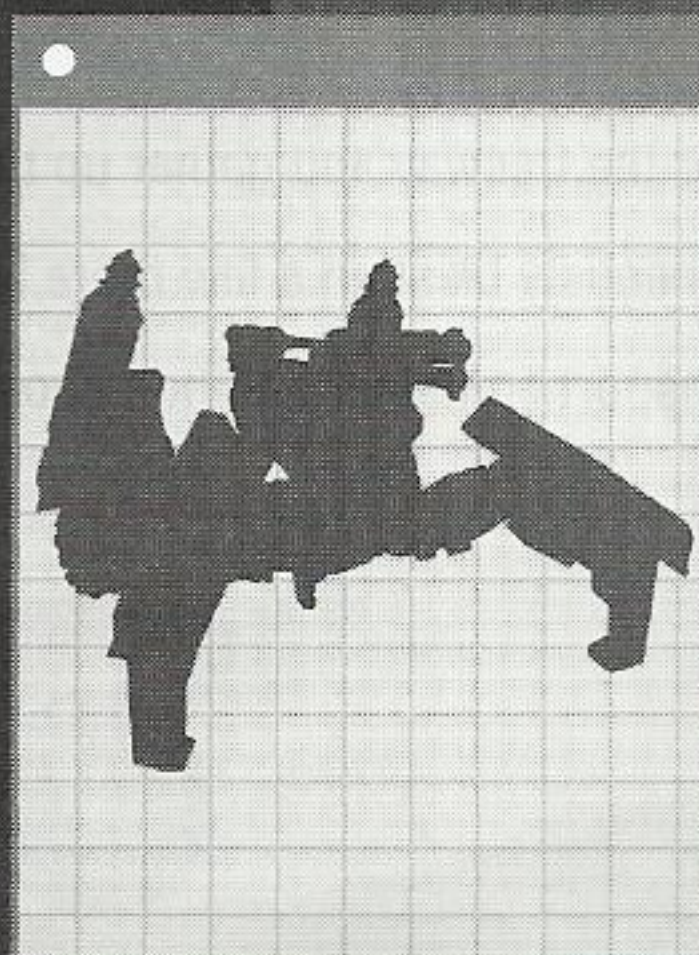
CANNON-VS



LASER VULCAN-VS



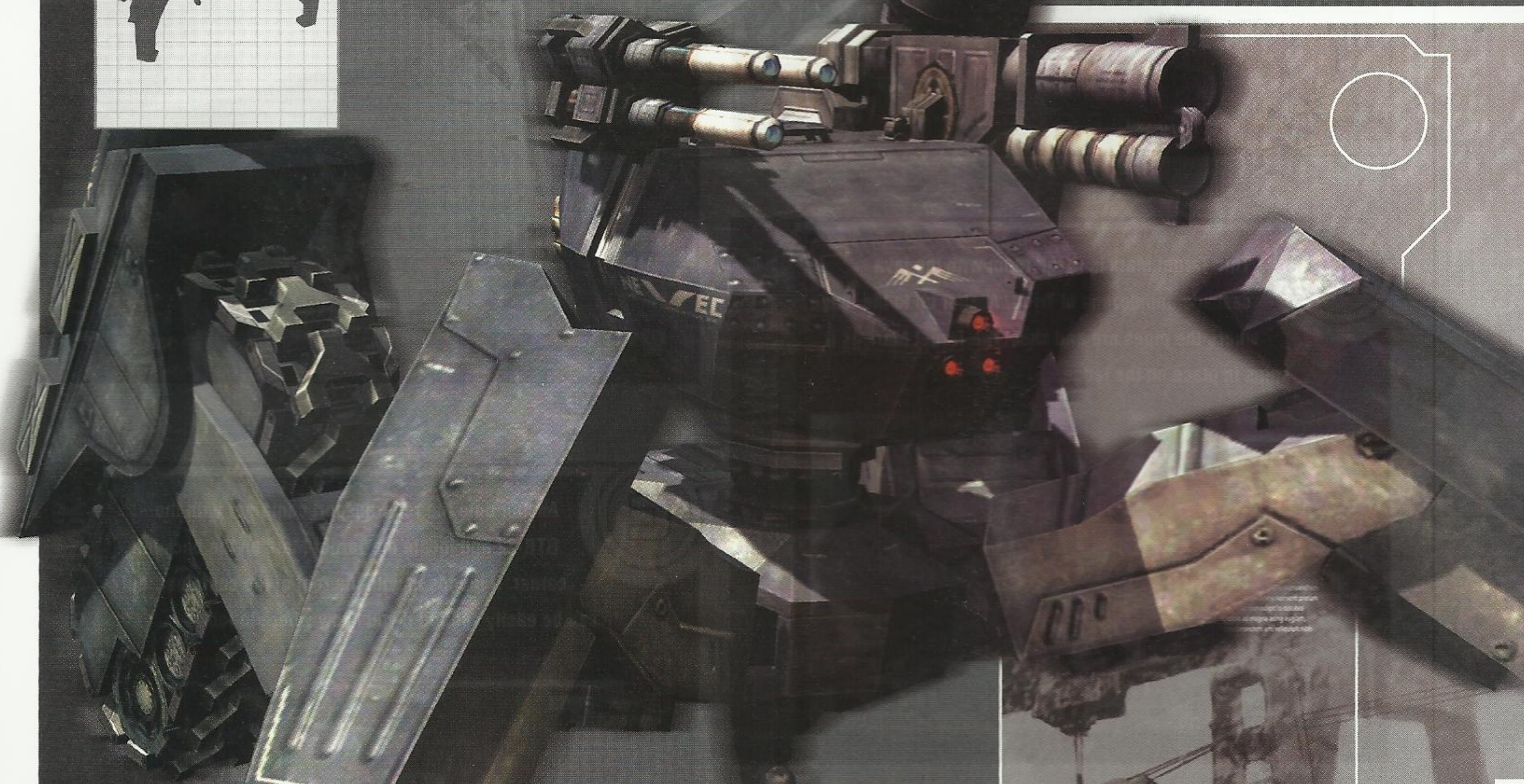
ARMAMENT



Height	4300
Width	6300
MpKT	9

Special Functions: Transform into Tank, Drill, Drill Dash, Sliding Dash, Hovering

Wayne knows all too well the offensive firepower of the GAB-25M after the previous mission! This unique Vital Suit can transform from a four-leg walking Vital Suit into a fast-moving, highly agile tank. Unlike other Vital Suits, the weaponry on the GAB-25M is fixed, Wayne cannot pick up or drop the Cannon or Vulcan Laser in favor of other weaponry.



That said, this is a powerful weapon layout and one any VS pilot would be happy to have at their fingertips. In its VS mode, the GAB-25M can perform the basic Sliding Dash and Hovering maneuvers that many of the other Vital Suits can do, but it has the added ability to transform into a tank. Press the Y Button to transform. As a tank, the GAB-25M runs on treads and has the ability to spin and turn in place. Also, the massive drills above each tread make it possible to bore through enemies and doors! Press the Right Trigger to fire up the drill or, for an added bonus, press the X Button to perform a Drill Dash attack.

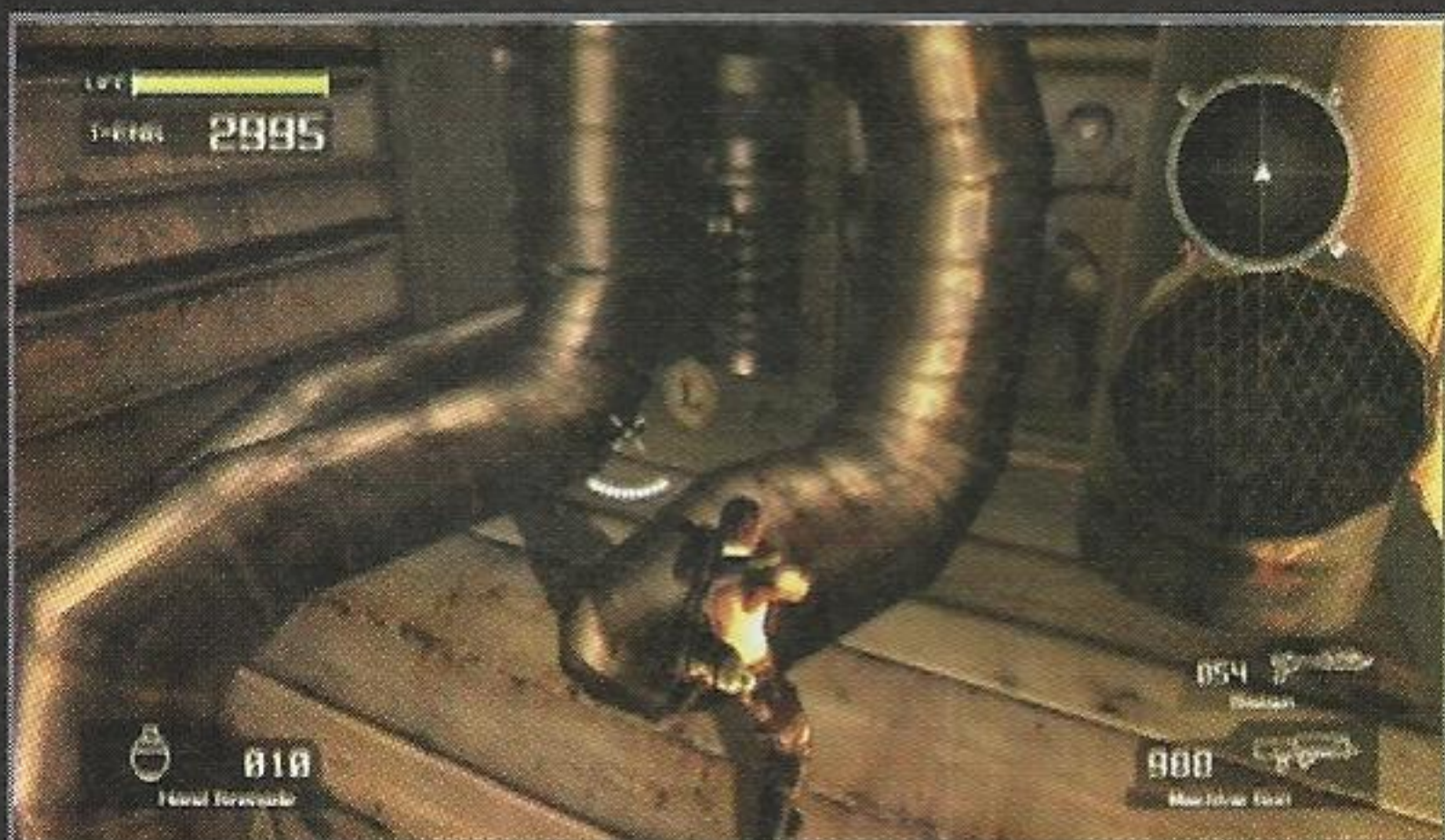
Drive the GAB-25M through the doors and down the road to the Data Post up ahead. From there, it's just a short drive to the doors leading into the facility.

HIGHWAY TO HELL

Drill through the doors up ahead and carefully side-step with the GAB-25M into the room with the lava cascade and dozens of Trilid. Immediately open fire with the Vulcan Laser and, once the numbers of Trilid have been diminished, fire a pair of Cannon blasts at the Genessa on the ceiling. Hold your ground in the Vital Suit and clear the room of Akrid before hopping out to get to the Target Mark.



This Target Mark is in the room with the lava cascade and dozens of Trilid. Anchor up to the ledge where the pipes are and shoot the Target Mark as it spins in place on the ledge.



TARGET MARK

Pilot the GAB-25M out the other side of the room and onto the ruined freeway. Wayne comes under attack from a Raibee and a Godon as he makes his way towards the Data Post on the left. Destroy the Raibee first and then try to lure the Godon towards the doorway leading back inside. If lucky, the Godon will curl up and speed right through the doorway right into the lava inside the previous room.

Defensive Parking

Exiting the VS to activate a Data Post is a risky proposition, but one that is necessary if Wayne is to keep his Thermal Energy levels high. Fortunately, he can often park the VS close to the Data Post so as to shield him from enemy attacks while he's activating it. This is especially true in situations where the Data Post is near a wall—park the VS close to the Data Post and two of four sides will be covered!

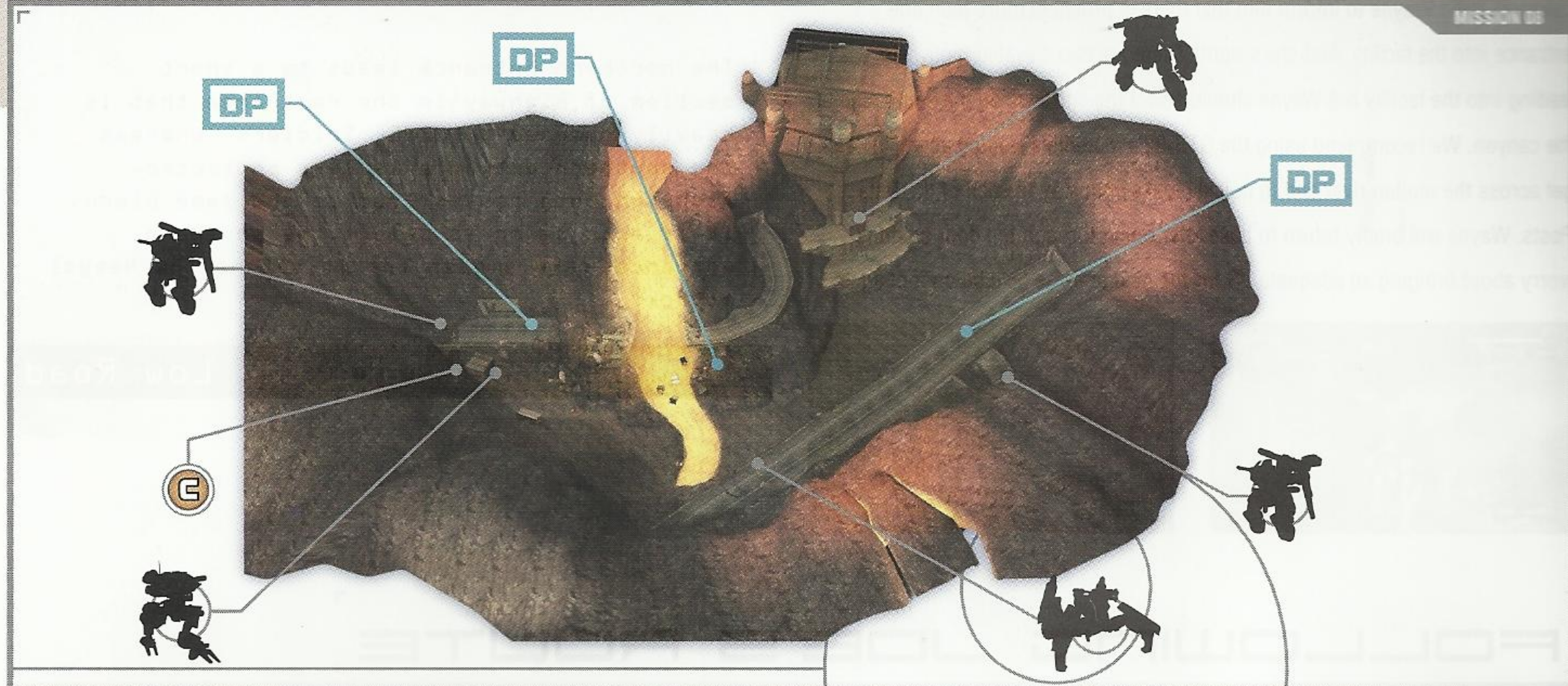
Crawl down the rock face to the canyon under the freeway and gather up the Thermal Energy from the tanks while simultaneously blasting a few more Neegal to pieces. Shoot open the door to the red transport container and hop aboard the GTB-22 inside.



Anchor onto the red transport container with the GTB-22 and locate the Target Mark on the back left corner. It blends in with the roof of the container, but can be easily spotted if you know where to look.



TARGET MARK

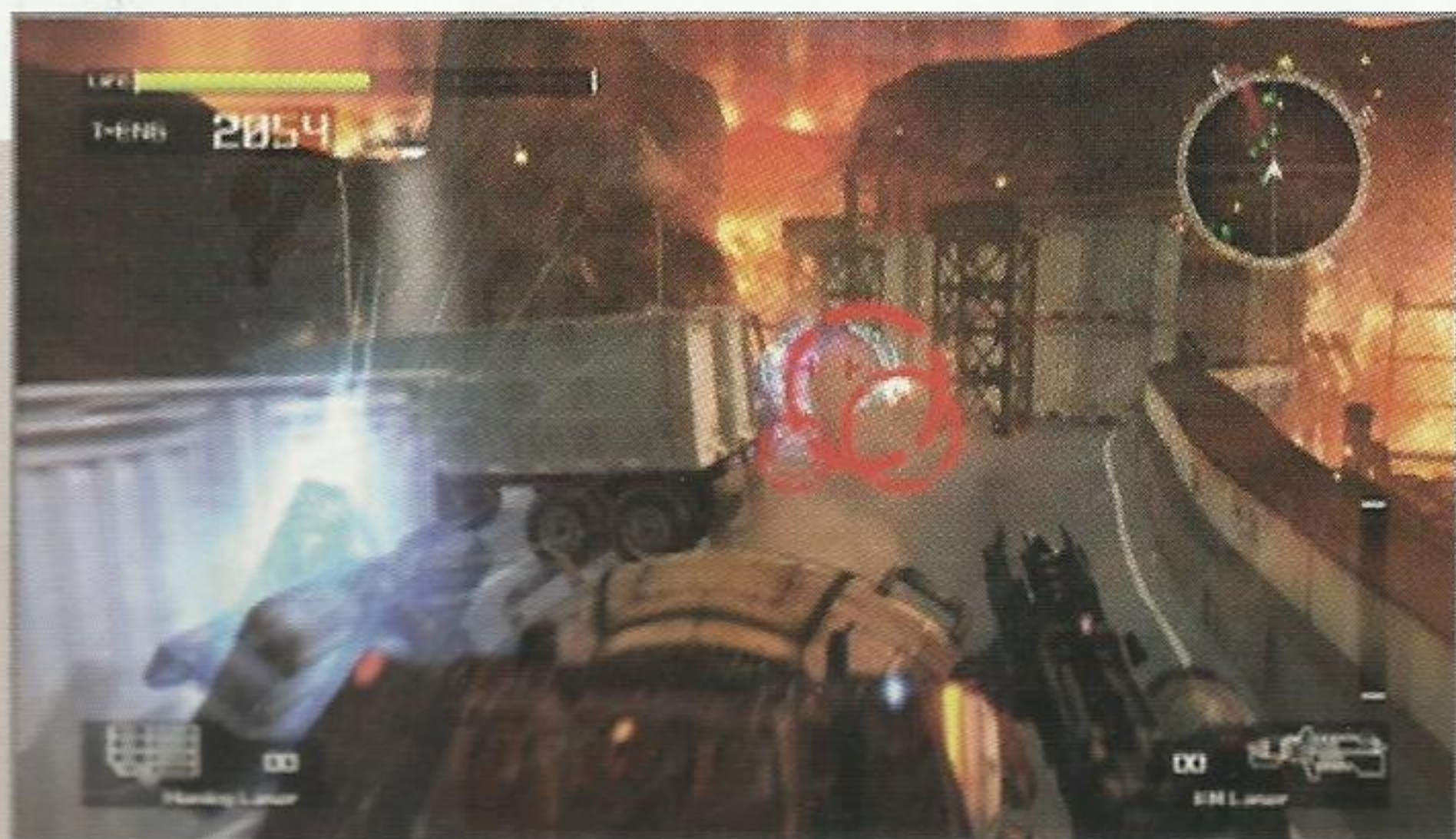


MOLTEN INTERSECTION

Toss a few Hand Grenades around the corner of the trucks near the starting spot to destroy the Cyclops milling about. Climb aboard the GTB-22 at the edge of the tunnel and leap over the edge of the highway bridge onto the rocks to the left. Swap out the Shotgun for the Rocket Launcher and use it to destroy the base of the platform that the Vital Suit near the lava is perched upon. With it destroyed, blow open the door to the nearby transport container and leave the GTB-22 in favor of the PTX-140 with the EM Laser and Homing Laser.



Cross the lava via the bridge and destroy the other Vital Suit in the area. Scour the northern area under the highway and loop back around to the main roadway and activate the Data Post. Follow this highway south towards the trailers in the distance. Several NEVEC Soldiers will try to stop Wayne's advance in this area, as will a pair of Vital Suits, but the wealth of available Vital Suits and VS weaponry make it worth the risk.



Cross the bridge over the lava to the east and Anchor up to the tilted bridge supports on the right. The Target Mark is on top of the platform.



TARGET MARK

Homing Laser Avoidance

Many of the enemy Vital Suits in this area are equipped with Homing Lasers. Although there is no foolproof way to avoid being hit by the lasers once the pilot of the VS has a lock on your position, there is a way to reduce the odds of being hit. When you notice an enemy equipped with Homing Lasers, quickly rush towards it. Homing Lasers fly in a pretty shallow arc and have difficulty hitting targets at close range.

N

This Target Mark is atop the metal non-highway bridge in the southern section of the lave canyon.

Leap down onto the top of the bridge structure from the highway above.



TARGET MARK

Gradually make your way to the entrance tunnel in the northern corner of the canyon. There is a GAB-25M inside the tunnel serving as a last line of defense, so be prepared to battle! Stay on the stairs outside the tunnel to expose as little of the VS as possible and use hit-and-run tactics to destroy it. Once inside the tunnel, approach the hole in the floor and shoot the Cyclops hovering in the chute. Activate the Data Post and descend into the chute with the VS.

INSIDE THE FACILITY

Swap out one of your Vital Suit's weapons for the EM Laser on the platform leading out of the trench and immediately rush forward towards the two enemy Vital Suits in the room beyond the corridor. Deliver as much damage to these two Vital Suits as possible in your current VS so as to leave the PTX-140 in this room in perfect condition for later battles. Collect all of the Thermal Energy available in this room from the destroyed enemies, storage tanks and, lastly, the Data Post in the entrance.



Push on into the next room and, once again, try to destroy the Vital Suits in this area without having to go and get the PTX-140. Leap onto the ledges on the left to acquire the pair of Rocket Launchers—used jointly, the Rocket Launchers and EM Laser together can bring down just about any Vital Suit in the NEVEC force. Best of all, it's possible to use these weapons from such long range that the opposing VS won't even be able to muster an attack!



Once ready to advance to the final area in this section of the Lava Dome facility, head back to the previous room and remove the Rocket Launcher and EM Laser from your current VS. Climb aboard the PTX-140 and swap out its initial weapons outlay for those you removed from the other VS. Now head up the stepped-ledges in the next room to fight NEVEC's latest creation.

O

Head towards the final room while facing to the right and looking into the enormous ventilation shafts where the fans are. The final Target Mark for this mission is behind the blade on the second fan.



TARGET MARK

CHAPTER

8



GAB-25DM AND GAB-25M X3

GAB-25DM

Height	17,600
Width	17,000
MpkT	11

GAB-25M

Height	4,300
Width	6,300
MpkT	9

As Wayne enters the interior of the Lava Dome, he soon realizes that there are three GAB-25M Vital Suits in the room with their engines running, but what he doesn't see is the massive GAB-25DM lurking out of sight. This behemoth of a Vital Suit dwarfs the GAB-25M and outclasses it in power, armor, and weaponry. Not only is it nearly three times the size of the GAB-25M, but it can—and will—easily topple the large columns in the center of the room.

In order to effectively deal with the giant in the room, Wayne must first destroy the three lesser enemies first. Use the Rocket Launcher and EM Laser to defeat the GAB-25M Vital Suits first, preferably from atop the ledge where you first enter. The EM Laser briefly paralyzes the electronics in the Vital Suit, thereby guaranteeing a stationary target for the Rocket Launcher follow-up attack!



BOSS ATTACK TECHNIQUES

Vulcan Laser

Dmg. Inflicted Moderate

This is its most common attack and its rapid firing rate makes it tough to avoid. Being hit with the Vulcan Laser will cause Wayne's VS to momentarily stutter.

Missile Launcher

Dmg. Inflicted Severe

Be sure to dodge these rapidly firing, but slow-moving missiles. They are much larger than those previously encountered.

Cannon

Dmg. Inflicted Severe

The massive Cannon installed on its tank form is extremely destructive, but can only fire straight ahead. Be sure to strafe away!

Slam Attack

Dmg. Inflicted Moderate

Stay clear of the GAB-25DM when it lifts into the air and begins to Hover as it will attempt to land on top of Wayne, thus causing moderate damage.

Drilling Charge

Dmg. Inflicted Moderate

Dash out of the way or hide on the other side of a container when it transforms into a tank. Its drilling charge attack causes mass damage.

By the time you are ready to take on the larger and far more deadly Vital Suit, it will have likely collapsed at least one if not all three of the columns in the center of the room. This is a good thing, as the center one had a VS Grenade Launcher under it. Swap out the spent Rocket Launcher in favor of the Grenade Launcher and begin the assault. Use the EM Laser to briefly paralyze the GAB-25DM and hit it under its belly with a blast from the Grenade Launcher. Note that you should only try this while it is in its VS form and not when it is in its tank form, as the tank is highly armored and can only be damaged from behind.



The more damage the GAB-25DM takes, the more frequent its attacks become. Wayne has no choice but to use the PTX-140's Dash and Hovering ability continuously in hopes of evading the powerful missiles and cannon blasts from the enemy. Fortunately, there is plenty of extra Thermal Energy to fuel this need. Leap onto the ledge on the right-hand side of the room and destroy the storage tanks there to gain plenty of extra juice.



The key to winning this battle, aside from staying on the move at all times, is to conserve your powerful explosive weaponry until you are sure of a clean shot. Don't waste ammunition shooting at the GAB-25DM while it is in its tank form, unless you manage to get a clear shot at the underside of its rear end. Similarly, use the EM Laser to stop the mechanical monstrosity in its tracks before firing the Grenade Launcher or Rocket Launcher at it. Lastly, there are two additional PTX-140 Vital Suits on the ledge near the storage tanks. Watch your current Vital Suit's damage meter and start making your way in that direction when it looks as if Wayne is going to have to eject. Quickly Anchor up to the ledge and board another VS before the GAB-25DM unloads on Wayne's unprotected body.



> 0099

CONTACT I

BOLSEPIA

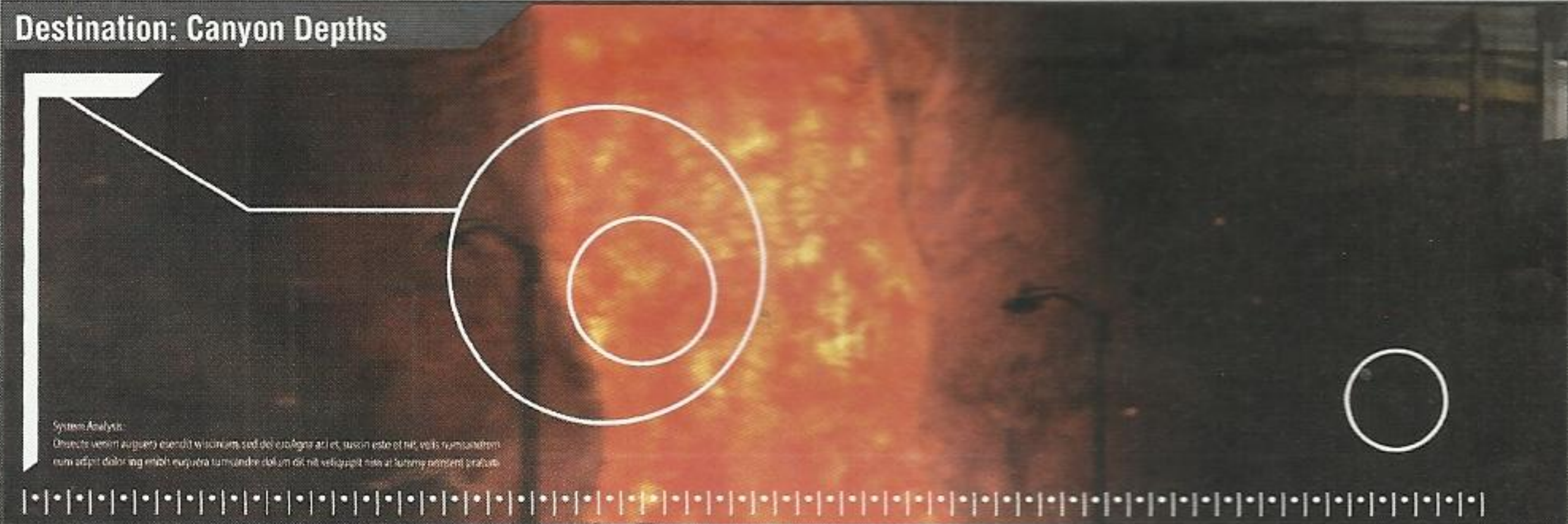
These red-colored members of the Sepia family are easy to kill, but they erupt with molten lava when destroyed. Stay clear of them!



Objective

Investigate the source of the large thermal energy signature underground. Return to the canyon and find a way to get down below. At the bottom awaits the thermal energy source.

Destination: Canyon Depths



System Analysis:
Observe the energy signature and the location of the source. The source is located in the canyon depths. The energy signature is located in the canyon depths. The source is located in the canyon depths.



File	VS Model	L. Weapon	R. Weapon	Special Functions
	GAN-34	Shotgun	Gatling Gun	Sliding Dash, Hovering
	GAN-37	Rocket Launcher	Gatling Gun	Double Jump, Long Jump, Smoke Screen
	GAB-25M	Cannon	Vulcan Laser	Transform Into Tank, Drill Dash, Drill, Sliding Dash, Hovering
	GAN-37	Homing Laser	Gatling Gun	Double Jump, Long Jump, Smoke Screen
	GAN-34	N/A	Gatling Gun	Sliding Dash, Hovering
	PTX-140	Gatling Gun	Gatling Gun	Dash, Hovering, VS Saw
	GAB-25M	Cannon	Vulcan Laser	Transform Into Tank, Drill Dash, Drill, Sliding Dash, Hovering
	GAN-37	Shotgun	Gatling Gun	Double Jump, Long Jump, Smoke Screen
	PTX-140	Rocket Launcher	Gatling Gun	Dash, Hovering, VS Saw



SITUATION REPORT I



Not knowing what NEVEC was up to or where they were headed next was starting to frustrate Wayne and Luka. They were tired, especially Wayne, and the magnitude of what they were up against was really starting to weigh on their nerves. Fortunately for them, Joe has an idea. There is a subterranean area beneath the canyons that contains enough Thermal Energy to fuel NEVEC for years. The processing plant in the area was abandoned several years ago. There's likely to be a sizable Akrid population in the area, but that's a risk worth taking if it means slowing the progress on the Frontier Project.







TARGET MARKS I



The Target Marks in this mission spell out the word "Rainbow". There are 7 Target Marks in this mission.



- 




On the edge of the highway bridge where it ends at the lava river. This is the highway on the north side of the canyon.
- 


In the lava-less trench beneath the floor inside the building. Look in the west corner after going inside.
- 


On the ledge next to the GAM-37 in the caves. This is not far from the initial entrance. Head left at the fork.
- 


This Target Mark is near the spotlight on the ledge of the cave room with the GAN-34.
- 


Near the light on the ground in the curved section of cave leading up from the boulders to the floor of the processing plant.
- 


Behind the storage tank in the two-level room at the end of the narrow slot passageway.
- 


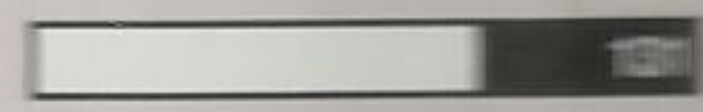
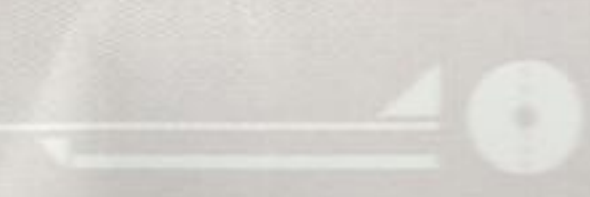
In the processing plant, before the boss battle. It's on the floor of the open transport container near the sloped room.

T-ENG COLLECTION STRATEGY

Wayne's success in this mission will very much depend on his ability to collect enough Thermal Energy to stay alive. Although Data Posts and storage tanks will help to keep him fueled, it may not be enough. Wayne must make sure avoid taking too much damage and must also move efficiently when using the larger Vital Suits as they can consume Thermal Energy with extreme speed.

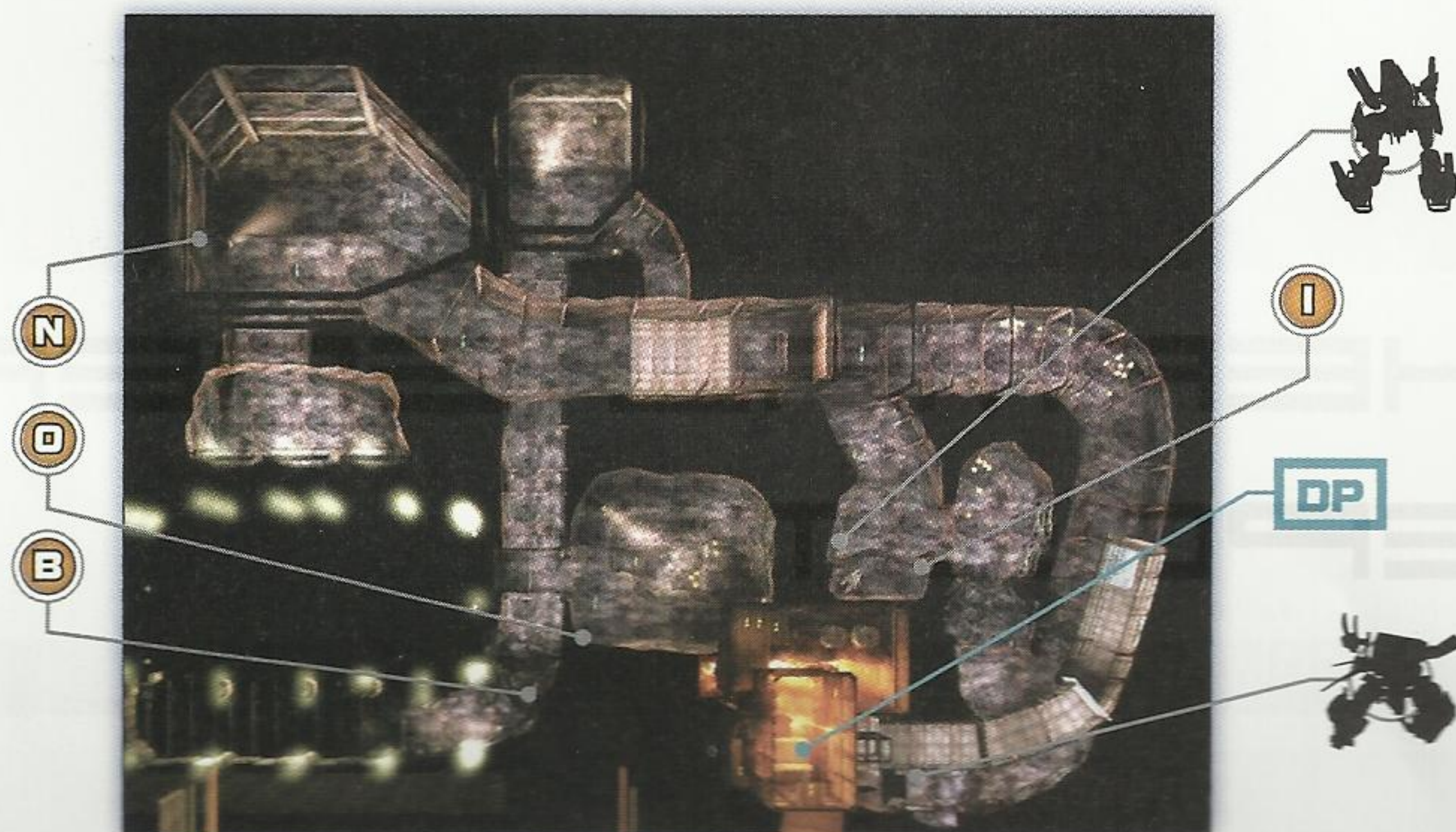
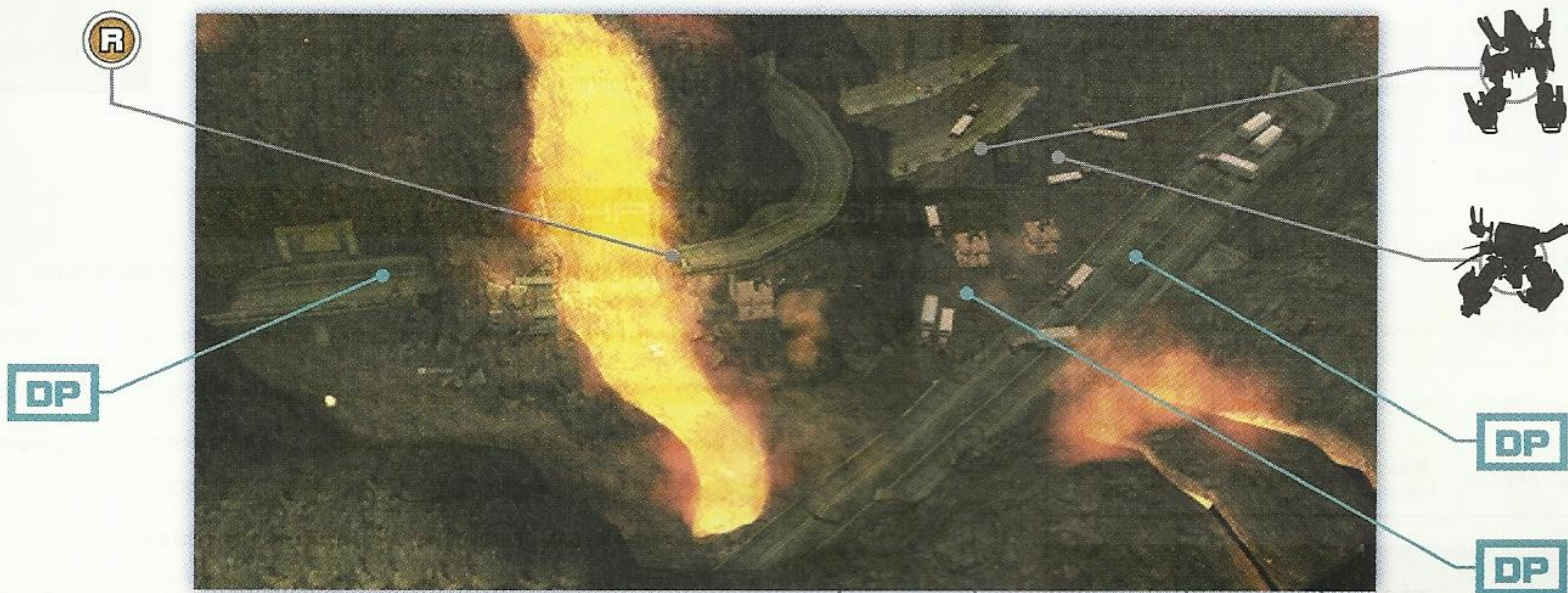
THERMAL ENERGY DEPOSIT

MISSION: 09



RETURN TO THE CANYONS

MISSION 09



BACK ACROSS THE HIGHWAY

Wayne emerges from the Lava Dome facility on the highway where he fought so hard to survive the onslaught of NEVEC and Akrid forces. Now he's without a Vital Suit (for the time being) and while there aren't any Akrid, the number of NEVEC Soldiers is overwhelming. Start the trek across the highway by slipping between the eighteen-wheelers and putting the Hand Grenades and Machine Gun to use against the first wave of NEVEC Soldiers. Look for one to drop either the Rifle or Plasma Gun and immediately use it to snipe those further off—especially the NEVEC Soldier with the Rocket Launcher!



Activate the Data Post and approach the gap in the guardrail on the side of the bridge. Using either the Plasma Gun or Rocket Launcher, set to destroying as many of the Vital Suits in canyon between the two highway overpasses as you can. Focus on the Vital Suits on the raised platforms first, then take out the Turntables on the ledges to the east.

Use the trucks and containers for cover and stay on the highway until you've sufficiently reduced the enemy forces in the canyon.



When you're ready to make a run for a VS of your own, leap down from the highway bridge and head northwest towards the lava river. Destroy the storage tanks under the highway and continue battling the Vital Suits and NEVEC Soldiers with the Plasma Gun and Hand Grenades. There are several VS weapons on the ground under the eastern overpass; pick up the VS Rocket Launcher and use it to finish off any Vital Suits giving you trouble.

Anchor onto the double-decker platform nearest the lava river and, from there, Anchor onto the northern highway. Shoot the first Target Mark and head east around the bend towards the closed gate. Leap over the guardrail and onto the ledge to the right. Use the Machine Gun to kill one of the Turntable operators and climb aboard. Use the Turntable's powerful missiles to further take on any remaining Vital Suits, then continue down to the canyon floor.



The first Target Mark is on the edge of the northern highway nearest the lava river. Shoot it from atop the road surface or snipe it from afar.



TARGET MARK

CHAPTER

9

Break open the door to the large transport container to the south and climb aboard either the GAN-34 or GAN-37 inside. Immediately secure the area around the Data Post and activate it before running out of Thermal Energy. The VS will likely have sustained substantial damage from the NEVEC Soldiers and their Energy Guns so swap it out for the other one in the container and ascend the step-like ruins of the first highway overpass. Follow the roadway to the far end of the canyon, past the lava river.



VS Cannibalization

Since Thermal Energy is going to be at a premium in this particular mission, Wayne ought to destroy the Vital Suits he doesn't plan on using. A destroyed VS often leaves several hundred units of Thermal Energy behind and that could spell the difference between success and failure in this mission.

Watch out for the pair of enemy GAN-37 Vital Suits on the far side of the lava and quickly scamper up the rocks to the road surface above. Activate the Data Post if the coast is clear and head inside. Wayne quickly notices that the lava that was flowing through the facility earlier is nowhere to be found. There's no telling why this is the case, but thanks to this coincidence Wayne can access the lower area of the processing plant.

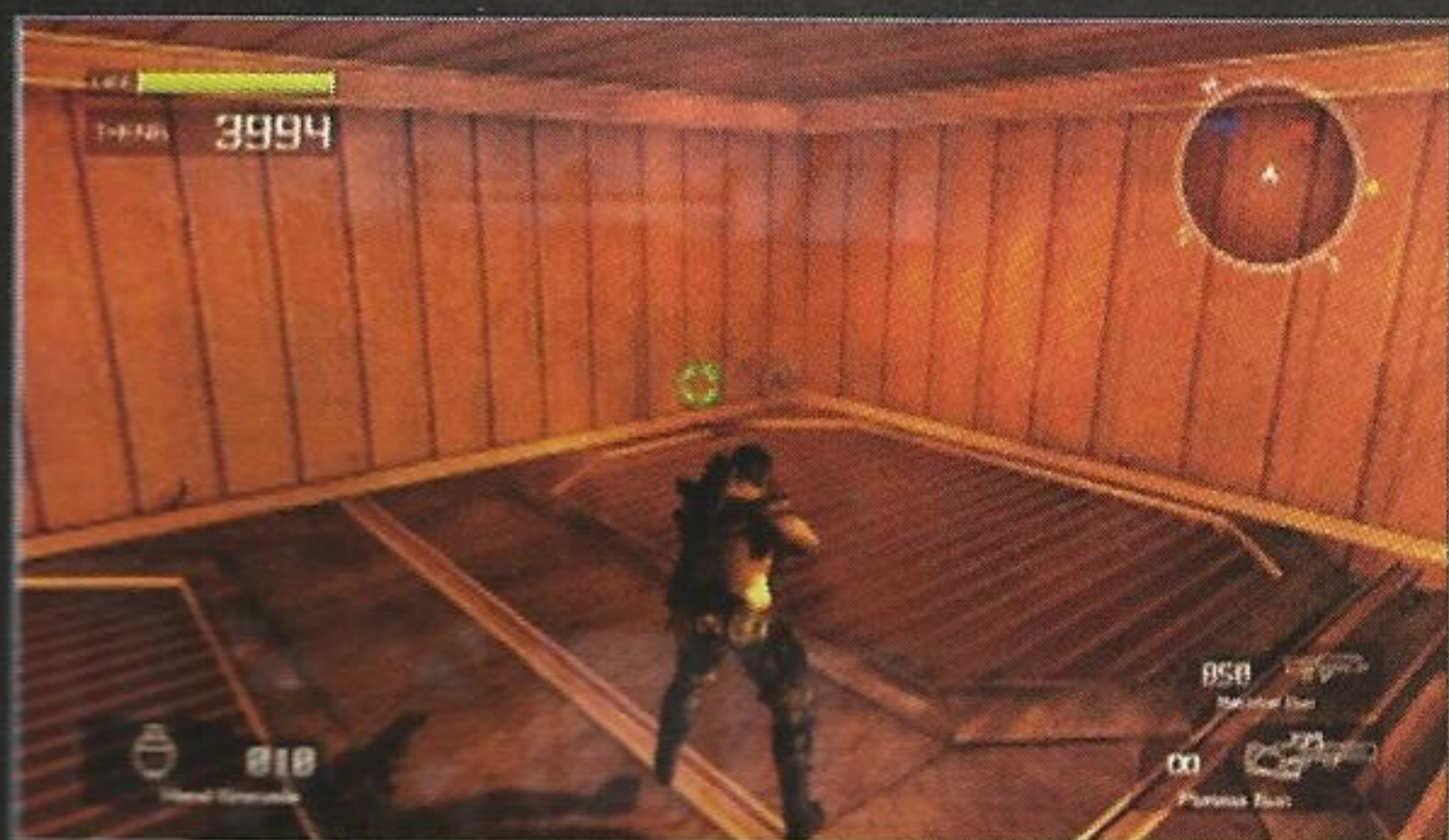
THE MOLTEN DESCENT

Wayne won't be inside this outer Lava Dome area for more than a few seconds before he is attacked by a Jellon. These larger relatives of the Jellon behave in a similar fashion, only they are more aggressive. Cross the room where the lava cascade used to be and round the corner to the next area. Quickly snipe the NEVEC Soldiers in the distance, then set to clearing out the Jellon. The Plasma Gun can accomplish both of these tasks in short order. Drop into the trench in the center and follow the curving ramp downwards underground.



Enter the area where the lava cascade used to be flowing and drop into the red-glowing trench on the left. Head to the west corner of this metal chamber to find the Target Mark.

TARGET MARK



The curved ramp will lead to a vertical chamber that is filled to the rim with Sydsepia and Jellon. Immediately set to the task of clearing out the Genessa from which the Sydsepia are emerging. Once the top portion of the shaft has been cleaned of Akrid, Anchor to the Data Post, activate it, and Anchor across to the next ledge down.



Most of the lava has left the facility, but not all of it! Wayne must be careful to not just dive into the unknown depths of this shaft, as there is a river of lava flowing through the center of it at the bottom. Carefully rappel downwards or move from ledge to ledge to descend under control.

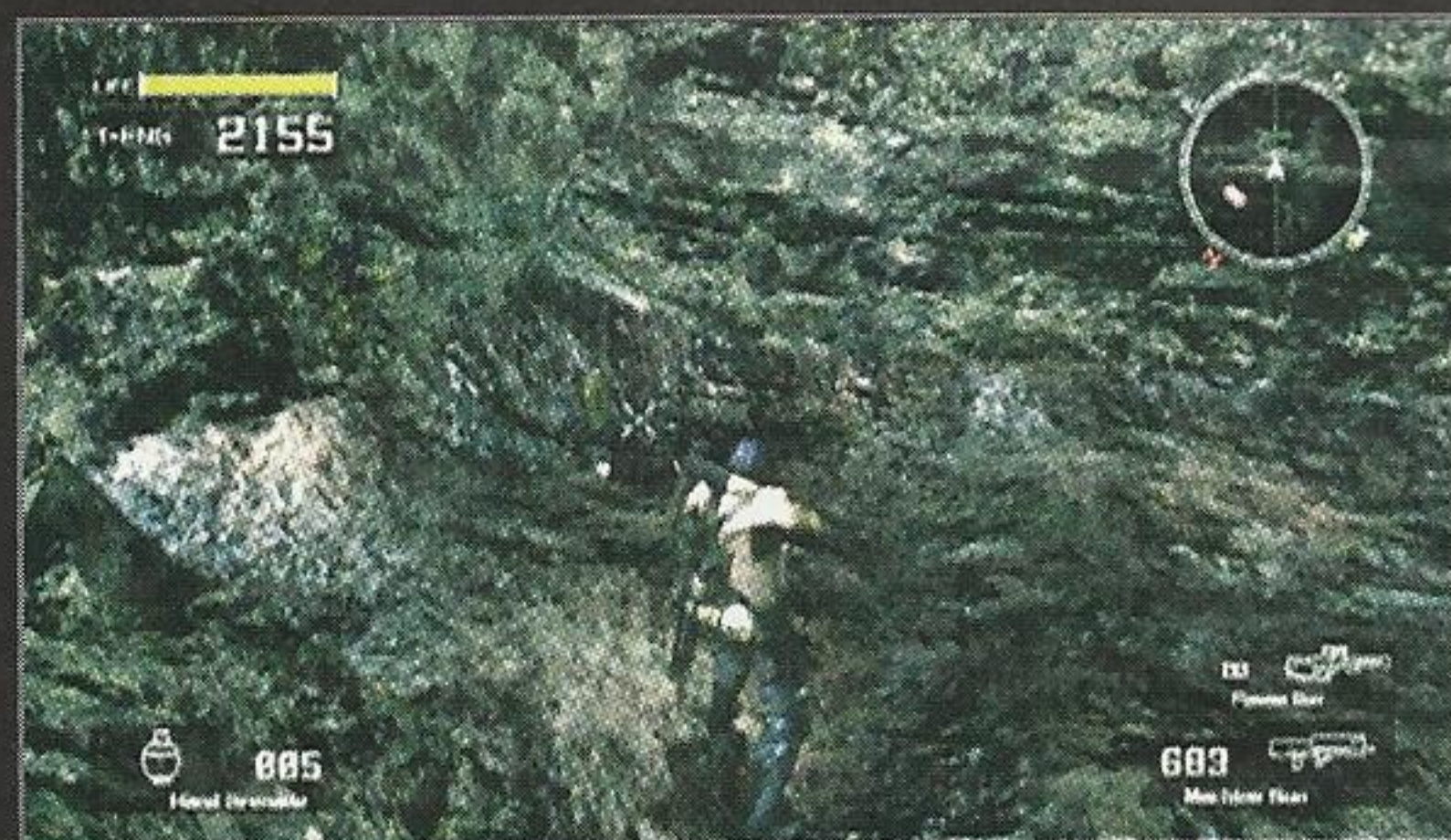
Lava Alert!

Thermal Energy Conservation

The GAB-25M is a wonderful Vital Suit to use, but its Vulcan Laser consumes a *lot* of Thermal Energy! Try to refrain from using it as much as possible and, instead, rely on the drilling abilities and Cannon to fight the Akrid.

I

Head left at the initial fork in the cave and Anchor up to the ledge near the GAM-37. The Target Mark is on the ledge to the left of the Vital Suit.



TARGET MARK

The two paths come back together up ahead and a Godon and infestation of Bolsepia will serve to make Wayne's progress much more difficult. The narrow width of the tunnel doesn't help matters, either. Transform to the GAB-25M's tank form and press the X Button to perform a Drill Dash straight through the hordes of Akrid.

DRILLING THROUGH THE MINES

Climb aboard the GAB-25M at the bottom of the vertical shaft and leave it in its tank form. Use the Right Trigger to work its extendable drill bits to bore through the pile of boulders blocking the entrance to the caves. The path up ahead forks in two directions—don't worry about getting lost, as they both loop back to the same place. Take the left-hand tunnel to save some backtracking and cut through the room ahead to the one to the left. Hop out of the GAB-25M and Anchor up to the ledge to get the Target Mark but pass up the GAM-37 located here for now.

N

Just past the narrow corridor with the Bolsepia. This Target Mark is near the spotlight on the ledge in the room with the GAM-34.



TARGET MARK



CHAPTER

9

BOLSEPIA

Bolsepia are similar in ways to the Sydsepia, only instead of shooting small fiery projectiles at Wayne they burst open when destroyed. Bolsepia have large red heads and are the same height as the other Sepia creatures. Although they are not difficult to kill, the molten lava that splashes from their ruptured bodies is very harmful.

Height	2900
Width	2900

Wayne must take care when fighting Bolsepia in close-quarters. Avoid using the Machine Gun on the Bolsepia at close range, as the gun is powerful enough to kill them, but not to knock them back. The Shotgun is a much better choice, as it will knock the Bolsepia backwards a bit while destroying them, thus giving Wayne some clearance from their painful innards. If the Shotgun isn't available and the Bolsepia are swarming your position, consider Anchoring up to a ledge or ceiling and shooting the creatures while suspended above them.



Shoot through the rolling group of Dongo and descend the multi-level cavern near the spotlight. Exit the GAM-25 and climb aboard the GAN-34 near the pods of Thermal Energy growing on the floor and continue south through the next corridor. The GAN-34's Gatling Gun should have little trouble with the Skalt growing there, so open fire and keep on marching forward.



This Target Mark is behind the storage tank on the upper level of the room beyond the narrow passage to the east. Beware the many Bolsepia when looking for it.



TARGET MARK

CHAPTER

9



Continue to use the GAB-25M and bore through the pile of rocks in the distance. Start up the ramp to the room above and turn around. The Target Mark is on the floor near the light.



TARGET MARK

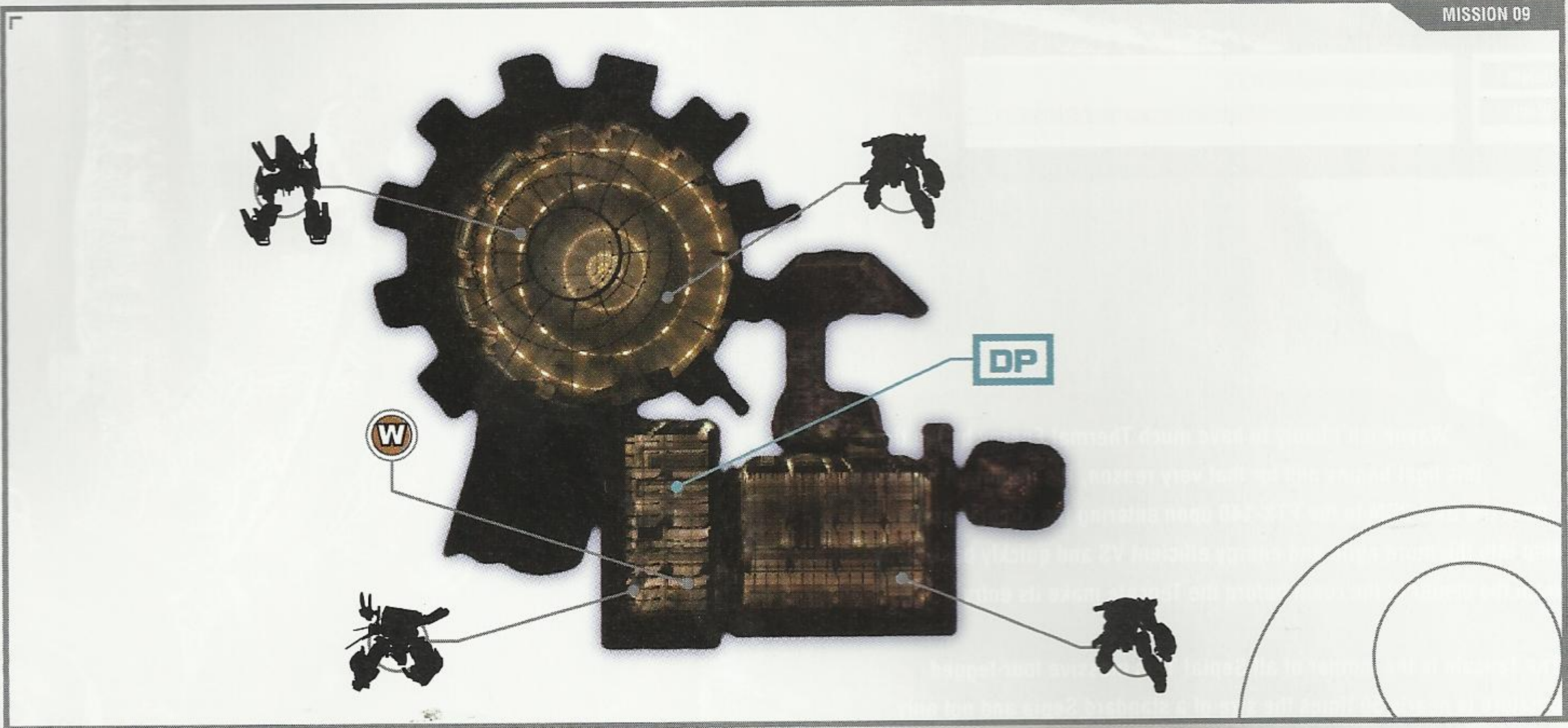
Use the GAN-34's skinniness to slip through the narrow passage to the larger room to the east. Blast through the swarming Bolsepia to get the Thermal Energy and nearby Target Mark. Shoot the metal door off its hinges to exit the network of mines.

Keep the Godon Out!

The boulders blocking the underground route to the ramp leading up to the processing plant serves to keep the Godon locked away underground. Instead of opening it, head around with the GAN-34 and shoot through the metal door. Once in the processing plant, cross the floor to the west and locate the ramp leading underground. Take a few steps and shoot the Target Mark on the right. Should you mistakenly drill through the boulders and free the Godon, consider leaving the GAB-25M in the tunnel to block it from escaping and head back around on foot to the GAN-34.

IN SEARCH OF A THERMAL SIGNATURE

MISSION 09



INSIDE THE PROCESSING PLANT

Continue using your current VS to squelch the advancing gaggle of Jellon and exit the VS. Anchor up to the platform where the large red container is and burst it open with the Machine Gun. Climb into the PTX-140 and follow the walkway straight ahead to the storage tanks in the distance—it's time to fuel up!



Round the corner to the next room and drop to the floor below. Shoot the Target Mark in the open container on the left and shoot open the container on the right to gain access to another GAB-25M. Activate the Data Post on the walkway in the center of the area and quickly blast through the hordes of Bolsepia and Thermal Energy sacs en route to the main room—and the Thermal Energy Signature.

W

In the back left corner of the open transport container in the last area before the boss battle. This is the room with the Data Post on the elevated bridge.

TARGET MARK



CHAPTER
9



TENCALE

Height	32,400
Width	45,000

Wayne isn't likely to have much Thermal Energy by the time this fight begins and for that very reason, it's important to switch from the GAB-25M to the PTX-140 upon entering the circular arena. Hop into the more agile and energy efficient VS and quickly back away from the center of the room before the Tencale make its entry.

The Tencale is the mother of all Sepia! This massive four-legged creature is nearly 50 times the size of a standard Sepia and not only has the ability to crush Wayne with a single well-placed stomp, but it can also utilize a sticky spider web to feed Wayne to its Bolsepia offspring. To avoid these unpleasanties Wayne must keep to the outer reaches of the arena and stay on the move at all times in an effort to continuously circle-strafe around the Tencale.

The only way the Tencale can be harmed is by shooting the massive Thermal Energy deposit atop its head. Unfortunately, the creature is so tall that not even the high-flying GAN-37 can reach it. No, in order to get a shot at the creature's weakest point, Wayne must first take out its legs. Each of the Tencale's four giant spindly legs has a large Thermal Energy deposit at the knee. Open fire on these orange joints to sever the leg. Not only does this spill some much-needed Thermal Energy onto the floor, but it also destabilizes the Tencale. Severing any two legs will cause the Tencale to fall to the floor.

The Tencale writhes about on the floor in agony while it regenerates new legs. Ignore the sprouting legs and quickly leap to the sky and use the Vital Suit's Hovering (or Double Jump) ability to stay aloft long enough to unload on the large Thermal Energy deposit on the creature's head. With practice, Wayne should be able to fire off numerous rounds from the Gatling Gun and

either two rockets from the Rocket Launcher or as many four or five blasts from the Shotgun. But you must act fast as the Tencale will be up and about on new legs in as little fifteen seconds.



BOSS ATTACK TECHNIQUES

Bolsepia

Dmg. Inflicted Low

The Tencale gives birth to dozens of Bolsepia during the battle. They're molten explosion can cause minor damage.

Spider Web

Dmg. Inflicted Low

Should Wayne stray too long underneath Tencale, it spreads a web under its body to capture him. The web will continue to tighten, forcing Wayne near all of the Bolsepia.

Leg Stomp

Dmg. Inflicted Severe

Tencale's main attack is to try and stomp Wayne's VS with one of its four spindly legs. Don't underestimate the force of this attack.

Antennae

Dmg. Inflicted Low

The two antennae are both lengthy and poisonous and can be used as should Wayne get too close.

Stinger

Dmg. Inflicted Severe

The large stinger on the tail of the Tencale can penetrate armor and inflicts severe, and quite sudden damage.

Slam Attack

Dmg. Inflicted Moderate

The Tencale can quickly slam its body down atop Wayne if he's underneath it too long. This can also happen if Wayne is under it when he takes out its legs. The massive Akrid can easily crush Wayne and his VS.



Of course, the Tencale isn't going to just stand by and watch Wayne shoot out its kneecaps! The Tencale has several impressive attacks that can dish out enough

damage to take down all three of the Vital Suits Wayne has at his disposal. First and foremost are its leg and stinger attacks. The Tencale lifts one of its legs into the air stomp down with such force to poke a hole in the concrete floor! Although Wayne can minimize his chance of being stepped on by continuously moving about, this attack is hard to detect should you be focused on shooting a different leg. The stinger attack is very similar. The Tencale sweeps the stinger over the VS like a whip and then jabs it downward with tremendous force. Being impaled by the stinger is sure to drain nearly half of the Vital Suit's life meter.

Being the mother of all Sepia also means that the Tencale has the ability to produce dozens of Bolsepia offspring. Although they generally stay near the Tencale and don't stray far from the center of the room, this doesn't mean they're not a threat. The Tencale will routinely spread a suffocating web around the room and gradually wind this web tighter and tighter. As it tightens, the perimeter shrinks and Wayne is pulled ever closer to the dozens of Bolsepia in the center. Although the web can be easily sliced with the Gatling Guns, Wayne must remain calm when trapped.

Forget about shooting the legs for the moment and aim for the outer edge of the web. Staying inside the web for too long will allow the Tencale use its massive weight to smash Wayne's VS to pieces.



Ultimately, the key to winning this battle lies in your ability to maximize each of the three Vital Suits and collect as much Thermal Energy as possible early in the fight. Use the PTX-140 first and focus on severing as many legs as you can and quickly moving in to collect the Thermal Energy that pours from the wound. Similarly, be sure to shoot the Thermal Energy tanks on the perimeter of the room early in the fight before the Tencale's ferocity increases. Use the PTX-140 for as long as possible, then switch to the GAN-37. The GAN-37's Shotgun can do a lot of damage and will likely be most responsible for draining the life of the Tencale. Lastly, when the GAN-37 is nearly destroyed, make a run for the GAB-25M and pilot it to a win. Stay on the move, take out the Tencale's knees, and unload on its head!



CHAPTER

9

> 10

CONTACT I

PARAJELLON

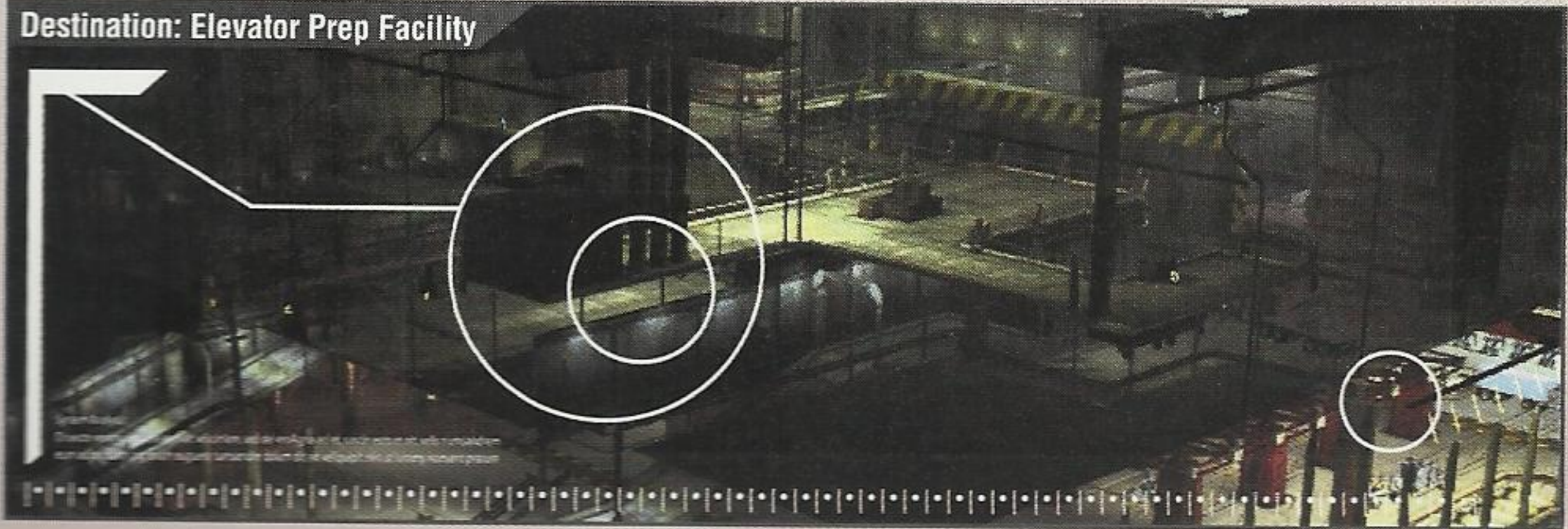
Larger and more aggressive versions of the Jellon species of Akrid. Parajellon are harder to destroy and erupt in an even larger explosion when punctured. Unlike regular Jellon, Parajellon are filled with electricity.



Objective

Make your way to the orbital elevator through the Akrid infested area and the underground preparation facility beyond it. Fight any NEVEC remnants you may encounter.

Destination: Elevator Prep Facility



File	VS Model	L. Weapon	R. Weapon	Special Functions
	GAN-34	Gatling Gun	Gatling Gun	Sliding Dash, Hovering
	PTX-140	Grenade	Missile Launcher	Dash, Hovering, VS Saw
	GAB-25M	Cannon	Vulcan Laser	Transform Into Tank, Drill Dash, Drill, Sliding Dash, Hovering
	PTX-140	Gatling Gun	Rocket Launcher	Dash, Hovering, VS Saw
	PTX-140	Rocket Launcher	Gatling Gun	Dash, Hovering, VS Saw
	PTX-140	Laser Rifle	Gatling Gun	Dash, Hovering, VS Saw
	GTT-01	Gatling Gun	Missile Launcher	N/A
	GAN-34	Shotgun	Gatling Gun	Sliding Dash, Hovering
	GAB-25M	Cannon	Vulcan Laser	Transform into Tank, Drill Dash, Drill, Sliding Dash, Hovering
	PTX-140	Shotgun	Gatling Gun	Dash, Hovering, VS Saw
	GAN-34	Rocket Launcher	Gatling Gun	Sliding Dash, Hovering
	PTX-140	Rocket Launcher	Gatling Gun	Dash, Hovering, VS Saw
	PTX-140	Shotgun	Gatling Gun	Dash, Hovering, VS Saw
	PTX-140	Shotgun	Gatling Gun	Dash, Hovering, VS Saw
	PTX-140	Shotgun	Gatling Gun	Dash, Hovering, VS Saw
	PTX-140	Gatling Gun	Rocket Launcher	Dash, Hovering, VS Saw

















SITUATION REPORT I

Thanks to the emergency supply of Thermal Energy and Luka's attention, Wayne doesn't seem too upset about the trap Joe set for him. It's almost as if Wayne expected it all along. And while the same can't be said for Rick—who definitely took it personally—even he has come to forgive Joe. Despite his NEVEC involvement, Joe had no idea the Frontier Project was designed to eradicate *all* life on E.D.N. III. He always figured it was simply about winning the war with the Akrid. Now that he knows the truth, he feels he owes it Wayne and the others to help guide him to the Orbital Elevator. He knows a shortcut and this time Wayne can trust him...



TARGET MARKS I

The Target Marks in this mission spell out the word "Blizzard". There are 8 Target Marks in this mission.

-   In the underground highway tunnel near the starting point. It's behind the large piece of metal leaning against the tunnel wall.
-   On the floor of the tunnel leading from the starting area to the underground NEVEC facility. In the far northeastern corner.
-   Behind the Storage Tanks in the corner beneath the PTX-140 atop the tunnel exit.
-   On the floor between the crates with the Data Post on it and the red and gray striped tower.
-   On the ledge with the yellow and black striped painting. The Target Mark is to the right of the bay door at the north side of the room.
-   On top of the red structure that shelters the GAB-25M Vital Suits. The Target Mark is hard to see, so use the flashlight.
-   On the floor of the transport container in the southeast corner of the room. It is the container with the Genessa on it.
-   On a ledge of the white building clockwise from the one nearest the tunnel exit. It's just beneath the large overhang.

T-ENG COLLECTION STRATEGY

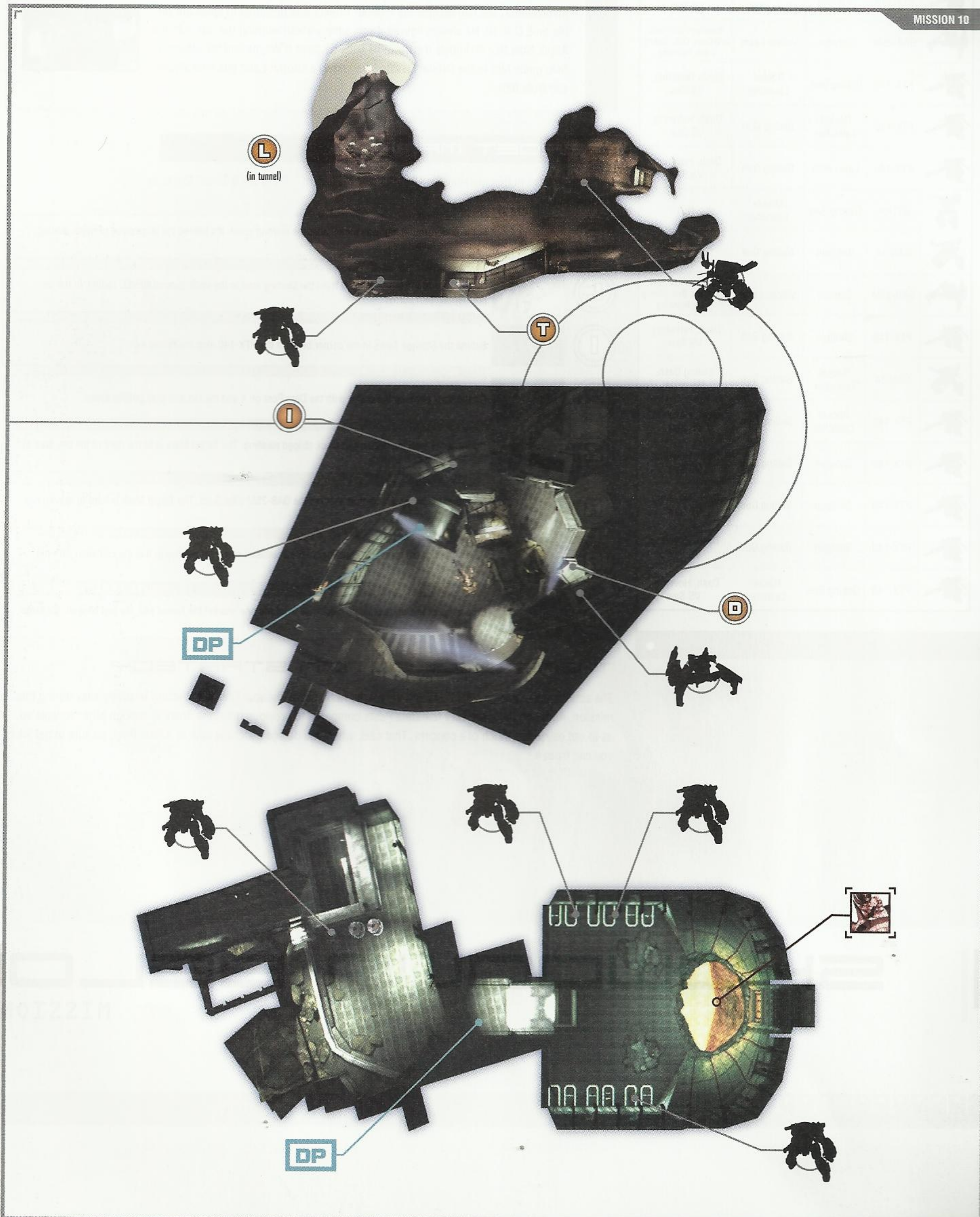
The abundance of enemy Vital Suits and very large Akrid make Thermal Energy collection relatively easy during this mission. Although there are very few Data Posts compared to previous missions, there is enough other sources so as to not cause too much of a concern. That said, when you do see a storage tank or a Data Post, be sure to get what you can from it.

SHOWDOWN BELOW

MISSION: 10

ONE FINAL AKRID HIVE

MISSION 10



JOE'S SHORTCUT

Wayne begins the run to the Orbital Elevator's prepping facility on a rocky ledge above one of NEVEC's delivery highways. Immediately run to the south and board the GAN-34 Vital Suit. Collect the Thermal Energy and follow the pile of boulders to the edge of the cliff and open fire on the Zebet turret guns on top of the tunnel. Continue using this elevated vantage point to use and focus the VS's Gatling Guns on the numerous Neegal and Godon on the street below. The Neegal will likely leap onto the cliff, so be ready to evade them if necessary.



Zebet Turrets

Unlike Turntables, the Zebets are dome-shaped turrets that cannot be manned by Wayne. They fire a plasma-based laser and can be quite deadly if left to their devices. Zebets have also been placed throughout the facility in the form of much smaller security guns. Both types can be destroyed with heavy gunfire.

Leap down to the street below and pick up the available weaponry for the GAN-34. The tunnel leading down underground has several more Akrid in it, as well as a Target Mark and a PTX-140. Definitely check it out!

B

Enter the underground tunnel on the main road and look behind the large sheet of metal leaning against the wall. The Target Mark is on the floor behind it.



TARGET MARK



Drop into the tunnel through the hole near the boulder field and head north. The Target Mark is behind the rocks in the far northeastern corner.

TARGET MARK

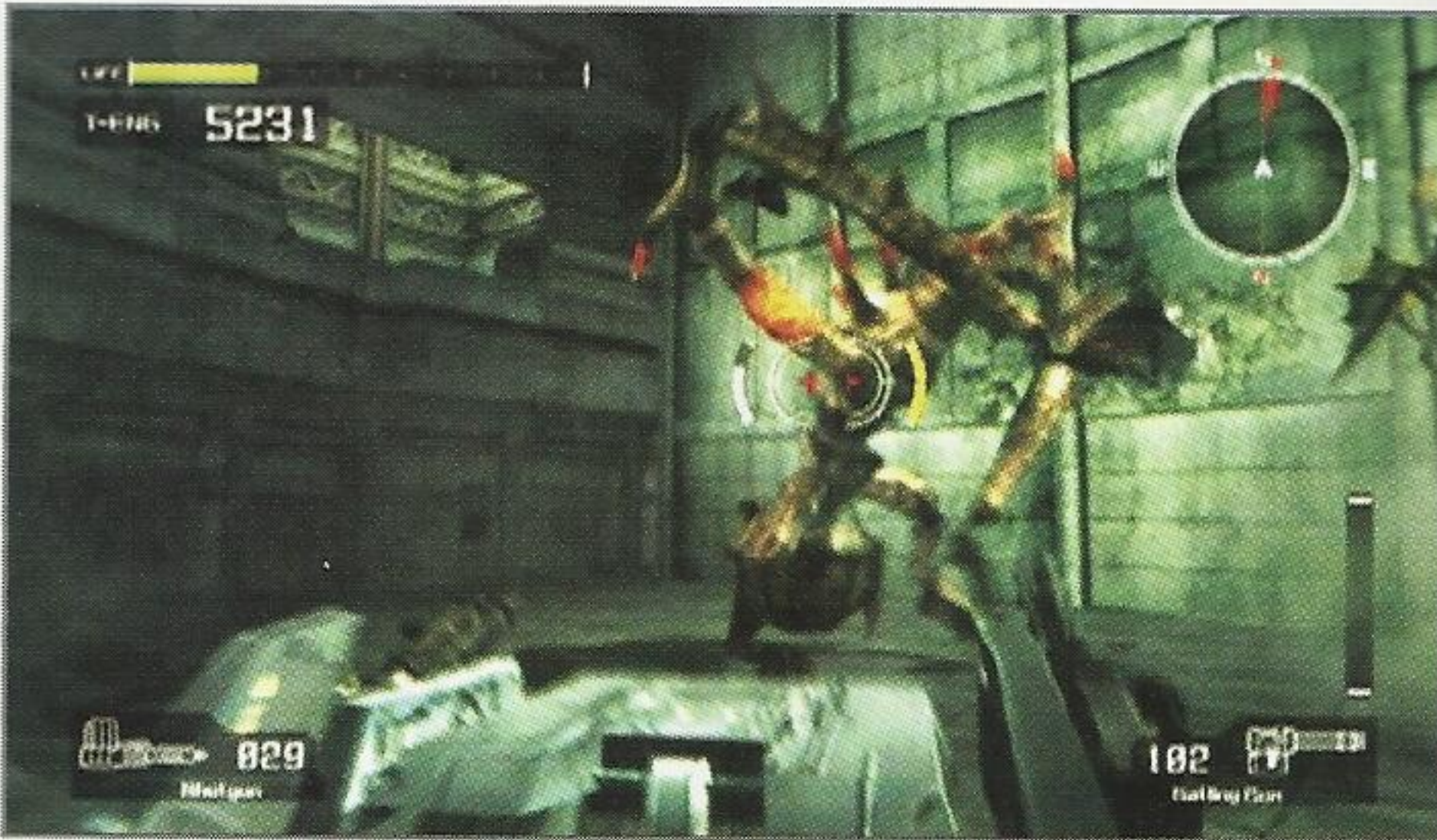


This Target Mark is on the ground between the outer wall and the tall white building next to the tunnel exit. Shoot the storage tanks to get a view of it.

TARGET MARK



Drop through the hole in the rocks to enter an underground tunnel. Collect the Thermal Energy from the storage tank in the distance and turn left at the intersection. Descend the stepped shaft to the roadway below and follow the curved path around to the northeast. Gather up the Shotgun for the VS in the corner near the end of the road and take aim at the Gorechryatis below. Wayne's time in this section of the NEVEC facility will be much less chaotic once this behemoth has been deal with. Use the Shotgun to knock the outer shell of the Thermal Energy deposits inside its bulbous tail, then burst the juicy center inside.



Anchor up to the Data Post atop the tunnel exit near the overturned eighteen-wheeler and activate it. Climb aboard the new PTX-140 in the corner and hop down to the ground beside it. Gather up the extra Rocket Launcher ammunition and the Thermal Energy from the tanks, then look for two the Target Marks in the area. Wayne has to contend with a few more Raibee down on the ground surface, but so long as the Gorechryatis has been defeated, they shouldn't pose much threat.



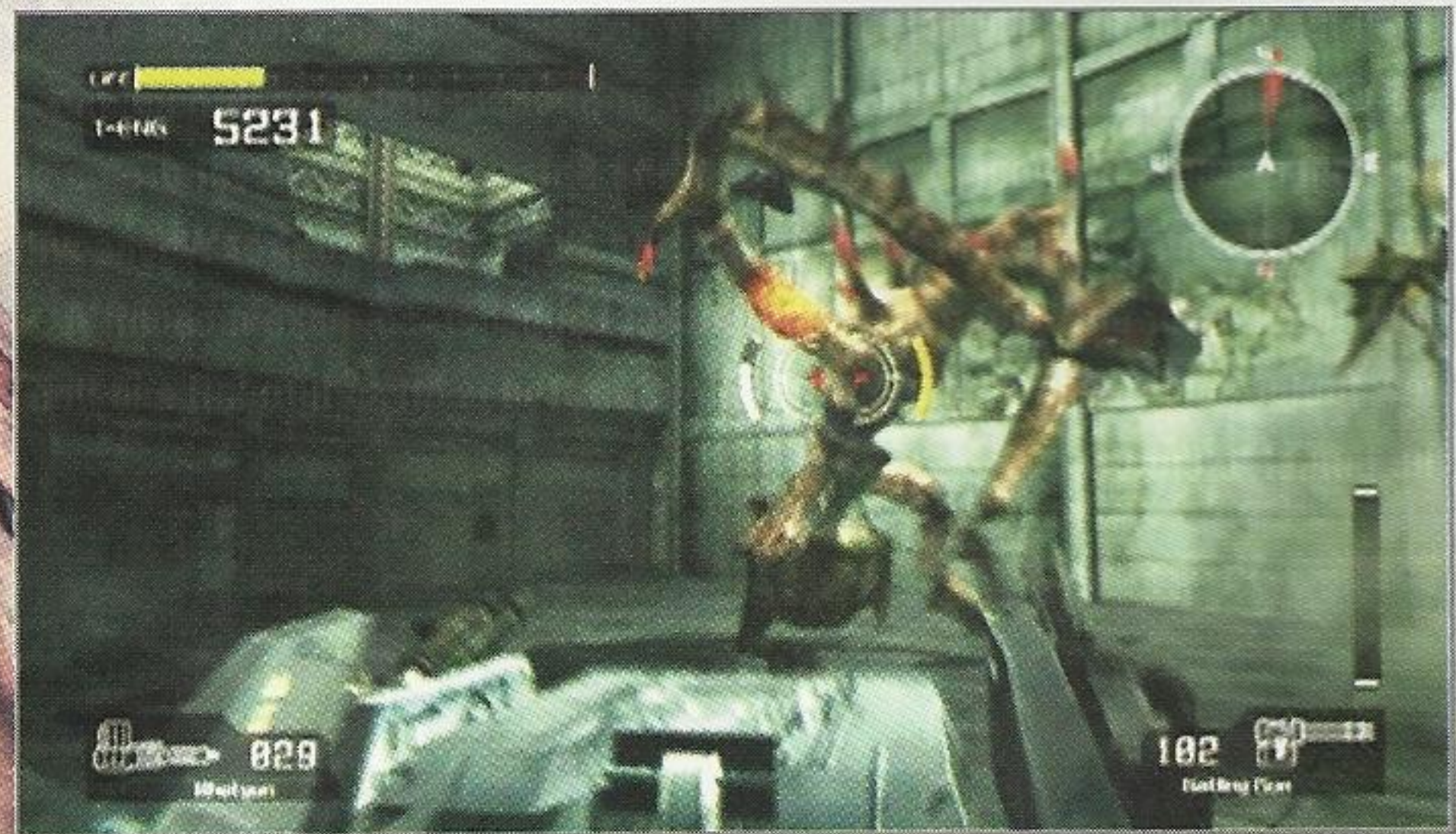


Stand in front of the white building nearest the tunnel exit and look due north. The Target Mark is under the overhang on a small ledge.

TARGET MARK



When ready to continue further into the Akrid hive, continue past the white buildings in a clockwise direction and look for the hole in the square structure on the right. Enter through the hole and drop into the underground lair. Finish off the remaining Akrid in this area, then exit the Vital Suit. Remove the Gatling Gun and Rocket Launcher from the PTX-140 Wayne has been using and climb aboard the new, unused one near the two storage tanks. Pick the removed weapons up to add to the arsenal of the other VS and proceed to the Data Post. Beyond the wall near the Data Post is the largest Akrid of them all. Advance only when ready.



CHAPTER
10

SAIZAROD

Height

72,000

Width

33,600

There's no denying the horrid appearance of the Saizarod, but the creature is surprisingly tame when first encountered. It uses its two lengthy feelers like whips to snap at Wayne, but other than it's relatively benign... for now.

Joe's reminder that every Akrid has a weakness is exactly right, and the Saizarod is no different. Its weakness—at least in the beginning of the battle—is the claw-like appendage on the end of its feelers.

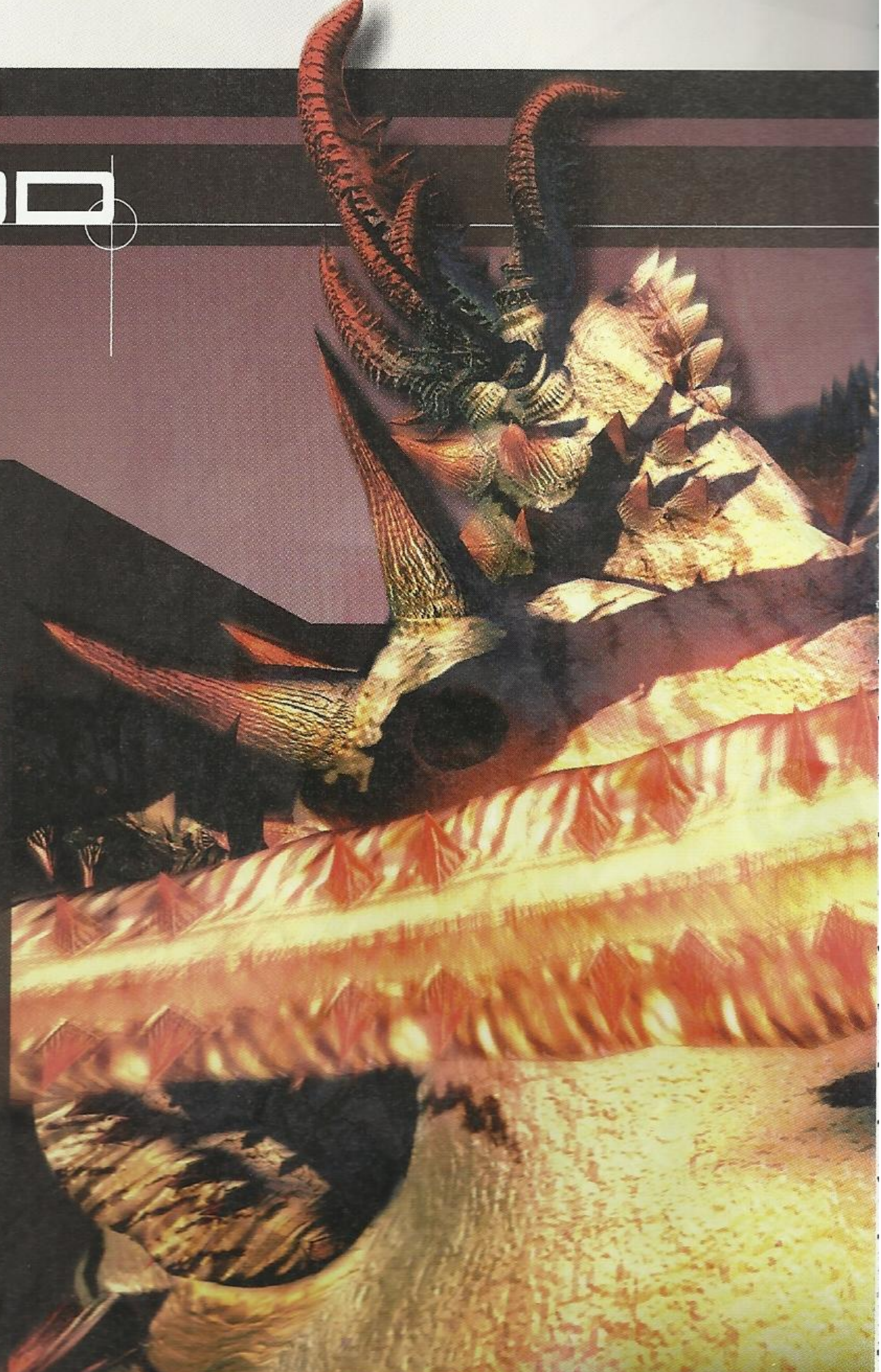
Strafe from side to side to avoid being whipped by the feelers and open fire on either of them. The end of the feeler is made of Thermal Energy and ruptures when shot enough times. The Saizarod retracts the injured feeler and allow it to regenerate underground. This is Wayne's opportunity to attack!

Rush forward towards the hole from which the feeler slithered into and exit the Vital Suit. Shoulder a Rocket Launcher or Shotgun and head through the tiny tunnel under the floor to get a view of the Saizarod's most never dream of seeing. Take aim at the lobe of flesh wiggling about and open fire! Wayne will only get time for one shot if using the Rocket Launcher, so make it count! A new feeler emerges immediately after the Saizarod is hit so turn tail and flee the tunnel to the VS.



Repeat this attack pattern until the sockets for each feeler has been hit with a pair of Rocket Launcher blasts. Once Wayne has successfully landed two direct-hits to the Saizarod's, the intensity of the battle will begin to pick up. Now Wayne has to contend with the occasional swarm of Trilid and also the emergence of the Parajellon.

Parajellon are similar to the Jellon that Wayne has faced earlier, only now these are surrounded by a powerful electric field and are even harder to kill. Nevertheless, continue the battle until both feelers have been permanently severed.



BOSS NAME ATTACK TECHNIQUES

Feeler Whip

Dmg. Inflicted Moderate

The two feelers extending from the holes in the floor occasionally snap downward at Wayne's VS like whips.

Trilid

Dmg. Inflicted Low

Small swarms of Trilid appear on occasion and try to ram Wayne's VS. They pose little threat.

Parajellon

Dmg. Inflicted Moderate

These electricity-filled version of Jellon can cause short-term paralysis of a VS and inflict moderate damage when they get too close. Beware their tiny Parajellite offspring!

Lava Rocks

Dmg. Inflicted Moderate

The Saizarod sprays a series of lava rocks at Wayne's position. Move forward or backward to avoid them.

Lava Stream

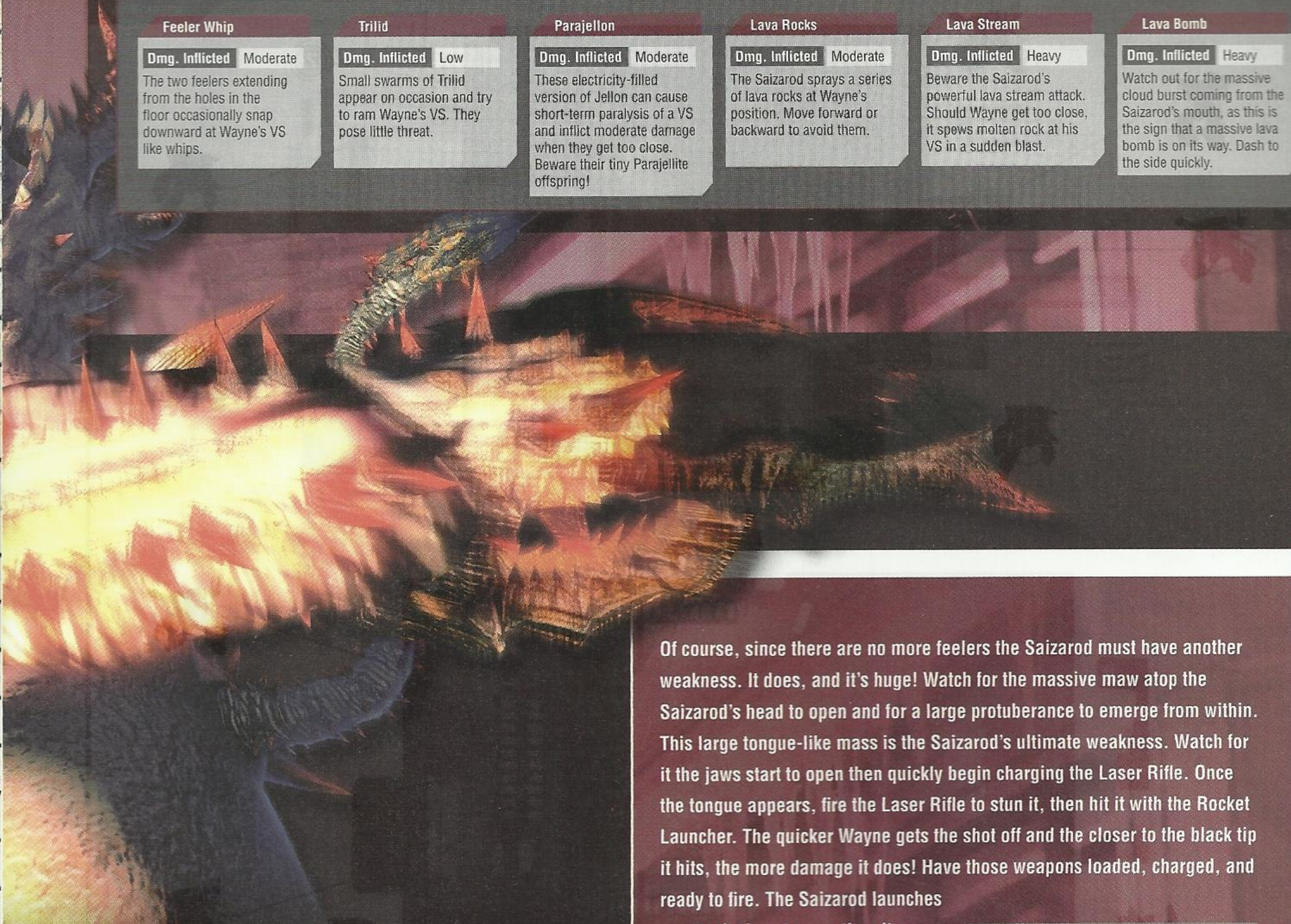
Dmg. Inflicted Heavy

Beware the Saizarod's powerful lava stream attack. Should Wayne get too close, it spews molten rock at his VS in a sudden blast.

Lava Bomb

Dmg. Inflicted Heavy

Watch out for the massive cloud burst coming from the Saizarod's mouth, as this is the sign that a massive lava bomb is on its way. Dash to the side quickly.



Of course, since there are no more feelers the Saizarod must have another weakness. It does, and it's huge! Watch for the massive maw atop the Saizarod's head to open and for a large protuberance to emerge from within. This large tongue-like mass is the Saizarod's ultimate weakness. Watch for it the jaws start to open then quickly begin charging the Laser Rifle. Once the tongue appears, fire the Laser Rifle to stun it, then hit it with the Rocket Launcher. The quicker Wayne gets the shot off and the closer to the black tip it hits, the more damage it does! Have those weapons loaded, charged, and ready to fire. The Saizarod launches an attack almost every time it opens its mouth, but Wayne needn't worry about it. So long as he stays on the move and remembers to use those three other PTX-140 Vital Suits, there won't be much problem.



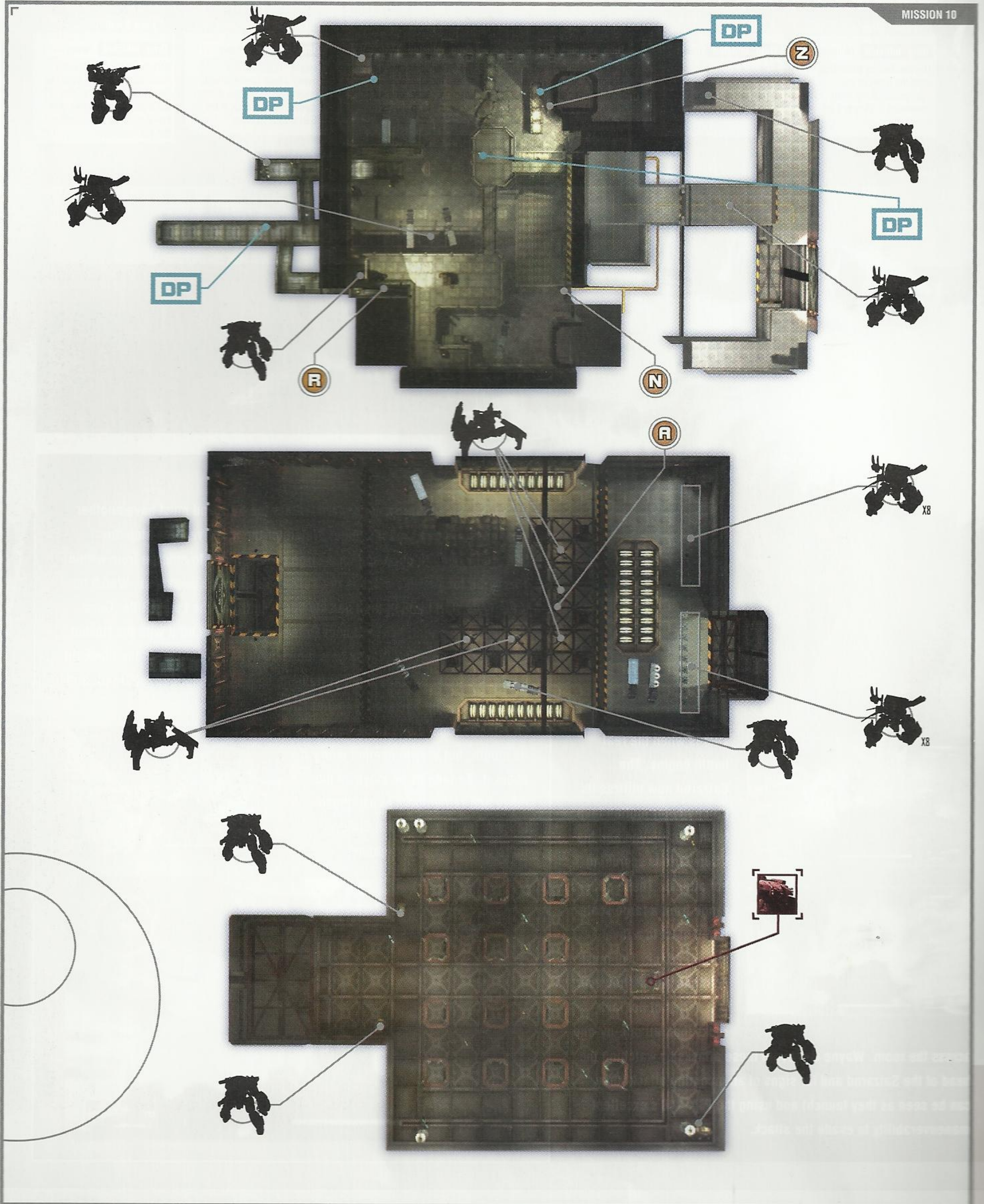
This is when the real battle begins. The Saizarod now utilizes its proclivity for molten lava to shower Wayne and his VS in various scorching hot attacks. These attacks range from a large scale bomb blast to a lava stream attack. The most common attack, however, is a series of hot lava rocks that fall one-by-one

across the room. Wayne can avoid these attacks by watching the head of the Saizarod and for signs of an incoming attack (they can be seen as they launch) and using the PTX-140's excellent maneuverability to evade the attack.



TO THE ORBITAL ELEVATOR

MISSION 10



IN SEARCH OF YURI

Joe may have split off from the group to take care of his own business, but his help was instrumental. Wayne couldn't have made it this far—nor known what Yuri was really up to—without him. Before leaving, Joe programmed the remainder of the route for Wayne and the others. Now it's just a matter of reaching the destination in one piece.

Activate the Data Post in the hallway and explore the left-hand corridor first. Shoot the fuel drums to destroy the Zebets in this area and use the GTT-01's Missile Launcher to take out the Gorechryatis up the ramp in the main room. Leave the



GTT-01 on the ramp for later and return to the PTX-140. Now it's time to explore the corridor leading to the right. Take out the Zebets along the ramp and enter the NEVEC-filled room ahead.

Wayne need only cross the room to the north and head through the large door where the yellow and black striping is if he so chooses to. However, there are several Data Posts in this room from which to gain some valuable Thermal Energy replacement. Additionally, there are three Target Marks present in the area as well.

Should you decide to clean the room of NEVEC and Akrid, consider starting in the northwest corner of the room, near the Data Post on the crates. Leap to the walkway and fire down at the enemy Vital Suits on the floor below. From there, set to eliminating the Genessa and collecting the Target Marks. There are several Vital Suits Wayne can use in this area, however there are plenty more available in the upcoming rooms as well so don't feel obligated to swap them out frequently.

When roving the area and firing on the enemies, always focus on enemy VS

first. The NEVEC Soldiers you see scampering about can be crushed with ease and are only slightly more dangerous to a well-conditioned VS pilot than the Trilid flying about.



Between the row of crates with the Data Post on it and the red and gray striped tower. The Target Mark is on the floor in the northwest section of the room.



TARGET MARK



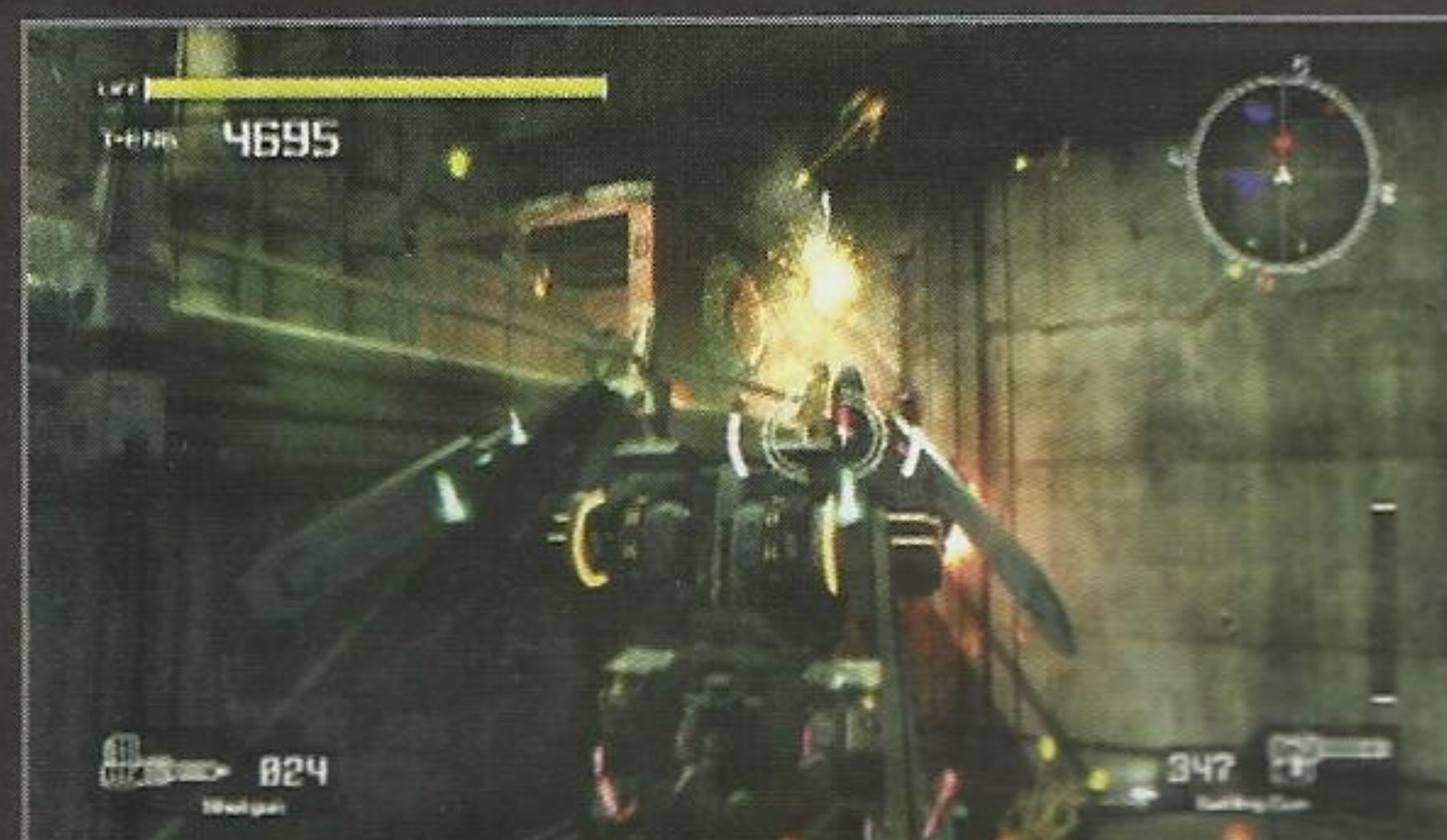
Leap onto the ledge with the yellow and black striping and look in the corner to the right of the bay door. The Target Mark is on the ledge behind the VS weaponry.



TARGET MARK



In the southeast corner of the room, on the floor of the red transport container with the Vital Suit in it and Genessa on its side.



TARGET MARK

UNARMED VITAL SUIT ARMY

When ready to continue on, head through the large bay door opening near the striped paint. Battle your way around the corner towards the red container and hop aboard the PTX-140 inside it. Descend to the lower level and pause to admire the dozens of unarmed Vital Suits standing in line, awaiting a pilot to command them to glory.



ENEMY INTEL

PARAJELLON

Parajellon are similar to the Jellon Wayne encountered earlier, only they are much larger and more aggressive.

Height	4600
Width	2800

But there is an even bigger difference. Parajellon pulse with electricity and erupt in a large flash of light and current instead of fire and explosions. Parajellon cause tremendous damage when contacted and their blast is able to short-circuit a VS and cause temporary immobility. Parajellon are best attacked from afar with heavy gunfire so as to burst them before they can float within harm's reach.



Leap onto the roof of the structure above the row of GAB-25M Vital Suits and look to the center for the Target Mark. Use your Vital Suit's headlights to spot it.

TARGET MARK



This Vital Suit storage room contains dozens and dozens of GAN-34 and GAB-25M Vital Suits and nearly all of them are unoccupied and harmless. Most of them don't have any weapons installed neither. There are, however, two Vital Suits currently occupied by NEVEC Soldiers and they'll be ready to attack as soon as Wayne begins approaching the elevator prep station ahead. Use the columns for cover and open fire on the Vital Suits. If using explosive weapons such as the Rocket Launcher, leap on top of the red structure above the parked row of GAB-25M Vital Suits and blast the enemies from above. If using a Shotgun, then focus on staying on the move and sneaking up behind the enemies and blasting at close range.





Aside from the dozens of Vital Suits, this room also contains a Target Mark, several tanks of Thermal Energy and a fully-armed PTX-140. Clear the room of enemies while relying on the VS you came in on and those parked throughout the room. Save the PTX-140 for later. Descend through the shaft to the north when ready to leave. There's only one thing standing between Wayne and the Orbital Elevator!





BANDERO & PTX-40A-2

Height	6000
Width	7000
MpK	8

If Wayne is to reach the Orbital Elevator he's going to have to deal with a jealous friend who refuses to hand over the PTX-40A-2 Vital Suit that rightfully belongs to Wayne. Banderero has always been jealous of the fact that Wayne had received the best Harmonizer and now it's time to settle the score. Wayne will have to rely on the PTX-140 he's been piloting for a while in this battle against a far superior VS. Banderero is about to find out that the pilot determines the battle, not just the VS.

Banderero may have the more powerful Vital Suit, but he is rather limited in his attack methods. Watch as he lifts his twin swords in the air and begins to spin them. This is his preparations before zipping across the room in a nasty sword dash maneuver. This is his Vital Suit's most powerful attack, but thankfully one that is very easy to avoid. Stand halfway across the room from Banderero and wait for him to begin this attack. When he does quickly Dash to the side to avoid his attack, then step back into the aisle and open fire on him as he turns around.



By using the columns for cover and strafing out of the way of Banderero's attacks, Wayne can put his over-aggressiveness to use against him. Every time Banderero rushes in for an attack, Wayne can easily dodge it and counterattack. This is also true of his other attack which is essentially an electrocuting bear hug. Watch for the enemy VS to open its arms outwards and step forward towards Wayne's VS. Banderero is hoping to grab hold of Wayne and pump high voltage





BOSS ATTACK TECHNIQUES

Missiles

Dmg. Inflicted Moderate

Bandero's VS fires its missiles out its back so they actually look like they're being fired from elsewhere. Shoot them out of the sky or Dash away.

Electric Grapple

Dmg. Inflicted Heavy

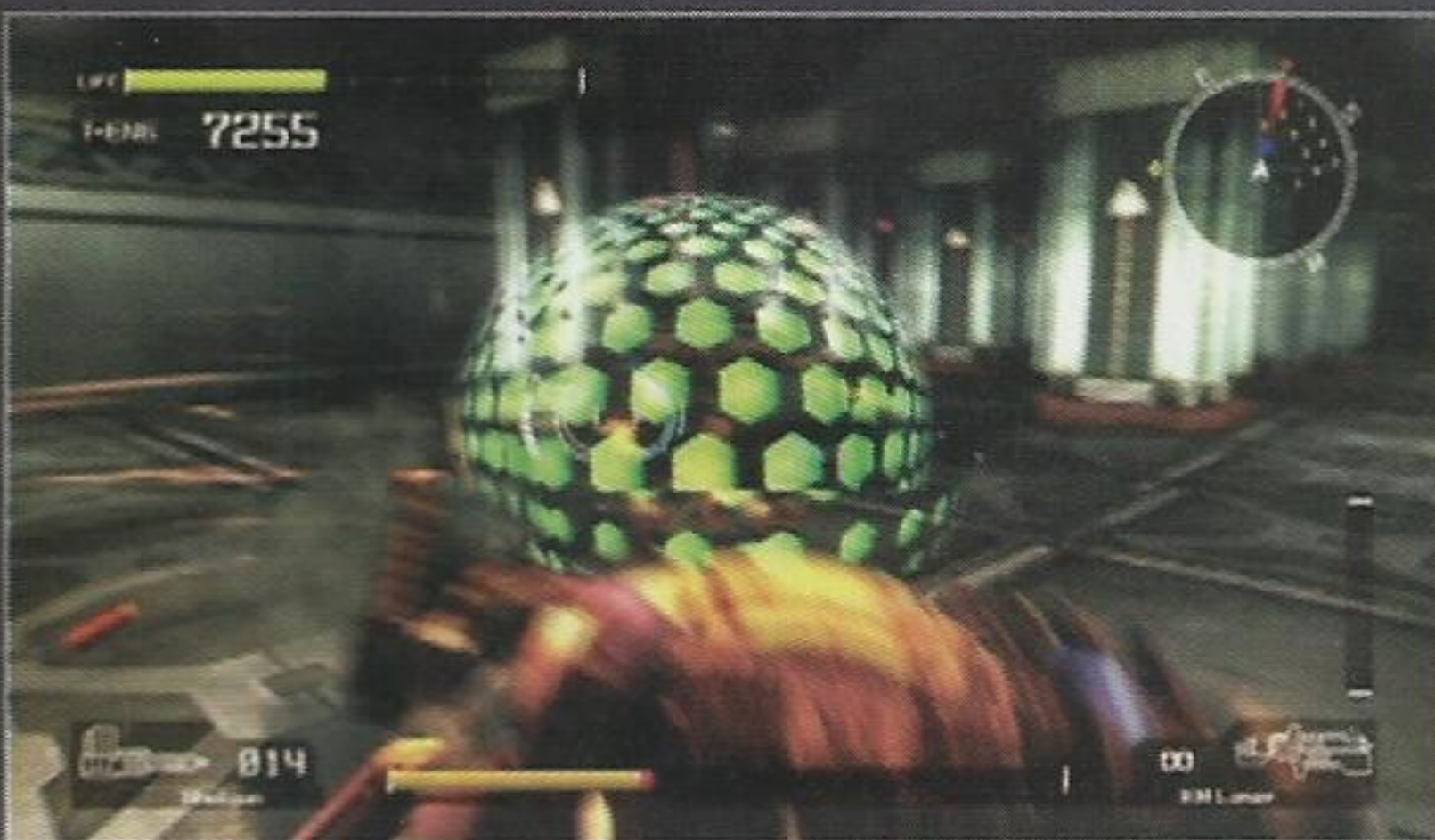
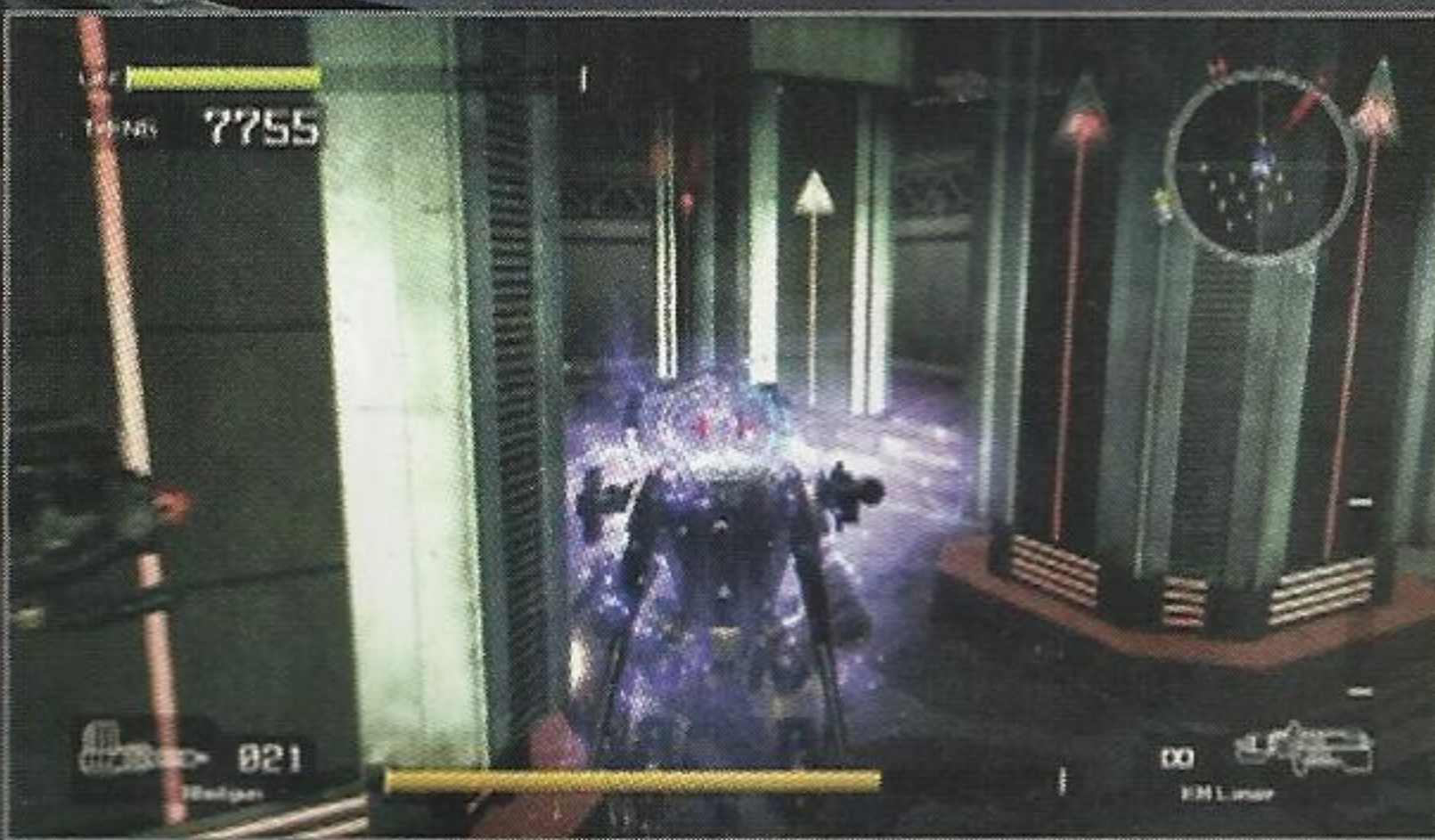
Watch for Bandero's VS to approach with its arms open wide. It's going to attempt to electrocute the VS so back away quickly and fire!

Sword Dash

Dmg. Inflicted Heavy

Bandero charges his vital Suit's swords and dashes forward with surprising speed, impaling anything in his way.

through his VS, thus causing severe damage to the system. The best way to avoid this attack is to draw Bandero near then Dash backwards. Once he starts the attack he can't undo it. Wait for his VS to begin pulsing with electricity then open fire!




The PTX-40A-2 Vital Suit also has a defensive mechanism that allows it to repel some of the damage it may have otherwise suffered. This is done through the use of a green protective sphere that appears to defend against conventional weapons. For this reason Wayne should swap out the Gatling Gun for the EM Laser at the start of the fight. The Shotgun is strong enough to get through the protective shield, and the EM Laser is unaffected.

Fortunately for Wayne, even if he does get hit by Bandero's attacks there are several additional Vital Suits in the area. Either way, continue watching for Bandero's predictable attacks and try to maintain a safe distance.

Wayne's best bet is to stay on the move between the columns and continue attacking with the Rocket Launcher, EM Laser, and Shotgun. The PTX-40A-2 may be the ultimate VS that Bandero thought it was, but he's certainly not half the pilot that Wayne is.



File	VS Model	L. Weapon	R. Weapon	Special Functions
	L-P-9999	EMF Blade	EMF Blade	Ascend, Descend, Vulcan Laser



SITUATION REPORT



Wayne's victory over Bandero was essential if they were to reach Yuri before it was too late. And it's a good thing they did because the attachment he had for Wayne will allow him to use his Harmonizer to maximize the abilities of his Vital Suit. This enhancement is not without risks—there is the chance Wayne could lose his memory all over again. But that's the chance he has to take. The Orbital Elevator must be destroyed and the Frontier Project has been stopped. Yuri and Basil can't be allowed to die in vain.







TARGET MARKS



The Target Marks in this mission spell out the word "Stardust". There are 8 Target Marks in this mission.



- 




On the floor at the base of the elevator shaft. It's right in the middle of the floor.
- 




Floating beneath the platform leading into the tunnel from the elevator shaft. Look for its shadow.
- 


Enter the tunnel at the base of the elevator shaft and shoot the Target Mark on the boxes on the left.
- 


On the ledge near the NEVEC logo, beneath the first ring. This is the top of the first segment of the elevator shaft.
- 


Sitting on the north side of the ring-shaped divider, at the base of the middle segment of the elevator shaft.
- 


On the ledge near the NEVEC logo, at the top of the middle section of the elevator shaft.
- 


Against the eastern side of the elevator shaft, halfway up the third segment.
- 


Against the western side of the elevator shaft, halfway up the third segment and just slightly higher than the nearby "S" Target Mark.

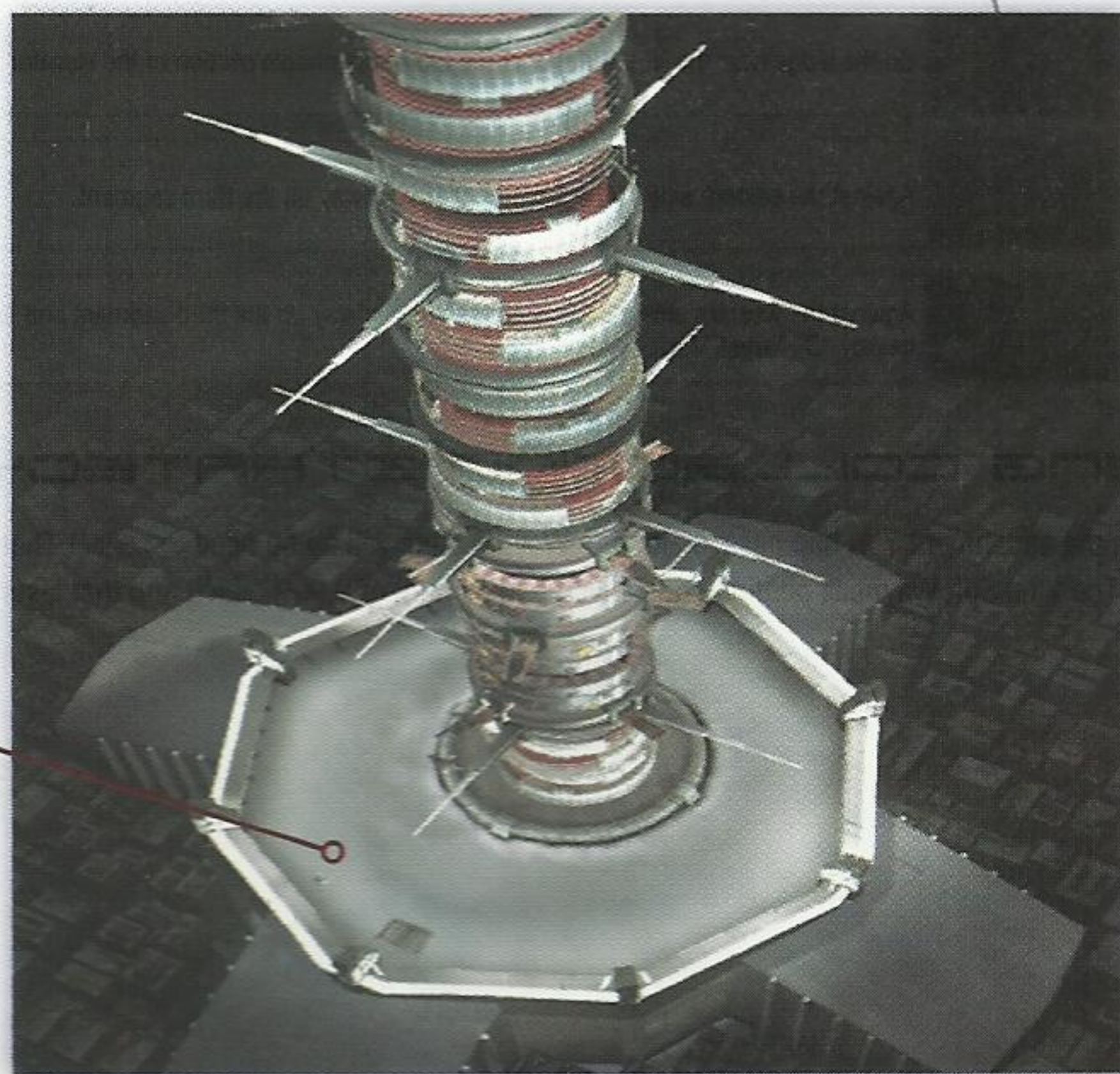
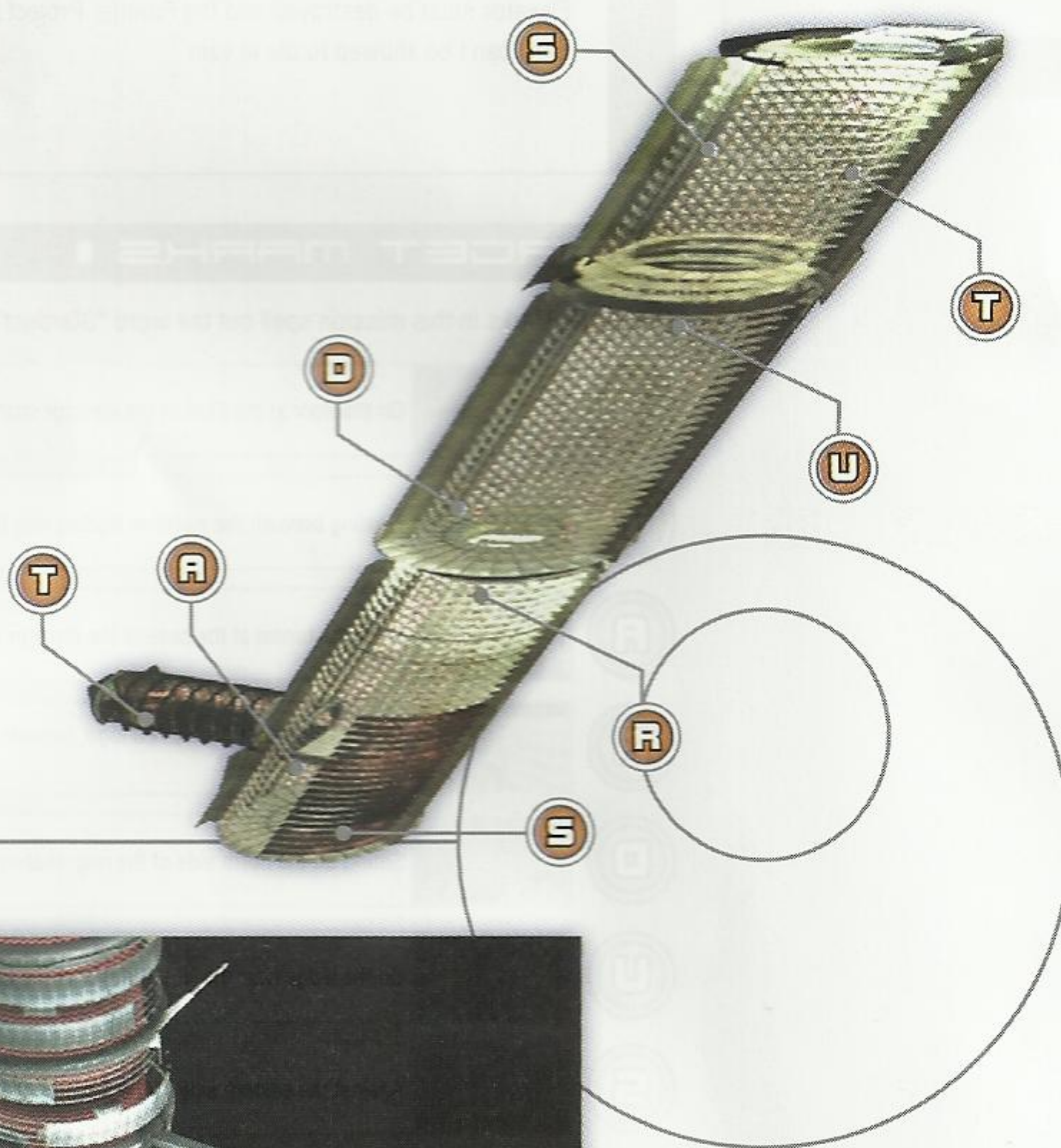
T-ENG COLLECTION STRATEGY

Thanks to the attachment Yuri had passed along to Wayne, there will be no need to collect Thermal Energy in this mission. The Vital Suit Wayne is piloting begins with a maximum of 9,999 T-ENG and that lasts throughout the entire mission.

FINAL BATTLE

MISSION: 11





GOING UP!

Thanks to the new attachment he's received, Wayne is able to transform the PTX-140 he was piloting against Banderó into a new-and-improved Vital Suit. This new VS, dubbed the "Yuri" in honor of his fallen friend, is the L-P-9999 and is unlike any other he's piloted. Between this craft's high-powered weaponry, ability to fly, and full tank of Thermal Energy, Wayne can ascend the slanted column to the base of the Orbital Elevator in no time.

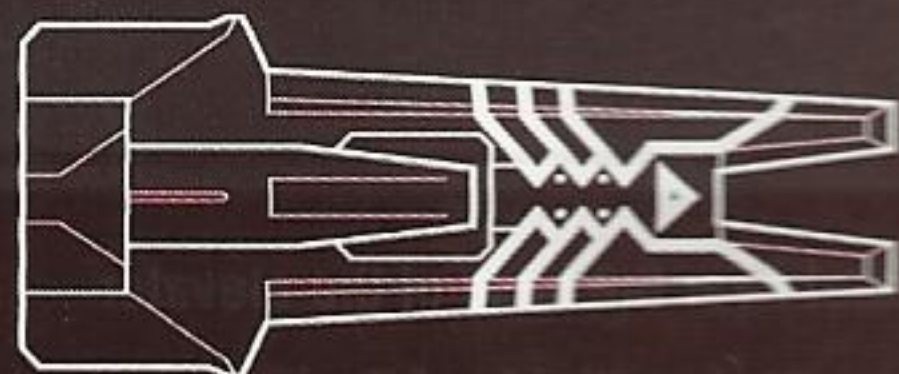
Vital Suit: L-P-9999

CODENAME: YUAI

The enhancement for Wayne's Harmonizer transformed the PTK-140 into the most powerful and advanced Vital Suit ever imagined. The L-P-9999 is a persistent-flight apparatus that efficiently consumes Thermal Energy to hover in space at all times.

ARMAMENT

EMF BLADE

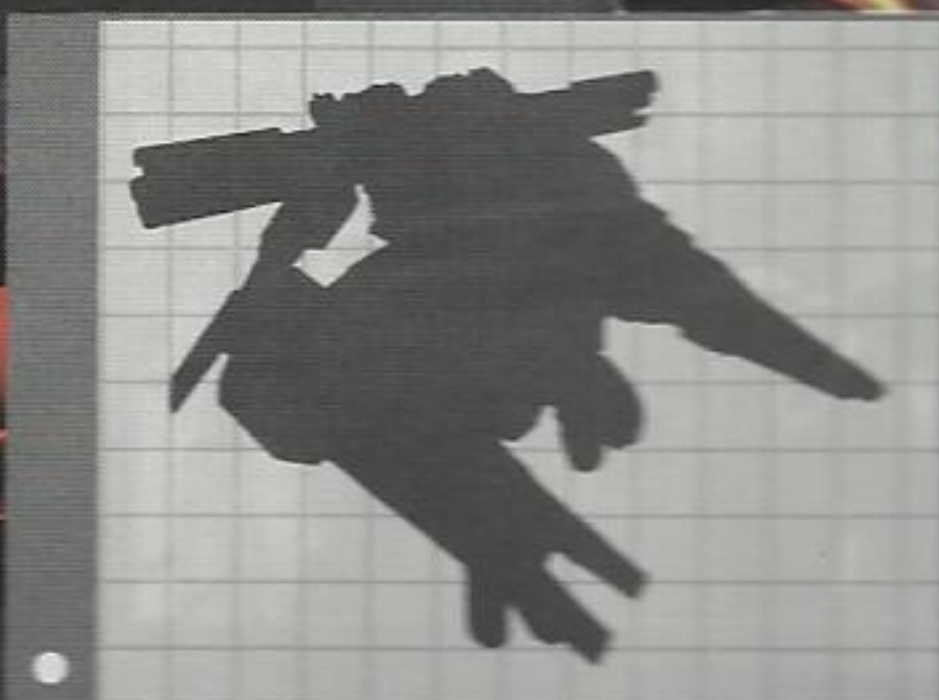


EMF BLADE



Height	5300
Width	6600
MpK	12

Special Functions: Ascend, Descend, Laser Vulcan, EMF Blades



By tapping the A and Y Buttons, Wayne can make the VS descend and ascend, respectively. Tapping the button a second time cancels the altitude adjustment and renews hovering. In addition always being in flight, the L-P-9999 is unique in that it doesn't accept standard weapons attachments. Instead, it relies on a standard Laser Vulcan (hold the X Button to fire) and a pair of EMF Blades. The EMF Blades are energy-based swords that can be used to either fire a projectile or made to slice through the sky with a lengthy energy sword. Tapping the Left Trigger makes the EMF Blade fire an energy beam and holding the Left Trigger performs a horizontal swipe with the energy sword. Tapping the Right Trigger emits a blade-like projectile that shoots across the sky and holding the Right Trigger makes the right EMF Blade emit a mighty vertical sword slice.

CHAPTER

11

Use the EMF Blades of the L-P-9999 to slice through the initial bevy of Cyclops hovering about in the elevator shaft. Now it's time to get orientated. Wayne begins the mission just above the floor of a lengthy, slanted, elevator shaft. The base of the Orbital Elevator is at the top of this underground column and although there are several enemy VS in the column, as well as several Cyclops, they are no match for the L-P-9999.

Although you may well wish to quickly fly to the exit at the top of the column and get the final battle underway, there is the issue of Target Marks. There are eight Target Marks inside the elevator shaft. For those wishing to earn another Achievement (and 30 Gamer Points), we recommend you start at the bottom and follow along with the following tips to find them all en route to the exit.

S

The first of the eight Target Marks is lying in the center of the floor at the base of the elevator shaft. Beware the enemy Vital Suits guarding it when you move in to claim it!



TARGET MARK

A

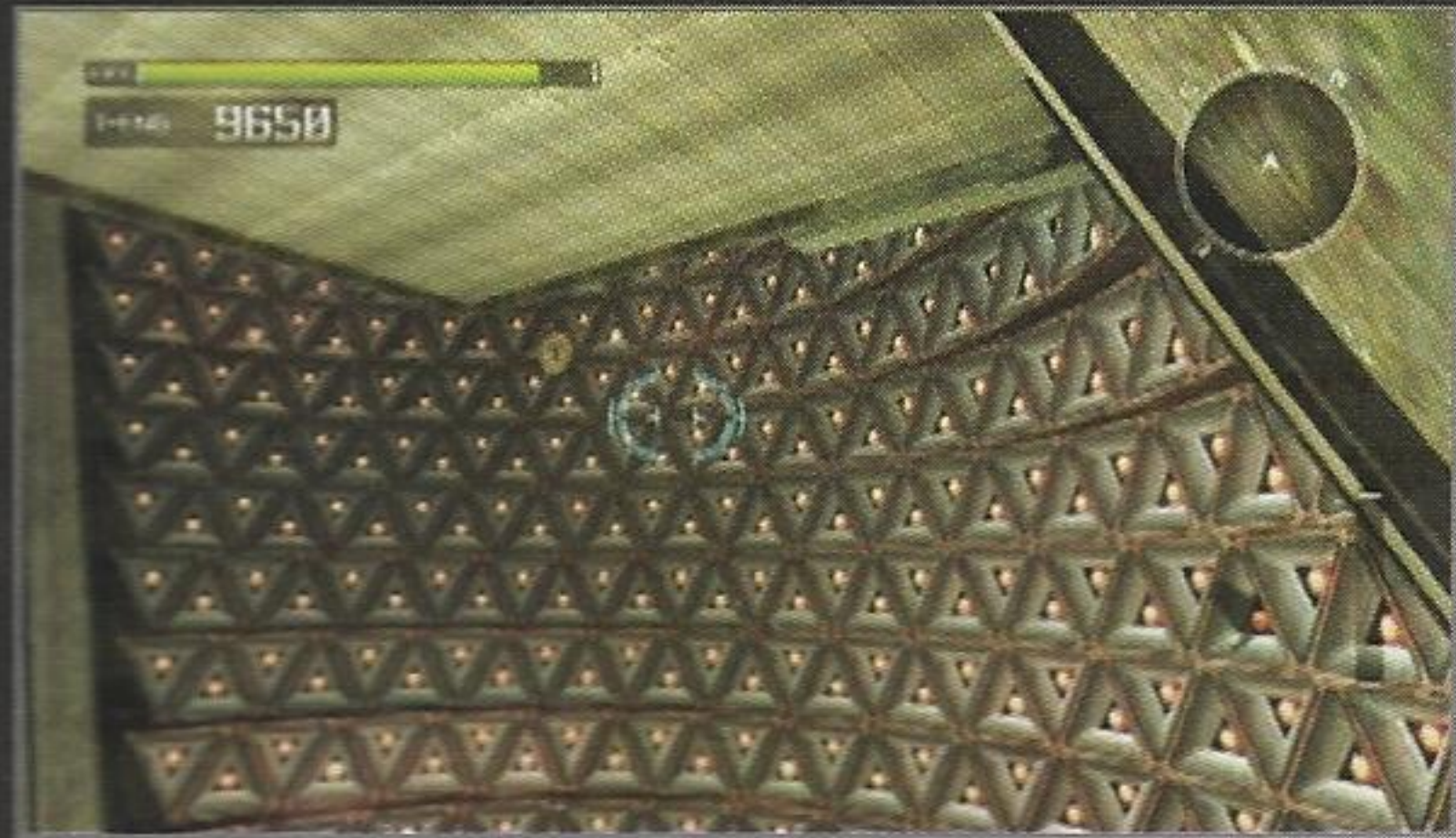
Fly into the tunnel near the base of the elevator shaft and turn on the headlights of the Vital Suit. The Target Mark is on the pile of boxes to the left of the stairs inside the tunnel.



TARGET MARK

T

This Target Mark is floating underneath the platform leading into the tunnel near the base of the elevator shaft. You should be able to see its shadow.



TARGET MARK

R

Ascend to the top of the first section of the elevator shaft. The Target Mark is on the ledge near the NEVEC logo, just beneath the first ring.



TARGET MARK



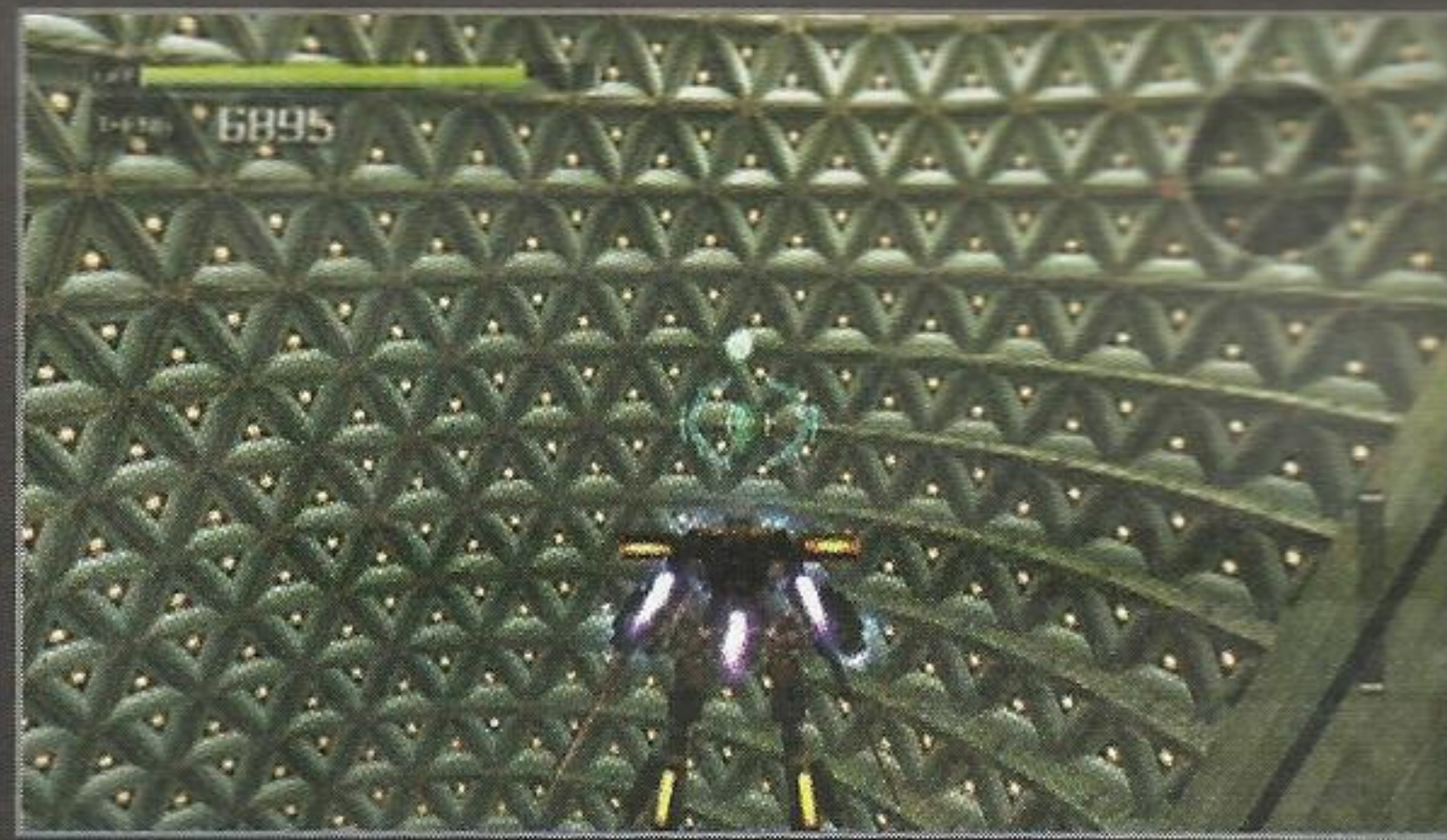
Ascend through the first ringed divider in the elevator shaft and destroy the many Cyclops and Vital Suits. The Target Mark is on this ring-shaped protuberance, on the north side of the shaft.



TARGET MARK



Halfway up the third and final segment of the elevator shaft. This Target Mark is on the east side of the shaft and up against the wall.



TARGET MARK



This Target Mark is sitting on the ledge near the NEVEC logo at the top of the middle elevator shaft segment. It is right beneath the second ring divider.



TARGET MARK



This Target Mark is on the western side of the elevator shaft, just a slight bit higher than the second "S" Target Mark. Again, this is in the third segment of the shaft.



TARGET MARK

ISENGARD IN THE FLESH

Wayne's arrival the orbital elevator has thrown a major wrench into Dennis Isengard's plans to get the Frontier Project underway. The Orbital Elevator has been temporarily powered down, but while Isengard's cohorts work to get it up and running, he plans on settling a score with Wayne.

Orbital Elevator Disruption

Wayne can cause the spinning rings on the exterior of the elevator to stop by bursting the yellow lights. Use the Vulcan Laser to spray gunfire at the rings as they spin past. Each ring has two yellow lights and shooting them both causes the ring to stop. This helps lessen the power that the DBS-000XM can draw from the environment. It isn't necessary to destroy every yellow light, but you should take out a few of them at the start of the battle.



DBS-000XM BILLION SWORD

Billion Sword

Height	25,200
Width	15,400
MpkT	13

Floating Javelin

Length	22,400
Width	21,300
MpkT	13

The battle against the DBS-000XM (Billion Sword) is both lengthy and difficult. Isengard's Vital Suit is a very advanced creation with a number of powerful attacks, many of which can cause severe damage to Wayne's VS if hit. However, despite the stiff odds, victory is attainable. In order to succeed in this fight there are five rules you must adhere to:

- 1) You must be patient and reactionary. Do not attempt to force your will on the DBS-000XM, as you will most certainly lose if you try.
- 2) You must concentrate on attacking from a safe distance and not try to rush in for a knockout blow. The EMF Blades do far more damage at close range, but that is inconsequential if moving in for a melee attack only gets you killed.
- 3) Avoiding the DBS-000XM's attacks are your top priority. Memorize his attack patterns and cues and use them against him. Follow the tips below for a proven strategy on how to do this.
- 4) Take advantage of every opportunity you get, but only once! If an opportunity presents itself to move in for an EMF Blade attack at close range, take it. But don't get greedy—do not even think about trying for a second swing. Try it once and then get away fast!
- 5) Always face the boss and use the A and Y Buttons to maintain an equal height. If he descends, you too must descend. You needn't be perfectly even, but close to level is advised. And never take your eyes off him!



The DBS-000XM begins the battle in a number of ways so it is important for Wayne to simply strafe left or right as soon as it starts just to be safe.

Early on in the battle, the boss either attempts his Floating Javelin maneuver (which is easy to avoid) or strafes back

and forth while firing his pulse gun. Stay back at a moderate distance and tap the Right Trigger over and over to fire projectiles at it with the EMF Blade.



While firing these attacks, keep an eye on the boss to see if he raises his left arm and points at you. This is his gun hand and he'll point right before beginning another strafe-and-fire attack. Immediately fly to the same direction as he to avoid the pulse gun attack and resume your own attack.

Wayne needs to focus on maintaining a safe distance between he and Isengard's VS. Watch the boss's health gauge on the bottom of the screen while you attack and make sure that damage is being inflicted. If it isn't, you're too far away. The right EMF Blade projectiles should inflict a very slight—but definitely noticeable—amount of damage.

Should the DBS-000XM move within close range of Wayne's VS, then take the opportunity to attack with the EMF Blade's sword attack. Hold either the Right or Left Trigger until the sword slashes through the boss. These attacks do significant damage, but don't try to land a second hit as you will likely suffer damage of your own from his counterattack.

BOSS ATTACK TECHNIQUES

Mounted Guns

Dmg. Inflicted Low

There are several laser guns mounted to the slowly rotating rings of the Orbital Laser. They inflict little damage and have a short range of fire.

Pinwheel Guns

Dmg. Inflicted Low

The DBS-000XM transforms into a cross and spin in place while firing bullets from its ends. Very low chance of being harmed by this attack.

Pulse Gun

Dmg. Inflicted Moderate

Primary mode of attack. Watch for its left arm to lift and point at your position, then immediately strafe in the direction it moves.

Homing Missiles

Dmg. Inflicted Heavy

Two homing missiles fire from its center. Listen for the tell-tale sign of them being fired and back away while firing the Vulcan Laser to destroy them.

Floating Javelin

Dmg. Inflicted Heavy

The DBS-000XM transforms into a dart-shaped craft that speeds across the sky in attempt to impale Wayne's VS. Step to the side to avoid injury.

Plasma Guns

Dmg. Inflicted Heavy

Large plasma guns will be summoned into the battle. The one to the right of boss fires a horizontal spread; the one on his left fires a lengthy beam sweeping up and down vertically.

Homing Lasers

Dmg. Inflicted Moderate

Two series of four orange lasers fire from the DBS-000XM and slowly arc their way towards Wayne's VS. Wave backwards then circle strafe around the lasers to avoid them.

Fire Swords

Dmg. Inflicted Very

Once the boss has been sufficiently damaged it will emit two lengthy fire swords and spin in circles creating a wall of flame. Avoid at all costs.

It won't be long before the boss begins firing pairs of homing missiles at Wayne. Listen for clanging sound of the missiles being fired then immediately fly backwards and open fire on the inbound missiles with the Vulcan Laser. They eventually self-destruct even if Wayne fails to hit them so as long as you are far enough away, they don't really pose a significant threat.

You should be repeatedly tapping the Right Trigger throughout the entire battle. Of course, you have to stop in order to strafe away from the pulse gun attacks, but other than that it is best to continuously whittle down the DBS-000XM's health. As it continues to suffer damage, it will summon a pair of large plasma guns that fire extremely powerful plasma beams. These guns enter the battle one at a time and float alongside him—the one on the boss's left fire a vertically sweeping beam and the one on his right fires a horizontal spread. The boss makes a specific gesture before these guns fire their deadly rays, so pay attention closely. The boss will sweep his right arm across his body then point at Wayne. This is the sign that the large guns are going to fire. Immediately back away even further than normal.

Dodging the horizontal spread of the gun to the right of the DBS-000XM isn't difficult, but the vertically sweeping laser is very hard to avoid. The best tactic is to simply back away out of the gun's reach. Although Wayne can't issue any damage from this distance, it allows him to stay alive and study his opponent's methods. Once the two laser guns are involved in the battle, stay at this faraway distance and pick your openings to move in.



The best chance to move in for an attack is when the boss fires his orange homing lasers. These slow-moving lasers will arc towards Wayne's position, but they can be avoided with ease. Simply fly straight towards a bit, then back away and draw them in a straight line. Quickly strafe to the side and fly forwards to circle around them towards the boss. These lasers are often accompanied by missiles so listen for the sound of the missiles being fired and, if they aren't open fire with the Right Trigger!

Assuming you've followed these tactics and have whittled the DBS-000XM down to less than 30% of its normal health, you'll now have to deal with its fire swords. The fire swords attack is easy to avoid so long as he doesn't initiate the attack right when Wayne is moving in for an EMF Blade slash. Simply back away to a moderate distance and continue firing with the Right Trigger projectiles. The boss twirls his flaming swords around in circles, but Wayne will be at a safe distance. Wait for the swords to go out and move in for what should be one final EMF Blade slash!

Congratulations! You've survived the most incredible beasts and deadly threats and now stand victorious on E.D.N. III. Celebrate and rejoice!



Lost Planet™: Extreme Condition's Multiplayer mode allows up to 16 players to compete in battles online over Xbox Live in four different gameplay modes. This section of the guidebook provides a comprehensive overview of the inner workings of Multiplayer and, especially, how the points and leveling system works.

BASIC SYSTEM

The primary goal of Multiplayer, regardless of gameplay mode, is to earn a Medal. Medals are awarded to the highest scoring player or team in a given battle. Not only is it a sign of your skill and help earn additional Achievements, but the more Medals you earn (i.e. scoring lots of points), the faster your Snow Pirate level will go up. In order to earn those Medals, you'll first have to understand how the game works.

BATTLE POWER GAUGE

Each player and team has a Battle Power Gauge (can be changed in the game setup screen) and then this Battle Power Gauge runs out, the game is over. This applies for all gameplay modes except Post Grab. Whenever you defeat an enemy or steal their Data Post in a battle, the size of your Battle Power Gauge goes up as theirs diminishes. Think of the Battle Power Gauge as a life bar that represents your overall chance of winning.

COST

Each player has a certain cost as it relates to the Battle Power Gauge and this cost is directly linked to the Snow Pirate level of that player. The higher the level of the player, the higher the cost. Defeating a high level player can change the tide of the battle significantly, as the amount of change in the Battle Power Gauge will be great. Not only will your Battle Power Gauge increase the same amount of the enemy cost, but the opponents Battle Power Gauge will decrease by that same cost. This affect is compounded if the defeated player was in a VS at the time of his demise.

GAMEPLAY MODES

ELIMINATION

2 TO 16 PLAYERS

2 TO 4 TEAMS

Elimination and Team Elimination pit players against one another in an effort to reduce all other Battle Power Gauges while keeping their own intact. Players can be continuously resurrected after death so long as their individual or team Battle Power Gauge has not yet been reduced to zero. The game continues until the time limit is reached or when only one team or player is left with a Battle Power Gauge that has not been depleted.

Succeeding at Elimination requires exceptional skill and also a bit of under-handed gameplay tactics. To ensure your own survival, you'll want to defeat as many enemies as possible and the best way to do this is to look for opportunities to double-up against an enemy. Look for an enemy taking heavy fire and move in to finish the job. While this form of "steal killing" isn't likely to win you many friends, in a game like *Lost Planet: Extreme Condition* it's going to be unavoidable. Team Elimination, on the other hand, requires plenty of teamwork and the willingness to launch coordinated attacks on the enemy. The team that communicates the best and is the least selfish will win. No matter how skilled an individual player on the opposing team may be, a small group of average players should always succeed in taking him down.

System Analysis
Covers various aspects of the game's systems, including the multiplayer and leveling systems, and provides a comprehensive overview of the inner workings of Multiplayer and, especially, how the points and leveling system works.

POST GRAB

2 TEAMS

This team-based game pits two teams against one another in attempt to steal as many Data Posts from the opponent as possible. One team's Data Posts will be yellow, while the others are purple. Find a Data Post belonging to the enemy and rapidly press the B Button to activate it for your team. The team with the most Data Posts activated when time runs out is the winner. If there is a tie, then the team with the most remaining in their Battle Power Gauge will be declared the number. Unlike in other gameplay modes, players can be resurrected any number of times in Post Grab, regardless of their team's Battle Power Gauge. In other words, the game doesn't end with an empty Battle Power Gauge; this game is strictly time-based.

Post Grab is the ultimate team game. As you likely know from playing the single player Campaign mode, it takes time to activate a Data Post and even longer if it is already in enemy possession. The player activating a Data Post is essentially a sitting duck for the enemy. Because of this, it is imperative that you work with your teammates and travel in pairs. This will allow one player to work on stealing the Data Post while the other stands watch as a bodyguard. On the other hand, as a defender of Data Posts, your team should have a player with a Rocket Launcher or Vital Suit ready to unleash a barrage of heavy firepower at any Data Post being stolen. While traveling in groups helps protect the individual Data Post thief, it does put the entire group at risk from a massive attack.

FUGITIVE

2 TO 16 PLAYERS

One player takes the role of the "fugitive" and all other players serve as hunters with the explicit goal being to eliminate the fugitive. The goal of this game, as the fugitive, is to either stay alive until the time limit expires or to fill up the Battle Power Gauge to its maximum capacity. The fugitive's Battle Power Gauge increases by defeating hunters and also by gaining distance from the hunters. On the other hand, if the fugitive's Battle Power Gauge reaches zero, the hunter who inflicted the mortal wound will be declared the winner.

This game is very much a complete free-for-all because of the unpredictable nature of the fugitive. As the hunter, you should look for patterns in the fugitive's fleeing and try to cut him off. Sometimes it's better to circle around and meet him head-on than to rely strictly on chasing from behind. You have to outthink the fugitive! On the other hand, the player posing as the fugitive needs to be as unpredictable and wily as possible. Make frequent use of the Anchor to zip across the landscape and reach areas that others may find difficult to access. Stay on the move at all times unless you find yourself with a terrific hiding spot, and only fight back when you have a perfect opportunity to do so. Instead, focus your efforts on learning the maps and finding out-of-sight areas to flee to.

POINT SYSTEM

Everything in Multiplayer mode revolves around points and the "player cost". When players begin at Level 1 they are worth 750 points towards the Battle Gauge. This number increases by 4 for each level gained. So a Level 2 player costs 754, a Level 3 player costs 758, all the way to a Level 99 player with a cost of 1142. When you defeat a player, you gain 110% of the cost of that player to your Battle Gauge. When you are killed in battle, you lose 100% of your own cost from your Battle Gauge.

These numbers change depending on whether you or your target are in a VS. Naturally, it is much more difficult to kill an enemy in a VS while you are on foot and, given this, you are duly rewarded for your efforts. Similarly, using a VS to defeat an enemy in another VS is not as impressive. The following table reflects these bonuses.

Battle Power Gauge Increase/Decrease When Defeated in a VS.

VS Class Being Piloted	Effective Cost Gained/Lost from Battle Gauge
Four Leg VS (e.g. Cakti)	Pilot = 300% Cost
Roboroid (e.g. Hardballer)	Pilot = 240% Cost
Standard VS (e.g. Drio)	Pilot = 200% Cost
Turntable	Pilot = 120% Cost

Battle Power Gauge Increase/Decrease When Defeating in a VS.

VS Class Being Piloted	Effective Cost Gained/Lost from Battle Gauge
Four Leg VS (e.g. Cakti)	Pilot = 80% Cost
Roboroid (e.g. Hardballer)	Pilot = 60% Cost
Standard VS (e.g. Drio)	Pilot = 40% Cost
Turntable	Pilot = 20% Cost

Additionally, activating a Data Post nets the player's or team's Battle Power Gauge an increase of +500. If the other team has already activated the Data Post and you steal it, there is no corresponding loss for the opposing team.

Regardless of the game played, all players are rewarded bonus points at the conclusion of the game. Players will receive 1 point for every 1/10 of their Stamina remaining or 10 points if they had not taken any damage. Furthermore, all players who complete the game are rewarded 100 points for participating. Those who leave the game early earn 0 points.

GAME-SPECIFIC POINTS

Differences in the Battle Power Gauge are reflected, as is, in differences in the Points and even in game modes where the Battle Power Gauge is not displayed, it is constantly being tracked with an internal Battle Power Gauge. In the results, half of the amount that has been reduced from the gauge is turned into points. For example, if you begin with 5,000 points in the Battle Power Gauge and have 9,000 at the end of the game, you will gain 2,000 points. Additionally, various bonus points may be added to this number.

GAME-SPECIFIC POINTS

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ELIMINATION

During the game, actions that affect the game are used to calculate the Battle Power Gauge increase/decrease in such a way that Battle Power Gauge position accurately reflects point position throughout the game. Your overall finishing position in the game also earns you additional points based on the following table.

Elimination Battle Position Points				
16 Person Battle	12 Person Battle	8 Person Battle	4 Person	Points
1	-	-	-	2000
2	-	-	-	1600
3	-	-	-	1300
4	-	-	-	1100
5	1	-	-	1000
6	2	-	-	900
7	3	-	-	800
8	4	-	-	700
9	5	1	-	600
10	6	2	-	500
11	7	3	-	400
12	8	4	-	300
13	9	5	1	200
14	10	6	2	100
15	11	7	3	50
16	12	8	4	0

TEAM ELIMINATION

Actions which affect the game are used to calculate the increase/decrease in the Battle Power Gauge. Individual Battle Power Gauge amounts are calculated in the background and are counted as the player's individual points.

Four Team Battle Position Points	
Position	Bonus
1st Place Team	450 x Number of Total Enemies / Number of Own Team Members
2nd Place Team	250 x Number of Total Enemies / Number of Own Team Members
3rd Place Team	160 x Number of Total Enemies / Number of Own Team Members
4th Place Team	80 x Number of Total Enemies / Number of Own Team Members

Three Team Battle Position Points	
Position	Bonus
1st Place Team	500 x Number of Total Enemies / Number of Own Team Members
2nd Place Team	300 x Number of Total Enemies / Number of Own Team Members
3rd Place Team	180 x Number of Total Enemies / Number of Own Team Members

Two Team Battle Position Points	
Position	Bonus
1st Place Team	800 x Number of Total Enemies / Number of Own Team Members
2nd Place Team	250 x Number of Total Enemies / Number of Own Team Members

POST GRAB

The Battle Power Gauge is not displayed in this game, but is figured internally and exchanged for points which are announced at the time the results are given. Since this is a game where it is more valuable to activate the Data Post than it is to defeat an enemy, whether you defeat or are defeated by an enemy, just 1/4 of the cost counts towards the increase/decrease of the Battle Power Gauge.

Two Team Battle Position Points	
Position	Bonus
1st Place Team	800 x Number of Total Enemies / Number of Own Team Members
2nd Place Team	250 x Number of Total Enemies / Number of Own Team Members

FUGITIVE

Only the Fugitive's Battle Power Gauge is displayed on the screen, but each of the Hunter players' gauges are figured internally. The points gained when the time runs out or when the Fugitive escapes are decided based on the percentage of the gauge in relation to the Goal Points. Also, when a hunter is defeated, the hunter's cost is added to the Fugitive's gauge. If a Hunter destroys himself only 1/2 of that player's cost is added to the Fugitive's gauge. Should the Fugitive kill himself, no points are added to the Hunter. The Fugitive's Battle Power Gauge increases 10 points for every 5 meters of distance he gets on the other players.

The number of points the winning Fugitive or Hunter gets is based on the number of Hunters playing the game. The following table shows just how rewarding it can be to escape 15 Hunters!

Points Awarded to Fugitive and Hunters		
Number of Hunters	Fugitive Points	Hunter Points (per person)
1	300	1350
2	400	1300
3	500	1250
4	600	1200
5	750	1100
6	950	1000
7	1200	900
8	1500	800
9	1850	700
10	2250	600
11	3200	450
12	3200	450
13	3750	400
14	4350	350
15	5000	300

ONLINE BATTLE CHARACTERS

When you first begin playing *Lost Planet™: Extreme Condition* online, there are only three types of models available to select from and two patterns for each of them. As you continue to play the game and level up, more characters will become available. The following chart shows what you have to look forward to.

Level Reached	Available Models and Patterns
01	Snow Pirate (2 patterns each for Crimson, Firefighter, Snail)
10	1 pattern added to Snow Pirate models.
20	1 pattern added to Snow Pirate models.
30	Stranger model added with 2 patterns.
35	1 pattern added to Stranger model.
40	1 pattern added to Stranger model.
45	Gale Soldier model added with 2 patterns.
50	1 pattern added to Gale Soldier model.
55	NEVEC Soldier model added with 2 patterns.
60	1 pattern added to Gale Soldier model.
65	1 pattern added to NEVEC Soldier model.
70	1 pattern added to NEVEC Soldier model.
75	Hero model added with 1 pattern.
80	1 pattern added to Hero model.
85	1 pattern added to Hero model.



Lost Planet™: Extreme Condition has a total of 35 Achievements worth a grand total of 1,000 Gamer Points. The majority of these Achievements are earned through playing the single player campaign, but 9 of the Achievements pertain to the multiplayer mode. The following table helps define all of the Achievements (including the Secret Achievements) and provides tips on how to earn them with as little trouble as possible.

Single Player Campaign Achievements (26 Achievements worth 650 Gamer Points)			
Title	Points	Requirement	Tip
Mission 01 Clear	10	Complete Mission 01	Play through Mission 01 on either the Easy or Normal difficulty setting to earn this Achievement quickly.
Mission 02 Clear	10	Complete Mission 02	Play through Mission 02 on either the Easy or Normal difficulty setting to earn this Achievement quickly.
Mission 03 Clear	10	Complete Mission 03	Play through Mission 03 on either the Easy or Normal difficulty setting to earn this Achievement quickly.
Mission 04 Clear	10	Complete Mission 04	Play through Mission 04 on either the Easy or Normal difficulty setting to earn this Achievement quickly.
Mission 05 Clear	15	Complete Mission 05	Play through Mission 05 on either the Easy or Normal difficulty setting to earn this Achievement quickly.
Mission 06 Clear	15	Complete Mission 06	Play through Mission 06 on either the Easy or Normal difficulty setting to earn this Achievement quickly.
Mission 07 Clear	15	Complete Mission 07	Play through Mission 07 on either the Easy or Normal difficulty setting to earn this Achievement quickly.
Mission 08 Clear	20	Complete Mission 08	Play through Mission 08 on either the Easy or Normal difficulty setting to earn this Achievement quickly.
Mission 09 Clear	20	Complete Mission 09	Play through Mission 09 on either the Easy or Normal difficulty setting to earn this Achievement quickly.
Mission 10 Clear	20	Complete Mission 10	Play through Mission 10 on either the Easy or Normal difficulty setting to earn this Achievement quickly.
Mission 11 Clear	30	Complete Mission 11	Play through Mission 11 on either the Easy or Normal difficulty setting to earn this Achievement quickly.
Extreme Soldier	150	Complete Campaign on Extreme.	Play through the campaign on Normal mode to unlock Hard mode. Complete the game on Hard mode to unlock Extreme mode. Play through all 11 missions on Extreme mode to earn this Achievement. Good luck!
Worm Hunter	50	Defeat the Undeep.	Follow the tactics provided in this guidebook for Mission 03. This is the only opportunity you have to battle the Undeep.
Moth Hunter	50	Defeat the Windega.	Follow the tactics provided in this guidebook for Mission 05. Although the Windega appears in Mission 04, it is much easier to kill the beast in Mission 05.
"Earth" Explorer	10	All Target Marks in Mission 01.	Follow along with the walkthrough to find the Target Marks on Normal mode or refer to the foldout maps for the other difficulty settings.
"Storm" Explorer	10	All Target Marks in Mission 02.	Follow along with the walkthrough to find the Target Marks on Normal mode or refer to the foldout maps for the other difficulty settings.
"Mirage" Explorer	10	All Target Marks in Mission 03.	Follow along with the walkthrough to find the Target Marks on Normal mode or refer to the foldout maps for the other difficulty settings.
"Meteor" Explorer	10	All Target Marks in Mission 04.	Follow along with the walkthrough to find the Target Marks on Normal mode or refer to the foldout maps for the other difficulty settings.
"Aurora" Explorer	15	All Target Marks in Mission 05.	Follow along with the walkthrough to find the Target Marks on Normal mode or refer to the foldout maps for the other difficulty settings.
"Thunder" Explorer	15	All Target Marks in Mission 06.	Follow along with the walkthrough to find the Target Marks on Normal mode or refer to the foldout maps for the other difficulty settings.
"Tornado" Explorer	15	All Target Marks in Mission 07.	Follow along with the walkthrough to find the Target Marks on Normal mode or refer to the foldout maps for the other difficulty settings.
"Volcano" Explorer	20	All Target Marks in Mission 08.	Follow along with the walkthrough to find the Target Marks on Normal mode or refer to the foldout maps for the other difficulty settings.
"Rainbow" Explorer	20	All Target Marks in Mission 09.	Follow along with the walkthrough to find the Target Marks on Normal mode or refer to the foldout maps for the other difficulty settings.
"Rainbow" Explorer	20	All Target Marks in Mission 10.	Follow along with the walkthrough to find the Target Marks on Normal mode or refer to the foldout maps for the other difficulty settings.
"Stardust" Explorer	30	All Target Marks in Mission 11.	Follow along with the walkthrough to find the Target Marks on Normal mode or refer to the foldout maps for the other difficulty settings.
TM Master	50	All Target Marks in Campaign.	Follow along with the walkthrough to find the Target Marks on Normal mode or refer to the foldout maps for the other difficulty settings.

System Analysis
 Game: Lost Planet™: Extreme Condition
 Author: [illegible]
 Date: [illegible]
 Version: [illegible]
 Copyright: [illegible]

SECRET



Multiplayer Achievements (9 Achievements worth 350 Gamer Points)

Title	Points	Requirement	Tip
Ace Medals	30	Get 10 Ace Medals in Survivor	Be the highest scoring player in a game of Survivor to earn an Ace Medal. Do this 10 times.
Best Team Medals	30	Get 10 Best Team Medals in Team Survivor.	Be the highest scoring player in a game of Team Survivor to earn a Best Team Medal. Do this 10 times.
Data Post Medals	30	Get 10 Data Post Medals in DP Steal.	Be the highest scoring player in a game of Data Post Steal to earn a Data Post Medal. Do this 10 times.
Hunting Medals	30	Get 10 Hunting Medals in Fox Hunt.	Be the highest scoring player in a game of Fox Hunt to earn a Hunting Medal. Do this 10 times.
Grand Slam	30	Get all 4 kinds of medals.	Be the highest scoring player in a game of each of the four modes. You only need to earn a single medal in each mode.
Online Master	50	Reach level 50 online.	This Achievement will only come to those who play the game a lot. All players earn points for participating in a game and those who do well will earn even more points. Keep playing to level up and become the Online Master!
Over 100 Matches	50	Play 100 online matches.	Join or host over 100 multiplayer matches online. You can play any game mode and can set a short time limit if you want to earn this Achievement faster.
Consecutive Kills	50	Get 10 kills in a row in a match.	Kill 10 enemies in a single match without dying. The kills must be done in a single match and the tally will reset if you are killed.
Head Hunter	50	Get 50 head-shot kills in online matches.	This is a lifetime-style Achievement. Use the Plasma Gun or Rifle and practice aiming for the head. If you play long enough and are a crack-shot with either of these weapons, then this Achievement will come with time.



LOADING SCREEN FUN

There are a number of things you can do during the loading screens to occupy yourselves while the next area loads. These actions are purely for entertainment and do not impact the gameplay experience, nor your score.

Left Trigger

PRESS THE LEFT TRIGGER TO FIRE A BULLET AT THE "NOW LOADING" TEXT. THIS LOOKS LIKE A MACHINE GUN HIT AND FIRES THERMAL ENERGY TOWARDS MIDDLE OF THE SCREEN.

HOLD THE LEFT TRIGGER FOR 2 SECONDS AND RELEASE. THIS FIRES A SHOTGUN BLAST AT THE "NOW LOADING" TEXT AND SENDS A LARGE AMOUNT OF THERMAL ENERGY TO THE MIDDLE OF THE SCREEN.

Right Trigger

PRESS THE RIGHT TRIGGER TO SEND THE SPINNING MARK NEAR THE "NOW LOADING" TEXT FLYING TO THE CENTER OF THE SCREEN. AFTER A COUPLE OF SECONDS, THIS MARK WILL EXPLODE AS IF IT WAS A HAND GRENADE.



ENDING CREDITS

Defeat the final boss in Mission 11 and watch through the final cinematic to the credits at the end of the game. Enter the following command during the credits to pilot the L-P-9999 Vital Suit during the credits. Successfully enter the command before "Test Player" is reached halfway through the credits to get a chance at piloting the VS. Fly to the destroyed Akrid and receive a score at the end. This does not affect end-of-game ranking or results.

PRESS AND HOLD ALL OF THE FOLLOWING BUTTONS AT THE SAME TIME:

LB, RB, X, Y, B

CINEMATIC CAMERA CONTROL

It's possible to take control of the camera while viewing the in-game cinematics. To do so, input the following command during a cinematic. Once the command has been entered, use the Left Thumbstick to pan the camera, the L and R Bumpers to zoom in and out, and the L and R Triggers to roll the camera.

B, A, X, Y, B, A, X, Y, B, A, X, Y



GTF-11

CODENAME: DAVID

Height	4400
Width	3200
MpkT	7

Special Functions

Sliding Dash	Y Button + Left Thumbstick
Hovering	A Button to jump, then press A Button again for Hovering.

Posture Control Technology first developed for space ships was adapted for VS use in order to make the first flying VS. In outer appearance, it has much in common with the GTT-01, but in actuality Fineriver Inc. undertook an extensive remodeling of the GTT-01. Unlike the GTT-01 which could have weapons mounted to its shoulders to convert it to armed use, this model is multi-jointed and various weapons options can be simply selected for use. This type is much more adaptable to various settlement tasks.



GTB-22

CODENAME: FAZE

Height	4600
Width	2700
MpkT	8

Special Functions

Long Jump	Y Button to prepare for Long Jump and press again to cancel.
Double Jump	A Button to jump, then press A Button again for second jump.

VS created by Big Black Inc for mainly military purposes. With this VS, Big Black really became serious about VS development. Although it doesn't have the in-air mobility of the standard GTF-11, it has far greater running speed and jumping power than other VS. At first glance, it may seem a step backwards from the mobility of the flying machines, but it is far advanced in VS development and was an obvious choice for Fineriver Inc. who needed to set themselves apart from their competitors. Though it is also equipped with a smoke discharger and other special equipment, it is more equipped for an Anti-VS fight than a SK fight.



GTF-13M

CODENAME: EVAX

Height	3000
Width	1800
MpkT	6

Special Functions

Transform Into Bike | Y Button to transform from VS form to bike form.

By affixing a folding mechanism to a motorcycle frame, a standard VS was modified into a long-distance military VS. Very useful on either long-distance reconnaissance missions or ones which require high speed evacuations. They were manufactured by Fineriver, Inc. the same company that makes the GTF-11. As opposed to the approach taken by Big Black Inc. in the creation of VS, this VS is the result of a whole-different type of approach.



GTF-13F

CODENAME: VENZA

Height	3000
Width	1800
MpkT	5

Special Functions

N/A

VS which is the GTF-13 minus the folding mechanism. Although the GTF-13 was heralded as the new direction in small, lightweight VS, this one is further lightened and simplified by the removal of the folding mechanism. This F Model was designed as a response to the maintenance problems surrounding the complexly built folding mechanism. By getting rid of the conversion to bike mechanism, they may have lost the long-range military option, but the model has spread widely due to the advantages gained by the compact size.



GAB-25M

CODENAME: SAKTI

Height	4300
Width	6300
MpKt	9

Special Functions

Transform into Tank	Y Button to transform from VS to tank form.
Drill	Right Trigger makes both drill bits extend in jabbing motion. Tank form only.
Drill Dash	X Button to charge up the engines and burst forward in speeding Drill Dash. Tank form only.
Sliding	Y Button and Left Thumbstick to Sliding Dash in any direction. VS form only.
Hovering	A Button to Jump and immediately initiate Hovering. VS form only.

Next generation VS created by Big Black Inc as not only for anti-Akrid battles, but also for anti-VS battles. Designed primarily for local-use, it is equipped with an Auto-Balancer with higher capabilities than the standard VS. On level ground, it can transform into tank-movement in order to achieve high speeds and even on bad terrain, it can drill through obstacles to get past them. Furthermore, it has been equipped with an experimental posture controlling equipment that will allow it to hover in VS battles.



GAN-34

CODENAME: GRANSEED

Height	4700
Width	4000
MpKt	7

Special Functions

Sliding Dash	Y Button + Left Thumbstick
Hovering	A Button to jump, then press A Button again for Hovering.

This VS was produced by NEVEC and is an improved version based of the GTF-11. Although the basic design parts are no different than the GTF-11, but it was made more useful to the EDN-3rd because its mobility and the strength of the frame were improved Also, to make sure that there was no longer any unpredictability in the controls due to controller error, a self-learning computer was added.



GAN-37

CODENAME: X-SEED

Height	4600
Width	2600
MpKt	2

Special Functions

Long Jump	Y Button to prepare for Long Jump and press again to cancel.
Double Jump	A Button to jump, then press A Button again for second jump.

This VS was produced by NEVEC and is an improved version based of the GTB-22. Just as in the GAN-34, it was improved in order to make it easier and more stable for military use by EDN -3rd. Since the GTB-22 was developed chiefly for military use, it did not require as much revisions as the GAN-34. Most of the changes were to improvements to the exterior, strengthening and additional power added in order to handle the added weight.



PTX-140

CODENAME: HARDBALLER

Height	4900
Width	4000
MpKt	1

Special Functions

Hover	A Button to jump, then press A Button again to Hover.
Dash	Y Button and Left Thumbstick for prolonged dashing.
VS Saw	X Button to lunge forward with VS Saw in left-arm.

VS developed mainly by Gale. It is currently the most highly advanced of the VS in known existence. Its precedent, the PTX-40A, was extremely heavy and it was unrealistic for it to maneuver during a fight at maximum thrust, so its design was overhauled to make simpler and lighter. Due to the lightening of its main body, in addition the improvements in its dash and hovering ability, it was the first anti-Akrid VS mass produced and is standard armed with anti-Akrid direct weapons, "VS Caliber".



PTX-40A

CODENAME: WAF7

Height	4700
Width	4000
MpK	1

Special Functions

Hover	A Button to jump, then press A Button again to Hover.
Dash	Y Button and Left Thumbstick for prolonged dashing.
VS Saw	X Button to lunge forward with VS Saw in left-arm.

Prototype VS developed chiefly by Gale. The thoughts of the pilot inside the frame are directly linked to the drive system and so it has a completely different movement system than the standard VS. As a result, it is rumored to have unmatched mobility but no actual data of flight records has been confirmed. Furthermore, due to the link with the outputted data from the exterior, it has achieved another level of functionality but this has too has yet to be confirmed. The mechanical parts have been made more compact and the redesigned model was mass produced and called the "PTX-140."



GTF-11CC

CODENAME: ORIO-CC

Height	4700
Width	4000
MpK	1

Special Functions

Sliding Dash	Y Button + Left Thumbstick
Hovering	A Button to jump, then press A Button again for Hovering.

This VS was plundered and so its abilities are on par with the GTF-11. It not only regularly requires maintenance, but its functioning is unstable. For stronghold defense, it can be used along with the GTB-22CCs to make diversionary feints against the enemy.



GTB-22CC

CODENAME: FAZE-CC

Height	4600
Width	2600
MpkT	8

Special Functions

Long Jump	Y Button to prepare for Long Jump and press again to cancel.
Double Jump	A Button to jump, then press A Button again for second jump.

Customized bandit version of a GTB-22. Compared to a GTB-22, its jumping ability and mobility have been improved. Its movement system was designed to make it easier to launch surprise attacks from high places.



GTF-11i

CODENAME: FIRECRACKER

Height	4400
Width	3200
MpkT	8

Special Functions

Unknown Capabilities

VS developed by Basil. Its exterior resembles that of the GTF-11. Equipped with special weapons such as missile launchers and needle lasers, which cannot be equipped on a GTF-11. That combined with its moving parts and frame construction make it an entirely different machine. Its special design was added by NEVEC Patrol to distinguish it from others.



GAB-25DM

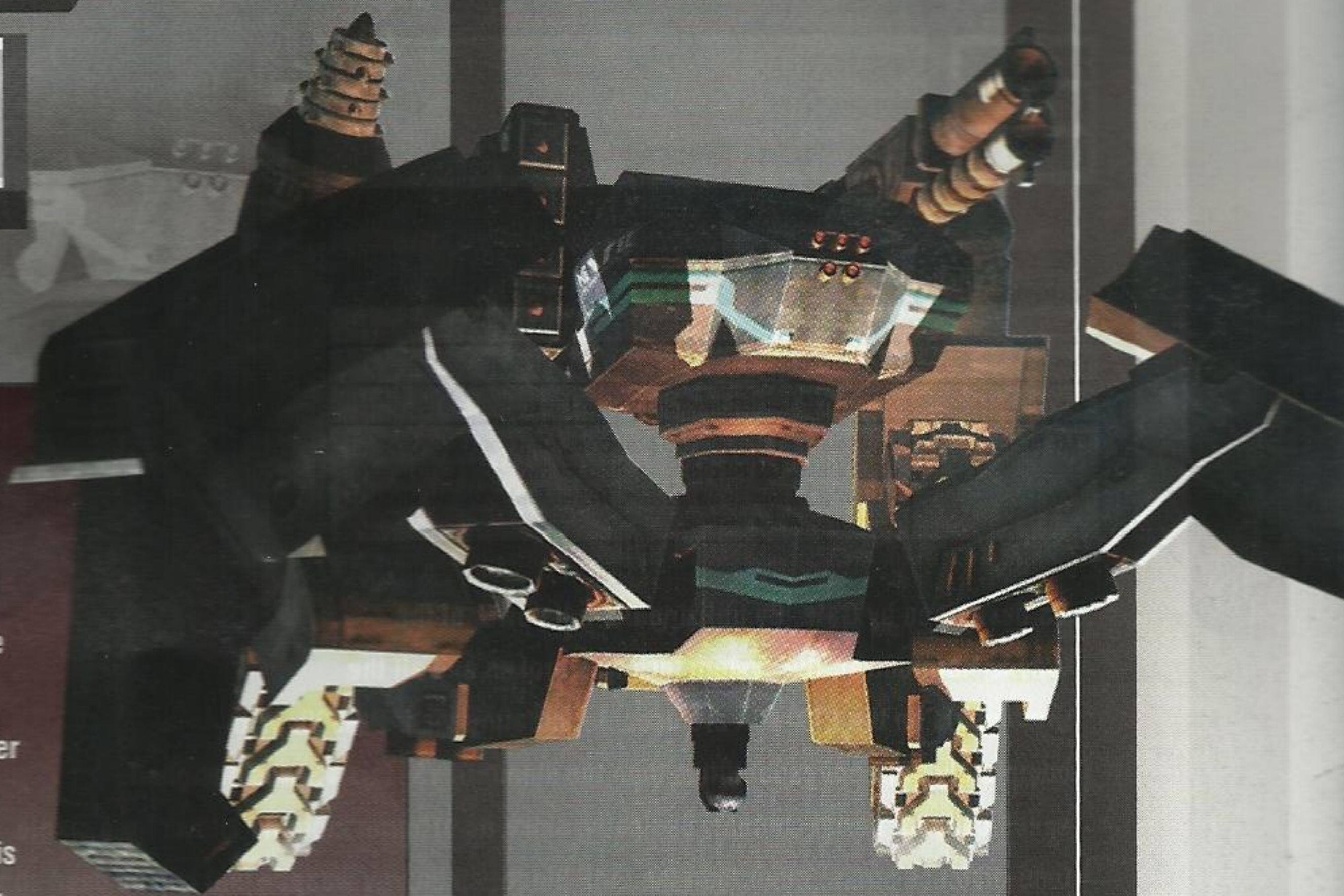
CODENAME: D-CAKTI

Height	11.600
Width	11.700
MpkT	9

Special Functions

Unknown

Prototype model for Big Black Inc "Defeat" Series. This VS was manufactured after collecting all test data related to machinery enlargement. It can carry up to 5 riders, far in excess of other VSs. And each of the riders can take the roles of pilot or weapons management. This also serves to simulate and test the extent to which systems division can take place effectively. When in battle, it forms up with GAB-25Ms. In order to avoid confusion of the formation due to soldier's confusion, the formation can be controlled from the GAB-25DM. All data is presented to NEVEC and although it is known to be helpful in the development of NEVEC's large size VS, exactly what it is being used for is not clear.



PTX-40A-2

CODENAME: HEAVY WARD

Height	6.200
Width	7.000
MpkT	8

Special Functions

Unknown

VS. developed by plundering a PTX-40A and strengthening its armaments. Instead of transferring weapons with the use of multi-joints, this is designed to be customized for each job. At first, after noticing the PTX-40A's power supply, an attempt was made to take the power to the maximum limit, but the analysis of the system did not go well and in the end, the weaponry was improved without an advance in the power output. Even so, wrapped in its highly bullet-resistant armor and armed with weapons that are effective over all ranges, it still is tuned so highly that it suffers no loss in mobility.



L-P-9999

CODENAME: YUAI

Height	5300
Width	6600
MpkT	10

Special Functions

Ascend	Y Button to begin ascending. Press again to stop.
Descend	A Button to begin descent. Press again to stop.
Vulcan Laser	X Button to fire left-mounted Vulcan Laser
EMF Blade	Right and Left Triggers fire projectiles from corresponding EMF Blades. Tap for projectile, hold for two seconds to attack with lengthy energy sword. Left Trigger for horizontal attack, Right Trigger for vertical.

VS developed by Gale. By utilizing the full power of the Wayne Harmonizer, the system lock was broken and all the armaments on the PTX-40A are useable, creating the L-P-9999. With completely different capabilities than the standard VS, this VS was designed specifically for aerial combat. Basically, since its extreme mobility allows for a single, long-distance strike, other than the EMF Blade, an energy weapon that can be used short or long range, it is equipped only with the Laser Vulcan. Part of the basic design data was offered by NEVEC, and based on it, the anti-weapon, the DBS-000XM, was developed.



DBS-000XM

CODENAME: BILLION SWORD

Height	25,200
Width	15,400
MpkT	13

Height	22,400
Width	21,300
MpkT	13

Special Functions

Unknown	
---------	--

Large-scale VS developed by NEVEC to be a decisive battle winner. VS designed based upon the L-P-9999 to maximize its capabilities by linking it with the Dennis Harmonizer. It is also equipped with a transformation ability that has been brushed up by using the GAB-25DM as a reference. By transforming from the VS shape to the Floating Javelin, it can make a single strike breakaway battle method. In addition to the T-ENG, it also is equipped with a machine that converts microwave signals, received from T-ENG as well as from orbit elevators, into energy and so it is a large-size VS that takes a long time to move.

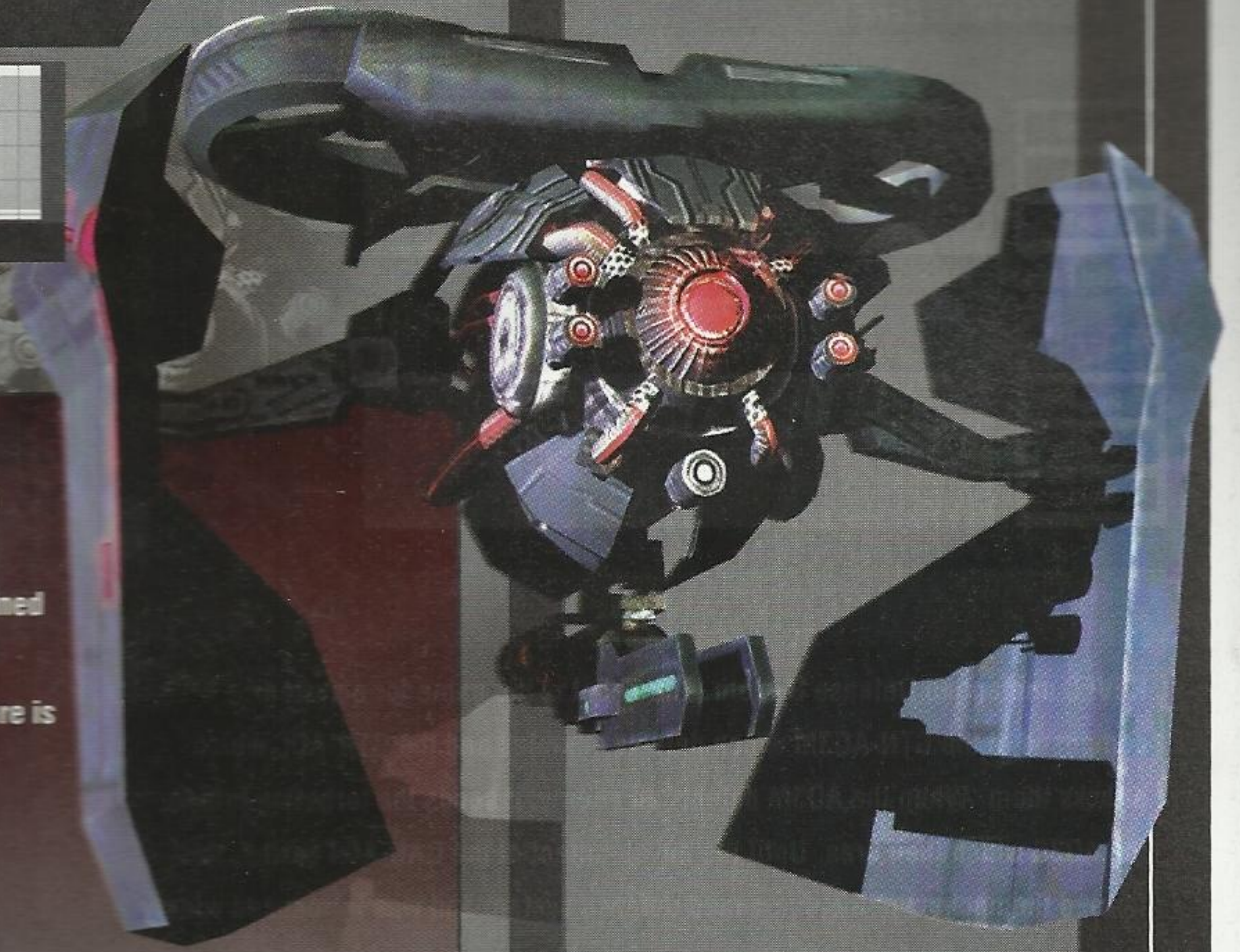


GAN-A04SD

CODENAME: CYCLOPS

Height	1610
Width	1600
MpkT	N/A

NEVEC unmanned Defense System. While on patrol, it illuminates the area with a laser pointer and if something moves within its area, multiple sensors are activated and detailed scanning takes place. It attacks anything determined to be an enemy with a laser rifle attack. During patrol, its shield is closed and is actively scanning for enemies. There is also an A type that is not equipped with a shield.

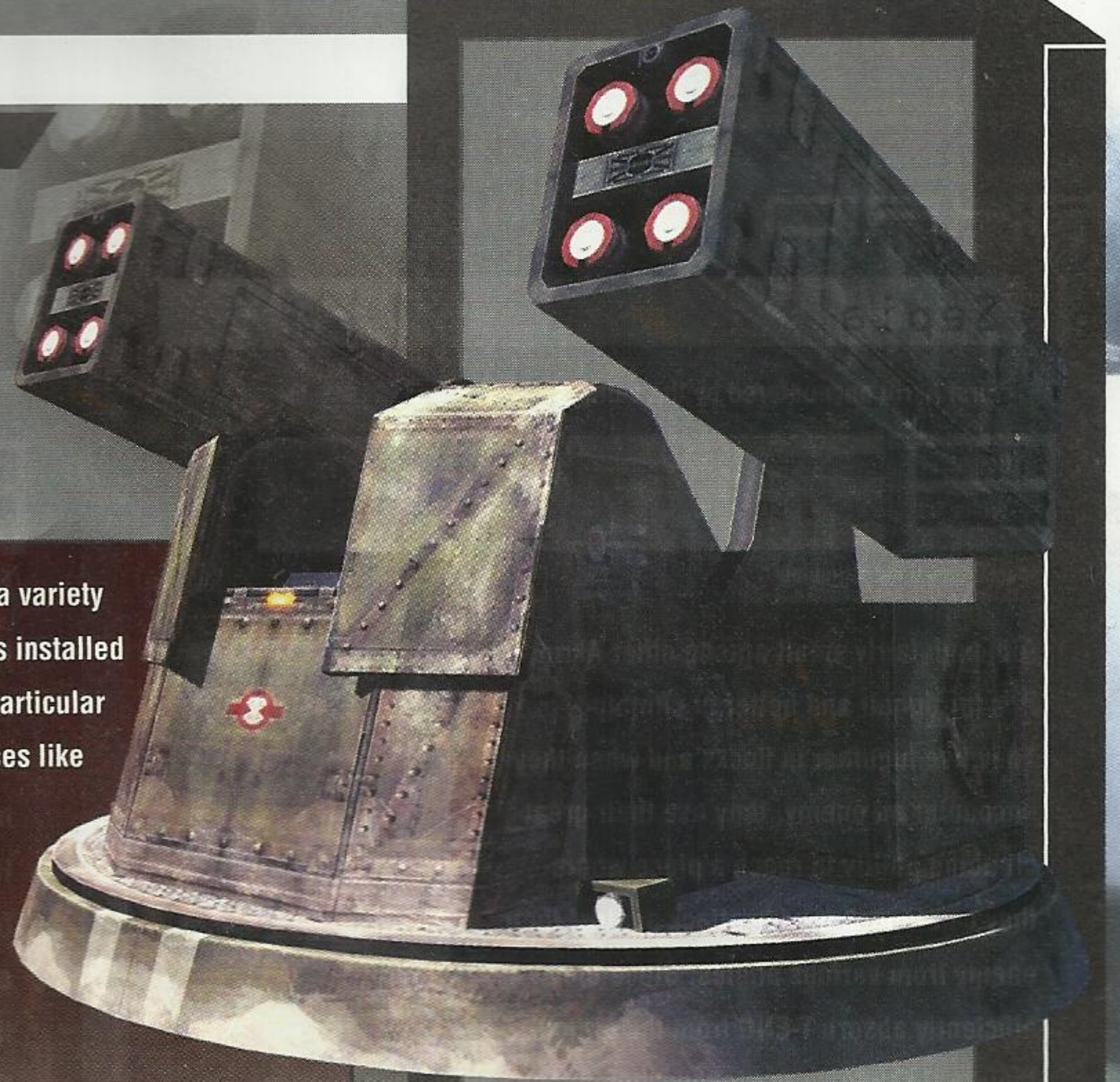


GTN-A01

CODENAME: TURNTABLE

Height	3500
Width	2000
MpkT	N/A

Defense system for which the weapons can be exchanged to meet a variety of applications. Since the GTF-11, when the Multi-joint system was installed as a standard, it has been customary to exchange weapons to fit particular situations. But even so, there is a limit to certain high output devices like lasers due to a generator's power output limitations.



GTN-A03M/C

CODENAME: ZEBET

GTN-A03M

Height	2400
Width	1000
MpkT	N/A

Special Functions: N/A

GTN-A03C

Height	1300
Width	1400
MpkT	N/A

NEVEC unmanned Defense System. The Zebet is the name for a system composed of the GTN-A03M which detects enemies and the GTN-A03C which attacks them. When the A03M detects an enemy, it sends the targeting info to the A03C which then fires. Until the development of the GAN-A04 series, this formed the nucleus of the unmanned defense system and was introduced widely in areas where manned systems were impossible.



AKRID

Sepia

First Akrid encountered by the settlers.

Height	2900
Width	2900

Special Functions: Climbing

Although fairly small among other Akrid, it is far lighter and better at climbing. They live together in flocks and when they encounter an enemy, they use their great climbing ability to reach a place where they can launch a body attack against their enemy from various angles. Since they efficiently absorb T-ENG from the ground, their oral cavities are highly evolved. They open them wide to threaten enemies, but since their mouths also function as a core organ, they can be killed when their mouths are open if sufficient damage is done. There are many sub-species and mutant species.



Sydsepia

Subspecies of Sepia.

Height	2900
Width	2900

Special Functions: N/A

Many inhabit the lava region in the vicinity of the Volcano Dome. The main difference between it and Sepia is its ability to shoot highly acidic liquid from its mouth. This liquid is excreted when T-ENG is created from the absorbed lava and is a type of excrement. Because they are adapted for living in a high temperature lava region, they are covered in a much stronger, thicker shell than the Sepia.



Bolsepia

Mutated form of Sydsepia.

Height	2900
Width	2900

Special Functions: N/A

They live deeply underground in volcanic regions, and especially in high temperature areas. Since they are imperfectly adapted to the highest extremes of temperature, their movement is generally slow. Their resistance to core walls is also insufficient and when they are stimulated by an attack, they explode and spray hot T-ENG all around.



Trilid

Flying, small-size Akrid.

Length	3500
Width	1600

Special Functions: N/A

It twists its entire body and flaps the lead-like wings on its chest to glide through the air. Its outer shell is brittle and since it has no effective attack method, it groups in flocks. Regarding the formations of their flocks, it is thought that they evolved simply as a means in which they can receive mutual protection from their fellow Trilid. Its tail portion doubles as a mouth and it can absorb the fine collections of T-ENG within the ground. They are spread out widely whether in flat or mountainous regions and are equally well adapted to living in all environments.



Chryatis

Warlike Akrid.

Height	8300
Width	7000

Special Functions: N/A

When it gets a response from the T-ENG from anything other than an Akrid, then it immediately regards them as an enemy and begins to wipe them out. Once it enters this attack mode, it will not stop attacking until there is no more response from the T-ENG. It can especially cause damage to its enemies by swinging its long, scythe-like front arms. The front arms can also be used for movement so quick that it belies its large size. It has the highest reproductive power and adaptive abilities of all the Akrid. There are many sub-species and mutated forms of Chryatis and they are spread out all over the planet in plains and hilly areas. Encounters with humanity were relatively early and due to the great number of victims that fell prey to their size and violence, VS development was moved forward.



Genessa

Sticky Akrid growth form.

Height	7200
Width	5600

Special Functions: Spawn Sepia and/or Trilid

After a Genessa has absorbed minerals, another Akrid enters the cavity where it was absorbed and then used the Genessa as a nest to enter and exit. The Genessa absorbs thermal energy from Akrid that use the it as a nest for their growth stages, but on the other hand, its own core begins to deteriorate. When it is destroyed, its nucleus formation ability remains and forms a wall to protect the Akrid inside it and refuse any other enemy entry. On its own, it does not attack enemies.



Dongo

Akrid with a hard, armored shell.

Length	5100
Height	2600

Special Functions: Heavily Armored, Rolling Attack

Its hard shell protects it from external enemies. Its movements are slow and its powerful front legs rarely do damage against enemies. It can on occasion curl its body into a ball and roll into enemies causing them damage. Its front legs grip the earth and allow it to consume rocks that are high in T-ENG. For this reason, it is able to live in areas where the soil is poor in nutrients and where other Akrid are not able to live.



Skalt

Plant-like Akrid.

Height	10,900
Width	4400

Special Functions: N/A

They stick their roots into the ground in order to absorb T-ENG. They carry seeds within armored thorn-shaped cores on the ends. When it detects the presence of nutrients or other life forms it can feed on, it sprays out its seeds. These seeds adhere to the life form and propagates around the target. In order to protect its core, it also often buries itself from the stem to the stalk in the earth.



Jellon

Akrid with a jellyfish-like exterior.

Height	4600
Width	2800

Special Functions: N/A

By contracting its umbrella-like top, it forces air through the opening at its bottom in order to fly through the air. Its core is located above its exhaust hole, but is normally contracted up within the umbrella part. Also, the exhaust hole also doubles as sexual genitalia and it gives birth to larvae after exposing it along with its core. If any area other than the core is stimulated, it cause reproduction within the umbrella-part to start and once the expansion of the umbrella has reached its limit, will explode and spray countless numbers of "Jellites". The Jellites also explode after they been attacked a certain amount.



Parajellon

Sub-species of Jellon.

Height	4600
Width	2800

Special Functions: N/A

Although from outer appearances, it has much in common with the Jellon, its reaction to external stimuli is different. When stimulated, it still begins to reproduce inside of its umbrella, but after exploding when it reaches its stretch limit, it fires an electrical burst along with the dispersal of its larvae. The larvae also do the same, exploding and firing electricity when stimulated.



Raibee

Akrid which looks a great deal like a bee from the outside.

Length	6200
Height	6300

Special Functions: N/A

When it encounters enemies, it can either rapidly fire the pellets stored in its body, or point its electrified stomach at the enemy and thrust its stinger into the opponent to electrify them. This stinger not only absorbs T-ENG from the ground around, but also is directly connected to the core in the stomach. When the Raibee children leave the nest and become independent, they find their own territory to live in. Unlike other flying Akrid, they can stay in the air for a long time by hovering.



Neegal

Akrid equipped with a poisoned stinger on its tail.

Height	5800
Width	9200

Special Functions: N/A

Although it lives mostly on the ground, it has the ability to fly and if approached it will come down from the air like a flying squirrel and attack. Its tail can telescope out and so it can also deliver its poison attack to an enemy that is far away. Its tail is also operated by a belt-shaped Number 2 core in its tail. If the Number 2 core is destroyed, the tail will be broken and the Neegal will lose its most important weapon. The circulation of T-ENG in the 2nd core keeps it alive. They live in lava regions like the one near the Volcano Dome.



Gorechryatis

Mutated form of Chryatis.

Height	15,000
Width	14,000

Special Functions: N/A

It is thought that the Gorechryatis is born when the Chryatis' adaptive powers are stimulated by the entrance of another Akrid. Even more ferocious than the Chryatis, it is also twice as large. Also, it has its core in its stomach area and its entire body is covered with a hard armor. During battle, it can fire exploding pellets made from T-ENG from its mouth.



Queen

Category G Akrid. Belongs to the Chryatis race.

Height	66,000
Width	34,400

Special Functions: N/A

Lives underground in areas where T-ENG veins are and can grow to many times the size of other Akrid. When it discovers an appropriate vein, it forms a nest and attaches itself. It then places its stomach portion in the nest's depression and it sticks its terminal directly into the vein sucking up pure T-ENG. Her arms can extend up to 3-4 times their length in order to grab T-ENG or hold Chryatis eggs. She is ferocious like other Chryatis species. She has an organ inside her body that compresses and cools air that she can use as a freezing breath weapon.



Godon

Category G Akrid. Estimated to be a mutated sub-species of Dongo.

Length 13000

Height 7000

Special Functions: Thermal Energy

Lives mostly in underground caverns and generally separate from other Dongo species. Its mandible is highly evolved and it can stretch out and attack far away enemies. The external shell on its back is harder than that of Dongo and its spinning body attack has the power to pulverize rocks.



Undeep

Category G Akrid. Considered to be the longest in body length of all Category G Akrid.

Length

57,000

Height

12,000

Special Functions: N/A

Much of its ecology is not understood, but it has been rarely observed swimming in the snow. As a result of living in the ground, its eyes have disappeared. In exchange for this lost sense, it has a beard-shaped part under its mouth that can be used to send out ultrasonic sounds, like radar, to detect enemies. It is especially sensitive to the sound of VS' movements and when it senses them, it tries to destroy them with a body attack. Its range is unclear, but it is estimated that they only live in large, flat regions.



Windega

Flying Category G Akrid.

Length 50,000

Width 4000

Special Functions: Flight

With the ability to fly at high altitudes, it can obtain T-ENG from sources that other Akrid can't get to. As opposed to its elegant flying form, it is quite ferocious. When it senses a heat reaction, it descends to a lower altitude that it can attack from, and lining up its stomach portion, drops bomb-shaped objects from its reproductive hole. It can create powerful gusts of wind with its large wings that are powerful enough to even damage people in strengthened suits.



Raibeon

Member of the Raibee species and Category G Akrid.

Length 22,000

Width 2000

Special Functions: N/A

It is thought that it normally lives in its nest deep underground, and few recorded encounters have taken place. When its nest vibrates as a result of a nearby battle or the like, they quickly flee their nest accompanied by Raibee bodyguards. When approached, in order to protect the Raibeon, the Raibee bodyguards will face the enemies and self-explode. When in deep trouble, it will attack on its own. In particular, its piercing attack with its pointed underbelly is effective.



Green Eye

Category G Akrid.

Length	67,000
Height	32,500

Special Functions: N/A

Encounters with this Akrid are essentially zero and so it is wrapped in a mystery. But from the external similarities in these few encounters, it is estimated that they always appear one at a time and that they seem to be some extremely mutated form of an Akrid. It creates cold inside its body and shoots cold breath from its mouth as well as firing ice bullets from the spines on its back. It is extremely sensitive to detecting heat and can reliably grab its enemy whether it is hidden or not.



Saizarod

Category G Akrid. Details are not well known.

Height	72,000
Width	33,600

Special Functions: N/A

There have been only eye-witness reports of its head and long slender arms reaching up from underground. Its estimated size would place it at the top even of the G class category. It is covered with a hard shell that protects it from any attack. When an enemy is near, larval Akrid spew out from the hole on its chest. It has a deep slit on its head and, although it has not been confirmed, it is thought to contain an organ that appears to be a core.



Tencale

A Category G Akrid that has been encountered deep underground in volcanic regions.

Height	32,400
Width	45,000

Special Functions: N/A

Although it normally is active in the ground, it hides itself in caves that were dug for sustenance gathering. When it detects a T-ENG reaction from an intruder in its cave, it appears. When it seizes its enemy, it wraps them in a web much like a spider. When this happens, perhaps because it is in a high state of arousal, it sprays out larval Bolsepia from its reproductive opening. It is equipped with a variety of strange external appendages such as whip-like tentacles that can stretch from the stomach to mouth area, but since its genetic profile closely matches that of Sepia, it is considered likely to be a rare mutated form of Sepia.



HUMAN WEAPONRY: GUNS

Machine Gun

The Machine Gun is a fantastic all-purpose weapon and one you should seldom be without. The high firing rate and large capacity makes it useful in situations against numerous enemies and especially against boss creatures that offer little time to get a clean shot off. Although the Machine Gun isn't as powerful as some weaponry, the flexibility it affords in combat is unparalleled. When swapping out a weapon for a new one, you will almost always be best served by holding onto the Machine Gun as the other weapons are far more limited in their practicality.



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
50	999	Very Fast	Short to Long	Moderate

Shotgun

The Shotgun is an excellent weapon to use when surrounded by enemies and force to "shoot from the hip". By nature, the Shotgun produces a wide blast pattern and sends the individual balls of lead shot outward at an ever-increasing width. These not only reduces the need to be accurate, but it also means that a single blast from the Shotgun can drop several nearby enemies at once. This is best exemplified when being attacked by a swarm of Trilid. Of course, every weapon has its downside and for the Shotgun it is the weapons relatively slow firing rate and limited range. Save the Shotgun for use in tight quarters and situations when surrounded by enemies. Switch to the Machine Gun or other long-range weapon when taking on enemies from afar.



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
8	100	Slow	Short to Moderate	Heavy

Rocket Launcher

The Rocket Launcher is a very powerful weapon that not only packs a huge punch, but has tremendous range as well. This weapon is best used against enemy VS units and gun emplacements. Although it can be useful in certain situations against Akrid or Snow Pirates, its slow rate of fire limits its usefulness. Unlike the Machine Gun and Shotgun, the Rocket Launcher is far rarer and is usually found in locations that precede situations that require its use.



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
1	20	Very Slow	Long	Very Heavy

Energy Gun

The Energy Rifle is unique in that it packs unlimited firepower and never needs to be reloaded. Furthermore, the trigger can be held to charge up a more powerful blast. Although the Energy Gun's rate of fire isn't terribly fast and its projectile speed even slower, the energy blasts shot from the weapon possess a homing feature which means that each shot by Wayne needn't be as precise as with other weapons. All in all, the Energy Gun is a good multi-purpose weapon to use, especially if running low on ammunition with the Machine Gun.



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
∞	∞	Moderate	Moderate	Light to Moderate

Rifle

The Rifle is the perfect weapon for inflicting long-range damage to enemy units, especially human enemy units! Capable of two levels of zoom, the Rifle allows Wayne to place a bullet with pinpoint precision at distances up to several hundred yards. Depending on the range of his target, a single shot can bring down most any human adversary. The Rifle is not as practical to use when "shooting from the hip" as its slow rate of fire and narrow caliber make it hard to hit a moving target while on the run. Instead, find a good safe piece of cover and take your time lining up a shot with the Rifle's powerful scope. Tap Up and Down on the Direction Pad to zoom in and out and look to place the red targeting laser on the forehead of every enemy you see!



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
6	100	Slow	Moderate to Very Long	Very Heavy

Plasma Gun

The Plasma Gun is a cross between the Rifle and Energy Gun. The plasma it fires is similar to the pulsing energy of the Energy Gun, but is more deadly and more concentrated. Also, the Plasma Gun comes equipped with a powerful scope that allows Wayne to snipe his enemies from a distance. The Plasma Gun can be considered even more useful than the Rifle as the width of the projectile makes it suitable for moderate-range situations in which Wayne must shoot while running.



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
∞	∞	Slow	Moderate to Very Long	Heavy

HUMAN WEAPONRY: GRENADES

Hand Grenade

There are numerous types of grenades available to those taking up arms on E.D.N. III, but the Hand Grenade is arguably the most versatile. This standard variety of the famed hand-tossed explosive lacks the special properties of other grenades, but can be thrown relatively far and packs a powerful punch. It is a great way to destroy spawning craters and to also eliminate a group of huddled enemies. The one drawback to the Hand Grenade is that it can easily skid and bounce across the floor and does not detonate on impact, but rather after a three-second delay. That said, Wayne can trigger a quicker explosion by tossing the Hand Grenade and immediately firing the Machine Gun in its direction.



Plasma Grenade

These purple canisters produce an explosion of plasma in the form of a shocking blast of current. Plasma Grenades inflict harm to humans, naturally, but they're most effective against Vital Suits as the jolt of current is highly damaging to the circuitry of the VS. When detonated, Plasma Grenades essentially shock all those in the blast radius, thereby causing them to not only suffer damage, but be rendered motionless for several seconds. This gives Wayne the perfect opportunity to gain the upper hand when outnumbered.



Gum Grenade

Gum Grenades are similar to Hand Grenades in terms of capacity and explosiveness, but there is one key difference. Unlike Hand Grenades, a Gum Grenade will stick to whatever surface it strikes first. There is no way to bounce a Gum Grenade off a wall or watch it slide across the floor towards a distant enemy. Instead, it's best to throw it at a wall and attempt to lure the enemies towards it.



Dummy Grenade

The Dummy Grenade is an Online Battle exclusive. It is a defensive weapon that creates a dummy of your character when used. This dummy is visible on the mini map and can be used to lure enemies into a vulnerable position.



Disk Grenade

The Disk Grenade is an explosive device that can be thrown across great distances with above-average accuracy. Its disc-shaped design allows it to stick into its target, thereby ensuring that the blast hits its mark. Although the Disk Grenade is in many ways a more reliable weapon than the Hand Grenade, it is not without its drawbacks. For starters, the Disk Grenade doesn't pack the explosive punch that a Hand Grenade generates. Also, and arguably more important, is that the Disk Grenade has a very long fuse and will not detonate for as many as ten seconds after it has been thrown. That said, a couple of well-aimed shots from the Machine Gun can be used to detonate the Disk Grenade manually.



VS WEAPONRY

Gatling Gun



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
140	999	Very Fast	Moderate to Long	Moderate

Shotgun



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
8	100	Very Slow	Short to Moderate	Heavy

Rocket Launcher



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
1	20	Very Slow	Very Long	Very Heavy

Laser Rifle



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
∞	∞	Very Slow	Moderate	Heavy

Grenade Launcher



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
5	20	Slow	Moderate to Long	Very Heavy

EM Laser



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
∞	∞	Moderate	Moderate	Heavy

Homing Laser



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
∞	∞	Slow	Short to Moderate	Moderate

Laser Vulcan



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
∞	∞	Very Fast	Moderate	Moderate

Missile Launcher



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
8	20	Moderate	Long	Very Heavy

Cannon



Magazine Size	Max Capacity	Firing Rate	Range	Firepower
1	20	Slow	Very Long	Very Heavy



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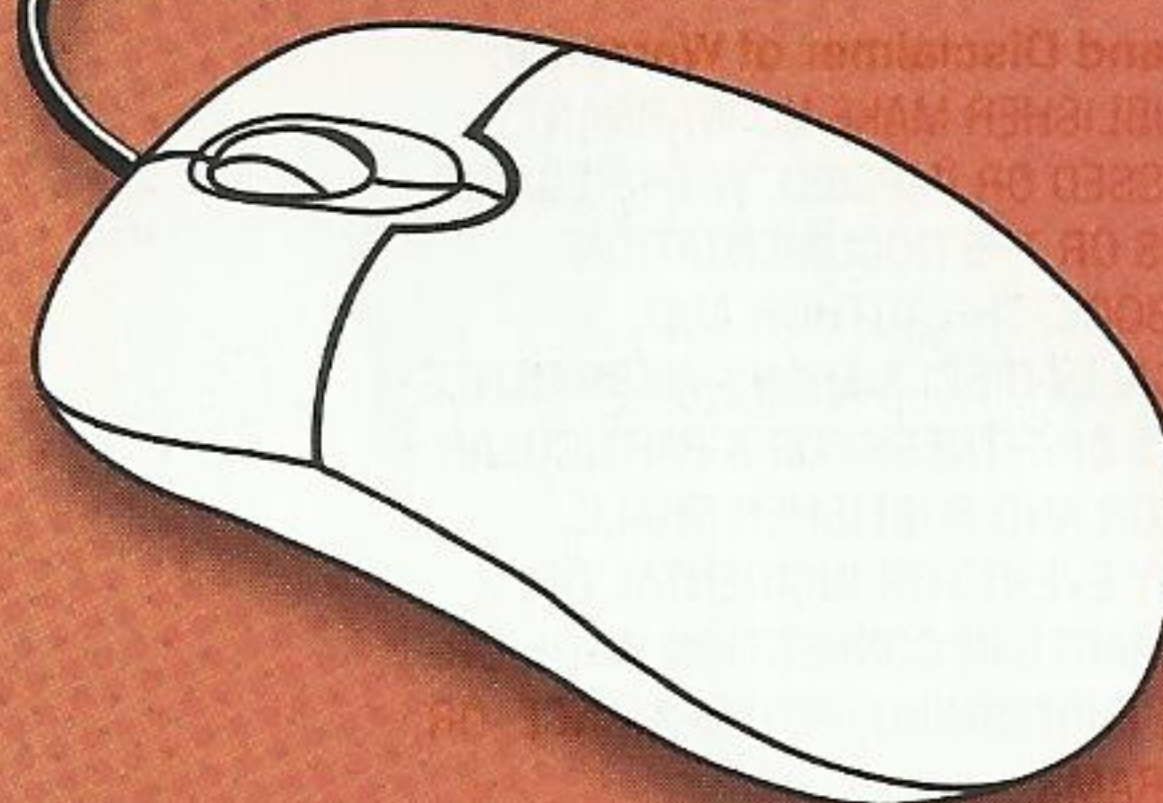
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OFFICIAL STRATEGY GUIDE

Written by Doug Walsh

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BradyGames Publishing
An Imprint of DK Publishing, Inc.
800 East 96th Street, 3rd Floor
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ISBN: 0-7440-0811-5

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 06-1 shows that the first printing of the book occurred in 2006.

09 08 07 06 4 3 2 1

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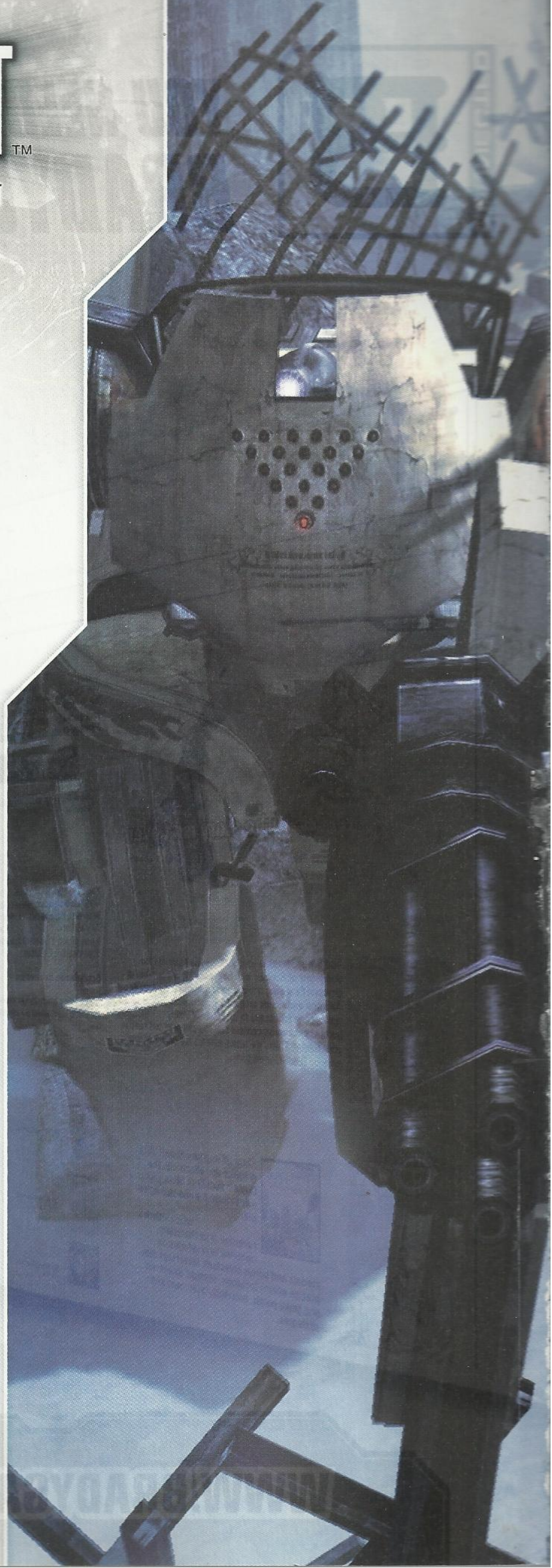
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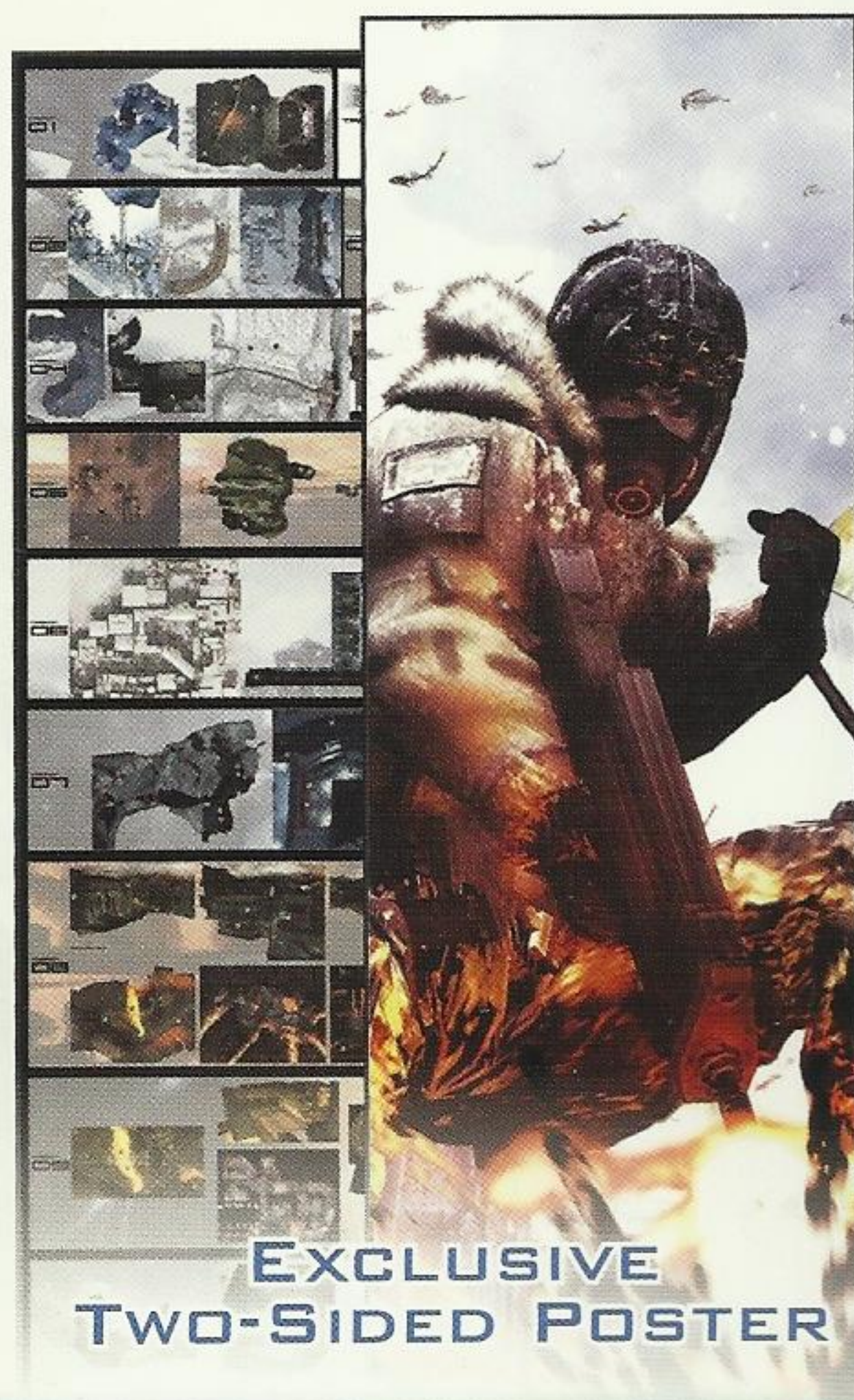


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ISBN 0-7440-0811-5



5 1799



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