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PRIMA OFFICIAL GAME GUIDE

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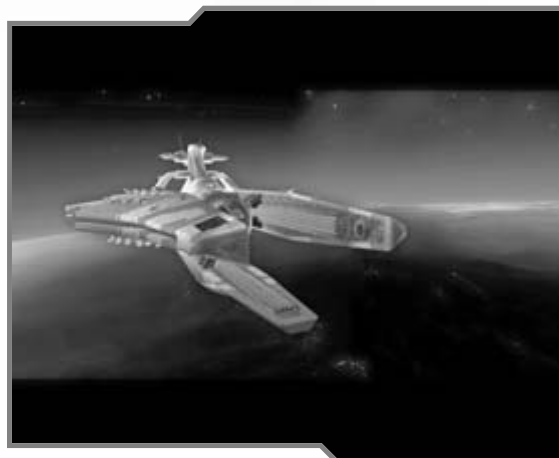
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Introduction

Somewhere between 300 and 500 years before the beginning of the first *Tribes* game, tribal wars and arena games still raged. The warrior's skills were honed both by defending their people and by participating in the games at the Imperial Coliseum. For both competitor and soldier alike, the skill of any fighter was determined as much by ability to use the famed jump-jets as by the use of weapons. Indeed, to outmaneuver your opponent was to almost guarantee victory.

The Empire attempted to civilize the tribesmen and bring peace, but greed, special interests, and old hostilities burn hotter than ever. Injustice is rampant and rarely goes unavenged, but sometimes there is more to the truth than meets the eye.

In a span of 20 years, you guide the royal family and their allies as they try to preserve their family, their government, and their honor. Along the way you may find help unlooked-for and enemies where you expected none. You use every weapon, every pack, every vehicle, and every move you can



The Imperial Flagship Centurion.



General Albrecht (left) advises a weary Emperor Tiberius (right).

possibly think of to achieve your goals. You fight on alien planets, enemy bases, the Imperial Coliseum, and even your own home. Strength of arms alone will not carry you through; keep your wits about you and master the art of the jump-jet, and you may have a chance.

Welcome to the battle of your life.



Seize victory in the Imperial Coliseum and glory is yours.



The past is revealed little by little to Princess Julia.

combination reflects the different character you have control of,

SINGLE-PLAYER MODE

In single-player mode you take on a variety of roles, spanning 20 years. The time you play in and the characters you take control of vary from a five-year-old girl trying to escape detection to a heavily armored behemoth destroying everything in his path. Your points of view jump around from the past to the present and back until all finally converge.

Throughout this campaign you have to master all manner of different skills and attributes. Some characters favor light armor, while others prefer heavy. Some favor explosive weapons, while others take only projectile weapons. Each combination reflects the different character you have control of, and you need to succeed with them all.

MULTIPLAYER MODE

For hardened *Tribes* veterans, multiplayer offers combat in any of 15 different fields and with five different game types. Choose your loadout and join up with the best Internet connection you can muster, or else the action may pass you by. Make sure you are ready to help the team succeed, for in the world of *Tribes* the only lone wolves are dead ones.



Cut your teeth in the single-player campaign first to learn the ins and outs of the various types of equipment you'll use. Up to 32 players can join the fight on any given server, and while some players may have little skill, the best players can make even the best AI seem feeble by comparison. Are you ready?

Multiplayer gives you the most freedom of choice, but the least guidance with which to succeed.



CHARACTERS

INTRODUCTION

The *Tribes* universe is filled with danger, but amid it all you may still find friends and allies. Here are the major players who figure into the storyline.

IMPERIALS

The royal family has ruled the Empire for generations. Though they have usually used their power to balance force with diplomacy, some elements in the Empire would prefer to see continued war with the tribes rather than peace.



Emperor Tiberius

Emperor Tiberius

Emperor Tiberius is basically a good man, but he's more of a diplomat than anything else. Under him, the Empire runs well but the tribes suffer. Corruption and intrigue are far bigger problems under his regime than he realizes.



Princess Victoria

Princess Victoria

Princess Victoria is young and naive, but honest and idealistic. As the daughter of Emperor Tiberius, she is the heir to the throne of the Empire and eventually becomes its queen. In battle, Victoria prefers medium armor, though she has to get used to it for lack of training.



Olivia

Olivia

Olivia is Victoria's older sister. She was removed from the line of succession due to an injury as a child, but she remains as the most important advisor to her family. Olivia always seems to know what is going on and what to say.



General Albrecht

General Albrecht

Another of the Empire's trusted advisors, General Albrecht is the military commander of the Empire. A mercenary for many years previous to his position, he has shown great loyalty and ferocity in battle and has been accepted as a member of the royal family.



Princess Julia

Princess Julia

The heroine of our story, Princess Julia is young and brash, and she can't stand tribesmen. She will take control of the Empire soon, but her training has been more for battle in and outside the arenas. She often leads forces with General Albrecht and makes even his elite troops look green by comparison. Julia prefers the speed of light armor.

THE PHOENIX TRIBE

The Phoenix are a basically noble people who are unhappy about their treatment at the hands of the Empire. They do raid ships from time to time, but they are not excessively cruel or murderous.



Daniel

Daniel

Daniel is the leader of the Phoenix Tribe. He balances the practical use of diplomacy with military force to make a better life for his people. Daniel is an honorable man who will repay favors with generosity, but betrayal with revenge. He prefers medium armor.



General Jericho

General Jericho

Jericho is Daniel's brother and the military leader of the Phoenix tribe. He is fiercely loyal to his family and his people to the point where all potential enemies of the Phoenix are seen as equally dangerous. Jericho believes only in the application of force to meet the brutality of the Blood Eagles and the Empire's mistreatment. He knows how to blow things up, but little else, and consequently he wears heavy armor.

Esther

Esther

Esther is the spiritual and philosophical leader of the Phoenix. She is not the mightiest warrior, but her sense of people is keener than most, and she does her best to improve the Phoenix as people. Esther also acts as a guide for the Phoenix when on missions via the communications channels in their suits. Esther prefers medium armor and is an expert at dueling with the buckler.



THE BLOOD EAGLE TRIBE

Donning red armor, the Blood Eagles can be intimidating to face. They are a cruel tribe of raiders and pillagers who think nothing of the people they kill. They are not mindless however, and they may

scheme in the background as much as attack someone outright.



Seti

Seti

Seti is the leader of the Blood Eagle tribe, and everything about him just screams “Evil,” from the way he talks to what he does to others. Killing innocents to him is the same as killing in combat, though he prefers to send other people to do his fighting for him. Seti wears medium armor.

OTHER CHARACTERS



Mercury

Mercury

Mercury is a Cybrid assassin who is hired out to anyone willing to pay the high price for his services. His background is unknown, but he prefers using a sniper rifle of Imperial make and wears modified light armor that can take more damage. Little else is known about him.



The Glorax

A charging glorax

The glorax are dangerous animals that live all over various worlds. They tend to nest near electronics embedded in caves, but are also known to frequent the surface. Their hide is little protection against the powerful weapons at your disposal, but Glorax do have ranged attacks and tend to attack in groups. They show up in the most inconvenient places.

BASIC GAMEPLAY

As with anything, you need to know the basics before you can move on to more advanced material. The single-player portion of the game is a good way to get acquainted with these concepts before moving on to multiplayer.

CONTROLS

It's crucial to bind the controls to a series of keys that you find convenient. You have a lot of things to do, and you don't want to throw a grenade at your buddy when you meant to use your repair pack on him.

BASICS

Take a look at the Options in the Controls menu and note the default keys. The default movement keys are the **W**, **A**, **S**, and **D** for moving forward, left, back, and right, respectively. You can set alternate keys for each function, so if someone playing the game likes to use the WASD configuration and someone else prefers to use the arrow keys next to the number pad, you can each use your preference.

Possibly the most important controls to set concern the mouse. Mouse sensitivity can affect your aim, your view, and your overall experience. If you constantly find yourself picking up the mouse to continue moving it in one direction, set the sensitivity higher. If you end up jerking back and forth because you can never quite get your crosshairs on an enemy, set it lower. You've got it right when everything seems nice and smooth, yet you can turn quickly enough to make a sudden move.

Though most players use the default of this next setting, the author of this book and some other players (especially those used to flight simulators) invert the Y-axis of the mouse. This means that left and right are the same, but when you move the mouse up your view looks down, and when you move the mouse down your view looks up. Either way is fine, just choose the way that doesn't seem disorienting!



ADVANCED MOVEMENT

If you're wearing any type of armor, you're equipped with jump-jets that allow you to fly. Watch your energy meter in the upper-left corner, as you can use the jets for only a limited time before they need to recharge. The right mouse button is the standard key bound for this function.

The spacebar is used to jump, but its other function (which you use more often) is to ski by holding it down. You can ski on any surface, even if it's uphill, but you ski best on flat surfaces or down slopes, while jetting into the air a little when you come to an upward slope. Skiing builds speed and conserves energy for your jets, so use it as much as possible to move fast.

Who says you need snow to ski? Pavement, dirt, even metal work fine.



THE HEADS-UP DISPLAY (HUD)



Clockwise from the screen's top left are your visual communication system, audio messages, radar system, grenades, and pack.

Your HUD contains a wealth of information vital for you to function in *Tribes: Vengeance*. Once you know what each display means, checking them becomes second nature.

RADAR

The radar display in the HUD's upper-right corner tells you where to go, and sometimes even where *not* to go. Objective markers give you direction when you aren't sure which way to turn, and your allies and enemies also show up on this display. It's pretty handy when you need information fast.



COMMAND MAP

Command map for an outdoor mission

The command map gives you a bit more information than your radar. You must press **[C]** to bring it up, but it tells you what you need to do and lays out the map in its entirety. This can be useful when planning what objectives to tackle next, or for looking up what terrain you might face in a given direction. You can even continue moving while you look at the command map.

OBJECTIVE MARKERS

Thank goodness for these little guys. Without them, you'd get in way more practice jetting and skiing than you'd want. Each objective marker appears on both your radar and the command map, they tell you where you need to go. Sometimes these are waypoints and you just need to get there, and sometimes you need to do something, such as activate a switch. Also note the arrows inside these—they tell you whether the objective is above or below you if you aren't on the same level.



INTERACTIVE ITEMS

You have to interact with your environment wherever you go, so be aware of the things around you. Some of these devices can save your life, so make sure you know how to use them.



INVENTORY STATIONS

Inventory Stations get you outfitted with armor, weapons, and sometimes packs. Different Inventory Stations have different loadouts, so you can't always get what you want. Still, you're usually very happy to find one of these.

You find this Inventory Station early in the game.



RESUPPLY STATIONS

Resupply Stations recharge your health and ammo to their full capacities. You don't need to stand next to a Resupply Station while being recharged; just walk up and press your "Use" key, and once the process begins, you can proceed.

Fill 'er up.

CAUTION

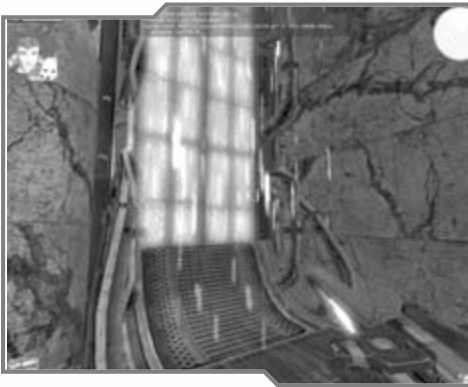
Resupply Stations help you out a great deal. That's why they're usually situated right before you enter a huge fight!



SWITCHES

Switches are found all over *Tribes: Vengeance*, and thankfully they're very simple. Walk close to a switch, press your "Use" button, and when the switch turns from yellow to green, you're all set. Switches might open doors or activate power supplies, and not all of them have permanent effects. If you find yourself stuck, check your command map for instructions. You may need to go back to a switch and throw it again.

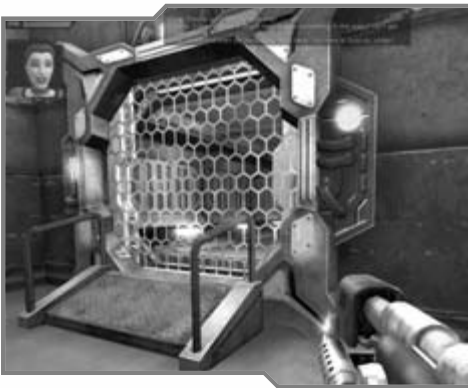
Simple is good.



ELEVATORS

Elevators are easy ways of getting up and down in a hurry, but the ones in *Tribes: Vengeance* aren't mechanical. They use a technology that suspends gravity in a small field, allowing you to jet upward or ski downward without consuming fuel. Watch yourself on these though—hitting the floor or ceiling while going too fast can be painful.

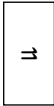
Going up?



ENERGY BARRIERS

The problem with energy barriers is that they block your path, but don't bar the way for your enemies. Whoever controls an energy barrier can pass through it without incident, but anyone else has to find an alternate route. Watch for enemies coming through them, which can be a nasty surprise.

Feeling walled-in?



SAVING AND LOADING

Your saved games are crucial to completing a huge game like *Tribes: Vengeance* unless you plan to do it all in one sitting. In general, save your game anytime a new area loads by pressing **[ESC]** and selecting "Save." Name your saved games carefully, so you don't end up with a lot of files that you can't distinguish between. You can load a game the same way, or from the main menu.



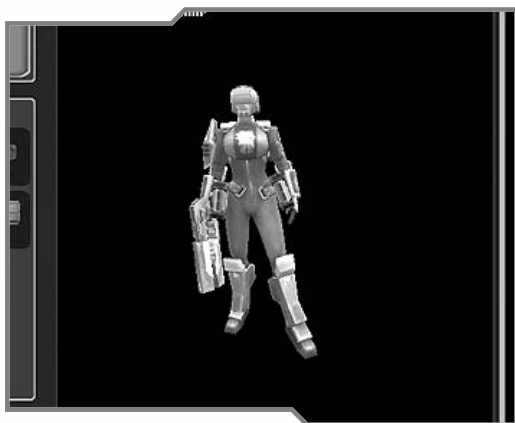
GETTING OUTFITTED FOR BATTLE

EQUIPMENT

Tribes: Vengeance is filled with items and weapons. Some work best against infantry, some against vehicles, some at close or long ranges. Choose components that complement each other, and you will be that much more dangerous.

ARMOR TYPES

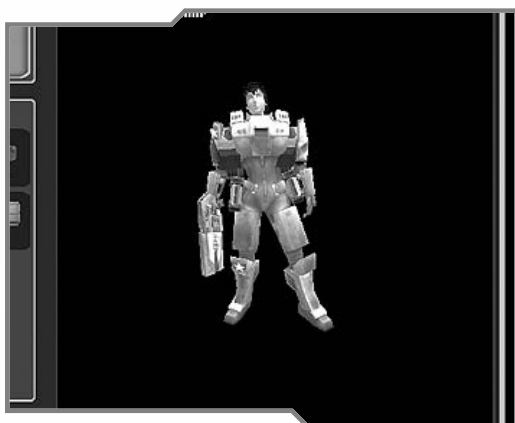
Your choice of armor determines your speed, the amount of ammo you can carry, the damage you can take, and even what weapons are available. Choose wisely.



Light Armor

Imperial light armor

Light armor is the fastest armor available, but it can't take much damage. Try to avoid taking hits at all, so you don't have to worry constantly if you're going to die. This is the only armor that can use the sniper rifle. You also carry the least amount of ammunition.



Medium Armor

Imperial medium armor

Medium armor is the most popular armor because of its balance between durability and speed. You can carry a little more ammo and take a little more damage, and you don't lose too much in maneuverability. This is the only armor that can use the buckler, which can be the ultimate defensive weapon, or even a good offensive weapon as a complement to your other armament.

Getting Outfitted for Battle

Heavy Armor

Imperial heavy armor

The big guns. Heavy armor is slow and clunky, and it has trouble jetting into the air for very long because it's so big. However, heavy armor can take significantly more punishment than medium armor, can carry a lot more ammo, and can use the mortar to obliterate enemies from far, far away. You can't pilot or drive vehicles or turrets while in heavy armor, although you can use the turret position in a Rover or assault ship.

WEAPONS

You have eleven weapons to choose from, all of which are necessary at some point in the game. Learn their strengths and weaknesses to know which to use in different situations.

Energy Blade

This is your fall-back weapon. The blade is channeled with energy from your jets to do extra damage, but it's still not all that powerful, and you can use it only in melee combat.



Blaster

Blaster

The most simple weapon, your blaster will bail you out when you run out of ammunition. The rate of fire is decent, and the blast spreads out as it travels, making this a good close-range weapon. It's powered by your jets, so you can never run out of ammo.



Chaingun

Chaingun

Accurate and with the highest rate of fire available, the chaingun is often dropped by dead enemies, as it is standard issue to most soldiers.



Spinfusor

Spinfusor

The bread and butter of tribes' weapons, the spinfusor fires a powerful spinning disc that explodes on impact and damages anyone in the area. More than that, it knocks enemies away from their current positions, especially if they're wearing light or medium armor. The spinfusor is found all over the game, and is almost a necessity in any successful tribesman's inventory.



Rocket Pod

Rocket pod

The rocket pod fires six projectiles in quick succession, which then can be guided toward their target. Fire it only if there's plenty of room around. The rocket pod works best at long range and against slow targets, but it can do a lot of damage in a short amount of time.



Grenade Launcher

Grenade launcher

The grenade launcher is nothing more than its name implies, yet so very useful all the same. At short or medium range, the grenades it fires bounce a few times before they explode. At long range, the grenades can be lobbed through the air and will explode on impact.

Getting Outfitted for Battle



Burner

Burner

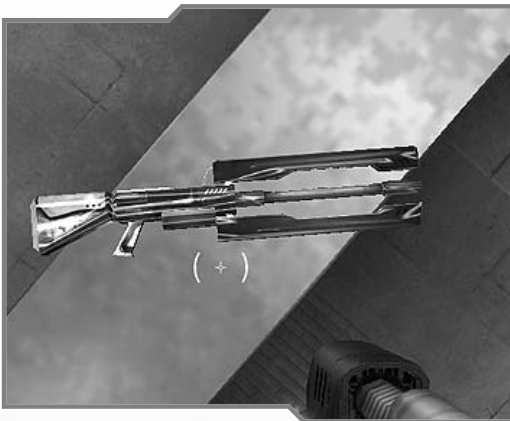
A great short- to medium-range weapon, the burner fires a concentrated ball of napalm that is too unstable to travel very far before it explodes. The resulting fire burns for a few seconds and torches anyone who comes too near it. Hitting an enemy dead on with a ball of flame from the burner causes even more damage.



Grappler

Grappler

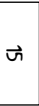
Not a weapon in the purest sense, the grapppler still takes up a weapon slot in your inventory, and can be used for many things. Grab equipment from afar, climb higher when your jets need to be recharged, or even turn faster while holding onto an object to avoid being pushed away from it.



Sniper Rifle (Light Armor Only)

Sniper rifle

The sniper rifle requires ammunition, but it also works off of your jump-jets. The higher your jets are charged, the more damage the shot will do to an adversary. Taking an energy pack with this weapon to recharge your jets faster is usually a good idea.

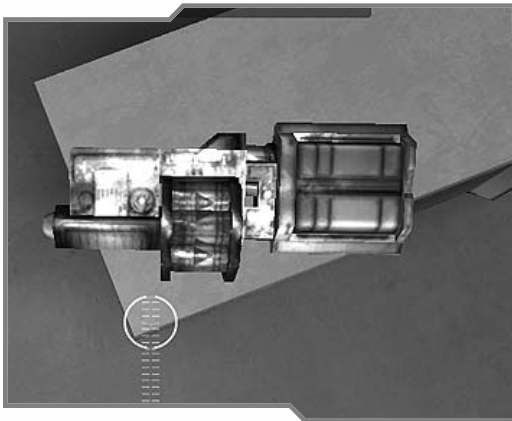




Buckler (Medium Armor Only)

Buckler

The buckler is the ultimate dueling weapon. It protects the user from all types of enemy fire—even spinfusor discs bounce right off of it—but it can also be thrown to inflict massive damage on an enemy.



Mortar (Heavy Armor Only)

Mortar

The mortar is the game's most powerful weapon. It works much like the grenade launcher with two main differences: It can be launched farther, and the ensuing explosion is both much bigger and much more powerful.

PACKS

Equipment packs are essential to augmenting your abilities in *Tribes*. Again, choose these based on your situation and your weapons.



Energy Pack

Energy pack

Energy packs are great if you need to do a lot of flying, but also if you use the sniper rifle. It recharges your jets a little faster when in passive mode, and when activated, it gives you a boost in speed.

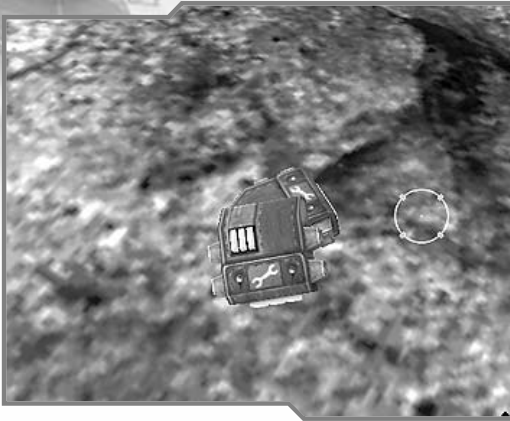
Getting Outfitted for Battle



Repair Pack

Repair pack

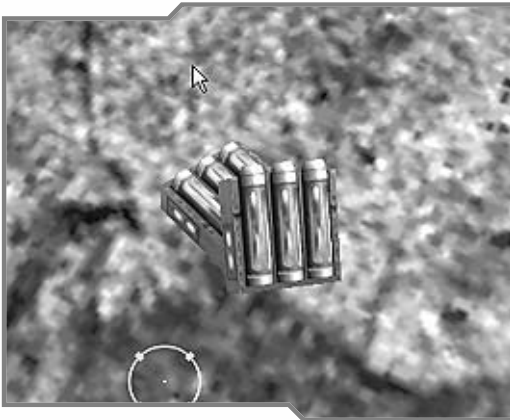
Repair packs passively heal you while they're being worn, and they do so faster when activated. Any allies or friendly vehicles nearby will also be healed while it is activated, making this a good pack to take when you have allies in a battle.



Speed Pack

Speed pack

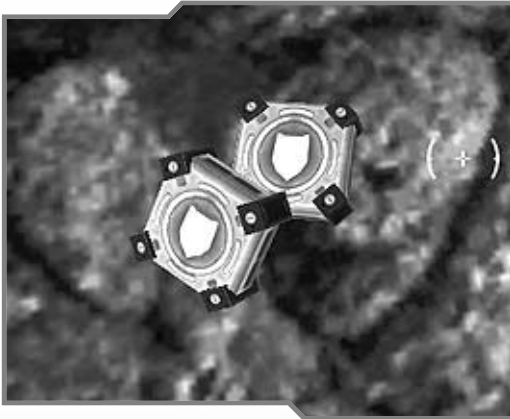
The speed pack increases your speed on the ground, but not in the air. If you need to run or ski rather than jet, this is the pack for you. Activate the speed pack to make your weapons fire much faster for a short time.



Shield Pack

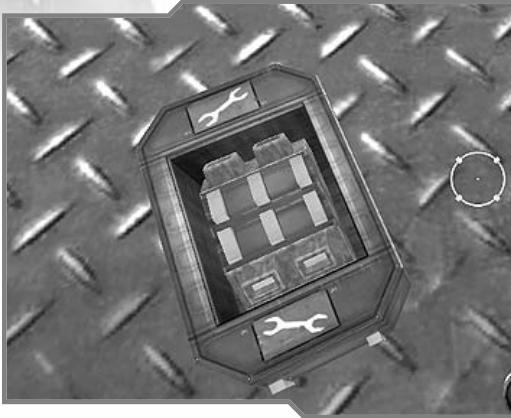
Shield pack

A great pack to have, the shield pack reduces the amount of damage you take from each hit. If activated, the shield pack greatly reduces the amount of damage for a short time. Wear one of these with some heavy armor, and you can take an incredible amount of damage.



DEPLOYABLES

Deployable equipment is some of the most useful available. You can carry only one deployable at a time, so hurry if you need to place several.



Deployable Repairer

Deployed repairer

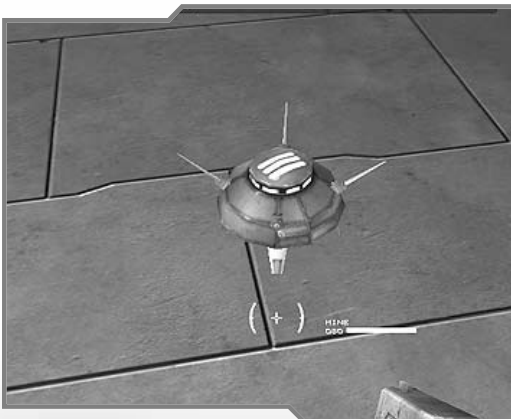
Deployable repairers work like repair packs because they heal or repair any allies or machines nearby. Placement of a deployable repairer is vitally important, because you can't pick it up again. Deployed repairers are marked on your radar by crosses.



Deployable Turret

Deployed turret

Deployable turrets sit and wait for your enemies to come into view. Once sighted, they unleash a barrage of fully automatic chaingun fire.



Deployable Mine

Deployed mine

Deployable mines explode when an enemy comes within their proximity, but their advanced detection systems allow you and your allies to pass by them unharmed.

Getting Outfitted for Battle

Deployable Inventory Station

Deployed Inventory Station

Deployable Inventory Stations are rare, but great to have. They fully heal you and fill your ammo reserves, and allow you to change equipment at will, although you can't change armor when using one. Use these wisely.



Base Catapult

Base catapult

Catapults fling you into the air at a small cost to your health. These are great for building up speed or to catch a retreating enemy who has a head start. They can also be placed to give you access to hard-to-reach places high in the air.



VEHICLES AND STATIONARY WEAPONS

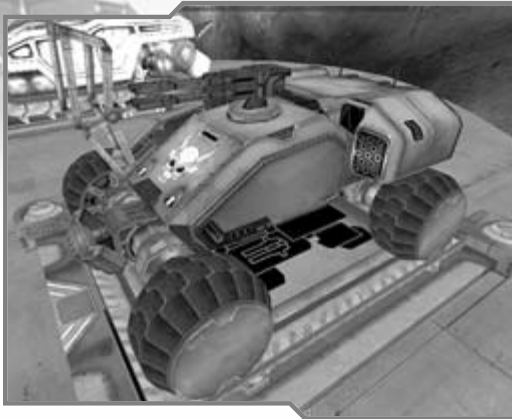
Sometimes the equipment you carry just isn't quite enough. Use these war machines to get the extra speed or firepower you might need.

Assault Pod

Assault pod

Assault pods, sometimes also called fighters, are compact, fast, and pack a wallop. They fire small rockets from each of four launchers mounted on the front, and consequently the rate of fire makes up for the lack of raw power. The only downside is that these pods are very vulnerable to attack. Because they're so small, they offer their pilots little protection.





Rover

Rover

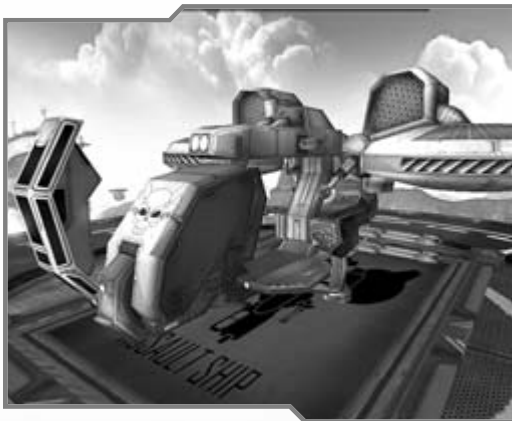
Rovers are the fastest things on the ground, and can also do a lot of damage with their rear-mounted anti-aircraft guns. There is room in a Rover for a driver and a gunner.



Tank

Tank

The tank is one of the most brutal vehicles in the game. The driver moves the tank and also controls its main cannon, which has a blast radius and force to exceed even a mortar explosion. In addition, tanks may take an extra person to man the chaingun turret on top. Tanks can take incredible amounts of damage before being destroyed.



Assault Ship

Assault ship

The assault ship is more vulnerable to attack than the heavily armored tank, but it packs even more firepower. The pilot controls the bomb launcher in the nose of the craft, which can be thrown a fair distance, and two gunners can man the side cannons. One strafing run by an assault ship can leave an entire group of enemies dead in its wake.

Getting Outfitted for Battle



Sentry Turret

Sentry turret

The most common type of turret, sentry turrets use dual high-powered chainguns to rip their targets to shreds. Effective even against heavy armor, sentry turrets are a blessing if you can take control, and a nightmare if you've been sighted by one.

Mortar Turret

Mortar turret

Mortar turrets launch the same mortars that heavy armor can fire far into the distance. The rate of fire is still slow, but the power this turret dishes out can annihilate anything it can see.



Anti-aircraft (AA) Turrets

AA turret

Anti-aircraft turrets are four-barreled, high-powered guns designed specifically to take out air attacks. Make no mistake though, these guns work quite well on infantry as well.

Burner Turret

Burner turret

Burner turrets fire bigger balls of napalm than hand-held burners, but are still limited in their range. Usually placed within a short distance of bases for defensive purposes, these turrets can lay down walls of flame in no time flat.



VICTORIA: THE PAST

Victoria faces unexpected challenges aboard the Imperial Flagship Centurion.

THE STORY SO FAR

Princess Victoria may have sacrificed her freedom to marry General Gaius for the good of the empire, but that's only the beginning of her troubles. Phoenix Tribesmen have boarded the Imperial Yacht and are preparing to attack while the princess sulks in her room. Take control of the princess and get to the escape pods before the Phoenix get to you!

EQUIPMENT

Weapon

Blaster
Chaingun
Spinfusor
Grenade Launcher
Burner

Armor

Medium
Heavy

Vehicles

Assault Ship

MOVING OUT

Take a look around the room and get a feel for the basic controls. This is a good time to adjust the mouse sensitivity under Options in the Controls menu. After you do a little leg-stretching, explosions rock the ship and the Phoenix raid begins. Communications from General Albrecht are grim indeed, and just outside the room's windows you can see the battle raging in space.

Follow Olivia's advice and head to the bridge. Once the door opens, you can finally get going. Two civilians are trying to open a door in the next room, but watch out as you get close to these guys. An explosion takes the floor right out from under them—and from under you if you didn't keep your distance. Things may seem like they couldn't get worse, but now you've lost contact with Olivia. Drop down the hole bit by bit to avoid taking damage.



The Phoenix attack in space as well as on the ship itself.



CAUTION

Jump down that hole right away—if you wait around, two Phoenix soldiers come from behind and start shooting at you.

Hopefully you didn't break anything in that fall. Remember, you can't afford to take much damage if you're not wearing any armor. Follow the corridor past some burning wreckage until the tunnel opens up to a large room.



Doesn't it just look like something bad is about to happen to this guy?



A civilian on the staircase calls out to you, but when you near him, an explosion takes out both him and the stairs that might have gotten you out of here. Try the green corridor next to the staircase instead.

At the end of this corridor is a working Inventory Station. Thank goodness! Now you can reestablish contact with Olivia and even get some armor and weapons. More good news: an escort awaits in the throne room.

First Inventory Station

You can only choose medium armor for right now, but there are plenty of weapons to play with. The chaingun, blaster, spinfusor, grenade launcher, and burner are all at your disposal. Too bad you can only pick three.

Lots of enemies drop chainguns and blasters, so you can always pick these up later. So take some of the more powerful weapons and see what they can do. The spinfusor, burner, and grenade launcher should more than suffice to blast your enemies into the next solar system,

and it might be some time before you get to use them again.

Now that you're fully equipped, follow the marker Olivia provides in your Heads-Up Display (HUD). This leads you back to the room with the blown-up staircase. Fly up to the very top of this room using your shiny new jump-jets on your armor, and heed Olivia's advice: Use short bursts.



It's a long way to the top.

entire walls of flame, and blast any remaining foes with the spinfusor. But don't hurt yourself with these weapons. The burner can be especially dangerous if fired at a wall too close to you. Princess Victoria may be a hottie, but that doesn't mean you should set her on fire!

Once you've dispatched your enemies, look for the room's exit. Can't find one?

Enter the green corridor at the top of this room and follow it until you need to drop down a level. Remember that your jetpack works for falling as well as for flying. Using a few short bursts while falling keeps you from taking damage. Just keep following this until you reach the throne room.

Your First Battle

It looks like the escorts needed an escort, because just as you approach the throne room, they are ambushed and killed by light-armored Phoenix foot soldiers. Fight out of here using your superior firepower. Launch grenades from far off, use the burner to build



That's the throne on the screen's left, and up on that ledge is the only way out of this room.

Fly up to the room's second level, just to the right of the throne. There you find a way out, and into a room with a Resupply Station.

If you took a lot of damage or are out of ammunition, use one of the stations to fill up. Olivia opens the hatch in the ceiling above, so fly through there and get through the tunnel. Clear out debris in the tunnel with one of your weapons. Drop down again, but avoid a damaging fall by slowing your descent with the jetpack.



Get ready for another fight as soon as you enter the next room. Phoenix tribesmen attack you from several positions, and more come through the corridor on the bottom level. Use the jetpack to fly and make yourself harder to hit while firing explosive rounds at your attackers. Remember, you don't have to hit them directly to do a lot of damage. Just hit each enemy with the blast radius a few times and they're toast.

Follow that corridor on the lower floor and you run into three more unlucky civilians on the way to the next Inventory Station. Olivia messages you and says the Phoenix are dug in. You're going to need more firepower.

You get two Resupply Stations for the price of one.

Second Inventory Station

This station gives you the choice between medium and heavy armor. When you choose the heavy armor, notice that the mortar weapon is highlighted because it's only usable by heavy armor. Take the heavy armor and switch out your grenade launcher for the much more powerful mortar. You'll be glad you did in the next fight.

Head down the corridor to your left and get ready for another big fight. You end up in another throne room, but this time you're fighting several Phoenix soldiers as well as deployed turrets. Your armor absorbs a lot of damage, but don't leave yourself vulnerable for too long—those bullets can add up fast when six enemies are shooting you at once. Fire your mortar rounds to take out the turrets from long range, and lob the rest at any remaining tribals. If anything's left when you finish launching mortars, clean it up with your other weapons and head to the corridor at the other end of the room. This opening looks almost too small to fit through with your bulky armor, but you can make it.



That's the door you need to get to. It seems like a simple task until medium-armored Phoenix soldiers start shooting at you.

This corridor leads you to a cargo hold where you learn that the self-destruct sequence has been initiated. Olivia says they won't leave without you, but how comforting is that? Keep moving, and pick up the pace.

Past the cargo hold, you find yourself at the top of a long shaft. You need to get to the bottom to find a doorway that leads to the next room, but advance slowly.





Stock up at the Resupply Stations, then wait for the door ahead of you to open.

Drop down and keep an eye open for Phoenix soldiers protected by medium armor and armed with spinfusors. They're tough, and they can do a lot of damage in a hurry if you aren't careful. Through the door at the bottom you find another shaft, and this time you need to get to the second-topmost level to find the next doorway. Past that you are in the third and final shaft, with the doorway at the bottom.

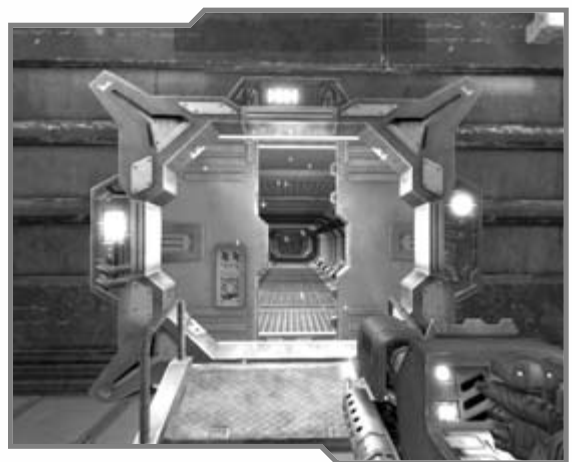
If fighting those medium-armored Phoenix took a lot out of you, don't worry. Once you leave the third shaft you end up in a room with two Resupply Stations.



Making a mess of the mess hall.

Olivia opens the nearby door and sends another escort to help you. Follow the corridor to the next room and get ready for another encounter with light-armored Phoenix soldiers.

These guys are easily dispatched because you reloaded that mortar.



You can't get through here with heavy armor. Turn around and use the Inventory Station behind you to switch back to medium.

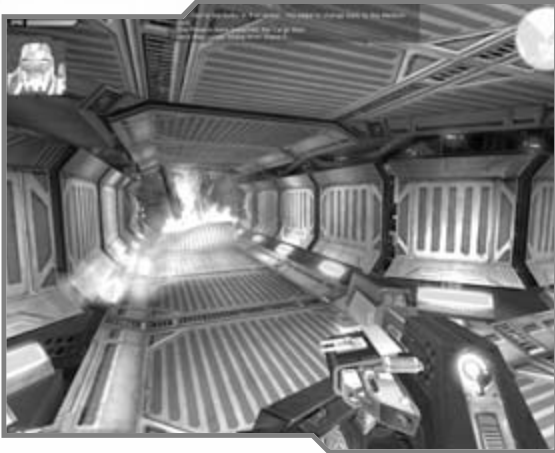
The fighting takes you through a few more rooms until you are stopped in your tracks by a half-open door. Luckily there's an Inventory Station right behind you where you can change back to medium armor.



Third Inventory Station

This is the final Inventory Station in Act 1. There's nothing new here, just the ability to change from heavy to medium armor so you can fit through that doorway. You have to give up your mortar, but you can equip the grenade launcher in its place.

Through that half-open doorway you find that all the paths but one are blocked by burning debris or sealed doorways. As you approach the cargo bay, the squad that was going to escort you is annihilated. Again.



These escorts aren't working out too well...

Olivia can override it, but it takes time. Meanwhile more Phoenix soldiers are pouring into the room to get at you. Fight these guys off until Olivia can eliminate the barrier. You can do this with your regular weapons, but there's an easier way.

The Phoenix didn't think they would get hit with bigger guns. If you face away from the energy barrier and look up and to the left, you see an assault ship on the upper level with one of its turrets facing the room. Jet up there to take control of that turret and annihilate everything in sight. With that kind of firepower at your disposal, the Phoenix don't stand a chance.

Fight through this area to the checkpoint on your radar. You'll know you've found the place when you see a big, nasty energy barrier blocking your path.



Don't waste time complaining about Olivia's backing skills. Turn away from the energy barrier and defend yourself.



Things look awfully different from this position. Once you've got the Phoenix looking down the four barrels of this gun, you've got the situation under control.

Now Olivia needs help, because the pod won't launch. The control room is right next to you and all you need to do is hit that override button. All right, now you're home free...or not.

Olivia lets you know when she has that pesky energy barrier under control and you can get to the escape pods. Get down there unless you want to become cosmic debris with the rest of the ship. Olivia is in the last pod.



Olivia has helped you out of numerous jams. Now you need to return the favor.

You're trapped in the control room with no more hope of escape. Olivia promises to come back just before you black out.



Just when you thought you were all set, the door closes behind you.

IN THE HANDS OF THE PHOENIX



Luckily the Phoenix leader knows the value of an Imperial Princess. Out of the frying pan and into the fire....

VICTORIA: THE PAST, PART 2

THE STORY SO FAR

Alone and on an alien planet, Princess Victoria is alive, but at the mercy of the Phoenix tribe. After regaining consciousness, she gazes upon the landscape, unable to find any trace of familiarity. The only thing to comfort her is the sound of Daniel's voice channeled through her suit, offering her food if she can complete his tasks. Take control of the princess once more and complete Daniel's errands, and hopefully get a sandwich out of it.



You're not in Kansas anymore.

EQUIPMENT

Weapons

Energy Blade
Chaingun
Spinfusor
Blaster

Armor

Medium

Vehicles

None

Follow the green lights, as Daniel instructs. Push the switch at the top of the ramp to open the door at its bottom. Ski down the ramp after pressing the switch to get down there before the door closes. Bumping into things at high speed hurts, so try not to do that. If the door closes on you, just jet back up, hit the switch, and try again.

Continue following those green lights up a series of ramps, and note that strange sound as you go up. Remember what Daniel said about glorax liking fillet of princess? Don't worry about them just yet, you'll run into them a little later.



Going up?

The green markers lead to an elevator. This is no clunky machine though, it's just an area that allows you to go up by pressing the "Jet" button, and down by using the "Ski" button. Elevators are handy to have access to. Just don't bump into the top of one by jetting upward too fast—that hurts. Keep following those green lights through the cavern.



Nice place these Phoenix guys live in....

The next switch and ramp combination is a little trickier than the first. You have to hit the switch, then ski down again, but this time the ramp is long and spirals to the left, so be careful. Get through the door at the bottom to find—you guessed it—more green lights! Use short bursts from your jetpack to jump from ledge to ledge.

Past some rubble, a series of ramps leads to the first checkpoint. Now that you've had lots of experience skiing, you need to use your jetting skills to locate the rest of the checkpoints on your radar. You might even catch a glimpse of a glorax on your way. Head over to the next objective marker that Daniel gives you. Find two health pick-ups, but no weapons.



If the green lights weren't enough, this arrow above the Phoenix symbol tells you where to go.

Past that marker is the first glorax encounter. Glorax always attack in packs, but luckily they can't fly. You don't need to kill any now; just get past them to the next marker. Note that glorax have ranged attacks, and you don't. Ski and jet past these ugly things to get to the next objective marker unscathed.



The not-so-glorious glorax

Find the corridor entrance at the end of the cave and the door shuts behind you, protecting you from any glorax you left behind. Follow the tunnel to find a chaingun and some health pick-ups. Now it's time to kill glorax.

Daniel wants the tower cleared out, and guess who has the privilege of doing it? The beasts have been nesting all over the structure, so they might come at you from any angle. Jet upward and watch for glorax as you go. A few shots from the chaingun does each one in. Hit a switch halfway up the tower to unlock the energy barrier there and continue the extermination. Fly up into a tunnel on the top floor and head for the door to finish this section.

IN THE LAND OF THE GLORAX

That energy barrier a few feet in front of you doesn't mean you're being held prisoner. Well, you are being held prisoner, but that's beside the point. Sally up to that barrier and listen to Daniel and his friend give you more errands to run before it's taken down. This time the recalibration systems in four Phoenix communication towers need to be activated, and you and a medium-armored tribesman are the ones to do it.

This area has no time limits, so practice jetting, skiing, and using the landscape to your advantage as long as you want. Pay special attention when Daniel gives you basic instructions on skiing down slopes and jetting up hills. This is the bread-and-butter of movement in *Tribes: Vengeance*. Right now you can do it for practice, but later on you may need to do it to save your life. Also, check out your command map by pressing [C]. This gives you the layout of the map you're on and shows you all four towers on it.



The command map tells you where you are, but it also tells you which way you're facing. You can continue to move while you have it up.

In each tower, walk right through the door and hit the switch inside. Watch out for glorax as you complete your task. Some may have gotten into the towers or may be wandering around outside. After the third tower, Daniel seems to be worried about something. Pick up the pace and get to the fourth tower, where the first thing you see is a spinfusor. Grab it and you're ready to take on the world.



The Blood Eagles

The Blood Eagle tribe has set up an ambush, and you're the target. That Phoenix soldier accompanying you dies almost immediately, but you're still inside the communication tower. That spinfusor is looking



mighty useful at this point—use it to blast enemies out of your way even if one shot won't kill them. If you can make it back to the first tower, you can hide in a bunker there to get away from these guys.

Exit the fourth tower and fight off the immediate attackers. Remember you don't have to hit enemies directly, you can rely on splash damage from the explosion. Equip the spinfusor, fly into the air, and rain down death from above while your foes stick mainly to the ground. Clearing out the immediate area gives you time to get your bearings before you head for that bunker. Pick up any ammunition and health these poor saps drop when they die.

All that work jetting and skiing around and these guys have to come in and blow it all up.

The road to that bunker is paved with Blood Eagle soldiers—lots of 'em, both light and medium armored. You are way outnumbered and way outgunned. Take the same approach you did with the glorax. You don't need to kill these guys, so don't risk your neck trying to.



CAUTION

Watch out for the Rover the Blood Eagles bring in near the second tower. Even if you're foaming at the mouth with bloodlust, you still want to avoid tangling with it.

Jet and ski your way to safety, past the towers the Blood Eagles have destroyed. Remember, speed is more important than anything else. If a Blood Eagle is in your path, blast him out of the way with the spinfusor. Jet up hills and ski down slopes to pick up speed, and you'll get to that bunker in no time.

Seti, the Blood Eagle leader, has found his way into the bunker and seems to recognize Victoria, but he can't recall from where. Daniel ends his reminiscing with a few timely shots from his blaster, and the princess is safe again...kind of.



If being captured by the Phoenix was bad, being captured by the Blood Eagles would be much worse.



JULIA: THE PRESENT (COLISEUM TERRITORY ROUNDS)

Julia shows the Blood Eagles how to capture territories in the Imperial Coliseum.

THE STORY SO FAR

Back to the present, the Imperial Coliseum is hosting a match between the Blood Eagle tribe and the Imperial team. Things aren't going well for the Imperials—they're down eight points to two, and the Imperial players look like they need a trip to the emergency room.

Out of the sky comes Princess Julia, the Imperial team's captain. Taking the Blood Eagle flag, she kicks and blasts her way back to the Imperial base and scores one for the team.

Now at eight to three, the Blood Eagles still have a commanding lead. Take control of Princess Julia for the remaining rounds and either force a tiebreaker or suffer humiliating defeat.



At least it's better than getting shot.

EQUIPMENT

Weapons

Blaster
Chaingun
Spinfusor

Armor

Light

skiing pays off big-time when you need to get from place to place in a hurry. Use the improved maneuverability of your light armor to fire the spinfusor from the air, or switch to your blaster when trying to hit flying enemies. The blaster doesn't do as much damage, but the shot it fires travels fast enough to hit targets in mid-air.

There's a little more leeway in this round, though. If you get shot up, blown up, or have too many energy blades stuck into you, just respawn at your team's base on the map's south side.

COLISEUM TERRITORY ROUND 1

The first thing to note is that Princess Julia wears light armor. It's faster than the medium armor, but it can't carry as much ammunition or take as much damage. That's okay though, because lots of weapons and health packs drop, and sometimes in these games you need to move really fast. All that practice jetting and



Remember this Resupply Station, but for now just get in there and claim that territory.

This round requires you to capture all four territories within the time allotted. One territory is right in front of where you start. In fact, there's even a Resupply Station right behind it. The other territories are on the map's north, west, and east sides. Each one shows up on your radar, as do advancing enemies.



The pistons on this territory are just about finished retracting, so it's about to be captured.

can grab the dropped health pick-ups and ammo without leaving the area and having to start the capture all over again.



A medium-armored teammate is helping capture this territory, but we won't get anywhere until we get rid of that Blood Eagle.

other territories to see where your enemies are attacking.

As you move from territory to territory, your team will back you up. Don't stop moving or you're a sitting duck, and those Blood Eagles have pretty good aim. Moving around makes your enemies miss

Territories you own are green, while territories that you need to take are red. Get close enough to that first territory and you see a yellow line indicating that you are taking it for your team. Capture the territory by waiting until the pistons fully retract in order to make it yours. If only your team is in the immediate area, then the territory flashes the word "Capturing."

You can't take a territory if any Blood Eagles are around. When both teams struggle for a territory at the same time, it is "Contested," and it remains that way until one team takes control. Sometimes you can blast the tribesmen out of the area for temporary relief, but it's most effective to kill them off within the stone pillars that enclose each territory. That way you

In addition to the light- and medium-armored foes you've already seen, a new enemy shows up in this arena: ninjas. Ninjas wear almost no armor at all, and they either shoot you with their blasters or try to sneak up on you to attack with their energy blades. These guys aren't much of a threat if you take them out quickly with a spinfusor shot or two, but they can be a real nuisance in holding up the capture of territories. When attacked by a mixed group of enemies, take out the ones with the lightest armor first, because they go down the fastest. You want to have as few Blood Eagles shooting at you as possible at all times.

With the basics of this round down, get out there and attack. That territory right in front of you is an easy target. After that, head to the western territory. Once that's taken, you also control the two high perches beside it, giving you an excellent view of the



more often and gives your teammates more time to get in there and help. Keep on fighting until you've taken the fourth territory, then prepare for the next round.

COLISEUM TERRITORY ROUND 2

In round 2 the roles are reversed. Now the Blood Eagles must take all four territories, but they still lead by a score of eight to four. Even if they don't take all four territories, you have to make sure that you *still hold all four territories at the end of the round*. This can be tough to do, so watch your timer and your radar, as the Blood Eagles may make a last desperate attack on a territory with about a minute to go.

The best defense is to stay on offense. Keep the Blood Eagles respawning, and they can't concentrate their efforts well enough to mount a successful attack. So get that jetpack warmed up, and head straightaway to attack the Blood Eagles on their own turf. The northern territory in front of the Blood Eagle base is where they'll stop first, because that's the easiest territory for them to take. If you're really good with jetting and skiing, you can make it there just in time to keep them from taking the northern territory. If not, then don't worry. Just take that territory back.

This round forces you to put together everything you've learned thus far. Use your radar and command map to keep tabs on where the Blood Eagles are attacking, jet and ski as fast as possible to head off their assaults, keep yourself in the air as much as possible when engaging them, and keep that spinfusor fully loaded!

Once you reestablish control over all four territories, hit the Blood Eagles where they are strongest. Most of the time they attack in groups (watch your radar), and you need to head them off so that your teammates aren't overwhelmed. Leave individuals in favor of groups of at least two, and don't assume they will go for the closest territories.



TIP

You don't need to waste every Blood Eagle you see. Sometimes you should just shoot to wound with the blaster or chaingun and let your teammates do the rest while you turn your attention to a larger group that's trying to take a territory.



This perch gives you a great view of the action and allows for better defense of the western territory.

Remember those hills by the western territory? They're even more important in this round. Sit up there and pick off enemies from a distance, or just hurt them and let teammates finish the job. Keep this up until time runs out, and watch for one last push with about a minute left. Win the round and you're that much closer to victory.



JULIA: THE PRESENT (COLISEUM FUEL ROUNDS)

The match heats up with a fuel round.

THE STORY SO FAR

With the score at eight to five, the Blood Eagle tribe still leads the Imperials by a wide margin. You still control Julia in her light armor, only this time you need to use your speed even more to bring fuel back to your depot. Retrieve nine of the 10 fuel canisters within the allotted time, and the round is yours.



Grab nine of these and bring them back to your depot.

EQUIPMENT

Weapons

- Blaster
- Chaingun
- Spinfusor
- Grenade Launcher

Armor

- Light

COLISEUM FUEL ROUND 1

You face the same enemies as in the territory rounds, but notice that some carry grenade launchers. If you see an enemy drop one, stand over it and press **[F]** to swap it for your current weapon. You don't necessarily need it this round, but it might come in handy later.

Teammates guard your depot, so it's up to you to do all the legwork. If you die while carrying a canister, just respawn and go back to where you dropped it. You can also grab canisters that have been dropped by enemies

(usually light-armored). Don't bother getting into firefights here. Time is of the essence and the number of kills you get doesn't matter.

Make speedy work of this round and bring the overall score to six to eight. The Blood Eagles still lead, but they're starting to choke!



COLISEUM FUEL ROUND 2

The next fuel round is a tough one. Your task is to steal fuel from the Blood Eagle depot, then return it to your own. Stay under the depot longer to grab more fuel (up to 15 units at a time), then jet and ski as fast as you can back to your depot. Teammates provide some cover, but you still need to stand under the enemy depot for about 25 seconds to grab a full load.

That's heavy, man.

Remember when you put on the heavy armor as Princess Victoria and got to stomp your enemies like they were slugs under your feet, firing off mortars left and right as if they were going out of style? Well, now you're on the receiving end. Not only do you have to stand under the enemy depot to steal fuel, but you have to do it with two Blood Eagle heavies guarding it. They like shooting off mortars, too.

As tempting as it might seem, don't engage the heavies. Sure you can beat them, but they just respawn, and you still need to get under that depot. Speed is everything in this round, and if you falter, time will run out. You need five full runs (75 units of fuel) to fill your depot, so you don't have any time to waste on showing off your spinfusor skills.

Each run you make needs to be full. It takes too long to get across the map to make it worth carrying anything less than 15 units of fuel at a time. If you are carrying fuel and think you're about to die, get outside the depot so that you drop the fuel you're carrying. At least you can pick it up after you respawn.

Once you complete a run back to your depot, use that Resupply Station right behind it. You get shot at some point on every run, and you're likely to be hit with at least one or two mortars each time you steal fuel. You don't need to stand next to the station while your armor or weapons are being recharged. Just use it, then get going while your armor recharges automatically. Make five runs like this and suddenly your team is within one point of tying the Blood Eagles and forcing a sudden-death round.

JULIA: THE PRESENT (COLISEUM ARENA ROUNDS)

The match reaches its climax in an arena battle.

THE STORY SO FAR

Julia has taken her team from a humiliating loss to the brink of victory. Your team is within one point of the Blood Eagles. Take control of Julia once more and go it alone for an arena battle. If all the running around and avoidance of fighting was starting to get to you, now's your chance to practice your aim. There is no respawning in the arena battles—it's just kill or be killed.

EQUIPMENT

Weapons

Blaster

Chaingun

Spinfusor

Armor

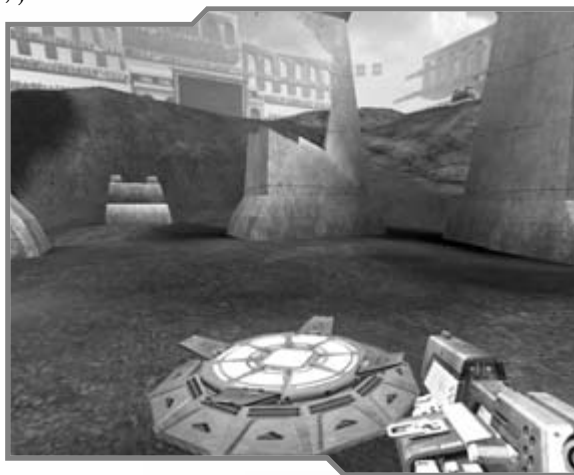
Light

COLISEUM ARENA ROUND 1

Get that spinfusor warmed up, because it's going to be your main weapon in this fight. Start off by engaging one of the Blood Eagles shooting at you, because you begin the round within sight of at least two. The area near your home base is where you do most of your fighting because it's near your Resupply Station. Enemies still drop health packs when they die, but with no respawning, you need to make sure you're at maximum health going into each fight.

The upside to this battle is that the Blood Eagles don't charge you. The light-armored soldiers near you at the beginning of the round go down pretty easily, and one or two medium-armored fighters might attack, but the ninjas and the heavies stay back and defend their positions. You can engage them at your convenience, just watch out for flying mortars. Those heavies can throw them nearly across the entire map!

Where you choose to fight is important. Go far enough to engage an enemy, but not too far from your Resupply Station, and try to stay out of the line of fire of anyone you don't want to fight right away. Remember that your Resupply Station can take damage, and too many hits from a spinfusor means you lose your best source of health. Use catapults to give yourself a sudden jolt into the air at the expense of a meager amount of health. If your skiing comes to a stop or you need to make a quick retreat, these things can save your life.



Launch yourself into or out of danger with one of the catapults now on the field.

Fighting the Big Guys

Heavy armor is extremely tough, and the weaponry it can use is the most powerful available. When you finally need to engage the suits of heavy armor in this map, use the following strategy: Get close.

It may seem like the wrong thing to do at first, but it's actually the safest approach. At medium to close range, mortars become ineffective. They're great at long range and for targets on the ground, but up close and in the air they're near useless—they might even damage the enemies using them. Therefore, the heavy you close in on has to switch to the chaingun, and his accuracy will suffer. Bust out that spinfusor once your target is within decent range and you can float like a butterfly and sting like a bee.

TIP

Remember that grenade launcher you might have picked up during a previous round? If you've still got it, give the heavies some of their own medicine. They don't take to the skies much, so drop some grenades on their heads and see how they like it. Grenades pack a bigger punch than your spinfusor shots, ideal for big, slow targets.

Keep moving, place your shots well, and get back to the Resupply Station after any significant battle. Then get back into the fray and do it all again. A win in this round ties the game at eight-all, and the next round determines the winner.



This guy is so bad he doesn't even wear a helmet.

Trade shots for a little while and do some damage, and even the mighty captain of the Blood Eagles will retreat. This is your chance to use the Resupply Station and heal up for the next encounter. Or if you didn't take much damage from the initial engagement, keep up the attack as he retreats.

This will not be a quick battle. Get within range, hit the captain a few times, heal up. Use the catapults if you need to get away fast or you want to cut him off and hit him a few more times. Patience is the key here—even if your aim is not spectacular, just stay on higher ground than he holds, keep to the air, and take him apart piece by piece. Eventually even he will fall before your might, bringing glorious victory to the Imperial team.

COLISEUM ARENA ROUND 2

This is straight-up deathmatch, one-on-one, captain versus captain. Fighting those heavies in the last round pales in comparison to the damage the Blood Eagle captain can dish out. This guy is a professional. He wears medium armor to take advantage of the balance between mobility and durability, and his aim is startlingly accurate. If you haven't learned to keep moving and make yourself difficult to hit, you will in this round.

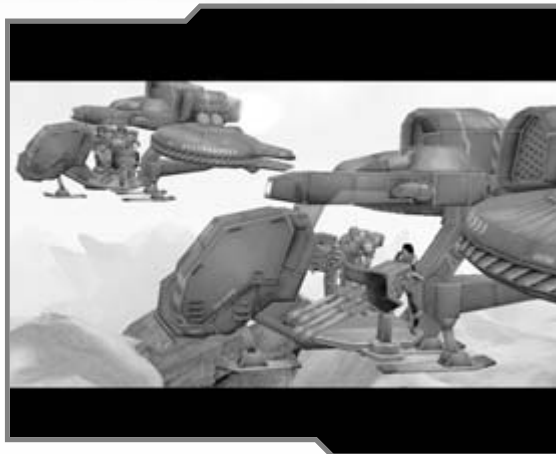
As in any fight, you need to know your enemy's patterns. The captain advances on your position and engages you, but he advances slowly. Watch his position on your radar and get to high ground. This guy can take off your head with his spinfusor from clear across the map, so take cover and then take to the air to attack.

JULIA: THE PRESENT (PHOENIX BASE—EXTERIOR)

The Imperials attack a Phoenix outpost.

THE STORY SO FAR

The Phoenix tribe has established an illegal base on a registered Imperial planet, and Olivia needs it taken care of. Princess Julia is only too ready to lead an assault on the tribe that killed her mother Victoria. Start off in the gunner's seat of an assault ship and take out attacking craft and personnel, then take to the ground and eliminate the anti-aircraft turrets barring General Albrecht's path.



The Imperials are mad, and they're not going to take it anymore.

EQUIPMENT

Weapons

Blaster
Chaingun
Spinfusor
Grenade Launcher
Grenades

Armor

Light

Vehicles

Assault Ship

Packs

Repair Pack

MOVING OUT

You aren't invincible in that assault ship. Keep your eyes peeled for artillery and personnel, and shoot anything that moves. Use your Zoom function to get a closer look at enemies, and cycle it to 2x, 4x, or 10x. Zooming in a little bit can help, but zoom too much and you get tunnel vision, so stick with 2x. Watch out just as the craft bears to the right—a Rover comes into sight on the right side of your viewpoint. It gets your attention by firing on you in case you didn't notice it right away.



This Rover tries to sneak up on you.

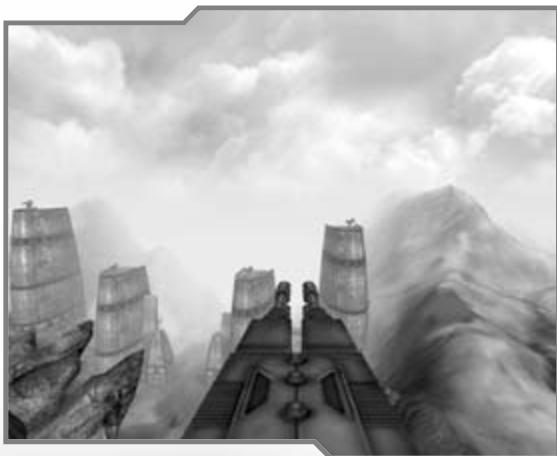
Keep watch as two sentry towers come into view on the wall you see in the above screenshot. Take out the turrets as soon as you see them, and you should have plenty of time to bring down the two assault pods that rise up from behind this wall.

Another sentry turret and Rover are easy to pick off due to their range. Just watch for a large dome structure and get ready to shoot.

Albrecht warns of heavy ground forces on the path ahead. At first he seems off his rocker because there are just a few troops, but look a little farther down the path and you'll see a tank. This thing can take a lot of hits, so start pounding and don't stop until you see it explode. If that wasn't enough, the fighting really starts to get heavy in this area. In addition to the soldiers and the tank, you have to deal with another sentry turret and two more assault pods making strafing runs at your assault ship. Good thing your turret can't overheat.



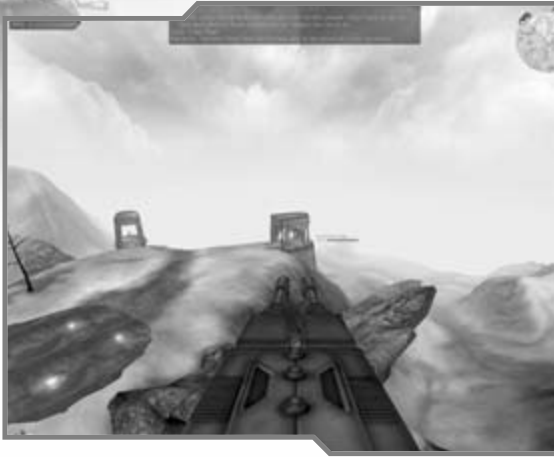
Hit those two sentry turrets and destroy them before the assault pods make their move.



Just take things one at a time....

The heaviest air resistance is over, but you still have to deal with the four sentry towers that come up next. These stations guard a wall that you have to pass through later, so don't leave any of them in working condition.





Peek-a-boo!

Your wingman on this little excursion is the heavy-armed, mortar-throwing Henry, a nice complement to your speedy light-armor outfit. Stay close and let him lob mortars while you intercept enemies that try to get too close. You get to practice this exercise as soon as you step off the craft, as several Phoenix soldiers attack from the northeast.

If Henry is injured in this fight, he asks for help. On this trip you get to take a repair pack, which helps heal you and any allies nearby. The pack has two effects: active and passive. Passively, the pack slowly heals you without you even thinking about it. Set to its active state, the pack heals you more rapidly for a short time before it needs to be recharged. The other active effect is the ability to heal your friends. Move close to Henry and press the “Use Pack” button. A green ray emanates from your pack to him and heals any damage he’s taken.

Keep this guy healed at all costs. If you lose him, your job becomes a great deal harder. When you approach a site with AA turrets, you need to distract the guns and any personnel there while Henry blows the turrets with his mortar. After that, finish off any enemies and keep them off of Henry’s back. Remember that you beat those heavies in the arena by getting close, so that is exactly what the Phoenix try to do to him. If they succeed, well, good luck blowing up the rest of those AA turrets!

As you near the drop point, Albrecht tells you that several AA turrets need to be taken out from the ground. Note that two soldiers still stand near the landing pad, so blast them before you land. Even if you can’t quite see these guys, the splash damage from your weapon can still get them.

Albrecht doesn’t want to get his snazzy armor mussed, so he sends you and another Imperial to do the job. Exit the craft by pressing your “Use” button.



If I had armor like that, I wouldn’t want to get it mussed either.

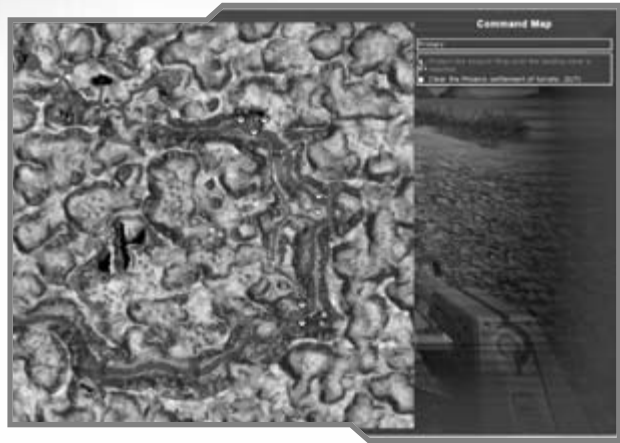


Here are three locations with seven total AA turrets. Because you know your ultimate goal is in the northwest, head south for now and start with the most southeasterly AA site, working your way back from there.

Use the same strategy for each AA site: Let the turrets target you, let the soldiers know you're there, and use that light armor to fly around and draw enemy fire. Henry lets you know when the turrets are taken care of, and then you can turn your attention to the light- and medium-armored soldiers. You might need to use your repair pack on Henry during a fight to keep him going, so check his status regularly. After you clear out each area, look for health packs or excess ammunition. Some of these guys drop grenade launchers, which you'll need if Henry bites the dust. Keep on keepin' on until all seven AA turrets are no more.

Move on to the main base and get ready for some action. Albrecht needs time to crack the codes to open the door, and you need to fight off incursions by the Phoenix while he does it. No fewer than two squads engage you, and there are also three sentry turrets to contend with near the base's main entrance. Having Henry around helps a lot, but you need to keep on the move more than ever here. Stay in one spot for too long, and you're guaranteed a spinfusor blast to the face. Keep to the air and use your repair pack if needed.

Finally Albrecht opens the door to the Phoenix base. Get in there and Julia refuses backup of any kind—she has a vendetta with the Phoenix tribe and wants to clear out the base all by her lonesome.



The mission's command map. Note the base in the northwestern corner—that's where you're going after you finish off the turrets.



JULIA: THE PRESENT (PHOENIX BASE INTERIOR)

Julia clears out an entire Phoenix base by herself.

THE STORY SO FAR

It seems that Julia has a chip on her shoulder the size of a small celestial body. Unable to work off her aggression in the Imperial Coliseum, or even in the attack on the exterior of this base, she travels inside and warns all other Imperials away. Fell deeds await as Julia descends into the archives of the base, and vengeance is more on her mind than securing enemy intelligence.

EQUIPMENT

Weapons

Blaster
Chaingun
Spinfusor
Grenade Launcher
Grenades

Armor

Light

Packs

Repair Pack

MOVING OUT

Go through the door directly in front of you and down the hall. Go through the next door, but don't advance too far out or you'll get hit by the base's defenders as well as two deployed turrets. They aren't too tough, but they can dish out a lot of damage fast. A couple of blasts from the spinfusor or grenade launcher should do the trick.



Stay by this doorway until you've cleared the room of light-armored Phoenix. Let them come to you.



Watch out for those turrets.

Energy barriers block your paths left and right, so the only place to go is down. Drop down two levels and General Albrecht, ever the bearer of good news, contacts you to say that two new squads are moving in on your position. Wait where you are when you get this message and let the Phoenix come to you again, otherwise they have the advantage of using another deployed turret. Take these guys on piecemeal, then take out the turret when nobody is left.



These guys love to put turrets right in front of where you want to go.

green door at the bottom. Expect to see at least one light-armored Phoenix at the end of this hallway.

Go through the green door at the bottom and follow a corridor to a pipe shaft. It might be tempting to ski through the shaft, but the room you are dropped into is full of bad guys, so it's better to go slowly and surely. This room is full of platforms to hop on, some of which hold health packs or ammunition. The bottom of this domed room is filled with water, through which your armor can navigate with ease. Don't worry about drowning, because the armor takes care of that too. But remember that the Phoenix can swim just as well as you can.

When this room is clear, you can loot the place for goodies. One of the platforms has a few bunkbeds with some grenade launcher and chaingun ammunition. Next, head through the



Remember that enemies can pass through their own energy barriers, but you can't.

a very deep room, and clear the upper level before anything else. The generator is two levels below, but it's guarded by a mess of Phoenix soldiers (light and medium) and two deployed turrets, so tread carefully. Spam the platform with the turrets and generator with your grenade launcher to help thin out the defenses. Blow the generator after all the defenses in this area are eliminated, then fly to the bottom of this room and check out the ammo stash beyond the doorway before you go back up. The door that opens on the generator's level holds a grenade launcher, if you still don't have one.

The next room is sealed off by energy barriers, meaning that you have nowhere to go, but an attack could come from anywhere. Get down to the other end of this room to the red door and wait for it to open. A good strategy here is to lob a couple of your handheld grenades at the soldiers coming through this door, then turn around to fight the soldiers coming from behind. These grenades have a shorter range than your launcher, and you can drop a few of them pretty quickly, then turn your attention to your rear. Pass through the door after killing all the Phoenix that attacked you.

Albrecht says you're nearing the generator that powers several barriers, so you need to find it and knock it out before getting to the archives. Follow the corridor until you come to



Blowing the generator takes down all the energy barriers between you and the archives.

Fly back to the top of this room and kill the medium-armored soldiers before following another corridor. You have access to the archives now, and the resistance gets tougher as the Phoenix get more desperate.



Keep following the path laid out before you (you can only go one way) until you enter the big room pictured below. These troops are extra green and you can wait for them to come to you while blasting them with your weapons. Walk into the room to find some health and ammo on the south side. The corridor to the north leads only to a turret and a dead end. Your route lies on the eastern side. If you zoom in, you can see a turret right next to two explosive barrels. Hit the barrels and the way is clear.

Always be on the lookout for ammo caches such as this one, unless you have a lot of confidence in your blaster.

There's no need to rush and attack in here. Just wait for these guys to cross the bridge toward you and hit them with the spinfusor.



INTO THE ARCHIVES

Through the next door, about half a dozen light-armored Phoenix await you in the hall. A grenade launcher comes in particularly handy here, though if you've still neglected to pick one up, find another in a room on the right side of this hall. Take your time and shoot while retreating if necessary. Don't move in and get caught in a crossfire. Two medium-armored Phoenix surprise you in the next room by suddenly jetting up and firing their spinfusors, so be ready to move. Notice the nice wall decoration as you drop down to the lower levels here.



The Phoenix may not be the best fighters around, but man do they have snazzy designs on the walls.

Fight through to the other side of this level against some light resistance and drop down another two levels (these archives are buried pretty deep) for a last stand by a mixed group of lights and mediums. You're about to enter the archives, so don't advance any farther until you've filled up on ammo and health, noting that spinfusor by the door. You'll need it in the next section.

The Phoenix Lieutenant



The Lieutenant will spawn on a balcony on the opposite side of the room from you.

With red doors on all sides and no enemies to be seen, this room screams ambush. Indeed, the balcony on the opposite side of the room holds the Phoenix Lieutenant, a really tough and angry enemy.



Jet upward and forward to attack the Lieutenant when he appears. This guy wearing heavy armor is equipped with mortars, and even has a repair pack to heal himself, just like you do. Hit him fast and hard to take him down. Use your biggest guns for this fight.

Launch grenades whenever he's on the ground, and then duck behind one of the walls, or use your spinfuser to push him out of position. Avoid the middle of the room altogether rather than take on the deployed turrets as well. Just keep pounding him and don't let up. The three rules of this fight are attack, attack, attack. After you have taken care of him, grab the health on the lower floor of the room.



The Phoenix Lieutenant. Don't waste time or his repair pack will heal him.

THE PLOT THICKENS



You have to go back to Julia's past when she was five years old to find out why she's interested in Jericho.

Julia is relentless in her search, but for what? She finally finds the man she's been looking for, but who exactly is Jericho? Remember the opening cutscene, where a heavily armored Phoenix handed something to Julia? That was Jericho. Finding the man brings back memories for Julia—painful memories.

JULIA: THE PAST

Julia relives painful childhood memories.

THE STORY SO FAR

The main focus of Julia's rage appears to be the Phoenix leader Jericho. In this mission you take control of Julia again, but this time she's five years old. Guide her through an attack on the palace so that she can make it to safety, and maybe even reveal more of what's going on in the present.

EQUIPMENT

Weapons

Grappler

Armor

None!

Vehicles

Fighter

Sentry Turret

MOVING OUT

You can hear fighting and cries of "Death to the Empire! Death to the traitor Victoria!" outside the room, and if you look through the crack in the doors you see Phoenix soldiers rushing by. Being a little closer to the ground means you can move through the ventilation system, so crawl into the shaft and get moving.

Soon you pass over a Phoenix in the biggest armor you've ever seen. Jericho is giving orders and seems to be intent on finding Victoria, but for reasons unknown so far. If you linger too long in the shaft above, some of the Phoenix soldiers below will notice you and begin shooting at you, so keep going.



Jericho wants Victoria dead, but why?



As a general or a prince, Gaius is not much help either way.



Come out of the vents to find your father Gaius (now a prince since he married Victoria) and follow him to the next room. You're separated from some Imperial soldiers who could escort you to safety, but you need to hit a security override switch to get to them. After some complaining, Gaius opens the door to get to the switch but is met with gunfire from incoming Phoenix soldiers, and he dies.

The Imperials are not about to give up though. Go through the door when they tell you to, and they give some covering fire so you aren't a target. Take cover when they tell you to though, because their

covering fire comes in bursts. When they tell you to run, run, and when they tell you to take cover, find a cargo box or a beam in the center of the room. A couple of runs will get you to the door on the other side of the room, where the override switch is.

You've got to hand it to these Imperials—they are loyal to the last. Go through the door that opens when you hit the switch and they continue covering you as you get out of there. As you reach one of the palace halls you may hear a shout of "They've deployed turrets!" Oh boy.



Keep behind the columns and you might get away without even a scratch.

This room contains two turrets, so take cover and stay out of their sight most of the time to survive. Move as fast as you can down the stairs, and be on the lookout for health packs if you've been hit.

Drop down into the next room through one of its broken windows and hold on. Notice in the screenshot below you can see a half-hidden turret behind that cabinet. You need to get to the right side

of the room fast to hit the switch there, so be ready to take fire. The door at the other end of this room opens when you hit the switch, and you're taken to the next area.

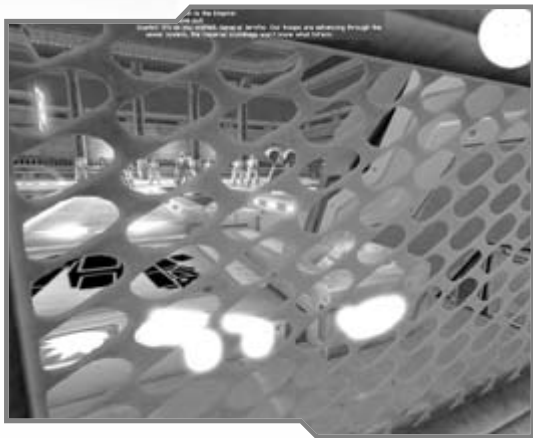


Watch out for this sneakily placed turret.

There's a firefight just outside the door to the room you're in again, and again you need to take to the ventilation system. Your vantage point from there reveals that there are a lot of Phoenix soldiers rolling into the palace. Just the squad you see from the vents is a considerable force, and they're talking about more troops coming from the sewers. Well at least you know not to go there if you don't have to.



Follow the vent until you spy a couple of Imperials trying to get into the fighter bay. You can go farther down the vent, but there's no need. Just wait for them to be attacked so the vent cover is blown off when nearby barrels explode.



Wait here and go through the grate when a nearby explosion destroys it.

near it. Go through the vent when your health is full again.



The Imperials are being hit pretty hard by these Phoenix guys.

Directly across the room you see two very important things: a deployed repairer, and another vent. Crossing the floor between here and there means you come under fire from the Phoenix who just killed those two Imperials, but you have to risk it. If you're hit, the deployed repairer heals you as long as you stand



NOTE

Deployed repairers are marked on your radar by a blue cross.

Follow the vent to a room with a dead Imperial lying next to a switch (not a good sign). Hit the switch and get ready to run, because the walls on both sides are being raised, and those Phoenix soldiers are about to get another shot at you. Facing away from the switch, go left and stay behind cover to avoid being shot in the back.



Bigger guns: The great equalizer

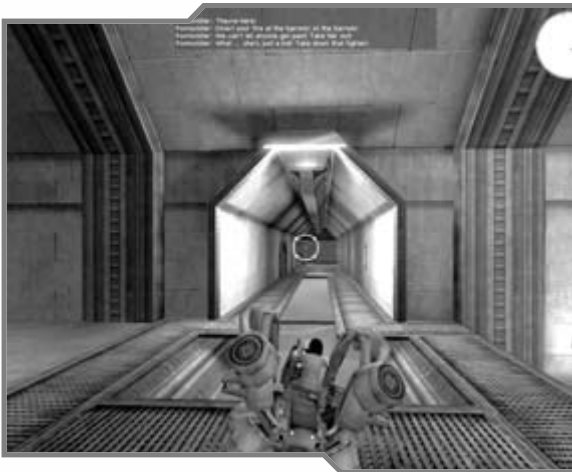


Turn the tables on those guys in their puny light armor with this fighter.

infinite supply of fighter ammo, and return to the floor above for repairs if you take much damage. Once you've cleared the room you may realize where you are: the sewers.

Navigating the Sewers

So now you've found your way to the place where the Phoenix are most highly concentrated. Great! Watch yourself down here. You don't need to worry about the water messing with your fighter, but you do need to worry about enemies around every corner.



Ambush alert on the left side of this corridor. And remember, those guys can swim and shoot just fine.

Jump into the fighter in the corner of this room and suddenly you don't have to run away all the time. Pilot back to get a clear shot at the soldiers who were just trying to kill you and return the favor.

Controls on this machine are a bit unwieldy at first, but go slowly and it's pretty easy to control. Use the arrow keys and your mouse as you would normally, and use your "Jet" and "Ski" buttons to move straight up or down.

Hover over to that deployed repairer again and make sure the fighter is in good shape before you move on, then head straight down the shaft in this room. Look down as you go because some Phoenix below may have heard the fighting up above. Just blast away at these guys with your

Follow the corridor to find another deployed repairer. Take note of this location, you may need to return to it if that fighter takes too many hits. In the next room, it just might.

Exit the corridor to find yourself in the midst of a whole heap of light-armored Phoenix. Take out as many as you can, but retreat to the deployed repairer if the fighter takes 50 percent of its maximum damage or more. You can always come back. There's also another deployed repairer farther down in this room, but it's less risky to expose yourself less and then advance when the way is clear.

At the far end of this room is the bottom of a long shaft. Ascend slowly and watch for enemies on various ledges, as well as another deployed repairer on the way. That ceiling up there looks like it might fall on your head at any moment, but you need to shoot through it to reach the palace again.



Keep your wits about you in this room and retreat if necessary.

That ceiling has just about had it.

Back to the Palace

Blow a hole in the already-damaged ceiling and climb through it fast. The area here is wide open and plenty of light- and medium-armored Phoenix shoot at you from all directions. Your first priority in this new room is to climb up to the broken ledge above the hole you came through and find the next deployed repairer. Even this many enemies can't take down your fighter if it's constantly being repaired.

Clear the area, and move down to the archway on the bottom floor of this room. An Imperial soldier is there to escort you, but unfortunately you need to leave the fighter behind to get through the doorway.

Escorts don't seem to last very long though. After leading you through the hall, the guard takes a rather bad fall when the bridge he's standing on gives way. He did have a grappler though, so get down there and pick it up for yourself.

The grappler is a great tool. It's not exactly a weapon because you can't kill anyone with it, but it's as useful as a set of jump-jets in certain situations. It's a bit tricky to learn at first, but it soon becomes



Finally a little assistance. This guard helps you to safety.



easy enough to use in a pinch. Use the directional keys to determine where to swing (or where not to swing). If an object interferes with the line, the grapppler automatically retracts and you fall.



Reel yourself in by holding your “Fire” button and use the directional keys to swing back and forth before letting go.

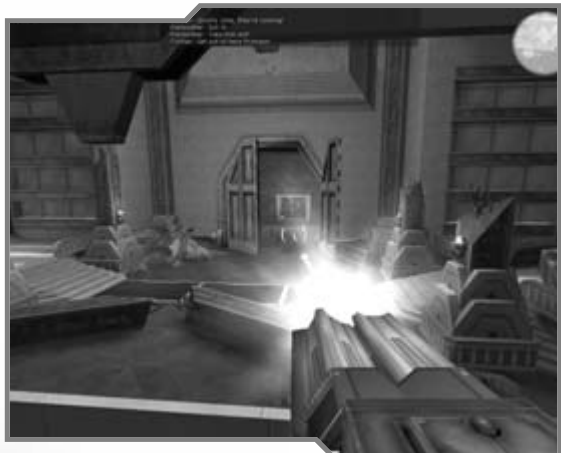


Follow the civilian who is now helping you to the next room, and watch as he seals it off just in time to stop a troop of Phoenix soldiers. There's nothing you can do for him, but you can use your grapppler to climb the broken ledges of this room and get to safety.



*Once you grab part of the wall like this, hold the **S** key or down arrow to go backward while you reel yourself in. This way the ledge won't break the grapppler's clamps, and you can reel yourself up with ease.*

At the top of this room, enter a vent again. This time you're dropped into a room with two sentry turrets. That's okay though—these are stationary defenses for the palace, and they're under your control. Climb into one and shoot any Phoenix soldiers who come into view.



Have a blast using this sentry turret.





Grab some health without having to put yourself in harm's way.

Nearing the roof at this point, you find that the Phoenix have set mines all over the floor. There are three sets of these, but they're all easily avoided now that you can fly. Jet over them and get to the roof to finish this mission.

TRAGEDY STRIKES

Reunited with her mother Victoria, little Julia is happy to finally be done with her ordeal. Just as they are all about to get away though, the Phoenix attack, and Jericho kills Victoria.



Payback time.

When no more Phoenix appear to be foolish enough to come in after you, exit the turret and head through the huge double doors in front of you. Stop when you see a dying Imperial soldier in front of you. He offers his jump-jets so you can fly through a crack in the ceiling in the next room, but you need to grab it using your grapples or several Phoenix will draw a bead on you.

Use the grapples to begin your ascent in the next room and then use the jump-jets to go the rest of the way. You may get hit in the process, but use short, controlled bursts and you should make it through alive. Once you're through the crack you can even look down to see a health pack or two. Retrieve these with your grapples as well.



Her mother's blood splattered onto her face, Julia relives the trauma of seeing her gunned down.

Jericho's face is forever etched into Julia's mind, and now she's found him. Putting a call in to the Styx prison, Julia prepares for a reunion.



DANIEL: THE PAST

Daniel attempts to free the hostages the Blood Eagles have taken.

THE STORY SO FAR

The Blood Eagles mount another attack on the Phoenix and grab several farmers as hostages. Victoria relays the information back to Phoenix command but goes after them herself. Daniel now has to find and rescue the hostages, and hopefully keep Victoria out of trouble along the way.



Seti's ransom

EQUIPMENT

Weapons

Chaingun
Blaster
Spinfuser
Grenade Launcher
Rocket Pod

Armor

Medium

Stationary Weapons

Mortar
Turret
Sentry Turret

Packs

Energy Pack
Shield Pack

MOVING OUT

The hostages are being held in the Blood Eagle base Accipiter, smack in the middle of this map. You need to secure four sensor outposts along its perimeter so that a scout force is sent out, opening the “back door” for you to gain entrance to the base. Check your command map to view the general layout.

GETTING INTO ACCIPITER

You've got some new gear for this mission. The energy pack you're wearing passively charges your jets just a little faster, so flying around should be easier. The active effect gives you a burst of speed. Your other new toy is the rocket pod, a distinctly anti-vehicle weapon. Fire it and a circle of six rockets launch in quick succession, but only if they have enough room to fly. Fire this thing in an enclosed space and the rockets fizzle and explode without going anywhere.

The four bases can be broken down into two types: Floating platforms (the northwest and southeast outposts) and underground complexes (the northeast and southwest outposts). You need the new gear to deal with both of these. As for the main structure of the base, don't go anywhere near it. There is no way in, and four mortar turrets guard each direction with impressive range and accuracy. Stick to the periphery and get at those outposts instead.



This is the one place you don't want to go, even though that's where you're trying to get to.



Floating platforms are dangerous to approach without cover. When you get close enough, try taking out the turrets or other defenders with your rocket pod. Then use your energy pack to fly up and above the platforms and fire your spinfusor down. Even if you can't kill defenders right away, knocking them off the platforms is sometimes just as good. Fill up with the Resupply Station by the outpost before hitting the next one, because taking the outpost gives you control of nearby machines.

Platforms are difficult to assault, so take some defenders out from a distance before moving in.

CAUTION

Try to keep the fighting away from the Resupply Stations on these platforms. Too many hits on one and it's toast, and you lose a great way to recover health and ammo.



Underground complexes are guarded by ground troops and by circling assault ships. Get behind them and use your rocket pod to take them out.

Underground complexes are only partially underground (that's where you find the Resupply Stations in them). The most important thing about them is that they are each guarded by assault ships. Again, remember when you were behind the big gun turret, laying waste to everything in sight? Now *you're* the target. Watch out for the ships as they come toward you. One strafing run from these guys can end your day in short order.

Take cover or avoid fire in the air, then come in behind the ships after they pass to take a shot with the rocket pod. Remember that these aren't the only defenders around; you also need to fight the ground troops. Stay healthy and armed by using the Resupply Stations beneath the outposts before moving on.



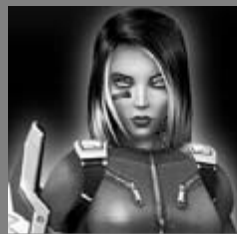
The only good Blood Eagle is a dead Blood Eagle—especially if he was carrying neat new gear such as this shield pack.

After you take your second outpost, Seti starts getting really angry and sends out some of his better-equipped soldiers to deal with you. Soon a medium-armored Blood Eagle attacks you from out of nowhere, and he's a bit harder to kill than most. That's because he's wearing a shield pack, which reduces the damage he takes. Keep your spinfusor ready and out-jet him with your energy pack to get more good shots in, and then you can swap out your energy pack for his shield pack if you want. More of his kind will be sent out later, so stay on your toes!



Get in here before the timer runs out or you'll have a heck of a fight on your hands.

The back door to the Accipiter base opens almost immediately after you take the fourth outpost. Seti takes the bait and sends out even more of his best-equipped soldiers, but he opens the back door to let them out. From there you have a minute and a half to get to the back door. Miss this opportunity and you'll have to kill *all* the reinforcements before getting another chance.



TIP

The scouting party Seti sends includes several of those medium-armored thugs with shield packs. Grab one of these packs in exchange for your energy pack before you enter the back door. The shield pack will be far more useful in the coming parts of this mission.

The door slams shut behind you as soon as you enter the building. Take the elevator down and follow the hall until you reach two doors, one after the other. You're in.

VICTORIA LENDS A HAND

Armed and dangerous

Inside the Blood Eagle Base, Daniel finally runs into Victoria. The action now splits up into two sequences: Take control of Victoria first and find out where the hostages are before finishing up as Daniel.

Victoria is still in her medium armor, but she's armed with just a blaster. Enter the barracks and start firing at the oncoming ninjas so that they can't get close enough to use their energy blades. There's a light Blood Eagle in this main hall as well; take a chaingun off him





The main hallway in the barracks. You would probably be evil too if you lived in a place that looked like this.

Blast them as you descend from ledge to ledge with your jump-jets until you've got a clear landing area. The next hallway is a rehash of the first one: Go into the large room, use your grenade launcher to eliminate any resistance, and hit the switch to open the next door. You can go into the smaller rooms along the hall if you want, but don't bother unless you need extra healing or ammo. Be on the lookout for lone enemies (light-armored or ninjas) guarding them.

The door you just opened gives you access to the next elevator. Hop on the elevator and shoot up to the top as fast as you can. There's no need to fight any of the Blood Eagles guarding this area because you can pass them and have the next door close behind you, sealing them off. Save the time and the health.

This is the security area, and the prison cells are just below. Take the elevator, follow the path to the cells, and kill the few guards there, only to find that the cells are empty. The prisoners may have been moved for execution, but you need to find out where.

when he's dead. To fill out your armament quickly, make your first stop the room on your immediate right. Watch out for the ninja in here, and then pick up the grenade launcher for the next room.

Across the hall is a larger room with several defenders. Your grenade launcher is handy for this battle. Clear the room of enemies and hit the switch there—a door opens and several more Blood Eagles rush out into the main hallway. Be ready for another fight as you exit the room and engage them.

The elevator you find here takes you down a level, but several ledges have Blood Eagles watching it.



You're nearing the prison cells. Take the elevator down and you find them lightly guarded.

Drop below the holding cells to get to the command center. Take the elevator down and move slowly and quietly so you can get a free shot while three Blood Eagles in this room work on their computer systems. Finish them off, but don't hit the switch in this room until you're ready to run.

After you hit the switch, you realize that the prisoners have indeed been scheduled for execution, and they're in the main hall. Daniel then tells you he's trapped and that you must find a security override to let him out. You have one minute to do this before it's too late!

Head back up the elevator and move quickly. This isn't an easy run once you're assaulted by several ninjas in a small enclosed space, and they aren't the only ones you run into. Try to get around any enemies you find so that you can reach the switch in time—you can always take care of them later.



Hit the switch to keep Daniel alive and then go through the nearby door. The next elevator takes you up and closer to the entrance to the main hall, so keep following this path. In the hall pictured above, many Blood Eagles attack you, but it's a small and enclosed space and they are far too close together. This is a job for your grenade launcher. What was that they said though? "Stick to the plan"?

This part seems a little too easy.





The main hall probably shouldn't be this empty.

DANIEL TO THE RESCUE

The perspective changes back to Daniel, who starts off when he and Victoria first parted in the base. You control him now and guide his actions through the course of events you've already seen.

Notice that there isn't a lot of room to fly around inside the base, so that shield pack you traded for your energy pack will come in extra handy. It slightly reduces the damage you take, but you can activate it to reduce damage considerably for a short time.

You need to get to the generator and destroy it, but it's unreachable from where you are now. Kill any enemies in the room you're in and then jet up to the ledge above to find a way into the hangar by following the vents.



Climb up above this vent to find a way out.

Follow the vents to drop down into the hangar. Several light Blood Eagles are here, but you can get the drop on them before you enter the room by shooting from an opening. Kill any defenders and ignore the assault ships—they're all being repaired and don't have their turrets. Use your radar to find the switch you need to hit to power down the energy barriers preventing you from going lower.

Kill the ninjas and light-armored Blood Eagles after dropping down a floor, and heal up before you attempt to progress any farther. When you try to go through the green door, it turns red and the Blood Eagle trap is sprung.



Trapped! Keep yourself alive while Victoria finds the override switch.



Head down this way and follow the wires to the next area.

some deployed turrets on both sides, so try to get all the way up without stopping. Once you're at the top, you see a door that leads to a familiar sight: the main hall.

Battle it out here against two skilled, medium-armored Blood Eagles. Stick to the air or the ledges at the top to avoid splash damage from their spinfusors and counter with your own shots. That shield pack you've got could save your life in this battle, so don't forget about the active effect if you know you're about to get hit! Focus on one at a time and stick to your strategy, then when you've felled these two, hit the switch in this room to release the hostages.

Now defend yourself until Victoria can activate the override switch and get you out of there. Jet up to the top ledge to find a grenade launcher (swap it for your rocket pod, which is not much use indoors) and other goodies. Hold on for a minute and remember to use your shield pack if you come under heavy fire, and you'll be fine. Once the override is activated, you can go through that door safely.

Unfortunately Victoria is going to save the hostages herself before you can even blow the generator. Keep moving so you can come to her aid as fast as possible. The generator room is guarded by some ninjas, but the bridge to it is mined and a deployed turret also stands watch there. Shoot the mine with your chaingun until it blows up, and the turret and generator should be easy targets after that.

With the generator down, the energy barriers over the water in this room collapse. You're sealed in the room, but you can take to the water and follow the wires directly below the generator to find your way out.

The room you come up in has a few supplies in case you're low on health or ammo. Look up at the second shaft where there are two unmoving fans. Hop up on the ledge here to find a small opening that leads to the very guts of the base. Plenty of Blood Eagles anticipated your route, so fight them off as you climb up to a hallway out of there.

There's more jetting to come! A shaft filled with broken ledges and damaged wiring hides

with broken ledges and damaged wiring hides

with broken ledges and damaged wiring hides

with broken ledges and damaged wiring hides

with broken ledges and damaged wiring hides

with broken ledges and damaged wiring hides

with broken ledges and damaged wiring hides

with broken ledges and damaged wiring hides



Parting Shots



Seti is brave as brave can be when he's got the advantage.

As Seti and Daniel are about to square off, Jericho brings in the big guns, crashing through the roof of the complex to come to his brother's aid. Seti is shaken by a blast from Jericho, but from behind cover he throws a grenade into the midst of the hostages in a final act of ruthlessness.



Victoria may have been a nuisance in disobeying Daniel's orders, but she proves her character here.

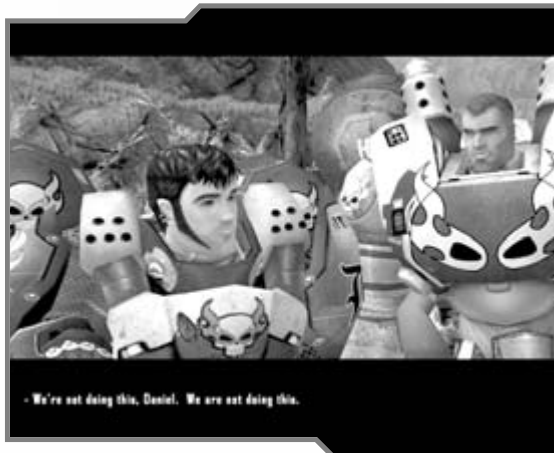
To save people she doesn't even know, Victoria jumps on the grenade and covers the explosion. Daniel orders medical assistance for her immediately, but she may not survive without extra supplies.

DANIEL: THE PAST (MERCY)

Daniel and Jericho intercept a load of medical supplies to help heal Victoria.

THE STORY SO FAR

Victoria is holding on, but she may not live long after that grenade blast she took. Daniel has laid plans to intercept a shipment of stolen Imperial medical supplies from the Blood Eagles in order to heal her. Jericho still doesn't believe that Victoria is worth risking their lives over, but he goes along for the sake of his brother Daniel. Guide Daniel as he drives the Rover to a tunnel entrance secured by Esther while Jericho mans the vehicle's turret.



Jericho still doesn't trust Victoria.

EQUIPMENT

Weapons

Chaingun
Blaster
Spinfusor
Grenade Launcher
Rocket Pod
Burner
Grenades

Armor

Medium
Light

Vehicles

Rover

Packs

Energy Pack
Repair Pack
Shield Pack

MOVING OUT

86

Get a feel for the movement of the Rover before you charge off into battle. You can control it with either the directional keys or the mouse. The best combination is whatever you feel comfortable with, but it may be easiest to use the directional keys to move forward and backward and the mouse to turn the vehicle. Use the "Jet" button to go faster when you need to make jumps or want to get out of a situation.

The Rover is also very well-equipped. There's an Inventory Station on the back of it to charge up your health and ammo. You can change to light armor and switch your repair pack to an energy pack if you like, but medium armor is recommended and your repair pack is essential to keep the Rover from



taking too much damage. You can repair it just like you did in the mission with Henry when Julia assaulted that Phoenix base. One change you may want to make at the beginning of the mission is to switch out your rocket pod for the grenade launcher, because you run into groups of enemies but no assault ships.

For parts of this mission you can blow past the small groups of Blood Eagles that you pass without having to engage them, but sometimes you need to get out, because Jericho can't destroy everything himself. If the Rover flips over, walk up to it and press the "Use" key to flip it back over with the help of your powerful armor.



If they really wanted this to be a roadblock, they would have shut it. Just beyond here is where the Blood Eagles hope to ambush you.

For now, zoom out and engage some Blood Eagles atop a wall before going past. Kill off the ones you see and nab the grenade launcher from the Rover's Inventory Station if you haven't already, then poke your head beyond the doors those Blood Eagles were guarding. It's pretty heavily defended back there!

Apply a liberal dose of grenades to any Blood Eagles in the area. You can always refill your ammo supply later. Once the defense is thinned out, return to the Rover and drive up to the bombed-out building nearby.



The way is shut. Follow the objective marker on your radar to find the switch that opens it.

Ahead you hit your first roadblock, and you need to find the switch to open the door ahead. Find it in that nearly destroyed building. Once the way is clear, hop back in and start driving as fast as you can while still controlling the vehicle. If you get flipped over or turned around, use your command map to re-orient yourself.

Watch out for mines on the ground in the coming area. Stop the Rover where Jericho has a nice shot at any oncoming Blood Eagles and get out to take some of your own shots and defend the Rover. Mines are easily exploded, and any attacking Blood Eagles may end up taking damage from them as you blow them up with your grenade launcher. Make sure the area is clear, the Rover is repaired, and you are fully healed and stocked before leaving.



The entrance to the ruins. Don't careen out of control here or you and the Rover will head straight for mine city.

As you're about to leave these ruins, two assault pods come at you. These things can do a lot of damage fast, so get your spinfusor ready or equip the rocket pod. Don't assume Jericho has the same reflexes you would manning a turret—that heavy armor doesn't allow for such great movement.

In a cruel twist of fate, the bridge you were about to take is completely destroyed. Pieces of another bridge are a bit north up the river, and you might be able to use them to jump the Rover from one to another.

After some wild driving you end up in the second set of ruins. Use the same strategies here as before: Go slowly, keep yourself and the Rover in good repair, and kill everything that gets in your way. In these ruins you may find an ammo stash with a shield pack, a burner, and your very own deployable repairer (remember how great these were in the Palace mission?). All three come in handy soon.

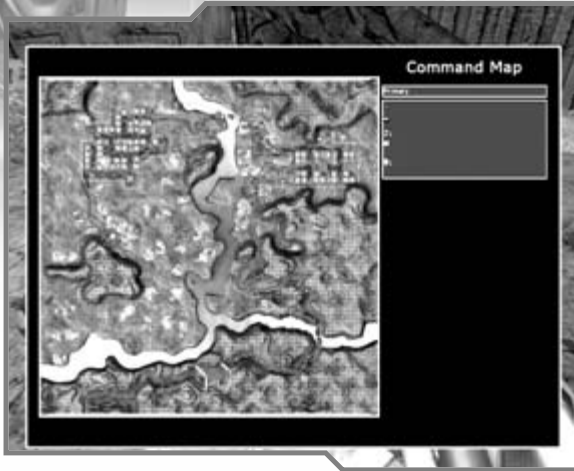
Esther warns you about the ruins ahead being a great place for the Blood Eagles to set up an ambush, and in fact you face several. Don't enter the ruins at high speed or you won't be able to stop in time to avoid the strategically placed mines. Proceed slowly and carefully through the ruins. Let Jericho do the fighting if possible, but leave the Rover to attack any heavies launching mortars from afar.



Anything flying through the air is your enemy, so don't wait to see these assault pods up close. Get out and start shooting!



Drive the Rover up into this decaying structure to find your way to the alternate bridge.



Find the most useful supply cache ever here.

keeps you healthy. The burner takes its unlimited ammo from your jump-jets, meaning you don't need to leave the safety of the area around the Rover. The combination of these three things allows you to survive as the Blood Eagles charge helplessly to their fiery deaths. Soon Esther will have the way open and you can drive the Rover to safety and Victoria's eventual recovery.

You're close to the tunnel entrance now; just drive a little farther to find it. When you get there, Esther needs some time to open the doors, and she warns you of incoming Blood Eagles. A bunch of medium-armored Blood Eagles steadily come after you and Jericho, so position the Rover right in front of the door, drop the deployable repairer where it can heal you and the Rover, and get your shield pack and burner ready.

The shield pack is great here because it reduces the damage you take while the deployable repairer

Leaving the Phoenix Nest

Daniel hopes that Victoria might choose to stay with them, but she needs to get back to her family. Leaving quietly and on her own, she is intercepted by Daniel, but he can't help but let her go.

MERCURY: THE PAST (ASSASSINATION)

An unknown assassin is dispatched to murder Daniel.

THE STORY SO FAR

Someone wants Daniel dead. It's unknown who is behind this plot or who (or what) the assassin is, but you take control of him/her/it for this mission. Navigate across the terrain and take on Phoenix defenders only when necessary to plant viruses across the map. You need to take control of the Resupply Stations, turn the sentry turrets neutral, and get access to their sensor information to find Daniel's location.



You get to be the bad guy in this mission.

EQUIPMENT

Weapons

- Chaingun
- Blaster
- Spinfusor
- Grenade Launcher
- Rocket Pod
- Sniper Rifle
- Grenades

Armor

- Modified Light

Stationary Weapons

- Sentry Turret

Packs

- Energy Pack
- Speed Pack

MOVING OUT

With so many objectives, it might be hard to know where to start. Just north of your position is a depot housing an experimental pack. It's a speed pack, which makes your ground speed faster or use it to make your weapons fire faster for a short time. This can be useful because you'll be moving around a lot and the more speed the better, but you might want to keep your energy pack. The sniper rifle uses ammo rounds, but it gets its power from your pack, so the faster it charges, the faster you can fire the rifle. Choose wisely.



These guys are way outranged because you have the sniper rifle.

Planting the Virus

With the pack secured, head north toward the turret control station. You aren't the only one with a sniper rifle! Don't bother engaging the snipers who shoot at you along the way because they have a much harder time hitting you while you run. Get into the control room and eliminate the two light defenders there to get access to the panel. After that you can take control of any turret on this mission, so jump into the one outside and start blasting.



Grab the speed pack if you want to move faster on the ground.



Hit the switch and this turret is all yours.

After you've killed all the Phoenix in the area, load up on dropped health and ammo and head east toward the sensor control switch. Here you can trade your blaster for a spinfusor, giving you a nice complement of arms. Keep to the mountains and behind cover and you can decide whether you want to engage the Phoenix stationed at the depot on your way there. Several defenders guard it (including one heavy), but you can get extra ammo for your sniper rifle if you clear it out.

Approaching the sensor controls is a bit dicier than the turret controls were. Set in a small lake, several sentry turrets and other personnel are posted here.



Use your crosshairs to hit the gunner rather than the turret.

Once you get to this point, infecting the Phoenix computer systems is easy.

To the south is your final objective before entering the base. More snipers are on the lookout for you, but you can stay behind cover and pick your time in shooting them. There's no hurry, so don't rush. Approach the resupply control panel from the rear to avoid taking unnecessary fire.



An approach from behind the station gives the snipers less chance to see you.

The turrets are no problem by themselves because you have greater range than they do. Use your Zoom function until you've got the soldier manning the turret highlighted before you pull the trigger, leaving an empty seat for you to jump into.

What's dangerous here are the assault pods coming at you. Retreat and move fast so they can't aim as well, and try to get behind these guys to take them out. The chaingun is surprisingly useful against these guys because of its accuracy and their inability to turn fast. Advance slowly and use your rifle and spinfusor against the heavy guarding the dome that you need to get to. Once he's down, use the catapult he was guarding to soar high enough in the air to jet up to the sensor control panel.



Use the catapult for a boost and then jet to the entrance pictured here.

Once the deed is done, get moving to the base entrance by going north (because you just cleared out this area) and then west. Jericho has his best men guarding the entrance, so don't expect a welcome mat unless it's attached to the back of a spinfusor disc. Drop down to enter the base and you find that the door is red and you can't enter.



As soon as you see this, *run*. A sentry turret that you can use faces the base entrance, so jump into it and eliminate the medium- and light-armored Phoenix who surprise you here. Jericho was right, these guys are very aggressive and their aim is good, but that won't stop a sentry turret's high rate of fire. Enter the base once you've finished and find Daniel.

Inside the Phoenix Base

Intercepting those communications between the Phoenix is extremely useful. Inside the base, you learn that sewage has been leaking to the point where it's half-filled some of the rooms. This is good news for you, despite the fact that you need to swim through excrement (at least this isn't a virtual reality game) because the Phoenix can't see you while you're submerged.



You may be the one swimming, but it's this guy who's in deep you-know-what.

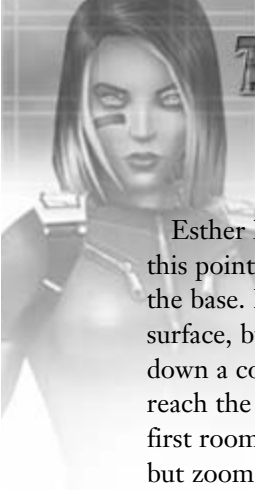
Use the invisibility to your advantage by picking off each Phoenix from under the water to minimize your exposure. Once no more are in sight, jump out and find the Resupply Station to replenish ammo and health if necessary. Jump down a hole right next to the Resupply Station to advance to the next room because of the energy barriers in place. Keep going and stay under the surface whenever you can. Finally you can leave the muck behind and continue on foot.

One of Jericho's snipers is planning to trap you in the cargo bay. Forewarned is forearmed, but that doesn't mean it will be easy. Enter the cargo bay and hit the switch next to one of the energy barriers, then immediately jump into the nearby sentry turret. The trap is sprung, but you are ready to take on all comers. Watch the energy barriers for incoming troops and waste them as soon as they pass the barriers. Also watch the retractable floor in front of you and take out the two assault pods that rise up before they can start shooting, or you may have a very bad day. Survive while the virus you've used does its dirty work and the energy barrier behind you disappears. Before you leave this room though, drop into the pit the assault pods came from and take a refreshing drink from the Resupply Station in there.



You know extra trouble's coming as soon as the floor opens.





Esther has had just about enough of you at this point and soon orders an evacuation of the base. Daniel is taking an elevator to the surface, but paradoxically, you need to travel down a couple of elevators before you can reach the one that takes you up. Clear out the first room and find the elevator at the bottom, but zoom through the next one because you can get through it fast and without taking damage or needing to fight.

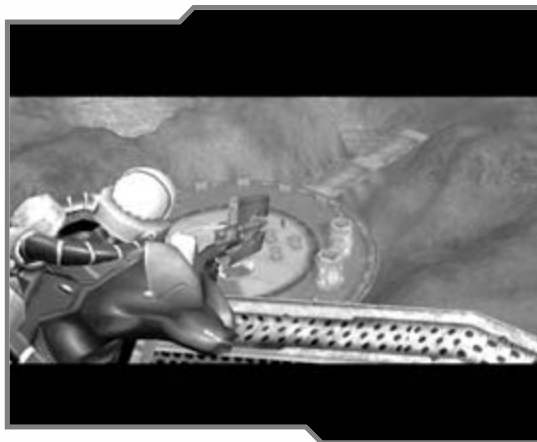
The last room before you can take the elevator to the surface is very well-guarded. Get to the western end of this room, blast the Phoenix out of the sentry turret there, and take control of it to clear this room in the easiest way possible. Yes, you could fight the legions of light soldiers, the heavy in here, the two deployed turrets guarding the door, and the guy in the sentry turret, but isn't it easier when you've got the biggest guns? Destroy everything in this room and hit the switch to follow your prey.



You have to take a couple of these down before you can go up.

Target Acquired

Mercury takes to the surface and has an un-armored Daniel in his sights. It looks like this is the end for the Phoenix hero until a surprise visit from Victoria. Supposedly having left before, she just couldn't leave Daniel behind, and they embrace. Seeing Victoria in the picture, Mercury's mission is suddenly terminated.



The lone gunman



*He gets a kiss and he doesn't get shot.
Now that's a good day.*



JERICHO: THE PRESENT (PRISON)

Jericho breaks into the Styx prison to rescue Esther.

THE STORY SO FAR

Esther has been captured by the Imperials and Jericho is going in after her. He's outfitted with heavy armor and armed to the teeth, but didn't Julia make some mention of the Styx prison before?

EQUIPMENT

Weapons

Chaingun
Blaster
Spinfuser
Grenade Launcher
Rocket Pod
Mortar
Burner
Grenades

Armor

Heavy

Deployables

Mines
Turrets

Packs

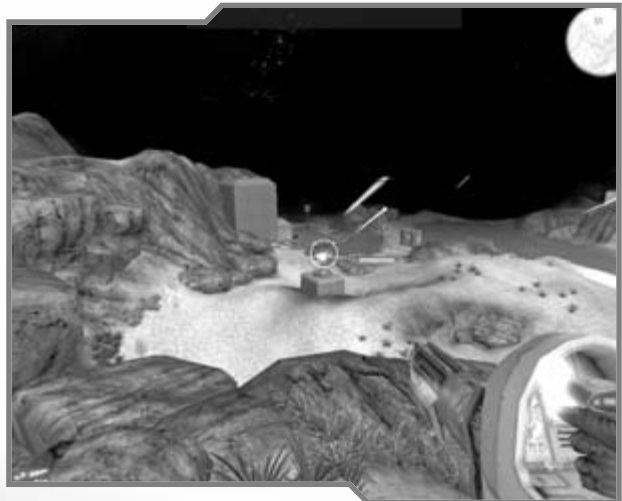
Repair Pack
Energy Pack
Shield Pack
Speed Pack

MOVING OUT

This mission doesn't involve much finesse—just blast through everything in sight. You need to capture three outposts (the barracks, docking bay, and artillery point) to open up the entrance to the prison, so head down the road toward your first objective. Rachel guides you in Esther's absence.

Three Outposts

The road ahead is quiet until you get within sight of your first objective, the barracks. Take out close attackers with your chaingun, and launch mortars from afar at the sentry turrets that guard the entrance. Heavy armor is just too big and bulky for you to be able to use vehicles or stationary weapons while wearing it, but you've got plenty of firepower on your own.



The first outpost is lightly defended compared to the others.



At long range, your mortars explode on impact, making them great for taking out soldiers manning turrets such as this one.

Travel south to the artillery point objective. As before, rely on your mortars to take things out from afar. In the artillery point outpost you find more goodies in addition to the standard Resupply Station. There's a rocket pod here that you might want to use when you attack the docking bay. Swap it for your chaingun because dead Imperials drop chainguns all over the place.

Travel north to the docking bay and get ready to shoot down some assault pods. They don't move too fast, but they can pack a wallop to slow-moving targets such as you. The rocket pod takes these out pretty fast, allowing you to switch to your mortar launcher and obliterate any ground forces present, including some other mortar-toting heavies.

Take the docking bay and switch the rocket pod for a chaingun. There are no more flying enemies, and the next part of the mission takes you into the prison and underground, so a rocket pod won't do you much good. Once the three outposts are secure, head to the prison entrance for the next part of this mission.



Don't tangle with the forces guarding the prison until the way is opened for you.



You're starting to get the hang of things if you think "ambush" as soon as you walk into this room and see deployable mines ahead.

In the Prison

Inside the compound, Rachel radios you that you need to get access to the control center's system to find out where the mine entrance is. Esther is being held somewhere deep down below, and it will take a lot of fighting to get there.

Down the hall is a room with elevators on both sides. Enter this room and you are immediately assaulted from both sides by light and medium Imperials, so get ready to activate your shield pack if you start taking a lot of fire. Take the elevator to your right when the room is clear, and follow the hallway there to another large room with equipment strewn about.

This is an Imperial ambush point. Immediately in front of the entryway are some deployable mines and turrets, and more are on the upper level. You can carry only one at a time. Start deploying the turrets immediately to face the north and west sides of the room. Because both of these entrances on the bottom floor are close together, position the turrets to defend both. Use the mines on the upper level's entrances so that you are warned by their detonations when Imperials attack from above.

The repair pack in the room is more useful for when you take damage than for repairing the turrets. Your shield pack might help more in this situation. Last but not least, look on the far side of this room for a burner, which lets you build walls of flame for the intruders to have to pass through. Survive the attacks until Rachel can override the system and let you out of there.

Follow the objective marker on your radar to find the control room after the ambush. You have to jet up to a higher level, so conserve your energy or your suit's weight will bring you down. A speed pack is available in the control room if you want to be a mobile type of heavy, but the shield pack is still the best choice for the areas that come, where damage reduction is way too handy to turn down.

Rachel locates the entrance to the mine with the information from the Imperial computer systems, but there is now even more resistance than before. Follow your radar again to gain access to the rest of the lower portion of the prison where the mine entrance is.



Here are more deployable turrets and mines. Leave one turret for later.

opening, then take cover before your enemies have a chance to shoot at you. With good placement, the turrets may even take out most of your foes without any effort from you. Grab one deployable turret before leaving this room.



As if you hadn't killed enough Imperials already, more are just around the corner on the right.

At the entrance to the mines, enter a room where you notice yet more deployable mines and turrets. It's not rocket science to figure out that you're in for another ambush. This time Rachel can't get the mine entrance open herself and you must wait for the next ore shipment to come in to gain access. There are three turrets in this room, but use only two (for reasons explained later). Make sure that both turrets can concentrate their fire to bring down opponents quickly. These things are great for helping you kill the attacking heavies without getting hit by lots of mortar rounds. Go ahead and deploy all the mines.

Outlast the attacks and the door finally opens, revealing the mine entrance and even more hostiles. Use the burner to fire into the

Around the corner are more defenders, including at least one heavy. Use the burner again and take them down piece by piece. Remember, you have all the time in the world, and the burner's ammo comes from your jump-jets, so it won't run out.

Keep moving and Esther is close at hand. Rachel has good news and bad news though: the rescue team is in position, but the exit is too small to fit through with heavy armor. Fight toward Esther while Rachel tries to think of another escape plan.



You're almost there. Just locate Esther to find out what's really going on.

Find Esther and unfortunately it looks like your plans are dashed. This whole thing is a setup organized by Julia! All is not lost though. Hold off the Imperials for two minutes and at least Esther can escape, though you may have no way out. Now deploy that turret in the middle of the room. Two minutes is a long time when you're being attacked from all sides.

Your heavy armor can take a lot of damage, but use your shield pack and try to stay away from exploding mortar rounds. Most dangerous to you are the Imperials in medium armor who use spinfusers. These guys are fast! Keep on your toes and look for cover where you can't be shot at from all sides, and you can survive.

The Reckoning



- Don't you dare say my mother's name.

Is this Jericho's end?



- No, Aunt Olivia. Don't take this from me. I must...

All that scheming dashed by her aunt! Julia will not be satisfied until Jericho is dead.

Julia appears at the last moment and makes her intentions clear: she wants revenge. Before she can kill Jericho, Olivia appears with more guards and stops her. Not wanting her niece to be considered a murderer before she takes her position as queen, Olivia tells her that they can execute Jericho properly in a matter of days.

MERCURY: THE PRESENT (ASSAULT)

Mercury is dispatched again, this time to kill General Jericho.

THE STORY SO FAR

Jericho is himself taken prisoner after springing Esther from the Styx prison compound. Mercury is sent to infiltrate the facility he's being held at and execute him. You get to play the bad guy in this mission again, as you guide Mercury in his murderous task.



Mercury is on the prowl again, 20 years later.

EQUIPMENT

Weapons

- Chaingun
- Blaster
- Spinfuser
- Grenade Launcher
- Sniper Rifle
- Burner
- Grenades
- Grappler

Armor

- Modified Light

Packs

- Repair Pack
- Energy Pack
- Shield Pack
- Speed Pack

MOVING OUT

You enter the facility via the underground aqueducts and have to use your grapples in conjunction with your jets to make it to the main structure. Not far from the starting point is some strange-colored water. This stuff is not normal—it's corrosive—and it will damage you if you come into contact with it.



Successful use of the grapples in this section determines whether you live or die. Note that while grappled, you can switch weapons without releasing the claw's grip, and you often have to hang onto a wall while you switch to your sniper rifle to shoot Imperials firing at you.

Don't go in the water.

Beneath the Surface



Just wait until some hapless Imperial sticks his head out.

The switch on the middle level here stops a fan from spinning in the far part of the room. Before you take off for it, grab health and ammo in the control panel room, and grab the speed pack there.

Do just that in the first open area you come to in the aqueducts. Imperials are guarding the area from three levels of walkways on the right side, so cling to the wall on the left and use the rifle's range to your advantage. Don't fire until your jets are fully charged or you may not get a one-hit-kill.



There's the switch you need to hit. Climb through the openings on the side to get to it fast.



There's the fan vent you need to go through. Grapple your way up there and use your jets to float slowly in.

Soon you can see a hole in one of the grates above and you can finally get topside. Now the fighting starts for real, as you need to take out the many guards attacking you. The sniper rifle might be good for one quick kill, but you definitely need a spinfusor or chaingun—or both. Drop your grapppler at this point and load up on real weapons. After you have the situation under control, try heading east first, away from your objective marker. This leads you to a health and ammo cache where you can replenish your rifle's ammunition and pick up a repair pack if you want to swap it for your speed pack (the repair pack will be far more useful in the fights to come).

Now go back toward your objective marker and fight through the halls. Some of the medium-armored Imperials are also equipped with repair packs, so pick up a spinfusor or use your grenades to kill them quickly, before they can recharge their health.

Take the door at the end of the hallway once you've destroyed the last deployed turrets and finished off all the Imperials. This brings you to a room that goes a long way up, with at least a couple of medium-armored Imperials waiting to blast you. Be ready with your sniper rifle, as getting that first kill quickly makes the ensuing battle much easier.

Through the duct where the fan is, you come to a similar area, also guarded along the edges by Imperials. The control booth is near the upper level and is visible if you stand in the fan's vent. Fly and grapple over to the switch and try to avoid enemy fire. Hit the switch by hanging just outside the glass on its opposite side and using it from there. It opens the sluice below on the other side of the room. Swing back that way and use your jets to keep yourself out of the muck below when following this path.



There's the switch way up there above the huge fan blades.



Secure the premises and find another grapppler right where your objective marker is, along with some other ammo and health. Notice that the objective marker points up—*way* up. Use both the grapppler and your jets to reach the top and access the facility.

Inside

Doors all around you are locked, and the only way to go is up. Jet or grapple three levels above your starting position to reach the highest point possible, and find that the doors up there are just as locked as the ones below.

Querying his contact, Mercury's orders are to shoot the computer.

Destroying computer nodes bypasses the locking mechanisms in the area and allows you to continue. The first node gets you access to an elevator that can go up a little or down a very long way. The bottom has some health and ammo, including a sniper rifle. The level above you houses a guard post where Imperials take shots at you from windows above.

Stay on the ground floor until you destroy the next node there, then hop up to the ledge above and approach the room from the back door with the blue light above it. Kill any remaining Imperials and then dispatch the three computer nodes in this room. A door opens in this room once the computers are destroyed, and in the next hallway you hear Julia trying to get in to see Jericho. Gemellus (you



Find the three nodes in this room quickly so you don't have to fight wave after wave of Imperials.



I'll show you a blue screen of death....

remember Gemellus from the Imperial Coliseum, right?) is having none of it and refuses to let her through per Olivia's orders. Hmm...Olivia must be pretty dangerous if he's more afraid of her than he is of Julia.

Follow that corridor to the next room, where you have three more nodes to destroy. This room is much better defended than the previous one, and you run into well-equipped Imperials in medium armor. Also, the longer you take to finish off those nodes, the more Imperials come through the energy barriers in this room. Follow your objective markers like it's an Easter egg hunt and then exit through the bottom door in the middle of this room. As you leave, Julia gives you a little trash talk but doesn't show herself.

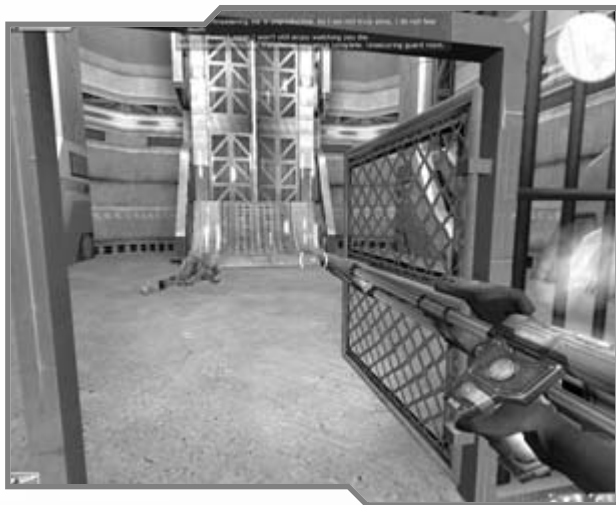


Keep going and at the entrance to the next room you hear another strange conversation. Interrogators are unable to get anything out of Jericho because he won't speak with anyone but Julia. The more that's revealed of the plot, the more questions there seem to be. You have three more nodes to destroy in the next room, two are back to back a couple of levels above you, and one is at the top-most level, right next to the door that opens when all three are destroyed.

The next area is tougher than the previous ones. It features some deployed turrets and a few medium Imperials with repair packs who can heal their allies. To make things even worse, the heavy at the top of this room is armed with a burner. Tough luck if you take a direct hit, because as you know from using it on your enemies, it can do a lot of damage. Avoid this soldier's fire at all costs by hitting and running with your spinfusor or sniper rifle if your jets are charged. The burner might make a nice addition to your arsenal once it's lying next that Imperial's dead body though.

You're very close to finding General Jericho now. A hallway leads you away from the room you were just in and into the prison cell area. Kill the two guards, one of whom is carrying a grenade launcher and a shield pack in case you're interested in an equipment swap. You're about to get to the last big fight, and a shield pack will be more useful than an energy pack unless you find a place where you can hide and heal for long periods of time. Make sure you have your sniper rifle, the burner, and either the spinfusor or the grenade launcher for explosive weapons.

The switch in the guard post frees all the prisoners, several of whom are Phoenix soldiers. For the time being, you're locked in the guard post while everyone escapes. Now you come face to face with Jericho himself for a brief conversation, but he leaves before the door opens. At the same time, Imperials give chase from the spot where you entered the room. Ignore them. You can get away easily and follow the prisoners to the roof where Jericho and his friends are waiting for a last battle. Save your game here or you might end up very frustrated.



Take that elevator up to the toughest fight you've encountered yet.



Defeating Jericho

Jericho is supported by two medium-armored Phoenix soldiers. If that wasn't enough, Imperials come out of the energy barrier behind you two at a time. Suddenly you've become the target, and only staying constantly on the move and planning your attack will help.

First decide what pack you want to use. You've come up here wearing either a shield or repair pack, but you can grab an energy pack from the west corner of the building you're on (next to health and ammo pick-ups). The energy pack is the best choice, as it allows you to fly more and recharges your jets faster for using the sniper rifle. The shield pack reduces damage, and the constant influx of light Imperials may give you enough health packs to stay healed, but you're always at risk of being hit by a mortar when you're looking for dropped items. Both packs are usable, but the energy pack is recommended.

Jericho mostly keeps to the rooftops, so blast him off using the spinfusor or grenade launcher. Get him out of the picture so he won't fire mortars at you constantly and then deal with his allies so that you can return your attention to him without being shot in the back. Once his wingmen are down, go after him with your sniper rifle and aim for his head. If you run into trouble, wait for more Imperials to emerge and kill them to take the health packs they drop, then return to Jericho. He's tough and aggressive, but he will eventually go down if you hit him enough times.



Jericho's end?

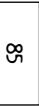


- Look at you, child... even with what they've done to you, I can see my brother in your eyes. They were brown ones, were they not? She's made fools of all of us, Julia. Take this.

Back to the Beginning

As Jericho falls to his knees dying, Mercury prepares to deliver the final blow. A sudden shot from Julia stops him short by taking off half of his face, and he is revealed as a Cybrid. What's left of the assassin makes a hasty retreat, knowing that Jericho will die soon anyway and that the mission is accomplished.

Jericho tells Julia that he can see his brother in her eyes, and he seems disappointed that they were enemies. The opening cutscene now has a little more meaning, but what Jericho hands to Julia is still unexplained, other than it belonged to Daniel. Finally, Jericho dies.



A little more of the truth is revealed.



VICTORIA: THE PAST (PROOF)

Victoria helps Daniel find evidence of warmongering and subterfuge by the Blood Eagles.

THE STORY SO FAR

Victoria learns of the assassin that was after Daniel, and after analyzing evidence from the attack, it is clear that the assassin was using Imperial equipment. Daniel believes the assassin was sent by the emperor, but soon they realize that Seti was probably behind it. Victoria believes that if they steal proof that the Blood Eagles are fueling bad blood between the Empire and the tribes, her father will listen. Take control of her and secure a Blood Eagle compound while Daniel hacks into their computer systems and grabs the data.

With evidence of Blood Eagle treachery, Victoria might convince her father that the Phoenix are not the enemy.



- Our people are killing each other and we're...living in some kind of fantasy.

Victoria wants to stay but needs to go back.



- Father is many things, but he's not stupid. If we can prove that there is a conspiracy to generate friction between our peoples, he will listen.

EQUIPMENT

Weapons

Chaingun
Blaster
Spinfuser
Grenade Launcher
Sniper Rifle
Burner
Rocket Pod
Buckler
Mortar
Grenades
Grappler

Armor

Light
Medium
Heavy

Packs

Repair Pack
Energy Pack
Shield Pack
Speed Pack

Vehicles and Stationary Weapon

Tank
Assault Ship
Mortar Turret
Sentry Turret

Deployables

Deployable Turrets
Deployable Repairer
Deployable Mines



MOVING OUT

You begin this mission in a tank in the underground tunnels beneath Blood Eagle territory. You can sneak in under their radar, but the path before you is still guarded. The first objective is to secure the territory so that Daniel can access their computer systems.

The Battle Below



There was a valet here, but you probably blew him up. Ditch the tank and continue on foot.



Watch out for grenades as soon as you enter the territory room.

The tank has two positions: the driver's seat and the gunner's seat. As the driver, you still control the tank's cannon and can shoot while on the move. The gunner's position gives you control of the turret at the top of the vehicle, which in this mission you can ignore. Use the cannon to terminate your enemies with extreme prejudice. The tank also has jets that allow it to leap into the air briefly.

Follow the tunnel you're in and fire at any Blood Eagles along the way. There's nothing terribly dangerous here; even the Rover and the two heavies you run into aren't a match for the behemoth you're driving, so get to the territory room as quickly as possible.

To take this Blood Eagle territory, you can't rely on brute force anymore. Your tank is way too big to fit, so you need to go on foot here.

Tread carefully. As soon as you stick your nose into this room, Blood Eagles launch grenades from above. You've got a grenade launcher of your own though, so spam the room by sneaking in, firing, and then retreating. Throw your hand grenades whenever the territory's defenders pass within view, and continue to use the hit-and-run technique until the room is clear. After that, taking the territory is easy.

Defending the Generator

Go up the elevator to the generator room where Daniel is working to get those logs from the Blood Eagles. He is safe behind an energy barrier, but the generator powering the station needs to be protected at all costs.

There's a whole lot of useful equipment in this room. An emergency repair pack is next to the generator in case you need to suddenly switch packs to repair it. Resupply Stations are also here, but even more interesting is the Inventory Station that outfits you with any type of armor and weapons you like. Finally, there are three deployable goodies—two turrets and one repairer—and two mines (the mines replenish themselves periodically, the others don't).

The most important aspect of defending the generator early on is setting up the deployable repairer and turrets. Position the turrets so they both have clear shots at the wide-open entrances to the east and west. Make sure at least one can fire on enemies coming through the door next to Daniel. Keep the turrets close together and close to the generator.

With a little planning, you can drop the deployable repairer where it can keep both turrets and the generator itself repaired, freeing you to grab another type of pack to augment your other abilities, such as the shield pack. Place the mines just outside the base's entrances, a little bit outside the effective range of the turrets. This gives you maximum protection when the base is assaulted, and you can defend all entrances at once.

Your defenses laid, enter the Inventory Station to prepare for battle. The deployed repairer heals you and you don't have very far to go right now, so take the shield pack. It's just insurance right now, but it comes in handy a little later. Choose medium or heavy armor, but more importantly, take the burner. Even if enemies come pouring through an entrance, past one of your mines, you can light them up and force them to go through a wall of flame before they even get within range of your turrets. By that time, they'll be half-dead and the turrets can easily finish them off.

The first attack comes from the west. It's easily stopped because not that many Blood Eagles are involved, but more will come. Just as you think this mission is getting easy, the Blood Eagles opt to try retaking the territory down below. Hop on down the elevator and get them before they can secure it, but go into that fight fully healed and well-armed. There are some grenadiers to deal with, and at least one medium-armored Blood Eagle. Finish up down there and get back to defending the generator.

Re-equip with medium or light armor, and grab the rocket pod. Daniel needs to download the decryption program used to decipher the Blood Eagle data, but he needs four transmission towers to remain standing in order to do it. He even suggests that you would be sitting ducks for an attack by assault ships (hint, hint).



Notice all the dead Blood Eagles? That means you set the defenses up well.



You need to protect these towers or else the mission is a failure.

Around this time Seti wisely sends in heavies to the high rock faces surrounding the base. Their only job is to make nuisances of themselves by continually firing mortar rounds at the towers you need to protect, but luckily for you the Blood Eagles show up on your radar, so you can see where any attack is coming from. Draw the heavies off with your rocket pod or your turret if you have them in view and finish them quickly. The hardest part is yet to come.



That tank isn't going anywhere

Daniel secures an assault ship to take out three generators that Blood Eagle hackers are using to jam Daniel's signal. Go north to find the ship and hop in the driver's seat. The generators are on floating platforms north of you, marked on your command map. Your assault ship easily outranges the meager defenses on these platforms, so try out the ship's bombs from the driver's seat. Just remember to switch back to the driver's seat to keep the ship flying.

Seti soon taunts you by giving away his plans (he's sending two assault ships and more infantry). An energy pack might charge your jets faster, but the shield pack is more helpful in case you take enemy fire while outside the base. Take that rocket pod and get out to the sentry turret on the eastern perimeter of the base. This turret is about to become your best friend, as it is far more efficient at killing both troops and vehicles than your rocket pod is. Soon the first assault ship comes into view. Just hammer it with the turret until it goes down. Repeat with the second assault ship, but don't try to switch turrets; the other one is a mortar turret, and it won't be very effective against the Blood Eagle air force.

Seti is starting to get angry. He's used his best infantry and air power to attack you, so next comes mobile armor. That's right, you need to fight off the tanks that come in. Knowing the layout of this attack though, it's easier than you think.

Seti sends the first tank through the eastern entrance, right under your sentry turret. Jump in the turret seat and hose the tank until you destroy it—if you're fast enough, you can get it before it reaches the entrance. The second tank comes from the western entrance where the mortar turret is. Hit it with as many mortars as you can until it enters the base's perimeter. Then hot-foot it over to the sentry turret again, hitting the tank with your rocket pod as you go. Use the turret to finish off that tank, and the worst is behind you. Just check once more for heavies trying to blow up your towers.

With the generators down, Daniel almost has everything he needs. A Phoenix support group is on the way, but you must now defend the generator for three more minutes. The biggest danger here is from yet another tank that approaches from the east, so head that way straight off and drop grenades on the tank as it approaches the base. It has some infantry support, but keep targeting the tank until it's destroyed. Seti sends the remainder of his forces for a last series of desperate attacks from both the east and west, but the blast radius from your assault ship's grenades is so big that it's easy to take these guys out long before they get to the main structure. A couple more minutes of this and the Phoenix team arrives to take you home.



The generators on these floating platforms are no problem with the assault ship.

Now What?

Though Victoria and Daniel celebrate the victory, Jericho believes it was pointless. Calling the emperor a murderer and a criminal, Jericho can see no good coming of the situation, and he storms off. Daniel is determined that the bond between him and Victoria will not be broken though, and he gives her half of the amulet he's had since birth.



- Your father is a murderer and a criminal. I don't know what my brother sees when he looks at you, but all I see is the blood of my people.

Will Jericho ever cut Victoria some slack?



- In my tribe, every boy is given one of these when he is born. No two amulets break the same. Once they are split, the halves belong only to each other.

Daniel believes they can succeed, and offers Victoria half of his amulet.



DANIEL: THE PAST (REGICIDE)

Daniel must gain the emperor's respect by battling against suicidal odds in the Imperial Arena.

THE STORY SO FAR

Victoria has gotten her father to give the Phoenix some consideration, but it isn't much. It seems that Victoria was a bit naive when she thought she could bring him the data from the Blood Eagle base and get him to make friends with the Phoenix. Now take control of Daniel and fight out of the arena or die trying.

He's a tricky guy, that emperor. Daniel has to earn his audience with him.



Daniel doesn't think he will live out the day.



"This is how things are done. I can't be handing out Imperial audiences to any tribal hoodlum who walks through the door..."

EQUIPMENT

Weapons

Chaingun
Blaster
Spinfusor
Grenade Launcher
Rocket Pod
Grenades

Armor

Medium

Packs

Repair Pack
Shield Pack
Speed Pack

MOVING OUT

Daniel may think that he and his friends are all about to die, and you can hardly blame him because the Imperials have left the Phoenix with practically no weapons. You do have a chaingun though, and you just have to kill some other competitors to get their weapons. Nine rounds are scheduled for this tournament, though be prepared for a 10th in case those tricky Imperials change their minds at the last minute.

The first round is just a bunch of glorax. They weren't very dangerous earlier in the game, but now you need to scrounge for every bit of ammo and health you can. The glorax are released from the main gate on the east side of the coliseum and the two openings in front of it. Mow them down and don't worry about your ammo for right now—you can actually do without a weapon for the next two rounds. Just kill the glorax and try to keep them off of your teammates.

Grab a repair pack on the arena's west side to keep your teammates and yourself healed. It also repairs the turrets your two allies take control of if they're damaged during any of the fights. Tend to any injuries now.

The second round consists of eight Blood Eagle ninjas, who appear out of two of the containers on either side of the main entrance in the east, as well as two light Blood Eagles equipped with blasters. These guys have nothing but energy blades, but they wear speed packs to make them quicker on the ground. Fly over to lead them in front of one of the turrets so that your teammate can take them out without you having to engage them at all. Then, after you take out the two Blood Eagles, grab a blaster to use later on in the third round.

In the third round, you face your first real adversary: a medium-armored Imperial wearing a shield pack. Against just one foe, you can easily take cover behind the hills beyond the turrets and lead the Imperial into the firing line of one of those two turrets. Once he's dead, take his gear. The shield pack does you more good for now than the repair pack, but more important is that you get his grenade launcher, spinfusor, and more chaingun ammo.

The fourth round has three parts. First, light Imperial soldiers armed with blasters eject from the holes around the coliseum's perimeter. Try to stay away from these guys, as they are much less effective when not at short range. Your allies manning the turrets help out again, but stay on the move and take out as many as you can with your newfound weapons. The second part of this round is the same as the first, only the Imperials are armed with chainguns this time. This makes them a little more dangerous because they don't need to be close to hit you, but keep moving and take them out one at a time and you'll do fine.

The last part of the fourth round is similar to the first two, only the light Imperials now have spinfusors (making them a lot more dangerous), and they are accompanied by an Imperial heavy from the main entrance. Definitely get your grenade launcher out for this fight, and kill the heavy before he can use his mortars. Keep moving to avoid being hit by those spinfusors, and hope that your teammates can take a few out. Then go after the rest yourself and grab the ammo they drop when they die. Remember, fire downward at enemies on the ground while you're in the air.

The fifth round consists of the league's all-stars. These are two more well-equipped Imperial medium-armored soldiers, and two are definitely more dangerous than one. Lead them around the coliseum so that your teammates can take shots at them, but don't expect to take cover in one place and wait it out. Finish these two off after they're wounded and can't take much more damage. At this point, you're doing a lot better than the emperor expected!

More Blood Eagles appear in round six, but you also get two teammates who back you up on the battlefield, so the repair pack is useful if they get hurt. Two Blood Eagle ninjas and two heavies eject from the outskirts of the coliseum here. The ninjas aren't much trouble, but the two heavies are armed with rocket pods and can hit you from a long way off. Get your grenade launcher or spinfusor ready and go after these two one at a time. Time is of the essence in this battle, so don't wait around for something to happen; take it to these Blood Eagles and attack them aggressively. After these guys are dealt with, swap out your grenade launcher for one of their rocket pods. You'll need it in the next round.



In round seven things start getting ugly, but they could work to your advantage. Hatches on the coliseum's sides open up to reveal four assault pods. There isn't a lot of room or much cover in the coliseum, so you are at a definite disadvantage when it comes to fighting these things. The conventional strategy is to stay to the arena's sides, keep moving, and use your rocket pod to focus on one assault pod at a time. Keep this up and draw their fire if necessary, letting your teammates do the damage.

There is a better way, though it is riskier. Use your spinfusor to hit one of these pods to kill the pilot. If it hasn't taken damage, the pod itself won't be destroyed, and you can take control of it. This makes the remaining battles much easier if you can pull it off, because few of your enemies can hit you, and you have easy targets on the ground. If you manage to get into one of these things, then ignore the remaining strategies and just blast away from high above. In the final battle, you can destroy that assault ship before it even takes off!



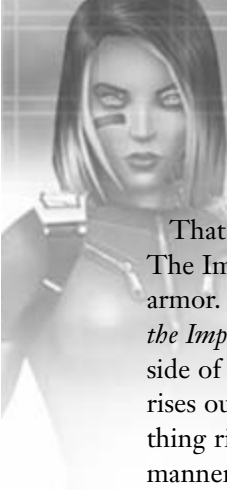
Assault pods come out of those openings just under the lights.

Round eight features three Imperial commandoes in medium armor, all well-armed and equipped with shield packs. Your highest priority right now is to avoid damage, so fly around and get these three to follow you while teammates do the dirty work. It's much easier than trying to take on all three at once, especially because they are particularly good with their spinfusors. One more round to go after these three go down for the count.

Round nine tests your combat skills and your ability to work within a team. Four medium and two heavy Imperials emerge from all over the coliseum, and they all sport repair packs to keep each other healed. Your shield pack is still a viable option here, but switch to the repair pack to keep your teammates alive, or you may lose them completely. Two things to remember in this round are that you *must* focus on one enemy at a time in order to do enough damage to kill them, and that you should stick to the air and away from the middle. Loose all your grenades or fire your spinfusor from the air as you lead the battle gradually within sight of one of the turrets. Your two allies on foot stay within sight of you, so use your repair pack on them and grind your enemies down one by one. As soon as this round ends, grab a rocket pod and get over to the coliseum's west side.



Once you control an assault pod, things get a lot easier.



That's nine rounds, so you're done, right? Wrong. The Imperials might as well be Blood Eagles in blue armor. Not only are you not done, you need to fight *the Imperial Armored Corps* to survive! On the west side of the coliseum (where you are) an assault ship rises out of the retracting floor. Get behind this thing right away because it can take you out in a manner of seconds if you come into its sights. A few blasts from the rocket pod and this vehicle is done in, though you have a much tougher time with it if you don't get over to that side before it takes off. A couple more medium-armored Imperials are about, so kill them off before your final task.

The last thing you need to do is destroy the tank that came through the east side. The rocket pod, if it still has any ammo, is pretty effective against the tank, but it's easier to hit and run behind cover with the grenade launcher or spinfusor. The tank's weakest spot is its rear, so attack it from behind. The tank drives around the coliseum and eventually comes under fire from one of your turrets, so wait until that happens and it's occupied to strike. Otherwise a couple of blasts from its main turret will end your very long day just short of victory.



Destroy this thing before it can destroy you. And if that wasn't bad enough, watch for the tank that comes out on the other side of the coliseum.

All Is Not As It Seems

Things are going better than they could have even hoped....

After Daniel wins a brilliant victory in the coliseum, the emperor honors his word and sees him. The two have dinner with Victoria, and the emperor seems to be convinced that Daniel is not his enemy, and in fact that he has been a good influence on his younger daughter.

Suddenly, Daniel receives a radio communication from Jericho. It isn't clear what's going on, but something terrible seems to have happened, and now Daniel believes that he has been betrayed by Victoria and her father both. As the emperor approaches to talk to him, Daniel draws a blade from his arm and drives it into the emperor's brain, killing him instantly. Victoria cannot believe what she is seeing.



VICTORIA: THE PAST (REVENGE)

Victoria hunts down the Phoenix in the area and Daniel.

THE STORY SO FAR

Olivia tries to console Victoria over what's happened, but Victoria cannot be consoled. Betrayed by her lover and seeing her father brutally murdered has hurt her more deeply than anything she could have imagined. Determined to have her revenge, she dons her armor and sets off. You control Victoria again, but this time to hunt down and kill Daniel.



Olivia speaks well of Emperor Tiberius as his body is taken away.

EQUIPMENT

Weapons

Chaingun
Blaster
Spinfusor
Grenade Launcher
Burner
Grenades
Grappler

Armor

Medium

Packs

Repair Pack
Shield Pack
Energy Pack
Speed Pack

MOVING OUT

Follow the hall to the service room in front of you to find four dead Imperials. It looks like the Phoenix have gone on a rampage. Grab the chaingun from in here and enter the next room carefully, because a deployed turret sights you right away. Fire your blaster and then duck back behind the wall to avoid letting it target you. Jet up to the next level and find another turret there as well. Duck behind a wall, and slowly move forward until you can hit the turret by bouncing blaster fire off the railing, but the turret can't shoot you.

Keep following this room and grab the health on your right if you need it. Then prepare for another turret below you before entering the next room. Use the same strategy as before—move to where you can bounce your shots off a wall and hit the turret, but the turret can't get at you.



Take this shaft one step at a time. A fall from this height would hurt a great deal.



Watch out across the room after you hit this switch.

The next room has another turret, but you're safe when you enter because it's behind some big containers and can't shoot through them. Hit the switch in this room to open the bulkhead and get below and drop down slowly by stopping at each ledge.

In the bulkhead below, you need to hit another switch, but this time a medium-armored Phoenix is there to greet you. If you drop down to the next level and try to avoid him, he just comes after you, so fight him now rather than later. Your weapons aren't great right now, but keep moving and firing your chaingun at him until he goes down. Grab his health pick-up before you drop down to the next level.

In the level below, hitting a third switch opens the bulkhead door, but it also opens another door on the same level, revealing two light-armored Phoenix soldiers. Toss your hand grenades to take them out before they inflict much damage. Scout the room after they're dead to find a spinfusor.

Drop down one more time and there aren't any more switches to hit, but a medium-armored Phoenix is waiting with a couple of grenadiers. Good thing you picked up that spinfusor before jumping down here, because that's the ideal weapon for this fight. Take on the medium first and hit him from above with the spinfusor, then rush the grenadiers so that the explosions go off behind you as you charge them. Follow the corridors to the next room to get to the next area after you take a grenade launcher.



That's a lot of turrets.

Engineering

You're in engineering now, and Daniel could be hidden anywhere. More likely, lots of Phoenix tribesmen who *aren't* Daniel could be hidden just about anywhere. Stay on the lookout for danger from every corner, including in the next room, which is defended by nine deployed turrets.

Good thing you've got that grenade launcher, and maybe even some regular hand grenades too. Get close enough to the door to open it, pop in, launch a grenade, and then jump back before you get turned into Swiss cheese. Do this until you've got all the turrets but the one on the far side of the room. Get out your spinfusor for more precise attacks to destroy that one.



It's better not to make haste when there are mines just around the bend.

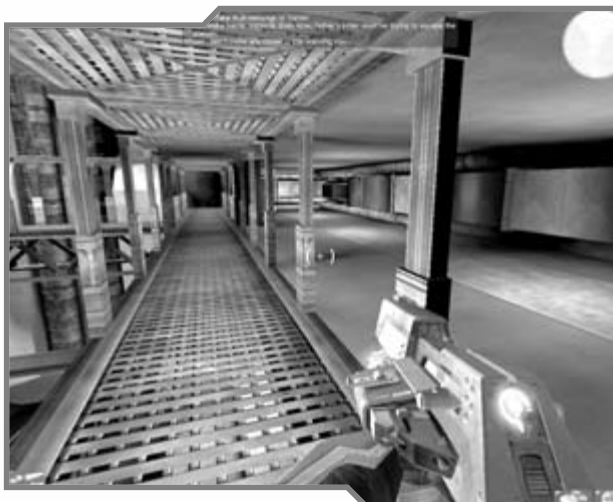
Fight through the rooms and halls down here and a voice from the shadows says that Daniel sends a message: Turn back. A light-armored Phoenix attacks you from the darkness, so be ready. Soon after this attack Olivia contacts you and tells you to hurry before your father's killer gets away. **Don't do what she says.** The timing of this message is just right to have you run around a corner and smack into two mines that have been laid in the hallway. When Olivia contacts you, slow down instead. Blow the mines from a distance with your chaingun, then head into the room next to them for a refreshing drink out of the Resupply Stations there.

The area that contained the mines opens up to a long, narrow series of grates to get to the next building. This is simple enough to cross, but three Phoenix snipers wait in the distance. Move fast and take them out with your spinfusor when you get across to the other side.



The most dangerous enemies are the ones you don't see right away. Stay on the move in this room, and jet up to the beams above to get out.

come to the next room, which has been laid with several mines. Enter this room after blowing up the mines from a distance and follow a ramp up.



Move here to lose those snipers after you on the high beams.

in this area. They have everything from grenade launchers to spinfusors and will not let you advance easily. In any case, you don't want these guys firing down at you, so get higher before you fight back.

The next room (with a very high ceiling and beams running across it) is a real death trap. Sure some health and ammo are in the middle of this room, but Phoenix bombarding you with grenades from up top are in very good positions to hit you. Instead of engaging the enemies here, fly up to the beam nearer to you and turn to the east side of the room to get out of here. With a little luck and some good use of your jets, you can get away with no damage.

Through this space, you enter a maze of machines and chain links, and it's guarded by patrolling Phoenix mediums with shield packs. You can search along the northern edge of this room for a repair pack, but it's easy to get lost. Instead, hug the southern wall and take a shield pack off a dead Phoenix before you

Look for a grappler on your left after the ramp ends, and swap it for your chaingun, because the chaingun is found so often. Phoenix tribesmen attack from both sides in this area, but they aren't very well armed, so kill them and take the health pick-ups they drop.

Grapple and jet up to the level above and continue east, but watch out for snipers as you go. Find the hall to the next area quickly, and you don't have to fight them off.

Soon the reason for the grappler becomes clear. You come to a partially destroyed bridge in an area that is both a long way up and a long way down. You need to go up, but that's the least of your concerns right now. The biggest problem is dealing with all the enemies

Mission Walkthroughs



Stick your head out just a little farther here to get hit with about three grenades.

You don't need to kill anyone in this room either, so if you can make it to the top without fighting, go for it. The next room has a Resupply Station, so don't worry about getting to the next area too weak to fight.

After finding that Resupply Station, head for the next door to advance to the next area. Daniel contacts Victoria to say that he doesn't blame her for what happened, and Victoria is so angry at this that she terminates communications channels for the time being. Blast through a series of rooms and hallways against light-armored Phoenix with spinfusors. There's no way around these fights—you just have to be faster, more accurate, and more agile than your enemies. One heavy Phoenix is holed up in the control room here, so hit and run until he falls, then hit the switch there to unlock the next door.



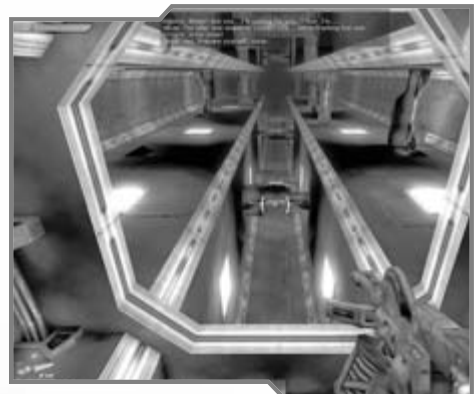
This guy would be a lot more dangerous out in the open, so fire into the room and then duck behind a wall before he can shoot back.

Olivia contacts you to say that they are tracking the signal Daniel used to contact you and will be there when they find it. Turn right when you hear this message to find a Resupply Station. If you aren't carrying a grapppler anymore, pick one up from here. The next area is tough.

With an extremely long way to go up and lots and lots of Phoenix at all levels trying to bring you down, you'll have to use all the jet and grappling skills you've learned so far. Use up your jets' power and then grapple onto a higher part of the walls here, then reel yourself in and fly up some more when your jets have recharged.

Don't be discouraged if a well-timed grenade knocks you off course or unhooks your line. Just hook onto another part of the walls and try again. Remember that you can switch weapons while grappled to shoot at enemies, so if any give you trouble, take them out before continuing.

Save your game when you get to the elevator at the top. The end of this mission is near, so be prepared to fight Daniel when you take that elevator.



You know it's a long way up when you can't see the end of it.

The Death of Innocence

The situation is tragic, but it's still kill or be killed. Upon entering the room, go directly to the southeast corner to swap your grapppler for the burner. There isn't much flying to do in here, so the burner makes an ideal weapon. Now notice the deployed repairers laid out in the corners of the room. They're all glowing yellow. This means they are set up to heal Daniel when he comes near them, so destroy every one of them.

As you go after the repairers, Daniel faces Victoria for the last time and says that he doesn't want to fight. Victoria is determined, though and you must go through with the act. Daniel is a tough opponent, but very predictable. He circles the edges of the room in a counterclockwise pattern, lobbing grenades as he goes. To make matters worse, even destroying the repairers won't stop Daniel from healing. He's wearing a repair pack!

Because Daniel is so predictable though, hit him with the burner as many times as you can and destroy any remaining deployed repairers. Grenades and your spinfusor also work in this fight, but eventually they may run out of ammo. Keep Daniel lit up like a human torch and activate your shield pack if you know you're about to take a hit. He can sustain a lot of damage but you can hit him pretty easily because he doesn't dodge well. Keep this up and avenge the emperor.



Nothing burns hotter than love scorned.

And One More Thing....

The best laid plans of Imperials and tribesmen go oft astray.

Daniel dies a bloody, gurgling death. Somehow even Victoria seems unsatisfied, because either way she has lost the two people who meant most to her. Olivia finally arrives with some guards, but she sends them away, trying to get her sister's attention. Finally, Victoria tells Olivia that she is pregnant. Meanwhile, Jericho sorrowfully lays his brother to rest, and swears revenge on Victoria.



- Look at us, prisoners. We were gonna change the world. Look how far we get...



- I promise... you'll see Victoria again... very soon.

Mission Walkthroughs

JULIA: THE PRESENT (TRIALS)

Julia completes the Phoenix trials to find out who she really is.

THE STORY SO FAR

Julia has traveled to the Phoenix homeworld in search of their leader, hoping to find answers about her past. She meets Esther, who tells her that she must complete six trials to prove whether she is worthy. Help Julia complete her trials successfully. Even a failure does not mean defeat here, as Esther explains that you will rise again if you fall.

EQUIPMENT

Weapons

Chaingun
Blaster
Spinfuser
Grenade Launcher
Burner
Mortar
Buckler
Sniper Rifle
Rocket Pod
Grenades
Grappler

Armor

Light
Medium
Heavy

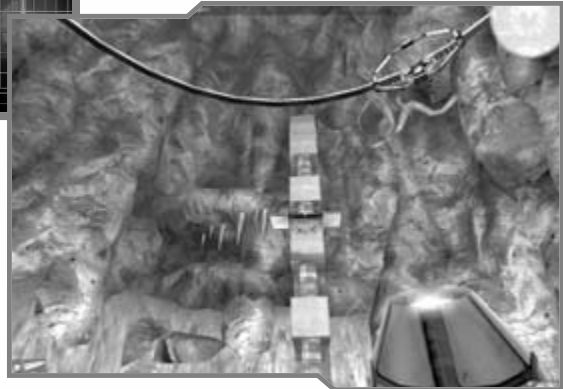
Packs

Repair Pack
Shield Pack
Energy Pack
Speed Pack

MOVING OUT

Head down to the shaft below. This leads to the caves, which house the six trials you must complete. Attempt them in any order, and don't be discouraged if you don't succeed on the first try. Some of the trials are not as straightforward as they might seem, and Esther will give you advice on how to complete them when you try again.

The Trial of Dexterity



Use your arena skills here to deliver the ball to three different goals. One goal's location is obvious, as it spins in the air above the ball's spawn point. One of the goals is high above you, which requires the use of two catapults to reach. The third goal is below you, under the water in the dome that the ball spawns on top of.

It's easiest to do these from top to bottom. Wait on the ball's spawn point and then jet up to one of the ledges on the side of the room. There you find a catapult, allowing you to get even higher, onto the suspended platform hanging high up in the middle of the room. This suspended platform has its own catapult that shoots you straight up toward the goal, but you need to use your jets to get close enough to throw the ball into it.

Jet up to that ledge and use its catapult to help you get to the goal at the top of this room.

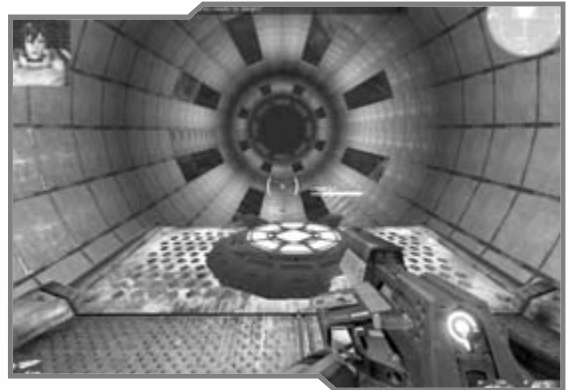
After delivering the ball to the top goal, drop back down to the ball's spawn point and grab it before jetting up to the moving goal that you can see. Throw the ball at it only when you are very close. If you miss, the ball will go flying away, and you may lose more time than you can afford.

Once the second goal is complete, grab the ball again and drop down into the water on the north or south side to find an entrance to the dome below. Once in the dome, dive even deeper and look up to find the final goal and throw the ball into it. Do this all in one and a half minutes to complete the trial of dexterity.

The Trial of Speed

This trial may take you several attempts as you get a better feel for how to use your jets and your spinfusor to go faster. You need to cross a hallway six times in the allotted time to be considered fast enough for the Phoenix. Fire your spinfusor at your feet in order to pick up speed a few times, but be careful not to take too much damage.

This trial is a delicate balance of propelling yourself with your weapon, jetting and skiing along the tubular path ahead of you, and using your energy pack to recharge your jets. You also need to use the catapults along the way, but they help significantly only if you are already moving fast. Make six runs in a minute and a half, and the trial of speed is yours in record time.



Turn around and use the spinfusor's blast combined with the catapult to give you a good starting boost.

The Trial of Stamina

In this trial you must survive until the end of the round, and prevent any enemies from touching your flag. The best outfit for this trial is heavy armor with the spinfusor and mortar. No other weapons are needed.

Get outfitted and then hike up to the flag's area. On one side there's a Resupply Station for you if you get wounded or low on ammo. On the other side are two equipment stations, one giving you a deployable repairer, and one giving you a deployable turret. Bring the turret out to where it can see a long way and target enemies from far off, and drop the deployable repairer between the turret and your Resupply Station so that neither are destroyed. Keep yourself healthy via the Resupply Station rather than relying on the repairer.



This is the kind of situation where the spinfusor's ability to throw enemies back comes in handy.



Enemies attack in waves, but not all attack together. Some stragglers often attempt to sneak up on you by coming from a different angle and trying to take your flag while your attention is turned away, so keep alert. Bomb incoming groups with your mortars and save your spinfusor for close encounters. When an enemy gets really close to your flag, a spinfusor blast often knocks them away far enough to give you more time or to let your turret finish them off. If you still live after three minutes and the flag is still yours, the challenge is complete.

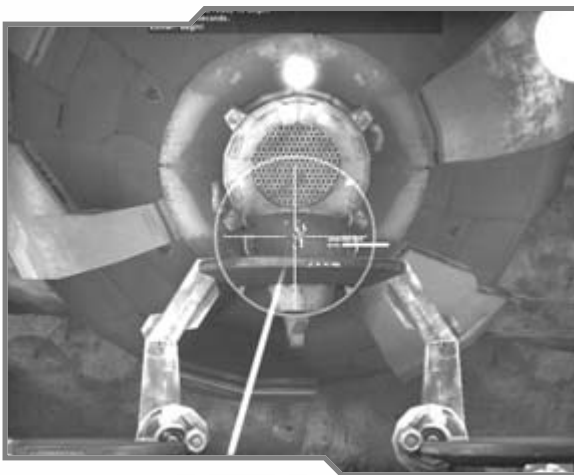


Launch your buckler if you have a clear shot, especially if your target is standing still.

The Trial of Finesse

Finesse requires skill over brute force. Several medium-armored Phoenix soldiers attack you with weapons such as spinfusors and grenade launchers, while you have only a buckler, and you must defeat them all to succeed.

Don't count your weapon out though—the buckler is the most versatile weapon available, and it is extremely powerful. Use it to deflect all types of shots, even from the spinfusor, and one hit from close up often kills your opponent. Therefore, dodge enemy fire, charge a Phoenix in your sight, and wait for the right moment to let fly with your buckler and bring the enemy down. If you need healing, use the Inventory Station again, but keep it brief. Time doesn't stop when you're in there.



The 4x zoom works the best for this trial, but it doesn't matter how much you zoom in as long as you hit your target.

The Trial of Perception

Accuracy may be the more operative skill in the trial of perception. Equip with light armor, an energy pack, a blaster, and a sniper rifle, and you have all the elements you need to defend your generator against grenadiers trying to blow it up.

Position yourself at the topmost level in front of one of the four energy barriers these grenadiers come from. Watch the other three, and zoom in to make a single-shot kill whenever you see one come out. Always wait until your jets are fully charged before taking a shot, or it won't do enough damage to kill your opponents. If you hear a noise behind you, switch to the blaster and turn around to deal with the enemy at short range.



If you miss with a sniper rifle shot, don't worry. Just activate your energy pack so that your jets charge faster, and make sure the next shot is on the mark. If the generator is still functioning at the end of this round, then your perception has paid off.

The Trial of Adaptation

In this trial you must fight opponents in a zero-gravity environment. Your spinfusor will be of less value in the open air, but when enemies are close to a wall or an object, hit it and use the splash damage to hurt them. Your blaster is useful here because the shots travel so fast, but picking up a chaingun from a dead opponent is best for when accuracy is at a premium.

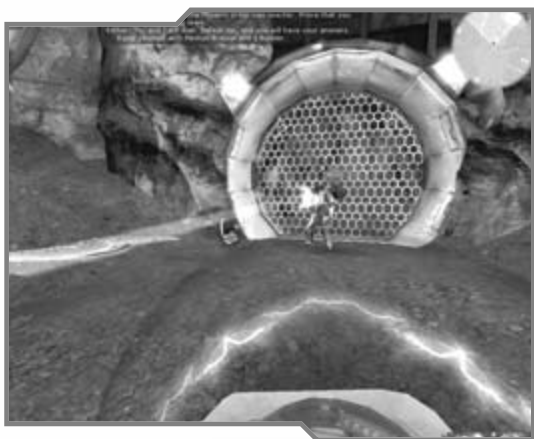
The grappler is available in this trial, but it isn't necessary, and it can take time to switch between it and another weapon. Take just your blaster and spinfusor then, and if you get low on health, scavenge the bottom of the dome for dropped health pick-ups. Defeat all your enemies to finish this trial.



Use the debris floating in this room offensively with your spinfusor and defensively when you need to take cover.

The Final Trial

After all six trials are completed, Esther tells you to get some medium armor and a buckler for a duel with her. Equip yourself at the Inventory Station in the caves, and get ready for a drawn-out battle with a seasoned veteran.

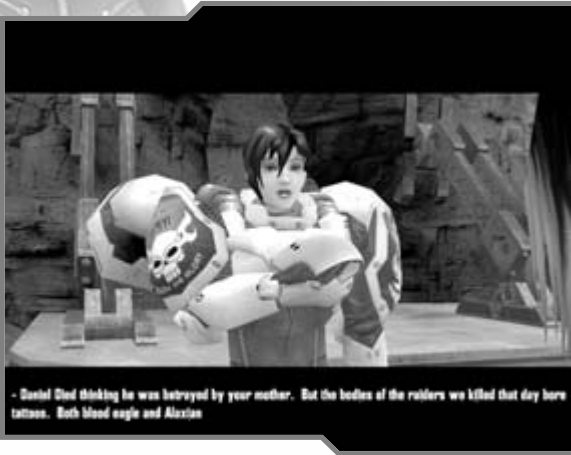


Esther is wearing a speed pack, so if she turns purple suddenly, don't throw your buckler. This means she is using the active effect to fire at you faster, and throwing your buckler leaves you open to just such attacks.

One small advantage you do have is that Esther seems to have forgotten you still have grenades on you. These do some damage, but it will take a lot more than that to bring Esther down for the count. Circle around her and hit her in the side or the back to get past her defenses. Take your time. Because you have a repair pack, the longer this fight takes, the more of an advantage you have. If she takes you out, rise up again like a good Phoenix and give it another whirl.

You don't want to be on the receiving end of that.

Finally Some Straight Answers



It seems that the events that prompted Daniel to kill Tiberius were manipulated specifically.



Julia now knows somebody has been acting behind the scenes, but whom?

When Julia prevails against Esther, she asks about the mask worn by the assassin who killed Jericho. Esther immediately recognizes it as the same mask worn by the assassin who tried to kill Daniel 20 years ago. There appears to be a connection between the Alaxians and the attack that drove Daniel to kill Emperor Tiberius, and so whoever was behind the assassinations and the attack years ago must have had a vested interest in there not being peace between the Phoenix and the Empire. Julia sets off to query a contact she has about the Alaxians, but now she is a Phoenix, and they accompany her on her mission.



JULIA: THE PRESENT (TRUTH)

Julia and the Phoenix tribe attack a Blood Eagle compound to rescue Olivia, who has been kidnapped.

THE STORY SO FAR

Julia has completed the six Phoenix trials and learned her true identity from Esther. With the support of the Phoenix, she heads off to look into the assassin who killed Jericho. Before she leaves, Albrecht contacts her and says that Olivia has been kidnapped by Blood Eagle terrorists. Putting her investigation on hold, Olivia convinces Esther to help free her aunt despite the fact that she is the Imperial Regent.



Esther isn't exactly keen on having to risk her peoples' lives for Olivia.



Julia won't forsake her people, be they Phoenix or Imperial.

EQUIPMENT

Weapons

Chaingun
Blaster
Spinfusor
Grenade Launcher
Burner
Sniper Rifle
Grenades

Packs

Repair Pack
Shield Pack
Energy Pack
Speed Pack

Vehicles

Tank

Armor

Light

MOVING OUT

Start off by taking control of the tank while a Phoenix mans the turret. The tank can take a lot of damage, but should it need repairs just hop out and use your repair pack on it. Because you're driving in an open area this time (as opposed to the tunnels that you drove through as Victoria), you can make better use of the tank's jets. They won't give it any sustained lift, but a sudden boost will jump it high in the air. Your enemies are most certainly not expecting a tank attack from above!



Attacking the Blood Eagle Compound

Move down the path laid out for you and pummel your enemies as you go. The main turret is extremely powerful and has a large blast radius, so take your enemies out from long range.

Ammunition is unlimited, so enjoy the extra firepower while you have it.

Soon a gate blocks your path beyond it, and it seems impassible. Give it a couple of shots from your turret to blast a hole clear through. A Blood Eagle heavy waits on the other side, carrying a rocket pod with your name on it, but even heavy armor can't sustain a single hit from the tank. Jump over his rockets and fire at him from above for a quick kill.

The next roadblock is not far down the road, and there is little resistance along the way. Make sure your tank is in good repair before you assault this wall. Blast it like you did the first one and then take your time going through. There is a Rover on the other side and two assault pods threaten you from the air. There are also numerous Blood Eagle infantry. Use your jets to dodge missiles or cannon fire and get the drop on your foes while still in the air.

The main fortress door stands as your last obstacle to the base. Hit it a few times with the turret to gain access, and then leave the area to be guarded by the Phoenix while you save Olivia.

Inside the Base

Inside the base, General Albrecht warns you that there is likely to be some resistance from the Blood Eagles. It looks like that invitation for tea and crumpets was a ruse after all! On the helpful side, he has provided you with access codes you can use to find Olivia's location. You just need to find a place you can tap into their security systems.

Go around either corner in front of you to get to the next room, guarded by a ninja and two light-armored Blood Eagles. Drop to the corridor below and continue through the hall until you find a room separated by a huge pool of some type of liquid. Now is not the time for a bath, and you wouldn't want any part of this stuff anyway, so fly over it to deal with the ninjas on the other side. The next room has a few more light-armored Blood Eagles, but you can also reload your spinfusor, grab some health, and pick up a grenade launcher.



Blow the doors down when the Blood Eagles try to bar your way.



Time your shots right to hit these assault pods in mid-air.

The next room is filled with humming computers and other electronics. An energy barrier seals the bottom of the room's midsection, so you can't go down (yet). Hunt around the edges of the walls here to find a speed pack, not a bad choice for running around in small spaces. Jet to the second level of this room and take the elevator up to the control center.

There hasn't been much resistance by the Blood Eagles so far. Once you got inside the base, they practically let you have the run of the place. Kill the two puny ninjas in the control center and hit the switch there to access their security system and find out where Olivia is.

Those access codes Albrecht gave did indeed help you find Olivia, but unfortunately they also set off the alarm. No more token resistance now—the Blood Eagles are ready to come at you full force. Get ready for a couple of grenadiers and a some light-armored Blood Eagles after you leave the control room. Look down the elevator shaft and use it to your advantage. Instead of just jumping down to the level below, drop down, fire the grenade launcher, and then go back up the elevator when they try to return fire. Otherwise those grenades could have you bouncing off the walls and unable to even aim a shot well.

Finish off all the enemies in the computer room and notice that the energy barrier in the middle is gone now. This is a good thing because the doors are all locked. Drop down to the angular room below and trade spinfusor discs with two medium-armored Blood Eagles before going through the green door there to continue.

Albrecht doesn't seem too concerned about his access codes having set off that alarm, but at least you have Olivia's location. He says you can continue through the corridors with no problem because they should be totally clear.

The corridors are clear, but not for long. Soon you are ambushed on all sides by Blood Eagles firing through the windows above. Activate your shield pack if you're still wearing it, and make a break for the end of the corridor as fast as you can. There you have enough space to get your bearings, trade your chaingun for a burner, and switch to the shield pack if you swapped yours for the speed pack previously. Thus armed, take the burner and annihilate the Blood Eagles that are attacking you for the health and ammo they drop. Once fully stocked, head back to where you picked your new equipment up to continue to the next area.

Betrayed

Is Albrecht just an idiot, or is he up to something? The next scene tells you for sure. You see some Imperial soldiers and ask for their help, but they call you traitor. Carrying out orders from Albrecht himself, the Imperials fire on you.



This switch tells you where Olivia is, but it also tells the Blood Eagles where you are.



Fire the burner up and roast your former comrades. If you get low on health, duck under the grating you're standing on to find two health pick-ups. When the coast seems clear, fly through the top of this room to get out. Make sure the area is clear, as there may be some grenadiers just out of sight, then drop down the eastern side of the room.

Albrecht contacts Julia and tells her to surrender, that the previous soldiers were only supposed to arrest her. Julia doesn't understand how he could be doing this, as he was nearly as much a part of the royal family as she is. Albrecht then reveals himself as Mercury, the assassin who tried to kill Daniel and who succeeded in killing Jericho. This has all been a setup, but you don't yet know why.

Continue east at the bottom of the shaft and you have paths to your right and left. Both lead to the same room, but the path on the left is guarded by three deployed turrets. You could take them out at long range, but you don't need to. Go right and get ready for a fight in the room ahead with Imperials and even a light-armored Blood Eagle. Stay away from the other path's entrance here or the turrets will fire on you. Fly around the room and use your burner and spinfusor to destroy your opponents. Go north to leave this room and continue the search for Albrecht.



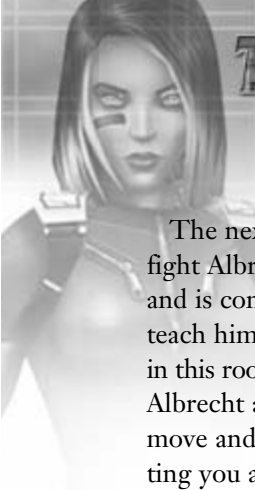
Get to that upper level in this corridor to find the sniper rifle.

The next area is a series of corridors guarded by both Imperials and Blood Eagles. Can this really be true, that the Empire is in league with the foul Blood Eagle tribe? Apparently so. Jet up to the second level of the corridor after you enter it and search the area on the west side here for a deployable repairer and a sniper rifle. Definitely take the sniper rifle, keeping your burner and spinfusor with you as well. The sniper rifle will come in handy soon, but don't use it yet. Rely on your other weapons instead.



Luckily the fan blades are moving too slowly to hurt you.

Fight through the corridors until they dead-end. There's nowhere to go from here but through one of the large fan vents, so get moving and watch for ninjas lying in wait. You find yourself in yet another corridor after exiting the vents, so keep going and stomp any resistance you encounter.



The next door leads to a large room where you have to fight Albrecht. He's studied your fighting habits for years and is confident that he can kill you, but you have much to teach him. Drop your deployable repairer in an open space in this room and unsling that sniper rifle from your shoulder. Albrecht also attacks with a sniper rifle, but stay on the move and behind cover and he will have a hard time hitting you at all.

Don't bother to use the zoom function here unless you can continue moving at the same time. The range is pretty short, so you can shoot him in the head with your regular crosshairs. Sneak by your repairer when you need healing and stay behind cover for when Albrecht is recharged and ready to shoot. After he misses, counter with a head shot of your own. If you run out of ammo for the sniper rifle, the spinfusor also works well here because it throws him so far when he is hit. Use the splash damage to your advantage when he hides behind something and pummel him continuously until he goes down permanently.



It won't take too many head shots to do this guy in. Use the spinfusor to mop up if you run out of ammo for the sniper rifle.

The Awful Truth

If Albrecht's lies weren't enough, you find that Olivia has been the evil puppet master behind everything. She planned the deaths of your father and grandfather by setting up that raid on the Phoenix 20 years ago. Soon Seti and several of his Blood Eagles emerge and reveal that Olivia has been in league with them from the beginning, and that there will never be peace between the Empire and the tribes as long as she is in control.

Just before the Blood Eagles are about to kill Julia, the Phoenix crash through the ceiling and attack. Rachel implores Julia to get back to the ship, but only by retrieving the memory in Albrecht's head will they be able to determine Olivia's plans. Julia makes a run for Albrecht's body, and takes his head as Rachel takes fire from the Blood Eagles.



Olivia has been scheming in the background for 20 years, and perhaps longer.



Rachel puts herself between the Blood Eagles and Julia so that Julia can escape.



JULIA: THE PRESENT (INTERDICTION)

Julia attempts to board Olivia's ship before she can get away and carry out her evil plans.

THE STORY SO FAR

Seti and Olivia are planning to stage a terrorist attack and blame it on their enemies. Julia must board Olivia's ship before it launches and put a stop to her murderous schemes.

EQUIPMENT

Weapons

- Chaingun
- Blaster
- Spinfusor
- Grenade Launcher
- Burner
- Sniper Rifle
- Rocket Pod
- Grenades
- Grappler

Armor

- Light

Packs

- Repair Pack
- Shield Pack
- Energy Pack
- Speed Pack



- This mineral sludge occurs naturally on several Phoenix reservations. Harmless until you heat it to ten thousand degrees or so, at which point it vaporizes into an extremely poisonous gas.

Albrecht seems to have found a new and efficient way to kill people.



- And what would happen if a light tanker loaded with this mineral were to crash into a population center? The Imperial capital, for instance...

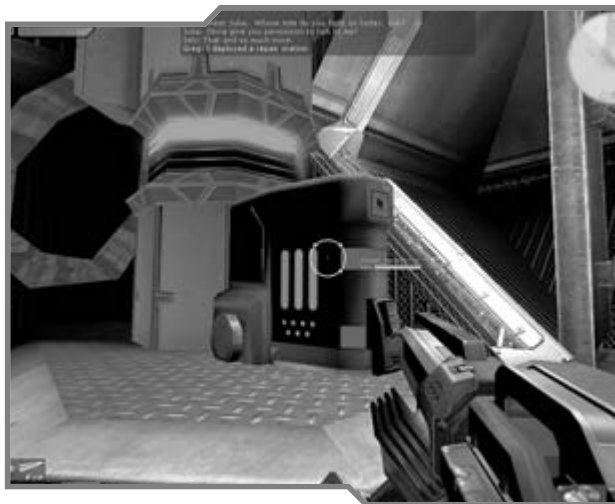
Olivia must be stopped, not only for personal reasons but for the good of the Empire.

MOVING OUT

Olivia's ship is powering up for launch, but it's still tethered to the gantry. You can gain access to it, but you have to bring down the energy barrier that protects it by destroying three generators. Once the barrier is down, you can get on the ship.



Approach the first turret from this position, and the gunner won't even get a look at you.



Drop this generator like a bad habit and you still have two more to go.

Start out by accessing the deployed Inventory Station right next to you. Choose which pack to take (shield or energy packs would be best) and pick up a sniper rifle as well. The sniper rifle's greater range makes it extremely useful for taking out the Blood Eagles manning sentry turrets in this area.

Head up the rock face to the east instead of following the path at first. Nobody expects you to come from that direction, and it gives you a better shot at the operator of the first sentry turret. Your shot gives your position away to the other defenders in the immediate vicinity, but you can finish them off with your other weapons. Watch out for more turrets along the way. If you start getting peppered with bullets, retreat far enough back so that you're out of the turret's range, then use your sniper rifle to kill the gunner.

Get on the path and follow it to the first base. Take the elevator down and kill off the initial defenders in this room, but make sure you grab the deployable turret in here before heading down the hallway to the generator. The hallway is full of grenadiers, so position the turret where it can hit them and draw them into its line of fire. You might be able to take them out without firing a shot.

Go down the hall and finish off any stragglers. Scrounge the two rooms on the side for extra health-packs and ammo, and find a deployable Inventory Station in one. This has got to be the ultimate deployable toy: You can heal yourself, change weapons, fill your ammo reserves, and change packs as many times as you want.



The generator has no more defenders at this point, so you can take it out with ease. After the generator is blown, Olivia rejects an offer that it's not too late to stop all of this. Her hatred of the tribes is now totally clear. She didn't just want to stop Daniel from making peace with the Empire, she wants the Empire to wipe them out completely.

When you exit the base, you get assaulted by some medium-armored Blood Eagles, so deploy the Inventory Station near the base entrance and make sure you are fully equipped before going into any fight. Take out the attacking Blood Eagles and it's on to the next generator.

The second base is defended by several Blood Eagle heavies, several grenadiers, and two sentry turrets. Take your time here and draw out your opponents so that you aren't fighting within range of the turrets. Then advance until you have the gunners in your scope and take them out before proceeding. Don't be afraid to retreat to the first base where you deployed that Inventory Station if you take a lot of damage. The time you spend going back and forth is a lot less than having to restart or reload your game!

Fight into the second base to find two deployable Inventory Stations just inside, before you even get to the elevator. Deploy one right away so that you have a station there for healing and ammo. Yet a third deployable Inventory Station is down in the guts of the base below, so you can bring it up with you to position farther away from the base (remember you can carry only one deployable at a time).

The second base has the same layout as the first, but this time about a dozen ninjas guard the generator. They go down pretty easily, but with so many you may have to retreat up the elevator while lobbing grenades or firing your burner at them. In any case they can't withstand your firepower, so just

keep blasting as you retreat. After that, destroy the second generator and grab a deployable Inventory Station on your way to the third base.

Continue to the third base and watch for the usual suspects: Blood Eagle heavies and sentry turrets. If you keep your health and ammo replenished with an Inventory Station, the third base is more of the same, with a combination of grenadiers and ninjas guarding it below.

After the third generator is blown you face your toughest fight in this mission when you approach the gantry elevator, as several turrets and many Blood Eagles guard the switch for it. Snipe away, avoid the mortars thrown by the heavies, and go back to an Inventory Station whenever you run out of ammo. The last battle is very close, so prepare yourself.



Some of the heavies are equipped with mortars, and some with rocket pods such as this one.

JULIA: THE PRESENT (WAR)

Julia battles Seti in the game's climax.

THE STORY SO FAR

Seti holds the override to the ship in his hands, and Julia will have to kill him for it. That's easier said than done with all the defenses and allies at Seti's disposal. Do battle on the top of Olivia's ship with the Blood Eagle leader himself to claim final victory.



Julia needs to go through Seti to get to Olivia.

EQUIPMENT

Weapons

Chaingun
Blaster
Spinfusor
Grenade Launcher

Armor
Light

Packs

Shield Pack
Energy Pack

ENDGAME

You start this fight with just a chaingun and your trusty spinfusor. With just these weapons you need to fight Seti, other light-armored Blood Eagles (some of which are grenadiers), and even the ship's turrets. Yes, you have to fight the ship as well.

Don't take the turrets on where they can bit you. They pack far more firepower than you do.

Seti appears on your radar, but the other Blood Eagles don't. Just keep an eye on whether Seti is retreating to the back of the ship or is coming at you for another run so you know whether to focus on the little guys or Seti himself.





Find a spot where you can blast the turrets but they can't get you.

retreats, trying to draw you into the range of the guns. Instead of following him, wait for him to come back and wait for the other Blood Eagles to come after you as well.

Several hits from your spinfusor or grenade launcher will destroy a turret. Concentrate on one side only, and after you've eliminated all three on one side you have more room to move around. Use your spinfusor and grenade launcher for attacking the turrets and Seti, and leave your chaingun to use on the weaker Blood Eagles when you need more spinfusor or grenade ammo.

After one set of turrets is destroyed, you have a little more room to work. Stay in the air as much as possible, and keep moving and grooving while the Blood Eagles' shots whir past your ears. Those light-armored guys are replaced every time you kill one, so eliminating them is not a priority unless you need health or ammunition.

Keep damaging Seti little by little every time he comes at you. Don't worry about hitting him



Just like your mother. She didn't know when she was defeated either. Your charred corpse on this ship will confirm what we already know. That Julia, the half-breed freak of a princess is behind this attack

Olivia's betrayal is complete, and Julia must stop her at all costs.

Move off to the side as soon as you begin, or Seti will hit you with a spinfusor disc. With the initial shot avoided, look ahead and you can see gun turrets not far ahead on both sides of the ship. If you move any farther toward Seti, they will target you and fire. These guns are the equivalent of sentry turrets, and there are six of them, so don't come into their range at all. Stay nearer to ship's bow to do your fighting, and take out those guns from afar with your spinfusor or a dropped grenade launcher.

Seti takes an awful lot of damage before he goes down, so pace yourself. Stay in the safety of the bow, kill Blood Eagles to grab health pick-ups and ammo, and destroy the turrets on one side as you go. Seti moves back and forth to engage you and then

dead-on with a spinfusor disc or otherwise getting a quick kill. This is going to be a long, drawn-out battle, more a test of stamina than of aggressiveness. Every little bit counts, so don't try to do too much damage at once or you could be overwhelmed by your other enemies. Keep this up and eventually Seti goes down, and you can pry the override out of his cold, dead hands.

Stop Olivia

Seti is dead, but Olivia still plans to use the ship as a weapon and blame the attack on Julia. Julia catches her just in time to see her set the ship on autopilot, but Olivia manages to slither away and get to an escape pod. Luckily, Julia has Seti's override



to set the ship's self-destruct mechanism. With no time to find another way out, Julia dives from the doomed ship and surfs and jets her way down to the planet's surface.



Julia takes to the air as the ship explodes behind her.

Getting up from the long fall, Julia has now lost two of her most trusted advisors, knows the tragedy of her parents, and has to worry that Olivia got away. But Olivia's schemes are thwarted for now, and the Phoenix give her a new family and new hope, and soon she will be queen. Tired and weary of battle, she asks to be picked up so she can finally go home.



And finally, things were made right.

Epilogue

A scene from the past shows Daniel worrying about being accepted by Emperor Tiberius, and wondering aloud if things will work out for his unborn child in Victoria's womb. Victoria comforts him by saying that eventually, they will find a way to make things right. Time does have a funny way of setting things straight, as Olivia could not destroy the fruits of their relationship even when they died. In Julia, a new hope rises for peace between her families, even if it took 20 years in the making.



GAMING ONLINE

Playing *Tribes: Vengeance* online offers almost unlimited fun and replayability. With up to 32 other players on a server at any given time, you'll encounter all skill levels from beginner to advanced, though everyone goes through the process of learning how best to use all the defenses, vehicles, and equipment. So find a server and jump right in. The best way to learn about multiplayer is to play it!

MULTIPLAYER GAME TYPES

The five multiplayer game types give you an interesting combination of ways to play the game. Do you hunger for the fury of a Rabbit game or want to lead your team to victory by capturing your opponents' flag? The choice is yours.

Arena

Arena games do not allow respawning. Both teams start the round at full strength, the team that completely eliminates the other wins the round. Fight for up to 9 rounds to determine the ultimate winner. The first team to win five rounds wins the game.

Strategies for this game type include **staying together**. This can't be stressed enough. It is far easier to frag a lone player if you have even a little bit of support. Don't rush into a fight blindly to get yourself killed. Once you die, you are no more help to your team for that round, so stick around and team up on the other guys.

Ball

Much like football with guns and jump-jets, in this variation you need to take control of the ball and throw it into your enemy's goal to score. Watch out though, goals are usually well-defended and hard to get to. The team with the most points at the end of the game wins.

Again, stick to groups. There is almost always an initial clash as both teams vie for the ball, but one will win out and rush toward the goal. Because everyone respawns in these maps, you may have to fight those same people again, only this time near their base where there are plenty of deployables and turrets around. Go in with backup or not at all, or else you'll do little but give the ball to the other team.

Capture the Flag (CTF)

Blast through the enemy team's defenses to steal their flag and bring it back to your own and score. Take care though, you can't return the flag if yours has been lifted. Find the flag carrier, kill him or her, and take your flag back before trying to score.

Lone snipers are usually pretty useless in *Tribes: Vengeance*, but you can put them to good use in CTF games. Advancing on the enemy base and stealing their flag is easy; getting back to your base with it is what's hard. Those first few steps taken after stealing the flag are most dangerous, as any killed enemies are respawning nearby. Set up a lone sniper beforehand to remain hidden until you've got the flag, and as you're running away, let him attack. This will damage or kill enemies at the most critical point and allow you a better chance to escape.





Fuel

Fuel games require you to be the first team to fill your fuel depot. There is at least one neutral depot to tap for fuel, but you can also steal it from your enemies. You can carry up to 15 units of fuel at a time, and even hand it off to a teammate if you're about to die.

Ambushes are key in these games. Watch for a team of enemies getting fuel from the neutral depot, then head them off and kill the carrier to take the supply they just worked so hard for. Move in groups and let everyone know if you need help. The best thing you can do here is respond to your teammates when they are being attacked to prevent the other team from securing any fuel. Vehicles are also plentiful in these maps, so take to the skies or the ground to bring those weapons to bear.

Rabbit

Grab the flag and hold on for dear life, because you just became everyone's target. The longer you hold the flag, the higher your score at the end of the round. Just watch out when you do get hold of it, because everyone else wants to get the flag too.

Light armor helps you move fast but won't stand up to a dozen other players shooting at you for very long. Heavy armor can take the punishment but you'll be a sitting duck for attackers. Grab the flag and run as fast as possible if you've got light armor or grab it and blow everything in sight to smithereens with heavy. Medium armor gives you a great combination of speed and durability, and the buckler is an excellent weapon for this game, as it can deflect your enemies' shots.

PLAYING WELL WITH OTHERS (TEAM ASPECTS)

All the game types other than Rabbit will require you to actively help your team succeed. The "lone wolf" approach of running out and trying to fight by yourself is likely to get you killed for nothing, whereas actively coordinating attacks and defense with your team will organize them into a more efficient fighting force. Let your team know what you are doing, and often you'll find a few teammates to accompany you on that fuel raid or in a coordinated attack.

The more you concentrate your forces on one point, the harder it is for other players to defeat you. So you might have a good idea in taking light armor with an energy pack to jet over to the other base and steal their flag, but it's a lot more likely to succeed if you have two other teammates in an assault ship to accompany you. In addition, think how easily you can destroy enemy vehicles if you fill all the gunner positions and the other team doesn't!



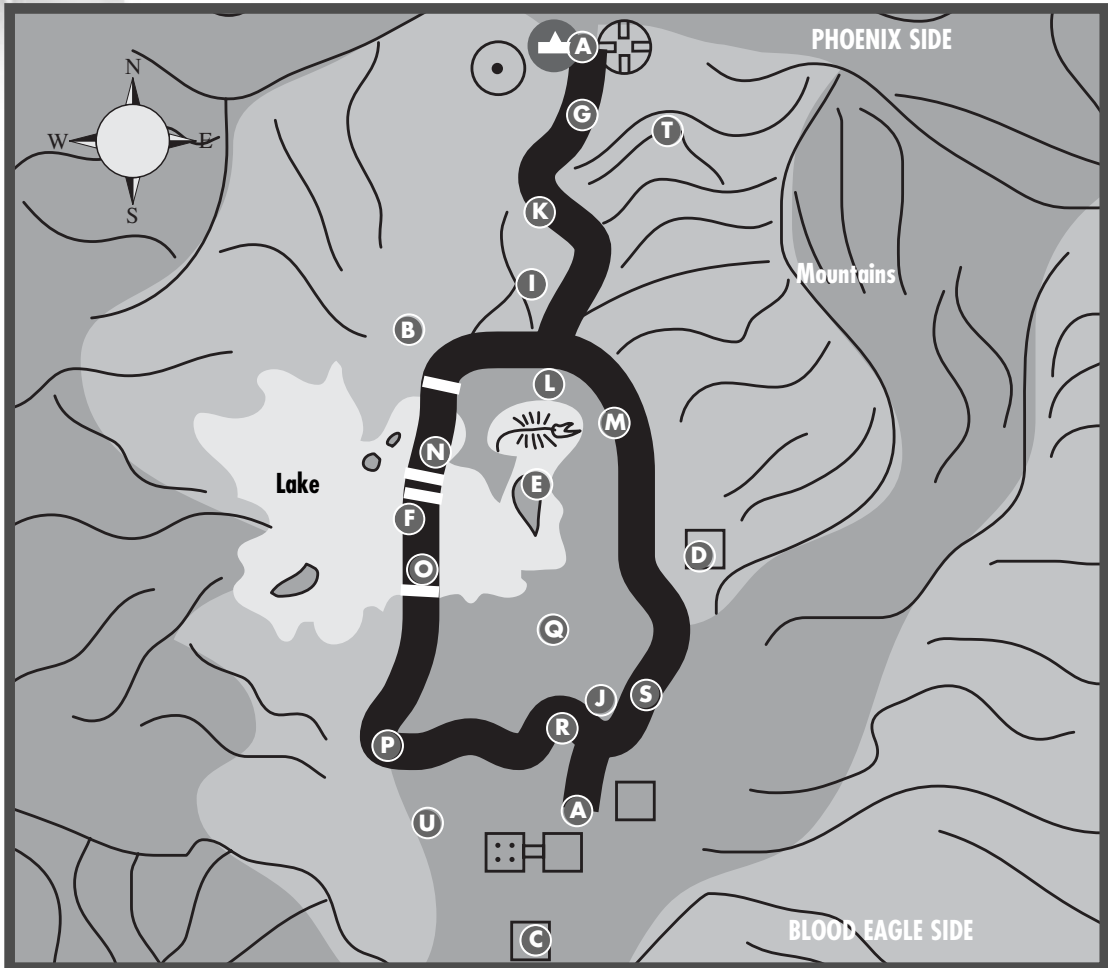
GENERAL TIPS

- *In the map Cavern, equip the grappling hook in one of your weapon slots and choose the energy pack. You can use the grapppler to swing from the ceiling like Tarzan while you use your jets to increase speed. This is great if you're trying to chase down a flag carrier, or when you're trying to make a quick getaway with the other team's flag.*
- *Wear medium armor when driving the Rover or flying an assault pod. As the driver, you're exposed to enemy fire, and light armor will not take as much punishment. Because you're in a vehicle, the added speed of light armor doesn't have any effect, so you might as well go with the extra protection.*
- *Suicide missions can be great for your team during Fuel and CTF games. Get into the enemy base to take out their generator or sensor, and the other team will be at a significant disadvantage. You however, just respawn a few seconds after they kill you.*
- *In CTF games, try planting mines right around your flag. Your opponents are often too preoccupied with grabbing the flag to notice them.*
- *Use deployable Inventory Stations behind enemy bases and just out of sight. This allows you and your teammates to have a source of health and ammo near the enemy base, without the other team even knowing it.*
- *Stay on the move if you're a sniper. One shot will give your location away, so stay out of sight and find another location before you fire a second.*
- *Know your targets. If you move in with three other people to attack an enemy base, and two of you go to attack the sensor while the other two attack the generator, you're less likely to succeed. Make sure everyone knows what you're going after beforehand.*



MULTIPLAYER MAPS

ARID (Arena, CTF and Fuel)



- A** Phoenix Spawnpoint 1
- B** Phoenix Spawnpoint 2 & Sensor Tower
- C** Blood Eagle Spawnpoint 1
- D** Blood Eagle Spawnpoint 2 & Sensor Tower
- E** Animal Skeleton with Rocket Pod Spawnpoint
(Arena only) and Neutral Fuel station (Fuel games only)
- F** Bridge
- G** Phoenix Vehicle Spawn (Fuel & CTF only)
- H** Blood Eagle Vehicle Spawn (Fuel & CTF only)

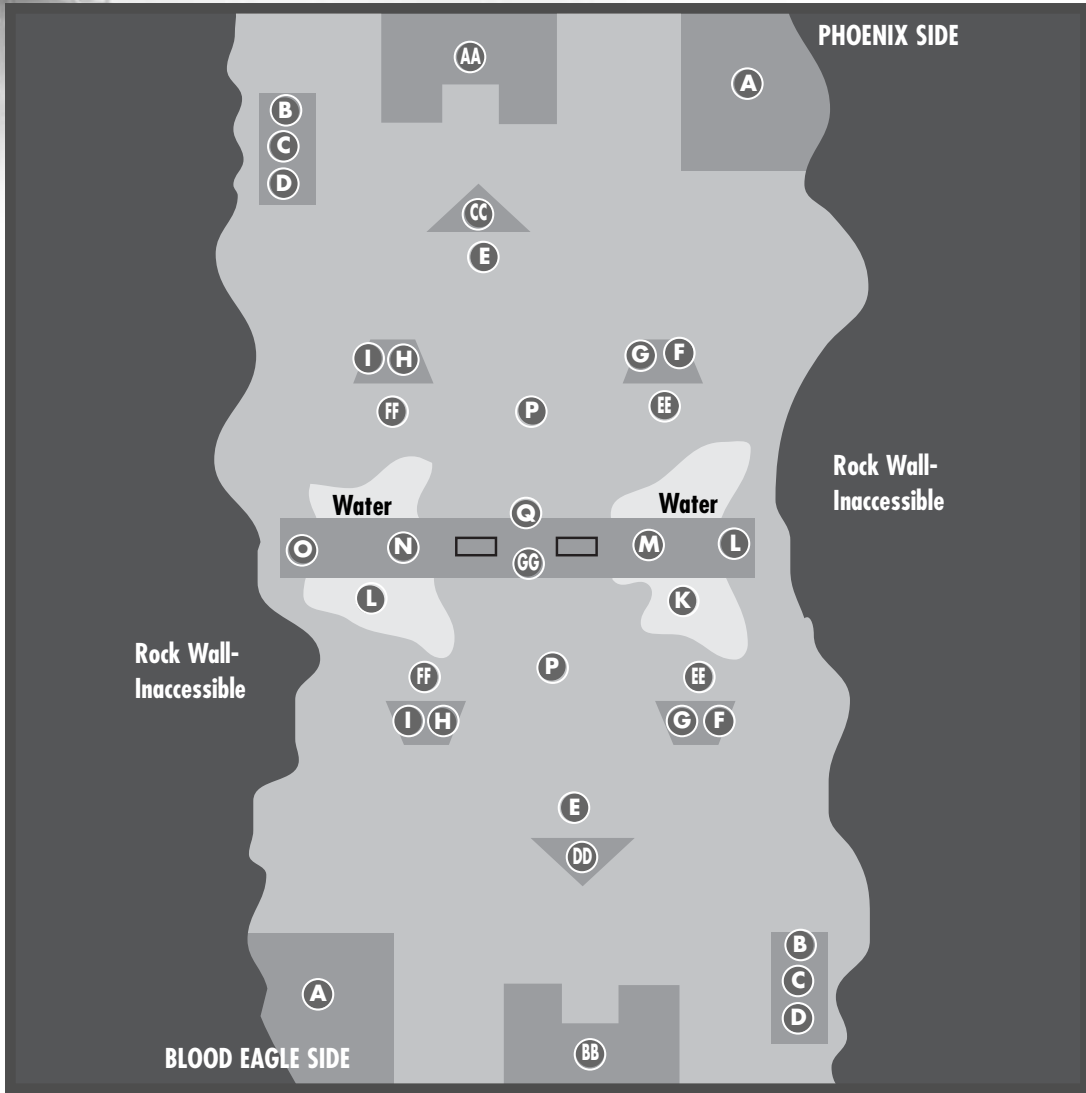
ARENA
GAMES
ONLY

- I** Phoenix Anti-Aircraft Turret (Fuel & CTF only)
- J** Blood Eagle Anti-Aircraft Turret (Fuel & CTF only)
- K** Health Pick-up
- L** Enemy Pack
- M** Buckler
- N** Burner
- O** Speed Pack
- P** Shield Pack
- Q** Grenade Launcher
- R** Health Pick-up
- S** Repair Pack

FUEL
GAMES ONLY

- T** Phoenix Fuel Depot
- U** Blood Eagle Fuel Depot

CAVERN (Arena, Ball, CTF, Rabbit)



ARENA
GAMES
ONLY

- A** Grenade Launcher
- B** Health Pick-up
- C** Grappler
- D** Grenades
- E** Repair Pack
- F** Health Pick-up
- G** Chaingun
- H** Spinfusor
- I** Health Pick-up
- J** Health Pick-up
- K** Health Pick-up
- L** Rocket Pad
- M** Speed Pack
- N** Energy Pack
- O** Rocket Pod
- P** Shield Pack
- Q** Burner

UNDER
WATER

BALL
& CTF
GAMES
ONLY

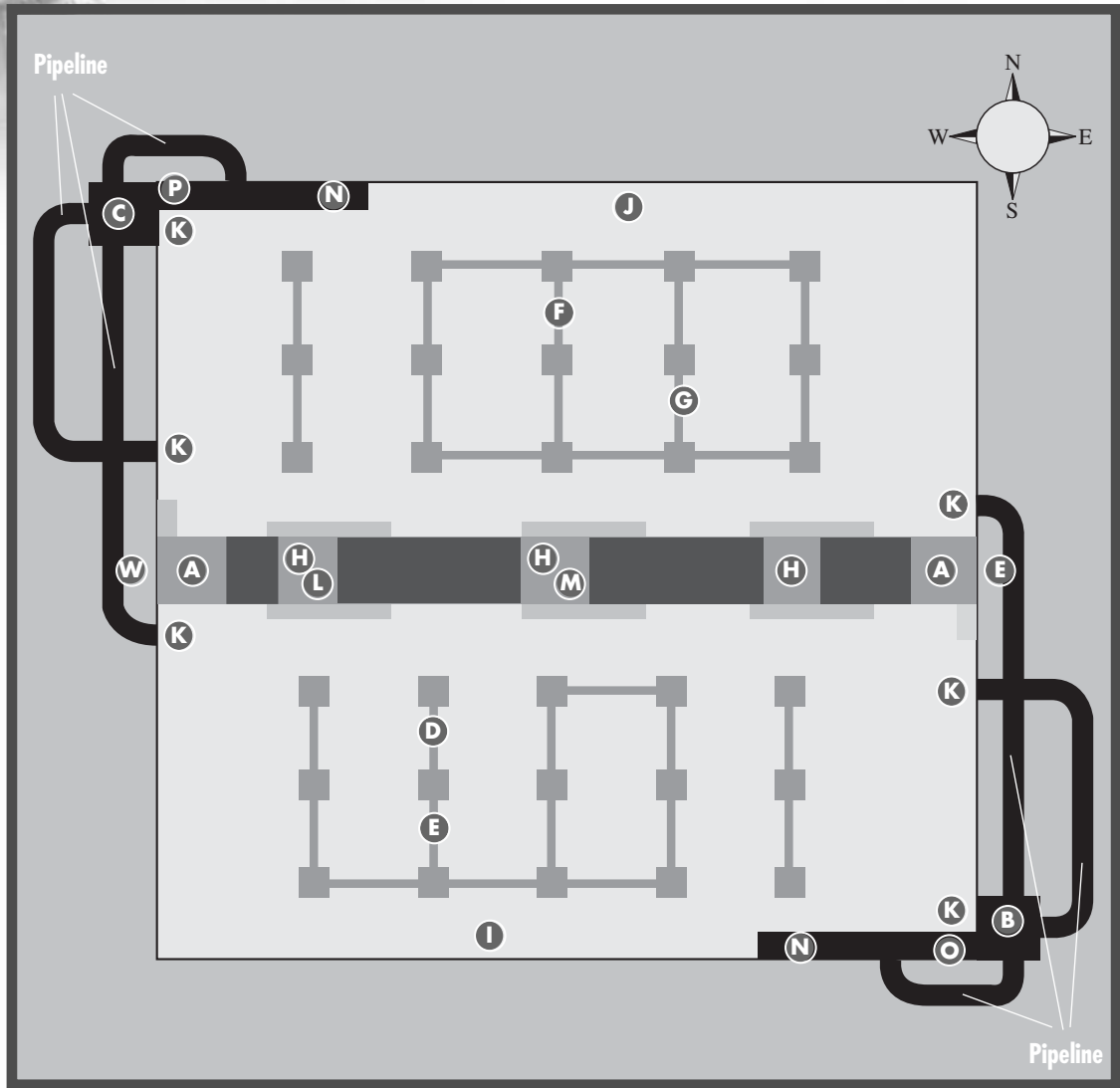
- AA** Phoenix Base
- BB** Blood Eagle Base
- CC** Phoenix Goal (Ball only) & Phoenix Flag (CT only)
- DD** Blood Eagle Goal (Ball only) & Blood Eagle Flag (CT only)
- EE** Burner Turret
- FF** Sentry Turret
- GG** Ball (Ball only)

RABBIT

Location **GG** = Flag

Locations **E** on both sides of map are Inventory Stations

DETRITUS (Arena, Ball, Rabbit)

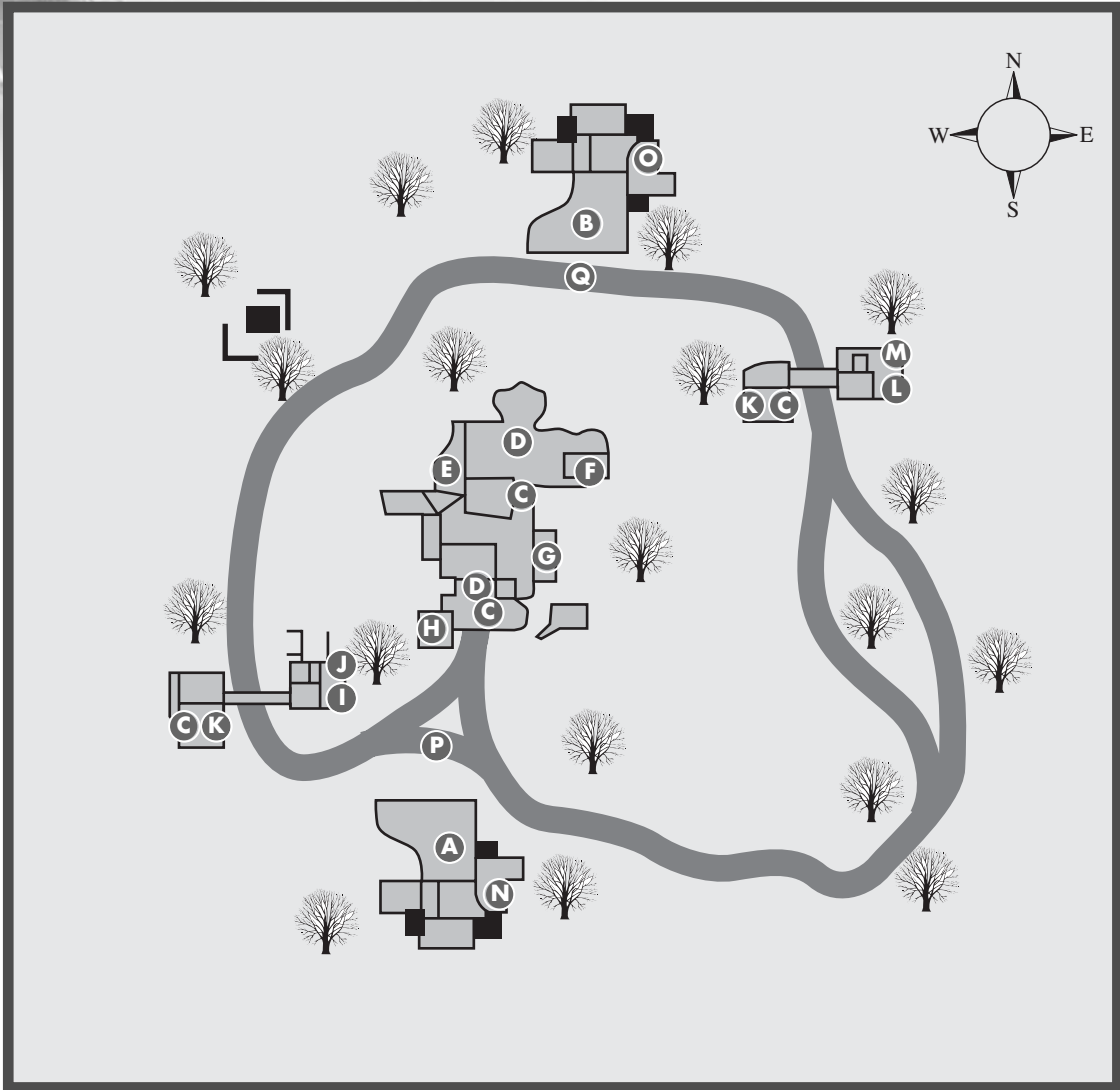


- A** Grenade Launcher (Arena only)
- B** Phoenix Base
- C** Imperial Base
- D** Rocket Pod (on 4rd level)
- E** Speed Pack (on 3rd level)
- F** Energy Pack (on 3rd level)
- G** Rocket Pod (on 4rd level)
- H** Passages between both sides of map, all three on bottom floor (shaded areas are impassable)
- I** Shield Pack (Arena only)
- J** Repair Pack (Arena only)
- K** Catapult
- L** Spinfuser (Arena only)
- M** Ball (Ball only), Flag (Rabbit only)
- N** Deployable Catapults (Ball only)
- O** Phoenix Goal (Ball only)
- P** Blood Eagle Goal (Ball only)
- W** (Location marker)

ARENA
GAMES
ONLY



EMERALD (Arena, CTF, Rabbit)



- A** Blood Eagle Base
- B** Imperial Base
- C** Health Pick-up
- D** Spinfusor
- E** Rocket Pod
- F** Repair Pack
- G** Burner
- H** Shield Pack
- I** Energy Pack
- J** Buckler

ARENA
GAMES
ONLY

ARENA
GAMES
ONLY

- K** Grenades
- L** Grenade Launcher
- M** Speed Pack

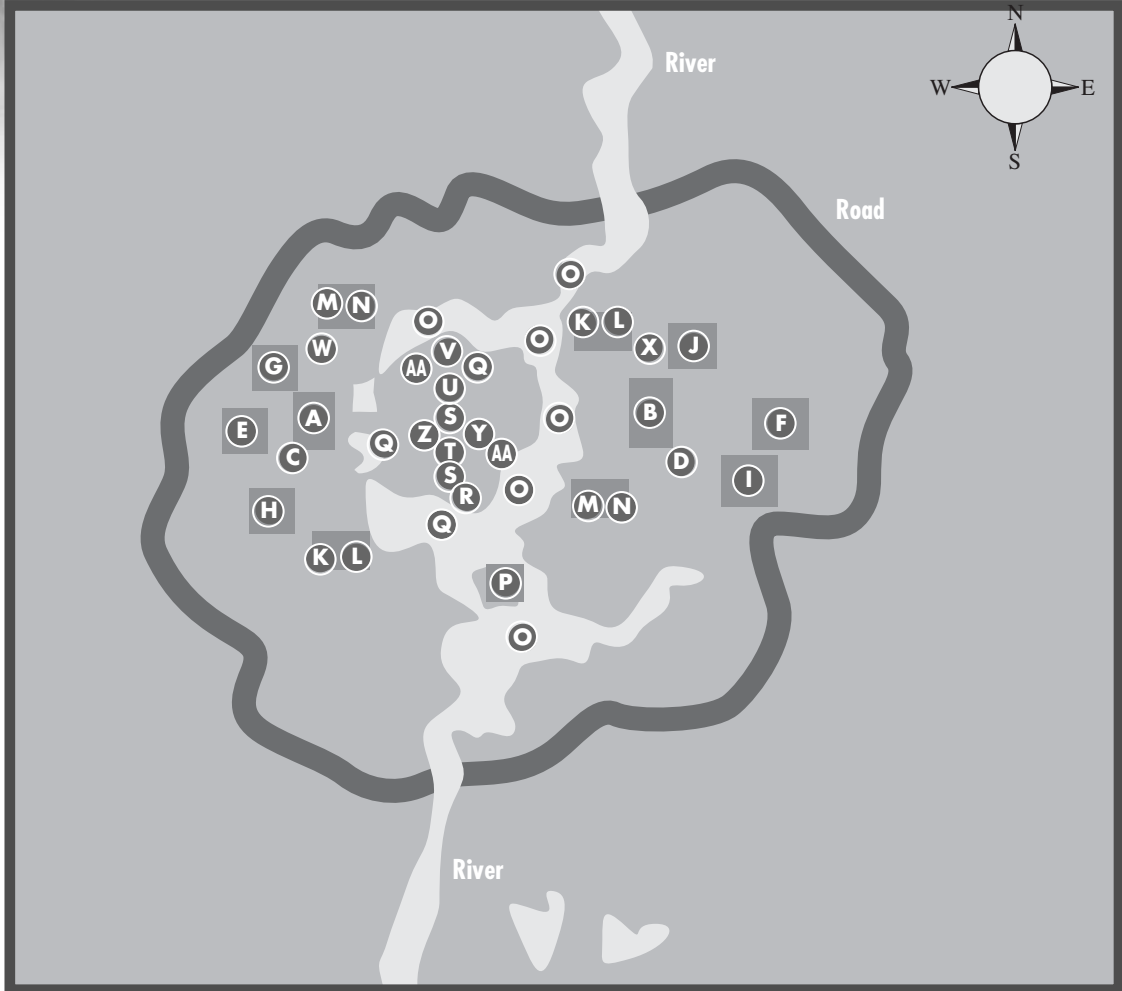
CTF
GAMES
ONLY

- N** Blood Eagle Sensor Turret
- O** Imperial Sensor Turret
- P** Blood Eagle Flag
- Q** Imperial Flag

RABBIT
ONLY

- Location **G** has two inventory Stations
- R** = Flag

FORT (Arena, CTF, Fuel, Rabbit)



- A** Imperial Base, Imperial Flag (CTF only)
- B** Blood Eagle Base, Blood Eagle Flag (CTF only)
- C** Imperial Sensor
- D** Blood Eagle Sensor
- E** Imperial Energy Barrier
- F** Blood Eagle Energy Barrier
- G** Imperial Rover Spawn
- H** Imperial Fighter Spawn
- I** Blood Eagle Rover Spawn
- J** Blood Eagle Fighter Spawn

ARENA,
CTF, FUEL
GAMES
ONLY

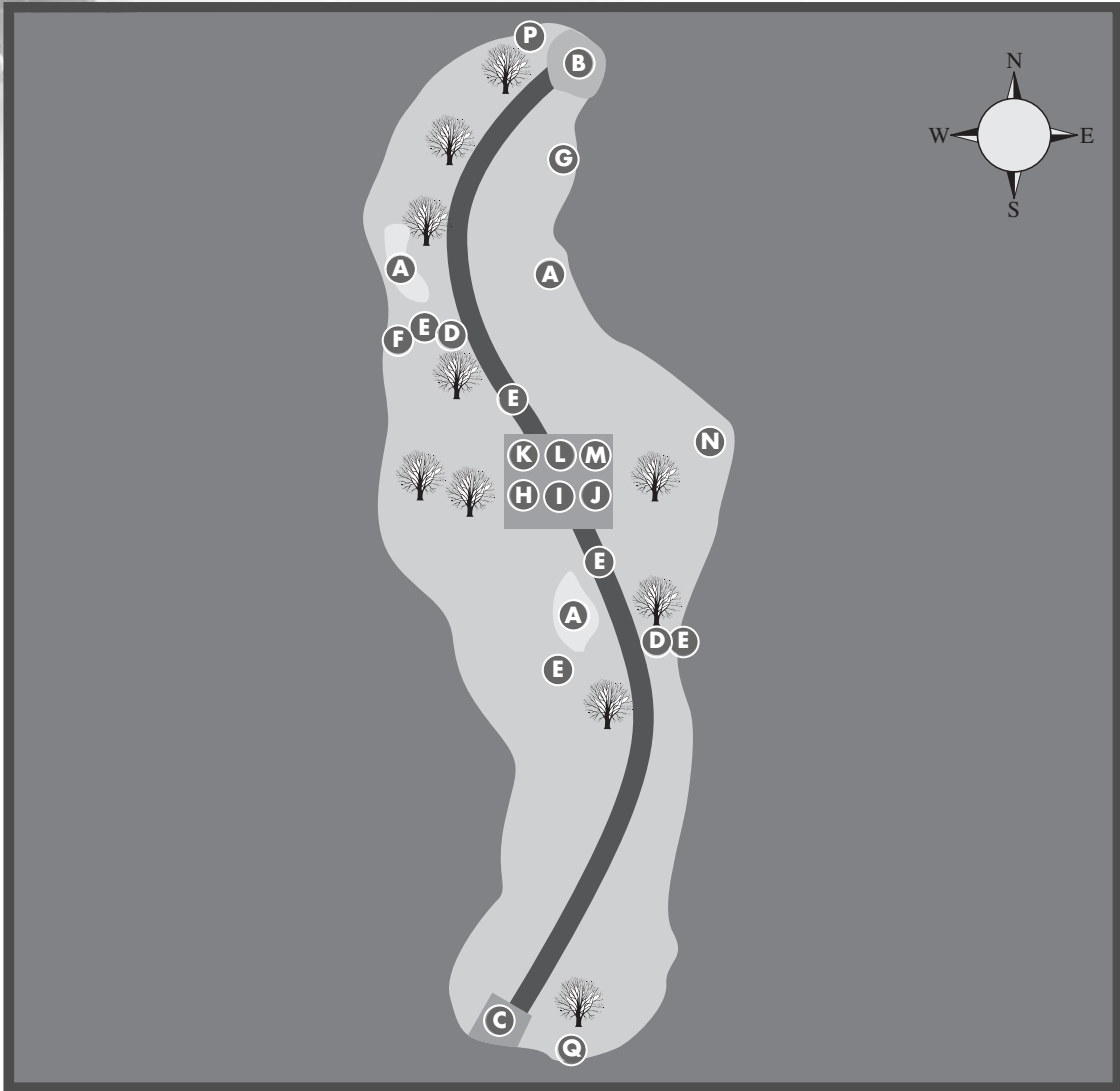
ARENA
GAMES
ONLY

- K** Grappler
- L** Repair Pack
- M** Shield Pack
- N** Grenade Launcher
- O** Health Pick-up (under water)
- P** Speed Pack
- Q** Health Pick-up (above water)
- R** Spinfuser
- S** Grenades
- T** Rocket Pod
- U** Burner
- V** Chaingun

- FUEL GAMES ONLY**
 - W** Imperial Fuel Depot
 - X** Blood Eagle Fuel Depot
 - Y** Neutral Fuel Depot
- RABBIT GAMES ONLY**
 - Z** Flag (Rabbit only - on floating platform)
 - AA** Inventory Station

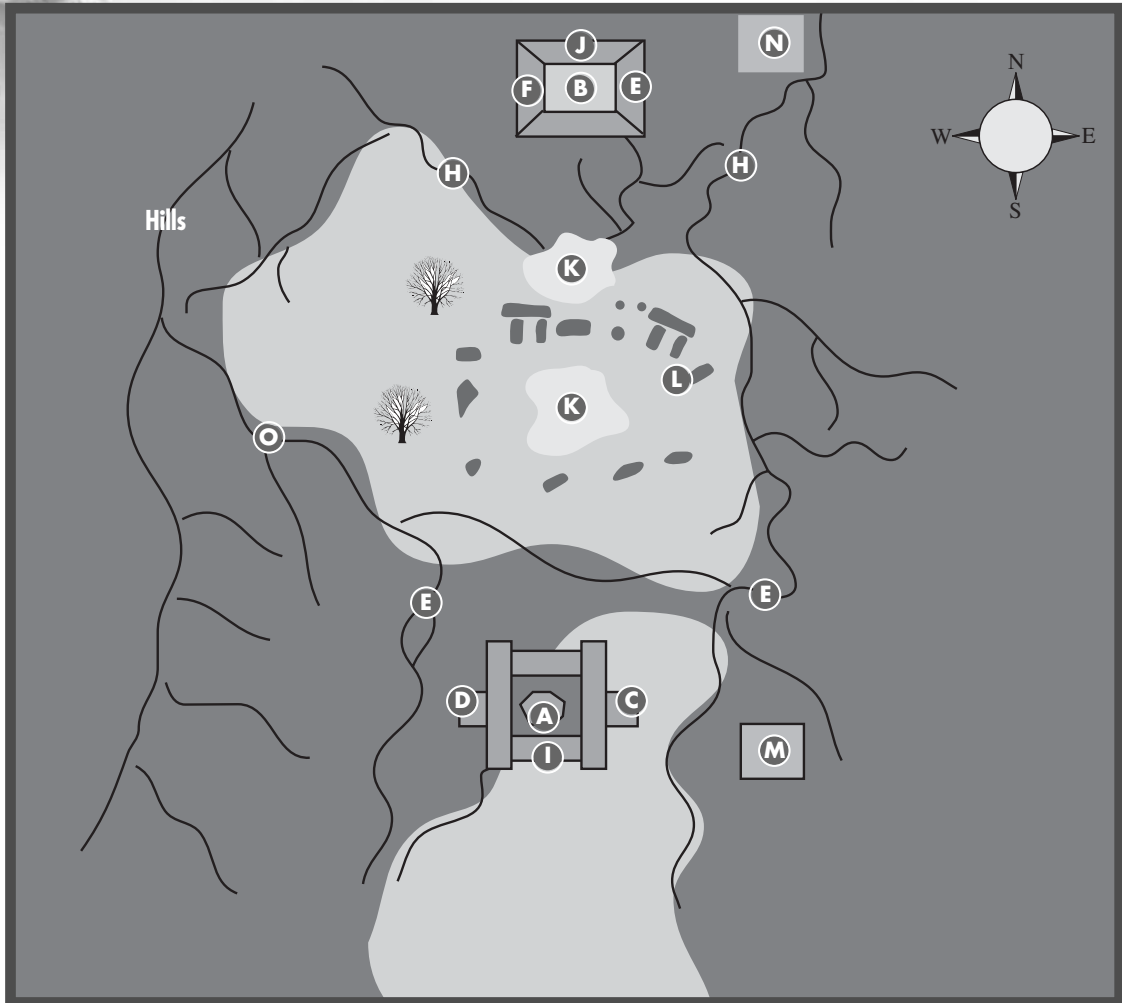


GARUDA GORGE (Arena, Ball, Rabbit)



- | | | | | | | |
|------------------------|---|------------------------|-------------------------------------|-----------------------|----------------------------------|-----------------------------|
| ARENA
GAMES
ONLY | A Lake | ARENA
GAMES
ONLY | H Grappler (on ground) | BALL
GAMES
ONLY | P Phoenix Sensor | |
| | B Phoenix Base, Phoenix Goal (Ball only) | | I Rocket Pod (on ground) | | C Imperial sensor | |
| | C Imperial Base, Imperial Goal (Ball only) | | J Speed Pack (on ground) | | R Location L =Ball | |
| | D Grenades | | K Burner (on 2nd level) | | RABBIT
GAMES
ONLY | Location I (ground)= |
| | E Health Pick-up | | L Shield Pack (on 2nd level) | | | Inventory Stations |
| | F Spinfusor | | M Buckler (on 2nd level) | | | Location L = Flag |
| | G Grenade Launcher | | N Energy Pack | | | |
| | Q Repair Pack | | | | | |

HIGHLANDS (CTF, Fuel)



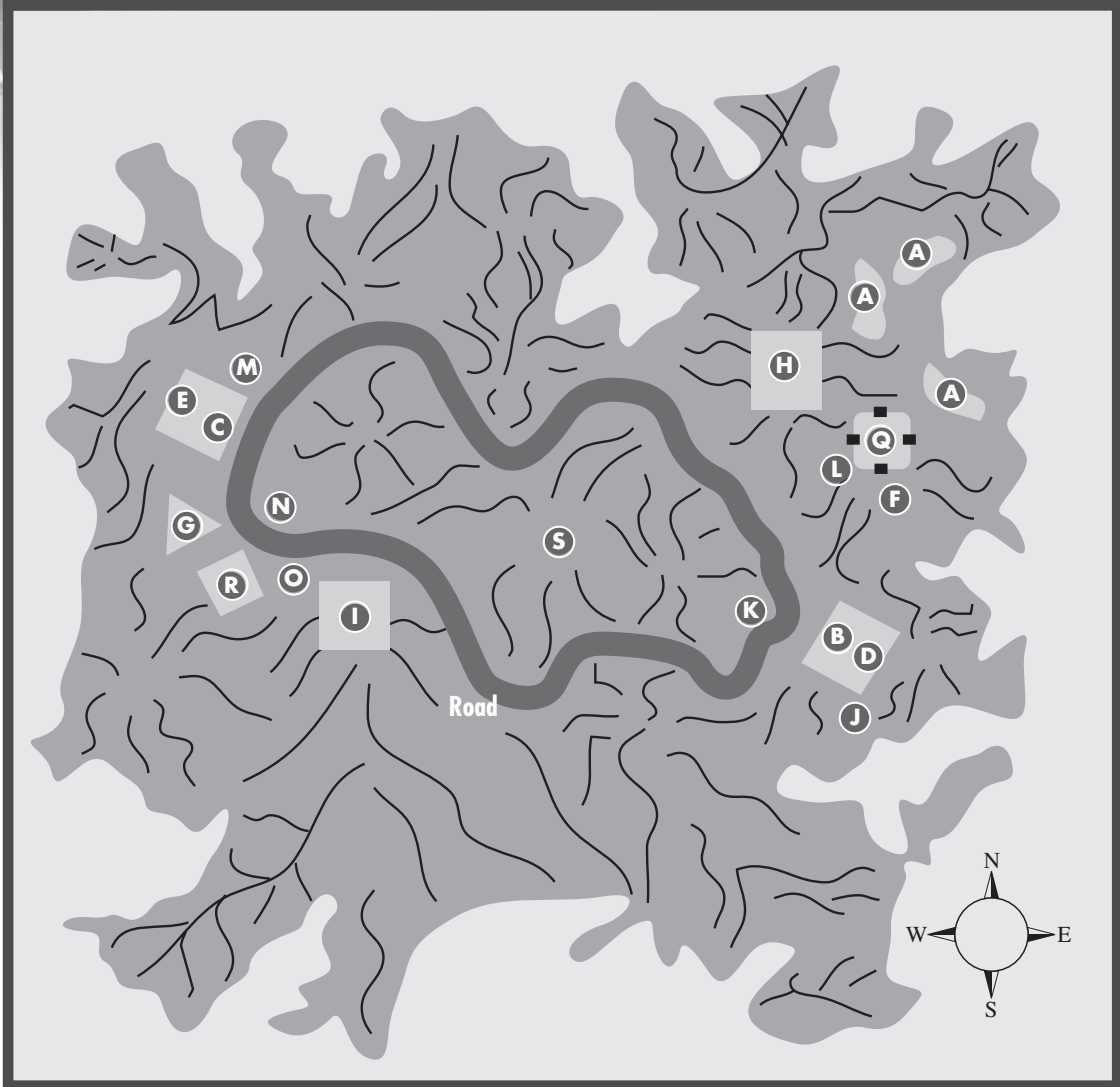
- A** Imperial Base
- B** Blood Eagle Base
- C** Imperial Sentry Turret
- D** Imperial AA Turret
- E** Imperial Burner Turret
- F** Blood Eagle Sentry Turret
- G** Blood Eagle AA Turret
- H** Blood Eagle Burner Turret
- I** Imperial Sensor
- J** Blood Eagle Sensor
- K** Large Rock
- L** Stonehenge Type Rock Circle
- M** Imperial Fuel Depot
- N** Blood Eagle Fuel Depot
- O** Neutral Fuel Depot

FUEL
GAMES
ONLY





ISLE (CTF, Fuel)



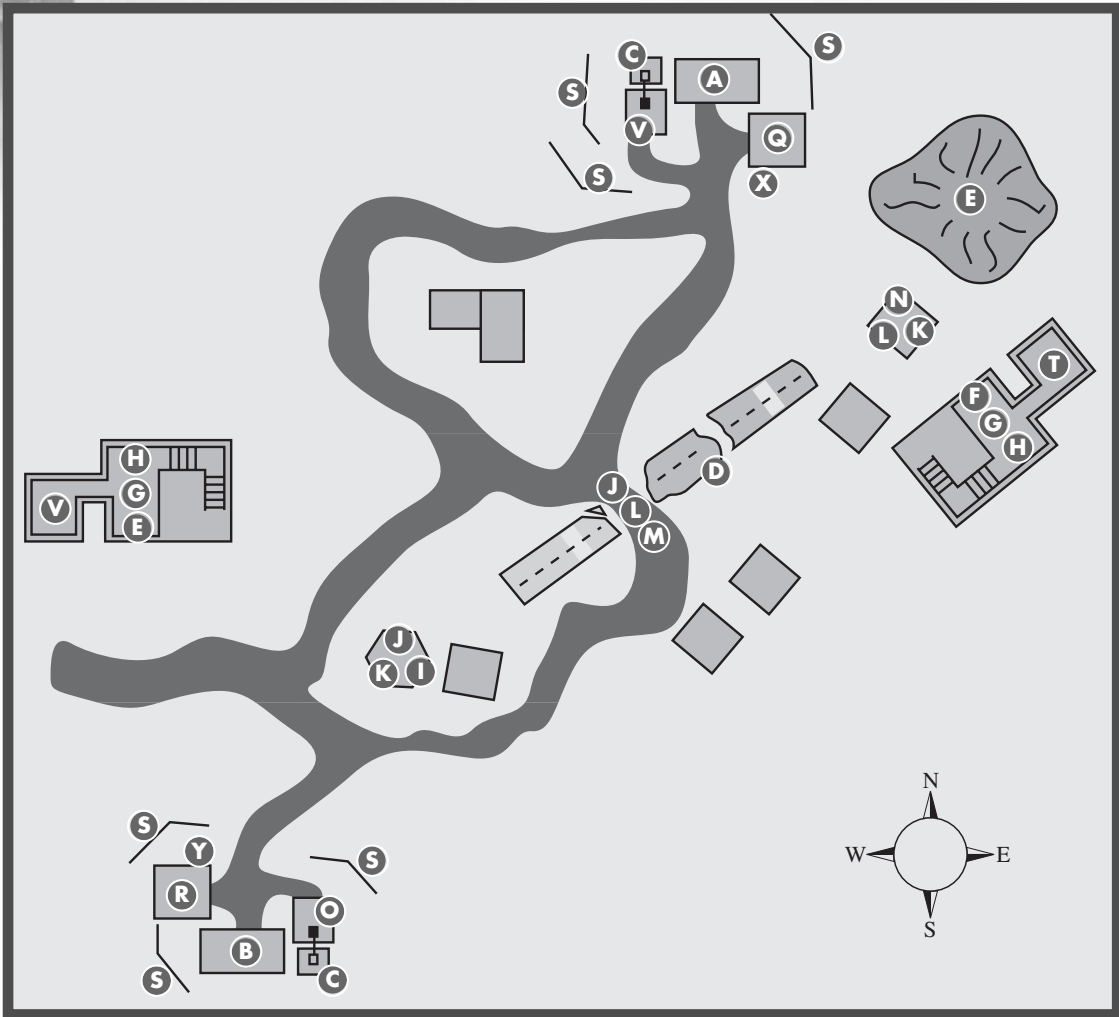
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|--|--|
| <ul style="list-style-type: none"> A Lake B Imperial Base 1 C Blood Eagle Base 1 D Imperial Sensor E Blood Eagle Sensor F Imperial Flag G Blood Eagle Flag H Imperial Base 2 I Blood Eagle Base 2 J Imperial AA Turret | <ul style="list-style-type: none"> K Imperial Burner Turret L Imperial Sentry Turret M Blood Eagle AA Turret N Blood Eagle Burner Turret O Blood Eagle Sentry Turret Q Imperial Fuel Depot R Blood Eagle Fuel Depot S Neutral Fuel Depot |
|--|--|

CTF ONLY

FUEL
GAMES
ONLY



JUNK (Arena, CTF, Fuel)



- A** Phoenix Base
- B** Imperial Base
- C** Crane holding huge pipe
- D** Broken Road
- E** Volcano
- F** Burner
- G** Energy Pack
- H** Grenade Launcher
- I** Spinfusor
- J** Health Pick-up

ARENA
GAMES
ONLY

- K** Chaingun
- L** Shield Pack
- M** Buckler
- N** Rocket Pod
- O** Grappler
- P** Grenades
- Q** Phoenix Tank & Rover Spawn
- R** Imperial Tank & Rover Spawn
- S** Chain Link Fence

CTF & FUEL
GAMES
ONLY

- T** Phoenix Sentry Turret, Fighter Spawn & Inventory Stations
- U** Imperial Sentry Turret, Fighter Spawn & Inventory Stations
- V** Phoenix Sentry Turret
- W** Imperial Sentry Turret
- X** Phoenix Mortar Turret
- Y** Imperial Mortar Turret

Location **C** = Team Flags (CTF only)

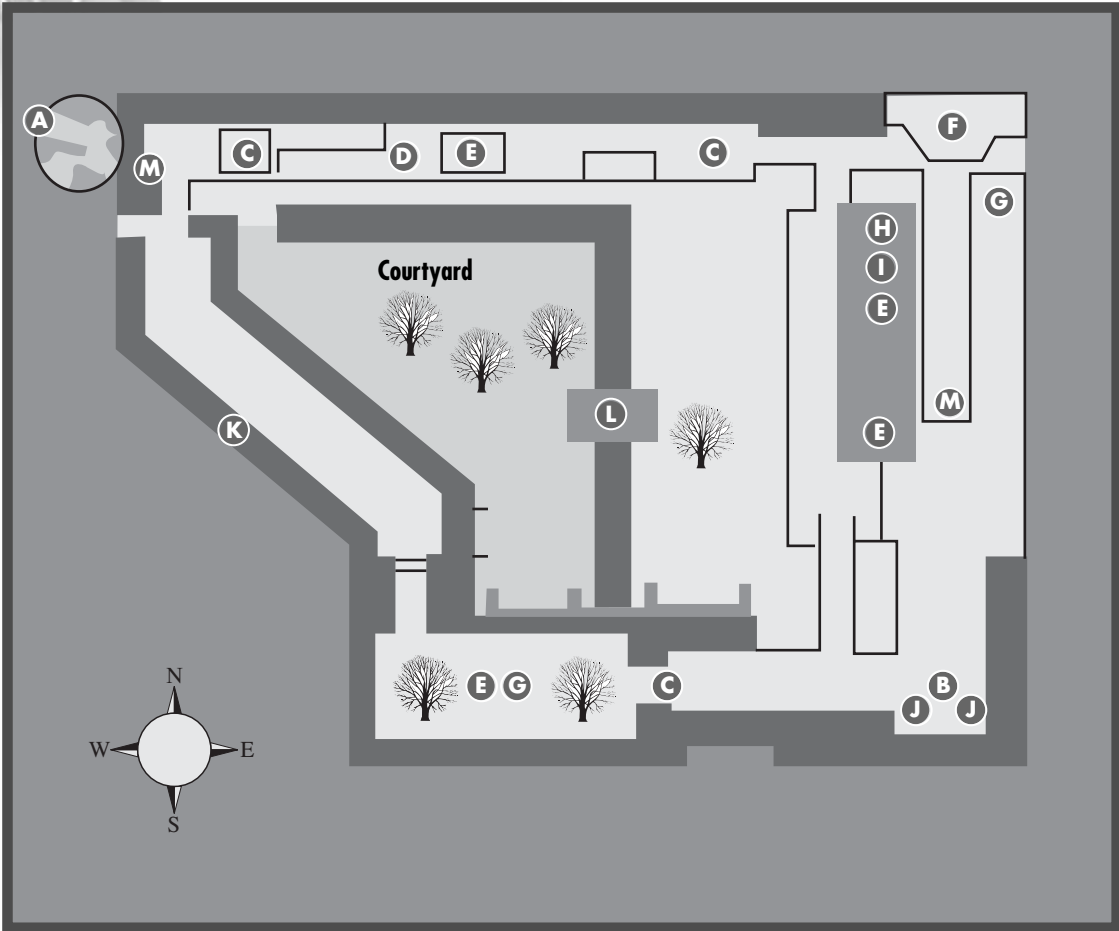
Location **L** = Neutral Fuel Depot (Fuel only)

Location **Q** = Phoenix Depot (Fuel only)

Location **R** = Imperial Depot (Fuel only)



ROYALTY (Arena, Rabbit)



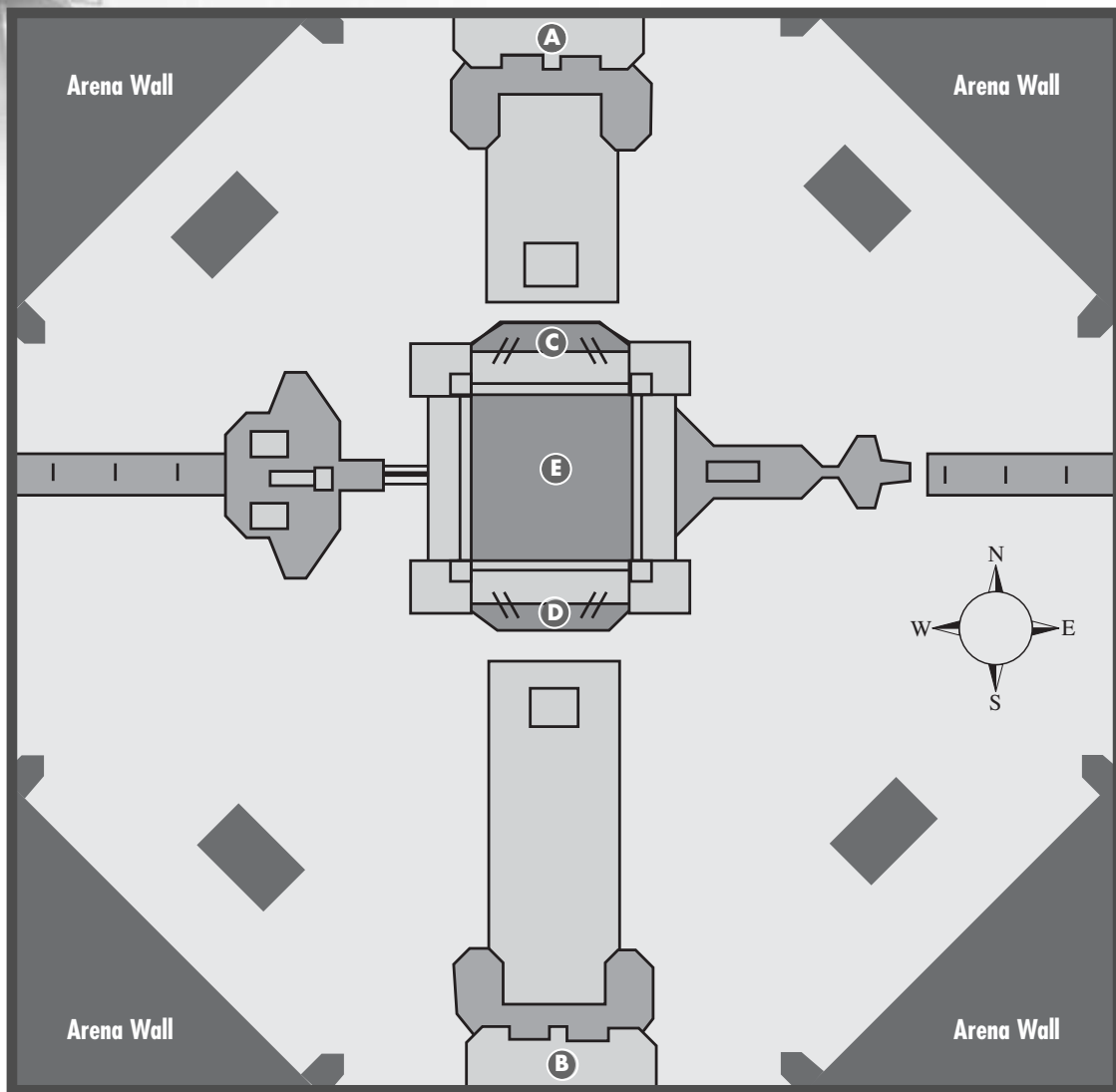
- A** Phoenix Dome crashed through Palace Wall
- B** Imperial Symbol
- C** Health Pick-up
- D** Repair Pack
- E** Grenades
- F** Burner
- G** Buckler
- H** Speed Pack
- I** Rocket Pod
- J** Inventory Station
- K** Grenades
- L** Shield Pack
- M** Grenade Launcher

ARENA
GAMES
ONLY

RABBIT
ONLY

- Location **F** = Flag
- Location **M** = Flag
- Location **B** = Flag

SPIRIDIAN (Ball, Rabbit)



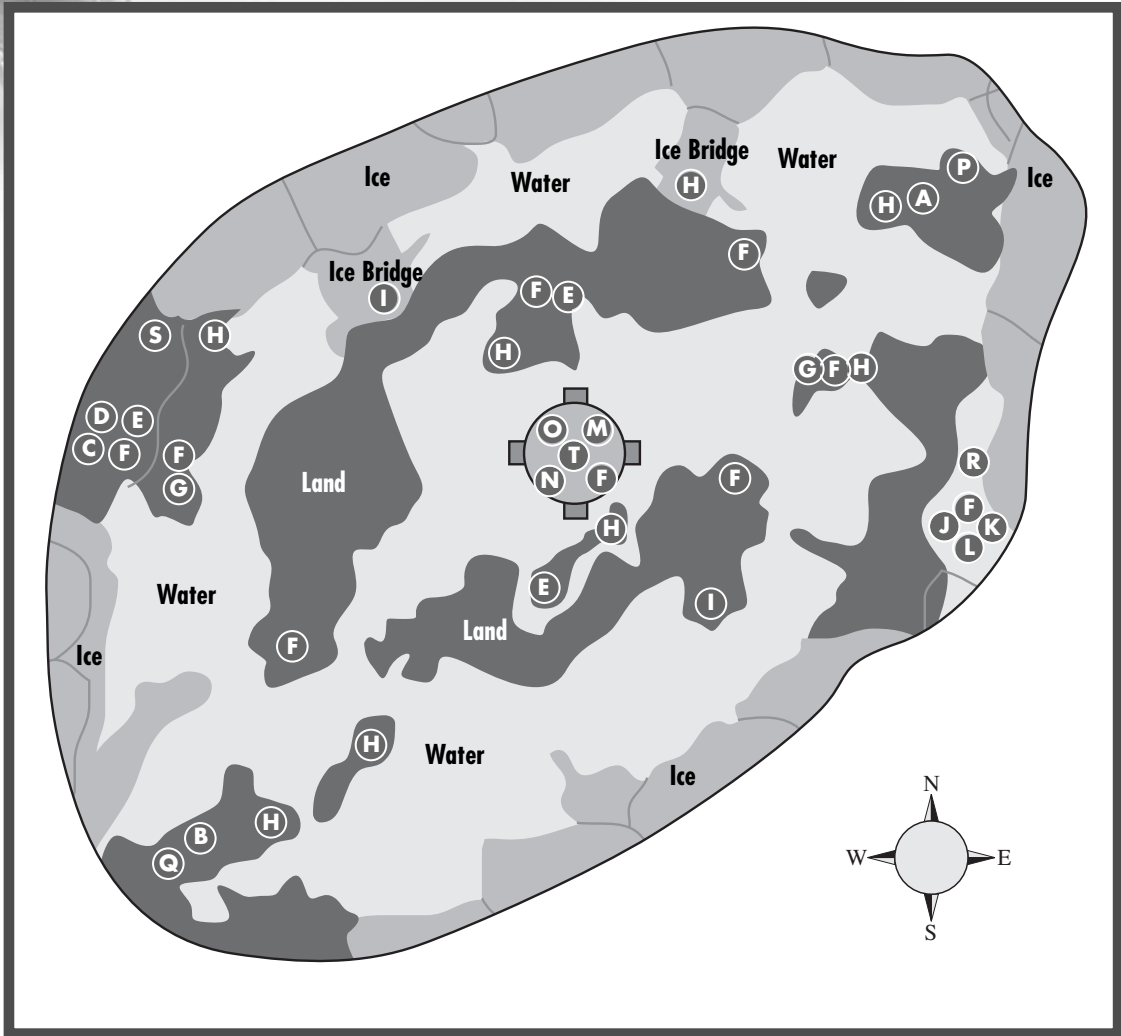
- A** Phoenix Base
- B** Blood Eagle Base
- C** Phoenix Goal
- D** Blood Eagle Goal
- E** Ball (Inside Building)

Location **E** = Flag (Rabbit only)

BALL
GAMES
ONLY

130

SURFACE TENSION (Arena, Ball)



ARENA
GAMES
ONLY

- A** Imperial Base, Imperial Goal (Ball only)
- B** Phoenix Base, Phoenix Goal (Ball only)
- C** Shield Pack
- D** Grenade Launcher
- E** Spinfuser
- F** Health Pick-up
- G** Grenades
- H** Catapult
- I** Speed Pack
- J** Repair Pack

BALL
GAMES
ONLY

- K** Buckler
- L** Chaingun
- M** Rocket Pod
- N** Burner
- O** Energy Pack
- P** Imperial Fighter Spawn
- Q** Phoenix Fighter Spawn
- R** Imperial Assault Ship Pad
- S** Phoenix Assault Ship Pad
- T** Ball

TROPICS (Arena, CTF)



- A** Phoenix Base
- B** Blood Eagle Base
- C** Grenades
- D** Health Pick-up
- E** Speed Pack
- F** Shield Pack
- G** Grenade Launcher
- H** Buckler
- I** Spinfuser
- J** Burner

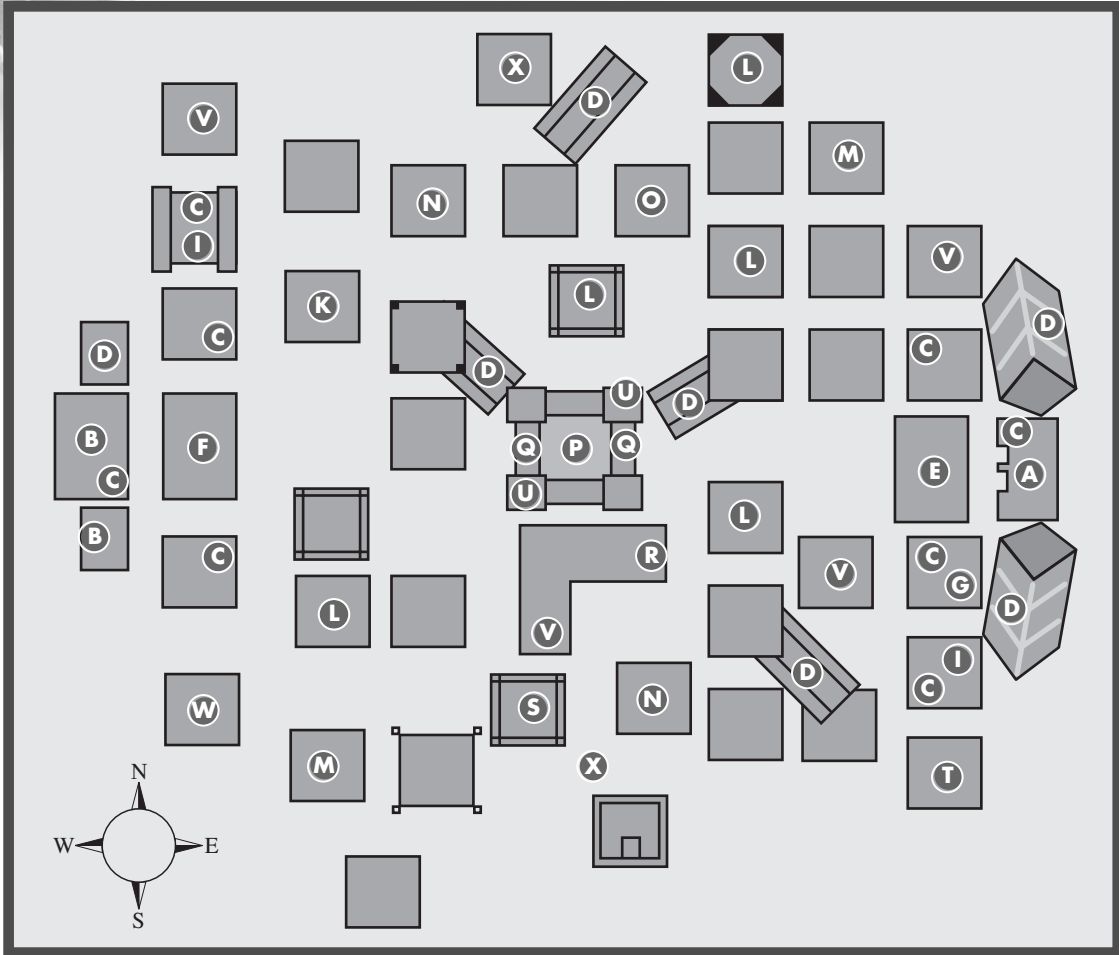
ARENA
GAMES
ONLY

ARENA
GAMES
ONLY

- K** Repair Pack
- L** Speed Pack
- M** Chaingun
- N** Phoenix Flag
- O** Blood Eagle Flag
- P** Phoenix Sensor
- Q** Blood Eagle Sensor
- R** Phoenix Vehicle Spawn
- S** Blood Eagle Vehicle Spawn

CTF
GAMES
ONLY

UTOPIA (Arena, CTF, Fuel, Rabbit)



- A** Blood Eagle Base
- B** Imperial Base
- C** Catapult
- D** Fallen Building
- E** Blood Eagle Rover Spawn
- F** Imperial Rover Spawn
- G** Blood Eagle Sensor
- H** Imperial Sensor

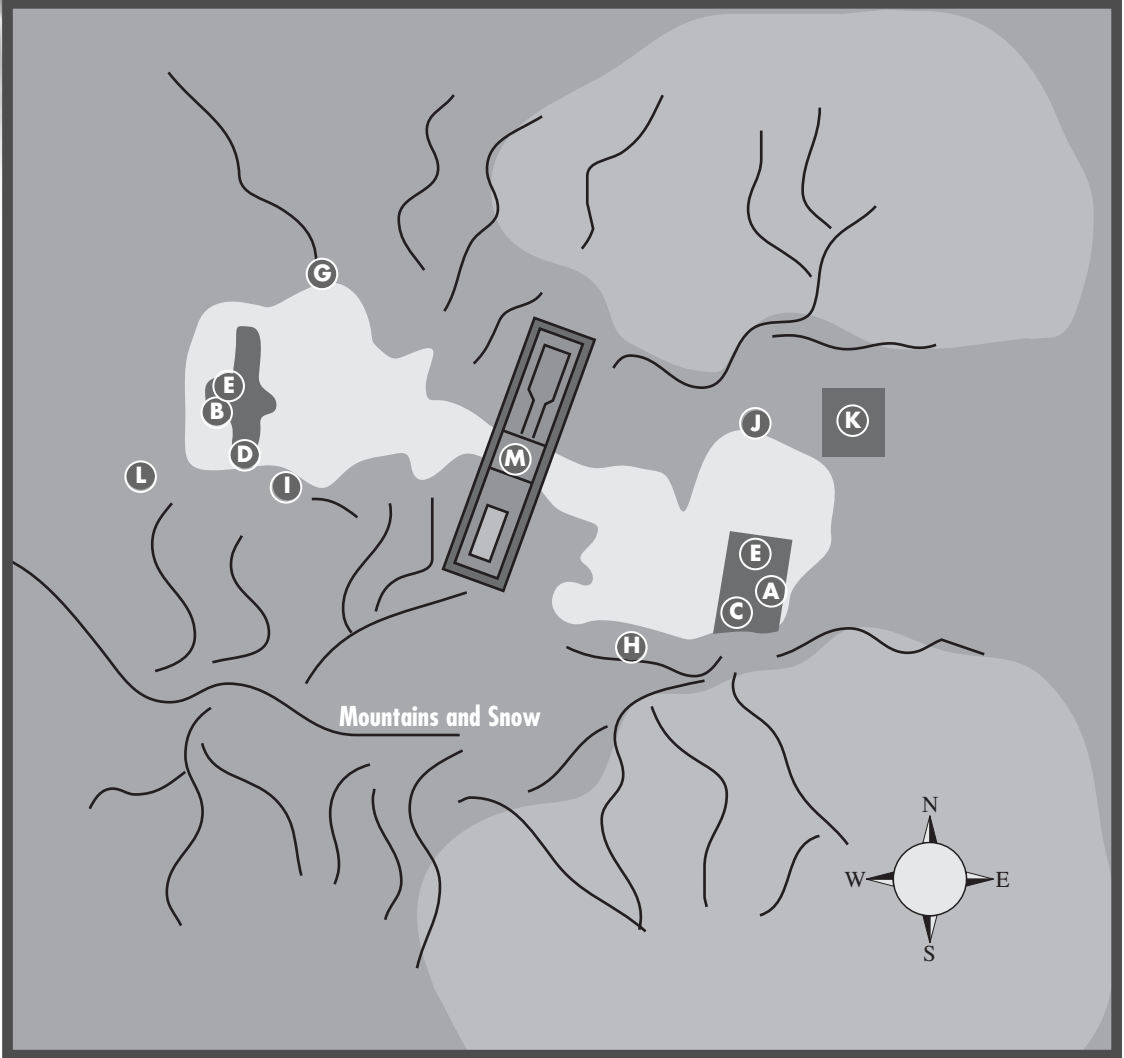
ARENA
GAMES
ONLY

- I** Grappler
- J** Grenades
- K** Shield Pack
- L** Health Pick-up
- M** Buckler
- N** Rocket Pod
- O** Repair Pack
- P** Burner
- Q** Grenade Launcher
- R** Spinfusor
- S** Speed Pack
- T** Energy Pack

FUEL
GAMES
ONLY

- Location **I** = Sentry Turret (CTF & Fuel only)
- Location **P** = Territory & Inventory Stations (CTF & Fuel only)
- Location **U** = Fighter Pad (CTF & Fuel only)
- V** Blood Eagle Depot
- W** Imperial Depot
- X** Neutral Fuel Depot
- Location **P** = Flag (Rabbit only)

WINTER LAKE (CTF, Fuel)



- | | | | | | |
|----------------------|---|---------------------------------|-----------------------|---|------------------------------|
| CTF
GAMES
ONLY | [| A Imperial Base | FUEL
GAMES
ONLY | [| K Imperial Fuel Depot |
| | | B Phoenix Base | | | L Phoenix Fuel Depot |
| | | C Imperial Flag | | | M Neutral Fuel Depot |
| | | D Phoenix Flag | | | |
| | | E Imperial Sensor | | | |
| | | F Phoenix Sensor | | | |
| | | G Phoenix AA Turret | | | |
| | | H Imperial AA Turret | | | |
| | | I Phoenix Sentry Turret | | | |
| | | J Imperial Sentry Turret | | | |



CONSOLE COMMANDS

You need to enable the console to use these. Check out the Cheats & Extras chapter to learn how to do so.

Console Commands

COMMAND	EFFECT
admin <i>command</i>	Performs the specified command
adminlogin <i>password</i>	Logs the administrator onto the server using the specified password
adminlogout	Logs the administrator off the server
admin set uweb.webserver benabled true	Enables the remote admin webserver (after level change)
admin set uweb.webserver benabled false	Disables the remote admin webserver (after level change)
behindview <i>1/0</i>	Sets third person view
brightness <i>number</i>	Changes the brightness level to the specified number
cancel	Cancels an “open” command in progress that is trying to connect to a network server
contrast <i>number</i>	Changes the contrast level to the specified number
fov <i>number</i>	Changes the field of view to the specified number
gamma <i>number</i>	Changes the gamma level to the specified number
kick <i>playername</i>	Kicks the specified player from the server
kickban <i>playername</i>	Kicks and bans the specified player from the server using his or her ip address
name <i>playername</i>	Changes your player name
open <i>mapname</i>	Opens specified map
quit	Closes the game
setcameradist <i>#</i>	Changes the view behind distance
setsensitivity <i>number</i>	Sets the mouse sensitivity to the specified number
setname <i>playername</i>	Changes your player name
suicide	Kills yourself
switchlevel <i>mapname</i>	Switches to the specified level
togglefullscreen	Toggles fullscreen mode

CHEATS AND EXTRAS

Part of the fun of *Tribes: Vengeance* is fighting and finding your way through the game yourself, so use this section at your own risk! This section is recommended for those who have already finished the game, or who are unquestionably stuck.

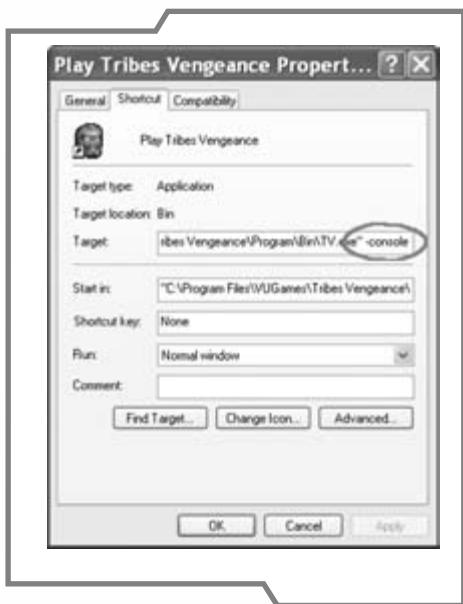
CHEATS

This section applies to the single-player game ONLY. Don't even think about trying to use god-mode in a multiplayer game—you'll just get laughed at!

HACKING THE *TRIBES* SHORTCUT

The first thing you need to do to enable cheats is find or create the *Tribes* shortcut on your desktop. If you didn't let the program make one on installation, go to *C:\Program Files\VUGames\Tribes*

Vengeance\Program\Bin\TV.exe and right-click on the file. Choose to create a shortcut, then put the shortcut on your desktop for easy use.



Right-click on the shortcut to the executable file and click on "Properties." A window pops up with some menu tabs. Click on the "Shortcut" menu tab, and in the field labeled "Target" add a space, a dash, and the word "console" outside the quotation marks that are already there (check out the screenshot above to see how this should look). Click "Apply," then "OK" to finish getting this shortcut ready.

The Cheats

Now run the game from that new and improved shortcut, and you're playing with the console. Press **[tab]** while you're in the game to bring up the console, type in a command, and press **[enter]**.

Add the "-console" parameter to the path to use the game's console.



Allammo: Set all ammo to 999, regardless of the armor you're wearing.

Allweapons: If you have any empty weapon slots, this fills them in.

Fly: Like ghost, but you can't fly through objects.

Ghost: No clipping mode. You can fly through the air, through walls, wherever you want.

God: Invincibility.

Loaded: Same as allammo.

Walk: Use this command to counteract the fly or ghost commands.

Playersonly: Freezes all game elements but you; use twice to cancel the effect.

Stat fps: Will display the frames per second you're getting in the screen's upper right corner. Not really a cheat, but useful!

EASTER EGGS

In the cutscene before the Palace missions, you see little Julia playing with her toys. Hmm, those toys look a bit familiar, don't they?



Fans of previous games by Irrational will recognize the toys instantly. They're all characters from the game *Freedom Force*®!

You have to stay sharp to notice this brief scene during the sequence.