

Beyond Good and Evil - Walkthrough - The protectors are not what they appear to be

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The success of Ubisoft as we know it started right at the time when Beyond Good and Evil was launched. Right about then, they've started publishing only games that would later prove to be fantastic franchises like Splinter Cell and Prince of Persia. BGE wasn't recognized right from the start as a great action adventure but it caught on after Ubisoft became one of the largest publishers in the world. Here is a walkthrough that can shed some light on some of the most difficult parts of the game:

Lighthouse

After the intro finishes, start attacking the Domz as they come near you. This is an easy fight, just keep combining each one in turn. There are two different combos you can do: First, tap the mouse button 3 times in a row, and you'll hit twice, followed by a powerful third blow. Second, if you tap the mouse button twice, then pause, then start tapping some more, you'll start a spinning attack, dealing MUCH more damage. Either way, you should have no troubles here.

Once you've defeated the Domz, Jade is taken below ground to confront a very large, dangerous Domz. Pey'j runs in to rescue her. As this battle starts, charge up your Dai'jo staff (Hold down Attack) to break out of the spikes that hold you. Run up to the boss, and attack his Eye. After a few hits, spikes rise up and the boss' eye will rise out of range. When this happens, charge up the staff and hit him with a charge attack to knock him down. Hit him a few more times until he rises up, then charge-attack him again. Repeat this until he dies.

Grab the pearl and an Alpha Section soldier will come down to let you up, and to tell you that it's safe above. Float up, out of the cavern.

After the cutscene, grab your Camera. Your camera is used as one of your primary moneymakers. You need 350 units to charge up the shield, and there are plenty of things to photograph inside the lighthouse. Start by taking a photo of the child with glasses, and the insect (150 and 200 units, respectively). This will be enough to get the power back on, and

the shield turned on.

Turn around, go into the kitchen. There's a Starkos on the counter. This will refill one heart. Take it, then take the 3 in the fridge. Go to the stove, kick it open, and take one more. Turn around, and run up the ramp to the second level.

Up here, take a photo of one of the goat-like children with horns (there are 2) for another 350 units, then take a photo of the large dog for 100 more. To the right of the dog, is Jade's room. Enter there, and run up the ramp, to get another starkos. Head out, then make an immediate left. Push the button on the wall to enter the bathroom, and get an Active Principle, which increases your health meter by 1 heart. Run out, hit the other button on the wall, and run outside to the shield. It's easy to take a photo of a Seagull out here for 400 units. There's a two-legged otter above the shield, but I wasn't able to take a photo of it. You need the zoom feature, which we can't get yet. Head back down to the dog. Woof. Try to take the item from his mouth, and he'll run outside, chase him out there. Run up to him, and hit Mouse2 to dive at him. When you grab him, he'll stop and you can take the Box of K-Bups, which restores ALL your health.

Take a photo of the field armadillo for 150 units, and if it's nighttime, you can go move down by the tree to get a photo of Fireflies, worth 300 units (if it's not Night, just wait, it will be eventually :) If you use your camera and look for Solaris, you can watch the sun set! Head back up, run into the door that Pey'j went into, the one by the spinning, floating beacon. Follow it into the hangar, then into Pey'j's Workshop. Take a photo of Pey'j. This will give you a full roll of film, which rewards you with the Digital Zoom. Run over and grab the Mdisk, then play it at the Mdisk player that Pey'j was working on. Run outside.

Run back up the lighthouse to snap a picture of the otter. It's worth a cool 1000 credits. Back in the Hangar, grab the two Boost units and two POD repair units from the workbench, then start pushing the motor. Pey'j will help you, and you'll power up the Hovercraft. Before you leave, make sure to snap a photo of the fish down in the water of the Hangar!

Hillys

Jump in the Hovercraft, then head out to the open waters. Look for a building with smoke pouring out - easy to spot. That's the garage. You won't be able to make it there, the hovercraft will break down, but you'll get towed in. In the garage, are three rhino-people. Take a photo of any of them, it's worth 300 units.

Run in and buy the Speedcraft Motor for 1 pearl - the only thing you can afford, for now! It's automatically installed on your Hovercraft. Turn around, to the K-bups dispenser. There, you can buy a Meca Impulser which increases your Hovercraft's health gauge by 1 wrench. It costs 1500. If you've taken every photo so far, you have 3200 units, so buy it! Don't buy anything else, though. Run to the back of the store, to the space engine. The dispenser there has another Meca Impulser, for 1500. Head back out, and into your hovercraft.

Now another powerful Domz will attack. It's a FAST moving worm like domes that hovers over the water. Try to take a photo if you can, for a good 2000 units, then fight him off. He's fairly easy. If you stay in one spot or move slowly, he'll rush you, giving you ample opportunity to shoot his head. If you accelerate behind him, just stay behind him and fire like mad, he goes down fast. Successfully defeating him nets you a 2nd pearl.

After defeating him, snap a photo of the school of fish. An Alpha Section flying machine will stop you if you go to the right, so go left into the Main Canal. Here, travel straight ahead until you come to a 4-way intersection, then make a right, to the pedestrian district.

In the Pedestrian District, head around and up the ramp to the bird man at the newspaper vendor. Snap a photo of him for 300 units. A walrus-like person wanders around here frequently, look for him and snap a photo for 300 more. Head up the alley across from the newspaper vendor, and enter the Akuda Bar. In here, snap a photo of the bartender (Bull-like man) for 350 units, and one of the Shark people for 400, bringing you up to 3850 units and finishing a 2nd roll of film, granting you a pearl.

The shark person in the booth, talking with the woman, has a code for Room 2 on the paper in front of him. If you get too close, he'll cover it up. Try to get as close as you can without him covering it, and jot down the code. Run upstairs to room #2, and use the code. Inside, grab 3 boost units, then kick open the locker to take the pearl. Head outside, and go into Room 1 to get a ticket from the goat man there.

Upstairs, you can play the pearl game for cash, or downstairs you can play the pellets game against the shark. If you wager 1000 units against the shark, you can win a Pearl. Try it if you want, then head back outside. Head right, then down the ramp to the Street Vendor. Buy the PA1 from her, and if you can afford it, the pearl as well (PA1 costs 1500, Pearl costs 3000. You may want to play the games in the Akuda bar to earn money for these). You can't go further because the guards block your way, so head back to the hovercraft. From there, use your compass to head to the Black Isle.

Black Isle

Talk to the chauffeur, then save your game. Run up until you see a small alcove to your right, and enter it. Inside is a vent to jump into. There, you'll find a group of odd plated animals. Snap a photo for 400 units, and grab the Starkos and the boost unit in this area, then head back.

In the large area with the beetles, to your right is an AP1 you can't reach yet, and in front of you is a closed door. Stand on one arrow and tell Pey'j to stand on the other with the Action key, to open the door. Run inside to the Mine. Plenty of things to photograph in here. Start with the fly in the first area for 150 units. Run over to the broken ladder, and then talk to Pey'j when he calls you over to him, to view the Jet Boots. Hit E to send Pey'j flying up... then falling down. Run over and stand on a button, and tell Pey'j to use the super action to launch you up. Run over to the gear between two boards, and use the action with it to drop the two ramps.

Snap a photo of the map and analyze it to get a map of the area. Then snap a photo of the orange balloon inside of the spiky shell. The latter is worth 400 units. Run up to it, then have Pey'j use his Jet Boots attack to pop one out. You can hit it in any direction, but aim it at the crates of explosives. One will open an alcove containing a boost and two Starkos. The other leads you to a large, purple anemone. A photo of it is worth 500 units. Run up and start smacking it to get materia crystals from it - each crystal is worth 5 units.

A grate will block your path - turn around and enter the alcove to your right. Here, attack the materia crystal on the ground to get a bunch of crystals, and send two balloons flying - aim one balloon at the explosives in the cart, and the other balloon at the larger materia crystal. Gather the small crystals, then run up the ramp you just dropped. Head right to get in a fight with a flying Crochax. Try to snap a photo for 1000 units. Kill it and grab the materia. Past it, push the Cart until it's next to the wooden barricade, then use the small gear in the corner. Jump up onto the ramp you just lowered.

In this new shaft, snap photos of the green jellies for 700 units, a photo of the waving tentacles on the walls for 300 units, and the jellies covered with brown shells for 800 units (this should finish Roll of Film #3 and grant you another Pearl). Kill all the monsters in this area for money. At the end, stand on the two arrows to open the door.

In this area, kick open the lockers for a Boost Unit, Box of K-Bups, and Pey'j's cutting hammer weapon and tool. I'd recommend buying all the starkos from the vending machine, and saving the game. Now Pey'j can open up the grates with his tool. Run down the path, and make a LEFT at the evacuation map. Photograph the huge creature at the bottom (the Spongus one) for 500 units, then run past and wait for the creature to emerge from its shell, and take a photo of it for 500 more units. Head out of this shaft using the tunnel to the right of the evacuation map.

Head all the way back out of the Secondary Shaft, down the ramps, and this time, let's backtrack all the way out to the mine entrance (not a long run, really). Remember the vent? We're going in again. This time, tell Pey'j to use his action on the grating. Run to the end of the vent, and snap a photo of the pinkish slug thing that you see across the yard, netting you 300 units. Jump off the vent and you'll land on a ledge with an AP1. I'd recommend giving it to Pey'j, but that's your choice there. To give it to Pey'j, open your inventory, go into the S-A-C, select it, then move the cursor to Pey'j and drop it on his picture.

Head back into the mine, down to the grating that barred your path before. Open it with Pey'j's cutters, then buy everything in the dispenser machine (another PA1 is here!). Head down. Jade will hug the wall under the ramp. Pey'j will stay behind, but he can still do his super action. Use it once to hit the crystal with an orange balloon creature, then run up the ramp and push the cart all the way over. Head back down and hit the cart with an orange balloon guy, to knock down the ramp for Pey'j. After fighting off the enemies, run back over the ramp to the hole in the wall it was covering. At the top, take a photo of the amoeba (750 units). Head back out, and use Pey'j's jet boots to catapult you up on the switches, just like at the mine entrance. Jump into the new room and press the button to open the door. Save the game on the Mdisk machine. In the corner of the room, kick the power box to turn off the lights. Then, grab your camera, and look up towards the middle of the room. There should be a greenish creature circling there! Snap a photo. Open the grate, and head out.

Take a photo of the flying nautilus shells, nabbing 500 units, then jump down. After Jade steps on the eggs, take a photo of the creatures you fight (900 units). If you use Pey'j's super action, he can knock these into the air, just like the orange balloons. Use this ability to hit the large materia crystals and ramps, as you fight. Make SURE you knock down the ramp, to gain access to an Mdisk player and three crystals you can hit with your staff! Run to the gear and have Jade use it, to lower a platform. Buy everything in the dispenser unit again, then move on. Make your way past the anemones until you find one that's on the ground instead of a wall. After hitting it until the tentacles retract, use Pey'j's super ability to smash it flat. Run past, and be ready for the boss. To your right is the photo you need to take, of the two creatures. Wait until they both pop out, then snap a photo. The boss Attacks.

There are 4 holes the boss can pop out of. When it appears, take a photo (3000 units!), then have Pey'j stun it with his super attack. Do a combo, then kill the jellies that pop out. Use Pey'j to stun it the next time it pops out, combo it, then kill the flying creatures. Now the boss will fly over you and attack with a laser. Charge up your staff to hit it when it comes near you. Once you hit it, it drops down again. Repeat this process (Combo it, then charge attack when it flies over) until the boss bites the dust. Another pearl is yours! As is a cool 3000 units prize for a job very well done.

Hillys

After the cutscene, jump into your hovercraft and head back to town, to the Pedestrian district. At the newsstand, you should have more than enough credits to subscribe to both newspapers. Do so if you want to. Across from the vendor, there is a door. Head in. You'll be blocked by red beams, but you can snap a photo of a spider there for 350 units. Head out, then into the Akuda bar. Save your game. I'd recommend doing the pellet game for a pearl - you have plenty of money to spare. If you lose too much cash, just load the game and try again. It's tough, but the pearls are very necessary. Be sure to practice in the 'training' mode a couple of times before you play for the pearl!

Head upstairs and talk to Peepers. Give him the password, then play his game. It's very easy. This gives you a ticket, jot down what the code is. Use the code to enter the Iris base. Once in there, watch the cutscene and take a photo of the cat girl (400 units). This should net you another pearl. Go down, watch the cutscene, then grab the Mdisk and watch it. Save your game, then head out. Now that you have a city pass, go back to the square where the guards stopped you before. Buy the AP1 and Pearl from the street vendor, if you didn't before. At this point, doing everything I've told you (if you didn't lose too much money getting the pearl from the pellet game), you should have around 11000-13000 units.

Head back out to the main plaza, past the guards, and enter the door leading to 'Transit'. Here, kick the materia box for some units, push the locker aside, and crawl through the opening. You can crawl under lasers that are high, and dive (Right-mouse-button) over the low lasers. The point of this area is to reach the pearl at the top. To do so, you'll need to follow the conveyor belts until you reach one that has a small nook to the side, from where you can jump to another. Be sure to dive over the low lasers, crawl under the tall ones, as you go. The closer to the pearl you get, the harder it will be! If you get lost in this area, stop on a nook, take out your camera, and plan the route to the pearl. Once you grab the pearl, exit the area, then enter Ming Tsu's shop.

First, talk to the storekeeper and give him the Password. He'll give you two MDisks (Iris newsletter issues) and subscribe you to the Iris NewsFLASH that e-mails you with the headlines. Second, take a photo of the fish in the tank next to him.

Buy a pearl detector (3000 units), animal detector (1000 units), Pearl (3999 units), then you have your choice - buy a super-attack strengthener for 2000 units, or buy an AP1 and Meca Impulser for 1500 each. I'd suggest the last one, as I didn't find the super-attack strengthener all that useful. It's up to you. I'd suggest coming back after you get more cash to get it.

Head back to the Mammago Garage. You can easily afford the Neutralising cannon at this point, it's only 5 pearls. It's installed automatically, and this IS needed to complete the mission. Once you head out, the Domz attack again! This is a good opportunity to test out the cannon. Only fire it at the ships that have GREEN contrails.

Now you should have 4 pearls if you've followed my directions and done everything so far. We can still get 5 more at this point.

1) Do the hovercraft races 1 and 2. Winning nabs you a pearl and 1000 credits, for each race.

2) Straight out from the Mammago Garage is a beach, with a cavern leading to the Looters Cavern 1. Follow the Looter through this cavern to get a pearl. Shoot at boxes along the way to get extra materia crystals for extra money. Avoid the red beams - they'll damage your Hovercraft. If you don't think you'll make it through a door, use a speed boost. At the end, shoot him to get money and a crystal!

3) Across the bay is a cavern to the Vorax's Lair. Enter this area and snap a photo of the frogs (450 units), then press the button on the cabinet and grab two boosts and an AP1. I'd suggest giving this to Pey'j so youâ€™d have 6 lives and heâ€™ll have 4. Save and enter the cavern. Use Pey'j's super attack to knock some of the small enemies into the air, and knock them into the ramp and materia crystals around. Run up the ramp and kill the jellies, then use the orange balloons to knock down the ramps and hit the materia. Cross the ramp leading to the 2nd balloon to knock down another ramp, get more materia, etc. Head back, then run down the ramp and attack the materia crystal for money. Jump over and kill all 3 Crochax for a pearl!

4) Head out and to the right, down the water passage guarded by an Alpha Patrol ship. Since you have the Neutralizer cannon, you can destroy it. After it's dead, shoot the crates in the water for money, then enter the Looters Cavern 2. Use the same tactics as the LC1 to get another Pearl.

Head further down the channel. Another alpha ship appears, and tows you away. Shoot it down, then enter the cavern near it. In here, take a photo of the little worms (400 units), then kick 'em for a few units. You can't enter this door yet, so head back out to the channel. After getting all five (2 races, 2 looters, 1 vorax lair) pearls, head down to the black isle area. You'll see a huge pipe leading to the Nutripills factory, with another Alpha Section ship guarding it. Blow the ship to pieces, then enter the factory.

Nutripills Factory

At this point, you should have 5 PA1s. I would recommend giving one or two to Pey'j. Otherwise, he'll get whiny about it. Once you've given some to Pey'j, jump up a couple steps and turn around. Take a photo of the flying, fanged creature, the Vorax (500 units). Keep hopping up until you see a bar code in red. This is the serial number you need to send the governor. Just take a photo, get the code, enter the door. It's that easy. Now you're inside the main area of the factory.

First, have Pey'j open the gate, and then run through. The rats here are easy enemies. Kick 'em for 1 materia (5 units of money), or dive on 'em with the right-click, for 2 materia. Take a photo (200 units), then run over to the red lasers. Dive over the first, then crouch under the second, then dive over the third and push the button to turn them all off. Next, you need to push the crate into the groove on the floor, then over to block the electricity. Save your game now, at the Mdisk player. Next to the elevator, is a broken piston. Pey'j can fix it, but it doesn't have any power to move, or a fuse. That's your next step.

Turn to the right, and enter the Laboratory. The second you open up the elevator, you'll be attacked by tons of mechanical spider things. Since they're not living, don't bother with a picture (they're hard as hell to photograph, too). The ones in red are the ones about to attack, wait until they get in range and then swipe at 'em once. Get on the elevator, then ride it up. At the top, run towards the electricity. A Security robot shows up. You can't kill it with your staff alone, but if you combo it, the laser will aim upwards so you won't have to worry so much about damage. The goal is to knock it into the electricity, which damages the electrical field. Once you do so... run through the door. Here you'll find Double H being tortured by the DomZ. Take a photo as evidence, then turn around and photograph the serial number. Since you got the evidence, the governor will send you the code. Use it, to get the Gyrodisk Launcher. Turn around, and use it on the Domz machine to free Double H, and earn a pearl. Walk up to the Grate, and have Double-H do his special action for a way out, and a laugh :). Run around to the other side and save, a boss battle is coming up next.

Wallhug your way back to the main elevator room, and you'll be attacked by a huge green critter, who grabs Pey'j. Take a photo first (3500 units!). He'll jump up to the side of the room. Zoom in your camera, use a Gyro disk to make him jump back down. While he's up on the side of the room, he'll fire green shots. Just stand between two of them to avoid getting hit. Be sure not to be around him when he lands. After he lands, fire another gyro disk to make him cover his eye. Run up, and smack him around with your staff. He'll take a beating, then jump back up. Repeat this process: hit him with a gyrodisk when he's up on the ducting on the wall, avoid him when he lands, fire a disk to blind him, then hit him with your staff. Do it three or four more times, and he should let go of Pey'j and die.

After he dies, backtrack across the crate that's blocking the electricity, all the way back down to your ship. Once in the ship, head through the tunnel in the top of the screen to reach the pearl that the creature drops. Head back up, and once you jump back over the crate to the main elevator area, make a sharp right, to enter the electrical room. Time your run past the electrical arcs, until you reach the room with the fan. This part is easy: hit the fan a couple of times with the gyro disk to make it power up the button out of here. Be sure to buy the kbups from the vending machine, then push the button to enter the dynamo area.

Circle around to the back of the dynamo (Generator), and grab the keycard. A robot will attack. You can stun it briefly by having Pey'j use his jet boots attack with E, or whatever you bound it to. If it starts glowing red, it's going to roll at you, so dodge out of the way. Smack it when it's not red, until it dies. It's a bit tricky, but you'll get the hang of it. After you kill it, grab the keycard and circle back around to the front of the dynamo. Five more will attack you (What a pain!). Be SURE to have Pey'j use his jet boots attack, and knock one of them into the electricity! That way, you can get another PA1! Once they're all dead, use the key on the triangular button to turn off the power. Now grab the fuse. When the power comes on, turn it off again, then quickly run behind the generator, to grab a second fuse! Run back to the elevator.

Use one of the fuses in the elevator, then look up at the cable that's been severed in two. The support for that cable is damaged. Toss a gyro disk up at the damaged support, and the cable will drop down, gaining power from the electrical field below! Now you can use the Elevator to head up. I'd advise saving your game before you head up. Once you're ready, go to the top of the elevator, to the upper hall. Once you hit the top, Pey'j gives you a disk. Run up to the double-doors, and have Pey'j push one button, while you push the other. They both have to be hit at once. Once inside, the Domz attack!

Try to take a photo if you can, it's worth 900 units.

Before you continue, be absolutely sure to remove any PA1's that you have given to Pey'j.

Once they're dead, climb up the machinery and kick open the grate. First, walk (DO NOT RUN, or you may trip an alarm!) over the pipe to the middle. Turn around, and you'll see some crates going through an X-Ray machine. When they pass through the machine, you'll see a skeleton appear. Photograph that skeleton for the first report! WALK over to the far side of the pipe, and enter that room. There's a grate with a white mouse, jump down and walk down the ramp. At the bottom, there is a map of the factory. Photograph it and analyze it for the map of the area. Then crouch, and SNEAK up to the white mouse to grab a photo. Then head back to where Pey'j is.

Bummer, Pey'j is gone now. And WILL be gone, for almost the rest of the game. You will find ONE PA1 that Pey'j drops. If you gave him 2 or more PA1's, then you get ONE back. So you CAN lose PA1's if you're not careful here! Push the crate underneath the slit in the door. Jump on top, then throw a disk through the slit, and hit the button to open the door. You can't pass the lasers, so kick open the grate next to them, and crawl through. After a very brief conversation with Double H, crawl through, past the guards, then kick the rats as they come out of their holes for a few credits. Be prepared for some stealth maneuvers, as now you're up against Alpha Sections, who are VERY strong, VERY tough, VERY good fighters!

If you missed the report with the X-Rays earlier, here is another place to get them. First, throw a disk at the air tank on the soldier watching the crates. The second soldier will be alarmed, so stay out of his sight! When the second soldier runs to help the first, throw a disk at HIS air tank! Now they'll both be helpless. Run up and kick them to kill them. Alternatively, sneak slowly past them to avoid detection. If they detect you, run back to the entrance of the area and jump into the small nook. There, you can avoid getting spotted.

In the second room, do the same :). Either nail both of the Alpha Sections in the air tanks with disks, or crouch under the small wall, wait until the patrolling guard turns around, then run into the next area. In this area, there's only 1 patrolling guard, but nowhere to crouch. Either sneak behind him carefully, or just toss a disk at his back and kick him to kill him. I recommend the latter. In the final area, Double H needs your help to get past the flames. You need to use the Gyrodisks to hit the buttons under the flames, 1 at a time, starting from the left. Be quick! Once you're past, save the game, and have Double-H push the button to lower the lasers. You can watch Pey'j's Message if you want (Touching...). Also, I'd recommend giving Double -H a PA1 or two. Don't worry; he won't vanish like Pey'j did. Run down the corridor, and you'll find an alpha section soldier blocking your path! Don't bother trying to fight him, jump up on the machinery, and run OVER him. Then kick him from behind. You can sneak away, but why not get an extra kill, and 5 more units?

In this next area, you have two options. Either sneak past the two guards, or KILL 'EM! I definitely suggest the latter, as this is a hard part to sneak past... but if you can get past the area they're both at, you can open a cabinet for another PA1, a set of PODs (think of it as a box of K-Bups, for the hovercraft), and a Box of K-Bups. Run out and around to the X-Ray verification room. Turn off the lasers here, and you can return to the entrance where they kidnapped Pey'j. However, there's no need to go there yet, except to save if you want. Now, see those boxes moving across the conveyor belt? The object is simple - keep a box between you and the Alpha Section guard at all times. Sneak past him by staying behind a box, it's that easy. Another alpha section guard will be ahead, but don't bother. You can't sneak past him, and killing him wastes time. To your right is an alcove of boxes, run over there. Don't worry if he sees you, it leads to another area, he won't follow.

In the closet, kill the rats if you want, then run around to the vending machine. Buy the K-Bups, and the starkos if you want. Make sure you have at least one starkos! Head over to the cabinet in the corner. It's empty! Put a Starkos in, then be ready to photograph the little insects that come out... another 700 units in your pocket. Head out, then climb up the boxes and enter the Nutripills vat area. Press the button on the pipe next to the rat, to make the guard come investigate. After he checks the pipe, sneak past him, or use a disk to disable him as he returns to his post. I always suggest the latter. Run past him. In this area, you can hit the spiders with disks for some money, if you want. Push the button next to the conveyor for the MDisk inside and open the cabinet for Pey'j's Jet boots, and a starkos. Take a close look at the bottom of Pey'j's boots! Here are two codes... run past, and two robots will attack. Combo both of them to make them aim up, to avoid damage, then knock each one into an electrical field. In the room with the cabinet the boots were in, run through the door to the Computer Room. Open the cabinet for another MDisk.

If you haven't watched Pey'j's message by now, watch it now. The codes on the bottom of the boots are the codes he mentions! Also, watch the surveillance mdisk, and if you want, the hillyan army databank mdisk. Save the game, while you're at it. Head out, then through to routing. Two routes are currently blocked off for you, so go through the hall with the blue lasers. Jump/duck past them, then push the button to open the door. Quickly run up to the red lasers, then crawl under, and dive under through the door. Time to be STEALTHY. Crouch under the blue lasers and stay crouched behind the barrier until the guard turns away. Then crawl underneath the platform he's on. Head around to the back, and toss a disk at him when he's turned away, to kill him. Ride the grav shaft up.

This part can be tricky. You've got to sneak behind one of the soldiers, and avoid the attention of the other. If you're lucky, you can toss a disk and the two soldiers will walk very close to each other, making it VERY easy to move behind them. If you get caught, run away to the little niche in the corner, and hide there until they don't notice you anymore. Sometimes they'll call a probe to scan the area for you, if so, DO NOT BE CAUGHT IN HIS LASERS. You will be instantly killed. Once past these guys, you'll find an area where boxes are being moved from one conveyor to another. What you're SUPPOSED to do is to crawl past the guard by using the box as cover, then use the crane to move across the conveyors to the other side. Myself? I killed 'em with disks, but it was a DIFFICULT fight... If you absolutely have to, try to remember that the staff's super-charge ability is the BEST way to take out these guys, as it often hits their air tanks.

Once you're on the far conveyor belt, head through the door. To get past the electricity, just be sure to duck, and once you're past, save. Wall hug past the window and you'll see your next objective... the Alpha Section soldier. You've gotta take a picture of him, but you can't from where you're at. At the far side, you can see the button on top, but you can't reach it. Hit it with a disk, then get on the platform. Once on the platform, hit the button with another disk, then QUICKLY duck under the electricity. Crawl through the duct, and you'll see a lone alpha section soldier guarding this area. Stay in the duct, however, and you'll see an opening to shoot his tank easily, once he turns away.

The next area has some blue lasers that slowly move up and down. Just dive over the ones that are down, and walk under the ones that are up. Easy! Now you can finally take a photo of the Alpha Section, to finish your report! Move along, and you'll find two alpha sections patrolling. Try to nail 'em both with disks, one at a time... Moving along you'll find ANOTHER patrolling Alpha Section... easy pickings for you and your disk launcher! :) In this third section, crawl down to the landing, but NOT all the way down the ramp. Before you move on, make sure that BOTH soldiers are looking away, or you may end up being caught on the ramp. Once they are, either sneak past them, or just kill 'em both. Of course... I suggest the latter. In the corner of the room is a vital keycard, inside a cupboard. Grab it, turn off the lasers, and head on through. Now you will see a door to use your new keycard on. Do so! You'll end up behind the alpha section guarding the door. Since you're behind him... well, you know what to do! :) After he's been dispatched, take a photo of the lock he was guarding, and send it to missus mayor for the code.

Head through, and it's boss time! To kill this boss, hit its leg so that it lifts. Double-H will come down to help you. Essentially, you must tell him to attack with E (or whatever you bound it to), and then attack as well. Be sure you're attacking the leg with the DomZ growth on it, and Double-H will attack the other. Once the boss falls over, toss a disk in to hurt him. Repeat this a few times to get yet another pearl! Head past the broken electrical barrier, and grab another PA1. Save your game, then head down the elevator. Head down to the bottom of the service elevator area, then go into the laboratory. Push the containers into the small slots on either side of the electrical barrier, to open it up for you. Inside, take a photo of the mosquito on top of the cow, then take the pearl inside the machine. Time to head all the way out to the elevator room, and save!

Head out, then over the bridge to the barred room. Double-H can break through the bars, opening a path for you. You should have one fuse left, put it in... now you only have a few minutes to get Double-H back to IRIS! Head back to the hovercraft (don't get too far away from Double-H!), then out of the factory. In this part, use CTRL to zoom past most of the mines. Just dodge the mines as best you can, and rush to the city. Lead Double-H through the city to the Akuda bar, then up to the IRIS hideout. After the cutscene, grab the pearls. You'll get 5 pearls for finishing the Nutripills mission!

Hillys

First and foremost, save your game! You've just completed your first mission, and your next big one is coming up. Head outside (I personally LOVE how the people start to back you up after you complete the mission). At this point, you have several keycards, and can start reclaiming pearls from the Alpha Sections. Just outside of the Akuda bar, is a door with a triangle. Use your key to enter. Inside, kick the materia box for some cash, then push the BIG box with Double-H's help. Crawl under the beam, then get ready for a TOUGH descent! I'll go through it step-by-step.

First, after crawling under the blue beams, drop down and hang on the edge where the ladder is. Don't fall until the lasers start to power down! Second, drop down when the lasers are at the top and left, respectively. Third, wait for the two lasers to pass you, then crawl to the next barrier. Fourth, simply move past when the lasers go down. Fifth, crawl to the left until blocked by the laser. Don't worry about the one chasing you. Just keep moving left. When the laser blocking your path powers down, move again. The laser that's chasing you shouldn't get a chance to touch you.

Last, drop down each area individually. Wait until the laser moves past, then follow it. The last laser is FAST, you may lose a heart.

Down in this area is a new problem you'll have to face. See the two floating turrets? By themselves, they won't be able to touch you. But, when you get caught by a guard, they'll instantly kill you, and force you to restart the area. VERY annoying, but nothing you can do about it... Move down the shaft with the blue lasers to enter the area. Your goal is to get up the ladder and into the vent. I wouldn't recommend even TRYING to kill the alpha sections in this area, you'll end up dead instead. Just follow one of them as they walk through the lasers, until you reach the vent, then jump up. Kick the rats to get past. Move ALL the way down the vent, and shoot the button through the broken glass. Then move back to the opening, and shoot the button there. All the lasers should be off now. Now you're 3 pearls richer! Move along, and kick the materia crate for cash, then press the purple button. Time to exit, which (unfortunately) isn't any easier than entering was!

This next section only has ONE alpha section patrolling, so go ahead and take him out with disks. Crawl under the lasers to the button, then press it to open the door. Quickly CRAWL over to the door and through it. I had FUN with this part. The elevator goes up. Along the walls, you'll see lighted channels. This means that an alpha section will appear there. Duck behind a crate so that he can't see you. Keep moving behind the crates, until the alpha section guard gets on. After he gets on, ride to the very top, avoiding both him and the other guards in the niches along the wall. If you get caught even ONCE, the hover-turrets will instantly destroy you. So don't. At the top, let him walk away, then follow him slowly and at a distance. Once he's beyond the barrier and out of sight, jump onto the crate, then through the vent, and out. Grab the two K-Bups in the area, then push the button to exit the area.

Head back to Nouri's shop, and buy the latest pearl from her. Behind her shop, on the 2nd level, is a door locked with the square key. Head inside. Remember the ticket you got in the Akuda bar? That's the code you need to get this pearl. If you didn't get the photo of the starkos-eating bugs, you can do that here, too. Head out, and into Ming Tsu's Shop. The only thing to get here is another Pearl, and (if you want) give him the passcode to get a copy of the report you just completed! Save and watch the report, then head all the way out. Now, look around for the barred door, which Double-H can knock open. Enter this area.

Get in the elevator, and have double-h push the button. At the bottom, keep going until you reach a guard. He's alone, so don't hesitate to take him out when he looks away. You can go through the route he was guarding, or you can turn around, jump down, over the sewage, then jump up to reach the room that was blocked before. Inside there is a materia crate and two Sets of Pods, so I wouldn't pass this up! Once you grab 'em, continue past the area previously guarded by the alpha section. In the next area, once again, there is only 1 guard. But this time, there are also floating sensors to avoid. Hit him with a disk, then walk past the sensors and kick him. In

the next area, kick the crates, then move up to the button on the floor. When you stand on it, the door opens. RUN until the laser is next to you, then crawl under the laser. Then run to the door. Dive over the lasers, and through the door! Whew...

Tons of Materia boxes in here, as well as another Pearl! There are 10 boxes, worth 50 units each. Once you've gotten them all, time to do ANOTHER laser run... same idea as before. RUN until the laser is close, duck under the laser, and run until you hit the door. This time, though, there are two lasers... your reward? Two more pearls! Not bad at all! Head up the elevator, but be ready. This is a FUN Chase, in my opinion! The second you move past the lasers, you're chased by an alpha section soldier and a bot. Just run, and avoid the sensors along the way. Keep going, until you reach a cul-de-sac, where you have to turn and run up the screen instead. Follow the path until you can jump up two crates, then head out. Now you're done here, let's head back to the hovercraft.

Time to head back to Mammago's! This time, pick up a Jump kit when you're there. Buy repair pods or whatever you want to, then head out. Head back into the main canals, and now you can jump the laser barrier on the left, and gain another pearl from the crate! Head back out, to the lighthouse area. Before we jump the barrier, head over to the area where the looter's cavern 2 was. Head down this water channel until you find a gate to the left, leading to the Alpha Sections' underground HQ. Save the game, photograph the worm guys if you haven't, then head up and through the door. A Crochax has a pearl! Head through until you meet the little egg-shaped robots again. Double-H can pop 'em into the air just like Pey'j could, do so to hit the electrical barriers. Disable BOTH barriers (use the button to get another robot), then head through to the right of where you entered. You'll find a black security robot guarding a cabinet. Knock him into the electricity, then open the cabinet. Inside the cabinet - a Meca Impulser, and two speed boosters... Grab them all! The buttons in the next area summon robots, which you'll need to get past all the electrical barriers. Use one, then knock the black robot into the barrier... then get two more egg robots to get to the crochax. Two more will appear, fight all 3 for 3 more pearls. Head back out to the hovercraft, then out to the canal.

Head left, towards the black isle, then behind it. There you should see Megaptera Purpurea, a giant whale. Take a photo when it jumps up! You can also get Manta Cyanea here, the flying Manta Ray. Head back through the channel, to the area outside of Mammago. Use your new jump kit to hop over the laser to get out to sea. Out there, take a photo of the whale you see there, and the red flying manta. Turn left and enter the cave on the small island. Welcome to Looter's Caver 3! Use the same tactics as before, to net another pearl. My advice is to save the speed boosts until you're SURE you won't be able to make it... There are more than a few places where you'll need to jump over red beams. Try to avoid them at all costs!

Back out to see, you'll see two destinations. The Hovercraft races on the left and the Looter's Cavern 4 on the tiny island to the right. Head to the LC4 next. You'll get a message you're leaving territorial waters - you can enter the LC4 without fear. (If you try to leave the area, you'll take a bit of damage and turn around) In this area, it's very easy to hit mines and lose time, so BE CAREFUL! This is the hardest yet, so don't worry if it takes you a few tries. As a general rule of thumb, if it's red, avoid it. Once you finish up here, let's head back to the Lighthouse. In the lighthouse, open the two panels (one in the hangar, one on the 2nd story, where the children were sleeping) and enter the two codes from Pey'j's Jet Boots. Once they're both entered, push the red button on the panel in the Hangar, to open up the area with the Beluga. Grab the MDisk and the first Flight Stabilizer. You'll need another to get the Beluga up and going, but you can't get one yet, so head out.

Time to enter the Slaughterhouse! To do so, you'll need to do the Slaughterhouse races. I recommend doing each one once, to get the pearl for each. If you manage to break a record, you will also get 500 extra cash. Once you're ready, enter the third race. Midway down the track, look for some red laser beams on the LEFT side of the track, right after a speed boost panel. The object is to jump these with your new jump jets. It'll take QUITE a few tries, so be glad we got all these repair pods and such! Once you're inside...

Slaughterhouse

Welcome to your third mission from the IRIS network. This is a TOUGH mission, the toughest in my opinion. Doing it isn't so bad, reaching it is... To start, follow the road! Easy as that. As you go down, the large spider robot will attack. Do your best to avoid it. When you reach the area with the fires, try to jump as you go up the ramp to avoid them. If you fall at any time, you'll take damage, but get sent back a bit so you can try it again.

The next area, the slaughterhouse quarter, is far more annoying. First, photograph the worm in the water. Next, see the patrolling boat with the light? What you have to do is get into the light to get the boat and drop a torpedo. Then lure the torpedo through the cave, to the mines. The torpedo should automatically attack the mines, clearing the way. Sounds easy? It isn't. Prepare to get hurt a LOT doing this... after you're through, buy some repair PODs and the K-Bups, and save the game. To proceed, you and Double-H must open the gates manually... by pushing. Some DomZ attack before you can push it open, but they're easy to kill, especially if you can get off a super move. Once the gate's open, get back into the hovercraft, and jump up and through.

In this area, the first part has you avoiding the red lasers. Blast open the crates for some speed boosters, then try to avoid the lasers and pass. If you get hurt, you should have some repair pods now. Once past, let the fan blow you through to the main area. Blast the crates for cash, and use the Neutralizer Cannon to destroy the mines floating there. Be quick about it, they respawn after a few seconds! Clear a path to the ramp, then head up. Use CTRL (Run) to move past the fans quickly, and be careful not to fall off. As you move past, you'll come to a watery area with 2 fans, filled with mines. You can blast the mines if you want, but I found it easier to just dodge them and move on. The goal is to move between the two fans at the end. Once through, blast the mines and move into the vents. Here are the BIG mines, the ones you can't just blast. To get past, you'll need to push the steel crates into them. One crate is right here in front of you. For the other, you'll have to search. Before searching, though, look for an entrance to the races from here. This will open up a shortcut, between the entrance to the races, and this area.

When you're ready to continue, head through either of the two side-by-side openings (one is broken). You'll enter an area with 3 passages. Two are blocked, so head up the ramp. Here, knock down the second crate to get past the second mine. Continue down this channel, to get to the slaughterhouse entrance. Once here, dock and turn left. Crawling on the rubble, you should see a Trilobite to photograph. Also, photograph the frogs if you haven't done so outside the vorax lair. Then, toss a disk up to the button on the far wall to open the gate. As you go through, you're trapped here until you complete the mission! Don't bother to photograph the serial number yet, the Mayor won't help you...

The next area is the Surveillance room. Head out of the hovercraft, then wall hug past the pipe. The best way to kill the flying DomZ robot I have found is to use your super weapon's abilities to toss out little purple shots. Just charge up after he stops firing, then tap the mouse button like mad as you fly up into the air. These have a VERY HIGH chance of hitting one of his tanks. Do it a few times and he should go down! Don't bother crossing the laser field yet. Just run over to the fence, and try hitting the button with a disk. Then jump down to the hovercraft, and drive to the other side. Dock on the other side, and now Double-H can follow you up! Save your game here.

Now, go into the middle laser area. Double-H can disable these lasers with his super attack, have him do so! Enter the door the flying robot was guarding, to reach the Trolley Area. Here you can gain the map of the area by photographing it on the wall. Exit the area. Head over to where the button that lifts up the gate is. To the left, climb up all the pipes, then onto the gate, and have Double-H push the button to lift you up. Run to the other side, and enter the passage to reach Ventilation. In here, kick all the rats.

Shoot a disk at the button, so that you can take a photo of the Ignis Ignifera. Head back out and have Double-H push the button to raise the gate. Run across while the gate is still up, and jump up onto the platform. If the gate lowers before you get there, have Double-H lift it again. Jump down, then into the hole in the wall. Knock the robot into the electricity, then run past to get a set of Pods and a Meca Impulser. Jump up into the hole in the wall next to the cabinet and run through to get back to the main area and grab Double-H.

Push the crate to the hole in the wall, and jump up. Head through, then to the area you fought the robot in. Have Double-H hit the grate to open it up. Inside is an Alpha Section! You'll HAVE to fight him, but double-h will help! My advice is to use a super move, and he should fall easily. Now, see the bubbles? You gotta photograph that little thing! But if you pull out the camera, it hides... shoot a disk at the rubble. Eventually you'll scare it out, and it heads over to the OTHER rubble... you have to take a photo while it scurries! If you miss, just toss a disk to scare it again. It's a pain, but this is all about getting 100%, right? Plus, money is money... head into the trolley by pushing the button.

On the other side, buy some K-Bups, then head into the next area. 3 little robots attack, and there are 3 barriers! And Double-H can knock them into the air with his super action.... well, you can figure out what's next. Grab the keycard from the third robot. Since you already have one, give this one to Double-H. If you need more little robots, push the switch. Once you open up all 3 barriers, run through the open passage to get a pearl, and save your game. Remember how I told you to give Double-H a triangle key? Well, now you need it to open the door... he puts his in, you put in yours. Do it simultaneously and the door opens. Run inside, and have Double-H use his key to turn off the lasers. DASH through! Then do the same in the next area. Be quick, or be dead! Once past all the lasers, disable one of the alpha sections, then kill the other - it's easier with Double-H's help - with a super move or two. Kick open the crates and lockers for goodies, then take a photo of the area in the middle - the one with humans going up the tubes. 1/3rd of your report is done!

Head out, back to the vending machine. Across from it, is a button! This button pops up an amoeba for you to photograph. Since you can't pull out your camera fast enough, photo it by hitting the button with a disk! Go back through the trolley, past the broken electricity, through the wall, and back to the hovercraft. Whew! Save your game before you get into the hovercraft, and then move on. Turn RIGHT to knock down the grille, so you can bypass the gate in the future. Then, let's head to the Interior Moats.

Head left, and continue until you see a green waterfall. Next to it are some bones - head up there, and dock the hovercraft. Move inside. Save your game. You can't proceed past the lasers at the bottom, so wall hug past the pipe at the top. You'll come to a room with an alpha section on a platform. Shoot the Button and don't worry about alarming him! He'll get knocked off by the electricity. When you go across, you have to dive and then crouch, to get past the electricity. It's tough, but you can do it. In the next area, you'll see a huge amount of fog on the ground... and an instakill laser floating above. Fun! What you need to do is crawl through the fog. The Alpha Sections can't see you in the fog. They'll see you when you go over a bump in the fog, so don't go over any inclines unless they're DEFINITELY not looking. Failure means death and restarting the area.

Once past this annoying area, comes an easy one. Here, you just need to kick the power box on the left, then dash to the fuse and grab it! Just run and dive over the only low lasers, it's easy. Put the fuse into the empty box next to the elevator, to power it up. Head up. Two laser barriers, two robots you should be used to this by now. Grab the starkos and the box of K-Bups, then head over and kick the crate. Opposite of the crate is a doorway. There are 2 alpha sections here, a whole lot of mines, and a floating sensor. Toss a disk at one alpha section, the other should come running. If you're lucky, you can hit them both. If not... keep trying until you do. It's SO much easier with both of them out of the way! Just run to the opposite side of the room, and avoid the mines. This will net you a PA1, speed boost, and cash. Head out, back to the main area.

Head through the broken electric field and you'll see a pearl protected by lasers. Since you can't go in this way, go around. Avoid the mines (Duh...) and you get to... a VERY difficult part, in my opinion. Here, you have floating death lasers and FOUR alpha sections patrolling. You need to crouch behind the first crate, follow the walking alpha section as he moves away, then as you reach the OTHER moving alpha section, move behind him to avoid detection, then move BACK to the area the first was patrolling, and into the hole he was guarding. It's hard, and you'll die a few times, but persevere. In this area, grab the pearl and the Starkos, then exit by the lasers. Congratulations, now you have to do the four-guard area again! You might want to back-track, and save your game. Then you have two doors - one protected by lasers, one without. Enter the one without, and save. Push the box to expose a hole in the wall. Enter the hole, then toss some disks at the mines to destroy 'em. Once all the

mines are gone, return to the other room. Kick the power box, then move through the hole quickly and grab the fuse! It's easier now that the mines are gone. Return to the other room, and save.

Head out, then use the triangle button to turn on the elevator and head down. There's an alpha section soldier guarding the door, crawl over to the door and make a CAREFUL shot to his back. Since he's facing to the side, it's tough. Once he's disabled, hit the mines with disks, then run up and kick him. Enter the room he's guarding for a PA1, speed boost, and some cash. Exit out. Crawl through to the left. This alpha section guard doesn't have an air tank, but he patrols right on a moving platform... remember the last guard that was on a moving platform, near electricity? Once he's... dispatched, move on the platform, hit the button, and crouch to avoid the electricity. Moving on, there is a tough area with 3 Alpha Sections... but no instakill laser. Still, be careful if you choose to fight, they fight HARD... One past them, use a fuse in the box to proceed. Turn off the lasers, then save.

In the next area, sneak past the two guards on the left, and kick the one on the far end. Then, as Double-H keeps the two busy, use a super-attack to kill them off (isn't the super-attack strengthener great? Those purple orbs are the BEST way to kill Alpha Sections!). Once they're all gone, move to the window and photograph the humans being unloaded from the shuttle, to fill in the 2nd part of your report! Only 1 part left... the toughest to get to by far. Head back out, past the lasers you took down, return to your hovercraft.

Time to head to the far side of this area. Two BIG mines. Torpedo-launching lights. Remember how we did this before? This time, it's trickier; the lights don't launch the torpedoes... Lure a torpedo to the big mines, and you're in. This section is tough - the mines regenerate FAST. You only have a couple of seconds to clear a path. Don't even bother trying to kill them all, just make a path along one side or another, until you get there. There's a vending machine at this dock, with repair pods to repair any damage you got. Head inside, to the East Wing.

Here is one of the hardest parts of the game, IMO. First, have Double-H kill the alpha section by using his super attack twice. The MDisk is blocked by electricity. Kick the box, and run in to save. Then, have double-H charge it to get back out. All routes are blocked by lasers, except one... a ladder leading up to a vent. Head in there. As you come to the alpha section guard, you find he's alone... easy pickings. One disk to the back later, push the button. Head through the door, and move down the corridor. Grab the two speed boosts from the cabinet, Move along the area, to the end to talk to Double-H. Now for the hard part...Drop down when the guard isn't looking. There's an instakill laser here, so you can't be seen at all.

Move past the first guard, down to the other two. You have to CAREFULLY sneak past them in the right. Expect to die here often. Once you're behind the machinery on the right, wait until the guards aren't looking, and sneak past... and pray. A lot. I died here often, so don't be worried if you do too... What's worse is if you accidentally touch the guard as you try to sneak past... 'INTRUDER! INTRUDER!'. Best of luck...

One trick you can try is to kill the guard on the far left, then avoid the alpha section that comes to check on him. Then, you can frequently stand in his area to lure the patrolling guard with a disk... then kill him when he comes to investigate. When he's dead, the third guard will come up... one by one they fall. Be careful, and take your time in this area.

Moving on, you'll see a wooden box and an elevator. Push the box onto the elevator, then take it down. Kick the power box to get the fuse, then use the box to get back up. Use the grav shaft to go to the second level. There are three more guards here, but no laser, so take them out as you see fit. Myself, I disabled 2 with disks, then took on the third with super moves. It's up to you how you choose to proceed. Past them, you can take a pearl, a couple of crates, and save the game. Keep moving until you turn off the lasers, then put a fuse in the box. Move under the new opening. In this area, jump onto the right side of a crate in the middle. The arm will pick you up, and drop you on the other side of the lasers. Head under the crate area, and you'll find a cabinet with two speed boosts and another PA1. Head back, and turn off the lasers to exit this area. Blue lasers bar the path, so exit through the door.

Kick the power box to disable the electricity, then jump down and save the game. The disks can take out the mines, and a kick takes out the crates for cash. Move down the hall, and prepare to fight a TON of annoying troglodytes... Jump up the pipes and have Double-H turn off the electricity. In the next area are 3 alpha section guards. No laser this time, so don't hesitate to take them out if you have to. Move past them to the central hall. Toss a disk at the guard to take him out, then move past the lasers to a vending machine (only starkos in it? Bah...). Beyond is another guard to take out the same way. Moving past is your last report objective, and two guards to kill. Easy as pie... take them out with disks and kicks, and then take your final photo. Once the last photo has been taken, grab the fuse and put it in the box to exit. Now, the governor will give you the serial number to leave the area. To exit, just power down the lasers, and use the button.

Head back to your hovercraft, then all the way out. Take a photo of the serial code once you reach the gate, and the governor will send you the code. Dock, and use the code to leave. Use the shortcut out of the exterior moats, to the Races 3 and 4. And now... that's it! You've finished another Report!

Hillys

You SHOULD, by this time, have enough pearls for that second Flight Stabilizer! Head out from the races and another attack... finishing with ANOTHER worm down, and yet another pearl is yours! But Mammago doesn't have the flight stabilizer in stock, so we're not going to be heading there. Instead, go back to the main canal. Head back to IRIS HQ. Before you go in, Ming-Tzu's has a new pearl, and you can see a copy of the report you just finished. Outside the bar, everyone is supporting you. Most people even seem to know that you're Shauni...

Inside the Akuda Bar, Francis (the shark by the pellet game) has another pearl for you to win, if you feel like playing. (Why not? A pearl, is a pearl... and you should have more cash than you know what to do with, by this time). Inside of the Iris Den, you meet the Governor face-to-face, and learn of the Chief of the IRIS. She'll also give you a star keycard. After the cutscene, you get pearls from the population, and an e-mail from Mammago, saying they got the flight stabilizer in! Grab the pearls, and head out to the city square.

Use your new keycard to enter the Alpha Sections HQ. Once again, you're on your own here... And with this many alpha sections... you haven't got a chance of fighting. Not one. Be stealthy, be sneaky... your life depends on it. Go slowly, and watch the alpha sections as they patrol. There's always a blind spot for you to slip past...

For those who REALLY need help... crawl under the bridge, then wall-hug past the first guard. Jump up to the second story while the patrolling guard is moving away, then wall hug until he comes back. Move slowly behind him, until you get to the niche. Be VERY CAREFUL HERE. He'll stop for a split second, and that is the ONLY time it is safe to wall hug inside the niche. He'll move past, quickly, BUT QUIETLY, move around the corner. You have ZERO room for error here. Jump up to the next area. Jump and hang off the edge here. Two alpha sections patrol here. Move past the first as he moves away, then do the same for the second. Jump up to the top level. Two MORE alpha sections here. Jump and hang off the ledge as the first turns away. Stay there, watch his movements. Move past him carefully. Jump onto the dumpster, then up to the ledge. Move past the window when the Alpha Section isn't looking. (Be thankful that you don't have to start ALL THE WAY FROM THE BEGINNING if you get caught! Also, be thankful that these guys have ZERO peripheral vision..)

Once you reach the room with the patrolling Alpha Section, you can finally, FINALLY kill him with a kick. Push the button, go in the door. SAVE THE GAME. You do NOT want to do all that again, do you?

Grab the pearls! Your reward, for ALL THAT WORK... is 10 more pearls! As you exit... the BEST CHASE SCENE IN THE ENTIRE GAME ENSUES! The head of the Alpha Sections chases you down, while you frantically duck and dodge away. The whole hassle of doing all the work to get those pearls was totally made up by how awesome that chase scene was... Head back to the Hovercraft, then to Mammago's. Time to fix that plane! Buy a Flight Stabilizer, for a cheap price of 20 pearls. Once you have it, time to head to the lighthouse... once inside, head to the very top, for a sad cutscene...

After it's done, head down. DomZ robots attack. You'll need to use your super-attack to take them out, any other way is WAY too difficult! Once they're all gone, Go to the hangar and open the door. Install your new flight stabilizers to get the beluga back in the air! A DomZ attacks, but it's no match for your aerial neutralizing cannon! Grab the pearl.

Now, let's head up to the top of the Black Isle mines. Once you'd#