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INTRODUCTION

Perhaps no other region of the globe is more shrouded in mystery as the Bermuda Triangle. Ships, airplanes, and naval carriers have all gone missing in this mysterious grey zone of the globe. Of course, that may be because when things go in, they rarely come out. But what of the people on those lost vessels? What happens to them once they venture into the unknown? Everyone assumes that once people are lost in the Bermuda Triangle, they are dead. What if that isn't true? What if there are survivors?

Welcome to the Void.

How to Use this Guide

There is no precedent for surviving the Bermuda Triangle. No one has ever gone in, gotten lost, and come back. We are confident, however, that with the help found in the following pages you will be able to thrive in your new surroundings. You see, once you're taken in by the Bermuda Triangle, you're transported to a parallel universe that no one knows exists! It is here that you will need every tool at your disposal to survive. Read the following pages, and we're sure you'll thrive inside the Void.

Tip

These tips contain valuable bits of information. Whether they tell you how to acquire a particular weapon or how to best approach a dangerous situation, the sole purpose of these boxes is to make you a better adventurer. You can skip these if you want to do things your own way, but chances are you'll miss out on some pretty cool bits of info.

NOTE

Like tips, notes will contain bits of information. Unlike tips, however, these aren't necessarily here to help you. These tidbits of info may shed light on the game, this book, or even something in the world of *Dark Void*.

CAUTION

If you pass over tips and notes, be sure to stop and read the cautions. The sole purpose of the boxes is to keep you alive! A caution may warn you about anything from an enemy's tactics to dangerous pitfalls, so pay attention!

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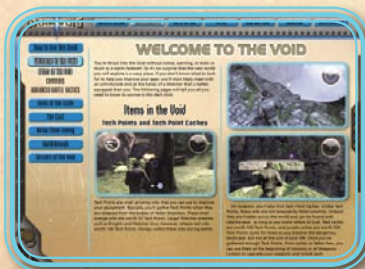
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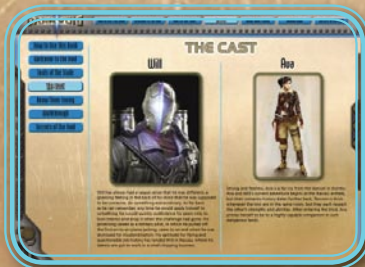
This chapter details all the different things you can find and do in the Void. Everything from the collectible items such as Tech Points to advanced battle tactics are covered in this chapter.

Tools of the Trade



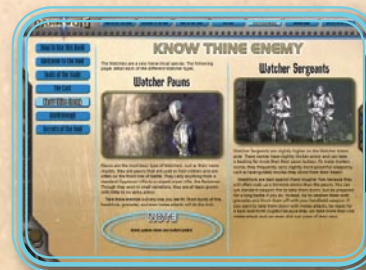
This chapter contains details on all weapons and their upgrades. It will teach you how best to utilize your awesome arsenal and how to spend your Tech Points.

The Cast



Meet the cast of this crazy adventure.

Know Thine Enemy



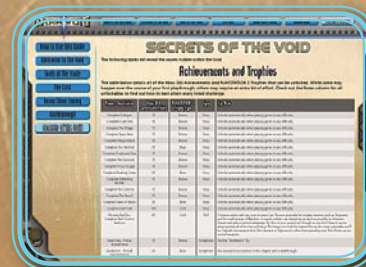
This chapter covers all the enemy forces you'll encounter. The Watchers are a highly hierarchical species, with each level of soldier having its own strengths and weaknesses. Learn about them in this chapter and you'll always have a fighting chance.

Walkthrough



This chapter covers every episode of your adventure. Follow it step by step or check in only when you need help!

Secrets of the Void



If you want to get everything out of your experience in the Void, you must read this chapter. It will detail every Xbox 360 Achievement and PLAYSTATION 3 Trophy, as well as tips on how to complete difficult tasks. If you want to find every Tech Point Cache or Journal Entry, this is the place to check!

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WELCOME TO THE VOID

You're thrust into the Void without notice, warning, or even so much as a warm farewell. So it's no surprise that the new world you will explore is a scary place. If you don't know what to look for to help you improve your gear, you'll most likely meet with an unfortunate end at the hands of a Watcher that is better equipped than you. The following pages will tell you all you need to know to survive in this dark Void.

Items in the Void

Tech Points and Tech Point Caches



Tech Points are small glowing orbs that you can use to improve your equipment. Typically, you'll gather Tech Points when they are released from the bodies of fallen Watchers. These small orange orbs are worth 50 Tech Points. Larger Watcher enemies such as Knights and Watcher discs, however, release red orbs worth 100 Tech Points. Always collect these orbs during battle.



On occasion, you'll also find Tech Point Caches. Unlike Tech Points, these orbs are not released by fallen enemies. Instead, they are hidden across the world and can be found with relative ease...as long as you know where to look. Red caches are worth 100 Tech Points, and purple caches are worth 500 Tech Points. Look for these as you traverse the dangerous landscape, but not at the cost of your life. Once you've gathered enough Tech Points, from caches or fallen foes, you can use them at the beginning of missions or at Weapons Lockers to upgrade your weapons and rocket pack.

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NOTE

Grenades cannot be upgraded.

Ammo Caches



Ammo Caches can be found scattered throughout your adventure. They are leftover caches from previous conflicts that can be used to help refill your ammo. Simply walk up to an Ammo Cache, and all of your ammo and grenades will automatically refill. These caches can sometimes mean the difference between victory or defeat.

Weapons lockers



Weapons Lockers are similar to Ammo Caches in that they also refill all your ammo when used. At Weapons Lockers, however, you can also use the Tech Points you've acquired to upgrade your weapons and rocket pack. If you find one of these during battle, you can use it—without fear of being killed while using it—and upgrade your weaponry instantly! If you find that a weapon isn't as useful during a particular battle, you can also use Weapons Lockers to swap out one gun for another!

NOTE

Grenades cannot be swapped out in Weapons Lockers.

Journal Entries



The Void has had many visitors before you, and it will have many more after you. This place is full of stories. In fact, as you progress through each mission (with a few exceptions), you can find Journal Entries from past inhabitants of the Void. Once collected, these Journal Entries can be read from the Journals option in the Main Menu.

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Action	Xbox 360	PLAYSTATION 3
Ground Controls		
Move	L	Left Stick
Move Camera	R	Right Stick
Fire Weapon	RT	R1
Zoom/Aim Weapon	LT	L1
Reload	RB	R2
Throw Grenade	LB	L2
Jump/ Hover in Mid-air	A	X
Pick up weapon/Melee/Enter turret/ Enter freefall (while hovering)	B	●
Take Cover	X	■
Take Flight	Y	▲
Switch Weapons	⊕	Directional buttons
Peer over ledge	Walk up to ledge with L	Walk up to ledge with left stick
Cover Controls		
Blind fire	RT	R1
Aim over/around cover	LT	L1
Move from cover to cover	L	Left Stick
Jump over cover	L & A	Left Stick ↑ & ■
Leave cover	X	■
Jump up to ledge	L & X	Left Stick ↑ & ■
Drop/Jump down from ledge	X	■
Flight Controls		
Steer	L	Left Stick
Roll	R	Right Stick

Action	Xbox 360	PLAYSTATION 3
Flight Controls (continued)		
Primary Weapon fire	RT	R1
Secondary Weapon fire	LT	L1
Flight Freecam	RB	R2
Lock on to nearest enemy	LB	L2
Enter Hover	A	X
Skyjack/Enter turret	B	●
Breaks	X	■
Boost	Y	▲
Look at surroundings	⊕	Directional buttons
Special Flight Actions		
Barrel Roll	Click R , then move both thumbsticks left or right	Press R3 and move the left and right sticks right or left
Vertical U-turn	Click R , then move both thumbsticks up or down	Press R3 and move the left and right sticks up or down
Kickstart U-turn	Click R , then L & R	Press R3 and move the left stick down and the right stick up
General Controls		
View Objective Indicator	BACK	SELECT
Pause Game	START	START

NOTE

For PC controls, please see your game manual.

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Tip

You can also execute melee attacks when hanging from a ledge or when looking down from a ledge!

Advanced Battle Tactics

Its not enough to just know how to fire your weapon or how to fly with your rocket pack. The Watchers have been holding a grudge for thousands of years and have taken every opportunity to increase their tactical knowledge of the Void, battle techniques, and methods on how to control and exterminate humans. In other words, your opponents are not to be underestimated! In the following pages you will learn some advanced battle techniques to use against the nefarious Watchers.

Burst Fire



The first, and most basic, technique to master is using burst fire. Once the adrenaline is pumping and you think you're surrounded by dozens of tin cans, your instinct will be to press the trigger and mow all enemies down in a storm of rifle fire. Although that method may take down a foe or two, it also does two counterproductive things: It reduces your accuracy and depletes your ammo quickly.

Instead of going buck wild in battle, use short, controlled bursts from your weapon only while you have an enemy in your sights. This will ensure that nearly every bullet hits its mark and that you make use of nearly all your ammo rather than just a small percentage of it.

Cover Fire



Use cover fire whenever possible! The environments in the Void are always full of rubble, crates, pillars, and other objects perfect for cover. Minimize the damage you take by pressing up against a cover object, observing your enemies' movements behind you, then opening fire when they are exposed. Return to cover to regain your health when you've been spotted and begin taking enemy fire.

Blind Fire



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Though it may seem counterproductive because you're not zoomed in on your target, blind fire can still be a very useful part of your battle techniques. It's not a technique that should be used often, of course, because you'll often waste more ammo than you'd prefer, but in certain situations it's extremely helpful. Use blind fire to push nearby enemies away as they approach or to finish them off once you've weakened them. By staying behind cover, you can minimize the damage you take but still inflict some damage on nearby enemies.

The best use of blind fire is to zoom in on a target while you're out of cover, then return to cover while maintaining fire (blind fire). This is more efficient than opening fire from cover without zooming in first (also blind fire). To maximize your blind fire hit rate, begin by zooming in, then drop into cover.

Reload Timing



Perhaps the most overlooked detail in battle is the timing of your weapon's reload. Know this: Your weapon will run out of ammo mid-firefight. You also will frequently find yourself surrounded. There is no greater danger in those situations than having to reload your rifle while the enemy is firing on you.

Instead, keep a vigilant eye on your ammo and reload before you run out! There is no rule that says that a weapon must be empty before you reload, so if you still have half a clip full, but are preparing to enter an area with heavy enemy presence, reload first!

Use your time behind cover or lulls in battle to make sure your weapons are full and ready to go. If they aren't ready, neither are you.

Boost-jump Battles



Believe it or not, in many battles you'll have a clear advantage over the Watchers. Ironically, it's because of their own technology! The rocket pack on your back—which was designed using Watcher technology—grants you the unique ability to always have the upper hand. How so? By using the boost-jump ability (jump into the air, then hit Jump again to hover temporarily), you can get a better view of the enemies below you and even circumvent their cover!

Of course, this also means that you'll be high in the sky and completely open to enemy fire. Time your boost-jumps so that you're in the air while they are scrambling about and you'll always get the "jump" on them.

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CAUTION

You won't always be the only one with this ability. Some Watchers have rocket packs of their own and won't hesitate to fly overhead and rain death down on you.

Make Do



Make no mistake about it. You're not a soldier in a war. You're not a properly trained operative. You're a rebel fighting for a cause. That means that despite having the Survivors at your side, you won't often be getting the best and newest weapons from your government. In fact, you'll often have to make do with Watcher technology. Luckily, the Watchers aren't impervious to their own weapons. Whenever you come across a new weapon dropped by an enemy, stop and check it out.

This goes double for enemy turrets. Hop in a turret whenever possible and obliterate the attacking Watchers. Not only will you dispatch them a lot more quickly because of the turrets' high-powered projectiles, you'll also conserve your own ammo for later in the battle.

Tip

Keep this point in mind, especially when you've run out of ammo in both weapons. There's no shame in switching out your empty guns for a dead Watcher's full gun.

Evasive Aerial Maneuvers



When battling Watchers in the sky, you'll have no cover and little support, and you will often be their number one target. To stay alive, you'll need to be creative and shifty, and use sharp battle skills. Perhaps no other aerial skill will be more helpful in dogfights than your evasive aerial maneuvers—the barrel roll, kickstart U-turn, and vertical U-turn. Use all three maneuvers whenever possible to avoid taking too much damage and to quickly turn the tables on pursuing enemies.

Lure Watcher discs out of the main combat area so that you're not taking enemy fire from multiple hostiles. Once you've turned the battle into a one-to-one encounter, execute a kickstart U-turn to face your pursuer and get a direct line of sight on it. Evasive barrel rolls are also key to minimizing damage when you're being chased. Vertical U-turns are most helpful whenever you've locked on to an enemy above you but have no way of targeting them directly. Use the vertical U-turn to shift your aim upward and sneak up on the enemy from below!

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Skyjacking



Of all your abilities, skyjacking is the most useful technique in aerial combat. It simultaneously removes an enemy from the combat area and grants you a huge advantage once you've taken over an enemy's disc. To skyjack an enemy, approach a Watcher disc; when you get close enough, an onscreen prompt pops up. As soon as it does, press the onscreen prompt to zoom in and land on the disc.

The Watcher pilot will try to shake or blast you off. Do as you're told onscreen to grip the ship and slide left and right along the vessel to avoid getting shot. Stand on the ship's control panel and rip it off to force the pilot to emerge from the cockpit. Once it does, wrestle its gun away and take the disc! Once you've skyjacked the disc, you will be able to execute aerial maneuvers and even gain access to missiles (secondary weapons)!

NOTE

You will be prompted at every stage in the skyjacking process.

The prompts will differ according to which version of the game you're playing, but they will almost always follow the same pattern:

- Grip the ship so you don't get shaken loose (this might take place several times)
- Begin tearing off the control panel (this will take more than one attempt)
- Slide left and right to avoid getting shot by the blaster (this will take place several times)
 - Finish tearing off the control panel
 - Wrestle the Watcher's weapon away
 - Take control of the disc

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TOOLS OF THE TRADE

Whether they are built from Tesla's schematics or stolen from the Watchers, your tools of the trade are integral to your survival in the Void. This section teaches you what each weapon can do and how to use it.

Liberator



The Liberator is genuine Survivor tech. This custom-built Survivor machine gun was created with salvaged parts and human ingenuity. Because it's also the first weapon you pick up, you might find yourself feeling

more comfortable with it throughout the course of your adventure. Luckily, it's very accurate in short bursts and a great overall weapon.

Pro	Con
Accurate at moderate distance	Accuracy decreases with long bursts of fire

Upgrade 1

Increase barrel size to fire deadlier, high-caliber rounds and increase the clip size.

Upgrade 2

Equip explosive rounds that detonate on impact and increase clip size.

Disintegrator



This short-range Watcher particle disruptor also fires projectiles that explode near enemies. When fired, the Disintegrator fires large, glowing projectiles that can engulf an enemy before it blows up. Use this in close-

quarters combat where enemies tend to bunch together.

Pro	Con
Powerful projectiles	Slow fire rate

Upgrade 1

Supercharged particle generator makes projectiles explode in larger radius.

Upgrade 2

Shielded plasma emitter makes projectiles ricochet and explode in a larger radius.

Hypercoil



This directed-energy weapon was invented by Tesla. Though it is originally used to power up the Ark's engines, it can also be used to blow up enemies almost instantly! The weapon fires like a focused laser that emits a constant,

destructive beam you can direct around the battlefield.

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Pro

Very high-powered weapon

Con

Extremely short range; long charge rate before firing

Upgrade 1

Improved heat sink allows the weapon to inflict more damage and cool down faster.

Upgrade 2

Ionized liquid coolant allows the weapon to inflict more damage and prevents overheating.

Magnetar



The Magnetar is another one of Tesla's original designs. It's an experimental gravity nullifier that forces projectiles to ricochet off nearby surfaces. Use this in conjunction with the Liberator for a great follow-up attack to

a Magnetar blast! When used, a Magnetar blast will render most Watchers useless as they float in midair unable to attack!

Pro

Unique weapon capable of rendering enemies temporarily harmless

Con

Very poor long-distance accuracy and slow projectiles

Upgrade 1

Resonance multiplier causes projectiles to bounce toward enemies and inflict more damage.

Upgrade 2

Harmonic intensifier causes projectiles to ricochet off all enemies and inflict greater damage.

Reclaimer



This is the Watcher's version of a sniper rifle. The long-range Watcher rifle has a 10x holographic scope, allowing the user to zoom in from great distances and maintain impressive accuracy! Use this while perched high above the enemy to pick off your targets from afar.

Pro

Extremely accurate at great distances

Con

Not great in close-quarters combat

Upgrade 1

Inertial dampener reduces recoil and improves accuracy.

Upgrade 2

Improved particle intensifier reduces recoil and makes projectiles rip through armor.

Oppressor



This Watcher assault rifle has an additional particle destabilizer that causes enemies to explode when they die. As you might expect, this weapon is extremely useful against Watchers. When upgraded, it can shred

through a Watcher with extreme ease. Pair this with the Liberator for an amazing one-two punch.

Pro

Explosive rounds can inflict splash damage on nearby enemies

Con

Accuracy isn't great at long distances

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Upgrade 1

Improved particle accelerator increases the accuracy and damage of projectiles.

Upgrade 2

Additional particle destabilizer causes enemies to explode when they die.

Rocket Pack



This personal flight module is armed with dual 7.62 MM machine guns! The rocket pack's machine guns are extremely powerful, capable of tearing through enemies at great speed.

Unfortunately, it can only fire forward and forces you to line yourself up with your target as you approach it.

Pro

High-powered machine guns

Con

Limited aiming

Upgrade 1

Larger .45 caliber machine guns inflict greater damage.

Upgrade 2

Miniature magnetic rockets installed as a secondary weapon.

Grenades

Tesla Explosive Grenade

The Tesla Explosive Grenade is a simple, homemade grenade that explodes after a short time. Hold the grenade longer before letting it go—called “cooking” the grenade—to shorten the amount of time before the grenade detonates. By doing so, you’ll leave less time for enemies to get out of the way of the explosion.

Watcher Fusion Grenade

The Watcher Fusion Grenade explodes and creates a large, yellow sphere that engulfs the enemy, slowing its movement. While in the fusion bubble, enemies take damage and are vulnerable to further attack.

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Will



Will has always had a vague sense that he was different, a gnawing feeling in the back of his mind that he was supposed to be someone, do something extraordinary. As far back as he can remember, any time he would apply himself to something, he would quickly outdistance his peers only to lose interest and drop it when the challenge had gone. His promising career as a military pilot, in which he pulled off the first air-to-air plane jacking, came to an end when he was dismissed for insubordination. His aptitude for flying and questionable job history has landed Will in Nassau, where his talents are put to work in a small shipping business.

Ava



Strong and fearless, Ava is a far cry from the damsel in distress. Ava and Will's current adventure begins at the Nassau airfield, but their romantic history dates further back. Tension is thick whenever the two are in the same room, but they each respect the other's strengths and abilities. After entering the Void, Ava proves herself to be to a highly capable companion in such dangerous lands.

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Nikola Tesla



Tesla is a Serbian inventor, engineer, and overall genius who specializes in the fields of magnetism and electricity. Tesla is described as the inventor of the Modern Age and the man who shed light over the Earth. Tesla's life is one of mystery, filled with rumor and legends of his strange experiments.

Tavi



Tavi was born and raised within the Void, but chose to follow a different path than those of his fellow tribesmen. Tavi works as an assistant for Tesla and is a vital member of the Resistance against the Watchers.

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Atem



Atem is the mysterious leader of the Survivors. Knowledgeable and deadly, Atem acts as both a sage and a skilled combatant within the Resistance. In order to escape the Void, Will will need both Atem's wisdom and firepower to survive.

The Survivors



Survivors are individuals stranded in the Void. They have banded together and are fighting against enslavement by strange entities known as the Watchers.

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KNOW THINE ENEMY

The Watchers are a very hierarchical species. The following pages detail each of the different Watcher types.

Watcher Pawns



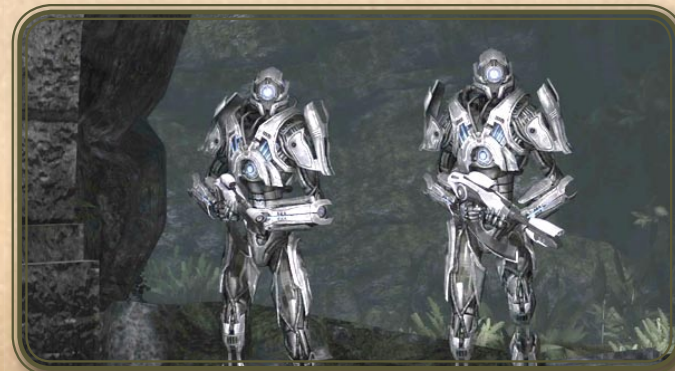
Pawns are the most basic type of Watchers. Just as their name implies, they are pawns that are used as foot soldiers and are often on the front line of battle. They carry anything from a standard Oppressor rifle to a scoped sniper rifle, the Reclaimer. Though they exist in small variations, they are all basic grunts with little to no extra armor.

Take these enemies out any way you see fit. Short bursts of fire, headshots, grenades, and even melee attacks will do the trick.

NOTE

Some pawns even use rocket packs!

Watcher Sergeants



Watcher Sergeants are slightly higher on the Watcher totem pole. These nasties have slightly thicker armor and can take a beating far more than their pawn lackeys. To make matters worse, they frequently carry slightly more powerful weaponry, such as laser-guided missiles they shoot from their heads!

Headshots are best against these tougher foes because they will often soak up a lot more ammo than the pawns. You can use standard weapon fire to take them down, but be prepared for a long battle if you do. Instead, try to weaken them with grenades and finish them off with your handheld weapon. If you want to take them down with melee attacks, be ready for a back-and-forth slugfest because they can take more than one melee attack and can even dish out some of their own.

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Red Watchers



Red Watchers are some of the most dangerous foes you'll face. Not because of their skill or toughness, but for their zealous disregard for their own safety and well-being. In fact, these Watcher pawn variants will always rush you during battle and self-detonate when they are within striking distance.

Luckily, their armor is nothing special, so they can be defeated easily enough. Simply back away as they kamikaze toward you, and open fire to bring them down from a distance.

Slugs and Sarpas



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Slugs and Sarpas are the Watchers' true forms. In some cases after you destroy a pawn or Sergeant, the Watcher armor will fall to the ground and a large, black Slug will spill out from the head cavity. Though they look harmless, they can slither along the ground at impressive speed and attack you! With no armor, however, their best defense is to slither away before you can shoot them. Don't give them the opportunity to cause damage. As soon as a Watcher tin can falls to all fours and begins to spew out a Slug, open fire and squish it!

Sarpas are a bit tougher than Slugs. Like the Slugs, they don't have any armor, so they're vulnerable to all weapons. Unlike the Slugs, the Sarpas have hands and a tail that they use to crawl along the ground and leap up to attack! Either use melee attacks (kicks) or weapon fire to shred these little beasts. But be warned, Sarpas always travel in packs of three or more!

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Watcher Knights



Watcher Knights are actually large mechanized suits piloted by Sarpas! These hulking mechanical menaces fly through the air and boast terrifying cannons that can quickly tear you to pieces! When engaged with a Knight, stay behind cover as much as possible! Once you got a clear shot, pop out to unleash a barrage of fire on the floating foe, then quickly pop back into cover to avoid its massive cannons.

Once you have your rocket pack, you can also engage these enemies in aerial combat. Speed up to them and take them down with your bare hands by following the onscreen commands.

Tip

After destroying a Knight, you can pick up one of its cannons and turn it on the other Watchers nearby!

Watcher Elders



Though you will never engage in battle with a Watcher Elder, they are the cause of all your pain. These elite Watchers are plotters and schemers, always hiding behind the scenes and watching their nefarious plans unfold. What is truly frightening about these creatures is that they have the unique ability to shapeshift, so you never know if you're near a friend or foe...

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Watcher Discs



Watcher discs, or “hubcaps” as the Survivors like to call them, are the Watchers’ vehicle of choice. They are small, circular planes with great speed and maneuvering capabilities, making them very elusive in dogfights. Some discs are equipped with shielding technology that allows them to take extra damage that regular discs cannot.

Though you can shoot them out of the sky with AA guns or your rocket pack’s machine guns, the most efficient way to eliminate this threat is to skyjack them when they get nearby. Once you’ve taken the disc, you can use it against other airborne enemies!

Archons



Archons are another Watcher vehicle. These four-legged behemoths are armed to the teeth! They are equipped with front-mounted laser cannons and machine guns! They do, however, have four very visible weak spots. To take them down, target the glowing joints connecting their legs to their massive bodies. Destroy the joints and the Archon will slump down, incapable of attacking.

Once it’s slumped over, rush its head, climb aboard, and follow the onscreen commands to destroy it. As you do, be sure to move out of the way of its laser cannon and don’t let it shake you off!

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- The Village Into the Void

EPISODE 2

- Prophesied One Prison Escape
- The Survivors Breaking Camp

EPISODE 3

- Defending the Ark The Revolt
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Chapter 1: Prologue



The date is August 1938. Somewhere high above a series of strange canyons, a man wearing a rocket pack zooms across the sky. Ahead of him several fighter planes lead the way. The man is testing a prototype rocket pack and everything seems to be in order...

Ambush!



When the cut-scene transitions into gameplay, you take control of the unnamed man. The following section will thrust you into combat, but it will also help familiarize you with the rocket pack controls. Follow the directions on the screen to learn how to steer, boost, break, and fire your guns.

Before you know it, several Watcher discs ambush you and your escorts! Now it's time to put the few things you just learned into practice. The first Watcher disc shreds one of your escorts, so it's up to you to make sure the Watchers go down.

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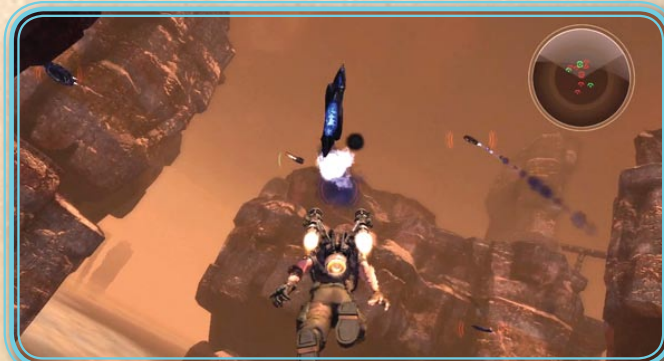
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Tip

If you have a difficult time steering, take a minute to change the steering controls. You can select inverted or not, depending on your preference.



Hit the brakes and begin turning to locate enemies behind you. At first, they may be very hard to spot, but you can locate flying enemies quickly by pressing the Lock-on button (see the Welcome to the Void chapter). Once locked on to the nearest disc, begin rotating toward it; use your brake function to slow down and make a sharper turn, then open fire on the flying hubcap to blast it out of the sky.



Use evasive maneuvers to minimize the damage you take while constantly keeping the pressure on the enemy ships. The discs may outnumber you, but that only means that you won't be at a loss for a target. If a Watcher manages to escape your aiming reticle and flies past you, don't become stubborn and chase it unless you have to. Chances are there will be another disc flying nearby asking to get shot down.

By doing so, you can slowly whittle down the ships' defenses and allow your accompanying support to finish them off. Of course, if you have a clean shot and no other enemies are nearby, there's little harm in sticking to your target until it's a just a pile of junk parts raining down on the canyon.

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The flip side of things is that because you're outnumbered, you'll always have several bogies on your tail. When you take too much enemy fire, either use your boost to get some distance, execute barrel rolls to dodge the enemy fire, or execute an aerial about-face (see the Welcome to the Void chapter) to turn the tables on the troublesome trailing enemy.

Tip

One way to get a surefire bead on an enemy is to lure it away from the heat of battle. Stay within its firing range, but use barrel rolls to minimize damage. Once you've pulled far enough away from the battle to make sure you're facing the enemy one to one, flip around in midair and make a beeline for the enemy as it follows. Line up your reticle and open fire!



After taking down most of the Watchers' flying forces, the unnamed man pulls away from combat with a disc hot on his tail! The pair fly dangerously close to a cliffside as the disc opens fire and crumbles the rock face over the man as he flies by! The man takes a hit and begins to tumble out of the sky.

Just before he hits the top of a tall peak, however, he regains control and steadies himself. He slowly lands safely atop the peak and begins to survey the area. Little does he know, however, that another Watcher is nearing him at full speed. Before he can react, the Watcher's Archon unit pounces on him, knocking him on his back. As he lays there, helplessly looking into the eye of the Archon, the enemy unit powers up its main laser cannon and prepares to fire point-blank...

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Chapter 2: Crash Site



One week later, at a Nassau Airport base, Will and his best friend, Cooper, are busy loading crates into a plane. Will runs a business flying freight out of the Bahamas. With their flight preparation near complete, Will's former flame shows up at the runway. Her name is Ava, and she is as surprised to see Will as he is to see her. They haven't spoken in years. After the initial awkwardness passes, she explains that she is under contract with Athanor Industries to personally ensure that the crate they just loaded reaches London.

Two hours after takeoff, Will and Ava are in the cockpit of the cargo plane and Cooper is in a second plane flying lead. Outside, the world is on the brink of war, and Cooper explains over the radio that he had to plot an unusual flight plan to avoid entering disputed airspace. It is a flight plan that unfortunately takes them through an enormous tropical storm and into the center of the Bermuda Triangle.



As the airplane enters the Bermuda Triangle, they quickly begin to experience turbulence. Lightning flashes all around and the airplane begins to shake as if it's going to fall apart. Suddenly, a dark disc with blue lights zooms across the cockpit! The engines give and the airplane crashes into the side of a tall peak. When everyone regains consciousness, they find themselves crashed in a lush jungle.

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The airplane has been torn in half, and only Will and Ava made it through okay. As the duo assesses their condition, a mysterious man slams onto the cockpit's window. He warns that they must get away because something, or someone, is rapidly approaching their location. Before Will and Ava could find out more, the man is ripped away from the cockpit by an unseen assailant! The pair exit the plane to find the strange man dead. They've got no choice now. They must explore their new surroundings, whatever they may be...

Out of the Pan...



With no weapons to defend yourself and a mysterious, murderous "thing" on the loose, you've no choice but to get on the move. Whatever it is that killed that man knows where you are. Luckily, Ava spotted a village nearby as the plane went down. Get stepping and follow your beautiful guide into the lush, green jungle.

As you go, you can hear the sounds of a loud, blaring horn in the distance. With no way to tell whether it's a friendly sound or not, you've no choice but to continue toward the village. Keep up with Ava's brisk pace as she nimbly navigates past bushes, trees, sharp cliffs, and across fallen tree trunks. When you reach a long, thick trunk bridging the gaps across a small river, an earthquake shakes your jungle surroundings! Cross the makeshift bridge and enter the cave across from you to find a ghastly sight!

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On the other side of the cave is a small drop-off with several dead bodies on the ground. When you jump down to investigate, a strange man dressed like the frightened man earlier urges you to be careful.



As the strange man searches ahead, he's suddenly ambushed by a tall robotic-looking man! It's a silver Watcher Pawn! The Watcher stealthily sneaks up behind the strange man and snaps his neck, leaving the man's weapon on the ground.

Into the Fire



Walk up to the fallen body and grab a weapon. The soldier was carrying a Liberator, a high-powered machine gun capable of doing great damage to those walking robo-looking creeps. Ava grabs a Liberator for herself and prepares to set out deeper into the jungle.

Ava takes a few steps ahead and another earthquake rocks the area, bringing a rockslide down between you and Ava. With no way past the fallen rubble, she must continue without you and you without her. Luckily, you've both got radios that you can use to keep in contact with each other.

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Make a right and slowly explore the cave. When you reach a fallen column, hug the column as if you're going to take cover from enemy fire, then leap over it to trek deeper into the cave.



When you round the corner, you spy another one of those metal monsters crawling around a tall tree in the distance. The Watcher sees you immediately and drops down to open fire! Hug the left wall and wait for the Watcher to come out of its cover. When it does, pop out of the corner cover and open fire.

Take close aim at its head and let the Liberator loose! Take down the Watcher and collect the orange Tech Point Cache it releases. After examining the Watcher's body, you remember hearing about some black book technology that the Fascists were developing, but this is far too complicated to be theirs.

Tip

Before leaving the fallen Watcher, grab its weapon, the Oppressor.

NOTE

100 Point Caches 500 Point Caches Journal Location

The icons shown above will be used on maps throughout the walkthrough for Tech Point Caches and Journal Entries.



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Tech Point Cache

There's a red Tech Point Cache on the left, just behind the tree trunk.

NOTE

We point out the Tech Point Caches you'll find throughout your journey, but not all of them will have screenshots provided in the walkthrough. For areas with several Tech Point Caches, we'll provide descriptions of where they are but not necessarily screens for them all. All Tech Point Caches are, however, listed with their respective areas in the Secrets of the Void chapter. If you are having a hard time finding one in the walkthrough, you'll be able to find its location in that chapter.



Make a right and follow the long tree-trunk bridge across the chasm. As you go, several Watchers will be engaged in a firefight with Ava from the cliffs above you. Allow her to distract your targets while you rush up the tree trunk and take them out. Run across the bridge with your gun blazing until you reach your enemies.

If any of them are still standing when you reach them, let them have it with a few well-placed melee attacks. Finish them off before continuing up the hill into a series of ruins.



Journal Location

After crossing the tree trunk, examine the small niche on the left, near the ruins. It contains a Journal Entry.

Tech Point Cache

Once you've collected the Journal Entry, hop onto the large boulder on the left, after going up the small hill. A red Tech Point Cache is sitting atop the boulder; jump up to draw it toward you.

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Several more Watchers wait to ambush you at the top of the hill. As you reach the top, take cover behind the small fallen column on the left. Wait for your robotic rivals to reveal themselves, then open fire from your covered position!

If the Watchers are only slightly in the open, use your zoom-in function to get a better shot. If the Watcher is completely out in the open, however, you can also use blind fire from your cover. You'll be less accurate with blind fire, but you'll be more protected from incoming fire.



Round the corner atop the hill until you reach another fallen tree bridging the chasm. This one leads to Ava's previous location earlier. Slow down as you cross the bridge and carefully leap across the hole in the tree trunk until you reach the other side of the chasm.



As soon as you cross the tree trunk, rush to the fallen tree ahead of you and take cover. Several more Watchers entrenched in the area ahead of you immediately open fire. While taking cover, slide left and right along the trunk and take note of their positions. When you're ready to retaliate, pop out of cover and fire on the metal menaces perched high along the far ridge, above the other Watchers.

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Take out the Watchers on the ridge, then duck back behind cover. Reload your weapon, then emerge from your covered position and eliminate the Watchers nearest you, behind the tree stumps.



Slowly move toward the remaining Watchers, using their tree stumps as cover. To eliminate the chances of taking fire, use evasive rolls away from cover to make yourself difficult to hit. As you land, re-establish your aim and let 'er rip!

Tip

Be sure to grab the orange Tech Point Caches as you go from stump to stump!



Drop into the ditch at the far end of the area and make a left. As you enter the cave, several columns and rocks will block your path. Leap over them and continue following the long winding cavern until you emerge in a large area with ruins. A Watcher waits for you on a turret and immediately opens fire!

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Sprint across the passageway ahead, stopping only to take cover from the turret on your left. When you reach the end of the walkway, turn left and open fire on the foolish Watcher Pawns hiding behind the rubble. Make short work of them before proceeding, and stay out of the line of fire from the turret.



Follow the walkway on the left. You can either go forward and sweep around the turret's backside, or make a sharp left about halfway up the walkway and take it from its left and blindside it. Both paths, however, require you to act quickly and keep a steady aim.

Rush the turret from either side and blast through two Watchers protecting it. When you reach the creep manning the turret, either blast it at close range or drop it with a few melee strikes.

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Journal Location

Before crossing the long bridge, examine the left side. A Journal Entry is hidden in the shrubbery.



Tech Point Cache

There are two Tech Point Caches near the turret. The purple one is atop a gate structure on the far right path leading to the turret. Hop from the large boulder onto the top of the gate to reach it. The second, a red Tech Point Cache, is on the ramp leading down directly in front of the turret.



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Man the turret at the top of the ruins and take aim at the door across the bridge to your right. Blast open the door on the opposite end, then keep the turret trained on the entryway as Watchers attempt to pour out and attack. If you keep a steady aim on the door, all the Watchers should fall easily.

If you want more of a challenge, blast open the door with the turret, then walk down to the bridge and take the Watchers head on, using the bridge sections as cover. Once all the Watchers are dispatched, cross the bridge and enter the door at the opposite end.

Tip

This turret is a good place to earn your Killing Spree Achievement or Trophy.



The door leads to a long, winding cave. Creep inside and explore the cave as it wends left and right, past a waterfall, and to a cliff on the opposite end.



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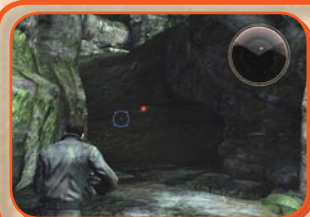
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Journal Location

As you explore the cave, stop at the waterfall on the right to collect the Journal Entry and the Ammo Cache!



Tech Point Cache

The next red Tech Point Cache is directly on the path leading out of the cave. You can't miss it.



At the end of the cave, walk out onto the small rickety platform and follow the onscreen prompts to drop onto a platform farther down the cliff. Drop onto the next platform, then turn left and hop across the small gap onto another ledge. Follow the cliff wall to the left, jump across another small gap, then drop onto the rocky ledge below.



Continue moving down and to the left until you reach a long, curving ledge leading back into the jungle.

NOTE

When in doubt, always follow the yellow checkpoint marker on your screen.



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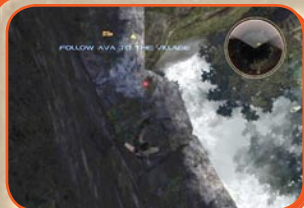
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Tech Point Cache

The next Tech Point Cache is on the final long ledge after the series of vertical drops. You should automatically grab it as you drop onto the ledge from above.



Sprint to the left and follow the tall cavernous path toward the checkpoint marker. Just before you emerge from the dark path, a Watcher attempts to ambush you. Open fire and obliterate it before it can do any damage. The path leads to another sharp drop-off with several wooden platforms going down the side of the cliff.



Tech Point Cache

The next Tech Point Cache is on a small ledge on the right side of the cavernous path, just before you reach the next series of vertical ledges.



Edge up to the side of the platform and peer over the side. This time, the ledges below you are crawling with silver Watcher Pawns! Before dropping from ledge to ledge as you did before, take aim over the edge and pop the Watchers in your way. Once you've taken out a Watcher below you, drop onto its ledge and peer over the edge again. Carefully blast your way down the ledges until you reach the bottom.

CAUTION

Watchers are fearless! They will not hesitate to rush up the cliff and attack you at close quarters on your own platform. If you're slow in taking them out and moving down the ledges, they'll rush up to meet you head on.

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At the base of the cliff, turn left and approach the rope bridge nearby. Cross the bridge and follow the checkpoint marker to the other side of the chasm.

Tech Point Cache

There is a red Tech Point Cache on the left side of the bridge, nestled near the far left wall in the ruins.

Journal Location



There is a Journal Entry to the left of the rope bridge near the ruins. Grab it before you cross! Once you're on the other side, grab the next Journal Entry near the Weapons Locker to the left of the bridge.

Tech Point Cache

You should automatically grab the next red Tech Point Cache as you pick up the Journal Entry after crossing the bridge. It's sitting to the right of the Weapons Locker.



Pick up the grenades on the left side of the bridge, near the Weapons Locker, then turn to the far wall against the cliff. Hurl a grenade at the wall and blast it down! When you do, several Watchers will try to rush you, so toss another grenade at them and take them down immediately.

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If the Watchers manage to rush out of the hole in the wall before you can take them out with a grenade, take cover behind the broken pillar and pick them off with your Liberator or the Oppressor. You can also still toss grenades at them from your covered position. Once you've taken them all down, go through the hole in the wall and into the next section.

Tip

Cook your grenade a little bit and toss it at the Watchers as they pour out of the door. If you get them all with the grenade, you'll unlock the Blue Light Special Achievement or Trophy!

Reload on grenades before you continue! Simply walk up to where you grabbed the grenades in the first place and they'll automatically refill in your inventory.



Tech Point Cache

Before crossing the bridge, creep out onto the ledge on the right to grab the red Tech Point Cache.



Rush across the next small rope bridge and make a right to enter the torchlit cavern.

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Journal Location

There's another Journal Entry between the two torches on the right side of the wall in this cavern. Grab it before proceeding.



The torchlit cavern is home to one Watcher. As you pass by the first two torches, make a left and it'll come storming out at you. Blast through it and follow the dimly lit passageway out to a large swampy area. Grab the Tech Point Cache in the tree trunk on the right as you enter the swampy area, then carefully sweep the area for Watchers nearby.

Use the large trees as cover and move stealthily between covered positions to avoid getting surrounded. Since the swampy area is wide open with only a few areas for cover available, it's easy to lose your bearings and find yourself surrounded. Instead, stay behind cover as long as possible and don't move from one location to another until you're certain you've destroyed your target. Once the area is clear, walk up the large tree root at the far left side of the swamp.



Tech Point Cache

There are two Tech Point Caches in the swampy area. The first, a purple one, is inside a tangle of trees on the right side just as you enter. The second, a red one, is on the large tree root you must climb to exit the area.



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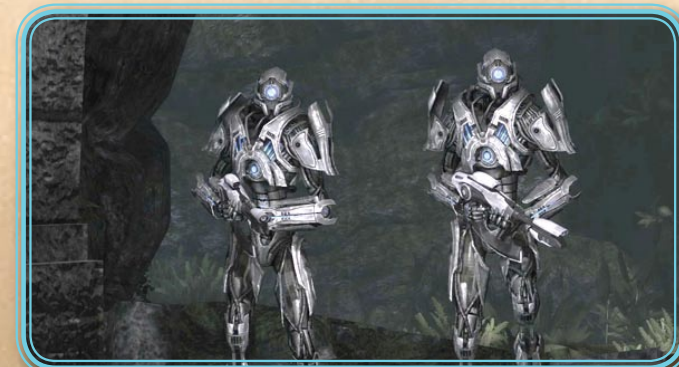
Journal Location

The final Journal Entry in this chapter is located near a large tree on the left side of the swamp, just after you enter.



Make a right at the top of the tree root to find yourself on a short bridge. As you cross, several Watchers will spill out of the passageway at the end. Open fire as you rush for the nearest cover and duck! Stay behind cover and keep the Watchers at bay with blind fire. Wait for them to take position on their side of the bridge, then open fire as they pop out to shoot at you.

Move across the bridge slowly as you eliminate the Watchers in your way. Once the bridge is cleared, dash across, grab the Ammo Cache at the end of the bridge and enter the next section. There you're met by two white Watcher Sergeants and several Watcher Pawns!



As soon as the Watcher Sergeants spot you, they blast the bridge section at your feet, making it crumble. This forces you to drop to the area below, giving them the position advantage! Luckily, there are two small ramps on the left and right, leading up to their position.

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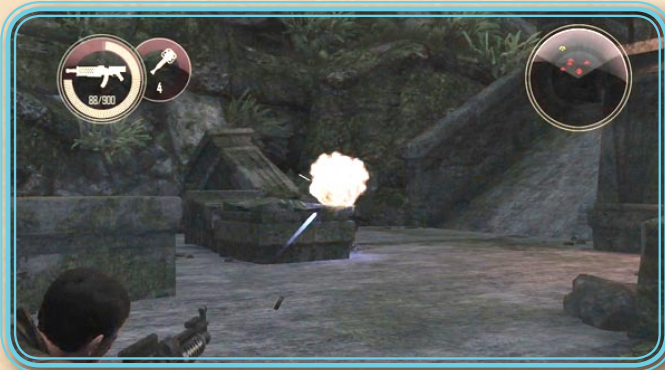
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Take cover immediately, then take aim at the Watchers flanking you. Stay behind cover and open fire on the nearest enemy. Pick it off with several well-placed shots, then rush out of cover as you blast the other rust-loving pile of bolts.



Tech Point Cache

The final Tech Point Cache is sitting atop a small pillar on the left in the lower area of the Sergeant encounter. Stand near the pillar, then jump up to draw the glowing orb toward you.



Strafe away from your enemy as you fire on it and make your way up one of the two ramps on either side of the area. Your goal is to take out the Watchers on the lower level, then rush up the ramp to flank the two Sergeants above you.



After taking out the Watchers on the lower level, rush up the ramp with your finger on the trigger. If there are any Watchers in your way, simply mow them down or drop them with a melee attack while up close.

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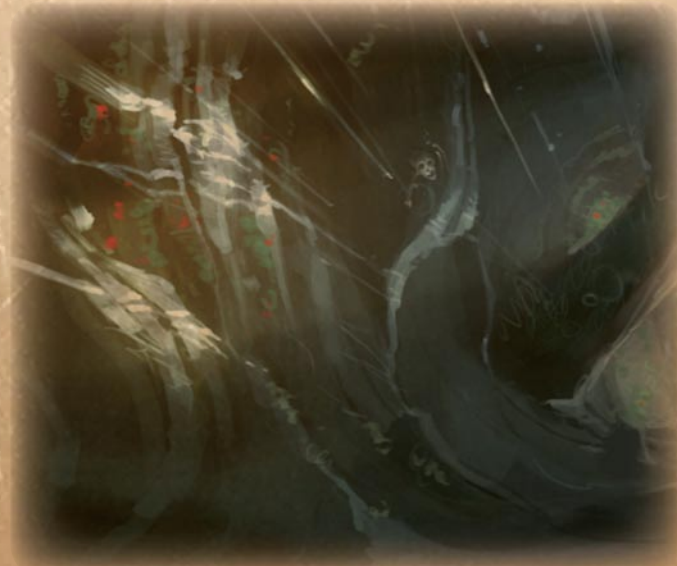
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Hide behind the small wall atop the ramp and locate the two Sergeants on the upper level. Before rushing out of cover and letting them have it, toss a grenade ahead of you to weaken them. If you get the grenade close enough, you might even be able to take out one of them!



Otherwise, stay behind cover and open fire on the Sergeants as they try to locate you. The Sergeants are just as susceptible to melee attacks as the other Watchers, so don't hesitate to sock 'em if they get too close. Finish off the remaining Watchers on the upper level and the gates to the village will open up.

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After you pass through the large gates, a Watcher manages to get the jump on you! It pounces and knocks you on your back. Before you know it, the metal monstrosity has wrapped its cold, hinged fingers around your neck and is beginning to squeeze the life out of you.

Just when it seems that everything is about to end and your last sight is going to be the Watcher's metallic blue stare, its head explodes in a gush of blue liquid! Ava hops down from her hiding spot, rifle in hand, revealing herself to be your savior. Not only will you probably never live this down, but she was also right about the village being nearby. At least now you're both at the village entrance.

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Reunited with Ava, you finally reach the main path leading to the village entrance. Though it may still be a way off, the village is currently your only hope to get out of this insane jungle. Follow Ava closely as she leads the way down the long path to the village.

NOTE

There's no combat during this short chapter, but you can still collect Tech Point Caches and Journal Entries if you're thorough.



Journal Location

As you walk down the path, turn left and search behind a small group of stacked stone blocks. A Journal Entry is sitting behind them. Pick it up, then continue following Ava.



As you follow Ava, the two of you try to make sense of everything that has happened so far. Though you're hesitant to ask, you ask Ava if she saw the same thing you did—a mysterious UFO. Lucky for you, you're not going crazy. She saw it, too.

Farther down the path, you find a large bridge leading to a tall pyramid in the distance. Follow Ava closely. If you want to explore the area, however, Ava will wait at the beginning of the bridge until you're ready to proceed.

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Tech Point Cache

There are two Tech Point Caches on either side of the bridge entrance. Examine the left and right sides of the bridge entrance to find them both.



After grabbing both Tech Point Caches, rejoin Ava and walk across the bridge toward the village nestled in the pyramid.



Tech Point Cache

There's another Tech Point Cache on the bridge. It's on the right side of the bridge inside a small destroyed area. Grab it as you cross.



As you enter the pyramid, Ava recognizes the carvings on the wall. They refer to a group of reptilian gods. Despite knowing what the symbols might refer to, she's completely at a loss as to how these "gods" are associated with the Fascists that are threatening to go to war.

With no choice but to enter the village, continue following her up the incline toward the center of the village.

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Journal Location

The next Journal Entry is on the left side of the water fountain just as you enter the village. Grab it, then go all the way up until you reach the villagers. Before talking to them, examine the small hut to their left. It houses the final Journal Entry in this chapter.



Tech Point Cache

There's a purple Tech Point Cache inside the hut to the right of the villagers. Grab it before talking to them.



Approach the villagers to ask for help. Unfortunately, when you approach them, the village elder immediately sends you away! He claims that your presence is not welcome by his people or their gods, so you must leave. Do as he says and turn back the way you came.

As you leave, you're met by a strange man named Tavi. Unlike the village elder, he offers to help you, but you must be quiet and hurry along. Follow Tavi through a series of small huts to his friend, Nikola. Maybe he can help you get out of this mess.

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Chapter 4: Spare Parts



When you reach Tavi's friend, you find an eccentric, well-dressed man conducting experiments with several high-powered pieces of electrical equipment. The man, in fact, is none other than Nikola Tesla, the genius mechanical and electrical engineer. Having once worked in Colorado Springs, he is now stranded in this strange place. Though he is happy to continue his experiments here because the region has very "unique conditions."



After making brief introductions, Tesla guides you to a part of the canyon nearby that is littered with wreckage. He provides you and Ava with a rocket pack to navigate the sheer cliffs and high-rising canyons, but requests that along with the salvage you need that you find him a very specific piece of equipment, a sonar box.

One Hand Washes the Other



Ava takes to the rocket pack immediately. She leaps off the canyon and swiftly rises into the air as if she's been doing it for years. When she lands on a ledge in the distance, she suggests that you split up. She'll take the high canyon while you take the area below. Though hesitant, you leap off the canyon as well and slowly, but safely, drop to the river flowing below you.

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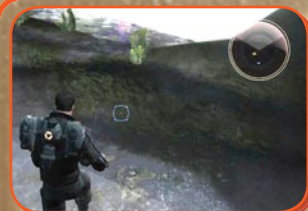
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With the rocket pack strapped to your back and a laundry list of things to find, there's no time to waste. Set out into the wilderness and find the missing components to get your airplane working again.



Tech Point Cache

Make a left and follow the river to its end. There, just beyond the fallen log, is a purple Tech Point Cache. Grab it before you begin searching for the five aircraft pieces.



This area of the jungle is like a giant junkyard! A giant, dangerous, and tall junkyard. Cross the river to find the first piece of equipment you need. Directly on the other side of the river is a small ledge with an airplane crashed on it. Approach the ledge and follow the onscreen command to float up to the ledge and grab it.

Climb up to the second ledge and hoist yourself up. The process is very similar to dropping from ledge to ledge on a vertical cliff like you did earlier, only this time you're moving up the vertical ledges. Walk forward a little bit until you find another ledge, then zoom up and grab it.

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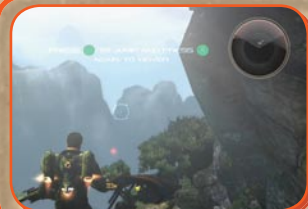
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The left wall has another series of ledges. Jump up from ledge to ledge until you reach the third one. Once you've grabbed onto it, slide left along the ledge until you can see the next ledge above you. Jump up to it, slide left again, then float left across the gap to the ledge on your left. Hoist yourself up and turn left.



Tech Point Cache

A red Tech Point Cache is floating between your ledge and the next one. To grab it, float near it as you boost-jump across the two ledges.



Jump into the air, then boost over to the next ledge. As you land, glide over to the Weapons Locker on the right. Use the Weapons Locker to either upgrade or swap out weapons, then jump up to the area above you. Approach the wall on the right and look up. Another series of outcroppings will guide you upward to the next aircraft piece.

As you climb, keep a close eye on the top of your screen. An earthquake will shake the ledges as you climb, nearly shaking you off! When the earthquake hits, follow the onscreen prompt at the top of the screen to strengthen your grip and keep from falling to your death. Slide left along the shaky ledge, then hoist yourself onto it.

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Though it's been quiet so far, the Watchers are waiting to ambush you! As soon as you hoist yourself onto the ledge, the alloy entities rush out with their rifles at the ready. Take cover behind the nearest pillar and pop out of cover to return fire.

If any of the red Watchers run toward you, put them down immediately! Once they're in close range, they'll self-destruct and create a large blue electrical field that will envelop you and kill you. By destroying them quickly, you don't give them a chance to reach you. If they do manage to reach you, run away from the blue death bubble as soon as possible.



Tech Point Cache

There are two Tech Point Caches nearby. The first one is hidden behind some crates on the left side of the battle encounter. Take a peek behind the crates after you've cleared the area, turn right, and grab it. The second one is located behind a small pillar atop a boulder on the right as you climb the small incline away from the first battle area. To reach it, boost-jump onto the boulder from the top of the small incline.



Journal Location

There is also a Journal Entry in this area. It is in the same small niche as the first Tech Point Cache, behind the crates. Only instead of turning right to find the glowing orb, turn left to spot the Journal Entry on the ground.

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Turn right and go up the small incline to the next area. As you go, take aim at the Watchers above you and mow them down. Make a left at the top of the hill and enter a large demolished ship. It's cracked in half, but you can still boost-jump across the vessel's two parts.



Tech Point Cache

Grab the Tech Point Cache floating in midair between the two ship sections.



After crossing through the inside of the broken ship, turn right and emerge into a large cavernous section of the cliff. Several man-made structures line the walls with tall ridges carved into the side. Take cover behind the first column and spot the Watchers perched on the ridges ahead of you. Wait for them to expose themselves, then open fire on them.

Don't stay out of cover for too long, however, because they have the advantage over you. They're in a higher position and have better line of sight. After blasting them to bits, leave your cover and enter the cavernous area. Turn left immediately and open fire on the other Watchers near the center of the cavern.

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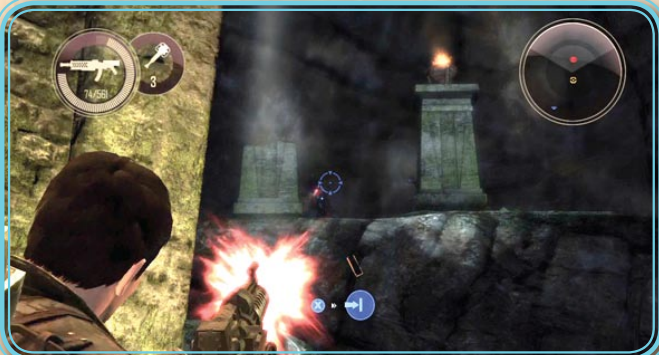
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From the bottom, you can either dash up the incline ahead or boost-jump onto the right wall where the first few Watchers were perched. Once you're at a higher location, turn across the cavern and take out the other Watchers along the far left ridge.

Tip

If you run low on ammo, there's an Ammo Cache on the far left ridge.



Tech Point Cache

There is a red Tech Point Cache in the cavern. To find it, walk up the small incline at the center of the cavern to a ridge. The Tech Point Cache is floating at the end of that ridge. After exiting the cavern, look to the left before jumping up the next set of ridges. A purple Tech Point Cache is sitting on the left ridge.



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Approach the wooden ledges on the right after exiting the cavern, and begin climbing up. Stop to dodge enemy fire and to eliminate the Watchers on the platforms above you, then quickly go all the way up and make a left.

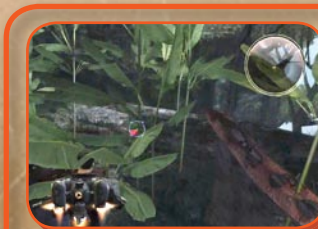
Tip

If a Watcher is foolish enough to drop to the platform you're on or if you're brave enough to climb onto the same platform as a Watcher, you can use a melee attack to yank the rusty pile of bolts off the platform!



Follow the cliff to the left, as you hug the cliff's wall on the right. When you reach the next small pile of wreckage, you find the next component you need. After grabbing it, walk up to the ledges behind you and begin making another ascent. Go all the way up, then make a sharp right toward a rock outcropping with several pink flowers on it.

Boost-jump across the gap onto the next rock outcropping.



Tech Point Cache

After jumping across the small gap, boost-jump onto the large rock on the right. A red Tech Point Cache is hidden there amid the bushes. Drop from the rock, then approach the other large rock on the right. Boost-jump up the slippery stones to find a purple Tech Point Cache.

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After collecting the nearby Tech Point Caches, climb up the ledges on the left wall. Keep going up until you reach a long ledge that reaches out to the left along the cliff side. Look up and locate the next series of wooden platforms and begin climbing up. As you go, be careful to destroy the Watchers above you and not get shot down.

Go all the way up the series of wooden platforms until you reach the very top. On the right is an Ammo Cache. To the left is a sheer drop-off.



Tech Point Cache

Creep out to the left, inching closer to the left end of the ledge, then boost-jump around the corner, hugging the right wall as you go. Round the corner in midair and land on a small ridge. Follow the ridge to its end, where you'll find a purple Tech Point Cache.



Journal Location

There is also a Journal Entry on this ridge. Grab it after claiming the Tech Point Cache, then boost-jump back to the wooden platform.

Slug Infested



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Make a right at the final wooden platform. Just below you is the entrance to a large structure. As you approach it, one of the Watchers will spot you. After you blow the Watcher's head off, the silver body falls to the ground writhing in pain. Before you know it, a large black Slug oozes out of the Watcher's neck where its head used to be!

Finish off the Slug, the Watcher's true form, then hop down and approach the entrance to the next section.



Keep a steady stream of rifle fire through the doorway as you approach. It'll destroy Watchers that get close and keep the other Watchers at bay as you approach their position. When you reach the doorway, take cover on either side and observe your enemies' movements. If they get too close for comfort, force them back with a blast of your rifle. Whittle them down until you can pass through the doorway and into their area.

Leave your cover and rush inside. As soon as you enter, sprint to the two columns on the right and take cover again. Switch back and forth between both columns as you demolish the Watchers from your covered position.

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When the first wave of silver Watcher Pawns are destroyed, reload and prepare to greet a small group of red Watchers that rush you from the far entrance to the area. Obliterate them quickly before they reach you and self-destruct!



Make a left and pass through the portal from where the Watchers attacked, then edge up to the large pit at the center of the next room. Jump into the center of the pit and slowly glide down the pit to its bottom.



Journal Location

As you glide down the deep pit, hug the walls. When you're near the middle of the pit, you'll be able to spot the next Journal Entry on a ridge about halfway down. Hug the wall on the way down and softly touch down on the ledge to grab the Journal Entry.



Stop on the ridge just above the bottom of the pit (where the Journal Entry is located) and take aim at the Watchers below. Your elevated position gives you the advantage, so open fire and put them all down before you drop to the pit's bottom.

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If there are any enemies hiding at the bottom of the pit when you land, cook a grenade for a second or two, then hurl it at them to smoke them out. If you time it well, you can even destroy them quickly. If not, smoke them out of their hiding spots and finish them off with the rifle.

Tip

After clearing the bottom of the pit, hunt around for a new dropped weapon from the Watchers, the Disintegrator. After picking it up, grab the Ammo Cache on the left corner of the cave.



Make a left at the bottom of the pit to find another deep hole. This one is even deeper than the one you just descended. Hop into the middle and float down.



Tech Point Cache

There are two more Tech Point Caches on the way down this pit. One is at the very beginning, the other is near the end. Be sure to approach them slowly on the way down and grab them as you go. If you miss them, you won't be able to backtrack and get them. You'll have to return to play this mission again to pick them up.

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Tip

Speed your descent by turning off your rocket pack and freefalling for a few seconds before re-engaging the rocket pack again to hover.



As you emerge from the bottom of the deep hole, you'll drop over another series of canyons. Hover toward the triangular peak in the distance and gingerly set foot on it. The peak has another part for your airplane. Grab it before you resume your search for the next few pieces.



Journal Location

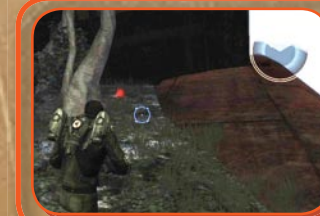
The next Journal Entry is near the airplane piece you just found. Search the left side of the triangular peak to find it.



Enter the crashed ship on the right side of the peak and find the next airplane part. Pass through the ship's interior to the other side, then climb up the series of ledges along the right wall.

Tech Point Cache

After climbing up the ledges, walk up to the raised area on the right and boost-jump onto it. There is a red Tech Point Cache sitting there.



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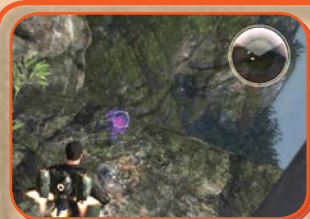
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Go up the incline to the next area and explore the wreckage on the right.



Tech Point Cache

Look over the right side of the wreck to spot the next Tech Point Cache on a small ledge below you. Carefully drop onto the ledge, grab the glowing orb, then rush back up to your previous position.



Explore the wreckage on the next area to find the final piece needed for your airplane! The only thing left now is to find Tesla's sonar box.



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Journal Location

There's another Journal Entry near the final airplane part. Look left after grabbing the part and you'll find the Journal Entry on the ground.



Make a right after grabbing the final part and approach the large ship along the cliff wall. When you get close to it, the ship falls off the cliff and crashes in front of you, creating a ledge to climb along the left wall. Climb the ledge then hoist yourself up onto the next section. Go into the crashed ship's interior and stop by the Weapons Locker to upgrade or swap weapons.

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When you're done, exit through the other side of the ship to find the U.S.S. Cyclops!

U.S.S. Cyclops



According to Ava, Tesla's sonar box is located at the end of the Cyclops's mast. Jump into the air and hover toward the precariously crashed ship. Veer left in midair as you approach the hanging carrier, then land on the ship's far left ledge.

Drop to the next ledge below you and to the right, then hover onto the carrier's mast. Carefully walk out to the tip of the mast to find Tesla's sonar box. Just before you're able to grab it, though, the mast gives way and falls off the ship, taking you with it!

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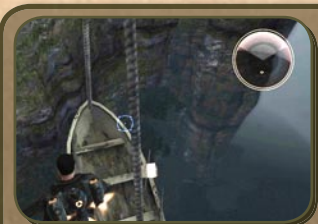
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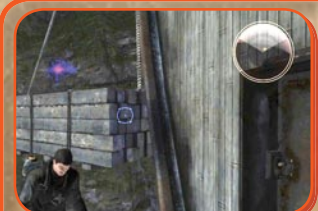


As the mast falls, you're able to yank the sonar box and boost back up to the bottom of the hanging ship!



Journal Location

Before ascending the Cyclops, look over the left side of the crates you're standing on and locate a small boat hanging from the carrier. Float down onto it and grab the Journal Entry before boosting back up to the crates.



Tech Point Cache

The next Tech Point Cache, a purple one, is located on the crates hanging to the left of the Cyclops. After boosting up to the first ledge, turn left, and hover over to it.



Begin climbing up the small ledges to the top of the U.S.S. Cyclops and keep the rifle ready. Several Watchers will try to blast you off the ledges while you approach. Attack first and stay out of the line of fire as much as possible. Rush up the ledges, yanking Watchers down or blowing them away as you go until you reach the midpoint of the ship.

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Tech Point Cache

As you climb the Cyclops, sneak out onto the long metal bar on the right side of the ship. There is a Tech Point Cache at the very end of it.



Continue climbing up the ledges until you reach a platform with a hole leading into the interior of the Cyclops. Pull yourself up and walk inside. Then quickly jump across the inside of the ship to the ledges across from you. If you wait too long, the ship will give way below you and you'll lose your footing!

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There are several Watchers on ledges above you. Take them down as you go up. Grab the Ammo Cache as you exit the ship and resume your ascent over several more Watcher-infested ledges.

Tech Point Cache

After exiting the ship's interior, climb up the crates on the left to grab another Tech Point Cache.



Journal Location

Before you reach the top of the Cyclops, stop near the pile of crates and look on top of them. The final Journal Entry is sitting atop the crates. Hop down to grab it, then resume your journey to the top of the carrier.



When you reach the top of the ship, the entire thing begins to give way! You scramble up the crumbling ship just in time for Ava to grab your hand and rescue you...again.

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Chapter 5: Village Attack



Having found the necessary parts and the sonar box for Tesla, you return to the village with Ava. However, things take an odd turn when you return to the village, where the streets are eerily empty. Strange shadows dart past you and disappear. As you approach a set of stairs leading to a ceremonial platform, the growing sound of pounding drums echoes off the canyon walls. Sensing that something is not right, you climb the stairs to investigate the ceremony taking place.

Watchers arrive and Ava intervenes in the ceremonial abduction of a villager child. The people stand stunned and silent with disbelief...the "outsiders" have dared to challenge their gods. But the silence is soon shattered by a tremendous whirring sound. A Watcher Knight slowly approaches and crushes the village leader. When the Knight grabs Ava with its tail, you leap into action and open fire on the flying behemoth!

Defy the Gods



The ceremonial altar is suddenly swarmed by several Watchers. Rush toward the altar and open fire on your rust-riddled rivals. They will be preoccupied trying to blast the fleeing villagers, which should buy you enough time to either pick them off from behind nearby cover or boost-jump into the air and blast them from above.

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After wiping out the first wave of Watchers, approach the bridge ahead of you. The Watcher Knight might still have Ava in its clutches. As you approach the bridge, a pair of Watcher discs zooms by overhead and obliterates the bridge at your feet, sending you falling down to another broken bridge below.



Upon landing on the second broken bridge, you're greeted by a hulking Watcher Knight! As the Knight engages you in battle, Ava screams out to you over the radio. She and several other villagers are being taken by the Watchers to the monolith! The only way to rescue her and the others is to beat the Watcher Knight and get to the monolith! Grab cover behind one of the two pillars nearby and wait for the Knight to stop firing. When it does, pop out and return fire with everything you've got.

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The Watcher Knight has two main weapons, double rifles and a high-powered plasma cannon. As it reloads its rifles, wait for the high-pitched whirring sound to indicate that it is powering up the plasma cannon. Unload everything, then duck back into cover before it fires the cannon. Repeat this game of hide and seek until you've destroyed the flying Knight.

CAUTION

Don't fly out of cover or try to engage the Knight in battle while you're boost-jumping. If you do, you'll have no cover and you'll risk falling to your death!

Tip

If you run out of ammo, refill at the Ammo Cache nearby.

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Once you've destroyed the Watcher Knight, boost-jump across the busted bridge toward the small campfire on the other side.



Tech Point Cache

The first Tech Point Cache in this chapter is in the ruins on the right side of the bridge after you boost-jump across.



Make a left after boosting across the broken bridge and locate the next small ledge across the gap. Boost-jump across it and land near the campfire on the right. There is also an Ammo Cache here, in case you forgot to grab the cache during the Knight battle.

Journal Location

There is a Journal Entry to the right of the small campfire on this ledge. Grab it before you head up the cliffside.



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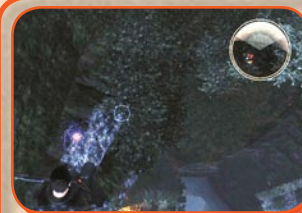
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Approach the left wall and look up to find the first ledge above you. Begin carefully climbing up the cliffside, leaping from ledge to ledge until you reach a long ledge with lots of shrubbery and a large rock in the middle. Slide left along the ledge, until you pass up the rock, then hoist yourself up onto the ledge.

Follow the ledge to the left, where several more ledges above you will lead up the cliffside. This time, the ridges above you are populated by several Watchers. Begin your careful ascent as you battle past the Watchers.

Tech Point Cache



After reaching the ledges where the Watchers attack you, climb up the first two, then boost-jump to the right of the cliff. Hug the left wall as you approach a small ridge below you where a purple Tech Point Cache is sitting. Grab it, then turn around and boost-jump back to the ledges where the Watchers are.



Finish battling your way up the cliffside until you reach the entrance to the village.

CAUTION

Beware of falling debris after dispatching a Watcher! If you take a hit from one of the falling body parts, it could potentially knock you off the ledge!

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Tech Point Cache

Before entering the village, explore the small ledge below and to the left of the Weapons Locker. It has a Tech Point Cache!

Just Passing Through



The entrance to the village is quiet at first. But as soon as you set foot past the entryway, the area ahead of you explodes with Watcher activity, so be careful and go slowly. Creep into the village and approach one of the small, fallen stone pillars ahead of you. Take cover and immediately open fire on the Watcher that rushes out of the hut above and to your right. Since it has the height advantage, it'll be able to slip some blaster fire over your cover and nail you. Take it out first to make sure you don't die right away.

After taking down the Watcher above you, locate another ahead of you, behind cover of its own. Use short, controlled bursts of fire and grenades to clear a path through the village to the other side. You might have to shift from cover to cover as you go, or run and gun to make sure you nail every last Watcher creep. Since the village is littered with pillars—both fallen and still standing—and several huts, there are plenty of places for the Watchers to play hide and seek.



Keep an eye on your radar as you sweep the area. Boost-jump into the air and use the huts on the sides of the village to get a better vantage point of the whole area and clean the village of all Watchers before leaving.

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Tech Point Cache

There is a Tech Point Cache atop the hut on the far right side of the village after you enter.



Journal Location

The next Journal Entry is inside the hut in the far left side of the village, just before you turn right and leave the village.



Upon reaching the far end of the village, make a right and enter the long corridor leading out. Slip behind cover and open fire on the enemies ahead of you, but keep a close eye on the ground. If you destroy a Watcher by headshot, you might let loose a Slug that can quickly creep up to you and attack from below!

When you reach the end of the corridor, you'll find a small drop into a series of catacombs. Stop before you hop down and take aim at the Watchers below you. They will hide behind several large rocks, but you can easily pick them off from above. Boost-jump into the air to get a better position on your enemies below, then blow them away.



Tech Point Cache

Before jumping down to the area below, boost-jump onto the balcony on the left and grab the Tech Point Cache.

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Journal Location

Before entering the far end of the area below and dropping into the next section, jump onto the hut directly above the Weapons Locker and look left. The next Journal Entry is in a small room attached to the hut.



Approach the small room with the Weapons Locker, across the courtyard you dropped into, and make a left. There is a small wooden platform above an empty room. Creep out onto the platform, then drop into the catacombs.

Tech Point Cache

As you drop from the platform, you'll grab a Tech Point Cache that's on a nearby ledge. There is also another Tech Point Cache in a corner, behind the fallen pillar you use to get out of this room.



Climb up the fallen pillar to reach the top level of the catacombs, then make a left. Several enemies will be waiting to ambush you, so take it slowly and wait for them to reveal themselves before you get too far into the catacombs.

Slowly move deeper into the catacombs, killing Watchers as you go until you begin to encounter red Watchers. Blow them away immediately! If you don't, they'll run up to you and try to take you out by self-destructing. If you're deep into the catacombs when this happens, you'll be slowed down by the debris and pillars, so you'll most likely get swallowed up by the large destructive blue bubbles they release. Stay quick on your feet if they manage to reach you.

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Journal Location

After making the first left into the catacombs, search a small room with a demolished wall on your right. The next Journal Entry is inside that room.



Follow the winding catacombs to their end and rush up the crumbled walkway as it leads up to the village square. Turn right and use the tall pillars and other debris for cover as you blast away at the next batch of Watchers. Pick off the Watchers as they move from cover to cover, and slowly move forward into the village square.

Tip

There's a Weapons Locker in a room on the left of the village entrance. Duck into the room to upgrade or swap out your weapons if you choose.



Make a left at the center of the square and face the pyramid entrance in the distance. Several more Watchers will emerge from the surrounding huts and hiding spots, so give them a reason to pop their heads out, then pop their heads. If they

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maintain their distance, walk up toward the pyramid entrance and get a better vantage point on the cowering creeps.

Keep your head on a swivel, however. As you approach the entrance, several Watchers sporting rocket packs will zoom by on the right side and try to rain death on you from above. When they do, duck into cover on the left side of the passageway and take aim at the bothersome, buzzing bots.

Tech Point Cache

There are two Tech Point Caches in this area. When you're facing the pyramid, there is one on the balcony of the building on the left and one on the third floor of the building on the right.

Tip

There's an Ammo Cache on the top of the buildings on the left.



Journal Location

The next Journal Entry is located inside the top right hut before you approach the monolith.



After collecting all the Tech Point Caches, grabbing the Journal Entry, and eliminating all the enemies in the square, approach the monolith entrance at the far end of the square.

Inside the Darkness



As you enter the monolith, the door closes behind you, enveloping you in darkness. If not for the torches lighting the way ahead and the dimly lit exit at the opposite end, you'd be in complete night.

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Journal Location

Boost-jump across the two pillars on the left and find the next Journal Entry atop the far left pillar.



Tech Point Cache

From the entrance, turn right and hop onto the bridge's short right wall. Boost-jump onto the one of the lampposts, then hover across the next two large pillars on the right until you reach the next Tech Point Cache.



Walk across the bridge and enter the large square room at the end. Make a left inside the room and go through a narrow passageway.

Tech Point Cache

Boost-jump up to the second ledge above you after entering the passageway and draw the Tech Point Cache to you.



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Follow the corridor to a larger room where several slithering creatures suddenly attack! These creatures are Sarpas, a different form of the Watchers. As they scurry toward you, aim low and splatter them all over the floor. If they get too close, execute a melee attack to punt them away. Slaughter the serpent-like Sarpas and rush past their room. Ignore the empty Watcher Knight vehicles along the wall and make a right down the next corridor.

This time, the Sarpas emerge from the cubbyholes high along the wall and attack furiously. Back up as they slither toward you and get a better view of the enemy as it approaches. Pick your shots wisely, and pick the Sarpas off cleanly before they get too close.



Tech Point Cache

The next Tech Point Cache is located inside a cubbyhole on the high along the wall on the left in this corridor. Boost-jump up to it to pull it to you.

Tip

There is an Ammo Cache on the right side of this corridor behind the row of pillars.



After passing through the second corridor, you'll find another large room with several more Sarpas. Cook a grenade as you approach them and let it loose as they rush you. Time it right so that the grenade explodes as soon as it reaches them.

If you miss any Sarpas with the grenade, kick the ever-loving life out of them as they reach you. Send them flying back with the tip of your boot.

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Make a right in the room and follow the next two ramps out of the room, up to the next section of the monolith.



Journal Location

The final Journal Entry is located in the room after the second ramp out of the final Sarpa room.



Follow the final ramp out of the interior of the monolith and grab the Ammo Cache as you go.

As soon as you exit, a Watcher Knight will slowly rise up in the distance, climbing the length of the monolith. Before you can catch up to it and slow it down, however, several other Watchers slow you down. Mow them down as you exit the interior of the monolith, then turn around and face the monolith to find a series of ledges leading all the way up.



You know what you must do. Begin slowly climbing up the ledges toward the top of the monolith and take down any Watchers in your way.

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Tech Point Cache

As you climb the ledges, grab the red Tech Point Cache on the far left side of the monolith.



If you reach a large blocky platform and can't proceed up to the next platform, leap left or right to a thinner ledge where you can proceed. But be careful, the Watchers also jump between ledges, making it difficult to tell where they will be next.

Luckily, if you reach a ledge with a Watcher beneath it, or if a Watcher tries to sneak up on you from behind, you can also execute a melee attack from above to smash the enemy's head into the ledge and send it falling down the high rise.

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Upon reaching the top of the monolith, you're greeted by several Watcher Pawns on the left and right hallways and a huge Watcher Knight hovering in the wide open center courtyard. Duck into one of the two hallways and immediately destroy the Watchers nearby. If you let them live, they'll pinch you on both sides, with the Knight pummeling you from the courtyard and the Pawns firing on you from your own hallway.

Luckily, you're not alone! Tavi has joined the fight and occasionally fires at the Watcher Pawns and the Knight. After clearing your hallway, take aim at the Knight and get to work! Slowly whittle down its health and pop it with short bursts of fire from your rifle.

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Tech Point Cache

There are two final Tech Point Caches in this area. The first one is on the near right corner of the area just as you reach the top of the monolith. Boost-jump up to the ledge on the right from the second floor and you'll find the purple orb glowing nearby. The other is on the left side of the area on the top level inside a small niche on the left.



If you begin to run low on ammo, rush to the far ends of the second level structures to find Ammo Caches. Stay covered and only pop out to blast the Watcher Knight until it goes down. After you take down the first one, a second Watcher Knight appears. Use the same tactics on this beast as you did on the first and take it down.

Tip

There are grenades on a small ledge high atop the left structure (just above and to the left of the Tech Point Cache), grab them to use against the ground-bound Watchers.



After you take down both Knights, Ava is finally free! Unfortunately, the rest of the captives are not. The Watchers slowly fly away in their carrier and Ava gives chase!

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Chapter 6: Into the Void



Rather than let Ava fly off alone after the Watchers, you decide that you must do what you can to help her. If that requires you to fly after her, so be it. But first, Tavi fills you in on how the Watchers move back and forth between this realm and their own.



Your search for Ava begins in a large canyon with a strange force field dome at the bottom of it. The field covers the portal entry for the Watchers...



Journal Location

Before exiting the cave, look down and to the right. You'll find a Journal Entry on the ground.

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Exit the cave and follow Tavi's instructions to leap into the air and fly around. Though the area looks massive, it's actually not as big as it seems. Immediately to your right are several communication towers that the Watchers can use to monitor your signal. Take them out first!



Zoom over toward the three towers, line them up in your sights, and open fire with the machine guns attached to your rocket pack. There is one communication tower on the beach to the right, and two more on the cliffs surrounding the beach. Don't worry about taking return fire from the towers, simply approach them and blow them up.



Tech Point Cache

There are several Tech Point Caches in this area. Grab them before blowing up the three communication towers and proceeding with your mission. If you wait to get them until after, you'll risk not getting them once the mission moves forward. Since they can all be picked up before you proceed, we'll list them here in no particular order:

- One is on the beach, just past the antenna on the left.
- Another is atop one of the spires of the central base at the center of the canyon.
- A third one is inside the mouth of the huge snake statue at the far end of the canyon.
- Another one is inside a small cave near the central base. Follow the glowing cable that runs toward the first generator.
- There is one under a large stone arch. From the central base, follow the cable leading to the second generator. The cave is on the left.
 - There is also a Tech Point Cache on the far right side of the area past the two turrets near the beach.

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While you're flying around the canyon raising hell for the Watchers, you intercept an incoming signal from an unknown source. It's definitely not a Watcher signal, it sounds friendly. Before you can find out where it came from, however, an AA gun becomes active on a nearby cliff. Turn toward the gun and take it out. This time, though, you'll face resistance, so use evasive maneuvers to minimize damage as you approach and open fire on the AA gun.

With AA gun destroyed, you finally make contact with the people sending the signal. They're friendlies and have captured a Watcher transporter. Unfortunately, they're stuck under the large glowing force field. To set them free, you'll have to destroy the two large generators floating nearby.



Fly to the large floating generator to the left of the central base and hover over the landing platform. As you slowly begin to descend, cook a grenade, then hurl it at the Watchers behind the crates below you.



As you land, take aim at the remaining enemies and let them have it! They'll continue to rush toward you, so don't move forward unless they fall back. If you move forward too quickly, you'll risk getting surrounded in the interior of the base. Instead, pick off the enemies on the landing pad, then slowly creep forward until you've entered the generator's main room.

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Once inside, stop at the very front of the room and take cover. Carefully sweep the room with a spray of rifle fire and draw out the remaining Watchers from their hiding spots. Blow them apart as they rush out, and clear the room quickly.

Tip

There's an Ammo Cache at the far end of the room, on the top level. Grab it before you leave.



Tech Point Cache

There's a purple Tech Point Cache in the halls on the lower level. Follow the halls to the area under the ramp you used to go down to the lower level. You'll find the Tech Point Cache in a small room behind a second Ammo Cache.

Journal Location

There's also a Journal Entry near the Tech Point Cache mentioned above. It's on the ground directly in front of the cache.



After collecting all the items in the generator room, approach the console at the rear of the room and smash it with the butt of your weapon. This disables the protective security shield at the bottom of the generator.

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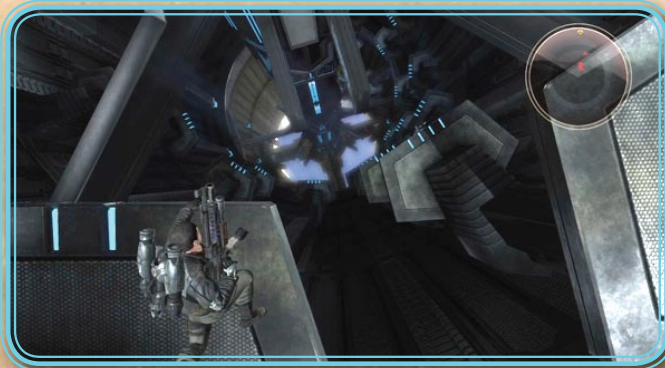
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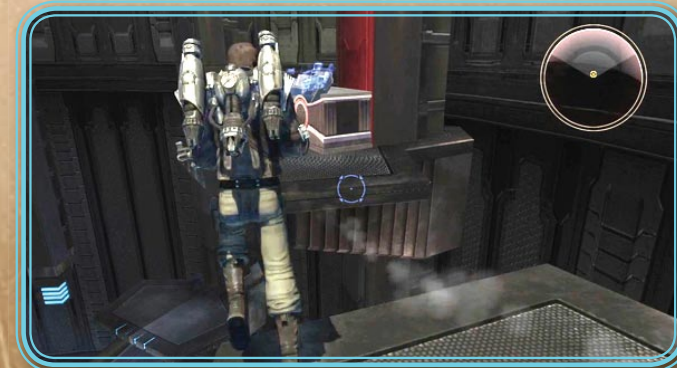
Rush out of the generator, mowing down any Watchers in your way, then leap into the air and activate your rocket pack. Fly down to the bottom of the generator and land on the X-shaped platform. The generator is now vulnerable to attack! Look up from your X-shaped platform and locate the series of ledges leading up into the interior of the generator.

Begin carefully climbing up the ledges, but be wary, there are many Watchers lining the inside of the generator. Stay underneath the ledges as you climb and blast down all Watchers above you.



Tech Point Cache

When you reach the long platform that forms a ring around the inside of the generator, climb onto it and grab the Tech Point Cache.



Finish climbing all the way to the highest ledge until you find the generator's control station. Destroy it with the butt of your weapon just as you did the first control station and the generator quickly becomes unstable. Leap into the air and quickly fly up and out of the generator's interior. If you wait too long, you'll be destroyed along with the generator. After making it out of the first generator, turn toward the central base and prepare for battle!

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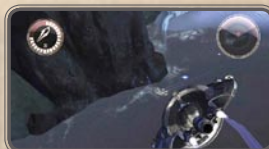
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When you destroy the first generator, several Watcher discs come to investigate. They don't hesitate to open fire, so neither should you. Immediately target the enemies and blast them down!

Tip

If blowing the alien discs out of the sky is taking too long, try hijacking them! When one of them flies nearby, follow the onscreen prompt to grab hold and hijack the disc! To learn how to do this, check out the Advanced Battle Tactics chapter. After hijacking a Watcher disc, you can fly the vessel and blow away the other discs!



Destroy all three Watcher discs, then make a beeline to the second generator. Approach the landing pad just as you did before and carefully come down on the Watchers as they cower behind the crates below. Blast the Watchers on the platform and take them out from above.

If any remain when you land, rush them and finish them off with melee attacks.

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This generator is very similar to the first. Approach the entryway the same as before, taking cover behind the crates and slowly advancing as you destroy the Watchers ahead. When you reach the ramp leading to the lower level, toss a grenade ahead of you to clear out the area before proceeding.



Journal Location



The next Journal Entry is at the base of the ramp in the lower section of the generator room.

Tech Point Cache

There is also a Tech Point Cache at the base of the ramp, just behind a crate.



Instead of being in plain view, this time the control console is located deep in the halls surrounding the bottom level. Follow the hallway as it winds around toward the rear of the station and stop at the corner, just before running head first into a Watcher. Take out the Watcher from the cover of your corner, then smash the console.

This time, the it deactivates a shield at the top of the generator station.

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Exit the station the way you came. As you leave, several slithering Sarpas will drop in on you from above! Either give them the boot, literally, or blast past them with your weapon. Once you've exited the station, fly up over the station and drop through the opening above.



Unlike the other station, this time you must carefully go down the ledges rather than up. You can either slowly hover downward, using your rocket pack to keep you above the enemies below, or climb down from ledge to ledge as you obliterate your rivals. Whatever you do, however, don't get ahead of the enemy or you'll find yourself surrounded quickly.



Tech Point Cache

There are two Tech Point Caches in this generator station. The first is on a platform on the right as you go down; the other is next to a central spar, between two supports.

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Journal Location

Before destroying this station, be sure to grab the Journal Entry and the Ammo Cache on the long platform ringing the inside of the station. If you're standing on the platform with the first Tech Point Cache, look directly down. On the left you'll see the Journal Entry. The Ammo Cache is on the right.



Fight your way down to the next control console and smash it. Instead of flying out of the top, however, drop through the bottom of the station and fly out and away before the generator blows up! When the second generator blows, the shield covering the central base disappears, allowing the Survivors trapped inside to flee in a stolen carrier.

CAUTION

Don't drop too far down before you destroy the console! If you touch the shield at the bottom, you'll be instantly fried!



They're not all so lucky, however. A pair of Survivors stays behind to fend off a massive Archon vehicle before it can destroy the fleeing carrier. The Archon makes very short work of the two brave Survivors and it slowly gives chase after the carrier! As the carrier speeds away, the Archon hits it with one blast that slows it down! If you don't help, the escapees are toast!

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Journal Location

There's another Journal Entry near the base where the two Survivors were killed by the Archon. Drop down and grab it before taking the fight to the huge clanking Watcher vehicle.

Tip

Either grab the Ammo Cache near the two dead bodies now or leave it there until you need it. Definitely make use of it, however.

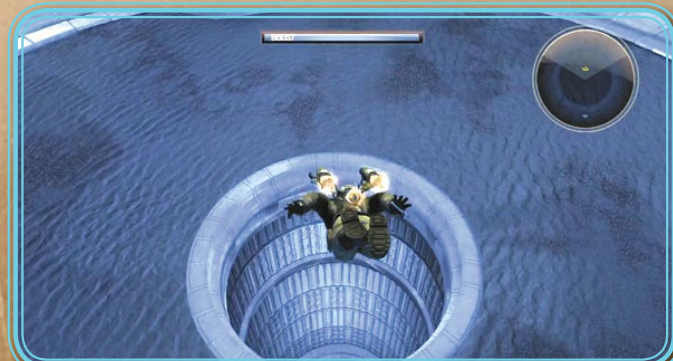


The Archon is huge and very dangerous, but it has its fair share of weaknesses. In fact, it has five very vulnerable spots. Four of them are the joints attaching its legs to its body. Hover above and behind the Archon as it slowly stomps away and blast all four joints with your weapon. You also can blast the joints with your rocket pack's machine guns, but this will be slightly more difficult because you'll need to do strafing runs across the top of the Archon and will be exposed to fire from its two front-mounted machine guns.

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Instead, hover slightly behind the Archon and hide in its machine guns' blind spot, where it can't hit you. After blowing up all four joints, sprint to the front of the Archon and attack its fifth weak point, the front-mounted laser cannon. Hop onto the Archon (using the onscreen prompts) and tear away one of the vehicle's front three spikes. Dodge its cannon blasts, then hurl the spike into the cannon to finish off the lumbering vehicle.



With the Archon destroyed, the carrier safely gets away. Unfortunately, Ava is not aboard the carrier. Your only choice is to fly down the tunnel at the middle of the central base and go directly into the Watcher's home turf.

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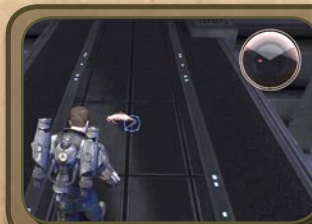


Tech Point Cache

There are eight Tech Point Caches in the tunnel. Keep an eye out for them as you go. The rafters also contain the final Tech Point Cache!



As you speed through the tunnel, either blow up the mines ahead of you or boost past them before they can detonate near you. At the tunnel's end is a large hangar with several enemies camped out waiting for intruders.



Journal Location

High above the hangar are several rafters. Boost up to the rafters to find the final Journal Entry.

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Stay atop the rafters and look down on the enemies below. From your high vantage point, you'll be able to shoot at the Watchers in the hangar, but they'll have a very difficult time hitting you. Concentrate your fire on the Watcher Knights first, then pick off the lesser Watchers scrambling around the ground.

It may be slightly harder to pick them off from above than it would be to hit them from the hangar floor, but this method is much safer. Eliminate every Watcher below, including both Watcher Knights, then rush down to pass through the hangar doors as they open.



As you stand there with your mouth agape at the sight of the Watcher's home, several Watcher Knights slowly descend upon you from behind! Before you can react, the Knights open fire and blow you off the ridge onto the area below...



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Chapter 1: Prophesied One



As you lay on the ground, passed out, a group of Watcher leaders congregates elsewhere in this strange land. They wonder if "the one the Prophecy calls the 'key'" has arrived in their domain. In the darkness, someone answers, "Yes. I believe he is in the Void." As the Watcher leaders order this strange man to find the "key," a different stranger wanders up to you and wakes you up.

The man is Atem, a humble Survivor living in the Watchers' realm, the Void. He explains to you that you've arrived in this place and are in great danger. The Void was once the path between two worlds, the Watcher's world and Earth. There's no time to explain exactly what this place is, however, and he rushes off to his camp. You must follow and provide cover for your new guide.

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You Go High, He Goes Low



Follow Atem as he slowly walks into the canyons ahead. He doesn't have a rocket pack like you, so he'll have to stay on the ground while you cover him from above.

NOTE

Your task in this mission is to follow Atem and keep him safe! Keep a close eye on his health bar on the left side of the screen. If Atem goes down, the mission is over.



Tip

Just before you enter the canyon behind Atem, stop at the fallen Watcher on the ground and pick up the Reclaimer. Its greater accuracy make it the perfect weapon to take down the pesky flying Watchers ahead.

Journal Location



To the right of the Reclaimer, near some small dry shrubs is a Journal Entry. Grab it, then quickly catch up to Atem before he gets himself killed!



As Atem enters the ruins, he comes under heavy fire from Watchers all over the area. You can either follow him into the ruins or boost up to the ledge on the far left. Once on the ledge, turn right and take aim across the ruins toward the Watchers hovering overhead. Begin clipping the Watchers' wings from your perch as Atem slowly makes his way through the ruins.

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If you follow Atem into the ruins, use the many fallen columns as cover or boost onto the broken roof to stay above the enemies in the ruins. No matter what route you choose, make sure to keep an eye on Atem's health and stay near him if you need to make sure he stays alive.



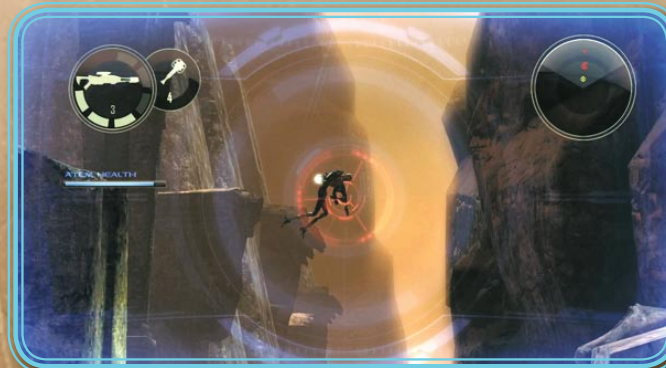
Tech Point Cache

There are two Tech Point Caches near this first ruined area. The first is atop a pillar as you approach the ruins (just before the pit area). The second is in a jumble of rubble inside the pit.



Tip

If you drop to the area below the pillar with the Tech Point Cache, you can get a perfect vantage point of the pit below you. From here you can pick off the rust buckets below!



As Atem emerges from the pit, he'll head directly into a long narrow canyon with a turret gun at the far end. Follow closely behind him, then quickly take cover. Either take cover near one of the pillars or fly into the air and use the Reclaimer to snipe from atop the canyon on the left. There are several Watchers with rocket packs buzzing high above the canyon, so bring them down quickly before turning your weapon on the turrets

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NOTE

Atem's health slowly regenerates over time, but don't rely on it. Because you don't control Atem, he can rush into battle with low health before letting it replenish.



Tech Point Cache

Once you're in the canyon, look up and to your left. High atop the pillar on the left are two things, a Watcher with a Reclaimer rifle and a Tech Point Cache. Take out the Watcher first, then boost up and grab the Tech Point Cache.



Journal Location

The next Journal Entry is up on the ridge to the left of the long canyon.



After taking down the sky-bound Watchers, take aim across the long canyon and take out the Watchers manning the turret. Dispatch the pesky turret operator, then rush behind Atem to the next ruins ahead of you.



Turn right as you pass by the turret and light up the Watchers in your way. Several Watchers will be waiting for you behind cover as you approach, so tread slowly and wait for them to pop out of cover before opening up on them. Follow Atem into the next ruins and carefully pick off the enemies entrenched in the area below. Approach these ruins just as you did before; either hover above the area and take them out from above, or go into the lower ruins and get your hands dirty with Atem.

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Tech Point Cache

There are three Tech Point Caches in the area with the second ruins. As you approach the ramp leading down into the second pit, you'll see a pyramid leaning to the side. At the entrance to the upper room of that pyramid is a Tech Point Cache. The next one can be found as you enter the pit, turn to your left and walk past some pillars. The last one is high atop a pillar in the lower pit area.



As you exit the second ruins, immediately leap into the air and boost up the side of the pyramid on your right. There are several sniping Watchers perched above you, so fly up to their location and meet them head-on. With the snipers out of the way, Atem is free to approach the next canyon.



From your elevated position, turn your weapon on the rest of the Watchers buzzing by overhead and pick them off before turning to the enemies directly in front of Atem on the ground. Clear the way for your guide, allowing him to safely approach the entrance to the next canyon.

Tech Point Cache

As you emerge from the second pit, grab the Tech Point Cache on the third ledge of the pyramid with the sniper Watchers. To grab the next one, go to the top of the same pyramid.

Journal Location

The next Journal Entry is up the first ramp, near a torch as you exit the second ruins.

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When Atem reaches the entrance to the canyon, you can either join him on the ground or keep your elevated position. If you go down, keep your Reclaimer handy and carefully pick off the Watchers in your way. If you stay on the pyramid and keep your elevated position, circle around the far right side of the top of the pyramid and sneak up behind all the Watchers in the canyon.

If you take this route, you can take out all the Watchers—including the two Watcher turrets at the far end of the canyon—with ease, but you risk allowing Atem to take too much damage.

Tech Point Cache

At the end of the second long canyon, face the two turrets, and look up and to your left. The Tech Point Cache is up on a ledge on the pyramid. The next cache is found after you separate from Atem. On the flight path toward the Survivor camp, you'll see some ruins. Find the cache at the top of the pyramid in those ruins.

Journal Location

The next Journal Entry is on the stairs to the right of the area before you and Atem split up.

A Helping Hand



When you reach the end of the canyon, Atem receives a distress call from the Survivors at a nearby camp. With no way to reach them, he sends you in his place. Leap into the air and engage your rocket pack. Follow the canyons, keeping the canyon wall to your right, and reach the Survivor camp quickly!

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Upon reaching the camp, you find that it is under attack from Watcher troops! Hover down to the ground slowly and offer the ground forces some support fire from above. Take out the Watchers near the edge of the canyon as you land, then immediately take cover.



On the ground, the Watchers begin to swarm toward the Survivor camp. Hold them off as the Survivors maintain their defensive positions. Sweep the area, moving from cover to cover as you wipe the area clean of all Watcher presence.

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Having survived the first wave of Watchers, the Survivors are able to dig themselves deep into a defensive perimeter. Just then, a Watcher carrier swoops in and drops off more chrome domes! Hold off the fresh batch of enemy troops while the camp's AA guns let loose on the enemy carrier.

Stay near the camp as the carrier drops off the troops, and pop them from afar. Don't run off after them; let the Watchers come to you.



While you hold off the enemies, the AA guns slowly take down the carrier. Unfortunately, the Watchers send in reinforcements! A second carrier arrives with more Watchers. This time, several rocket pack-wearing Watchers rush out. Pick them off as they fly out and allow the AA gun to do its thing.



Take out all the sky-bound enemies, then turn to the enemies on the ground. Dispatch all the fresh Watcher forces, and the AA gun finally brings down the second carrier.

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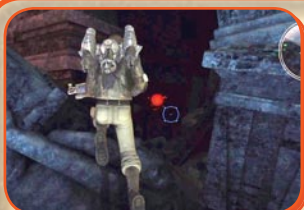
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Journal Location

Grab the Journal Entry near the area where the Watchers are dropped from the carrier, then pick up a second Journal Entry on the cliff to the left of the temple.



Tech Point Cache

Join Atem at the top of the stairs behind you and enter the temple. Look to the left of the temple and find a Tech Point Cache in a small niche behind some rubble.



Journal Location

There's also a Journal Entry inside the temple. Pass the niche on the left and find the Journal Entry behind a pillar.



Follow Atem deeper into the temple where you come across a large room with several reliefs that explain the Watchers' origin. The reliefs on the wall explain how the Watchers came from the sky long ago and ruled man as gods. Eventually, however, man turned on them and locked them away in the Void.



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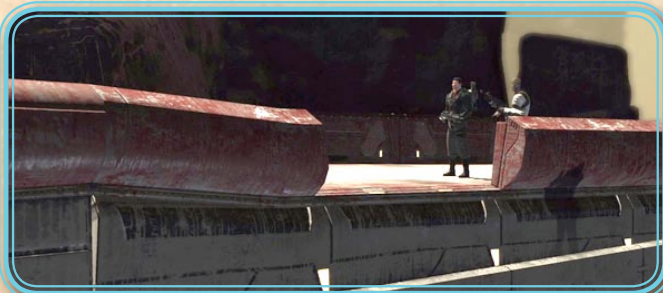
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Chapter 2: The Survivors



After fending off the enemy carriers, you and Atem are able to leave the camp and head back to the Survivors' main headquarters. As you arrive, you find a huge rocket ship, the Ark, that acts as both a home and a base for the growing number of humans in the Void. Every year, more and more humans are stranded here with only the Resistance to provide them protection and hope. This is where the Resistance lives.

Upon arriving, Atem leaves to attend to some business, leaving you behind to explore the base and get acquainted with the area. Jump into the air, engage your rocket pack, and begin to fly around the area surrounding the Ark. There are several items to collect before you proceed with your mission, so grab them first.

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Tech Point Cache

There are several Tech Point Caches near the Ark. The first one is on the tall, broken bridge nearest the Ark. Next, grab the one sitting near the Ark. Face the Ark head-on and look to a scaffold just to the right of the Ark; the cache is on the scaffolding. There's one high atop the Ark between its main guns, and another one beneath the Ark between its exhaust nozzles. Look behind the Ark for another one. Finally, as you face the cliff, just above and to the right of the entrance to the barracks, is the last cache to nab before proceeding with your mission.

Journal Location

There are also several Journal Entries nearby. The first one is on the middle of bridge under the Ark. The second is near a tent in the camp, up a ramp and under the AA gun. There's one in the lowest tent, hanging from ruins near an AA gun. The final one is on the top of the Ark, near a communication box.

Vive la Résistance!



Once you've collected everything in the camp area, drop back below the carrier that you rode into base camp and talk to the Survivor near the short bridge. He'll send you into the barracks to report for duty.

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Tip

There's a Weapons Locker in the middle of camp. After collecting all the Tech Point Caches, you just might have enough to upgrade your weapons.



Journal Location

There's another Journal Entry on the table inside the barracks. Grab it before you go up the stairs to report for duty.



When you report to the barracks, you find that, unlike many of the other Survivors, you have your own room! The young lady who shows you to your room isn't very happy about your special treatment as the "new guy," but she leaves you to rest in your new room.

As you lie on your cot, you recall your split with Ava three years earlier. She urged you then to get involved, to try and make a difference as the rest of the world prepared to go to war. She stopped at the door before she left and asked you a strange question: "Have you ever heard of the Adepts?" When you replied "Who?" she walked out the door and disappeared.

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When Atem contacts you over the radio, you're torn from your nostalgic dream and brought back to reality. You're back in your dank little room and on the verge of finally making a difference. Atem reports that a warning beacon is going off just outside the camp. Go down the stairs and check it out!



Follow the checkpoint markers around the cliff to the warning beacon.



Tech Point Cache

While in the air, be sure to grab all the Tech Point Caches. The first one is along the flight route to the warning beacon. While en route, you'll find a series of three linked mesas, with the center mesa being a bit lower than the other two. Hover above the edge of the outermost mesa and look in the distance for a small pillar of rock leaning at a 45-degree angle. The Tech Point Cache is inside a "doughnut hole" near its top. The next one is on a ledge near the "doughnut hole" cache in the same canyon. Grab the next one among a bunch of ruins, very low down and close to the Void. The ruins include radio towers and broken stone bridge segments.

The Tech Point Cache is beneath the arch of a broken bridge. Grab the next one in the same area as the previous cache, atop a radio tower. In the same area, on the ground near some wooden platforms, is the next cache. Finally, grab the one near the highest broken bridge structure in this area.

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When you arrive at the final checkpoint, you'll find that the Survivors near the warning beacon are engaged in battle with several hubcaps! Skyjack one of the hubcaps and use it to take out the other discs in the air. Once you've taken out the first wave of Watcher fighters, a second wave swoops in. These discs, however, are shielded!

If you've still got a strong disc, then stay inside and use it to take out the shielded discs. Use missiles to bring down their shields, then gun them down. If you aren't in a disc by the time the shielded discs arrive, target one of the shielded craft, disable its shields, then skyjack it. Turn on the shielded discs and take them out!

Tip

The Watcher discs can be slippery, so don't forget to use your Lock-on ability to find nearby enemies. Once you've locked on to them, use evasive maneuvers to dodge their fire. Or turn the tables on them and flip 180 degrees in midair, meeting them head on when they least expect it.

Journal Location

As you battle the Watcher discs, locate a bridge near the main combat area. The Journal Entry is near the bridge.



With all the Watcher discs destroyed, you are able to return to the barracks and speak with Atem. He gives you a helmet that was salvaged from a previous encounter with the Watchers. The helmet improves your heads-up display and should help in the coming days.

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No sooner do you accept Atem's gift than the alarm goes off. Several more Survivors have been spotted in an area nearby. A scouting party intercepted a Watcher transport carrying Survivors and forced the transport to land. Now it's up to you to secure the area, clear out the remaining Watchers on the ground, and rescue the Survivors.



Drop from your transport and immediately begin shooting at the Watchers in the ruins ahead. As you drop, take out as many Watchers from above as you can. They'll try to stick behind cover, so you'll have the height advantage as you drop from the transport.

Once you're on the ground, use grenades and well-placed shots to finish off the rest of the Watcher forces near your landing area. With the first wave down, several more Watchers will rush you from the far right side of your landing area.

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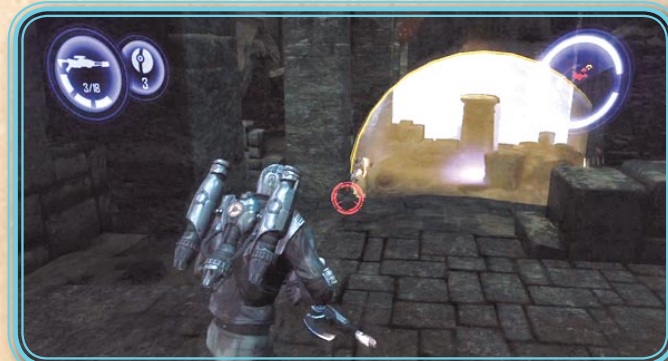
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Boost up to the small plateau on your right and greet the Watchers with a rain of bullets as they approach. Don't let them get too close before you take them all out. Destroy the attackers on the right, then slowly creep up to the crashed ship on the far right and pick off the remaining Watchers near the long ramp leading down from the wreckage.



With the landing area clear of all enemies, proceed into the ruins to search for the Survivors. Pick up the Ammo Cache near the entrance to the ruins, then leap high into the air to get a better view of the area ahead of you. After locating the enemies ahead, drop back down and begin taking them out. Hurl grenades to smoke them out of their cover and pick them off as they scramble for safety.

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There's a sniper Watcher perched high atop a broken bridge over the ruins. Fly up there and sneak up on it. Drop back down and finish traversing the ruins. Near the end of the ruins are several Red Watchers. Blow them up before they can blow you up. As they rush you, drop a grenade at your feet and back up.

As they approach you, they'll run straight into your grenade and get obliterated when it detonates. If any of them manage to dart past the grenade, open fire on them as they approach and take them down.



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Tech Point Cache

There are several Tech Point Caches near the ruins. Grab the one atop the broken bridge near the drop-off point then boost over the crashed, smoldering ship to find another one. There is another one inside the pyramid across the combat area from the crashed ship.



Enter the rear of the ruins and make a left. You'll enter a large room with a level below you. Locate the enemies below you and hurl a grenade at them to smoke them out. Pop them as they try to find more cover, then drop to the lower area.

Tech Point Cache

The next Tech Point Cache is inside the underground ruins atop a pillar just before you drop into the lowest area. Face the ledge where you drop. A snake-head statue will be on the wall ahead of you; the cache is on your right-hand side.



Make a right after dropping to the area below and locate the first batch of Survivors. They're not alone, of course, so take cover and pick off the nearby enemies before they can put you down.



Journal Location

Just to the right of the Survivors are several useful items. There's a Weapons Locker and Journal Entry. Grab the Journal Entry, upgrade your weapons if you'd like, then turn back around to find the rest of the Survivors.

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Follow the path out of the ruins, blasting the few Watchers in your way as you go.



Tech Point Cache

Before you exit, grab the Tech Point Cache above a lamp between the Weapons Locker and the ramp leading to the exit from the underground. There's also one on a platform next to the ramp that leads to the exit from the underground.



Just as you're about to exit the interior of the ruins, two Watcher Sergeants attempt to ambush you. Take cover and carefully pick them off as they walk down the long ramp. Rush out of the ruins once you've taken them down and fly onto the carrier as you exit.



On the way out of the combat area, Atem joins you for a refreshing drink of water. He explains that, as an "Adept," he is not the only one around that may be special. He hints at an inner strength that you may not be aware of yet, but may soon come to prove invaluable to you.

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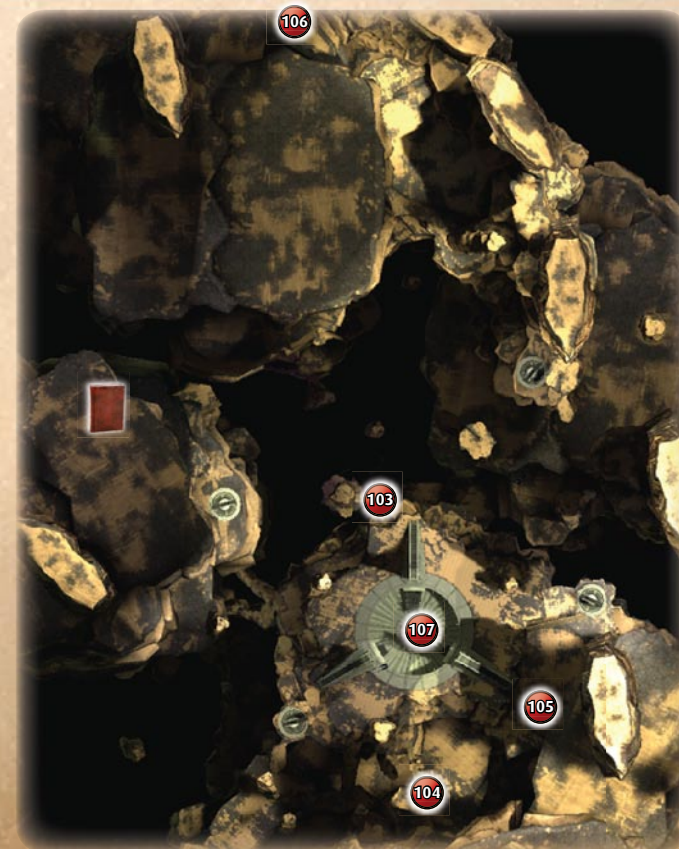
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Chapter 3: Prison Escape



Seven weeks after rescuing the Survivors, you find yourself an integral part of the human resistance against the Watchers. You've grown accustomed to your Watcher helmet and rocket pack and have even become somewhat of a central figure on the big picture. Shortly after locating a Watcher prison, you join a group of allies in an attack on the enemy base.

Of course, it's not as easy as walking up to the Watchers' front door and knocking. As soon as you get near their base, a raiding party of Watcher Knights and discs comes pouring around the side of a canyon. Engage them!

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Tech Point Cache

The first Tech Point Cache is a little out of the way. Instead of following your allies into the combat area, turn left and go around the outside of the rock wall. The cache is about a third of the way around the map, in an arch to your right, which leads back into the center of the combat area.



Your allies are piloting transports to collect the prisoners, so help keep the escape vehicles safe by immediately engaging the Watchers. Aside from the Knights and discs, there are also several AA guns mounted along the cliffsides.

Tech Point Cache

As you blow up enemies, they'll release Tech Points. Don't confuse those Tech Points with the caches in the area. Find them at the following locations:

- As you follow your allies into the combat area, look down and to your right. It's on a ledge below the center base, across from the first AA gun.
 - The next is under a broken bridge section next to the central base.
- From the previous cache, look straight at the central base. Now look slightly down and to the right. It's inside a short tunnel beneath one of the central bases's spires.
 - Finally, grab the Tech Point Cache on the outside of the base at the very center of the bowl just below the docking bay where you land to enter the base.

Journal Location

There's a Journal Entry in this area. To find it, look left when entering the first canyon. The Journal Entry is on a plateau over the ridge.

Getaway Route



Unlike the Watchers' discs, you cannot skyjack the Knights. This means you'll have to engage them directly and bring them down the old-fashioned way, by blasting them out of the sky. Use evasive maneuvers whenever possible and lock onto them as they pass you by. If they get a bead on you, they'll quickly deplete your health, so don't hesitate to boost far away from the action until you've replenished your health.

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If you're having a difficult time taking down the Knights with your rocket pack machine guns, hop into one of the allied airplanes as it passes you by and use its guns to destroy the Watcher Knights and AA guns. Of course, you can always skyjack a hubcap, also. Take out all the AA guns quickly, then finish off the Knights and, finally, the discs. The Knights will focus mostly on you, while the discs will most likely engage your ally fighters. The AA guns, however, will focus on the two ally transports. Don't let them fall!



With the AA guns out of the way, the first carrier is able to land at the prison entrance and drop off an infiltration squad. Drop down on the entrance and join the squad in attacking the prison.

Breaking in to Break out



Tech Point Cache

As you infiltrate, grab the following two Tech Point Caches. First grab the one available as you enter the base; walk down into the lower area just inside the doorway in the hallway to the left. The other one can be found in the shaft that leads deep into the base.

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Grab some cover as you approach the entrance to the prison. Several Watchers stand between you and the large hangar door. Stay low as they shift between crates for cover, and pop out only to blast them or to hurl grenades.

When you clear out the first wave of Watchers, the door slides open, granting you entrance to the prison. Lead the troops inside and quickly take out the red Watchers before they can detonate themselves all over your allies.



Penetrate deeper into the prison until you reach a large circular room. Duck behind the crates lining the edge of the room and locate the Watchers hiding around the room's outer edge. There are several short force field walls around the outer edge. Take aim at the Watchers behind the walls and wait for them to pop out before you pop their heads off.



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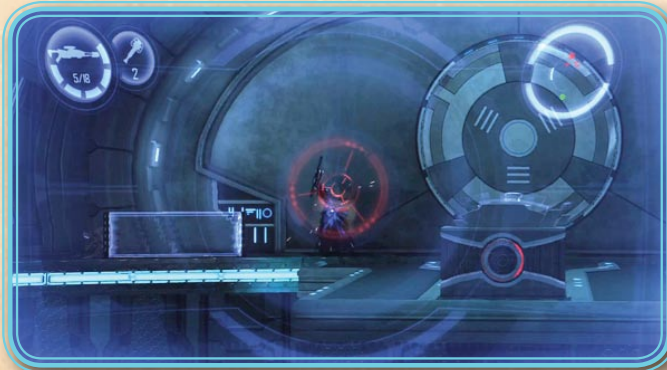
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If you have the Reclaimer with you, this is the perfect place to use it. Pick apart the Watchers on the top and lower levels of the circular room. Move left and right along the edge of the room, ducking from cover to cover, to get a better view of your targets, and clean the room out.



After you clear the room of ground-bound Watchers, a Watcher Knight swoops in from above! Immediately take cover and locate your new target. Because the Knight can hover above you at the center of the room, it'll automatically have a view of the entire room. It may still clip you every now and then while you're in cover, so use blind fire to keep the large monster at bay before you switch from one cover to another.



With the Knight destroyed, approach the computer console on the top level and destroy it. This opens the large hatch at the center of the room revealing a tunnel underneath. Drop into the tunnel and hover down safely.



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At the base of the tunnel is a locked door. Shoot the door lock and go inside. Drop down the shaft at the end of the short room, then hover across the wide open gap toward the other side of the room. Turn left to find another locked door and blast the lock to force the door open.



Follow the corridor into the prison to find a small room with three Sarpas! Aim low and blast them, or toss a grenade ahead of you into the room and obliterate them all at once.

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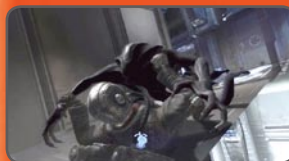
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CAUTION



The Sarpas are fast and furious! If they pounce on you, they can knock you down and slash at you savagely! React quickly and follow the onscreen prompts to shake them off.



Continue following the corridors toward the central containment area of the prison. Drop down the next shaft and blast open the door leading to the central core. The room with the central core has several Watchers wearing rocket packs. Look up to locate them as they buzz around overhead.

Fly up to the long circular ledges lining the tall, cylindrical room. Circle around the room, picking off Watchers as you go. Then drop back to the cross-shaped walkway at the base of the tall room. Locate the shifting platforms above you and carefully climb up, shooting at Watchers perched above you as you go.

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Sweep the ledges around the room as you climb up. Several Watchers will attempt to blindsides you, so stay on the move and keep your head on a swivel to avoid getting surrounded. Once the area is clear, locate and smash the consoles to expose the first shield generator. Several Watchers arrive to defend the exposed generator, so duck behind one of the nearby force field walls and chuck a grenade at your attackers to fend them off.



After you destroy all three consoles, the first generator core is exposed. Fire on it to destroy it. When you do, alpha team is able to move in and secure the first batch of prisoners. The shields blocking the lower area of the room also deactivate, allowing you to drop to the lower level and attack the next generator.

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This time, rather than one central generator core, there are two generator cores revolving around the central platform. Perch yourself on one of the long ledges lining the interior of the room and wait for the generator cores to spin into your view. As they do, blast them both with your weapon and blow them up. Watch out for the Watchers hunkered down on the platforms rotating along with the generators. Either take them out first or blow them up as you drop down.

Drop to a lower ledge, and locate another pair of rotating generator cores just below the previous two. Blow them up as they rotate, and it'll expose the next generator at the center of the spinning platform. Destroy it and the next shield at the lower level will deactivate, allowing you to reach the next set of generators.

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Open fire on the Watchers below you as you drop to the third batch of generators. Repeat the process a third time, clearing out the Watchers, blowing up the rotating generators to expose the central core, then blowing that one up, too. Once the final core is destroyed, hover all the way down to the bottom and take the access shaft out of the building.



Stop just before you reach the access shaft and open fire on the Watchers that come rushing out of it. The exit is narrow, forcing the Watchers to bunch up as they come out of it. Keep your weapon trained on the portal and use short, controlled bursts to bring down the chrome domes as they come out. Go through the access shaft to the other side, where you'll find a lone ally in a room with a Weapons Locker.



Examine the room to find several control boxes against the walls. Shoot the control boxes to free the trapped Survivors and make your way to the hangar.

Tech Point Cache

There's a Tech Point Cache in the tunnel. Grab it on the way down.



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As you pass through the next corridor, you'll encounter a dark room with several Sarpas. Toss a grenade ahead of you and do some major damage. If the grenade doesn't kill them all, rush in behind the explosion and finish them off.



Pick up the Magnetar in the room with the Sarpas, then make a left out of the room into a small corridor.



Journal Location

There's a Journal Entry in the room with the Magnetar. Pick it up before leaving.



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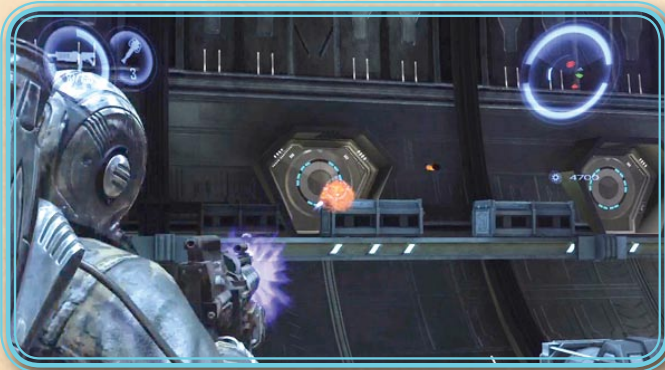
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Use the Magnetar weapon to remove the panel on the ground in the short corridor, then drop into the hangar. As you float downward, stop on the long platforms high above the hangar and begin picking off the Watchers below. Several allies are engaged in a fierce firefight below. Help their cause by whittling the enemies' numbers from above, then drop all the way down and engage in the firefight.



Stand your ground near the center platform and use the large crates as cover while you move around and pick off the enemies around you. Take out the first batch of Watchers and several tougher, rocket pack-wearing Watchers rush in from the rooms around the perimeter of the hangar. Leap into the air and get a better view of the hangar to pick off the next batch of Watchers.



Speak to Tavi once you're done, then follow him into the next section of the hangar. There, several Survivors are boarding the escape transport, but they're under fire from Watchers!

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Focus on the Knights first. Take cover and immediately begin firing on the Knights overhead. You'll draw their fire away from the scrambling Survivors and slowly inflict damage on the flying behemoths. Move around the hangar as you avoid the Knights' fire and keep the pressure on the flying foes. Destroy the Knights, then turn on the rest of the Watchers in the hangar.



If you run low on ammo or have a hard time firing on the Knights, rush them and pounce on them. You can also destroy them by hand as if you were skyjacking a Watcher disc. Once you've demolished the enemies in the hangar, the Survivors are free to board the carrier and escape!



Journal Location

Grab the Journal Entry on the platforms above the carrier before you destroy the Knights and free your allies!

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Chapter 4: Breaking Camp



Back at the Survivors' headquarters, you help Atem unload boxes of supplies. While you do, a sentry runs up to you both in a frenzy! He claims that someone has returned, and the tone of his voice is joyous. When you go see what he's talking about, you arrive just in time to see Nikola disembark a Watcher vessel and Ava is with him!

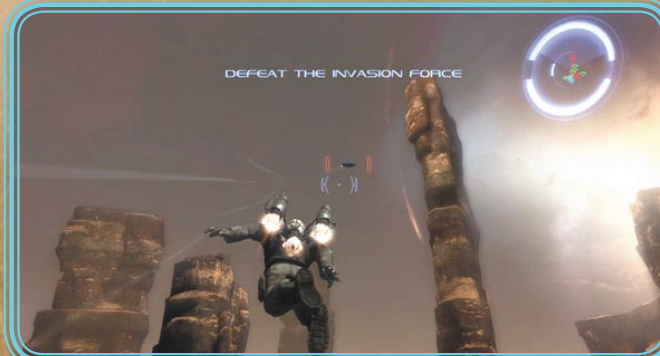
The pair return to the Survivors triumphantly and are happy to rejoin the Resistance. Unfortunately, the joyous mood doesn't last very long when Ava reports that the camp's location has been compromised. The Watchers are gathering an invasion force and preparing to attack!

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Before you can reunite with Ava, Nikola calls her back to the bridge of their escape ship—a Watcher disc—in need of her assistance. Six hours later, the Watcher attack force begins to descend on the camp as the Atem and the Survivors board the Ark and prepare to move out.

Repel the Invasion



Jump into the air and activate your rocket pack. Lock in on the invading discs and open fire. Begin whittling down the Watchers' numbers as they attack the camp. The Ark isn't ready to depart, so hold off the enemies while it finishes its preparations.

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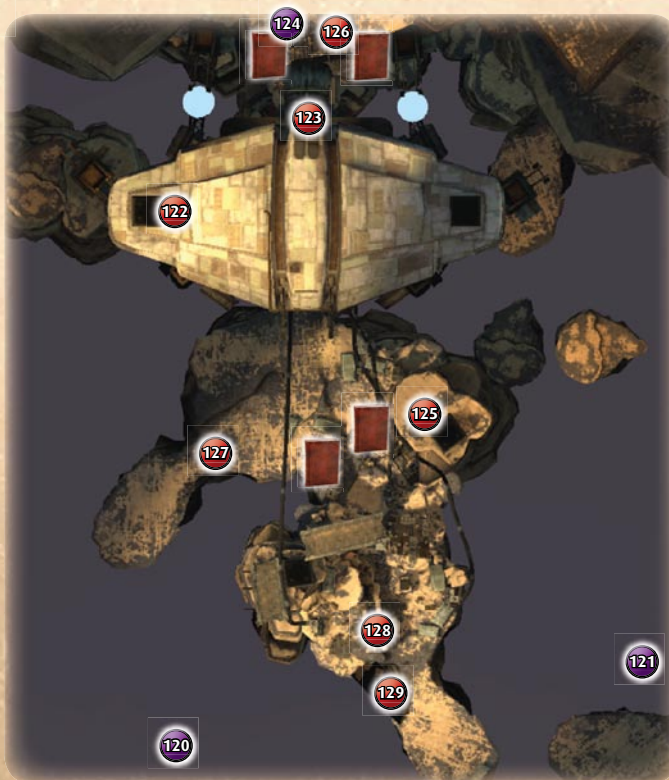
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If you have a hard time locking in on the discs—there are so many of them—use skyjacking maneuvers to take them over or lure discs away from the pack to pick them off more easily. Remember to use evasive aerial maneuvers like 180s or barrel rolls to evade enemy fire and take the Watcher hubcaps down!



Tech Point Cache

There are several Tech Point Caches in the battle area. Grab them all as you engage the enemy. The first four are:

- Above a rock pillar directly opposite the Ark
- Facing the Ark, follow the cliff to the right; the cache is in a hole in a rock attached to the cliff
- Atop the Ark, near the starboard gun turret
- Beneath the stone bridge, under the Ark

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There are several waves of attacking ships, so hold your ground! If you take too much damage, either boost away or skyjack a nearby ship to allow your health to recuperate. Once you're at full health again, rejoin the fight! Always target the shielded discs first, then the unshielded discs. Leave the Watcher Knights for last.

Journal Location



There are four Journal Entries near the main combat area. Pick up the first two near the tents and pumps area. The first one is on a table near the tents closest to the Ark. The second one is on a platform next to the north pump.

Tech Point Cache



There's another Tech Point Cache on a platform in front of the Ark, near a single fuel cable.

Tip

You can also use the biplane docked near the Ark or the AA turrets to bring down the enemy discs. The biplane isn't as maneuverable as a Watcher disc, but it does have missiles, making it very useful. The AA turrets are capable of zooming, so use the zoom for more precise aiming.



Once you've destroyed the airborne enemies, several ground-bound Watchers land near the Ark and begin to attack the fuel tanks! Drop on their heads and open fire. As you approach the Watchers from behind, your allies will attack them from ahead, so you'll have them pinched on both sides! Defend the east fuel pump first and destroy all Watcher enemies!

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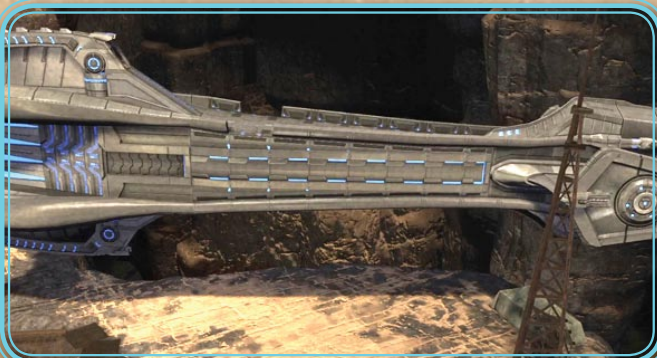
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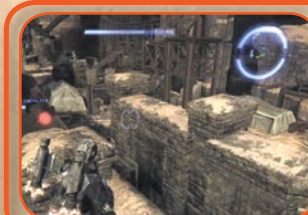
As soon as you land on solid ground, rush up to the small crates near the pumps and take cover. Aid the other Survivors in fending off the Watchers and destroy the first wave of Watchers attacking the fuel pumps. With them dispatched, you're free to stop by the nearby Weapons Locker and swap or upgrade weapons.



The east fuel pump is safe, but the west pump quickly comes under attack. Rush up the ramps near the center of the landing area and take cover in the platform area. Peek out to locate the fresh wave of attackers and get to work!

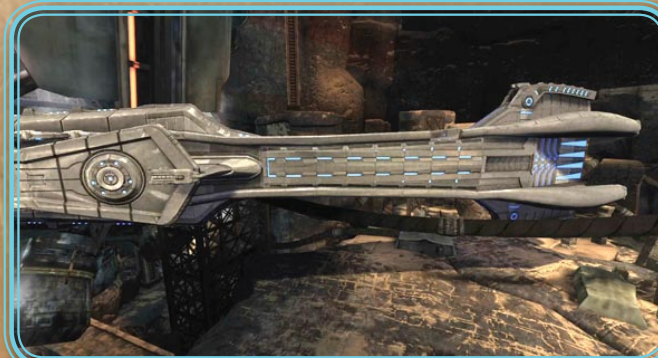


Stay atop the platforms and ambush the Watchers as they approach the west pump.



Tech Point Cache

The next Tech Point Cache is atop the ruins near the second fuel pump. Boost-jump up to it while you defend the west fuel pump.



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After you fend off the next wave of Watchers, an enemy transport arrives near the north fuel pump. Hover over toward the north pump and take cover behind several crates on the platforms near it. Train your sights on the fresh batch of Watchers being dropped from the transport and quickly take them out before they can cause any damage.



Tech Point Cache

There are two more Tech Point Caches near the Ark. Grab the first one on a rock in front of the Ark, near two fuel cables. The second one is near the top of the scaffolding between the Ark and the cliff.



With the Watchers dispatched, Nikola attempts to fire the Ark's engines—only to find they're not working! He asks you to fly up to his workshop, pick up an energy weapon, and charge the Ark's boosters with it! To do as he says, leap into the air and engage your rocket pack. Head to Nikola's workshop and avoid enemy fire.

Tech Point Cache

You'll get the next Tech Point Cache automatically when you enter Tesla's workshop for the first time.



Journal Location

The last two Journal Entries in this level are on two ridges below Nikola's workshop. As you approach the entrance to the workshop, look down to the left and right, along the cliffside. You'll find both Journal Entries far below you.

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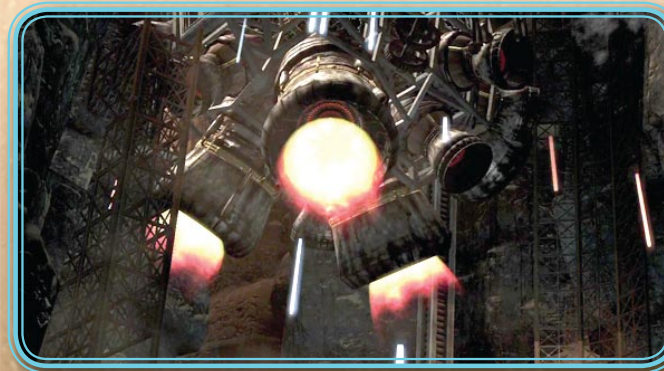
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Grab the Hypercoil from Tesla's room, then exit the room. Before dropping from the high ledge, take aim at the nearest Ark generator and blast it with the Hypercoil. The Hypercoil's blast charges the generator, allowing it to begin the firing sequence!



Drop toward the Ark and engage your boosters to hover. Carefully circle around the Ark and blast the next three generators to power them up. When you do, get close enough to allow the Hypercoil's blast to reach them—it has a short range. If you need to recharge the Hypercoil, return to Tesla's workshop and the Hypercoil will automatically recharge.



Once all four generators are charged and ready to go, you must force open the Ark's docking clamps. This can be a bit tricky because your handheld weapon won't be strong enough to do the job. To release the clamps, you must fire on them with your rocket pack machine guns! Boost far enough away from each clamp to get some firing distance, then do a 180 in midair to turn toward each one directly. As you approach the clamp, fire on it to destroy it! Do this to all four clamps to release the Ark.

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CAUTION

Don't attempt this at close range! You'll run the risk of hitting a clamp head-on before your machine guns can destroy it.



As the Ark begins to depart, a pair of Archons and a swarm of Watcher discs arrive at the launch site! Turn on the Archons first because they pose a greater danger to the Ark than the hubcaps. Either get in really close to each Archon and take it out just as you did the first one (stay in its blind spot and take

out all four legs before attacking its head) or skyjack a hubcap and turn it on the ground-bound Archons.

A third, but riskier, way to take out the Archons is to fly at them from their flanks and use your rocket pack's machine guns to destroy the legs. You won't be able to approach from the mechanical menaces' blindside, but your machine guns will do the job much quicker than your handheld rifle and you won't risk running out of ammo.



Once the Archons are destroyed, the Ark can safely depart!

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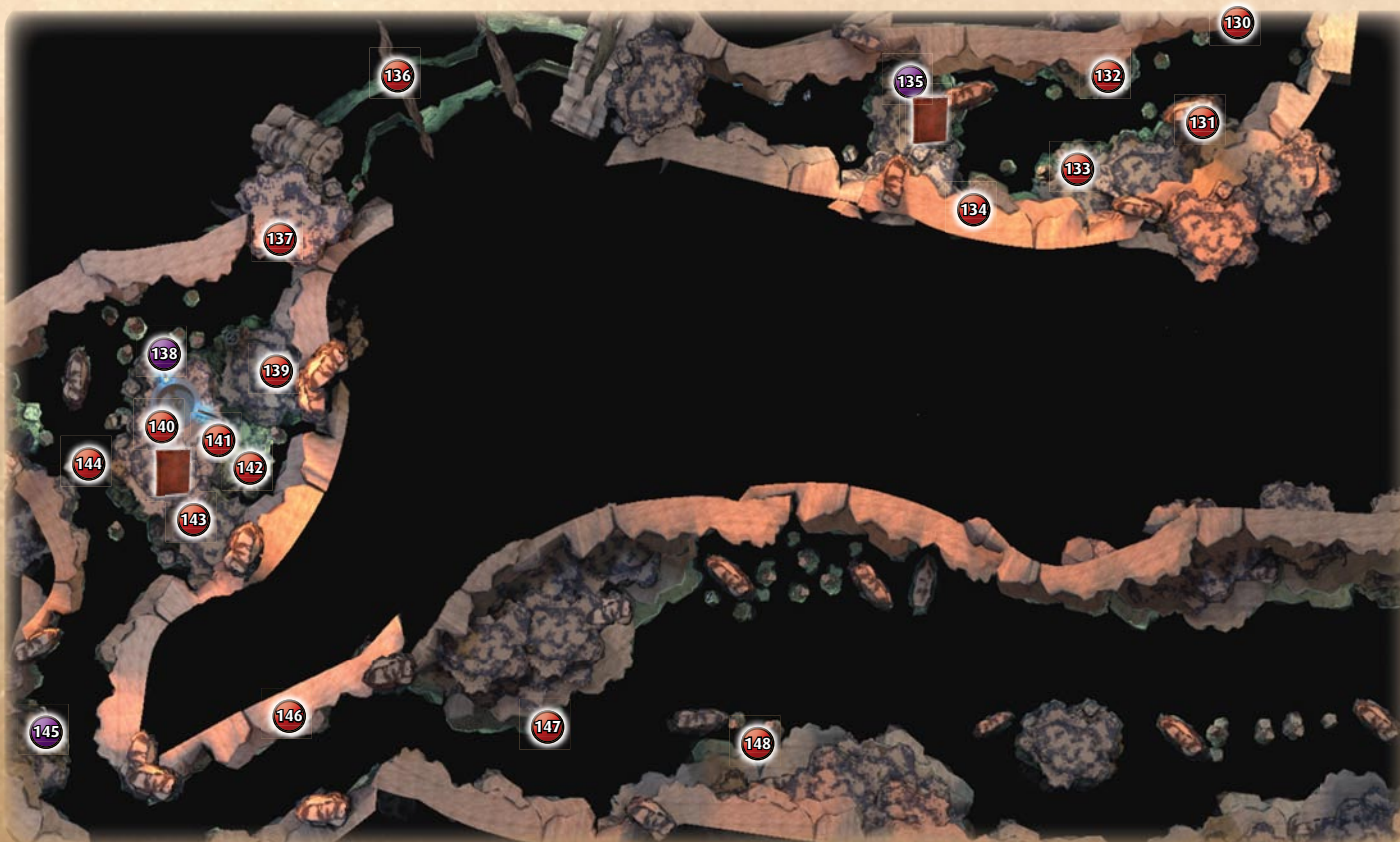
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As the Ark departs from the Survivor base camp, the Watcher leaders congregate again. Their tone is much more desperate since the "key" has yet to be found and their plans are in danger of being ruined. The Watchers have replaced the Prime Minister of France with one of their own and plan to support the Fascist invasion of France in the other world! In this world, however, there is a thorn in their side that needs to be plucked.

Back on the fleeing Ark, Atem explains to you that you are a part of a larger plan. While you may just be trying to get back home, you are actually destined for much more. Atem is well aware of the impending war in the other world (your world) and he's desperate to keep it from happening. The Ark is soon discovered, however, and it comes under heavy attack. You set out in a biplane and meet the Watchers head-on!

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NOTE

There are so many Tech Point Caches scattered in this mission, that it may be difficult to grab them all in one run. Instead of listing every single cache in the walkthrough, we've listed the ones that you can grab without straying too far from your mission. If you want to grab them all, see the labeled map. Be warned, however, if you dedicate too much time to finding all the Tech Point Caches in this mission, you'll risk straying too far from the Ark and allowing it to fall.



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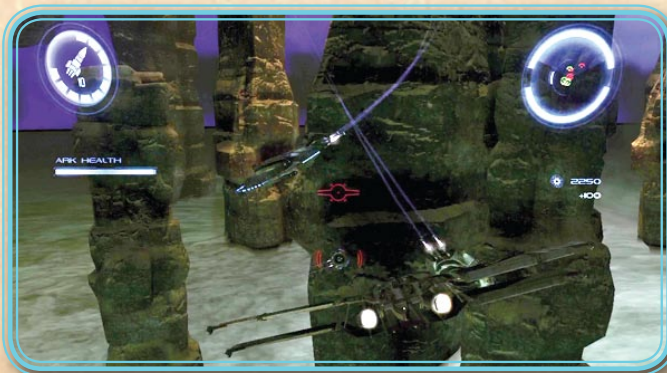
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To Battle Stations!



The Watchers are not about to let the Ark go free, so meet the incoming attackers with plenty of machine gun fire from your biplane. Reserve your missiles for clear shots only—you only have 10, so make them count! The Ark is traveling down a narrow alley-like canyon, making it difficult to maneuver as easily as you would in wide-open space, so use plenty of 180-degree turns and evasive maneuvers to stay out of enemy fire.

Don't stray too far from the Ark, or you'll risk allowing it to take too much damage. Stay near it and patrol the area around the Ark. As you patrol around the Ark, watch its AA guns.

Their fire will often indicate the direction of nearby enemies. Dispatch the first wave of Watcher hubcaps, then pull up close to the Ark.

Tip

Don't be afraid to abandon the biplane if it takes too much damage. Just make sure you use all its missiles before you do. Waste not, want not.

Tech Point Cache



The first Tech Point Cache is between the first two "egg sacs" on the right side of the canyon as the Ark escapes.



Instead of allowing the next wave of enemy discs to ambush the Ark farther down the path, rush ahead a bit and engage them. Keep an eye on your radar so you know exactly when to rush ahead and turn the tables on the flying junk piles. Continue ahead of the Ark until you come upon two large AA guns on the cliffsides.

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If the Ark crosses their path, it'll be torn to shreds. Don't let that happen! Take out both AA guns before the Ark reaches them. Fly directly toward them and open fire with your machine guns to take them out quickly.

Journal Location

The first Journal Entry is on the left side of the plateau before two AA turrets.



After both enemy AA guns are destroyed, two enemy transports join the fight. They're just as powerful, if not more, than the AA guns, so make several strafing runs at them and

take them out quickly. Not only do the transports open fire on the Ark, but they also allow several Watcher discs to buzz around the Ark and slowly pick it apart, too.

Tech Point Cache

There are four Tech Point Caches along the path before the first transport. One is between a large pillar and the left canyon wall, and the other is between a large pillar and the right canyon wall. The third one is on the left side of the canyon just before the first transport. The fourth one is in a small cave on the left side of the canyon, high above the area where the transport arrives.



Once the first transport is destroyed, boost ahead of the Ark and intercept the large floating mines. Blow them up before the Ark wanders into their path and takes more damage. Hop into the Ark's AA turrets and clear out the last few Watchers as you enter a narrower passage through the canyon. The tighter space is going to make it even more difficult to quickly locate all the enemies.

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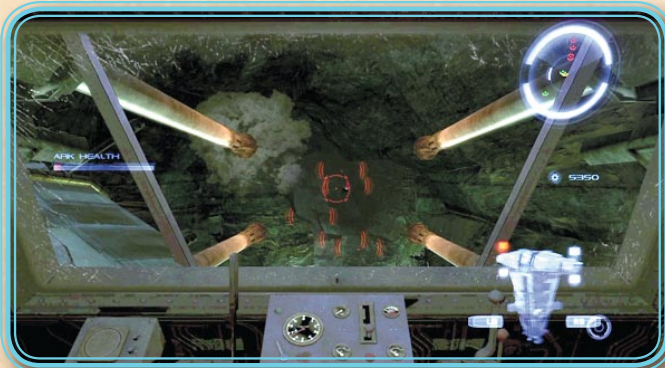
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By using the Ark's turrets, you can scan 180 degrees around the Ark from all four of the turret locations. Switch between turrets to get a better view of the enemies as you locate them on your radar, then blast them out of the sky. Take out the discs first, then detonate the next floating minefield ahead of you.



There is a third minefield after the second. The Ark doesn't have a high top speed, so exit the turrets and rush ahead to detonate the next minefield before the Ark reaches it.



After you clear the final minefield, the Ark approaches a large Watcher station. There, several shielded hubcaps and a transport wait to ambush the fleeing Survivors! Stay ahead of the Ark and first engage the shielded discs on the far left of the station. They're quicker and can easily blast fresh holes in the Ark before you know it, whereas the transport is still far away and slow moving.

You don't have to eliminate all the shielded discs, just enough of them to make it easier on the Ark's guns to finish the job. Turn on the transport next and obliterate it quickly. If you take it out fast, you can then turn and help the Ark finish off the rest of the shielded discs.

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The next enemy transport is up and to the right of the enemy station, Hop into the Ark's turrets and blast away at it until it slowly falls and crashes.

Journal Location

The last of the two Journal Entries in this chapter is at the base of the station, near one of its spires.

Tech Point Cache

There are also several more Tech Point Caches in this area. One is on a low rock below the Ark's path, just as you're passing the Watcher base. There is one atop one of the base's spires. Another one is in a niche in the mesa just past the Watcher base (the same mesa the Archon walks on). The cache is in the side of the cliff closest to the Ark's path. The final one is on a rock below the Ark's path, near the previous cache.



As the Ark approaches the Watcher station, an Archon opens fire on it! Hop out of the Ark's turret and rush the Archon near the station. Approach it from its blindside, take out its legs, then attack the head to bring it down quickly.

Rejoin the Ark, hop back in a turret, and open fire on the remaining enemies buzzing about. After passing by the base, you'll veer into another narrow canyon with a minefield. Let loose the turret and detonate all the mines ahead of you!

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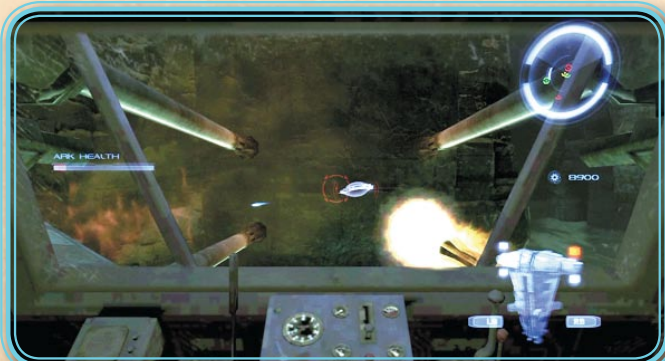
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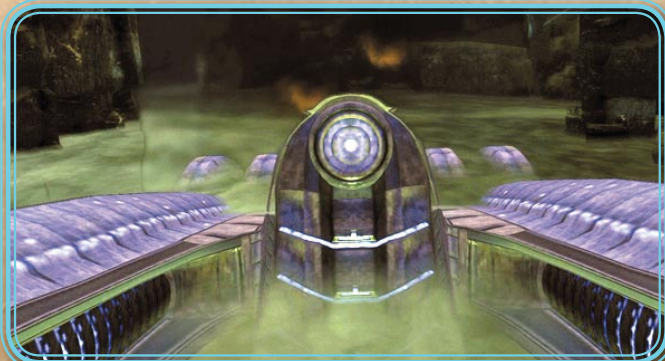
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Stay in the turrets until you reach two more enemy AA guns, one on either side of the canyon. When you reach them, hop out, speed ahead of the Ark and take them out with your rocket pack's machine guns. Return to the Ark, man a turret, and take down the fresh batch of enemies swooping in from behind.



When you reach the end of the canyon, a huge Watcher battleship slowly rises from the fog below you. Its massive guns immediately begin to open fire on the Ark as it approaches, causing major damage! Hit Boost and speed toward the enormous battleship!



Luckily, the ship is not very mobile, making it a huge sitting duck. As you speed toward the ship, open fire on the gun segments lining both sides of the ship and destroy them quickly.



Ignore all other enemies as you engage the ship, and concentrate solely on the retracting gun segments as they fire. Get them all by executing several strafing runs up and down the length of the ship.

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Once all of the retracting gun segments are destroyed, fly below the large ship and take out the two swiveling turrets near the tips on both sides of the ship.

CAUTION

As you strafe back and forth across the length of the ship, watch out for the mines. If you aren't careful, you'll fly directly into them!



Destroy all the gun segments on one side of the ship, and the shield around the ship's weak point comes down. As soon as it does, follow the checkpoint marker toward the weakened spot on the ship and land directly in front of it. Locate the two control panels at the base of the large circular section and rewire them to force the core to pop out.

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When you rewire the control panels, the core is immediately jettisoned. Shoot the core as it juts out of the ship to sabotage the battleship. Repeat this process on the other side of the ship to bring the huge Watcher battleship crashing down. As the ship crashes into the fog, a mysterious creature rises slightly above the fog for a quick moment, hinting at a dangerous threat beneath...



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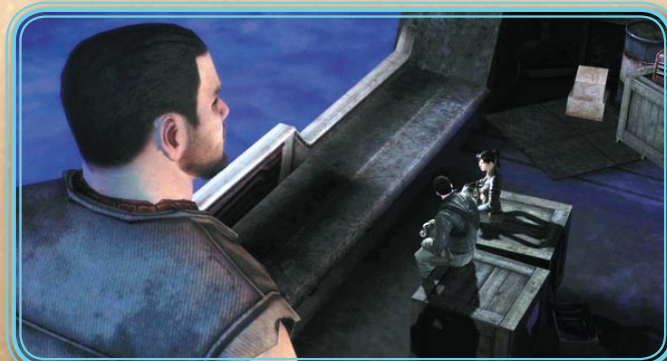
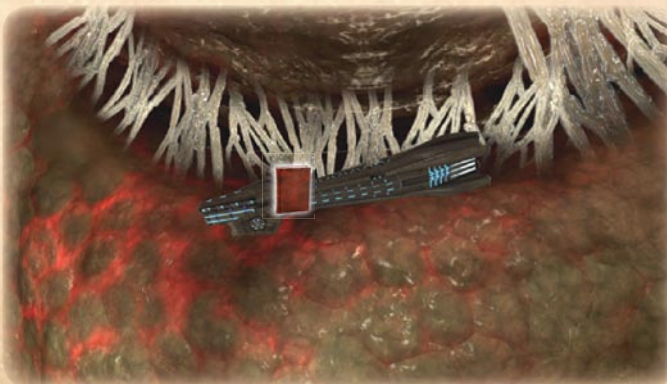
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Chapter 2: The Collector



Having escaped the Watcher attack, the Ark slowly makes its way out of the reach of the Watchers. In a moment of contemplativeness, Ava mulls over the consequences of her recent actions and confesses to knowing that her flight would bring her into this realm. What she didn't know, however, was that she'd pull you along with her.

Though she's sorry for having forced you into this situation, you're not. Ava is convinced that Nikola is the key to saving the people lost in this place. Little do you know, as you share a moment with Ava, Tavi is eavesdropping on you from above.

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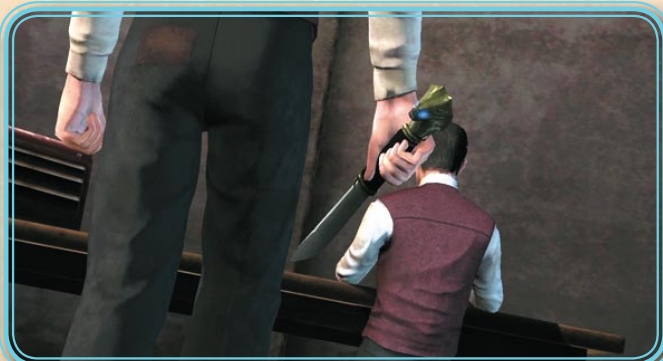
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Moments later, elsewhere on the Ark, Tesla toils away in his lab. As he conducts his experiments, an unknown assailant sneaks up behind him and stabs him! As Nikola slumps to the ground dead, a giant beast rises up from above the Ark and swallows it whole! The beast is the Collector, a monster rumored to live in the depths of this realm. Nikola is slain and the Ark is trapped!

The Belly of the Beast



If the Ark isn't set free quickly, the Collector will digest everyone on it! Free the ship by bursting the Collector's stomach organ tissue and shutting down its bile ducts when it begins to fill its stomach with digestive acid. There are also several strange creatures flying around the inside of the Collector, so blast through them as you roam around the stomach.

As soon as the Collector's bile ducts open up and begin filling the stomach, shoot at them to force them closed again. Force all five ducts to close, then look down and locate the large bulbous organs at the base of the stomach.

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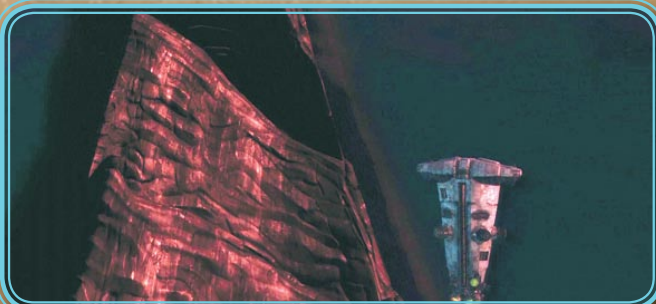
Hit the brakes as you dive toward the strange organ and open fire on all the bulbous sacs. Burst as many of them as you can before you're forced to turn back.

Journal Location

Believe it or not, there is a Journal Entry in the belly of this beast! Locate a transport ship down inside the belly. The Journal Entry is down the entrance leading inside the transport.

Tech Point Cache

There is also a Tech Point Cache on the downed transport vessel, near one of the bile ducts. The ship also has a Weapons Locker aboard.



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Continue diving down and bursting the sacs at the base of the stomach until the Collector is forced to spit you out. Having escaped near-certain death, you return to the Ark to find that something horrible has happened.

Nikola has been murdered.



Before you can react, a Watcher storms in from the rear hatch and knocks you out.

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Chapter 3: The Revolt



When you come back to, you find yourself in a transport pod, speeding across a strange Watcher vessel. You've been captured by the Watchers and are surely off to meet your end. As the pod speeds toward its final destination, you can see several Fascist vehicles being manufactured! The Watchers are behind the impending war on earth and will stop at nothing to make sure the Fascists win.

Just as you reach the end of your little trip, you come upon a large screen with a Watcher leader giving a speech about fixing past mistakes. He mentions something about "the power inside the atom" just before his speech is interrupted by a small explosion. It's the rebel forces! They've burst through the giant screen and have come to set you free!

Rise and Fight



The rebel fighters are led by Atem! He hands you a rifle as he sets you free and urges you on to fight. Just then, a small wave of Watchers rushes into the small holding room from the hole in the giant screen. Rush to the left and open fire on them as you seek cover.

The room is small and circular, so concentrate fire on the airborne enemies first because they'll have an advantage over you. Circle around the room, taking out other bolt buckets as you go, then pick up a second weapon to make sure you aren't limited in battle.

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NOTE

Atem hands you whatever weapon you have in your first slot in your inventory, but he won't hand you a secondary weapon or your rocket pack.



After fending off the first few foes, a trio of red Watchers comes storming in. Blast them down quickly before they can detonate themselves near your allies. Carefully approach the openings in the giant screen and flank the rest of the incoming Watchers.

Hurl grenades at them as they enter, and make short sweeps with your rifle to make sure you've got them all.



After clearing the room, follow Atem into the tunnel behind the giant screen.



The tunnel leads to a large warehouse-like room. As soon as you enter, take down the Watcher flying overhead and seek cover behind one of the small force field walls.

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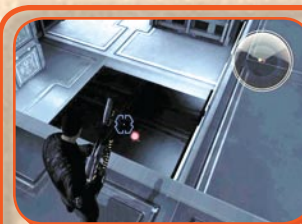
Tech Point Cache

Do not immediately jump down from the upper walkway to follow Atem. Instead, go around the left side of the room, jump to a stack of crates to bypass other crates blocking your way, and grab the Tech Point Cache on the far side of the room. You don't have a rocket pack, so you won't be able to jump back up and grab it if you follow Atem down right away.



Follow Atem down to the lower level and stay behind him as he approaches the large blue shielded area.

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Tech Point Cache

The next Tech Point Cache is inside a small hatch on the lower level. The hatch opens just as a Watcher flies out of it. Walk toward the hatch and the cache is yours.



Stay on your toes and keep your weapon trained high. As soon as the hatch on the right side of the room opens, a Watcher flies out of it and attacks. Blast it down quickly before it can do any harm.



Journal Location

There is a Journal Entry near the far blue shielded wall. Look behind the small crates to find it.

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Drop into the hatch where the Watcher emerged and take cover along the left wall. Watch for a pawn to saunter around the corner behind you, then pop out and open fire. Follow the hallway to the other side of the large storage room and allow Atem to take point before you enter the large enclosure.

Look for Watchers ready to ambush you and get the drop on them from behind.



As you exit the tunnel, veer right and approach the small ramp leading up to the next level. Rush up, then quickly take cover behind the crates on the left. Take out a grenade, cook it for a few seconds, then hurl it at the group of tin cans from your covered position.



Destroy the nearest Watchers, then slowly push back on their line. Jump over your cover and move deeper into the room, following the walkway leading to the other side. There are Watcher Sergeants on the other side of the room, so be careful! Pick them off as you approach their location and duck for cover to avoid their incoming fire.

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Tech Point Cache

After going up the ramp on the right leading out of the short tunnel, climb the stack of crates to reach the cache on a platform directly above the tunnel exit.



Tech Point Cache

There is another Tech Point Cache on the opposite side of the room from the previous cache. Cross the catwalk, then make a left behind some large crates.



Stay near the edges of the room and sweep left and right to hunt down the remaining Watchers. They're shifty and will move from cover to cover, so stay on the move and only move when it's safe to do so. If you aren't sure where they are, don't expose yourself and give them an open shot. Instead, hunt them down and make them come out of cover as they search for you.

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After clearing the room of Watcher scum, make a right and walk up the ramp leading to the next level. There will be several more Watchers waiting, so help Atem take them down with a grenade and several rifle bursts.

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Turn left and man the turret at the top of the ramp leading down to the next area. More Watchers will try to rush your position, so hold tight and mow them all down with the turret.



Tech Point Cache

There's a cache directly under the platform with the turret. After going down the ramp, turn left to follow the edge of the room back to the wall behind you. You'll find the cache against the blue shielded wall.



After destroying all the Watchers, go down the ramp and approach the far end of the walkway. Drop from the edge, hopping from crate to crate, until you reach the next level below you.

Make a right on the lower level and approach the hangar door. As soon as it opens, a trio of Watchers rushes out. Obliterate them before they reach you, then go through the hangar door.

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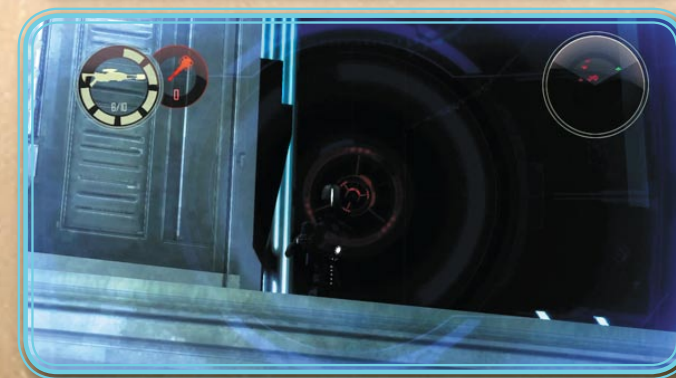
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Step onto the elevator on the other side of the door and ride it down to the lower level of the hangar. As you descend, several Watchers will open fire on you from below. Take cover behind the small elevator walls lining the side and pop out of cover only to destroy the Watchers below.



Rush to the right as soon as the elevator reaches the stop. Duck behind the crates on the right and pick off the Watchers ahead of you. There are several enemies running on the catwalk ahead of and slightly above you. Take them down, one by one, before moving. If you have grenades, save them. You'll risk tossing them over the edge of the catwalk. Instead, save whatever grenades you have left and rely solely on the rifle.

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Rush up the long walkway leading away from the elevator, stopping only for cover. Several Watchers will rush toward you from the opposite end of the walkway, but if you keep your weapon trained down the long catwalk, you'll get the jump on them every time.



Tech Point Cache

There are two Tech Point Caches in this section of the hangar. Make a left onto the transport on docked on the long catwalk and jump onto it. Follow it back and around to grab one cache. The other cache is near the transport's entry hatch.



Make a right at the end of the walkway and board the next elevator. Once again, open fire on the enemies below as you descend and clear a path for when you're ready to get off the elevator. Make a right as you get off the elevator and creep up to the walkway's ledge.

Drop from the left side of the walkway to the catwalk below you and immediately open fire on the foes beneath you. If there are any Watchers hanging on the ledge at your feet, use melee attacks to conserve ammo and dispatch them quickly.

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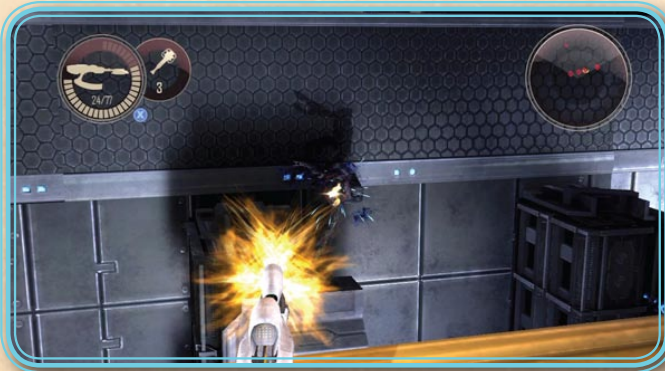
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Slide left and right along the platform's edge as you pick off the enemies on the ledge beneath you. Either clear an area below, then drop to the next level with your gun blazing, or slide along the top walkway picking off enemies as you go until the entire area below is clear.

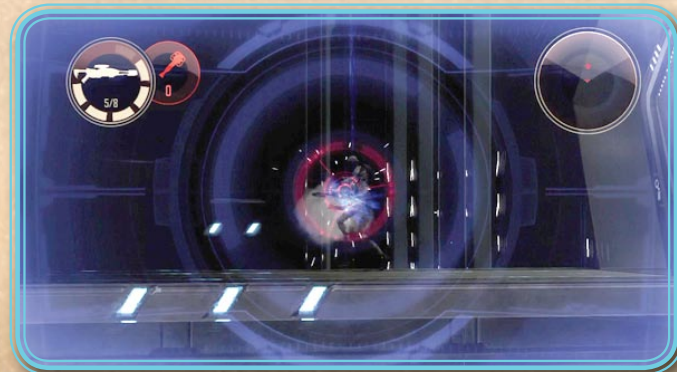


Tech Point Cache

There is another cache in the entry hatch to the transport docked along the third walkway.

Journal Location

Grab the Journal Entry tucked away in the corner after descending the first set of walkways.



Hop on the next elevator and ride it down to the lower levels. Pick off the Watchers as you descend, then make a left across the thin girder leading across the top of a transport. Either make a right at the intersecting girder, then hop down onto the fin of the docked transport below you, or walk all the way across the first girder to the round platform on the other side and hop down the side to the lower level.



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Tech Point Cache

You'll automatically grab the next Tech Point Cache as you cross the first girder to the hangar's other side.



Hop down to the platform below the docked transport, then take aim at the enemies entrenched on the walkway below. Stay at this elevated position as long as possible, until all or nearly all enemies below you are destroyed. If you drop down prematurely, you'll be cornered on the platform with little cover.



Finally, drop down, make a right and fight your way back to the opposite side of the hangar. As you cross the right walkway, several Watchers will swoop down on you from above. Duck for cover and clip them as they hover overhead. Don't stay out of cover for too long—they're excellent shots, even on the move.



CAUTION

Don't let your guard down as you traverse the walkway. If you miss a Watcher, it may sneak up on you and snap your neck!

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Step on the next elevator and ride it down to the next level. Just as you did the first few times, pick off the Watchers on the surrounding walkways and platforms as you descend to make sure they don't rain blaster fire on you from above once you reach the bottom.

As soon as you reach the bottom, dash across the area, using the tall stacked crates as cover from any remaining enemies.

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Journal Location

After getting off the final elevator, climb the stepped crates up to the circular platform across the area to find the final Journal Entry.



Drop into the area at the center of the room, and dash past your allies that are engaged in combat. Follow the checkpoint marker into the hall on the left and follow the corridor as it wends toward Atem, who is waiting for you. Follow the corridor past small shafts until you reach a large room with a control console. Destroy the console!



When smashed, the console forces open two large hatches leading to Atem. Rejoin your ally and follow him all the way down to where the Ark is docked. Stop at the Weapons Locker and upgrade your rocket pack



Back inside the Ark, you're reunited with Ava. Atem urges her to take you to the Imperator, a mysterious oracle that is highly regarded by the Survivors. When Ava asks why, she's only told that she may have underestimated your importance to the fight.

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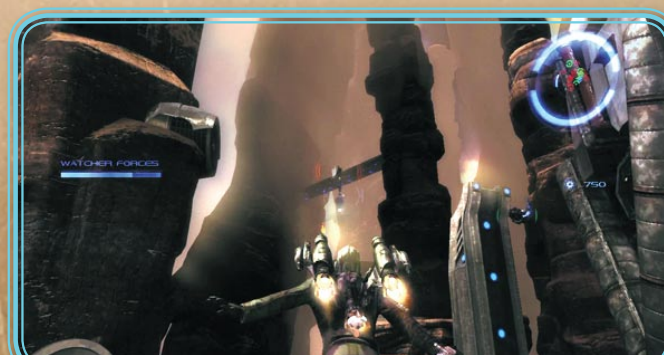
Much to your surprise, the Emperor is not who you expect it to be. You're told that you are, indeed, the key. And only you can climb the Watchers' tower and seal the door to the other world before they can execute their plan. To do so, you will need to face the Dweller, a mysterious creature guarding the doorway to the other world.



Before you depart, however, you need your equipment back. The Survivors have your rocket pack and your weapons. Don your rocket pack and head out toward the Tower of Return.



Before setting out, you must destroy the AA guns nearby and hold off the skybound Watcher forces to allow the Ark to escape. Leap into the air, engage your rocket pack, and zoom toward the AA guns nearby. Take out the four AA guns first, detonating some mines as you travel from one to the other, then turn on the discs nearby.



Concentrate on the shielded discs first, then blow up the remaining hubcaps as they attack the Ark.

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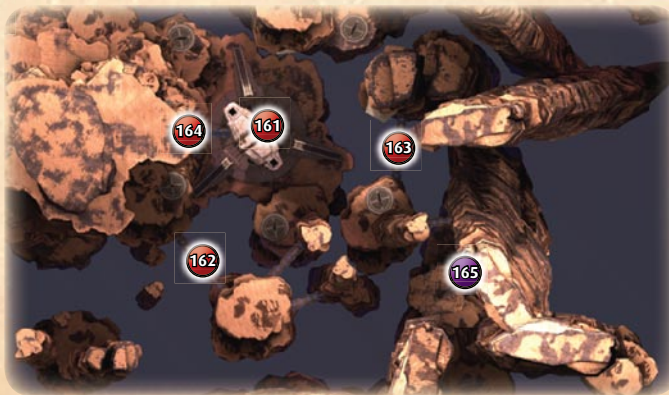
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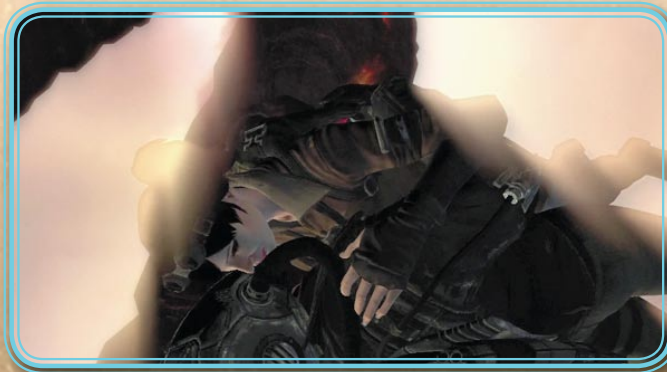
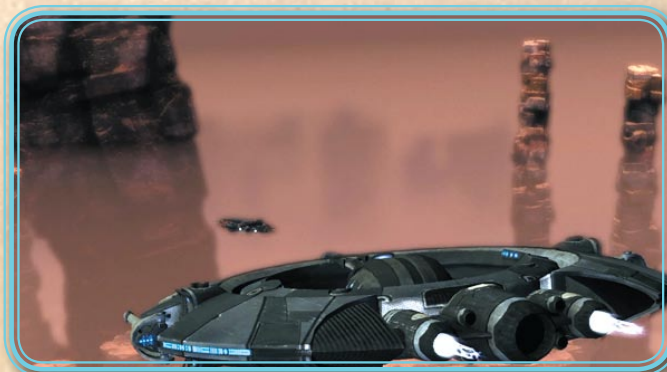
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Tech Point Cache

There are several more Tech Point Caches to find during this dog fight. They are in the following areas:

- Below the Ark's exhaust nozzles
- In a large tube-like structure near the front and rear of the Ark.
- On a platform close to the front of the Ark, near the upper hangar bay doors
- Fly toward the rocks to the left-hand side of the Ark; the cache is under a rock arch



As you whittle down the Watcher forces, Ava also engages in combat on her stolen Watcher disc. When she comes under heavy fire, she's forced to abandon the vehicle and ejects into the sky with no parachute! As she plummets to the ground far below, you catch sight of her and immediately give chase!

You finally catch the freefalling daredevil and rescue her from certain doom. You turn back around and reach the Ark as it lifts off and departs. You're both safe now, but your task is far from over.

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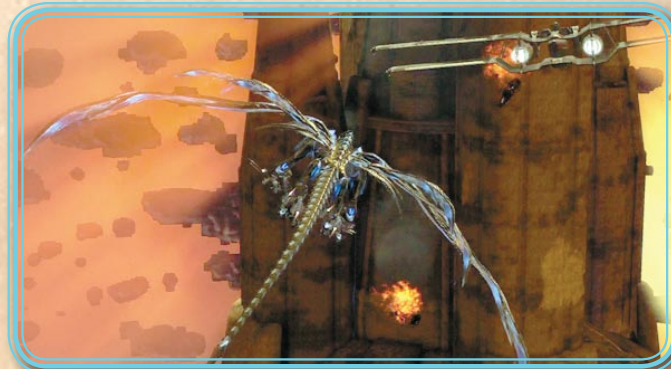
Chapter 4: The Tower of Return



The warm and fuzzies don't last very long as you prepare to face the creature guarding the doorway to the other world atop the Tower of Return. While you and a company of Survivor forces fly toward the tower, elsewhere a Watcher leader realizes that killing Tesla wasn't the end to the rebellion. The "key" must still be alive!

You approach the tower with biplane support by your side. But that doesn't last very long either when a huge, winged beast emerges from the rear of the tower and destroys nearly all your allies!

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In the end, only you and Ava survive the creature's attack. Once again, the battle rests in your hands.



If you're quick and time your maneuvers well, this fight should not last very long. Hit the boosters and rush the three-headed beast as it perches atop the tower. Open fire on its glowing chest. Unleash everything you've got on it and force it to leave its perch and hit the skies.

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When it does, it powers up a huge blast and fires it at you like a glowing missile. Use evasive barrel rolls to dodge the projectile, then resume firing on its glowing chest. Eventually, it'll take too much damage and fly away from the tower and begin to circle-strafe it.



When it does, its entire body changes color as it becomes enraged and prepares to spear you. As soon as it begins to rise into the air to get speed, roll out of its way to avoid getting speared by the massive creature.



Turn around and locate the beast again before it attempts to spear you a second time. Keep a steady stream of fire on it as it prepares to attack, then dodge at the last second. After taking more damage to its chest, it eventually slumps its left head, leaving it open for attack. Rush in and follow the onscreen commands to destroy its first head!

Once you've destroyed its first head, it temporarily retreats to its perch atop the tower. This is your cue to attack its chest again! Once again rush the beast as you fire on its chest and force it off its perch.

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Repeat the entire process above a second time with the beast's right head to bring the creature crashing down upon the tower. All you need to do to finish the creature off is hurl the rocket pack into its remaining head and detonate the pack with a well-placed bullet.

The creature falls to its death, allowing you and Ava to finish your mission...



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SECRETS OF THE VOID

The following tables tell reveal the secrets hidden within the Void.

Achievements and Trophies

The table below details all of the Xbox 360 Achievements and PLAYSTATION 3 Trophies that can be unlocked. While some may happen over the course of your first playthrough, others may require an extra bit of effort. Check out the Notes column for all unlockables to find out how to best attain every listed challenge.

Name /Description	Xbox 360 Gamerscore Points	PLAYSTATION 3 Trophy Type	Type	Tip/Note
Complete Prologue	15	Bronze	Story	Unlocks automatically when playing game on any difficulty.
Complete Crash Site	15	Bronze	Story	Unlocks automatically when playing game on any difficulty.
Complete The Village	15	Bronze	Story	Unlocks automatically when playing game on any difficulty.
Complete Spare Parts	15	Bronze	Story	Unlocks automatically when playing game on any difficulty.
Complete Village Attack	15	Bronze	Story	Unlocks automatically when playing game on any difficulty.
Complete Into the Void	30	Silver	Story	Unlocks automatically when playing game on any difficulty.
Complete Prophesied One	15	Bronze	Story	Unlocks automatically when playing game on any difficulty.
Complete The Survivors	15	Bronze	Story	Unlocks automatically when playing game on any difficulty.
Complete Prison Escape	15	Bronze	Story	Unlocks automatically when playing game on any difficulty.
Complete Breaking Camp	30	Silver	Story	Unlocks automatically when playing game on any difficulty.
Complete Defending the Ark	15	Bronze	Story	Unlocks automatically when playing game on any difficulty.
Complete The Collector	15	Bronze	Story	Unlocks automatically when playing game on any difficulty.
Complete The Revolt	15	Bronze	Story	Unlocks automatically when playing game on any difficulty.
Complete Tower of Return	30	Silver	Story	Unlocks automatically when playing game on any difficulty.
Complete Dark Void	100	Gold	Story	Unlocks automatically when playing game on any difficulty.
Ultimate Bad Ass - Complete Dark Void on Hardcore	60	Gold	Skill	Conserve ammo and use cover at every turn. Reserve grenades for tougher enemies such as Sergeants and for small groups of Watchers. In aerial combat, use skyjacking as much as possible to eliminate threats and gain a tactical advantage. Do this on your second run through so you don't have to worry about getting all of the Journal Entries. The longer you look for Journal Entries, the more vulnerable you'll be. Upgrade one weapon first (the Liberator or Oppressor), rather than spreading your Tech Points across several weapons.
Dear Diary - Find a Journal Entry	15	Bronze	Completion	See the "Bookworm" Tip.
Bookworm - Find all Journal Entries	30	Silver	Completion	See Journal Entry locations in this chapter and in walkthrough.

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Name /Description	Xbox 360 Gamerscore Points	PLAYSTATION 3 Trophy Type	Type	Tip/Note
Tesla's Apprentice - Upgrade first weapon	15	Bronze	Completion	See the "Grease Monkey" Tip.
Grease Monkey - Upgrade all weapons	30	Silver	Completion	Collect Tech Point Caches to amass enough Tech Points to upgrade all weapons.
Pack Rat - Acquire 30,000 Tech Points	30	Silver	Completion	Can be done throughout the course of your first play through. Grab as many Tech Point Caches as you can. See the Tech Point Cache locations in this chapter.
Grand Theft...UFO? - Hijack 20 UFOs	15	Bronze	Completion	Can be unlocked during second play through. If you want to get this the first time around, concentrate solely on skyjacking during dogfights.
Demolition Derby - Collide with another UFO 10 times	30	Silver	Skill	Do this while attempting to skyjack 20 discs. After skyjacking one, run it into the other. Coax an enemy to follow you out of battle, then execute a kickstart U-turn to face it. Hit the boost and run into your pursuer.
Blind Luck - Kill one of each enemy footsoldier using blindfire	15	Bronze	Skill	Can be done throughout the course of your first play through. Simply use blindfire during every battle.
Big Bang - Destroy a Knight using a grenade	30	Silver	Skill	This one is tricky. Weaken the Knight with regular fire, then cook a grenade in your hand (hold it for a few seconds before letting it go) before you toss it at the weakened Knight.
Captain of the Ship - Destroy 10 enemy aircraft while yours is on fire	15	Bronze	Skill	Save your ship's missiles until you've taken enough damage to catch fire. Once you're on fire, try to take out as many enemy ships as you can with your missiles before you have to abandon ship.
Forgot My Tow Cable - Fly through an Archon's legs	15	Bronze	Skill	Fly underneath an Archon's legs while in battle.
Fireworks - Kill 10 airborne enemies using grenades	15	Bronze	Skill	See the "Big Bang" Tip.
Get Your Feet Wet - Buzz the water	15	Bronze	Skill	Skim the water with your rocket pack during the Into the Void mission.
99 Red Balloons - Kill 10 enemies while they are in anti-gravity bubble	15	Bronze	Skill	Blast enemies with the Magnetar, then destroy them while they float in the air.
Cliffhanger Killer - Kill 50 enemies while in vertical cover	15	Bronze	Completion	Can be unlocked during first play through. Use melee attacks on enemies directly below you while looking down a ledge.
Death from Above - Kill 50 enemies while in hover	15	Bronze	Completion	Can be unlocked during first play through. This can be done quickly if you use grenades and the Reclaimer sniper rifle.
Bird of Prey - Kill 25 footsoldiers using your rocket pack guns	15	Bronze	Completion	To do this, use lots of kickstart U-turns to execute strafing runs on ground-bound enemies.
Mark of the Adept - Destroy 5 UFOs in the Prologue	15	Bronze	Skill	Unlocks automatically when playing game on any difficulty.

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Name /Description	Xbox 360 Gamerscore Points	PLAYSTATION 3 Trophy Type	Type	Tip/Note
Rocket Clothesline - Melee an enemy immediately after landing	15	Bronze	Skill	Execute a melee attack one or two seconds after setting foot upon landing.
Terminal Velocity - Free fall for 10 seconds	15	Bronze	Skill	Fly as high as you can during a dogfight, then freefall all the way down past the cliffs below. Be sure to hit the hover button just before you hit the bottom.
The Squishy Center - Kill a Sarpa piloting an Archon	20	Bronze	Skill	Instead of approaching the Archon's head after destroying its joints, attack its tail. Follow the onscreen commands to destroy the Archon to get this.
Cleanup on Aisle Three - Kill 100 enemies with headshots	15	Bronze	Skill	Unlock this during your first play through. Upgrade the Reclaimer sniper rifle and concentrate solely on headshots.
Rochambeau, I Go First - Kill 50 enemies with melee attacks	15	Bronze	Completion	Weaken enemies first, then finish them off with melee attacks.
Blue Light Special - Kill 3 enemies with one grenade	15	Bronze	Skill	Unlock this immediately after getting grenades for the first time. Hurl a grenade at the enemies rushing out of the door toward you.
Killing Spree - Kill 10 enemies within 60 seconds	20	Bronze	Skill	Unlock this at the first turret you encounter. Man the turret and keep a steady stream of fire on the door across the bridge.
Those Aren't Fortune Cookies -Step on 10 Slugs	15	Bronze	Completion	Use melee attacks on Slugs as soon as they slither out of the Watcher armors.
Light Up the Sky - Destroy 25 targets with the Ark's AA guns	30	Silver	Completion	Stay inside the Ark's AA guns during the Defending the Ark mission.
Master of Arms - Kill an enemy with every weapon	15	Bronze	Completion	Use every weapon, including the Magnatron.
I'm a Rocketman, Baby - Perform 100 special maneuvers with the rocket pack	15	Bronze	Skill	Execute a combination of 100 barrel rolls, vertical U-turns, or kickstart U-turns when not in a disc or biplane.
The Devastator - Destroy 25 UFOs while piloting a Survivor fighter	30	Silver	Completion	Use a Survivor biplane to eliminate 25 Watcher discs. You can also hop into ally biplanes in mid-flight.
Float like a Butterfly - Escape from 10 melee attacks	20	Bronze	Skill	Allow enemies to grab you, then follow the onscreen commands to shake loose. Since you can't force Watchers to grab you, this might be unlocked during a second play through. Also, expect to die a lot if you're not careful when approaching Watchers to be grabbed.
Dark Void 100% - Earn all Trophies	N/A	Platinum	Completion	

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Journal Entry Locations

Want to know more about all of the people that arrived in the Void before you? Then use the following table to find all of the Journal Entries scattered throughout your adventure!

Mission	Journal Entry
Episode 1: Chapter 2: Crash Site	
In first combat area, behind ruins	Amelia Earhart #1 of 3
Turret gun bridge, left side before crossing	Lionsigh #1 of 11
After bridge, near waterfall with Tech Point and Ammo Cache	Amelia Earhart #2 of 3
Before rope bridge, to left in ruins area	Lionsigh #2 of 11
After rope bridge, right next to Weapons Locker	Akasha #1 of 2
In caves area before ruins bridge, under torch	Amelia Earhart #3 of 3
Under ruins bridge, left side upon entering area	Akasha #2 of 2
Episode 1: Chapter 3: The Village	
On initial path, just to the left behind rock	Tiare #1 of 5
By fountain in village, tucked by hut	Tiare #2 of 5
In hut to left of gathered villagers	Tiare #3 of 5
Episode 1: Chapter 4: Spare Parts	
In first combat area, under ship section	FT-91 #1 of 7
Boost up before Slug scene; top platform on left, follow around cliff bend	FT-91 #3 of 7
On way down in caves, before large down section	FT-91 #2 of 7
After large freefall section, right by the next part	FT-91 #4 of 7
After last part, left area by cliffside	Tiare #4 of 5
Little boat on bottom of U.S.S. Cyclops	Teague #1 of 3
On some boxes, left side going up, second to last ledge area	Tuddlefingers #1 of 7
Episode 1: Chapter 5: Village Attack	
Base of vertical section after Knight	Tiare #5 of 5
Inside top far left hut in first village area	Tuddlefingers #2 of 7
Before catacombs, hut above entrance	Teague #2 of 3
In catacombs, cubby hole	Teague #3 of 3

Mission	Journal Entry
Base of monolith, inside top right hut	FT-91 #5 of 7
Monolith entrance, pillars to left	FT-91 #6 of 7
In monolith, second ramp after all Sarpas	FT-91 #7 of 7
Episode 1: Chapter 6: Into the Void	
Start area, to the right of where Will's position	Tuddlefingers #3 of 7
First bell tower, in back section through halls	Lionsigh #6 of 11
Second bell hangar, far end down ramp	Tuddlefingers #4 of 7
Inside second tower, on ring platform around edge	Lionsigh #3 of 11
Where Archon kills Survivors, on dead bodies	Lionsigh #4 of 11
In hangar at end, in above middle section on a platform	Lionsigh #5 of 11
Episode 2: Chapter 1: Prophesied One	
Right near where Will starts, by the Hypercoil	Tuddlefingers #5 of 7
Left of first alleyway, up on ridge	Tuddlefingers #6 of 7
After second ruins, up first ramp near torch	E.L. #1 of 2
Before Will and Atem split, to right of stairs going up	A.E.W. #1 of 4
Where Watcher forces are dropped from transport	A.E.W. #3 of 4
On cliff to left of temple, way up near tents	A.E.W. #4 of 4
Inside of temple next to pool on the left	A.E.W. #2 of 4
Episode 2: Chapter 2: Survivors	
Middle of bridge under the ark	Lionsigh #9 of 11
Tent in camp up ramp, under AA gun	Lionsigh #7 of 11
In barracks by equipment table	Turner #1 of 1
Lower of the tents hanging from ruins near AA gun	Lionsigh #8 of 11
Top of the Ark, near communication box	E.L. #2 of 2
Watcher disc combat area near bridge	Delacroix #1 of 3
In ruins by prisoners and Ammo Cache	Delacroix #2 of 3

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Mission	Journal Entry
Episode 2: Chapter 3: Prison Break	
Left of beginning canyon, on plateau over ridge	Frenelli #1 of 3
In the room with the Magnetar	Frenelli #2 of 3
Second hangar section, above transport on platforms way up	Frenelli #3 of 3
Episode 2: Chapter 4: Breaking Camp	
On ledge below and left from Hypercoil room	Lionsigh #10 of 11
On ledge below and right from Hypercoil room	Lionsigh #11 of 11
On table near tents closest to the Ark	Delacroix #3 of 3
Near north pump, on platform beside pump	Anonymous #1 of 2
Episode 3: Chapter 1: Defending the Ark	
Plateau before two AA turrets, on left side	Tuddlefinders #7 of 7
Near the base (with the spires), near the first Archon	L.M. #1 of 1
Episode 3: Chapter 2: The Collector	
On transport in belly	Anonymous #2 of 2
Episode 3: Chapter 3: The Revolt	
Shield blast door room behind cover	Marks #1 of 2
After first vertical down section, in the back corner tucked away on one of the far ends	Marks #2 of 2
After last elevator, opposite elevator up one level; use boxes on left to jump up	Kasel #1 of 1

Tech Point Cache Locations

To get the absolute most out of your game, locate every Tech Point Cache using the following table. The numbers correspond to the labeled maps found in-game. To make sure you've found every cache, use this table in conjunction with the labeled maps in the walkthrough.

Cache Number	Mission	Points
Episode 1: Chapter 2: Crash Site		
1	Behind log near first bot encounter (combat)	100
2	On a rock above second bot encounter	100
3	After first turret reveal, run along the path; just above the second to the last gate before the turret	500
4	On the ramp leading down from the first turret	100
5	Directly on the path from first turret to first vertical down	100
6	On a platform at the bottom of the first vertical	100
7	Between the first and second vertical, on a small ledge just to the right of the path	500
8	After the second vertical, off among the bushes and ruins to the left of the rope bridge	100
9	Next to Weapons Locker	100
10	From Weapons Locker, go through door, to the right of the rope bridge	100
11	As you enter swampy area, turn to the right; inside a tangle of tree trunks	500
12	On the log leading from swampy area to stone bridge	100
13	Atop a pillar in the final bot encounter area	100
Episode 1: Chapter 3: The Village		
14	On the left side of the path just before the bridge	100
15	On the right side of the path just before the bridge	100
16	On the right side of the bridge leading to the village	100
17	When facing the pyramid, in a hut to the right	500
Episode 1: Chapter 4: Spare Parts		
18	From the spawn point, turn left and follow the stream to the edge of the waterfall	500
19	In midair, during the first long jump in the level	100

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Cache Number	Mission	Points
20	To the left of the first bot encounter, among some crates	100
21	Up and to the right of the first bot encounter, behind a stone pillar	100
22	After the first bot encounter, directly on the path, just after jumping from one portion of a ship's hull to another	100
23	In the middle of the second bot encounter, on the upper path near a Sergeant	100
24	After second bot encounter, proceed to cave exit, go forward and to the left, across from the start of the next vertical space	500
25	After you find second part, you go up a vertical space, and then leap across a gap; on a rock to the right just past the landing spot	100
26	Just past the previous Tech Point, go up a short vertical space; hover over to a ledge on the right	500
27	Near the top of the vertical space leading to the Slug reveal, hover around the corner to the left	500
28	Near the top of the long drop	100
29	In the middle of the long drop	100
30	After landing from the long drop, find two more parts, then ascend a short vertical space; as you climb a slope, hover around to the right, in some wreckage	100
31	From the point where the tunnel to the Cyclops is revealed, turn around and look over the cliff edge; on a ledge below	500
32	On a crate above the spawn point at the start of the Cyclops	500
33	At the end of a metal spar, partway up the Cyclops	100
34	After you exit the interior of the Cyclops, take the left path, near the top, near some crates	100
Episode 1: Chapter 5: Village Attack		
35	After killing Knight, jump over gap; to the right, among some ruins	100
36	Partway up the first vertical space; follow the path up and to the left, but instead of going up to the top, go up one ledge, and then hover back around to the right side of the cliff again.	500
37	On a ledge just before and just below the Weapons Locker	100
38	After Weapons Locker, follow path; on top of the first hut on the right	100

Cache Number	Mission	Points
39	Follow path through jungle; jump down into the edge of the city area; on a balcony to the left	100
40	After second Weapons Locker, path leads into the "under city" area; on a ledge, just below where you drop	100
41	After second Weapons Locker, drop into the "under city" area; in a corner, behind the fallen pillar you use to get out of this pit	100
42	In village square, face the pyramid; on balcony of the building on the left	100
43	In village square, face the pyramid; on third floor of the building on the right	100
44	Once inside the pyramid, you'll be on a bridge above a "death drop"; on the second pillar to the right	500
45	From the bridge, go forward and then to the left; on a ledge above the path	100
46	After the Sarpa reveal, go forward and to the right; in a niche to the left, above the second Sarpa encounter	100
47	On the left side of the vertical space leading to the final battle	100
48	Once you enter the final battle area, on the top level of the structure on the left	100
49	Once you enter the final battle area, turn right; on a high ledge to the right—use the platforms on the temple structure and your rocket pack to reach it	500
Episode 1: Chapter 6: Into the Void		
50	From the spawn point, exit the cave and fly toward enemy communication antennas; on the beach, just past the antenna on the left	100
51	Atop one of the spires of the central base	100
52	Inside the mouth of the center snake statue	500
53	Inside a small cave near the central base; from base, follow "cable" that runs to first generator	500
54	Under a stone arch; from the central base, follow the "cable" that leads to second generator	100
55	First generator, from lower area of shield control room, follow hallways; behind some crates	500
56	Inside first generator shaft, on a platform ringing the inside of the shaft	100
57	Second generator, lower area of shield control room, behind some crates	100

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Cache Number	Mission	Points
58	Stand on landing deck of first generator, facing bay doors; turn to the right and drop to the beach ahead of you; in a cave	100
59	Inside second generator shaft, on the third tier of platforms from the top	100
60	Inside second generator shaft, halfway down, next to the central spar, between two supports	100
61	Inside tunnel leading to final battle	100
62	Inside tunnel leading to final battle	100
63	Inside tunnel leading to final battle	100
64	Inside tunnel leading to final battle	100
65	Inside tunnel leading to final battle (about a quarter of the way through the tunnel, slightly off the path, behind a rock)	100
66	Inside tunnel leading to final battle	100
67	Inside tunnel leading to final battle	100
68	Inside tunnel leading to final battle	100
69	In the rafters above the final battle, near the sealed doors	500
Episode 2: Chapter 1: Prophesied One		
70	Atop a pillar as you approach the first encounter (just before the first pit area)	100
71	In a jumble of rubble in the first encounter (in the first pit area)	100
72	After the first encounter, follow the path up and out of the pit; facing the first turret, inside the upper room of the pyramid to your right	500
73	Facing the first turret, on top of a pillar to your left	100
74	As you approach the ramp leading down into the second pit, you'll see a pyramid leaning to the side; at the entrance to the upper room of that pyramid	100
75	As you enter the second pit, turn to your left and walk past some pillars	500
76	Atop a pillar in the second pit area	100
77	As you emerge from the second pit, on the third ledge of the pyramid in front of you	100
78	From the previous cache, go to the top of the same pyramid	100
79	At the end of the second alley, face the two turrets, and look up and to your left; up on a ledge on the pyramid	100

Cache Number	Mission	Points
80	After you separate from Atem, on the flight path toward the Survivor camp, you'll see some ruins; at the top of the pyramid in those ruins	100
81	After the ruins, between two huge stone spires in the middle of the flight path leading to the Survivor base	100
82	Once you reach the Survivor camp, face the pyramid; on a stone pillar on the left, above the platforms closest to the Watcher landing zone	100
83	Atop the temple the Survivors are defending	500
84	As you enter the temple, in a jumble of rubble to the left of the pool	100
Episode 2: Chapter 2: Survivors		
85	On the tall, "broken bridge" nearest the Ark	100
86	As you face the Ark head-on, on a scaffold just to the right of the Ark	100
87	Atop the Ark, between its main guns	100
88	Beneath the Ark, between its exhaust nozzles	500
89	Behind the Ark; as you face the cliff, just above and to the right of the entrance to the barracks	100
90	On a ledge near the "doughnut hole" cache, in the same corridor/canyon (see the next description)	100
91	One of the focal points of the flight space is a series of three linked mesas, the center one being a bit lower than the other two. Hover above the edge of the outermost one. Look in the distance for a small pillar of rock leaning at a 45-degree angle. Inside a "doughnut hole" near its top.	100
92	Among a bunch of ruins, very low down, close to the Void; ruins include radio towers and stone "broken bridge" segments; beneath the arch of a "broken bridge"	100
93	In the same area as the previous cache, atop a radio tower	500
94	In the same area as the previous cache, on the ground near some wooden platforms	100
95	In the same area as the previous cache, near the highest "broken bridge" structure in this area	100
96	Atop "broken bridge" near drop-off point	100
97	Above the crashed, smoldering ship	100
98	Inside the pyramid across the combat area from the crashed ship	500

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Cache Number	Mission	Points
99	Inside the underground ruins, atop a pillar, just before you drop down into the lowest area (if you face the ledge where you drop down, a snake-head statue will be on the wall ahead of you; the cache is on your right-hand side)	100
100	Above a lamp between the Weapons Locker and the ramp leading to the exit from the underground	100
101	On a platform next to the ramp that leads to the exit from the underground (near where two Sergeants spawn)	100
102	On a ledge high up in the hallway just before the exit from the underground	500
Episode 2: Chapter 3: Prison Break		
103	As you follow your allies into the flight space, look down and to your right; on a ledge below the center base, across from the first turret gun	100
104	Under a "broken bridge" section next to the central base	100
105	At the previous cache, look straight at the central base, then look slightly down and to the right; inside a short tunnel beneath one of the central base's spires	100
106	Instead of following your allies into the flight space, turn to the left and go around the outside of the rock wall; about a third of the way around the map, in an arch to your right, which leads back into the center space	100
107	On the outside of the base, at the very center of the bowl, below the docking bay where you land to enter the base	100
108	As you enter the base, walk down into the lower area just inside the doorway; in the hallway to the left	100
109	In the shaft that leads into the base	100
110	On the way to the first generator area, on a girder in the middle of the "foggy" pit	100
111	On the way to the first generator area, on an upper ledge in the room with the three Sarpas	500
112	At the top of the generator shaft (near the weak spot), close to a wall, near the ceiling	100
113	In one of the vertical "tubes" in the third generator area	100
114	In one of the vertical "tubes" in the third generator area	100
115	In one of the vertical "tubes" in the third generator area	100
116	In the rafters in the prison room	100
117	In the first half of the hangar, face the second half of the hangar; in the hallways on the right side of the hangar	100

Cache Number	Mission	Points
118	In the rafters in the second half of the hangar	500
119	In the second half of the hangar, under the transport's left tailfin	100
Episode 2: Chapter 4: Breaking Camp		
120	Above a rock pillar directly opposite the Ark	500
121	Facing the Ark, follow the cliff to the right; in a "doughnut hole" in a rock attached to the cliff	500
122	Atop the Ark, near the starboard gun turret	100
123	Beneath the stone bridge, under the Ark	100
124	In the lightning gun room	500
125	On a rock in front of the Ark, near two power/fuel cables	100
126	Near the top of the scaffolding between the Ark and the cliff	100
127	On a platform in front of the Ark, near a single power/fuel cable	100
128	Atop the ruins near the second fuel pump	100
129	Below the bridge nearest the second fuel pump (the Watchers use it to get from their drop zone to the pump)	100
Episode 3: Chapter 1: Defending the Ark		
130	Between the first two "egg sacs" on the right side of the path	100
131	Between a large pillar and the left canyon wall (before the first transport appears)	100
132	Between a large pillar and the right canyon wall (before the first transport appears)	100
133	On the left side of the canyon just before the first transport	100
134	In a small cave on the left side of the canyon, above the spawn point for the first transport	100
135	Near the right canyon wall just before the first pair of turrets	500
136	Halfway through the first cave, on the right side, just above a lighted platform	100
137	Just as you exit the first cave, up near the cave roof	100
138	As you emerge from the first cave, in a niche in the rock below the Watcher base; look beneath the spire on the right	500
139	On a low rock below the Ark's path, just as you're passing the Watcher base	100
140	Atop one of the spires of the Watcher base	100

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Cache Number	Mission	Points
141	In a niche in the mesa just past the Watcher base (the same mesa the Archon walks on); in the side of the cliff closest to the Ark's path	100
142	On a rock below the Ark's path, near the previous cache	100
143	On a lighted platform below the Ark's path, below the mesa the Archon patrols	100
144	On a bridge of rock, below the Archon's spawn point (far off to the right of the Ark's path)	100
145	Past the Archon's mesa, just before the path turns left, under an overhang of rock on the right side	500
146	Go past the turn; under an overhang of rock on the left side (near where a trio of Watcher discs spawn)	100
147	On the left side of a path, near the base of a turret	100
148	As the path widens, between a cluster of rocks and the canyon wall on the right side	100

Episode 3: Chapter 2: The Collector

149	On a downed transport ship, near one of the bile ducts; the ship also has a Weapons Locker aboard	100
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Episode 3: Chapter 3: The Revolt

150	After escaping coffin room, you go through a tunnel and reach a storage area; do not jump down from the upper walkway; make your way around the left side of the room (jump to a stack of crates to bypass other crates blocking your way); cache is on the far side	100
151	In the storage room, a hatch to another tunnel will open; at the opening to the tunnel	100
152	Go through the short tunnel; as you first emerge from the tunnel, you go up a short ramp; on the platform just above the ramp	500

Cache Number	Mission	Points
153	At the previous cache, with your back toward the wall, look across the room; on the walkway in the far left corner	100
154	After the combat at the turret, do not exit through the bay doors; on the walkway beneath the turret	100
155	In the hangar, near the entry hatch on the first transport	100
156	In the hangar, on the first transport, use the tail section to leap to a platform; near the closest pillar	100
157	In the hangar, near the entry hatch on the second transport	100
158	In the hangar, after the third elevator, on the thin girder used to cross to the other side of the hangar	100
159	In the hangar, as you approach the final elevator, continue on the walkway that goes around to the left; continue until you reach a dead end; behind the pillar at the dead end	500
160	In the hangar; as the final elevator descends, jump to the walkway on your left; follow the platform to the pillar on the other side of the room; by the side of the pillar	100
161	During dogfight, below the Ark's exhaust nozzles	100
162	During dogfight, in a large tube-like structure near the front of the Ark	100
163	During dogfight, in a large tube-like structure near the rear of the Ark	100
164	During dogfight, on a platform close to the front of the Ark, near upper hangar bay doors	100
165	During dogfight, fly toward the rocks to the left-hand (port) side of the Ark; under an arch of rock	500

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PRIMA Official Game Guide

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A Division of Random House, Inc.

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ISBN: 978-0-7615-6321-1