

REVENGE LOST PLANET[®] 3

COVERS PC, MICROSOFT XBOX 360,[®]
AND SONY PLAYSTATION[®] 3
COMPUTER ENTERTAINMENT SYSTEM

CAPCOM[®]

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LOST PLANET® 3

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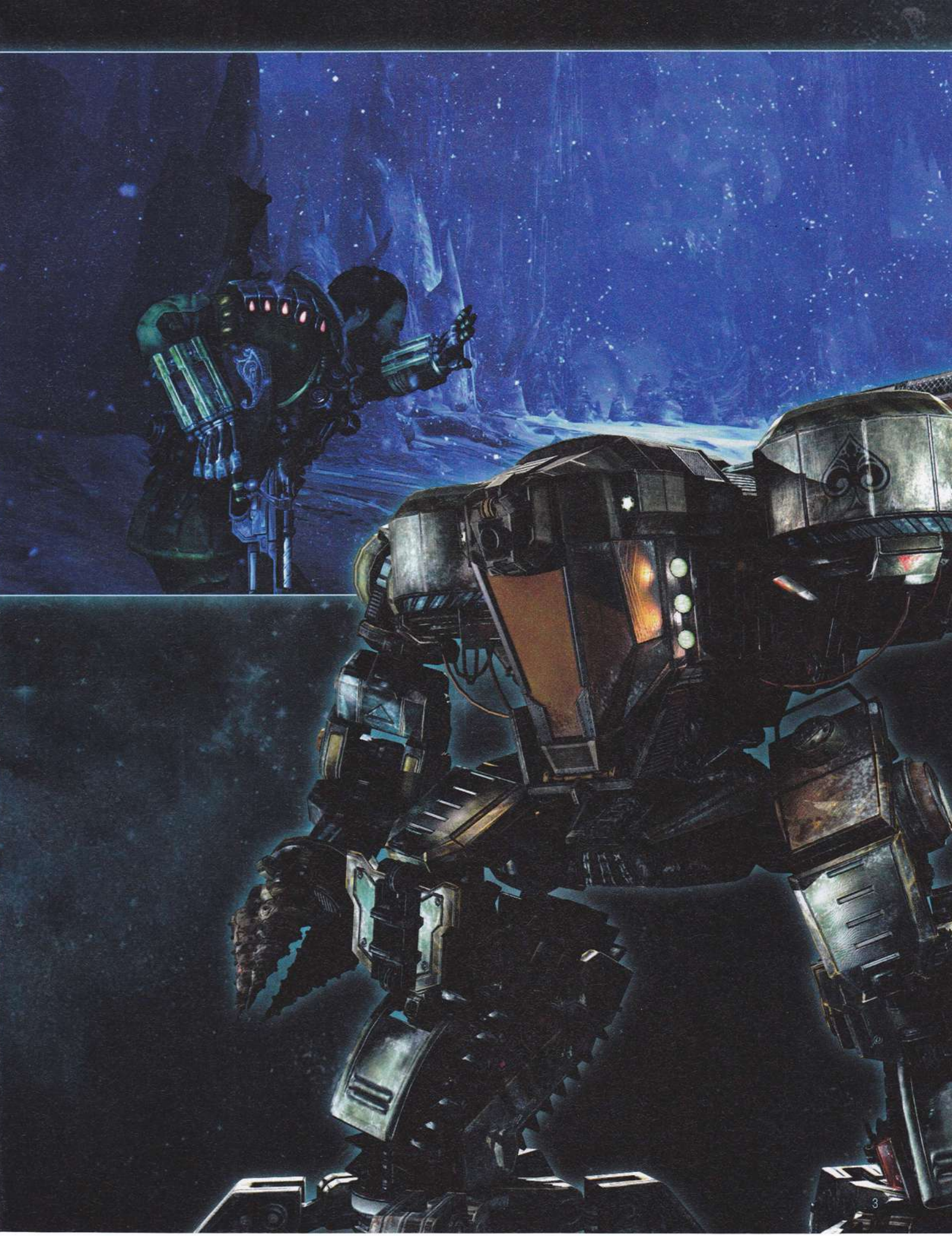
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SURVIVING E.D.N. III

Whether you are on foot or in the Utility Rig, this section provides basics of what you need to know to survive on the planet of E.D.N. III.





ON FOOT

Much of your time on E.D.N. III is spent on foot exploring its mysterious structures.



EXPLORATION

Lost Planet 3 controls like a typical 3rd person game, where the left analog stick moves the character and the right stick moves the camera.

»» QUICK TURN

Press Down on the directional pad to do a quick 180-degree turn. This is a great maneuver to face an Akrid after dodging its attack.



»» SPRINT

Click the left analog stick to cause Jim to sprint. Press it again to toggle sprinting off. This is helpful in reaching objectives faster, and is also necessary to escape Akrid when things get hairy.



»» CROUCHING

There is no need to press a button to make Jim crouch. As you move ahead, he automatically ducks when it is required. Note that Jim is unable to fire in the crouched position. It is often necessary to move out of a low area to attack a nearby enemy.



»» GRAPPLING HOOK

Use the Grappling Hook to scale the high cliffs and ledges of E.D.N. III. Keep an eye out for the Grappling Hook icon that signifies where you can rappel from or grapple to a ledge. Line up your reticle on the point for faster travel. Once you receive the Zip-Line Attachment and Magnetic Grappling Hook Upgrades, more locations are accessible with this tool.



»» HEADS UP DISPLAY WHEN IN UMBILICAL RANGE OF RIG

When you are outside the Utility Rig, but it's nearby, the Rig provides supplemental power to the environment suit that causes extra tactical readouts to appear as a heads-up-display.

This includes a mini-map / radar in the upper-right corner and loadout details in the lower-right corner. The radar shows nearby enemies as red dots. Weapon information includes the currently selected weapon along with amount of ammo left in your weapon and how many rounds you have in all. Your primary and secondary guns also appear, once you gain more weapons. The amount of Thermal Energy that you currently have is also shown above the weapon information. Move far enough away from your Rig, and this information goes away, so it is beneficial to stay close whenever possible.



»» PULSE NAV-MARKERS

Any time you are lost, simply press Up on the directional pad. This gives you a green icon in the distance along with a number on top. This leads you in the direction of your Active Quest. The number represents the distance to that marker. As you get closer, it goes down until you reach the marker. At that point, a new marker appears and directs you even closer to your objective goal. Always select the mission that you wish to work on, or else you may end up at the wrong location. This becomes an issue later when you are working on multiple missions.



»» JOB LOG

Press the Job Log Button to access your log. This gives you access to Missions, map, Inventory, and Collectibles. Once you have Optional Missions, the mission that you wish to work on can be selected. Nav-Markers and objective markers show you the way to the selected mission. The Inventory lists Weapons and Upgrades that you have received or purchased.



MAP

Select the second tab to look at the map, if one is available. A thin triangle represents Jim's position and a circular icon shows where your mission objective is located. Be careful when accessing this menu, as the game does not pause while you do so. Ensure the area is safe before viewing your Job Log.



COLLECTIBLES

Text Logs and Audio Logs provide extra story from the people on E.D.N. III. Once one is found, it is added to the Collectibles tab of your Job Log. There, they can be read and listened to. Once you get the Use DNA-Tagger on Akrid Optional Mission, a Bestiary is added to this tab that shows which Akrid you have tagged. Get the DNA-Tag 10 rare Albino Tarkaas Optional Mission to get the final entry on this tab. Look there to get clues on where to find the elusive Akrid.



»» T-ENERGY CANISTERS & SPECIALIZED COMPONENTS

T-Energy Canisters and Specialized Components are found all around the environment. T-Energy Canisters provide Thermal Energy when picked up, which adds to your in-game currency. The components are required to upgrade your Utility Rig at Gale's Service Pit. Take these back to Gale, where you can purchase upgrades for your Rig. Keep an eye out for them everywhere you go. Some are buried under ice, but they only require a shot or two from your Pistol to uncover them. If you collect every Specialized Component in the game, you will have more than enough to purchase everything from Gale.



TALKING TO NPCs

You can strike up conversations with many of the crewmembers on Coronis and people you meet later on. While standing next to an NPC press the Use Button to hear what they have to say.



SHOPS

There are four shops on E.D.N. III where you can purchase weapons and upgrades. When you access a shop screen, an exclamation point indicates a new item. If there is a checkmark in the Owned column, that item or upgrade has already been purchased. The cost of the item appears in the last column. A description of the item along with stats shows up along the top of the screen. Your currency balance is shown in the lower-right corner. New inventory is added to the shops at different points in the game, so be sure to visit often to get the best items and upgrades.



REPAIR TOOL

There are several times throughout the campaign, where Jim must repair a piece of machinery. This requires finding the proper repair frequency by using the two analog sticks. Press the Repair Button to start the process. Now you see what looks like two dials with an arched meter across the top. This yellow meter indicates the amount of time you have to complete the repair. Once this meter depletes on the right side, you fail the procedure. The left stick controls the left dial while the right moves the other one. Rotate each stick to spin the dials.

When a dial turns green from the usual red color, it is lined up properly. Hold that stick in that position until you get the correct spot with the other dial. At this point, the red wrench icon in the middle turns green too, which indicates a successful repair.



COMBAT

Combat on E.D.N. III is almost exclusively against the Akrid inhabitants of the planet. With a variety of weapons available, Jim is ready for any situation that arises.

EVASIVE ROLL

Press the Cover Button to perform a roll maneuver in the direction you are facing. This is good for dodging incoming attacks.



MELEE ATTACK

Click the right analog stick to hit a nearby enemy. This is not a strong attack and only eliminates the weakest of foes, but it is good for pushing back enemies when they become overwhelming.



»» USING THE HUNTING KNIFE

Smaller Akrid will on occasion jump on Jim when they land a successful attack. At this point, you must struggle with it and take it out with your knife. The first step is to push it back by rapidly tapping the button that appears on screen. Once the ring is filled around the button icon, you then get the opportunity to stab it with your knife. Use the left stick to line up the aiming reticule on the beast. Once it turns red, press the Fire Button to hit it.

Three successful hits with your knife take the Akrid down. If you miss, or swing your knife when the reticule is white, you must struggle with it again by jamming on the given button. You do not lose any progress that you have made though as three hits kill the beast no matter how many times you had to struggle with it. Be careful though as missing a stab opens you up to a damaging attack from the foe.



GRAPPLING AN ENBEE

When grappling an Enbee, the process of killing it with the Hunting Knife is different than other Akrid. Rapidly pressing the Cover Button to knock it back and lining up the reticule to attack are the same, but then you must press the left stick left or right when you are prompted on screen. This can be after failing to stab it or if you take too long to line up your attack. After several successful stabs, it pulls you up so that Jim is dangling by the foot. Now it will attempt to use its sting, as you dodge left or right with the same given commands. By lining up the reticule and pressing the Fire Button at this point, Jim kicks at the Akrid. A few successful kicks sets him free as he kills the beast.



»» USING GUNS

Jim can carry two guns along with his Pistol. Pressing the Fire Button fires the currently selected weapon. Hold the Aim Button to aim down the gun, for better accuracy. Always keep your gun loaded, by pressing the Reload Button whenever you have the opportunity.



»» SWITCHING WEAPONS

Jim always carries a NEVEC Pistol. Hold down the Switch Weapon Button to select it. Tap the button to switch to your gun in Weapon Slot #1 and press it again to change to the second gun.



»» SPECIALTY AMMUNITION

Each time you talk to Dr. Kovac after completing one of his Optional Missions, he makes new specialty ammunition available at the NEVEC Armory and Forgotten Wares. Each ammunition is made for a particular weapon and has a special effect, such as bouncing once or setting the target on fire. Each round costs 2 T-Energy and is selected by holding down the Reload Button with that weapon selected. Each round of Specialty Ammunition must be purchased and you can only hold a certain amount as you walk around. The rest of the rounds that you purchase are held in Munitions Lockers. The Pistol has Specialty Ammunition that allows you to get DNA Samples of the different Akrid. Dr. Roman gives Jim this ammo during a different mission.



GRENADES

You are given Frag Grenades fairly early on in the game and later Disc Grenades become available for purchase. These are tossed by pressing the Grenade Button. Hold the button down to display an arc, for more precise throws.

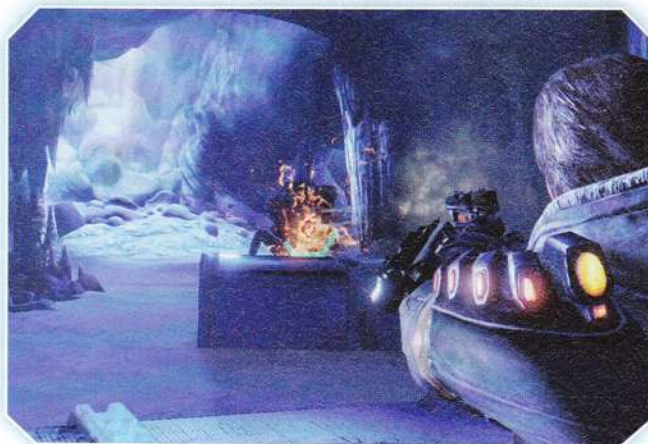
If you wish to cancel a throw, while holding down the button, simply press the Reload or Switch Weapon Button. You can

only carry two, but by accessing a locker, this is refilled. Purchase a holster from both weapon shops to increase this number to four.



USING COVER

Walls and short objects can be used as cover from your enemies. Step next to the object and press the Cover Button to duck behind it or hug the wall. From there, you can blindfire by pressing the Fire Button. Holding down the Aim Button makes Jim peek out of cover. From there you can fire a gun with increased accuracy, but you are vulnerable. Press forward and the Cover Button to vault over a short piece of cover.



MOVING BETWEEN COVER

When you have two pieces of cover that are close to each other, you can move from one to the other by pressing the Cover Button, while moving in the direction of the second object. This is good for finding better angles to fire from and it reduces your vulnerability.



LOOTING T-ENERGY

As you defeat Akrid, Thermal Energy spills onto the ground. T-Energy is the blood of these beasts and can be looted from their corpses. This is then used as currency at a few shops on E.D.N III, where weapons and upgrades can be purchased.



AMMO CRATE

Small ammo crates are often found inside the structures that you explore. These refill ammo that you have used to that point.



AMMUNITION FOOTLOCKER

In outdoor areas, look for big lockers along the paths. These refill all your weapons to their maximum amount.



MUNITIONS LOCKER



Munitions Lockers are located on the feet of your Rig, inside the NEVEC Armory, and at several other locations around the planet.

Access one to

assign a weapon to Weapon Slot #1 and Weapon Slot #2. Here you can get all of the information you need for each weapon in your inventory.

JIM'S UTILITY RIG

Exploring the frozen tundra of E.D.N. III is safer and quicker inside Jim's Utility Rig. It also provides a place to store collected Thermal Energy.



EXPLORATION

When inside the Rig, control is in the first person perspective with a view from inside the cockpit. Moving the Rig is still controlled by the left analog stick while the right stick looks around.

»» KERN-RETRACTORS

Gale installs Kern-retractors on the back and front of the Utility Rig that allows you to easily enter and exit the machine. Press the Use Button when given the prompt near your Rig to enter the cockpit. You may need to look up the machine to get that prompt.



»» CLEARING THE PATH

As storms pass through the frozen terrain, ice often builds up along the paths. Pressing the Attack Button to swing the Drill Arm usually clears it out of the way. Sometimes, you must hold the Attack Button and use the drill to break it down.



» GETTING THE JOB DONE

The Claw and Drill Arms are used in various ways to complete objectives around the environment. Follow on-screen prompts to get the job done, such as clearing off ice with the drill and grabbing a wheel with the claw. As you get new upgrades such as the Taser and Gas Torch, more tasks can be completed with your Rig.



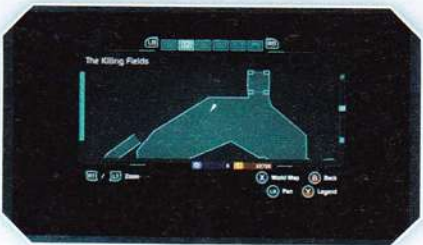
» WINCH

The Winch & cable upgrade to the rig's Claw Arm allows you to access previously inaccessible areas. Look for the Winch Button icon that indicates you can use this upgrade to reach that location. Fire the cable and once it is attached to the other side, use the Zip-line attachment to reach the other side.



» JOB LOG

The Job Log is accessed in the same manner as when on foot, but when inside your Rig, the game is paused. Two extra tabs are available for your Inbox and Music Player. Use the Inbox to re-watch any videos sent from Grace. The Music Player gives you access to the music that is played inside your Rig.



» MUSIC PLAYER CONTROLS

Control the Rig's Music Player with the directional pad. Down Plays and Stops the music, while Left and Right skips back and forward.



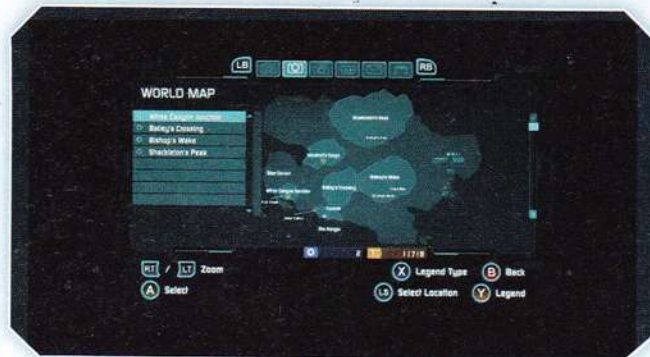
» COCKPIT LOCKED FOR YOUR SAFETY

The cockpit of your Rig locks down in areas where you are unable to exit the machine. This is noted by a message on the top of your screen that reads "Cockpit Locked". Another message will let you know when it is safe to exit.



» UTILITY RIG FAST TRAVEL

Once you start the Find the Thermal Pocket Mission, you gain the ability to quickly travel to any location you have already visited by using the Rig Fast Travel. Any time you are exiting an area, Press the Job Log Button to bring up the World Map. From there you can select the location you wish to go.



COMBAT

Jim uses a Utility Rig that is equipped with a Claw Arm and Drill Arm, perfect for getting his job done. But with some upgrades and battle experience, it becomes a powerful fighting machine.



»»» DRILL ARM

Press the Attack Button to swing the Drill Arm. With two Rig Upgrades from Gale, this attack becomes extremely powerful. Be careful though, as the tougher enemies can counter your three-hit combo. Hold down the Attack Button to fire up the drill. This is great when you have an Akrid in your grasp. Once you are equipped with the Gas Torch, you have two options on your right arm. Press the Switch Arm Module Button to toggle between the Drill and Torch. The Torch can be used to toast a held Akrid and mend broken pipes.



»»» CLAW ARM

On the job the Claw Arm allows you to grab wheels and turn them. In battle, it can be used to grab your foes. If you see an icon on an enemy that represents the Grab Button, press it to grab that enemy.

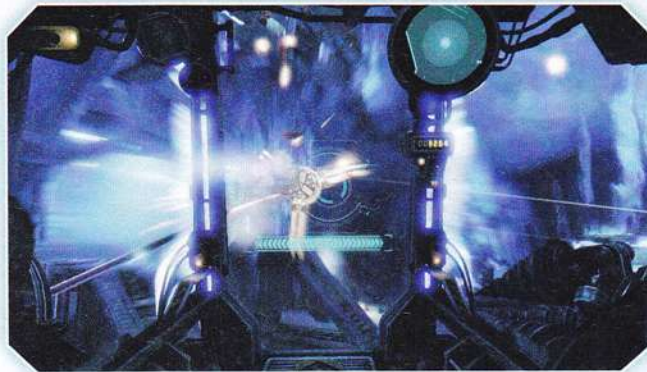


Small enemies can then be tortured in a variety of ways: drill it, squish it with your claw, throw it with the Winch, or torch it. Once a bigger enemy is grabbed,

it must be manipulated so that you can get a good angle at its weak spot. Then use your drill or torch to damage the foe.

»»» THE WINCH

This Winch & cable upgrade to your rig's Claw Arm fires a zip wire that can damage or grab Akrid. This is a great way to grab smaller enemies from a distance. Then they can be defeated in the same ways as before.



»»» BLOCK

Without the ability to quickly evade attacks, getting the timing down on the Block Button is essential in surviving battles with the Armored Akrid. An icon that represents the Block Button flashes on your heads-up-display when an attack is imminent. Press the button to lessen the damage done by the foe. This allows you to counter many of the Akrid's moves, as it lies vulnerable to attack. Look for appendages to grab at this point so that further damage can be done with your Drill Arm.



WEAPONS & UPGRADES

Jim receives weapons and upgrades as part of his missions, but many others must be earned by completing Optional Missions or purchased from the four shops of E.D.N. III. The shop tables list what is available from each shopkeeper and how much everything costs.





WEAPONS

Stats are provided for each weapon, along with any available upgrades, and where the upgrade is found. The stats for a weapon may differ between the regular ammunition and the Specialty Ammunition. For guns with two types of ammo, the second column of stats covers the Specialty Ammo.



HUNTING KNIFE

STATS

Magazine Size	N/A
Max Ammo	N/A
Damage	N/A
Rate of Fire	N/A
Accuracy	N/A



When Obtained: Purchased from NEVEC Quartermaster "Birdie" Bowers during Mission "Retrieve the Rig"

A blade used in close quarters combat. Rapidly press the Cover Button when grappling with an Akrid to get control. At that time a drifting knife reticule appears. Aim it at the foe and press the Fire Button to stab with the Hunting Knife.

SHOTGUN

STATS

Magazine Size	9	9
Max Ammo	36	54
Damage	7	7
Rate of Fire	5	5
Accuracy	2	2



Specialty Ammunition: Bounce Shot

Upgrade: Stock

When Obtained: Available at NEVEC Armory

This pump-action shotgun has solid stopping power but limited range. Use it in close quarters combat to knock back enemies. Due to its spread fire, it is also great against agile foes such as the Tarkaas. The weapon holds nine shells at a time, but be ready to switch weapons or move away from the action, because the reload time is relatively slow. Pick up the Quick Fingers Technique from the Albino Tarkaa Exchange to greatly improve this powerful weapon. The Stock Upgrade reduces the weapon recoil allowing for faster recovery between shots and increasing the accuracy. The Specialty Ammunition for the Shotgun is a Bounce Shot that ricochets once after hitting hard surfaces. Use it to hit foes who hide behind cover.

NEVEC PISTOL

STATS

Magazine Size	12
Max Ammo	Infinite
Damage	3
Rate of Fire	7
Accuracy	8



Specialty Ammunition: DNA-Tagging

Upgrade: Large Caliber Barrel

When Obtained: Received during the first mission

The standard issue NEVEC Pistol is a semi-automatic pistol with a decent firing rate and solid short range stopping power. This is the only weapon with unlimited ammo. Use this weapon against the Akrid Eggs and weaker Akrid to conserve ammunition for your more powerful weapons. The Large Caliber Barrel increases damage by 50%, but also increases the firing recoil.

ASSAULT RIFLE

STATS

Magazine Size	30	20
Max Ammo	300	40
Damage	4	8
Rate of Fire	8	8
Accuracy	6	6



Specialty Ammunition: Incendiary Rounds

Upgrade: Extended Magazine

When Obtained: Found during Find the Observation Pod Mission

The standard issue NEVEC Assault Rifle is a versatile weapon well suited for a variety of tactical engagements. Pull out this weapon when you're facing big groups of enemies. Its decent accuracy makes it a great choice to include in your loadout. Purchase the Extended Magazine Upgrade to increase the magazine capacity and reduce the reload frequency.

PROTOTYPE PULSE RIFLE

STATS	
Magazine Size	24
Max Ammo	336
Damage	7
Rate of Fire	7
Accuracy	7



Upgrade: None

When Obtained: Found in Power Plant and Security Installation

The Pulse Rifle is a popular choice for NEVEC Troopers due to its relatively high stats across the board. It is an advanced tactical rifle that is best controlled when aiming down sight. There are a few opportunities during your exploration of E.D.N. III to find this weapon.

HUNTING RIFLE

STATS	
Magazine Size	6
Max Ammo	30
Damage	8
Rate of Fire	2
Accuracy	8



Specialty Ammunition: Depleted Uranium Rounds

Upgrade: 8x Scope

When Obtained: Unlocked at Quartermaster after Find the Observation Pod Mission

The Hunting Rifle is a single-shot, bolt-action rifle with high accuracy and damage. With a maximum range of 35 meters, this is your first choice for sniping enemies. It may not be worth taking indoors, but it is great when you know where Akrid are hiding out in the open. Purchase the 8x Scope to get an extremely close look at the Akrid. Aim down the sight and press in on the right stick to look through the scope. The Depleted Uranium Rounds do extreme damage to smaller Akrid and larger Akrid Cores. It does not penetrate the armor of larger Akrid.

VALKYRIE

STATS	
Magazine Size	3
Max Ammo	120
Damage	8
Rate of Fire	2
Accuracy	6



Specialty Ammunition: Explosive Rounds

Upgrade: Repeater

When Obtained: Received during Find the Rig Mission

The Valkyrie fires 3 bolts in a triangular formation that explode when striking enemy targets. A slow rate of fire means this is not the choice against a big group of enemies, but the explosion does have a small area of effect—allowing it to take down multiple Akrid if the shot is well placed. Its high damage and accuracy make it a good choice for firing at big Akrid cores. Purchase the Repeater to allow for manual preload of up to 2 bolt clips, making rapid fire possible. Use the Explosive Specialty Ammunition as proximity mines that detonate when enemies are near it.

GRENADE LAUNCHER

STATS	
Magazine Size	6
Max Ammo	18
Damage	10
Rate of Fire	6
Accuracy	4



Specialty Ammunition: Biotox Rounds

Upgrade: Range Finder

When Obtained: Unlocked at Forgotten Wares during Hunt Down King Crab Mission

The Grenade Launcher does the most damage of your guns with timed canister grenades. They detonate after bouncing around for a few seconds. This is the weapon of choice against the stronger Akrid as they do just as much damage as Frag Grenades. Fire them along the ground for greater control. The Range Finder Upgrade makes lining up your shots much easier. The Biotox Rounds expel a toxic cloud of gas upon detonation, which inflicts damage to all live targets it touches.

P.I.G. (PNEUMATIC INJECTOR GUN)

STATS	
Magazine Size	30
Max Ammo	420
Damage	3
Rate of Fire	10
Accuracy	2



Specialty Ammunition: Stinger Rounds

Upgrade: Stock

When Obtained: Available at Forgotten Wares

This creative makeshift weapon from the Forgotten uses compressed gas to rapid-fire heavy metal rivets. It has the highest rate of fire and maximum ammo among the single-player weapons, making it a solid close quarters weapon when facing big groups. The Stock Upgrade increases its accuracy by reducing recoil during extended periods of firing. The Stinger Rounds are fashioned from hardened Fire Wasp stingers. This ammo mysteriously self corrects in-flight as it attempts to strike targets.

HALBERD

STATS	
Magazine Size	5
Max Ammo	25
Damage	9
Rate of Fire	5
Accuracy	10



Upgrade: None

When Obtained: Found in Security Installation by using Magnetic Grappling Hook

The Halberd is available from a single location. It has medium to long range, and fires kinetic energy blasts. Hold down the Fire Button to build up energy for stronger shots.

FRAG GRENADES

STATS	
Magazine Size	2
Max Ammo	2
Damage	10
Rate of Fire	N/A
Accuracy	N/A



Upgrade: Extra Grenade Belt Slot

When Obtained: Added to Loadout during Rescue Laroche Mission

This is a basic shrapnel grenade that damages any target within the blast radius. The Frag Grenade has the highest damage and area of effect. Hold down the Fire Button to show a firing arc for the explosive and aim your shots more accurately. Toss these underneath the big, Armored Akrid to stun them, then fire at their cores. Extra Grenade Belt Slots are available at the NEVEC Armory and Forgotten Wares.

DISC GRENADES

STATS	
Magazine Size	2
Max Ammo	2
Damage	8
Rate of Fire	N/A
Accuracy	N/A



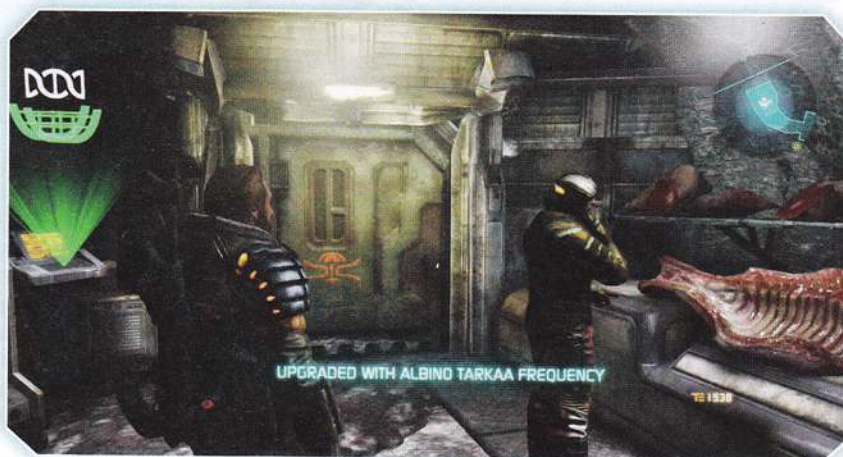
Upgrade: Extra Grenade Belt Slot

When Obtained: Unlocked at NEVEC Weapon Shops after completing Get to the Source Mission

The damage done by the Disc Grenade is not as great as the Frag Grenade, but it is much easier to use. This aerodynamic fragmentation grenade can be thrown long distances, slicing through the air in a straight line. While not as effective as Frag Grenades against enemies who hide behind cover, it is great when you have line of sight on your target. Extra Grenade Belt Slots are available at the NEVEC Armory and Forgotten Wares.

PLAYER UPGRADES

Player Upgrades are all meant to make Jim's job on E.D.N. III easier. They provide access to areas that are otherwise inaccessible and teach techniques that make fights with Akrid much easier.



REPAIR TOOL

When Obtained: First Used during Escort the Pod Mission

Allows access and control of repair zone for patching up mechanical devices. Approach a broken device and press the Reload Button to use the Repair Tool. Use both control sticks to turn two dials until they are both green, before the time runs out.



GRAPPLING HOOK

When Obtained: First Used during Escort the Pod Mission

The standard-issue Camelot-Felding Grappling Hook allows rapid vertical ascent and descent to and from stable grappling points. Look for the Grappling Hook icon that signifies that you can rappel from or grapple to that ledge and then press the Grappling Hook Button. Line up your reticule on the point for faster travel.



ZIP-LINE ATTACHMENT

When Obtained: Received during DNA-Tagger Mission from Dr. Roman

Motorized pulley upgrade to the Grappling Hook that allows propulsion across metal zip wire. When a zip wire runs overhead, look at it and then press the Grappling Hook Button to automatically slide to the other side of the zip line. This is used in combination with the Winch to reach otherwise inaccessible locations from your Rig.



MAGNETIC GRAPPLING HOOK



When Obtained: Received during Test the Grappling Hook Upgrade Mission
Magnetic upgrade to the Grappling Hook allowing it to connect to select magnetized metal objects, such as magnetized ledges. This upgrade is necessary to reach several locations around E.D.N. III. It is used in the same manner as Grappling Hook, but allows connection to new points. This is necessary when searching for the four Mementos.

T-ENERGY "SNIFFER" ACCESSORY



When Obtained: Received from Dr. Kovac when starting his quests
The "Sniffer" is a research tool that automatically gathers samples of T-Energy particulates in the air after an Akrid kill. This upgrade is only used during Dr. Kovac's Optional Missions.

T-ENG DETECTOR



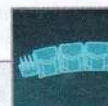
When Obtained: Received from Gale Holden when starting Use the T-ENG Detector Optional Mission
Gives off intermittent beeping sounds when it's near T-ENG pockets. Beeping rate increases as it becomes closer to the T-ENG source.

ALBINO TARKAA ATTRACTOR



When Obtained: Received from Ethologist when first met at Camp of the Forgotten
The mating call is added to Jim's wrist computer. Any Albino Tarkaa within range will respond by rubbing its hind legs together making a distinct mating call. Listen for this sound to help locate this elusive species, as they are heard well before they are seen.

EXTRA AMMO PACK



When Obtained: Purchase one from Forgotten Wares and NEVEC Armory
The Extra Ammo Pack allows you to carry more ammo per weapon. Purchase both packs to carry the maximum ammunition.

EXTRA GRENADE BELT SLOT



When Obtained: Purchase one from Forgotten Wares and NEVEC Armory (Complete Getting to the Source Mission)
This slot adds an extra holster to your belt allowing you to carry an extra grenade. Purchase both holsters to carry four grenades.

TECHNIQUE – LUCKSHOT



When Obtained: Purchase from Ethologist
This technique provides an aiming reticule while blindfiring from cover, increasing your accuracy. It is still not as accurate as peeking out from cover, but at least you can aim your shots while staying behind protection.

TECHNIQUE – QUICK FINGERS



When Obtained: Purchase from Ethologist
Quick Fingers improves your weapon reload speed by 25%. This is great when using weapons such as the Shotgun and Valkyrie, since their biggest drawback is their reload time.

THERMALIZED SUIT



When Obtained: Purchase from Ethologist
Improves your rate of Health Regeneration 100%. This is the most expensive Technique that the Ethologist teaches because it is the most valuable. It allows you to get back into the action quicker after taking damage.

ENHANCED VITALITY



When Obtained: Find all four Mementos and return to Soichi.
The leader of the Forgotten teaches you the best technique, but you must first find and return the four Mementos. It increases your maximum health by 50%.



RIG UPGRADES

Rig Upgrades improve your Utility Rig with a tougher Hull, damaging attacks, and valuable tools. They are all purchased from Gale's Workshop in the Basement Level of Coronis. Collect Specialized Components that lie around the planet for Gale and he will make these upgrades at his Service Pit.



T-ENG ABSORBER

When Obtained: Available from Gale

Allows the Rig to collect nearby T-ENG simply by walking over it. If you are tired of having to hop out of your Utility Rig to collect the T-Energy dropped by Akrid, grab this Upgrade once you have five components.



DOUBLE ARM SMASH

When Obtained: Available from Gale

A damaging 3-hit attack combo executed with the Attack Button. Press the button three times in succession to perform the full combo, but be careful, as the bigger Akrid will often counter your attack mid combo. Use this move when you have an Akrid stunned for its greatest effect.



HARDENED HULL +25%

When Obtained: Available from Gale

A reinforced hull that improves the Rig's armor by 25%. Purchase these Hardened Hull Upgrades so that you can take more abuse against the large Akrid of E.D.N. III. Purchasing these upgrade unlocks the next one.



WINCH

When Obtained: Purchase from Gale during Upgrade Time Mission

Winch & cable upgrade to the Claw Arm. Shoot it out to damage or grab Akrid. Zip-line compatible to reach previously inaccessible areas.



HARDENED HULL +50%

When Obtained: Available from Gale once Hardened Hull +25% is purchased

A reinforced hull that improves the Rig's armor by 50%.



EXTENDED WINCH

When Obtained: Available for Purchase from Gale after completing Get to the Source Mission

Shoots Winch out 50% further than before, opening previously inaccessible areas.



HARDENED HULL +75%

When Obtained: Available from Gale once Hardened Hull +50% is purchased

A reinforced hull that improves the Rig's armor by 75%.



GAS TORCH

When Obtained: Available at start

Oxyacetylene torch with a small flame for welding and cutting. Press the appropriate button to switch between the Rig's drill and gas torch.



HARDENED HULL +100%

When Obtained: Available from Gale once Hardened Hull +75% is purchased

A reinforced hull that improves the Rig's armor by 100%.



TASER

When Obtained: Received from Gale after defeating King Crab.

Electrifies your Rig's claw pressing in on the Left Stick. Use to charge up dead devices or electrocute grabbed Akrid.



FOREARM BASH

When Obtained: Available from Gale

Extra shielding on the Rig's forearm allows for a quick bash attack by timing the Attack Button. This can be used to clear out ice that blocks your Rig's path or damage the Akrid.



THE SHOPS OF E.D.N. III



There are four shops that you visit during your adventures, two in the Basement Level of Coronis and another two at The Camp of the Forgotten. It is well worth visiting these places so that you can stay on top of your game with new weapons and upgrades.

NEVEC ARMORY

Shopkeeper: Quatermaster "Birdie" Bowers

Location: Coronis – Basement Level

Birdie mans the armory in the basement of the Coronis. You must buy the Hunting Knife to progress the story and unlock the rest of the items for sale.



ITEM	COST (T-ENERGY)	DESCRIPTION	WHEN AVAILABLE
Hunting Knife	10	A blade used in close quarters combat. Press the Fire Button to stab when the drifting knife reticule appears.	After talking to Gale, you get Hunting Knife objective.
Shotgun	1500	A pump-action shotgun with solid stopping power but limited range. Ideal for close quarters combat.	Purchase Hunting Knife
Assault Rifle	2500	Standard issue NEVEC Assault Rifle. A versatile weapon well-suited for a variety of tactical engagements.	Unlocked here after Find the Observation Pod Mission. Free if picked up during the mission.
Hunting Rifle	7500	A single shot bolt-action rifle with high accuracy and damage.	Unlocked after Find the Observation Pod Mission.
Pistol - Large Caliber Barrel	1250	Increases NEVEC Pistol damage by 50%, but causes greater firing recoil.	Purchase Hunting Knife
Assault Rifle - Extended Magazine	1500	Increases the number of rounds held per ammo clip, reducing reload frequency.	Unlocked after Find the Observation Pod Mission.
Shotgun - Stock Upgrade	2500	Reduces weapon recoil allowing for faster recovery between shots.	Purchase Hunting Knife
Hunting Rifle - 8x Scope	5000	Allows players to zoom in when aiming down sight.	Unlocked after Find the Observation Pod Mission.
Disc Grenades	6000	An aerodynamic fragmentation grenade capable of being tossed long distances. Explodes on contact.	Unlocked after completing Get to the Source Mission
Extra Grenade Belt Slot	5000	Adds an extra holster to your belt allowing you to carry 1 extra grenade.	Unlocked after completing Get to the Source Mission
Extra Ammo Pack	5000	An extra ammo pack that allows you to carry more ammo per weapon.	Purchase Hunting Knife
Shotgun - Bounce Shot	2	Carbon steel bearings that ricochet once when hitting hard surfaces. Good for hitting targets in confined interiors.	Complete Dr. Kovac's First Optional Mission

Continued next page

NEVEC ARMORY (CONTINUED)

ITEM	COST (T-ENERGY)	DESCRIPTION	WHEN AVAILABLE
Assault Rifle - Incendiary Rounds	2	Rounds that create a small explosion on impact. Can cause Akrid cores to catch fire and burn.	Complete Dr. Kovac's Second Optional Mission
Hunting Rifle - Depleted Uranium	2	Rounds that do extreme damage to smaller Akrid and target Akrid Cores. Does not penetrate armor of target Akrid.	Complete Dr. Kovac's Third Optional Mission
Valkyrie - Explosive Bolts	2	Explodes upon hitting live targets. Otherwise, bolt enters proximity mode and detonates when enemies near it.	Complete Dr. Kovac's Fourth Optional Mission
P.I.G. - Stinger Rounds	2	Fashioned from hardened Fire Wasp stingers, this ammo mysteriously self corrects in-flight as it attempts to strike targets.	Complete Dr. Kovac's Fifth Optional Mission
Specialized Component	2000	Unique salvaged parts that can be traded at Gale's Workshop for Rig upgrades.	Purchase Hunting Knife - Always available for purchase no matter how many you buy.

FORGOTTEN WARES

Shopkeeper: Forgotten Villager

Location: The Camp of the Forgotten – Near connecting tunnel

As you explore The Camp of the Forgotten, enter the right tunnel on the north side of the southern camp. The Forgotten's unique weapons are a great asset against the Akrid.



ITEM	COST (T-ENERGY)	DESCRIPTION	WHEN AVAILABLE
P.I.G. (Pneumatic Injector Gun)	8000	A makeshift weapon that uses compressed gas to rapid fire heavy metal rivets. A solid close quarters weapon.	Available once you reach Forgotten Wares
Grenade Launcher	10000	Launches timed canister grenades. They can be remotely detonated, otherwise they detonate on a timer.	Available once you reach Forgotten Wares
Valkyrie - Repeater Upgrade	4000	Allows for manual preload of up to 2 bolt clips. Good for rapid-fire!	Available once you reach Forgotten Wares
P.I.G. - Stock Upgrade	5000	Increases accuracy by reducing recoil during extended periods of firing.	Available once you reach Forgotten Wares
Grenade Launcher - Range Finder	6000	Shows a visual preview of the firing arc when aiming down sight.	Available once you reach Forgotten Wares
Extra Grenade Belt Slot	5000	Adds an extra holster to your belt allowing you to carry 1 extra grenade.	Available once you reach Forgotten Wares
Extra Ammo Pack	6000	An extra ammo pack that allows you to carry more ammo per weapon.	Available once you reach Forgotten Wares
Shotgun - Bounce Shot	2	Carbon steel bearings that ricochet once when hitting hard surfaces. Good for hitting targets in confined interiors.	Complete Dr. Kovac's First Optional Mission
Assault Rifle - Incendiary Rounds	2	Rounds that create a small explosion on impact. Can cause Akrid cores to catch fire and burn.	Complete Dr. Kovac's Second Optional Mission
Hunting Rifle - Depleted Uranium	2	Rounds that do extreme damage to smaller Akrid and target Akrid Cores. Does not penetrate armor of target Akrid.	Complete Dr. Kovac's Third Optional Mission
Valkyrie - Explosive Bolts	2	Explodes upon hitting live targets. Otherwise, bolt enters proximity mode and detonates when enemies near it.	Complete Dr. Kovac's Fourth Optional Mission
P.I.G. - Stinger Rounds	2	Fashioned from hardened Fire Wasp stingers, this ammo mysteriously self corrects in-flight as it attempts to strike targets.	Complete Dr. Kovac's Fifth Optional Mission
Grenade Launcher - Biotox Rounds	2	Rounds that expel a toxic cloud of gas upon detonation. Toxic cloud inflicts damage to all live targets it touches.	Complete Dr. Kovac's Final Optional Mission

GALE'S WORKSHOP

Shopkeeper: Gale Holden

Location: Coronis – Basement Level

Gale Holden is the Coronis Mechanic, in charge of keeping the Utility Rigs going and installing upgrades when needed. Collect Specialized Components to purchase these improvements for your machine.



ITEM	COST (SPECIALIZED COMPONENTS)	DESCRIPTION	WHEN AVAILABLE
T-ENG Absorber	5	Allows the Rig to collect nearby T-ENG simply by walking over it.	During Talk to Braddock Mission
Hardened Hull +25%	2	A reinforced hull that improves the Rig's armor by 25%.	During Talk to Braddock Mission
Hardened Hull +50%	3	A reinforced hull that improves the Rig's armor by 50%.	Purchase Hardened Hull +25% upgrade.
Hardened Hull +75%	4	A reinforced hull that improves the Rig's armor by 75%.	Purchase Hardened Hull +50%
Hardened Hull +100%	5	A reinforced hull that improves the Rig's armor by 100%.	Purchase Hardened Hull +75%
Winch	0	Winch & cable upgrade to the Claw Arm. Shoot out using Left Bumper / L1 to damage or grab Akrid. Zip-line compatible to reach previously inaccessible areas.	Unlocked as part of Upgrade Time Mission.
Extended Winch	4	Shoots Winch out 50% further than before, allowing Jim to access previously inaccessible areas.	Unlocked for purchase after completing Get to the Source Mission
Forearm Bash	2	Extra shileiding on the Rig's forearm allows for a quick bash attack by timing the Attack Button.	During Talk to Braddock Mission
Double Arm Smash	3	A damaging 3-hit attack combo executed with the Attack Button.	During Talk to Braddock Mission

ALBINO TARKAA EXCHANGE

Shopkeeper: Camp Ethologist

Location: The Camp of the Forgotten – Near front gate

The Ethologist in The Camp of the Forgotten offers you an Optional Mission, to find rare Akrid Species called Albino Tarkaas. Use the clues from your Collectibles Tab to find where they are hiding, tag them, and return to him to learn the following.



ITEM	COST (ALBINO TARKAA)	DESCRIPTION	WHEN AVAILABLE
Technique - Luckshot	2	Provides you with an aiming reticule while blindfiring from cover.	Available once you find the shop.
Technique - Quick Fingers	3	Improves your weapon reload speed 25%.	Available once you find the shop.
Thermalized Suit	5	Improves your rate of Health Regeneration 100%.	Available once you find the shop.

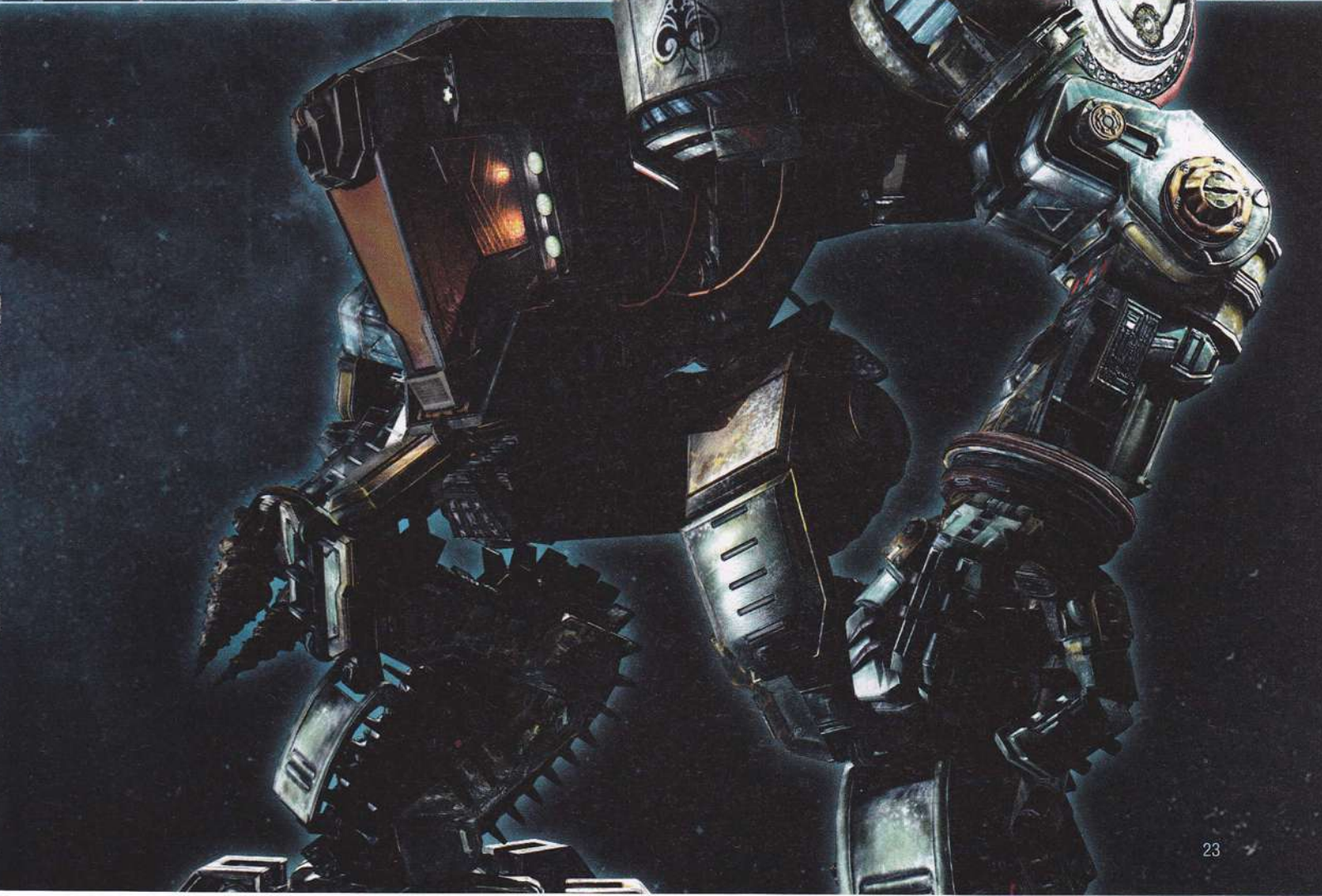
CAST OF CHARACTERS

CORONIS CREW

JIM PEYTON

Jim Peyton leaves his family to pursue a lucrative opportunity on E.D.N. III, working as a freelancer for NEVEC, Neo-Venus Construction. With his Rig, Gertie, he quickly becomes a valuable asset for NEVEC—willing to take on the hazard pay missions to increase his earnings faster. His wife Grace remains at home with their son, Hank, holding down the fort while he is gone.





PHIL BRADDOCK

Braddock is the boss of this NEVEC operation on E.D.N. III. He keeps the Coronis Crew focused on the task at hand by dishing out the jobs. Jim visits him on several occasions to get new tasks and report on what he has found.



DR. BONNIE ROMAN

Dr. Roman uses her Doctorate in Atmospheric Sciences to study the pop up storms on E.D.N. III. She loves her job, but has never felt like she fit—though she still cares about the crew. Jim gets several opportunities to help her out with her research. Visit her at her private pod on the side of Shackleton's Peak.



DR. KENDRICK KOVAC

Dr. Kovac shares a ride to E.D.N. III with Jim. He is tasked with making Thermal Energy a viable energy source on Earth. With is arrogant attitude, the crew is split whether they like or hate him. Take the Coronis elevator to the Upper Hangar to find his lab, where he needs your help gathering T-Energy samples from various Akrid.



GALE HOLDEN

Gale is the Coronis Lead Tech, in charge of the Utility Rig upkeep and upgrades. He knows whom to trust and is extremely loyal to those he likes. Visit his workshop on the Basement Level of Coronis to purchase Rig Upgrades with the Specialized Components that you find.



RENARD LAROCHE

Larocche is a dedicated French freelancer for NEVEC. He performs many of the same duties as Jim, though not as willing to put himself into danger for the hazard pay.



CALEB ISENBURG

Isenberg is an officer of NEVEC's own paramilitary. He joins Coronis in an attempt to keep the operation focused on NEVEC's main mission—make Thermal Energy a viable energy source on Earth.



SNOW PIRATES

SOICHI

As the long time leader of the Snow Pirates, Soichi is extremely protective of his people and will do anything to keep them safe. He has led them to safety and taught them how to survive. Due to experiences in his past, trust does not come easy to him.



MIRA

Soichi's daughter has lived her entire life on E.D.N. III, spending much of her time spying on the NEVEC crew. Mira knows whom to trust and will also do what it takes to protect the people. She is young, but she has the faith of many of the Snow Pirates.



SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

THE BESTIARY

Akrid are the native species of E.D.N. III. Most are vulnerable everywhere on their bodies, but there are Armored Akrid that require hitting a weak spot in order to inflict any damage. In the following Stats tables, Speed and Agility are based on a scale of 1-10 where 10 represents the fastest or most agile. The attacks used against the player and Rig are listed along with the first location each is found.





NON-ARMORED AKRID

These non-armored Akrid are vulnerable everywhere on their bodies. Due to their size and their vulnerability, they are easier to defeat than their Armored counterparts, but you often face them in large groups. Alternate versions of some species are found later on in the game. For these enemies, a second column of stats is added to the following tables.



AKRID EGGS

STATS

HP	10
Speed	N/A
Agility	N/A



Attacks to Player: Mine Explosion

Attacks to Rig: N/A

Weak Spots: Everywhere

First Found: Diaz Cavern

An Akrid Egg is an embryonic storage sac with a proximity-based, exploding defense mechanism. These line caves and structures all around the planet. Step close to one to trigger it and quickly clear the area to avoid taking damage. They can also be taken out with any weapon from afar. Use the Pistol so that you do not waste precious ammunition.

ERMMLID

STATS

HP	8
Speed	7
Agility	4



Attacks to Player: Ram

Attacks to Rig: Power Drain

Weak Spots: Everywhere

First Found: Camp of the Forgotten

Ermmlid have a symbiotic relationship with the Sieragz and because of this, you only find them with their host. They are swarmers with a spinning dive-bomb attack. When they leave their nests on the sides of the Sieragz, they form four groups. One at a time, they dive-bomb their target. This attack can be evaded or halted with the Shotgun. Inside your Rig, these critters pose a bigger risk as they stick to the hull and drain the power from the machine. Your Taser Upgrade clears the little guys off the Utility Rig, but do not forget about the cooldown time of the Shock-Jumper.

TARKAA

STATS

HP	25
Speed	7
Agility	8



Attacks to Player: Tail Attack, Jumping Bite

Attacks to Rig: N/A

Weak Spots: Everywhere

First Found: Mysterious Structure

Tarkaas are interior-dwellers, who are attracted to T-Energy. You will have plenty of opportunities to get well-acquainted with these Akrid. They are small with little HP, but their high speed and agility make them little pests as you explore the mysterious structures of E.D.N. III. Red Tarkaa Eggs fill many of the corners of these locations. They look like Akrid Eggs, but Tarkaas are hatched from inside as you approach them. Get the hang of dodging backwards as they do their Jumping Bite and then blowing them away with your Shotgun.

SEPIA

STATS

HP	18
Speed	3
Agility	3



Attacks to Player: Bite, Lunge Bite, Suicide Lunge

Attacks to Rig: Bite, Lunge Bite, Suicide Lunge

Weak Spots: Everywhere

First Found: Crash Site

Sepia are weak, wall-walking swarmers with bite and suicide attacks. They are the most common enemy on E.D.N. III. Use an automatic weapon to mow down the big groups that you face. Genessas spawn these guys at many locations. Quickly take out the Genessa before focusing on the Sepia.

BOLSEPIA

STATS

HP	80	70
Speed	3	3
Agility	3	3

Attacks to Player: Bite, Lunge Bite, Suicide Lunge, Mortar

Attacks to Rig: Bite, Lunge Bite, Suicide Lunge, Mortar

Weak Spots: Everywhere

First Found: Coronis



Bolsepia are first spotted near the Hangar after finding the Observation Pod. It is a sub-species of Sepia with a ranged mortar attack. These projectiles can be shot out of the air or evaded. The explosives can be harmful to the Rig when surrounded by Bolsepia, so do what you can to eliminate them quickly. They are also spawn from Genessas at many locations.

WARDEYE (FEMALE)

STATS

HP	250
Speed	7
Agility	10

Attacks to Player: Push Attack, Punch, Barb Spit Attack

Attacks to Rig: N/A

Weak Spots: Everywhere

First Found: Power Plant



The female Wardeyes use their ranged attacks to divert attention from the flanking males who protect them. Seek cover and pick them off from afar, but always keep an eye out for the males. They will use melee attacks when you get too close, so beware.

GENESSA

STATS

HP	350
Speed	N/A
Agility	N/A

Attacks to Player: Barb Spit, Death Explosion

Attacks to Rig: N/A

Weak Spots: Central Glowing Area

First Found: White Canyon Junction – Diaz Cavern



These non-sentient, organic homes to a multitude of Akrid can cause havoc if not dealt with quickly. Sepia, Bolsepia, and Enbees are spawned from within at a steady rate, so getting overwhelmed is not out of the question. They are only vulnerable in the center, glowing area. Toss a grenade into the center for the greatest effect.

ENBEE

STATS

HP	37	60
Speed	3	3
Agility	6	6

Attacks to Player: Tail Sting, Ram, Claw Swipe, Energy Lob

Attacks to Rig: Energy Lob

Weak Spots: Everywhere

First Found: Shackleton's Peak



Enbees are agile, venom-spewing flyers. When up close they have a nasty tail sting and they will carry off weakened opponents. These pesky enemies can become a big nuisance, so concentrate on destroying their Genessas as soon as you can, preferably before too many are spawned. When grappling with an Enbee, the process of killing it with your Hunting Knife differs slightly from other Akrid. When it attempts to get you with its stinger, you must press the left stick in the direction indicated.

WARDEYE (MALE)

STATS

HP	300
Speed	9
Agility	10

Attacks to Player: Push Attack, Punch

Attacks to Rig: N/A

Weak Spots: Everywhere

First Found: Power Plant



Wardeye are found in the different structures of E.D.N. III. Males are stealthy and nimble protectors of the females. They use their agility to hunt down, flank, and strike opponents with melee attacks. Combine the males with their female cohorts and these fights become difficult. Move out of cover when these enemies approach and take them down with your Shotgun or Assault Rifle. If one grabs you from behind, rapidly press the Cover Button to break free of its grasp.

GOONROE

STATS

HP	225	400
Speed	7	7
Agility	9	9

Attacks to Player: Claw Dash Attack, Swipe attack, Tail Attack, Ram Attack

Attacks to Rig: None

Weak Spots: Mouth, Tail

First Found: Crash Site



These cunning, cat-like Akrid work in coordinated groups to hunt down prey. They are vulnerable everywhere on their bodies, but extra damage can be done in the mouth and tips of the tails. They are quick and leap at you in an attempt to grab you. Their attacks are avoided by dodging to one side or the other. Focus your gunfire at the mouth as it readies its move.

SUWANKAA

STATS

HP	500
Speed	7
Agility	9

Attacks to Player: Claw Dash Attack, Swipe attack, Tail Attack, Ram Attack

Attacks to Rig: N/A

Weak Spots: Mouth, Tail

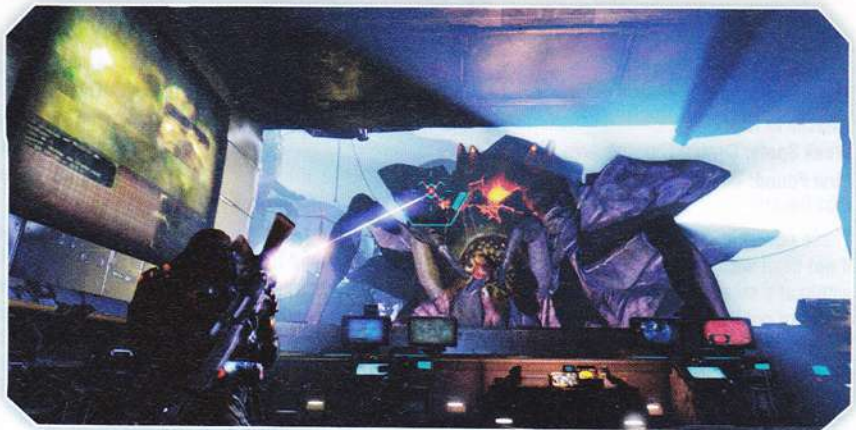
First Found: Hanneman's Drop

The rare Suwankaa is an aggressive and powerful Alpha Male version of the Goonroe. It has many more hit points and for the most part its attacks are more powerful. Just like the Goonroe, they are vulnerable everywhere, but extra damage can be done in the mouth and the tips of its tails. Take it down in the same manner as the Goonroe, but be mindful of its attacks as it hits hard.



ARMORED AKRID

Armored Akrid have a shell that protects them from most attacks, but each has weak spots that can be exploited. Focus your gunfire at these locations and use grenades to knock them off their feet.



DONGO

STATS

HP	220	1000
Speed	5	5
Agility	5	5

Attacks to Player: Claw Attack, Claw Frenzy, Charge

Attacks to Rig: Charge

Weak Spots: Tail

First Found: White Canyon Junction



The thickly armored Akrid can swipe with its claws, but you need to watch out for the high-speed roll attacks. Avoid this maneuver with well-timed dodges, and then target its glowing tail. Be careful when facing a pack of them as you can be ambushed from behind while waiting for another Dongo's roll attack. These guys are much easier to defeat in your Rig as you just need to aim down at one and pick it up with the claw arm. Then you can decide how to torture the Akrid. Watch out though, its Charge attack is much more powerful against the Utility Rig.

VORGG

STATS

HP	540
Speed	6
Agility	8

Attacks to Player: Claw Strike, Taunt Strike, Charge Strike

Attacks to Rig: Pincer Bash, Crab Knock Out, Charge VS

Weak Spots: Elbows, inside mouth, back (underneath ice cap)

First Found: Shackleton's Peak Summit



This CAT-L Akrid is the first of the big armored beasts that you face in the game. It camouflages itself with ice shards on its back, but this only masks a big weak spot. By targeting a core at each elbow of the front pincers, you can remove the deadly appendages. Another core inside of the mouth allows for big damage with a well-placed grenade. Wait for it to let out a big scream for easy access. Finally, the main core consists of the soft tissue underneath the ice. Eliminate the shards with consistent gunfire and then target this weak spot to destroy the thing.

GOREVORGG

STATS	
HP	1500
Speed	4
Agility	7

Attacks to Player: Claw Strike, Taunt Strike, Charge Strike

Attacks to Rig: Pincer Bash, Crab Knock Out, Charge VS

Weak Spots: Small Core on Abdomen

First Found: Bailey's Crossing

The Gorevorgg is a CAT-L sub-species of the Vorgg with only one small core on its belly. This is the only location where this behemoth can be damaged. It is encountered only in Bailey's Crossing. The idea is to counter its attacks and then use the Utility Rig to lift the pincher high in the air. This allows you to exit the Rig and deliver damaging blows to the core. Be careful though as he may break free of this grasp while you are vulnerable outside of your machine.



TANGAANT

STATS	
HP	1250
Speed	6
Agility	7

Attacks to Player: Tail Sting, Talon Attack, Tail Swing, Quick Tail Sting, Talon Push Back, Acid

Attacks to Rig: Tail Sting, Talon Attack, Tail Swing, Quick Tail Sting, Acid

Weak Spots: Glowing Spot on Tail, Brain in Base of Tail (Once Tail is removed)

First Found: Pickett's Folly

This quick-witted CAT-L Akrid has a vicious Tail Sting along with the ability to shoot acid. Evade the tail, so that it sticks into the ground and then use that free time to target the glowing portion of its tail. Watch out for a wiggle of the tail, which signifies a stream of acid. Stay on the move to avoid getting hit while focusing all gunfire at the tail core. The tail is removed after a certain amount of damage. At that point, use your Drill on its brain, located in the base of the tail.



SIERAGZ

STATS	
HP	1000
Speed	5
Agility	5

Attacks to Player: Swipe Attacks, Talon Stab to Player, Pincer Push back

Attacks to Rig: VS Talon Stab, Player Pincer Push back, Pincer Push back, Leg Bash

Weak Spots: Errmlid Nests (Exposed when they exit), Mouth, Fleshy Area in Between Armored Plates

First Found: Camp of the Forgotten

The CAT-L Sieragz has a symbiotic relationship with little Akrid called Errmlids, who nest on the armored plates on each side of this beast. Agitate the host to cause them to leave their nests, exposing numerous cores. Hit these weak spots while the Errmlids are away. Watch for the Sieragz to bellow, which opens a fleshy area in between its armored plates, giving you a big vulnerable spot to aim at. When fighting one inside the Rig, use the Winch and Claw to pull the big guy down, leaving its cores vulnerable to the Drill.



HIVEEN

STATS	
HP	400
Speed	6
Agility	8

Attacks to Player: Tongue Strike, Claw Strike, Bite, Tarkaa Eggs

Attacks to Rig: Tongue Strike, Claw Strike

Weak Spots: Brain Core (Under layers of exoskeleton plates)

First Found: Weather Station

The Hiveen is a CAT-G Akrid, which has sustained on First Colony generators. It is fought over four stages at the Weather Station. It can be tagged for the Bestiary during any of these phases, but if you do miss these opportunities, use a computer in the Power Plant to download it. It has a hard-hitting Tongue Strike that requires a well timed evade to avoid. The Act 1 Boss throws Tarkaa Eggs into the fight to divert your attention from the behemoth. The tongue is vulnerable to direct attack, while the torso is vulnerable to electrical attacks. Work on destroying the chitinous exoskeleton plates so that you can expose the brain cores.



NEVEC TROOPERS

STATS	
HP	200
Speed	3
Agility	8

Attacks to Player: Pulse Rifle, Shotgun, Grenades, Melee

Weak Spots: Head, Back, Chest

First Found: Shackleton's Peak

NEVEC Troopers generally remain behind cover as they fire at their target, but they will occasionally charge your location. They mix it up a bit by throwing grenades into your general area. Aim at their heads, if possible, to eliminate them quicker.

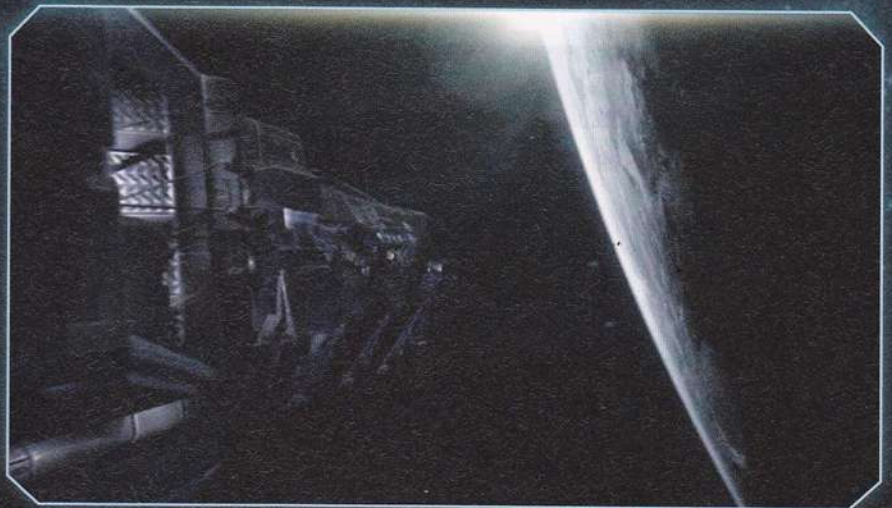


THE CAMPAIGN

Jim Peyton finds himself buried in rubble. His granddaughter, who has accompanied him on this mission, is unable to get him free. It's at this time that he decides to confess his sins, as he knows this could be his last opportunity.



Fifty years earlier, Jim made a huge decision to become a freelancer in order to support his wife, Grace, and their child, Hank. The company he works for thinks it has figured out the answer to Earth's energy crisis on another planet, E.D.N. III.



E.D.N. III MAP



CAMPAIGN MAP LEGEND

These icons appear on the maps that guide you through the three Acts of the single-player campaign of *Lost Planet 3*.



ALBINO TARKAA



AMMO FOOT LOCKER



AUDIO LOG



CONSTRUCTION



ELEVATOR



MEMENTO



MUNITIONS LOCKER



SPECIALIZED COMPONENT



T-POST



T-ENERGY CANISTER



T-ENERGY SHOP



TEXT LOG



WINCH POINT

ACT 1



As the Artemis transport glides past the planet, a pod is fired toward the surface, carrying Jim Peyton and Dr. Kendrick Kovac. A pop-up storm causes the ship to crash onto E.D.N. III. Fortunately, the ship has a transponder that produces a signal for the welcoming party to follow. Unfortunately, it has been thrown a distance away by the crash.

FIND THE TRANSPONDER

MISSION OVERVIEW

➤ *We survived the crash. But now I gotta hunt down the emergency transponder so the rescue party looks for us in the right place...*

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Explore the Crash Site ➤ Return to the Pod

ENEMIES

➤ Sepia



➤ Goonroe



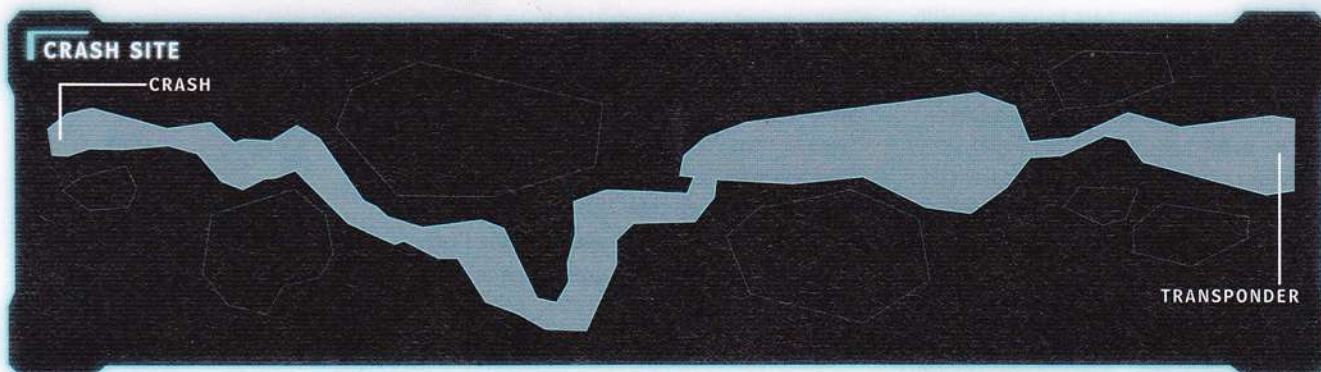
COLLECTIBLES

➤ Text Logs 0

➤ Audio Logs 0

LOCATION

➤ Crash Site



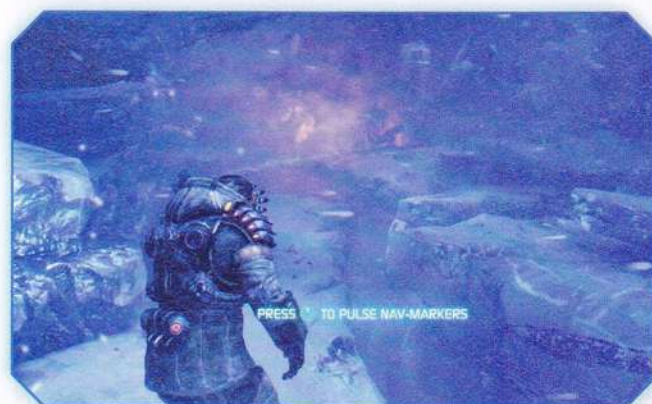
EXPLORE THE CRASH SITE

It's up to Jim to recover the transponder, so the welcoming party can find the new members of the NEVEC crew. Move toward the nav-marker straight ahead. This leads in the direction of the transponder.



>>> PULSE NAV-MARKERS

Anytime you are lost, press Up on the D-pad. A green icon appears in the distance along with a number on top. This leads in the direction of your Active Quest. The number represents the distance to that marker. As you get closer, it goes down until the marker is reached. At that point, a new marker appears which directs you even closer to your objective goal. Select the mission that you wish to work on; otherwise, you may end up at the wrong location. This becomes an issue later when you're working on multiple missions.



>>> CROUCHING

There is no need to press a button to make Jim crouch. He automatically ducks when it's required. Note that Jim is unable to fire in the crouched position. It is often necessary to move out of a low area to attack a nearby enemy.



It appears the wildlife here is unhappy with the disturbance. As you continue forward, your first Akrid foe appears through a crack in the ice and charges. It is a Sepia, and it's easily handled with the Pistol. Fire a few shots into the beast to take it down. A melee attack can be used to finish it off, if it reaches your position.



Follow the tunnel to the right and climb outside at the exit. Look for an objective marker ahead, where the transponder sits. Move toward its location. Again, the ground gives way and Jim falls into another underground cavern. It's a Sepia hideout with the wall crawlers hanging all over the place. Aim down your sight and concentrate your gunfire on the ones charging along the ground ahead.



NEW ENEMY

SEPIA

Sepia are the most common Akrid on E.D.N. III. They are vulnerable to all weapons, but they can be a nuisance with their bite and suicide attacks. One can be taken down easily with the Pistol; however, multiple Sepia may require an automatic-fire weapon.



NEW WEAPON

NEVEC PISTOL

Jim always carries this semi-automatic pistol. Hold down the Switch Weapon Button to select it. Ammo is unlimited with this weapon, but reload whenever you get a chance. Use this weapon on easier targets to save ammo for the bigger guns.



>>> GUNFIRE

Pressing the Fire Button fires your currently selected weapon. For the moment, you only have a Pistol, but that soon changes. Hold the Aim Button to aim down the gun for better accuracy. Always keep your gun loaded by pressing the Reload Button whenever you have the opportunity.



»» HIPFIRE

Aiming down the sights of your gun is great for improving accuracy, but it is slower to look around and dodge while doing so. It's a good idea to get used to firing your weapon without holding the Aim Button. Otherwise, you may end up being overwhelmed by a pack of Akrid. There are times that it's worth getting the extra accuracy, but if enemies are close, stick to hipfire.

Move backwards while eliminating these enemies to avoid their suicide attacks and keep from being overwhelmed. Once several of these foes are dispatched, continue further into the cavern and notice the rest of them have cleared out. Move past the wreckage and run up the incline on the other side.



Two more Sepia occupy the area just beyond the narrow path. Stop and take care of them with your Pistol before proceeding. Climb out of the opening to spot the transponder just ahead. Approach it and press the indicated button to take it.



»» T-ENERGY

As you defeat Akrid, Thermal Energy spills onto the ground. T-Energy is the blood of these beasts and can be looted from their corpses. T-Energy is used as currency at shops on E.D.N III, where weapons and upgrades can be purchased. Walk over the glowing orbs after every Akrid kill. You also gain some after completing objectives.



»» USING THE MAP

Press the Job Log Button to access your log. This provides access to Missions, Map, Inventory, and Collectibles. Select the second tab to look at the map, if one is available. A thin triangle represents Jim's position, and a circular icon shows where your mission objective is located. Be careful when accessing this menu, as the game does not pause while you do so. Be sure the area is safe before viewing your Job Log.



At this point, a big group of Akrid charge your way. Stay behind the cover of the wreckage as Sepia and then Goonroes run overhead. Feel free to aim down your pistol to peek out of cover and fire on the thundering herd. One of the Goonroes manages to knock you back and jump on top of you. Rapidly press the indicated button. This fills the circle around the icon.

NEW ENEMY

GOONROE

Goonroes are cat-like Akrid that are vulnerable in their mouth and tail tips. They are quick and leap at you in an attempt to grab you. Usually, their attacks can be avoided by dodging to the side.



RETURN TO THE POD

Something grabs the enemy just before it pounces again. A fellow contractor saves you just in time with his Utility Rig. Run straight ahead toward the new objective marker to meet a couple of your new crewmates, Hutchings and Laroche.

ACHIEVEMENT/TROPHY

Helping Hand

This award is earned when Jim is saved by Laroche.



ESCORT THE POD

MISSION OVERVIEW

➤ I'm to report to Phil Braddock as soon as I get to Coronis base.

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Stay Alive ➤ Repair the Drill ➤ Survive ➤ Return to Pod

ENEMIES

➤ Sepia



COLLECTIBLES

➤ Text Logs 0

➤ Audio Logs 0

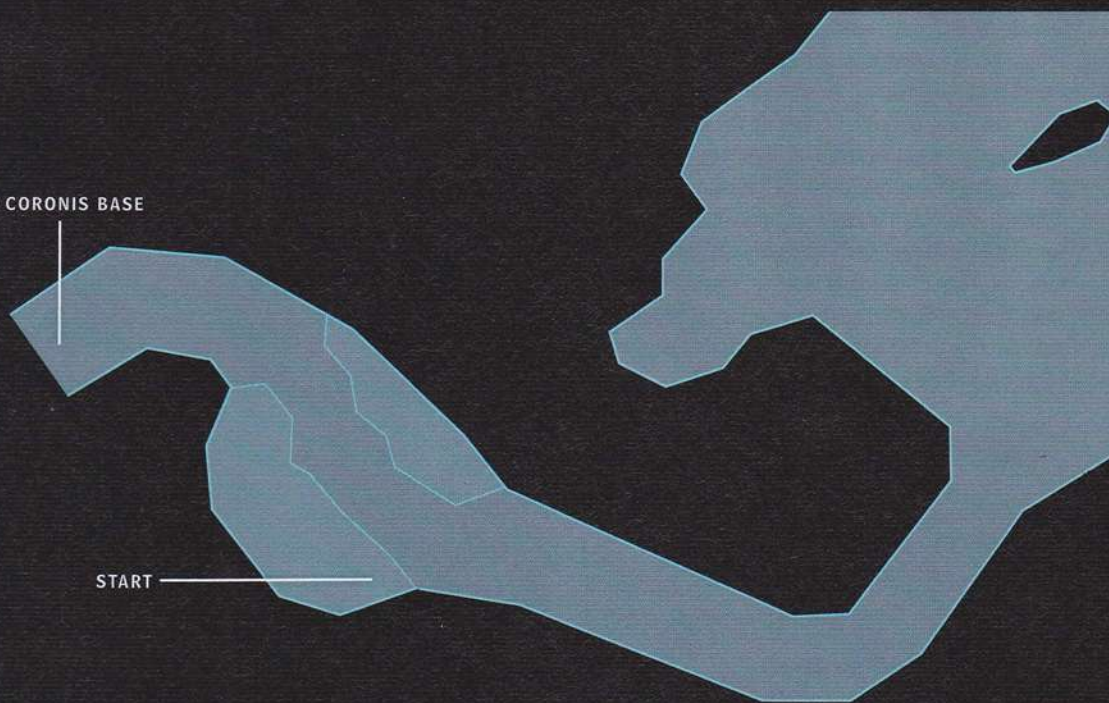
LOCATION

➤ Bishop's Wake

BISHOP'S WAKE

TO CORONIS BASE

START



SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

STAY ALIVE

Jim climbs on top of Hutchings' dropship, which will carry him to Coronis base as soon as Hutchings grabs the supply drop. As they cut through Bishop's Wake, Jim is forced to abandon the pod. Since you're in Umbilical Range of Laroche's Utility Rig, extra tactical readouts appear on screen. Look at the radar to note incoming Sepia.



UMBILICAL RANGE

When outside of your Utility Rig, but nearby, the Rig gives your environment suit supplemental power that causes extra tactical readouts to appear as a heads-up display. This includes a minimap/radar in the upper-right corner and loadout details in the lower-right corner. The radar shows nearby enemies as red dots. Weapon information includes the currently selected weapon along with the amount of ammo left in your weapon and how many rounds you have in all. Your primary and secondary guns are also shown here, once more weapons are gained. The amount of Thermal Energy that you currently have is also shown above the weapon information. Move far enough away from your Rig and this information goes away, so it's beneficial to stay close whenever possible.



Move backwards while shooting the attacking foes. When they dive at you with their bite attack or suicide move, dodge to the side. Once the immediate area is clear, move north and keep eliminating the Sepia until Hutchings lets you know that the drill needs repaired.



REPAIR THE DRILL

Move north to the objective marker, which indicates Hutchings' drill. Press the Repair Button to begin the repair process, and then use the two analog sticks to complete the objective. This gets Hutchings going again.



SURVIVE

Several more Sepia stream in from the holes on the sides of the cave. Turn around and take each one down with your Pistol. Watch out for their attacks while finishing them off.



RETURN TO POD



As Hutchings gets moving, he informs you to climb back on his dropship. Clear out any remaining enemies as you return to the vehicle. Climb on and he takes you to the base.

NEW PLAYER UPGRADE

REPAIR TOOL

There are several times throughout the campaign where Jim must repair a piece of machinery. This requires finding the proper repair frequency by using the two analog sticks. Press the Repair Button to start the process. Now what looks like two dials with an arched meter across the top appear. This yellow meter indicates the amount of time allotted to complete the repair. Once this meter depletes on the right side, the procedure fails. The Left stick controls the left dial while the Right moves the other one. Rotate each stick to spin the dials. When a dial turns green from the usual red color, it's lined up properly. Hold the stick in that position until you get the correct spot with the other dial. At this point, the red wrench icon in the middle turns green too, which indicates a successful repair.



RETRIEVE THE RIG

MISSION OVERVIEW

➤ Braddock wants me to report to the lead tech, a girl named "Gale."

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Find Gale ➤ Locate the Quartermaster ➤ Hunting Knife ➤ Go to Your Rig

ENEMIES

➤ None

COLLECTIBLES

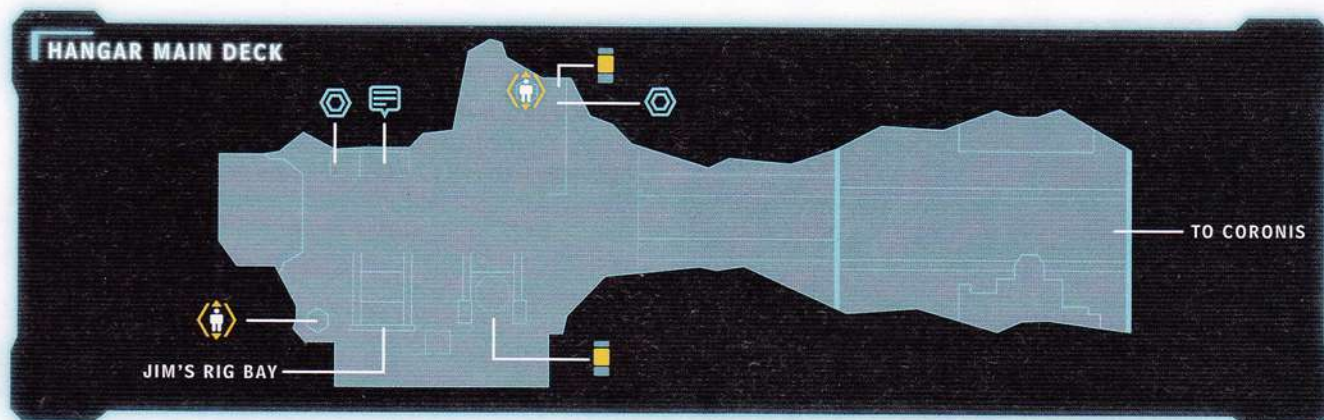
➤ Text Logs 4 ➤ Audio Logs 8

LOCATION

➤ Coronis: Upper Hangar ➤ Coronis: Hangar Main Deck
➤ Coronis: Basement Level

FIND GALE

Jim Peyton and Dr. Kendrick Kovac enter the Coronis Command Center as Dr. Roman and Braddock discuss the missing contractor, Diaz. Phil Braddock is the commander of this operation and most missions are received from him. He talks about the whole reason Jim is here—T-Energy. He then directs you to visit the Quartermaster after first looking in on your Utility Rig with Gale.



HANGAR UPPER LEVEL

COMMAND CENTER

BARRACKS

HANGAR BASEMENT LEVEL

NEVEC ARMORY

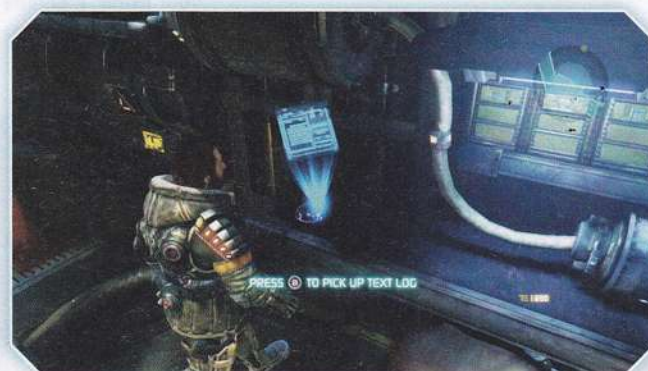
GALE'S
WORKSHOP

»» COLLECTING AUDIO AND TEXT LOGS

You have a mission to go see Gale and the Quartermaster, but this is a good opportunity to explore the hangar. There are Text Logs and Audio Logs that can be collected. These provide extra story from the people on E.D.N. III. Once one is found, it's added to the Collectibles tab of your Job Log. There, they can be read and listened to. T-Energy Canisters also lie around the environment. These are good to pick up as soon as possible; they give you the currency needed to purchase new upgrades.



From the Command Center, head north until a dead-end is reached. Turn around and look in the corner to find **Audio Log #11**, NEVEC Survival Tip #4. Cut back through the Command Center and continue south down the hall. **Text Log #21**, a letter from H. Dumont, is on the right counter.



ACHIEVEMENT/TROPHY

Lost Log

For finding your first log, an Achievement/Trophy is awarded.

TALKING TO NPCs

You can strike up conversations with many of the Coronis crewmembers as well as the people you meet later on. While standing next to an NPC, such as Crewman Salvietti in the Command Center, press the Use Button to hear what they have to say.



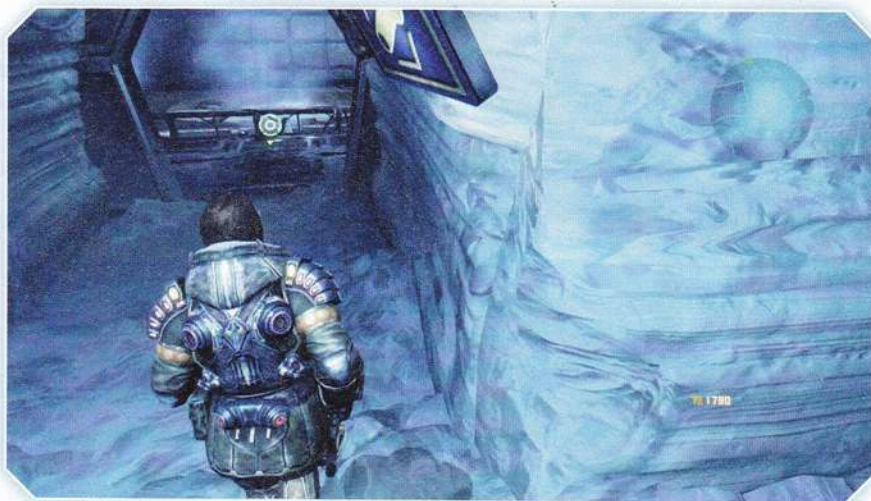
Continue along the corridor and turn left at the intersection to find the crew's Barracks. Just inside, on top of a bench at the foot of the bunk beds, is **Audio Log #3**, a recording from Diaz. A stack of lockers is to the left. Open the top-middle one to find two **T-Energy Canisters**. **Text Log #2**, a short letter from R. Brugate, is on a table in the back of the Barracks.



After having a candid conversation with Crazy Neil, who soaks in the corner hot tub, grab **Audio Log #10** from the table to the left. It informs you of NEVEC Survival Tip #3. For now, they are still working on expanding this area, so exit back to the hallway and turn left. Run to the far end and activate the elevator.



Select the Basement Level, where Gale and the Quartermaster are located. Once on the lower level, move past the opening on the right and enter the left doorway a little further down. Gale's Service Pit is inside. Meet Gale Holden—Coronis lead tech.



He says that your Utility Rig has already been built with some extra improvements that he just threw in. He swears by his work and promises to break it all down, if it isn't to your liking. It is time to check out his handiwork after a visit to the Quartermaster. Before leaving the service pit, grab **Audio Log #1** from the counter to the right. It's an entry from Gale.



LOCATE THE QUARTERMASTER

Leave Gale's shop and turn left. Just after passing through the next doorway, look in the corner to the left to find two **T-Energy Canisters**. Move toward the dead-end, where a crewman is hard at work shoveling snow. **Audio Log #12**, NEVEC Survival Tip #5, is in the right corner.

Return to the previous intersection and go down the left path. Climb the steps to meet Crewman Fish and his brother. Once the conversation is over, descend the other steps and look on the railing to the left to find **Text Log #19**, a memo from E. Perkins.

Continue around the loop, turning right just past the metal steps. Follow the path all the way around another right turn to find the Quartermaster. Before talking to him, pick up **Audio Log #34**, is on the right shooting range stall across the room from the shopkeeper. Listen to the recording to hear an IBR Newsfeed.



HUNTING KNIFE

Step up to the NEVEC Armory counter to talk to Quartermaster "Birdie" Bowers. He offers to sell you the Hunting Knife, which costs 10 T-Energy. Once it is purchased, more inventory is added to the shop. You should have enough T-Energy to afford the Shotgun, which is highly effective against most Akrid.

NEVEC ARMORY

ITEM	COST (T-ENERGY)
Hunting Knife	10
Shotgun	1500
Pistol—Large Caliber Barrel	1250
Shotgun—Stock Upgrade	2500
Extra Ammo Pack	5000
Specialized Component	2000



NEW WEAPON

SHOTGUN

This pump-action Shotgun is a huge improvement over your Pistol. With its stopping power, but limited range, it is ideal for close-range combat. This is extremely effective against the quick-moving Akrid and groups of foes.



SHOPS

There are a few shops on E.D.N. III where weapons and upgrades can be purchased. When a shop screen is accessed, an exclamation point indicates a new item. If there is a checkmark in the Owned column, that item or upgrade has already been purchased. The cost of the item is given in the last column. A description of the item along with stats can be found along the top of the screen. Your currency balance is shown in the lower-right corner. New inventory is added to the shops at different points in the game, so be sure to visit often to get the best items and upgrades.



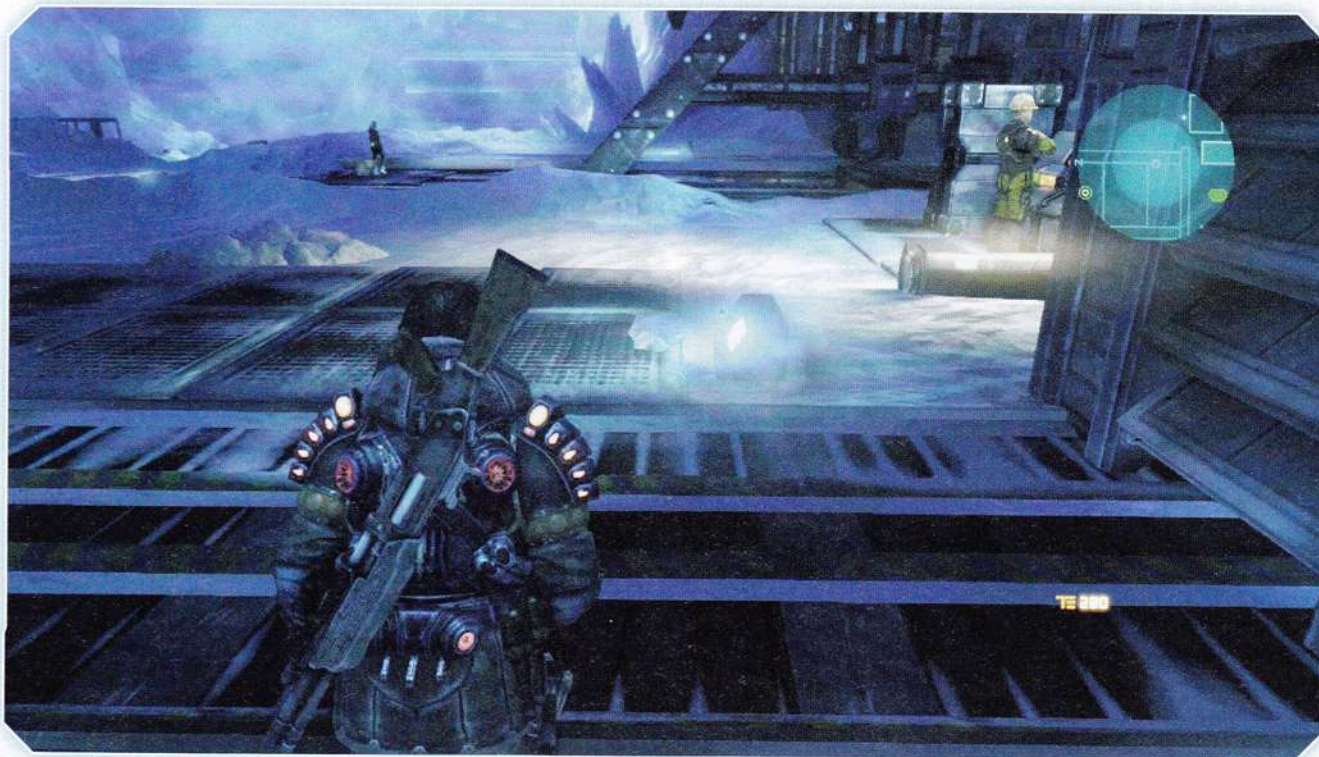
MUNITIONS LOCKER

A Munitions Locker is on the wall of the Armory. Access it to assign a weapon to Weapon Slot #1 and Weapon Slot #2, if you have two guns besides your Pistol. Here you can get all of the needed information for each weapon in your inventory. These are found in a few locations around the environment, plus there is a locker on the side of each foot of your Rig.



GO TO YOUR RIG

Return to the elevator and ride it up to the Main Hangar on level 2. This is where your Utility Rig is stored, so most missions start and/or end here. More crewmembers populate the hangar. Take a little time to get to know them. From the elevator, walk to the right and climb the steps to a big metal platform. A **T-Energy Canister** is next to the crates.





Head north along the right rail and get to know Dr. Ninnis before grabbing **Audio Log #9** from the table ahead. Listen to it to learn NEVEC Survival Tip #2 and nab a **T-Energy Canister** from a crate in the corner. A group of NEVEC employees discusses Dr. Kendrick Kovac joining the crew. From them, head west and step into a small pit where a couple of tanks are. **Text Log #1**, a letter from S. Walsh, is on the ground next to the worker.

Further to the west, **Audio Log #13**, Survival Tip #6, is on a metal crate near Crewman Thomas. Climb the steps to reach the platform where she stands. Now it's finally time to try out your Utility Rig. Go south to the objective marker to find Gale.



Talking to Gale gets Jim reacquainted with his Rig along with its new feature, Kern-retractors, which allows you to enter the Rig much quicker. To test the machine, Gale runs you through its basic abilities.

First, press the Grab Button to use the Claw Arm. Tap the Attack Button to swing the drill arm when prompted, and then hold the Drill Button to use the drill. Lastly, hold the Block Button to hold up both arms and perform a block maneuver. Once these moves have been completed, the safety clamps are disengaged and you're free to move around in your Utility Rig.



ACHIEVEMENT/TROPHY

Rolling Out

Get your Utility Rig by completing the Retrieve the Rig Mission to earn the Rolling Out award.

SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

RESCUE LAROCHE

MISSION OVERVIEW

➤ *The Frenchman never made it back. I've volunteered to find him...*

T-ENERGY EARNED

➤ 1000

OBJECTIVES

➤ Search White Canyon Junction ➤ Follow the Trail ➤ Protect Laroche

ENEMIES

➤ Sepia  ➤ Dongos 

COLLECTIBLES

➤ Text Logs 0 ➤ Audio Logs 1

LOCATION

➤ Coronis ➤ White Canyon Junction

SEARCH WHITE CANYON JUNCTION

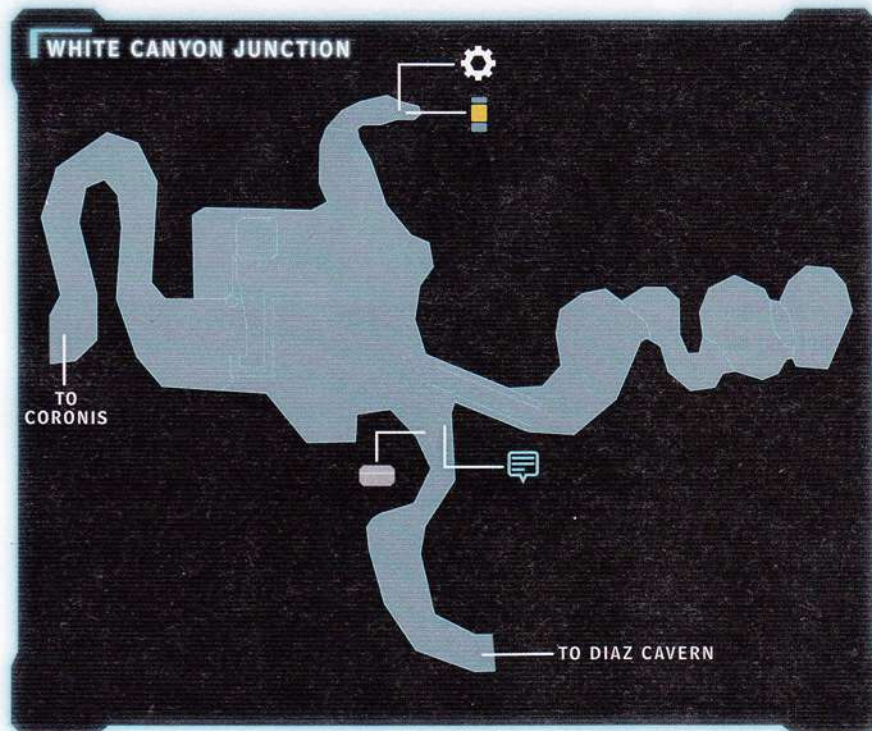
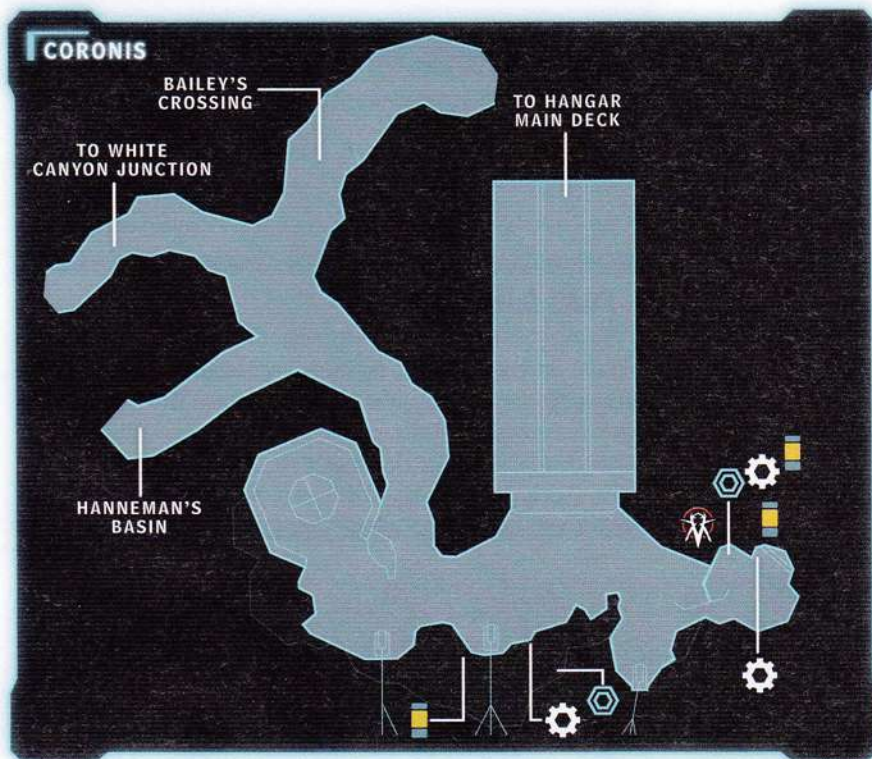
Move through the hangar to the right. Approach the blast door and it automatically opens. A short hall precedes another blast door that leads to Coronis. Continue up the incline and a final blast door opens to release you outside. Just ahead, spot the Coronis ship that hangs above the ravine—held up by three moorings. Before following the nav-markers and looking for Laroche, head southeast.

»» FOR YOUR SAFETY

The cockpit of your Rig locks down in areas where you are unable to exit the machine. This is noted by a message on the top of your screen that reads, "Cockpit Locked." Another message lets you know when it's safe to exit. In these "Cockpit Locked" areas, there's nothing to do but move through them in your Rig.



Reach a narrow path, exit your Rig, and run to a lower area. Move toward the big door. Then search behind a couple of crates on the left to find a **Specialized Component** buried in ice. Grab it and then hug the wall while heading back to the west. Move around the corner to the right to find a hidden den. Crawl inside to find **Audio Log #15**, a message from Crazy Neil.



» BURIED IN ICE

Many items found in the cold climate of E.D.N. III are buried in ice. Free them up with a couple shots from your Pistol so you can add them to your inventory.



» SPECIALIZED COMPONENTS

Specialized Components are found all over E.D.N. III. These are required to upgrade your Utility Rig at Gale's Service Pit. Take these back to Gale, where you can purchase upgrades for your Rig. These upgrades greatly improve your odds against the Akrid, plus they provide access to areas that are otherwise unavailable.

Return to your Rig, turn around, and follow the nav-markers to the west. Continue down the hill into a man-made tunnel. There is only one way to go at the moment, and that is to White Canyon Junction. Follow the sign to enter this new location. As you walk through the tunnel, a video message is played from Jim's wife, Grace. She informs you of the music that she sent.



»» VIDEO MESSAGES

When inside your Rig, your Job Log has a couple more accessible tabs. The second tab from the right gives you access to your Rig's Inbox. This allows you to view any videos received, such as this one from Grace. The other tab is the Music Player, which provides access to the music that is played in your Rig.



FOLLOW THE TRAIL

As you move around the bend, notice part of Laroche's Rig on the side of the path. Stalactites hang from the cave's ceiling, but your Rig can easily bust through them as you walk forward. They can also be taken down with a swing of your drill arm. Follow the trail down the hill until you find the rest of Laroche's Rig, but still no sign of the man himself. This is where the operation's Fuel Depot is located. Expect plenty of action here. Exit the Rig and descend the steps on the right. Follow the metal walkway to the left and down to the ground below.



»» FRAG GRENADES

As you exit your Rig, access to Frag Grenades is gained. At the moment, you only carry two, but accessing Munitions Lockers and ammo footlockers keeps you at this amount. Press the Grenade Button to quick-toss one. Hold the button down to display an arc for more precise throws. If you wish to cancel a throw, while holding down the button, simply press the Reload or Switch Weapon Button.



PROTECT LAROCHE

A few Sepia are attacking Laroche, who is bunkered in behind some supplies on the area's south side. Help him fight them off, and then approach his location. Talk to him to find out about the giant crab that attacked him in his Rig. At this point, a couple Dongos enter across a nearby bridge.





»» EVADE ROLL

Press the Cover Button to perform a roll maneuver in the direction you are facing. This is good for dodging incoming attacks.



NEW ENEMY

DONGO

Dongos are well-armored Akrid that attack by rolling directly at your location at a high speed. Dodge to the side to avoid this powerful attack. Then target their weak spot in their glowing tail as they recover. A grenade blast that hits their tail causes them to flip over, making them an easy target for a short while.



Dodge the Dongos' rolling attacks and eliminate them with gunfire or grenades aimed at their glowing tails. Sepia join in the fight, so stay on the move as you take them all down. There is an ammo footlocker to the southeast if you need to restock on ammo and grenades. Once they are defeated, Jim radios in that he found Laroche and Braddock gives you another mission. Talk to Laroche before leaving the area. He decides to wait for help instead of riding with you.



» ACHIEVEMENT/TROPHY

To the Rescue

Complete the Rescue Laroche Mission by successfully defending him. This earns you another Achievement/Trophy.

EMPTY A T-ENERGY POST

MISSION OVERVIEW

➤ Braddock needs me to collect T-Energy from an overflowing post left by my predecessor.




T-ENERGY EARNED

➤ 1000

OBJECTIVES

➤ Enter the Ice Cave ➤ Locate the T-Energy Post ➤ Return to the Rig

ENEMIES

➤ Akrid Eggs  ➤ Genessa  ➤ Sepia 

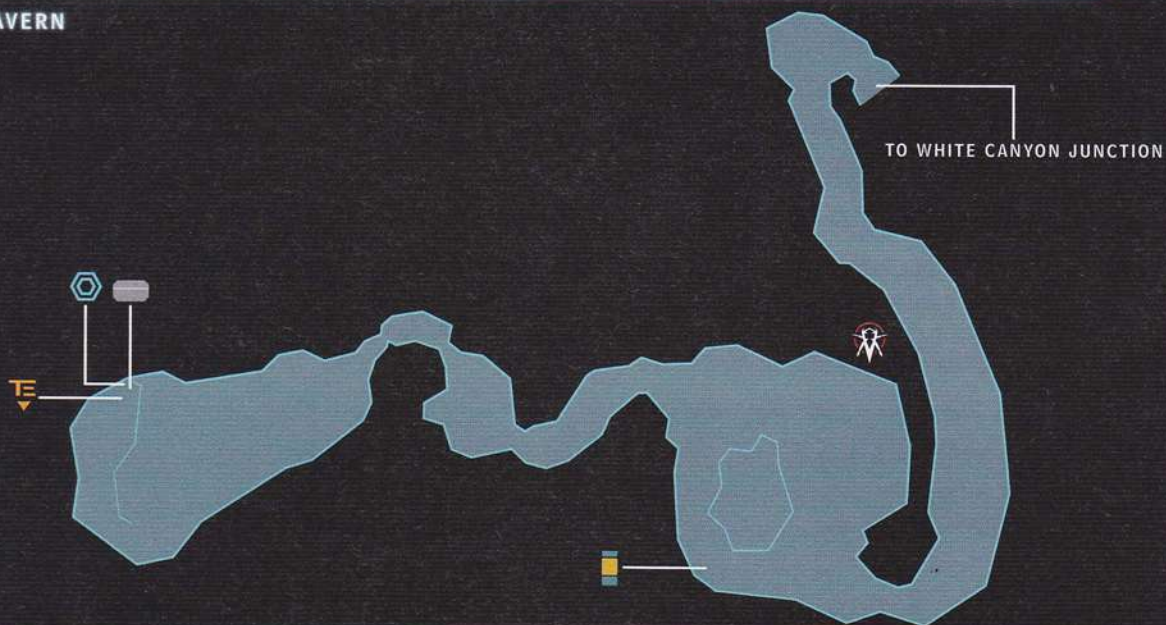
COLLECTIBLES

➤ Text Logs 1 ➤ Audio Logs 1

LOCATION

➤ Diaz Cavern

DIAZ CAVERN



ENTER THE ICE CAVE



Jim's predecessor, Diaz, deployed a T-Post inside a nearby cave and it's been overflowing for some time—wasting precious T-Energy. Run to the southeast until you reach an ammo footlocker on the path's right side. Refill your ammo and grenades if you haven't already, and then search behind a crate on the path's left side to find **Text Log #20**, a message from C. Jimenez, titled "No way I'm going back over there..."

LOCATE THE T-ENERGY POST

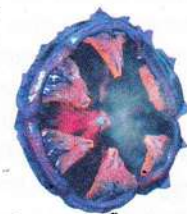


Continue along the path, following the nav-markers into Diaz Cavern. Move deeper into the cave and spot Sepia further inside. Pull out your gun and pick them off while proceeding inward. A Shotgun allows you to push forward easier than a Pistol, which may require some backpedaling to eliminate all the Sepia. At the bend ahead, you encounter your first Genessa. This spawns Akrid until it's destroyed, so it's worth concentrating your effort at killing the Genessa.

NEW ENEMY

GENESSA

Genessa are life forms that reside on a wall or the ground and produce Akrid from within. It continues to spawn enemies until it's destroyed. As long as you're not in immediate danger, fire at these spawners. They can be destroyed with any weapon, but the most effective strategy is to toss a grenade into the mouth as it opens.





Once the area is clear, move down into a big open room, where more Sepia charge. A Genessa produces the Akrid at a steady pace as it blocks your path to the rest of the cave. Destroy the Akrid spawner and the Sepia to open the route. Before moving through, search the corner to the left to find two **T-Energy Canisters** and an ammo crate.



Enter the newly revealed opening as Jim crouches to fit in a short tunnel ahead. At the top of the incline, three red Akrid Eggs are on the right side. These have a proximity mine-like defense mechanism. When you get close to one, it starts glowing. After a second, it explodes, causing damage if you're standing next to it. Nearby eggs are then set to go off. Be careful walking through the cave—these eggs are everywhere. Dodge away from them when one is set. The damage is minimal, but it can add up.



NEW ENEMY

AKRID EGGS

Akrid Eggs are red storage sacs that act as proximity mines. When you get close to one, it explodes, causing a small amount of damage. Getting close to one and dodging back the way you came eliminates them fairly easily. Your Pistol can also be used to destroy one with a couple of shots. Nearby eggs also detonate if they are close enough to the blast.



Either destroy these eggs with your Pistol or just try to keep your distance. In the next area, there are more eggs all over the place. Take some time to blow up the ones that populate the ground or sprint through the room. Two ammo crates are also in this room, so refill your weapons if necessary.



Crawl through another small tunnel to reach the final room of the cavern. This is a big room with Akrid Eggs everywhere. Two Genessa, one on the right and another on the left, spawn Sepia while more of these Akrid move in from an inaccessible section of the cave in the distance.

Pause at the room's opening and pick off the incoming Sepia while eliminating the eggs on or near the ground. Once the area ahead is cleared, pull out the Shotgun and move into the room until you can get an angle on the left Genessa. Eliminate it with some gunfire, followed by a Frag Grenade into its opening.



Continue to move into the room until you can get to the Genessa on the right wall. Eliminate it and then clear out any remaining Sepia. Once the cave is clear, move up the slope and then right to the area just in front of the Genessa. Eliminate the Akrid Eggs around the T-Post, and then approach the objective marker. Be careful; these eggs are attracted to the T-Energy and even grow up the post.

Press and hold the Use Button at the T-Post to extract the Thermal Energy. Then open the ammo footlocker just ahead to refill your ammunition. **Audio Log #2**, another message from Diaz, is also inside.



ACHIEVEMENT/TROPHY

Empty Nest

Complete the mission Empty a T-Energy Post by extracting the Thermal Energy from the Diaz Cavern T-Post.

RETURN TO THE RIG



With the mission complete, it's time to return to your Utility Rig. Cut back through the cave, retracing your steps. Upon entering the first big room of the cavern, more Sepia approach. Pull out your Shotgun and blow them away while moving to the cave entrance.

Move into White Canyon Junction, refilling your ammo at the ammunitions footlocker along the way. Fight through several more Sepia while running toward the Fuel Depot steps. During your return, Braddock informs you that the moorings that hold up the Coronis ship need tightened, so make haste back to your Rig.



SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

TIGHTEN STORM MOORINGS

MISSION OVERVIEW

➤ Need to secure the moorings keeping the Coronis ship suspended over the ravine.

T-ENERGY EARNED

➤ 1000

OBJECTIVES

➤ Tighten First Mooring ➤ Tighten Second Mooring ➤ Exit Rig and Repair ➤ Tighten Third Mooring
➤ Escape into the Hangar ➤ Dock the Rig

ENEMIES

➤ Sepia



COLLECTIBLES

➤ Text Logs 0

➤ Audio Logs 0

LOCATION

➤ Coronis

TIGHTEN FIRST MOORING

Immediately head into the tunnel as more Sepia litter the path. They are easy fodder for your Rig. Hit them with your Drill Arm or just walk on through. Once you enter Coronis, an emperor class storm is detected, which threatens to rip the moorings out. As you exit the tunnel, the objective marker can be seen just ahead on the path's right side, marking the location of the first mooring.

Approach the mooring and find the valve that is used to tighten it down. Press the Grab Button to use your Claw Arm on the valve. Once you have a hold on it, rotate the Left stick in a clockwise direction to complete the objective. Be sure the light turns green before letting go or your efforts are not successful.



TIGHTEN SECOND MOORING

Step backwards and turn to the left. Move further down the path to find the second mooring on the right. Step up to it and perform the same grab maneuver with your Claw Arm and attempt to turn it just as before.



EXIT RIG AND REPAIR

The hydraulic tubes burst as the valve is turned, so it requires a repair before proceeding. Exit your Rig and approach the busted machinery. Use your Repair Tool just as you did with Hutchings' drill to get it working again. Jump back into your Rig and secure the second mooring just as you did the first.



TIGHTEN THIRD MOORING (1000)

Step back and move left to just in front of the hangar blast door. Continue to the right to reach the third mooring. The storm is getting rough now, distorting your vision a bit. Step up and use your Claw Arm just as you did for the other two. Turn the valve until the green light comes on to complete the objective.



ACHIEVEMENT/TROPHY

Saving the Day

Secure the three moorings that hold up the Coronis ship to earn another award.

ESCAPE INTO THE HANGAR

The storm is still incoming, so turn around and head toward the hangar. Move through the open blast door and continue down the corridor until you are inside the hangar.



DOCK THE RIG

Cheering can be heard as you wait for the final blast door to open. You are the man of the hour. Enjoy the attention as you walk toward the Rig's docking bay (marked by the objective marker).



TALK TO BRADDOCK

MISSION OVERVIEW

➤ Finished my first round of contracts. Time to check in with the big boss.

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Find Braddock

ENEMIES

➤ None

COLLECTIBLES

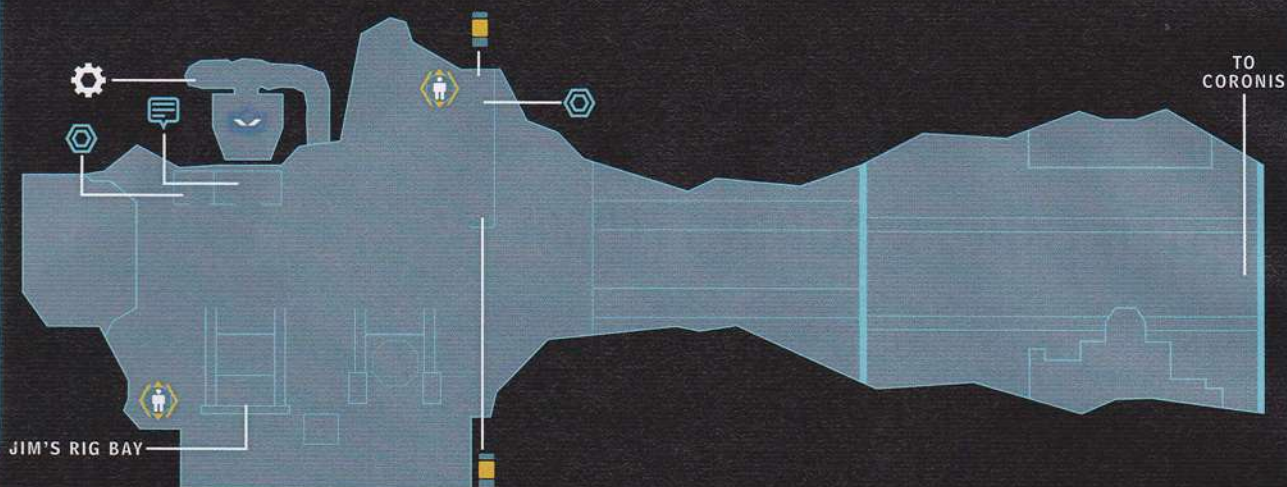
➤ Text Logs 0

➤ Audio Logs 0

LOCATION

➤ Coronis (Coronis)
➤ Hangar Main Deck (Basement Level)

HANGAR MAIN DECK



FIND BRADDOCK

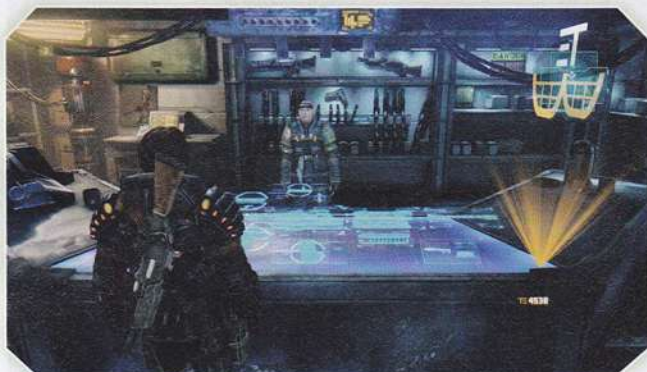
Once your Utility Rig is docked, hop out. Braddock wants to see you. Consider heading down to the Basement Level first and visiting the Quartermaster and Gale. Gale's Rig upgrades are now available. You probably only have one Specialized Component, but more can be purchased from the Armory for 2000 T-Energy each. Plus, it's not a bad idea to see what's available as you collect more components. Visiting the Quartermaster also completes your first Optional Mission.



NEW OPTIONAL MISSION

CHECK OUT NEW STOCK

A few of the missions that Jim receives are completely optional, but they are all worth taking the time to do. These pop up in your Job Log under the Optional Missions header. This first Optional Mission is a simple one: visit the Quartermaster to keep up with new inventory.



GALE'S WORKSHOP

ITEM	COST (SPECIALIZED COMPONENTS)
T-ENG Absorber	5
Hardened Hull +25%	2
Forearm Bash	2
Double Arm Smash	3

Now head to the Upper Hangar and go to the Command Center to find Braddock. He wants to congratulate Jim on a job well done.



But as he does, a message is received about an observation pod disappearing into the ravine.

FIND THE OBSERVATION POD

MISSION OVERVIEW

➤ Drop into the ravine with a grappling hook and search for survivors...

T-ENERGY EARNED

➤ 1000

OBJECTIVES

- Enter the Rig
- Search for Fallen Pod
- Force Open Door Pistons
- Repair the Life Support
- Return to Utility Rig

ENEMIES

➤ Sepia



➤ Bolsepia



COLLECTIBLES

➤ Text Logs 0

➤ Audio Logs 1

LOCATION

➤ Coronis

ENTER THE RIG

Braddock sends Jim out to help the crew in the observation pod. He gives you a grappling hook for descending into the ravine. Take the elevator down to the Hangar Main Deck and climb into your Rig.



FORCE OPEN DOOR PISTONS

Exit the hangar through the blast doors. Before you get too far, the door pistons need to be forced open (they are frozen solid). Approach either piston on the right or left side of the corridor. Hold the Grab Button to grab ahold of the piston, and then push up on the Left stick to pull it up. Once it breaks free, let go, turn around, and move to the other piston. Do the same thing to this one to free it up. Now exit to the outdoors through the blast door.



NEW PLAYER UPGRADE

GRAPPLING HOOK

The Camelot-Felding grappling hook is essential in getting around the rocky terrain of E.D.N. III. It also allows you to quickly get away from enemies when things get rough. An icon appears on a ledge where the device can be used to rappel down or grapple up. When it turns green, press the Grappling Hook Button to fire. Put your aiming reticle directly on the icon when grappling to get a boost in speed.



SEARCH FOR FALLEN POD

Once outside, turn right and spot the objective marker next to the ravine ahead. Move to it and hop out of your Rig. Next to the marker, a white icon indicates that you can rappel off of the cliff. Once you are close enough and it turns green, press the Grappling Hook Button to climb down to a lower ledge. Jim lands on the observation pod.



REPAIR THE LIFE SUPPORT

The crew inside is okay, but the life support is offline and it needs a quick repair so they can get air. Step to the exhaust located on the side of the pod. Use your Repair Tool to fix it and save the guys inside.



ACHIEVEMENT/TROPHY

On the Hook

Find the observation pod and repair its exhaust to rescue the trapped scientists.

RETURN TO UTILITY RIG

Jim spots a nearby ledge, along with a new Akrid. The cliff is within reach of your Grappling Hook, and you must get out of the ravine somehow. Look up until three of the grappling hook icons are visible in a circular pattern. Though it's not necessary this time, place your aiming reticle on the icon to get a speed boost. Press the Grappling Hook Button to fly up to the higher location. Get used to traveling around in this manner, as you will use this device all the time.



Move into the small opening ahead and spot the Akrid again. It is a sub-species of Sepia called Bolsepia, but it's more deadly than its cousin. Reach the long crate at the next opening and press the Cover Button to duck behind it. The Bolsepia stands near the cave exit as it launches mortars your way.



NEW ENEMY

BOLSEPIA

These Akrid are similar to the Sepia, but they have a ranged attack where they toss mortars at their targets. These projectiles can be shot out of the air, but it's often easier to dodge out of the way. These guys hang back and fight from a distance, so move side to side while picking them off.



» USING COVER

Walls and short objects can be used as cover from your enemies. Step next to the object and press the Cover Button to duck behind it or hug the wall. From there, you can blindfire by pressing the Fire Button. Holding down the Aim Button makes Jim peek out of cover. From there, you can fire a gun with increased accuracy, but you are vulnerable. Press forward and the Cover Button to vault over a short piece of cover.



» MOVING BETWEEN COVER

When you have two pieces of cover that are close to each other, you can move from one to the other by pressing the Cover Button while moving in the direction of the second object. This is good for finding better angles to fire from, and it reduces your vulnerability.



Avoid the mortar blast by remaining in cover or shooting it out of the air. Then rise up and take the Akrid out. Two more Bolsepia appear at the opening.



Eliminate them and then vault over the crate. Take cover at the next one as another pair of enemies enters the room. Once the threat is eliminated, claim the Specialized Component encased in ice and proceed ahead.

Just outside, Sepia move out of the area while two Bolsepia are ready to bombard you with mortars—one fires from a cliff while the other stands nearby. Use the cave as cover and take them down. Grapple to another ledge to the left and immediately take cover behind the tall crate. As long as you stand next to the edge of the object, you can peek out by holding the Aim Button.



By using the two pieces of cover, eliminate the foes and then move forward. A couple Sepia attack while three Bolsepia lob mortars from around the next corner. Note that using cover is not as effective when fighting Sepia since they charge directly at you and the ability to dodge their suicide attack is needed. Backpedal while eliminating the threat, and then move to the crates ahead. Pick up the Assault Rifle leaning against the crates and take cover from the Bolsepia.



NEW WEAPON

ASSAULT RIFLE

The standard issue Assault Rifle greatly increases your effectiveness against Sepia. Now you can mow down groups of them as they charge. This is a good weapon choice to keep in your loadout, as it is good against most Akrid. Combine this with the Shotgun to cover a multitude of situations.



Pick off the trio of Bolsepia while avoiding damage from their projectiles. More Sepia attack, so stay back and dispose of them before moving into their location. **Audio Log #8**, Survival Tip #1, is on the ground on the right side. Listen to it to learn about the different classes of storms on E.D.N. III.



Grapple to the next ledge and look to the right to spot an item frozen in ice next to the crate. Shoot the ice and pick up the **Specialized Component**. Pull yourself up to another cliff ahead, keeping an eye out for more Akrid. Sepia attack throughout your ascent of the ravine, while Bolsepia lob mortars from almost every ledge.



Before grappling to the high ledge behind you, look inside a little cubbyhole on the right to find three **T-Energy Canisters** buried in ice. Take care of any Bolsepia that you can on the next cliff, and then make your way up there. Clear out any remaining enemies.



At this point, you can hear your Rig preparing for your arrival. Grapple up the final cliff as three more Sepia attack. Kill them before entering your Utility Rig, where a new mission to plant a T-Post is received. This is what keeps the operation going.



SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

MY FIRST T-ENERGY POST

MISSION OVERVIEW

➤ Time to plant my first T-Post on a thermal energy pocket out at Hanneman's Basin.

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Find the Thermal Pocket ➤ Shoot Off Ice Build-Up from Rig ➤ Continue to Hanneman's Drop
➤ Clear the Area ➤ Go Ahead and Plant the Post

ENEMIES

➤ Goonroes



➤ Suwankaa



COLLECTIBLES

➤ Text Logs 0

➤ Audio Logs 0

LOCATION

➤ Hanneman's Basin

HANNEMAN'S BASIN

TO CORONIS



FIND THE THERMAL POCKET



Follow the nav-markers to the same location that took you to White Canyon Junction. Now the only open route is to the left, which leads to Hanneman's Basin. As you enter this new location, Jim's response to Grace plays on your display. Follow the cave back outside as Goonroes flee the area.

Follow the path around to the right until ice blocks your way. Knock it down with a swipe of your Drill Arm. Move through another cave until you reach the exit that is also blocked by ice. This time, a swing of the Drill Arm isn't enough, so hold the Drill Button to drill through the ice. Walk out onto the basin.



SHOOT OFF ICE BUILD-UP FROM RIG

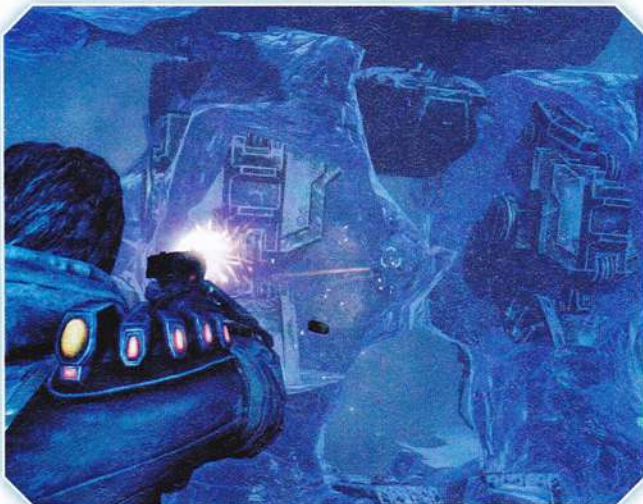
Continue to the east despite warnings of an incoming Emperor Class Storm. A short ways later, your Rig freezes over and you cannot proceed until it's taken care of. Exit the Rig where a Goonroe pounces on you. Use your Hunting Knife to fight it off, and then start shooting the built-up ice on the Rig.

»» USING THE HUNTING KNIFE

Smaller Akrid sometimes jump on Jim when they land a successful attack. At this point, you must struggle with it and take it out with your knife. The first step is to push it back by rapidly tapping the button that appears on screen. Once the ring is filled around the button icon, you then get the opportunity to stab it with your knife. Use the Left stick to line up the aiming reticle on the beast. Once it turns red, press the Fire Button to hit it. Three successful hits with your knife take the Akrid down. If you miss, or swing your knife when the reticle is white, you must struggle with it again by jamming on the given button. You do not lose any progress that you've made though; three hits kill the beast no matter how many times you had to struggle with it. Be careful though—missing a stab opens you up to a damaging attack from the foe.



As you clear off the Rig, three more Goonroes attack. Stay on the move while shooting the ice off of your Rig. You can fire at the Goonroes mouths when you get the opportunity, but there is no need to kill these guys while on foot. Once enough ice has been cleared, you get the message that the objective has been completed. At this point, hop into your Rig, where these Akrid are much easier to defeat.



» FIGHTING GOONROES

While you have fought a Goonroe before, this is the first time facing one with your gun. These Akrid run around until they get the opportunity to attack, and then they quickly leap at their target. Dodge to the side to avoid this maneuver. They are only vulnerable in the mouth and the tail tips, so concentrate your fire there and stay on the move. Be sure to always know where these Akrid are, as they can get you from behind if you lose sight of one.

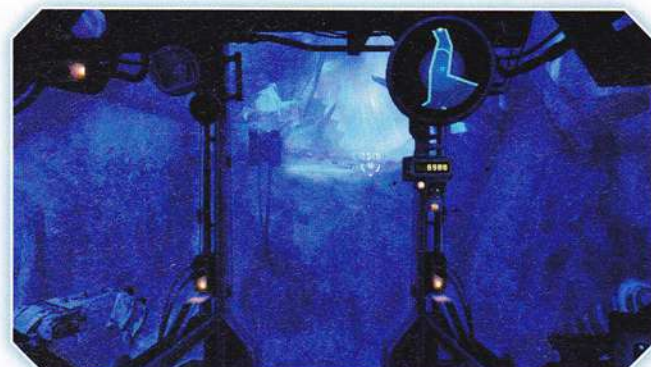
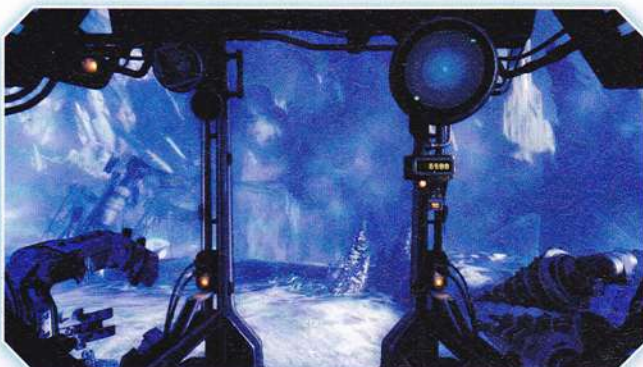


CONTINUE TO HANNEMAN'S DROP



Get close to a Goonroe and a white icon appears on the Akrid. This means that you can use your Claw Arm to pick up the foe. With one in your claw, use your Claw Arm to squish the little guy or drill it to death with your Drill Arm—a very satisfying kill. The others flee once they see that they are no match against the big machine. You do need to climb out of your Rig if you want to collect the T-Energy that the beast left behind.

Before proceeding to Hanneman's Drop, go north to the small notch in the center of the map. Exit your Rig and grab the two **T-Energy Canisters** and **Specialized Component** from the ground. Hop back into the Utility Rig and head south until you can't go any further in your machine. Hop out and grapple to the ledge.



Follow the path until you exit the Umbilical range of your Rig and find a grapple point. Rappel three ledges and continue ahead until you reach an ice bridge. Rappel down more bridges, where the objective marker is visible on the ground below. Touch down to the ground below, and a Suwankaa and two Goonroes are waiting.



CLEAR THE AREA

The Suwankaa is tougher to take down than the Goonroes, so try getting rid of the easier ones first. Fighting the big guy is much simpler without the pesky Goonroes around. Stay on the move and throw everything you have at them. Fire your Shotgun at their mouths any time the opportunity arises. Just stay aware of the three foes' locations.



NEW ENEMY

SUWANKAA

These enemies are similar to Goonroes, but they are more aggressive and powerful. They have bite, claw, and tail attacks that can take you down fairly quickly. Stay on the move while firing at their mouths, and dodge when they leap at you.



USE YOUR GRENADES

Grenades are highly effective against these enemies if you can toss one into their path as they run at you or catch them before they charge. Use the explosives before grabbing an ammo crate to maximize the damage you can cause with them.



There is an ammo crate down below and another on a ledge to the north, so grab them as needed. Use your Grappling Hook to escape a charging enemy. But you are not safe for long, as they join you on the ledges above. Wear them down with consistent gunfire until the area is clear.

GO AHEAD AND PLANT THE POST

Move to the objective marker and hold down the Use Button until the T-Post is deployed. Jim starts to get the hang of this place as collecting Thermal Energy and fighting off Akrid become routine. And as Braddock's go-to guy, he does all right for himself and his family.



ACHIEVEMENT/TROPHY

My First T-Post

Plant your first T-Post at Hanneman's Basin to earn this Achievement/Trophy.

INVESTIGATE COM-RELAY

MISSION OVERVIEW

➤ Investigate the downed Communications Relay at the top of Shackleton's Peak.

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Find a Way to the Top ➤ Dock Rig with Tram System ➤ Activate Tram System

ENEMIES

➤ Bolsepia



➤ Sepia



➤ Dongos



➤ Goonroes



COLLECTIBLES

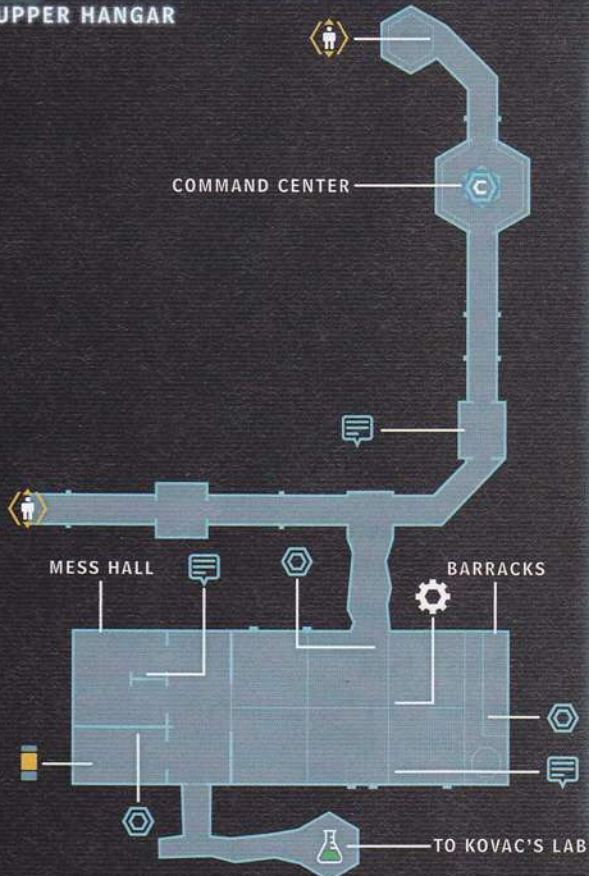
➤ Text Logs 3

➤ Audio Logs 2

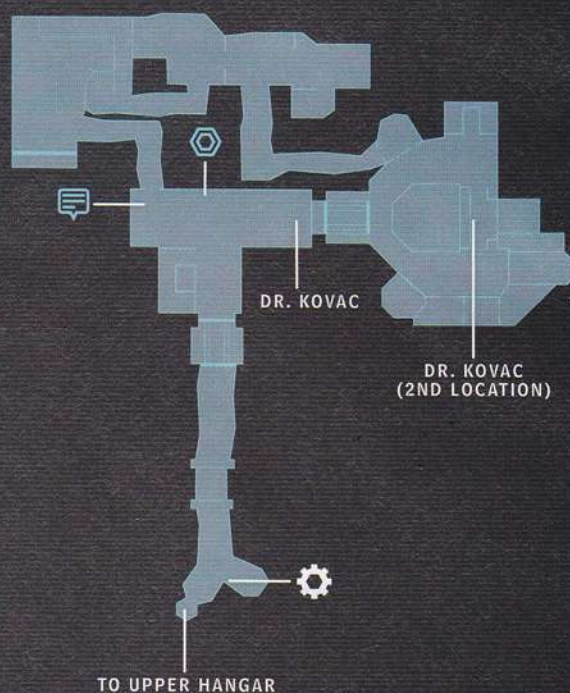
LOCATION

➤ Coronis: Hangar Main Deck ➤ Coronis: Upper Hangar
➤ Coronis: Kovac's Lab ➤ Diaz Cavern
➤ Bailey's Crossing ➤ Bishop's Wake
➤ Shackleton's Peak

UPPER HANGAR



KOVAC'S LAB





FIND A WAY TO THE TOP

The Communications Relay at the top of Shackleton's Peak has gone offline and Jim is assigned to check it out, since Laroche does not seem too excited about it. There are a few things to take care of in Coronis and even more along the way. After leaving the boss's new office, head west into a small storage closet and look between the boxes for a **T-Energy Canister**.

NEW OPTIONAL MISSION

VISIT KOVAC'S LAB

As you exit the hallway between Braddock's office and the hangar, Dr. Kovac contacts you about a job. This is an Optional Mission that involves collecting DNA Samples of various Akrid. Head to the Upper Hangar of Coronis to find the new entrance to his lab behind the Barracks. Kovac waits in the back of the lab. For more information about his quests, check out the Optional Missions section of this guide.



Talking to the Coronis Crew opens additional conversations if you take the time to talk to them. The north elevator is now open, providing two ways to travel between the three floors. Take it down to the Basement Level first, so that you can spend some Specialized Components and T-Energy.



You should already have the Assault Rifle after finding it during the Find the Observation Pod Mission. Purchase its Extended Magazine if you can. If you have 7500 T-Energy, the Hunting Rifle comes in handy. If you haven't purchased any Specialized Components, you can afford one upgrade from Gale. The Hardened Hull +25% is a good choice as it adds to your Rig's defenses. Though, T-ENG Absorber is convenient, so save for it if you want the ability to pick up Thermal Energy while inside the Rig.



NEVEC ARMORY

ITEM	COST (T-ENERGY)
Hunting Knife	10
Shotgun	1500
Assault Rifle	2500
Hunting Rifle	7500
Pistol - Large Caliber Barrel	1250
Assault Rifle - Extended Magazine	1500
Shotgun - Stock Upgrade	2500
Hunting Rifle - 8x Scope	5000
Extra Ammo Pack	5000
Specialized Component	2000

NEW WEAPON

HUNTING RIFLE

The Hunting Rifle is a single shot bolt-action rifle with high accuracy and damage. It is great from long distance, especially after purchasing the 8x Scope attachment. With the scope, press in on the right stick while aiming down the weapon's sight. This allows you pick off enemies before they even notice you.



Take the elevator up to the Upper Hangar and go to the Barracks. The crew has done quite a bit of work on this section of Coronis. There is now a Mess Hall next to the living quarters. Step into the right entrance of this addition and grab **Text Log #3** from the left counter. Look inside the break room located just south of the Mess Hall to find **Audio Log #32**, another IBR Newsfeed. A **T-Energy Canister** is on the card table in back of the room.



Step back out into the hall, go south, and then east to find the entrance to Kovac's Lab. Once inside, look just around the corner to the right to find a **Specialized Component**. Continue down the hall and take the elevator down. Follow the corridor past a blast door into a prep room. After a scanning, go through the open door to find the actual laboratory.



Many of the scientists inside the lab wish to share their opinions, so make the rounds if you wish. Go to the back of the room and search the back side of the table to find **Audio Log #16**, a message from Dr. Litke. Go west to the far wall, where a **T-Energy Canister** sits next to the sink. Now, go east to find Dr. Kovac standing next to some equipment.



Run to the north and enter the big cave. Grapple up to the ledge inside. In the back of this room are three **T-Energy Canisters** and two **Specialized Components**—well worth the detour. Go ahead and empty the T-Post in Diaz Cavern, while in the area. Traversing the cave should get you enough Sepia kills to complete Dr. Kovac's first quest.



Time to earn some T-Energy! Jump into your Rig and exit out the blast doors. As you leave, an anti-icing chemical is sprayed onto your Rig, so that you do not freeze as soon as you get outside. A video from Grace also plays during this time. White Canyon Junction is the first stop as there are items to collect there, plus the T-Post in Diaz Cavern needs emptied. Once you reach the Fuel Depot, exit your Rig and take the steps down to the central area.



DO SOME SHOPPING

If you had your eye on one of Gale's upgrades, this is a good time to go check out his wares. With six Specialized Components, you can get the T-ENG Absorber for T-Energy collecting convenience or maybe the Forearm Bash and Double Arm Smash—making your Rig a fighting machine. You may have enough T-Energy now to grab new items from Birdie too. An extra bonus for stopping back at the hangar is it allows you to get Dr. Kovac's second quest started, as long as you killed enough Sepia.

SPECIALTY AMMUNITION

Each time you talk to Dr. Kovac after completing one of his quests, he makes one new specialty ammunition available at the Armory. The first specialty ammunition is for the Shotgun called Bounce Shot. The ammo bounces once, allowing you to hit enemies who are hiding behind cover. Each round costs 2 T-Energy and is selected by holding down the Reload Button with that weapon selected.

ACHIEVEMENT/TROPHY

Home Improvement

Purchasing your first Rig upgrade from Gale's Workshop to earn this Achievement / Trophy.

NEW OPTIONAL MISSION

DIAZ CAVERN T-POST FULL

It has been long enough since last draining the Diaz Cavern T-Post that it is full again. This is good to take care of as soon as you can because it earns you a good amount of T-Energy. This is done in the same manner as in the Empty a T-Energy Post Mission.

Once you are ready to proceed with the Main Mission, move through Coronis and take the Bailey's Crossing exit at the intersection. Move toward the structure in the middle of the map, taking out any Bolsepia that you can with your Drill Arm. Hop out of your Rig and look for the hole in the ground. Rappel down into the hole to find two **Specialized Components** buried in ice. Climb back out and take out more Bolsepia as you climb up the metal steps. Follow the walkway to the north to find **Text Log #18** in ice.



Before proceeding with the mission, hop in the Rig and head west. Approach the broken down tower and grapple up to the platform. There are three T-Energy canisters under the ice on the right and **Audio Log #7** straight ahead. Return to the Rig and move around to the north.

NEW OPTIONAL MISSION

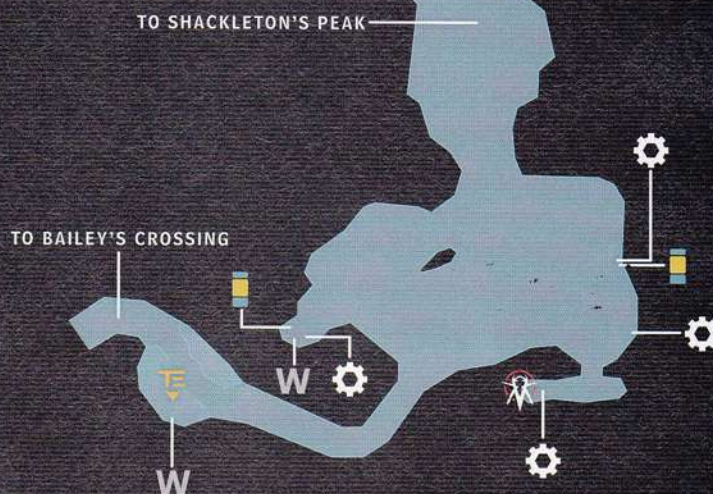
CLEAR FROZEN PUMP JACKS FOR CREDITS

One of the Pump Jacks in Bailey's Crossing has frozen over and must be cleared and re-primed to get them running again.

BAILEY'S CROSSING



BISHOPS WAKE



SHACKLETON'S PEAK



SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

Be aware of the three Goonroes along with more Bolsepia that attack as you clear off the pump jack. Once the area is clear, hop out of the Rig in the northeast section of the map and grapple up to the ledge. Follow it back to find a Specialized Component frozen in ice. Return to the Rig and move over to a narrow cave on the south side next to where you entered the area. Follow it all the back to another opening.



There are three more Goonroes here, which if you are working on Dr. Kovac's third quest, is just enough to complete it. These are the best kind of Goonroes as they attack one at a time. Take down each by dodging their attacks and firing at their mouths. Before you return to the Rig, search the far side for two **T-Energy Canisters**. Considering making the long trek back to Coronis base again. You can do some shopping and turn in Dr. Kovac's quest. The fourth quest is not available for a long time, though.

Now it is time to exit out the east side of Bailey's Crossing to reach Bishop's Wake. You may recognize the start of this map from when Hutchings gave Jim a ride to base. Follow the path until ice blocks your progress. Tear it down with the Drill Arm, repeating this at two more ice walls along the way. Be ready as Dongos attack immediately after the third one. There is no time to react as three of them bounce off the Rig.



Walk out to the middle of the plain and watch them as they roll around the perimeter. When one moves your way, block their attack. This dazes it for a moment. Look down and pick it up with the Claw Arm. Then, use either the claw or drill to kill it. An icon representing the Block Button flashes on screen when one attacks, in case you have lost track of them. Stay on the move as you look around for a charging Dongo and eliminate all five of the foes.



After clearing the area of Akrid, move over to the center of the eastern edge. Hop out and grab the **Specialized Component** and **T-Energy Canister**, which are buried underneath the thin ice. Travel south from there until you encounter more ice in the corner. Grab the **Specialized Component** from underneath it. Continue southwest from there until you run into an opening, where you can rappel off. Hop down to the lower section and move as far as you can to the west, where yet another **Specialized Component** lies.



» GETTING KNOCKED OUT

Your Rig's health is shown as a bar across the middle of your HUD when you take damage. After taking enough hits, the meter turns orange and then red—indicating that you are low on health. After a little more damage, the Rig is knocked out and you are thrown out. You must now survive on the ground for about 30 seconds, at which time the Utility Rig comes back online and you can hop back in.



Board the Rig and exit the area out the north side to find Shackleton's Peak, while another video to Grace plays. Start your climb up the side of the mountain until you reach a horizontal pipe on the left. Exit your Rig, run under the pipe, and grab the **Specialized Component** from the snow on the right. Continue up the path around the switchback to find the heavy cargo tram system.



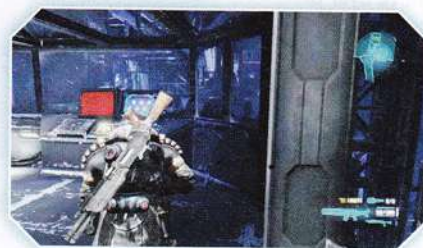
DOCK RIG WITH TRAM SYSTEM

Before accessing the tram system, hop out near the broken down tower and run over to it. Go up the stairs and search the steps on the right to find another **Specialized Component**. Move back a little until you can grapple up to the upper platform on the tower. Move around the walkway to find **Text Log #5**, a message from Johansen. Return to your Rig and move north to the big gate. Use your Claw Arm to grab the handle and rotate it clockwise to gain access to the tram system. The Rig automatically moves into place and Jim hops out.



ACTIVATE TRAM SYSTEM

The tram system must be reset at the peak's summit and each substation must be manually restored along the way. Move around to the right and search next to the docked Rig to find a **Specialized Component** buried in ice. Turn around and climb the staircase to find the first station. Step inside and use the console to dock the Rig.



RESTORE TRAM SYSTEM

MISSION OVERVIEW

➤ I need to restore the tram system to working order to get my Rig to the top of the mountain.

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Restore 2nd Station ➤ Repair the Generator ➤ Restore 3rd Station ➤ Restore 4th Station
➤ Realign the Rail ➤ Restore 5th Station ➤ Locate Last Station

ENEMIES

➤ Goonroes



➤ Sepia



➤ Bolsepia



➤ Enbees



COLLECTIBLES

➤ Text Logs 4

➤ Audio Logs 0

LOCATION

➤ Shackleton's Peak

RESTORE 2ND STATION

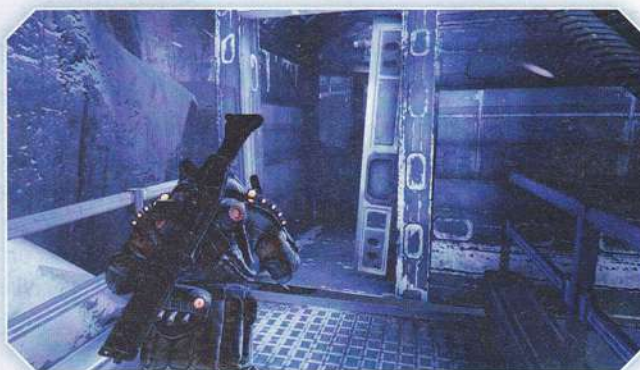
Five more stations must be restored before you can get your Rig to the top of the summit. Exit the control room out the open door and enter the cave on the left. Follow the narrow path all the way back to a big cavern, and a Goonroe who is not pleased with your arrival.



REPAIR THE GENERATOR

The generator that powers the second station is located at the opposite end of the area, indicated by the objective marker, and it appears to be broken. Evade the Goonroe's attacks and return gunfire at its mouth. A second Goonroe attacks, so dispose of it in the same manner. Move over to the generator and use the Repair Tool to restore power to the station.

Turn around, head over to the I-beams on the ground and grapple up to the ledge above. Search behind the crane on the right for **Text Log #7**, another message from Johansen. Refill your weapons at the ammo footlocker and use the Grappling Hook to reach a walkway above. Follow the steps into the second station and use the console to restore it—two down.



RESTORE 3RD STATION



Exit the control room by grappling over to the busted catwalk on the right. Move along the path until it collapses. When the icon appears on screen, rapidly tap the corresponding button until the ring fills. At that point Jim uses the Grappling Hook to pull himself back up. With no better option, continue along the narrow path.

Look up to the cliff ahead to find a grapple point. Travel over to the ledge and switchback up to the right. Follow the narrow trail along the side of the cliff until you are able to grapple up to a higher ledge. Grab the ammo crate buried in the snow before heading up to another tier. Head up the incline and look left for a Sepia and Bolsepia.



There are two Genessa producing these Akrid, so it is easy to get overwhelmed. The Assault Rifle is a good choice for this fight as you can knock back a group with a sweep of the weapon. Move up the slope until you can see one of the spawners on the far wall. Toss a Frag Grenade and fire at it to take it down. Continue up the hill until you can get an angle on the left Genessa and eliminate it in the same manner. Retreat downhill if you get into trouble.



Both Genessas were blocking paths, with the far one leading to your objective destination. Before moving in that direction though, cautiously walk through the opening that hid behind the left Akrid spawner. Another Genessa resides on a cliff to the left, so take it down as quickly as you can while keeping the Sepia at bay. Watch out for the mortars coming from a Bolsepia on a shelf ahead. Climb up to its location and take it out before picking up three **T-Energy Canisters**. Look down to the back of this small cave to spot Akrid Eggs surrounding two more **T-Energy Canisters**. Destroy the eggs, hop down, and grab the items. Be careful of more eggs as you exit the cave.



Now you can proceed through the other opening. There are several Sepia in the next room, surrounded by Akrid Eggs. Pull out your pistol and clear out the lower eggs. Then take out the Sepia as you move toward the exit. The next cavern has two more Genessas—one at the far end and another on the left. Peek out just enough so that you can spot the distant one and take it down as you dodge incoming mortars and Sepia. Fight out until you can get an angle on the left one. Destroy it and clear out any remaining Sepia and Bolsepia. Grab the ammo crate before heading for the exit at the other end of the area.



Use your pistol to clear out Akrid Eggs that populate the narrow connector as you move into another cavern. Here you meet up with the Goonroe that you spotted a short time earlier. Be careful as you fight this Akrid as there are eggs lined on both sides of the room. Work on taking these out as you dodge the big guy's leaps and then focus on killing him. Sidle out the narrow slit to the southwest to find your objective. Refill your weapons at the ammo footlocker on the right before using the console inside the control room to bring the third station online.



RESTORE 4TH STATION

Exit to the right and sidle along the narrow ledge as another Goonroe shows up just above. At the landing, use the Grappling Hook to reach the cliff high above. Another narrow edge requires more sidling as the Goonroe attempts to reach Jim from above. At another landing, grapple up three more levels and then follow the path to the northwest.

Up the slope and around a right turn, you run into another Genessa who spews out a new Akrid type, the Enbee. Destroy the Akrid's home from a safe distance, then kill the two emerging Enbees. The next cavern holds three Genessa that each produce Enbees. Do not enter yet! Take cover at the entrance and destroy the Akrid spawner located at the far end to decrease the enemy's numbers.



NEW ENEMY

ENBEE

These agile, flying Akrid spit venom at their targets and sting when they get in close. Be careful when low on health, as they will carry off their opponents. These pesky enemies can become a big nuisance, so concentrate on destroying their Genessa whenever you can.



Kill off any Enbees who have migrated to the cavern's entrance. Peek out just enough to spot the Genessa on the right side and destroy it with a

well-placed Frag Grenade. Fight off more of the flying Akrid as you move further out. The third Akrid spawner hangs out on the left, so destroy it as you avoid the Enbee venom. There are low rock walls that can be used as cover while destroying the Genessas, but watch out for incoming Enbees. Clear out any remaining pests before continuing up the hill.



» GRAPPLING WITH AN ENBEE

When grappling an Enbee, the process of killing it with the Hunting Knife is different than previous Akrid. Rapidly pressing the Cover Button to knock it back and lining up the reticule to attack are the same, but then you must press the left stick left or right when the on-screen prompt pops up on screen. This can be after failing to stab it or if you take too long to line up your attack. After several successful stabs, it dangles Jim by his foot. Dodge its attempts to sting, with the same given commands. By lining up the reticule and pressing the Fire Button at this point, Jim kicks at the Akrid. A few successful kicks gets the job done.



Watch out when you turn to the right, as three more Enbees emerge from the exit. Kill them before crawling through the small connector ahead. Back outside, follow the path to the left and grapple up to the next ledge, where you find the generator for the 4th station. Look for a broken down walkway in a corner on the



right and use the Grappling Hook to reach what is left of it above. Follow it into the station and use the computer to bring that station online.



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WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

REALIGN THE RAIL

The station is up and running, but the rail is not aligned to go up the mountain. Exit to the right and look left to spot a grapple point on the walkway above. Travel up to it, refill your weapons at the ammo footlocker, and grab **Text Log #8** in the corner. It contains another message from Johansen. Pull the lever located on the same platform to get the rail aligned correctly.



RESTORE 5TH STATION

Follow the walkway south until you can grapple up to a ledge on the left. Follow the path into a narrow cave. At the next opening, look for more Enbees flying around outside. Remain in the cave and pick off as many as possible, then move outside until the Genessa on the left comes into view. Destroy it and any remaining Akrid, before grappling up to the opening where the Akrid emerge.



» RED X

After pulling the lever and following the short walkway, look to the right for a red X on some kind of attachment. This indicates that you lack the proper tool to use it. Plan a return trip for the near future.



Cut through the next cavern as you switch back to the left. Follow the path back to the outdoors, where Sepia and Bolsepia are there to greet you. Clear the way around to the left where a group of the Akrid, including Bolsepia who fire mortars from a cliff ahead, are waiting. Stay in the relative safety of the short tunnel as you eliminate the Akrid on the ground.



Look for the Genessa producing these enemies on the upper cliff, tucked in a cave. Once you have eliminated the foes on the ground level, move up to the cover on the left. Take out the Bolsepias visible from there and then toss a few grenades as far back as possible to take out the Akrid spawner. Be prepared to grapple up and finish it off with the Shotgun.

Once you have cleared out the entire threat, hop back down and search the lower level for a **Specialized Component** and **Text Log #6**, another message from Johansen. Climb up to the ledge and move through the cave, keeping an eye out for a few Sepia stragglers. Push ahead to enter Shackleton's Peak Summit.

Run up the mountain as you switchback to the left. Run past the generator to the west side of this area to find **Text Log #10**, a message from Watsmoore. Turn to the right and use the Grappling Hook to reach the walkway above. Follow it all the way around to find the fifth station. Before going inside, use the Munitions Locker to reload and switch your weapons. Step into the station and use the console to restore it.



INACCESSIBLE PATH

Look for a rappel point on the right side of the snowy path. There is no use in going that way now, as you need another upgrade before you can clear a gap further ahead.

LOCATE LAST STATION

Exit to the left and follow the steps all the way up to another console. Press the button to reboot the system and gain access to the top of the mountain. The Communications Relay is just ahead and it appears a saboteur has just messed with it.



RESTORE THE COM-RELAY

MISSION OVERVIEW

➤ Gotta get the Com-Station working again...

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Repair the Relay Tower ➤ Activate the Com-Dish ➤ Survive the Attack ➤ Reset the Junction Box
➤ Call the Rig ➤ Retrieve the Rig ➤ Align the Relay Tower ➤ Survive the Attack

ENEMIES

➤ Vorgg



COLLECTIBLES

➤ Text Logs 1

➤ Audio Logs 0

LOCATION

➤ Shackleton's Peak Summit

REPAIR THE RELAY TOWER

Run over to the Relay Tower and use the Repair Tool to patch it up. A trip toward the Relay Station is interrupted by a Vorgg, a giant beast with spikes on its back.



SURVIVE THE ATTACK

VORGG

The Vorgg is a camouflaged CAT-L Akrid with a devastating charge attack. It also attacks with its claws. To damage this foe, you must shoot the ice off of its back to expose its weak spot. It is also vulnerable in the elbows.

When it backs up, it is preparing to charge its target. Wait for it to do so and dodge to the side to avoid the attack. At this point it is dazed for a moment, so take the opportunity to take some shots at its back.



When up close, if it rears its arm back, get ready to dive out of the way. It smashes its claw into the ground, damaging anyone in its way. If it misses, its claw gets stuck in the ground. Take advantage of the circumstances and fire the Shotgun at its glowing elbow. Enough shots and you knock its claw off—tipping the fight in your favor.



»» AMMO CRATES

Look for three ammo crates: one by the Relay Station, one next to where you entered the area, and another by the Relay Tower. Grab them after you have used up your grenades, as they are highly effective against the Vorgg.



With its claws destroyed, stay far enough away and you only need to worry about this beast's charge attack. Continue to shoot at its exposed back and toss grenades into its mouth until it falls over in defeat. With big Akrid such as this, you may need to melee attack the corpse so that you can collect all the T-Energy it has left behind.

ACTIVATE THE COM-DISH

Enter the Relay Station and move all the way to the front to find **Text Log #9** on the desk in the corner, another message from Johansen. Turn around and use the computer as it malfunctions again.



CALL THE RIG

Re-enter the Relay Station and use the other computer to restore the tram system and call your Utility Rig. After a short conversation with Coronis, the Rig arrives.



RESET THE JUNCTION BOX

Exit the station through the other door and follow the path to the left to find the Junction Box. Step up to it and use the switch to restore power to the Com-Dish.



RETRIEVE THE RIG

Run over to the Rig, but before hopping in, go to the right to collect the **Specialized Component** buried in ice. Climb into the Utility Rig to finish the mission.



ACHIEVEMENT/TROPHY

Dish It Out

Reset the Junction Box during the Restore the Com-Relay Mission to restore power to the Com-Dish.

ALIGN THE RELAY TOWER

Head over to the Relay Tower where you will be able to use the Claw Arm to align the Com-Dish. This re-establishes the link between it and Coronis.



SURVIVE THE ATTACK

VORGG

Another Vorgg attacks at this point. This is a much simpler fight in your Rig. Start out by blocking its charge attack. Time goes into slow motion this first time, so that you can get the hang of fighting in your Rig. After a successful block, use your Claw Arm to grab its claw. Then pull it up with the left stick and aim your reticle at its weak elbow. Now use the Drill Arm to slice through its joint. In real time, you must be quick with the Claw Arm to catch the Vorgg's vulnerable claw.

When it attempts to attack with either claw, you can counter in this same way—block, grab the claw, lift the arm, and drill into the elbow. Hold down the Drill Button until the meter goes all the way down. This maximizes the damage to the beast. After two full attacks with the drill, its claw is ripped out.



The battle continues in the same manner after the two claws have been ripped off. Block its charge attack to daze it for a moment. Quickly look at one of its shoulders until you see the Grab Button icon and use the Claw Arm to pick it up. Now aim your reticle at its icy back and drill through to the weak shell. Two more full drillings in its back should extinguish its life.



ALIGN THE RELAY TOWER

Walk over to the Relay Tower and use your Rig's Claw Arm on the valve. Rotate it by turning the left stick in a clockwise motion until the equipment locks in place. Braddock calls to let you know that Dr. Roman has not been heard from in some time. He wants you to check in on her on your way back.



CHECK IN ON DR. ROMAN

MISSION OVERVIEW

➤ *Braddock wants to make sure the exiled scientist is alright.*

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Find and Talk to Roman

ENEMIES

➤ None

COLLECTIBLES

➤ Text Logs 0

➤ Audio Logs 0

LOCATION

➤ Shackleton's Peak

FIND AND TALK TO ROMAN

Dock the Rig back at the tram system, by using the Claw Arm to open the gate. Collect any lingering goodies from the summit before stepping inside as you are automatically taken to the bottom of the mountain. Follow the walkway ahead and cut through the first tram station on the left. Descend the steps and board your Rig.



Move down the hill, following the nav-markers to the left and then right. Turn left when you reach a small opening and exit your Rig. Walk into this new area to meet Dr. Roman. Having been in exile for so long, she is surprised that someone has come looking for her.

TEST THE DNA TAGGER

MISSION OVERVIEW

➤ Use the DNA-Tagger ammo to collect genetic patterns for Dr. Roman's research.

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Find the Akrid Eggs ➤ Tag Akrid Eggs ➤ Return to Dr. Roman

ENEMIES

➤ Akrid Eggs



➤ Sepia



➤ Bolsepia



COLLECTIBLES

➤ Text Logs 0

➤ Audio Logs 0


LOCATION

➤ Shackleton's Peak

FIND THE AKRID EGGS

NEW OPTIONAL MISSION

USE DNA-TAGGER ON AKRID

When you tag the Akrid Eggs using the Pistol's specialty ammo, information on this enemy is added to the Bestiary found in the Collectibles tab of your Job Log. There are 16 more species of Akrid that can be tagged and added to this collection. For more information on tagging them all, check out the Optional Mission section of this guide. 

Dr. Roman wants you to use the DNA-Tagger specialty ammo in your pistol to tag the various species of Akrid on E.D.N. III. For this mission though, she just wants an Akrid Egg tagged. She hands you the Zip-line Attachment for your Grappling Hook, which allows you to reach your next objective. Hop in your Rig, turn around, and walk down the mountain to the pipe on the right. Sepia and Bolsepia attack as you arrive. Use your Drill Arm to kill them instantly, but leave at least one of each alive. This is a good time to get a start on the DNA Tagging Optional Mission.

Hop out, switch to your Pistol and then hold the Reload Button to switch to the specialty ammunition. Fire once at one of the enemies to start the tagging. Then, you just need to keep your reticle on that foe until the ring has filled up around the DNA icon above its head. A message pops up letting you know that you were successful. This is easier said than done for some Akrid. Getting the Sepia and Bolsepia tagged gives you a good start in this Optional Mission.



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WEAPONS &
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THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

As you look at the pipe, grapple up to the platform on the right. Look up to the zip wire that runs overhead and fire the grapple hook at it. You are propelled to the other side of the gap, just outside of a cave full of the Akrid Eggs.



NEW PLAYER UPGRADE

ZIP-LINE ATTACHMENT

The Zip-line Attachment for your Grappling Hook allows you to be propelled across metal zip wires. This gives you access to new locations.



TAG AKRID EGGS

Several Bolsepia and Sepia block the cave's entrance, so pull out the Assault Rifle and mow them all down. Now you have access to the eggs. Switch to your Pistol with the specialty ammunition selected and fire at one of the Akrid Eggs. The ring fills up quickly as you successfully tag the egg.



RETURN TO DR. ROMAN

Zip back across the gap and hop into your Rig. Go back up the path and return to Dr. Roman. Talk to her to complete the mission. Stick around to have a candid conversation with the doctor if you wish.



UPGRADE TIME

MISSION OVERVIEW

➤ Braddock surveyed a T-ENG Pocket past Marshall's Gorge. I'll need to buy an upgrade to get across it...

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Find Upgrade Part for Gale ➤ Buy Winch at Gale's ➤ Return to the Utility Rig

ENEMIES

➤ Dongos



➤ Sepia



➤ Bolsepia



COLLECTIBLES

➤ Text Logs 0

➤ Audio Logs 0

LOCATION

➤ Bailey's Crossing ➤ Coronis

FIND UPGRADE PART FOR GALE

Braddock wants you to check out a nearby T-Energy deposit, but you first need to get a Winch installed on your Utility Rig. Go down the mountain and cut through Bishop's Wake. While you are there, you can tag a Dongo for the DNA-Tagging Optional Mission, though you may want to whittle down the numbers a bit before exiting your Rig.

Bolsepia populate Bailey's Crossing, so use the Rig's arms to eliminate them from the area. With the area clear of Akrid, hop out in the northeast corner and grapple up to the ledge. Follow it all the way to the dead end, killing the Sepia and Bolsepia who get in the way. The **Servo-Controller Component** that Gale needs to install a Winch on your Rig is in plain view. Grab it and return to your Utility Rig.



BUY WINCH AT GALE'S

Cut through Coronis and enter the Hangar Main Deck, where another psych evaluation video plays. Hop out, head down to the Basement Level, and talk to Gale at his workshop. Purchase the Winch from his shop for zero Specialized Components. Besides the Winch, Gale also installs a T-ENG Detector.

NEW RIG UPGRADE

WINCH

This Winch & cable upgrade to your rig's Claw Arm fires a zip wire that can damage or grab Akrid. This is a great way to grab smaller enemies from a distance. It also allows you to access previously inaccessible areas. Look for the Winch Button icon that indicates you can use this upgrade to reach that location. Fire the cable and once it's attached to the other side, Jim uses his Zip-line attachment to reach the other side.



NEW PLAYER UPGRADE

T-ENG DETECTOR

This upgrade gives off a beeping sound when Jim nears a Thermal Energy pocket. The rate of the beeping sound increases the closer Jim is to the source. This is helpful in the Use the T-ENG Detector Optional Mission.

RETURN TO THE UTILITY RIG

Complete any other shopping that you wish to do before returning to the elevator. Go up to the Main Hangar Deck and return to your Utility Rig.



NEW OPTIONAL MISSION

USE THE T-ENG DETECTOR

Use the T-ENG Detector to find thermal pockets, where T-Posts can be deployed. This is a big reason you are here—to collect T-Energy for NEVEC and it pays well. Take time to get these planted, so that you can harvest the energy as soon as the posts are full. Refer to the Optional Missions section for thermal pocket locations.

FIND THE THERMAL POCKET

MISSION OVERVIEW

➤ Bigger thermal pockets can overload T-Posts, so I should be careful...

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Locate the T-Energy Pocket ➤ Defeat the Cat-L Akrid ➤ Plant the Thermal Post

ENEMIES

➤ Bolsepia



➤ Sepia



➤ Goonroes



➤ Vorgg



COLLECTIBLES

➤ Text Logs 1

➤ Audio Logs 0

LOCATION

➤ Coronis ➤ Bailey's Crossing ➤ Marshall's Gorge

MARSHALL'S GORGE

TO BAILEY'S
CROSSING

TO POWER PLANT

TO WEATHER STATION

FROM ABANDONED
BASE

TO ABANDONED
BASE

SURVIVING
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WEAPONS &
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MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

LOCATE THE T-ENERGY POCKET

Rig Fast Travel is now available, but first take a minute to test the Winch. Exit to Coronis. Once outside, go left and down the slope. Look to the left for an icon showing the Winch Button on the side of the mountain. If you just see an icon with diagonal lines, this means that you can use the Winch, but you are not in good position yet. Once you see the correct icon, press the Winch Button to fire a cable. Press the Exit Rig Button to use your Zip-line attachment. This sends Jim over to a ledge. Look to the west for three **T-Energy Canisters** buried in ice. Look straight up and grapple to a small cave. Inside are a **Specialized Component** in ice, and another **T-Energy Canister**. Return to the Utility Rig and move into Bailey's Crossing.



UTILITY RIG FAST TRAVEL

You now have the ability to travel quickly to any location you have already visited. Any time you are exiting an area, Press the Job Log Button to bring up the World Map. From there you can select where you wish to go. At this point you are heading to Marshall's Gorge, so you want to travel to Bailey's Crossing, since it is the closest you have been to it.



As you enter Bailey's Crossing, a storm makes things more difficult to see. You can plant the **North Plains Crossing T-Post** in this area if you



follow the narrow cave located just east of the area's southern entrance. It is a tough fight against several Goonroes to get the job done. While you fight them, DNA-tag one to make progress in that Optional Mission too. Kill two of the Akrid before doing so though, so it is easier to focus the DNA-Tagger on the agile beast. Deploying this T-Post can wait until later if you wish to do it in clearer weather.

Now that you have the Winch, the Sepia Cave T-Post in Bishop's Wake is also available. As you move through the cave, look for a Winch point on the west side. Use the claw and zip wire to reach a plateau, where a steady beeping sound indicates a thermal pocket nearby. Sepia and Bolsepiea populate the area, so take them down until it is safe. Deploy the Sepia Cave T-Post, return to the Rig, and head into Shackleton's Peak. Step up to the pipe on the left side of the path, hop out of the Rig, and use the Grappling Hook to reach the platform on the right. Slide across the zip wire and step up to the cave. Following the beeping that signifies a nearby thermal pocket. Use your grenades to destroy the Genessa on the back wall. Step inside and look on the left side of the path for a Specialized Component. Be aware of the Akrid Eggs as you move to the back of the cave. Press and hold the Use Button to deploy the Egg Cave T-Post.

Hop back into your Rig and backtrack to Bailey's Crossing. Follow the nav-markers north to Marshall's Gorge. Before using the Winch to access the new area, hop out of the rig along the southeast edge.

Rappel down to a lower platform and search to the left to find **Text Log #17**, a message from another contractor. Get back into your rig and look for the Winch icon to the southeast. Back up if necessary so that you see the Winch Button icon and slide over to the ledge with your Zipline attachment.



Follow the path back to a deep hole. Rappel down, crawl through a small cave, and rappel even lower. Jim ends up in a dark cavern surrounded by Sepia. There are six Genessa surrounding you that are producing a continuous supply of Akrid—Sepia and Bolsepia. Fight your way forward and then go left or right to find one of the Akrid spawners. Destroy it with a Frag Grenade, move to the other side, and take another out.



»» TAGGING A GENESSA

Use your Pistol's specialty ammunition to tag one of the Genessa here. There are plenty of opportunities to get this throughout the game, but this is as good a time as any.

Grapple up to the higher ledges and take out three more enemies while you circle around the perimeter. There are two ammo crates up there, one of which has a **T-Energy Canister** next to it. Drop down and grapple up to the platform located in between the two Genessa that you took out first. Kill the Bolsepia who get in your way and then eliminate the last Genessa. This reveals the path ahead.



Refill your weapons at the ammo footlocker up on the left and continue forward. Move along the right path until you see the objective marker. There are also three ammo crates surround this point. Do not grab them yet. Start to plant the T-ENG Post as a Vorgg attacks.

DEFEAT THE CAT-L AKRID

Defeating this crab Akrid is accomplished just as before—dodge its charge and claw attacks and shoot its back and elbows. This is your first opportunity to tag a Vorgg, so go ahead and use the Pistol's specialty ammunition to do so. Use up your Frag Grenades before picking up an ammo crate as these give you the chance to shoot its spikey back while it is down.

Keep attacking its weak spots while dodging his moves until he collapses in defeat.



PLANT THE THERMAL POST

Now you can move over to the objective marker and plant the Thermal Post. The post ends up exploding and in its destruction, a mysterious structure is revealed.



EXPLORE THE STRUCTURE

MISSION OVERVIEW

➤ *We're supposed to be the only people here, and I don't think the Akrid built this...*

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Gather Intelligence

ENEMIES

➤ None

COLLECTIBLES

➤ Text Logs 0

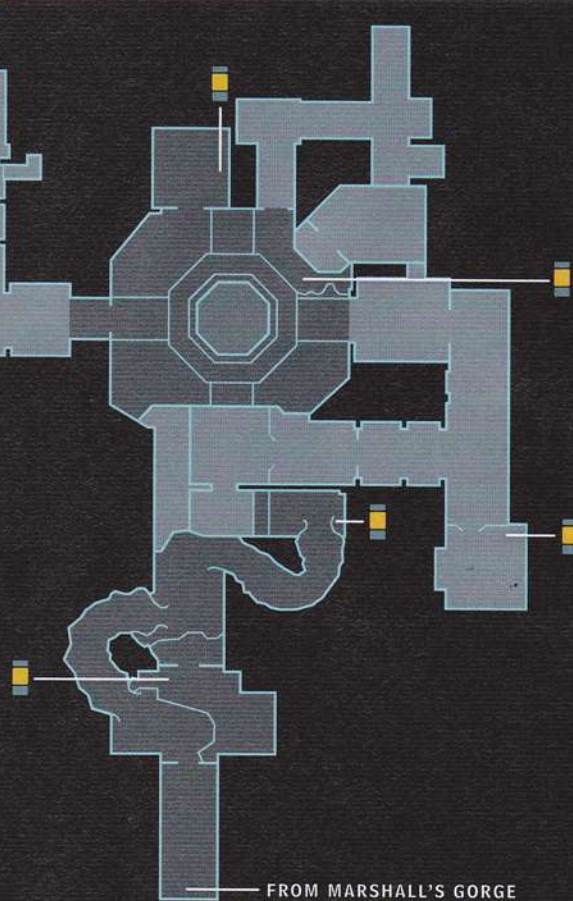
➤ Audio Logs 0

LOCATION

➤ Unknown Structure

UNKNOWN STRUCTURE

TO MARSHALL'S
GORGE



FROM MARSHALL'S GORGE

GATHER INTELLIGENCE



Move along the equipment on the left side as you approach the building. Pick up the **Specialized Component** near the entrance before proceeding through the opening.

ACHIEVEMENT/TROPHY

What...

Completing the Find the Thermal Pocket Mission and finding the mysterious structure triggers this award.

Follow the corridor to a t-intersection, where it appears you are not alone in this structure. Around the corner on the right is a **T-Energy Canister** under the ice. Turn left and look just inside the next room to find another **T-Energy Canister** in the left corner.

Continue around to the left where two more **T-Energy Canisters** are among some crates on the right. Step onto the platform on the left and press the button to activate the elevator. A distress call becomes audible as you reach the upper floor. It appears this is a research station that was infested. The energy that runs the place attracts Akrid to the location and the main generator must be powered down.



FIND A WAY OUT

MISSION OVERVIEW

➤ *This place is a deathtrap, and I'd honestly rather be elsewhere...*

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Power Down the Generator ➤ Exit Past Doors

ENEMIES

➤ Tarkaas



COLLECTIBLES

➤ Text Logs 0

➤ Audio Logs 0

LOCATION

➤ Unknown Structure

SURVIVING
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WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

POWER DOWN THE GENERATORS

Move through the control room and follow the next corridor to a partially open security door. Despite the noises that can be heard from the other side, press the Use Button to force them open. A Tarkaa immediately attacks. Fight it off with the Cover Button and then line up the reticule, using the Fire Button to stab it with the Hunting Knife. Just like with the other Akrid, three successful stabs and the enemy drops dead.

At the end of the next hall, you reach another t-intersection. Ignore the nav-markers for now and enter the room on the right, which contains two **T-Energy Canisters** and an ammo crate. Head back the other way to the main generator. Step inside the room and use the console to ride the elevator to the ground floor. Look to the right for a few more **T-Energy Canisters**.

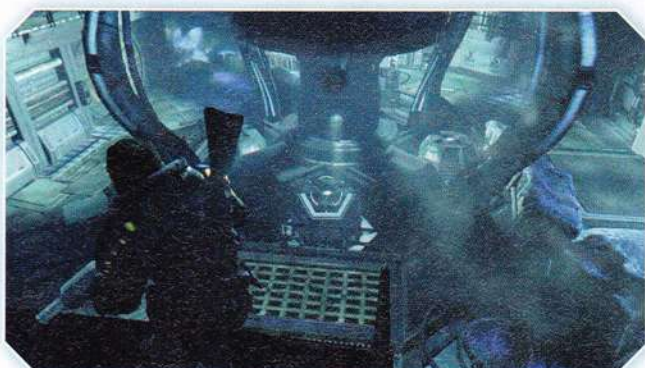
The control room is located just ahead, but debris blocks the way, so you must walk around the outside of the room to get there. Move back past the elevator, where a lone Tarkaa appears. This is as good a time as any to get DNA information from it. Once you have it tagged, take it out with your Shotgun. Work your way around the room, taking out more of these creatures along the way.

NEW ENEMY

TARKAA

These Akrid remain indoors, where they are attracted to T-Energy. They leap at their target as they attack with their tail and dual-sided mouth.

With its spread, the Shotgun is ideal, as it makes hitting the quick-jumping foes, much easier.



»» FIGHTING THE TARKAA

Tarkaa can be real pests if you do not get the timing down on when to shoot, especially when you face multiple enemies at one time. Dodge their leap attack and then line up your Shotgun as they pause to get their bearings. It is possible to take them out during their leap, but it is riskier, since a miss leaves you vulnerable to their attack.





At the opening, move up the ramp and follow the path around a few right turns until you find the control room. Pick up the ammo crate next to the corpses and then step up to the objective marker. Use the console to power down the generator. This releases a slew of Tarkaa into the previous room.

EXIT PAST DOORS

Return down the ramp back into the generator room and a group of Tarkaa. Move to the right and fight off the enemies with your Shotgun. Be ready to dodge their leap attack as you blast them to little pieces. Look through the hexagonal door on the right to locate the T-Energy on the floor. A Tarkaa stares back as it hangs out on the window. Use the security lever on the left side to open the door. Blow away the little critter, then grab the ammo crate and two **T-Energy Canisters** inside.



Continue around the generator until you reach another security door. Throw the lever to open it up and run up the incline. Four Tarkaas attack individually through the next corridor. Once you have taken them all out, look behind the long crate on the right for two **T-Energy Canisters** frozen in ice. Follow the hallway left to reach the exit of Marshall's Gorge. Crouch under the partially-closed door to enter a big garage, where Jim's attempt to contact Coronis fails again.

OPERATE CONSOLE

Turn right and search behind the railing for two more **T-Energy Canisters**. You move within Umbilical range of the Utility Rig near the console to the north, meaning the exit must be close. Use the console to find out that the garage is in lock-down. Head over to the other objective marker to the west and use that computer to open a nearby door.



ENTER THE NEW DOORWAY

Grab the nearby **T-Energy Canister**, move out to the big room and search to the right to uncover a **Specialized Component** in the snow. You must find an override to the lock-down, so enter the new doorway to the northwest. Follow the corridor all the way back to find an ammo crate and the entrance to a second mysterious structure.



ESCAPE

MISSION OVERVIEW

➤ *These doors are in lock-down mode. There's gotta be an override someplace...*

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Explore Second Structure ➤ Return to Rig

ENEMIES

➤ Tarkaa  ➤ Tarkaa Eggs  ➤ Wardeye 

COLLECTIBLES

➤ Text Logs 2 ➤ Audio Logs 1

LOCATION

➤ Power Plant

EXPLORE SECOND STRUCTURE

Follow the hallway around to the left and look for an **Audio Log #17** near to a corpse at the next corner. It is a report from previous inhabitants of this structure about Akrid attacks. As the message plays, a new enemy appears through the open doorway. Once you aim at it though, it takes off. Search inside the next room for **Text Log #12**, a message from a crewman during the lock-down.





Move around to the right until three Tarkaas attack—one at a time. Take down each enemy, then search behind the pile of crates on the right for a **T-Energy Canister** and **Text Log #11**, another message during the structure's lock-down. Continue into another corridor, around to the left, and over a pile of debris until you encounter a Wardeye firing from behind cover ahead. Once you aim at it though, it flees once again.

POWER PLANT-LOWER LEVEL



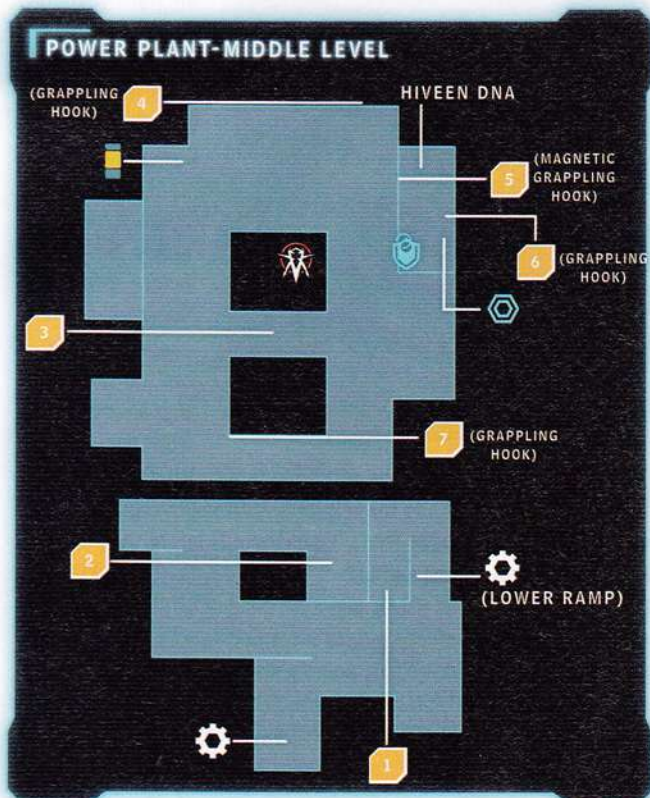
NEW ENEMY

WARDEYE (FEMALE)

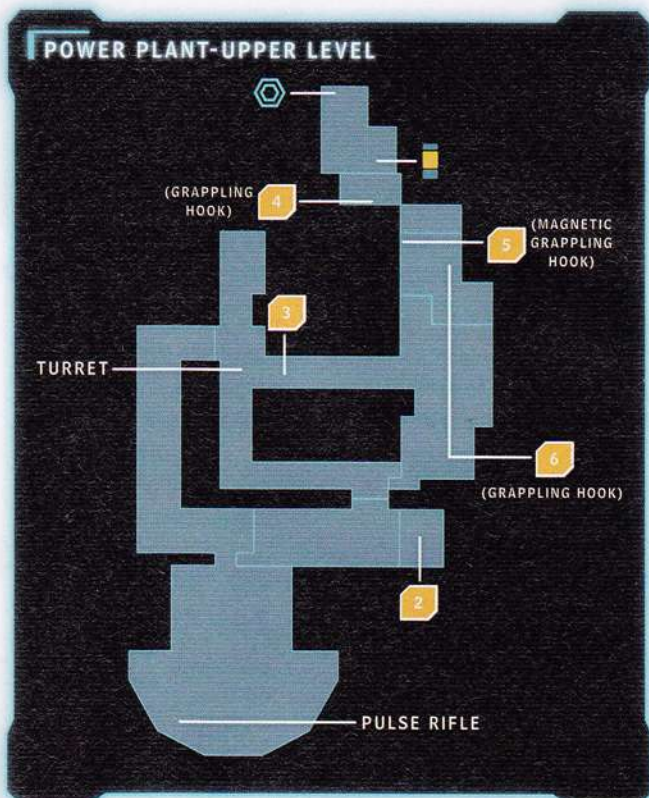
The female Wardeye remains behind cover as it fires at its target. This is meant to divert attention from the males who attempt to flank their prey as they move in for the kill. If you only face a female, then firing from your own cover is the best option, but the males do not allow you to remain still.



POWER PLANT-MIDDLE LEVEL



POWER PLANT-UPPER LEVEL



Enter the storage room on the left and collect the four **T-Energy Canisters**. Be careful as you pick up the one on its own as a Tarkaa shows up. Back in the previous room, go left to find the female Wardeye, which kept fleeing, along with a second female. Take cover at the crates and pick off the females who fires from behind cover on the other side of the room. They move between the different pieces of cover, but they will not get any closer.



Exit the room, turn left, and duck under the big pile of debris. The floor collapses in the next room, sending you down a level. Carefully, cross the I-beam on the right until it breaks off and then grapple up to a small piece of floor that is left in the corner ahead. Enter the nearby doorway and move back to a pile of crates that block the next door.



»»» DNA-TAGGING THE WARDEYE

There are plenty of opportunities to tag the Wardeye in the Power Plant, though it is best done when there is only one present. When you are alone with the female here, tag it from behind cover. Later, you can take down all of the Wardeyes in a room except for one male. You must move away from him as you keep the reticule on him.



Duck into the hole in the left wall and follow the path all the way through to another room—ignore the Tarkaa that squirms around the pipes.



Approach the opening on the left and grapple up to another partial floor. Sidle to the left along the narrow path and use the Grappling Hook again to reach a doorway on the left.



Ignore the up ramp for now and enter the right opening. Search on top of the crates that block the path for a **Specialized Component**. Head up the ramp and follow it over debris. Stop just before entering the break room ahead and take out the Tarkaa that emerges from the window.



Once the duo has been taken care of, move over to the female's location and approach the broken console on the left. Use the Repair Tool on it to open the nearby door and follow the long hallway into another control room. Walk up the steps on the



right and press the button on the central console to open a door on the left. Four Tarkaas enter the room, so backpedal to the left as you take out each one.

There are a few more Tarkaas and three female Wardeyes inside the room. Step inside and take cover behind the overturned table on the right. Immediately toss a Frag Grenade left of the pillar to take out the first Tarkaa and one of the Wardeyes. Pull out the Assault Rifle or Hunting Rifle and start picking off the female Akrid while keeping an eye out for incoming Tarkaa. If one of them reaches your location, quickly pull back and kill it, so that you can return to cover without taking too much damage. Once the room is clear, grab another **Specialized Component** from the table in the opposite corner.

Ammo crates are available as you exit the room, so you can replenish the ammo that was used up in the fight. Follow the path around to the right until you hit a dead end. Kill the Tarkaa that appears from above and then grapple up to the floor above. Step over to the computer on the right and use it to open the nearby door. A few Tarkaas attack as you wait on the door, so be ready with the Shotgun.



Don't lose focus. A few more Tarkaas attack beyond the next door. The door opens to a walkway above where you entered the facility. Tarkaa Eggs are all around. If you get close, they produce Tarkaas, so pull out the Pistol and shoot as many Eggs as you can. Look over the railing to find more that are within range.



Cautiously walk along the walkway to the left, taking out Tarkaa Eggs and Tarkaas along the way. When it is safe to do so, step up to the turret on the floor and use the Repair Tool to get it working again. Take another moment to destroy any eggs that are in range.



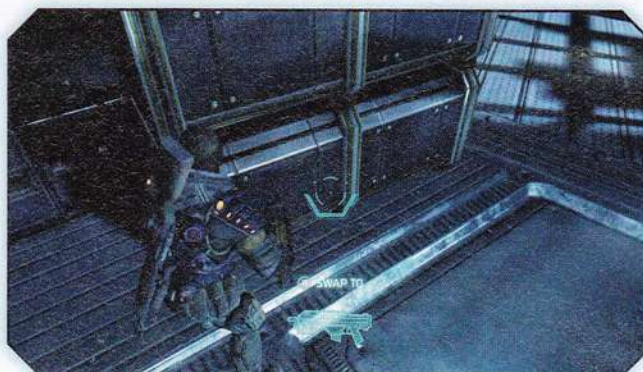
REPAIR THE TURRETS

It is well worth your time to repair Turrets. They will assist you in fights against the Akrid.

Reload your weapons and grab the ammo crates in the corner ahead. Return to the Turret and use the lever on the wall to restore the power. This attracts a big group of Tarkaas and Wardeyes, so get ready. The Turret takes down its share of them, but some do get through. The door opens up behind you, so clear out any remaining foes and move on in as the door closes.



Duck under the crates as you continue to explore the structure. Evidence of people fighting off intruders can be seen all around. At the next corner, crawl under more debris as the path turns to the left. A narrow path to the right requires sidling through to the main control room. Before you follow the objective marker to the computer, look just to the right for a Prototype Pulse Rifle. Press the Use Button to swap your current weapon with the new one. You have a short while to switch back to the discarded gun, but it will eventually disappear.



NEW WEAPON

PULSE RIFLE

This weapon is a NEVEC standard issue tactical rifle that fires in quick bursts. It has good accuracy when aiming down the sights.



RETURN TO RIG

Use the console to disable the garage lock-down. Now you can return to your Utility Rig. A distress video plays on the monitor as you leave showing proof that there were other people here before. The supplies bare NEVEC's name across them proving that there has been a cover-up.



DOWNLOAD THE PROOF

MISSION OVERVIEW

➤ NEVEC has been here before. I've got to download a copy of that video.

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Find the Local Hard Drive

ENEMIES

➤ None

COLLECTIBLES

➤ Text Logs 0

➤ Audio Logs 0

LOCATION

➤ Power Plant

FIND THE LOCAL HARD DRIVE

Step up to the objective marker and use the computer to download the video. The data is corrupt, but there is a backup copy at the Distribution Center.



FIND THE DATA BACKUP

MISSION OVERVIEW

➤ I need a copy of that video log. Can't go back to base empty-handed.

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Locate the Local Backup ➤ Survive the Attack ➤ Get Back to the Garage

ENEMIES

➤ Tarkaa Eggs



➤ Tarkaas



➤ Wardeyes



COLLECTIBLES

➤ Text Logs 0

➤ Audio Logs 2

LOCATION

➤ Power Plant

SURVIVE THE ATTACK



Tarkaas and female Wardeyes attack immediately. Eliminate the Tarkaas who attack first. Dodge their leaps and kill them with the Shotgun. Move up to the top level and duck behind the crates on the left. Use this position to fire at the Wardeyes who hide behind their own cover ahead and to the right.

GET BACK TO THE GARAGE

Once the room is clear, squeeze back through the narrow opening from where you first entered the room. Backtrack all the way until you encounter a console on the right side of the corridor. Use it to open the door out to the walkway. Step onto the bridge and watch out for a dead Goonroe. It falls onto the bridge, causing it to collapse down a floor.

Turn around and move off the bridge. After three Tarkaas emerge from a nearby window, take them out and continue to destroy Tarkaa Eggs.

Two female Wardeyes fire from behind cover on the right. Take cover behind the nearby equipment and pick them off when they stand up. Move between the debris littering the floor and move over to the corner. Pick up the **T-Energy Canister** from the floor and take down the slew of attacking Tarkaas.



Watch out as more Wardeyes fire from the right as you pass the pile of crates. They are quick, but don't let any of them get behind you.

Keep an eye on the upper ledges as they also fire from above. When the shooting stops, look up into the corner for a grapple point. Use it to reach a small section of the upper floor. Step through the opening in the wall to find two **T-Energy Canisters** next to the pipes.



Move between the pipes on the left, where a Tarkaa latches on from behind. Kill it with the Hunting Knife, before continuing to follow the path between the pipes

to the back of the room. Search the floor for **Audio Log #14**, a message from a crewman who responded to a distress call from the Power Plant and found Akrid all over.

Exit the room and hop back down to the second floor. Move straight ahead toward the bridge, eliminating any visible Tarkaa Eggs.

Grapple up to the ledge on the left and kill any hatched Tarkaa before destroying any eggs.

From the bridge, move toward the wall on the left to find **Audio Log #5**, a message from Diaz herself about finding this buried base.

Drop back down and continue around the perimeter of the room, killing the Tarkaas and Wardeye who attack. When you reach the gap in the railing, rappel down to the first floor, staying alert as more Tarkaas emerge. Use the security lever next to the door on the right, follow the corridor, and exit the plant back to Marshall's Gorge.



RETRIEVE THE BACKUP DATA

MISSION OVERVIEW

➤ Too much radio interference to call home. Let's grab the backup evidence from Distribution and vamoose...

T-ENERGY EARNED

➤ 0

OBJECTIVES

- Take Rig Up Elevator
- Enter the Weather Station
- Activate mainframe
- Reset the Power
- Download the Data
- Survive the Cat-G Akrid
- Open the Elevator Doors
- Override the Elevator
- Enter the Elevator
- Survive the Cat-G Akrid

ENEMIES

➤ Tarkaa Eggs



➤ Tarkaas



COLLECTIBLES

➤ Text Logs 0

➤ Audio Logs 0

LOCATION

➤ Marshall's Gorge

➤ Weather Station

TAKE RIG UP ELEVATOR

Step up to the console ahead and use it to open the garage. Move inside and grapple up to the ledge on the left. Look up the wall to find a room high above and travel up to it. Search the desk against the back wall to find a **Specialized Component**. Return to the ground floor, as the door is now open to the outside, where your Utility Rig awaits. Hop inside and take it inside the garage.



Wait until the inside door opens and then move straight until you are on the cargo elevator. It automatically takes you up to the Distribution Center.

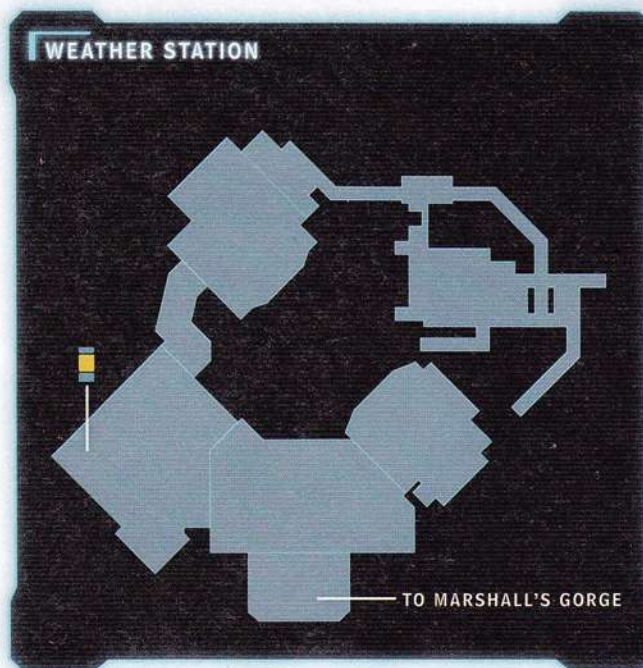
ENTER THE WEATHER STATION



Step outside, exit your Rig, and enter the security door to the right. It closes behind you so move further into the darkness.

ACTIVATE MAINFRAME

The computer is dead, so you must get it going again. Follow the hallway around to the left.



RESET THE POWER



Enter the open doorway on the left and flip the breaker on the far wall. Step up to the nearby console and press the button to reset the power.

DOWNLOAD THE DATA

Exit to the hallway and enter the room on the left to find the computer. The two ammo crates on the floor are a strong indication of an upcoming fight. Use the computer to download the information, just as a Cardinal Class Storm approaches. This puts the facility into emergency lock-down.



SURVIVE THE CAT-G AKRID

HIVEEN

STATS

HP	400
Speed	6
Agility	8

Attacks to Player: Tongue Strike, Claw Strike, Bite, Tarkaa Eggs

Attacks to Rig: Tongue Strike, Claw Strike

Weak Spots: Brain Core (Under layers of exoskeleton plates)

A Hiveen crashes through the Weather Station window. This huge beast is a CAT-G Akrid who attacks with its tongue and tosses Tarkaas at its target. Its forehead is vulnerable to direct attack. The best loadout for this fight is the Shotgun and Pulse Rifle. The Shotgun is best against the pesky Tarkaas, while the Pulse Rifle does the greatest damage to the Hiveen.



When the Hiveen rears back and lets out a scream, it is readying its Tongue Strike. Get ready and evade to one side or the other as it slams the tongue down. Fire the Pulse Rifle at its glowing weak spot, located above its mouth, before and after this attack. It occasionally sweeps its tongue along the room after this attack, so be ready to evade again with a quick roll.



»» DNA-TAGGING THE HIVEEN

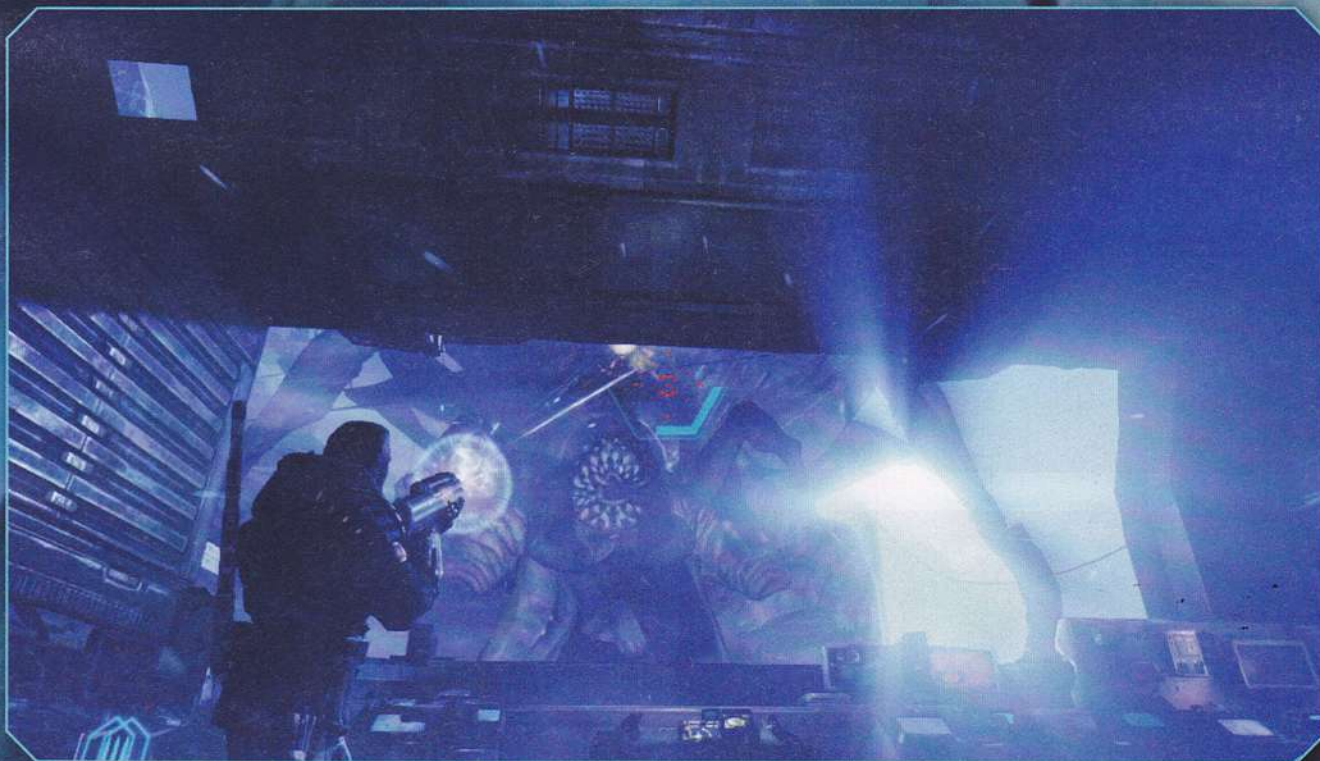
DNA-Tagging the Hiveen requires quick weapon switching between the Pistol's special ammo, to do the tagging, and your Shotgun, to eliminate the Tarkaas. Dodge its tongue attack as you keep your Pistol's reticule focused on the boss. If you do miss the chance to get this guy tagged during these boss fights, it can be found later in the Power Plant. Once you get the Magnetic Grappling Hook Upgrade, there is a computer that can be used to download the DNA information.



Its other attack is shooting two Tarkaa Eggs into the room. Take them out quickly as Tarkaas hatch from them after a short time. The Hiveen always follows this up with two more eggs, so you must destroy all four eggs immediately as they arrive. Otherwise, you could face up to four leaping Tarkaas. Use the Shotgun during this phase, as its spread is effective against the quick Akrid. Due to the slow reload time of this weapon, reload it before switching back to the Pulse Rifle.



Continue to get in as many shots from your Pulse Rifle during the beast's tongue attack and then concentrate on destroying the Tarkaa Eggs as quickly as possible. Eventually, the Hiveen flees the scene as part of its armor is broken off, providing you an opportunity to leave as well.



OPEN THE ELEVATOR DOORS

Exit the Weather Station by retracing the steps you took to reach the computer. Once outside, you find out that the garage is in lock-down. You must find another override to get out.



OVERRIDE THE ELEVATOR

Move past your Rig, turn right and search for a grapple point ahead. Use the Grappling Hook to reach the ledge and drop into the building. Step up to the small elevator



on the right and ride it down to the lower floor. Turn around and walk through more carnage to the nearby door. Use the lever to gain access to a warehouse.



Follow the winding path through the building killing Tarkaas along the way. When you see the staircase in the corner, turn right and enter the small room in the other corner first. Grab the four

T-Energy Canisters and ammo crate inside and then ascend the steps. More Tarkaas appear as you move down the narrow corridor.



A Tarkaa falls through the ceiling after the path turns right, providing a way up to the next floor. A few steps further though, the floor gives way, sending you back down to the walkway below. Enter the doorway on the right, snag the ammo crate, and force open the security door to reach the next room. Use the lever on the far wall around the corner to proceed.



Exit out the open door ahead and turn to the left. Before going down the hall, eliminate the Tarkaa Eggs ahead. At the doorway, look into the room below and destroy the eggs on the right side. Hop down and use the computer on the far wall to bypass the lock-down. Grapple back into the previous hallway and backtrack until the Hiveen appears again.



SURVIVE THE CAT-G AKRID

HIVEEN, PART 2

The Hiveen now uses its legs to attack. Use the Pulse Rifle to shoot at its weak spot during the leg attack phase. Take out the Tarkaa Eggs or Tarkaas with the Shotgun. Having destroyed some of its armor at the end of the previous stage, its weak spot is an even bigger target now.



When the Hiveen rears back, it is attacking with one of its claws. Get ready and evade left or right as it thrusts the leg in and pulls it back out. Before and after the dodge, continue to pelt it with the Pulse Rifle. Stay alert, as it will often throw in a few of these attacks in a row.



When the Hiveen comes in close and swipes two legs into the sides of the room, it is going in for a deadlier, 2-claw attack. Stay on the move from one side to the other and evade as the legs slam into the floor. Keep the Pulse Rifle firing at the glowing weak spot as much as possible, as this is what will drive the beast away.



It still tosses Tarkaa Eggs into the room in between its claw attacks. Be ready to switch to your Shotgun and eliminate them as soon as they land, to avoid having to deal with the Tarkaas.



Continue the barrage of gunfire at its glowing torso, while staying on the move to avoid its sharp claws. Once it has had enough, it flees once again.



RETURN HOME WITH EVIDENCE

MISSION OVERVIEW

➤ *I could report back with everything I discovered if I could just get past this beast...*

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Return to Utility Rig ➤ Survive the Cat-G Akrid ➤ Enter the Elevator ➤ Take It Down

ENEMIES

➤ Tarkaas  ➤ Tarkaa Eggs 

COLLECTIBLES

➤ Text Logs 0 ➤ Audio Logs 0

LOCATION

➤ Weather Station

RETURN TO UTILITY RIG

After fighting off the Hiveen, grab any ammo crates you did not use, throw the lever on the left wall, and exit the room. Take the open door outside, follow the steps to the right, and move across the catwalk. The Hiveen makes sure that you do not go back that way. Rapidly press the given button to avoid falling to your death.

Continue along the walkway, even after crashing down to the snowy ledge below, until you are able to enter the structure. Follow the narrow path around a few turns, but be ready for the Tarkaas, who leap from all directions. When you are back outside, peek into the room on the right before entering. Destroy the eggs before entering the room.



Continue to eliminate the eggs ahead as you move through the winding path. Climb the right steps and follow the walkway until a Tarkaa attacks. Use the Hunting Knife to end its life before proceeding around the next corner. A few more steps lead to a big outdoor platform, where the CAT-G Akrid attacks once again.



SURVIVE THE CAT-G AKRID

HIVEEN, PART 3

The Hiveen adds a new attack to go along with its single claw strike, tongue slam, and Tarkaaas. It now smashes its snout into the floor in an attempt to damage its target with its teeth. Employ the same tactics here: fire at its bigger weak spot with the Pulse Rifle and quickly dispose of the Tarkaa Eggs with the Shotgun.

The single claw strike and tongue slam are the same as in the previous two stages. When the Hiveen rears back with its claws out to the sides, it slams its face into the platform. This is the most devastating move, so evade either to the side or back—depending on where you are standing.



Stay on the move from side to side while you pelt its torso with the Pulse Rifle. Once you see which attack is coming, dodge out of the way. If it tosses the Tarkaa Eggs your way, quickly switch to the Shotgun and destroy them quickly. Eventually, more armor is broken off and it exits once again.



ENTER THE ELEVATOR

With the Hiveen out of the way, step up to the gate on the left and use the Repair Tool to fix the locking mechanism. Follow the walkway to a broken ladder. Use the Grappling Hook on the zip wire that runs overhead and hop into the Utility Rig. Before you can enter the elevator though, the Hiveen appears again.



SURVIVE THE CAT-G AKRID

HIVEEN, PART 4

The Hiveen still attacks with its claw and tongue. Unlike other fights with your Rig, where you are ejected if your health is fully depleted, it now leads to a game over and you must retry the boss fight.

When it slashes its tongue at the Rig, press the Block Button to block the attack. With a successful block, look at the tongue and grab it with the Rig's winch. Again, if you miss the block, the Rig is damaged.



If the Hiveen swings a claw, press the Block Button to counter its move and push it away. If you miss the timing, the claw damages the Rig.



Occasionally, the Hiveen will thrust forward without attacking. If you see an icon that represents the button to activate the Rig's winch, press that button to grab its tongue.



Once the Rig has gripped the tongue, rapidly press the given button to pull the beast in close. A meter on the top of your HUD indicates the amount of time you have to do this, so start tapping the button immediately. Once you successfully pull it in, hold down the Drill Button to damage its weak spot. If you fail to bring it in close, it simply returns to position.



Continue to block its attacks while you grab the tongue and drill into its weak spot. Once you have caused enough damage, the beast goes down as the elevator doors open. Unfortunately, the boss manages to knock your Utility Rig down the mountain, with devastating results.

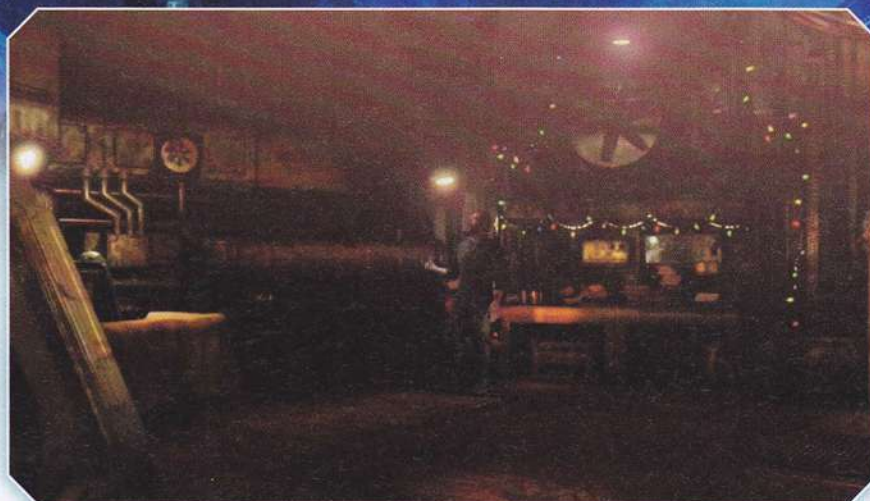


> ACHIEVEMENT/TROPHY

Thunderstruck

Defeat the Hiveen at the Weather Station during the Return Home with Evidence Mission to earn this award.

ACT 2



Jim ends up in a mysterious room recovering from his wounds. A strange woman checks in on him, but does not reveal where they are. Jim decides to take things into his own hands and busts through a fan on the wall.

ESCAPE

MISSION OVERVIEW

➤ Nice of this girl to patch me up, but I can't just sit around. Did she say 13 days?

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Explore the Crash Site ➤ Return to the Pod

ENEMIES

➤ None

COLLECTIBLES

➤ Text Logs 0 ➤ Audio Logs 0

LOCATION

➤ Mysterious Village

FIND A WAY OUT

Follow the walkway to the edge ahead and press the Use Button to climb down to the lower platform. Walk around the structure along the pipes. Press the Cover Button to jump across the gap and walk through the automatic door to access some kind of factory.



Follow more pipes down and under a walkway, where a few workers notice they are short energy. Drop off to the right and follow more pipes to an elevator. Ride it up to a walkway and then step onto another elevator that returns you to the pipes. Follow the path to the left, switching pipes when necessary. Climb the stairs and go through another automatic door to return back outside.



» NO ENVIRONMENT SUIT

You are unable to check your Job Log at the moment and you are without any weapons and upgrades. You can still press Up on the directional pad to see your current objective.

Move over to the elevator ahead and press the Use Button to activate it. Circle around to the right to reach more pipes and follow them over to a building, where you hear the workers telling their boss about the T-Energy shortage. Use the pipes to move around the structure as they figure out that it was stolen. At this point, Jim is captured by the guards and sent before the boss, Soichi. Here you find out that the girl is his daughter, Mira, and she believes that you can help the people of this village.

FIND THE RIG

MISSION OVERVIEW

➤ *My Rig fell into some caverns not far from here. Let's get her back up and running!*

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Search the "Killing Fields" ➤ Repair the Rig ➤ Wait for Instructions

ENEMIES

➤ Bolsepia  ➤ Sepia  ➤ Dongos 

COLLECTIBLES

➤ Text Logs 0 ➤ Audio Logs 0

LOCATION

➤ The Killing Fields



ALMOST BACK TO NORMAL

NEW WEAPON

VALKYRIE



Move up the steps and drop off the left side to find the objective marker at a console. Press the button to find out the power is out. This brings out a slew of Bolsepia, but ignore them for now. Drop down to the ground and then grapple up to a walkway on the left. Follow the steps up to the generator.



Look directly right to spot the Genessa producing these foes and put a few Valkyrie shots into it to end the Akrid supply. Clear out any remaining Bolsepia that you can see and then use the Repair Tool on the generator to get it back online.

Head back to the ground, and use the ammo crate found along the way to replenish your supply. Kill any remaining Bolsepia and press the button to get the zip wire back in place. Use the Zip-line attachment to reach the walkway on the other side of the water. Follow it all the way to the other end, where you can rappel down to the ground. Run to the southwest and grapple up to another metal walkway.



Step out to the right and turn around. Look up and grapple up to the higher catwalk. Drop off the other side and continue along the path, using the Grappling Hook to reach the higher platforms and drop down to the lower ones. Eventually, you encounter a **Specialized Component** on the last piece of walkway.

Return to the southwest, where you turned and looked up to find a grapple point. Pick up the ammo crate and drop off at the end of the walkway.



REPAIR THE RIG

A Dongo and several Sepia enter from the other side of the area. Pick off the little guys while dodging the Dongo's rolling attack. Once they are eliminated, take out the Dongo with some Valkyrie bolts. Crawl through the tunnel to the west to find the damaged Rig.

Sepia and Bolsepia crawl all around it with a Genessa on the left wall producing more. Destroy the Akrid spawner first and then clear out any remaining foes. Step up to the objective marker and use the Repair Tool on the Utility Rig.



WAIT FOR INSTRUCTIONS

A look at the Munitions Locker shows that the Valkyrie is now available to be selected. Head back to the east where two Dongsos attack. This is an easy fight, now that you have the Winch. Fire it at one of the foes to grab it and then choose whether you want to squish the little guy or drill him to death. Do the same to its partner and then continue east. As you approach the camp, Mira asks that you retrieve some medical supplies in Pickett's Folly.



RETRIEVE THE MEDICINE

MISSION OVERVIEW

➤ I must find a lost Coronis medical supply pod to save lives at Mira's camp.

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Find the Medicine ➤ Defeat the Beast ➤ Collect the Medicine ➤ Deliver the Medicine

ENEMIES

➤ Bolsepia  ➤ Sepia  ➤ Tangaant 

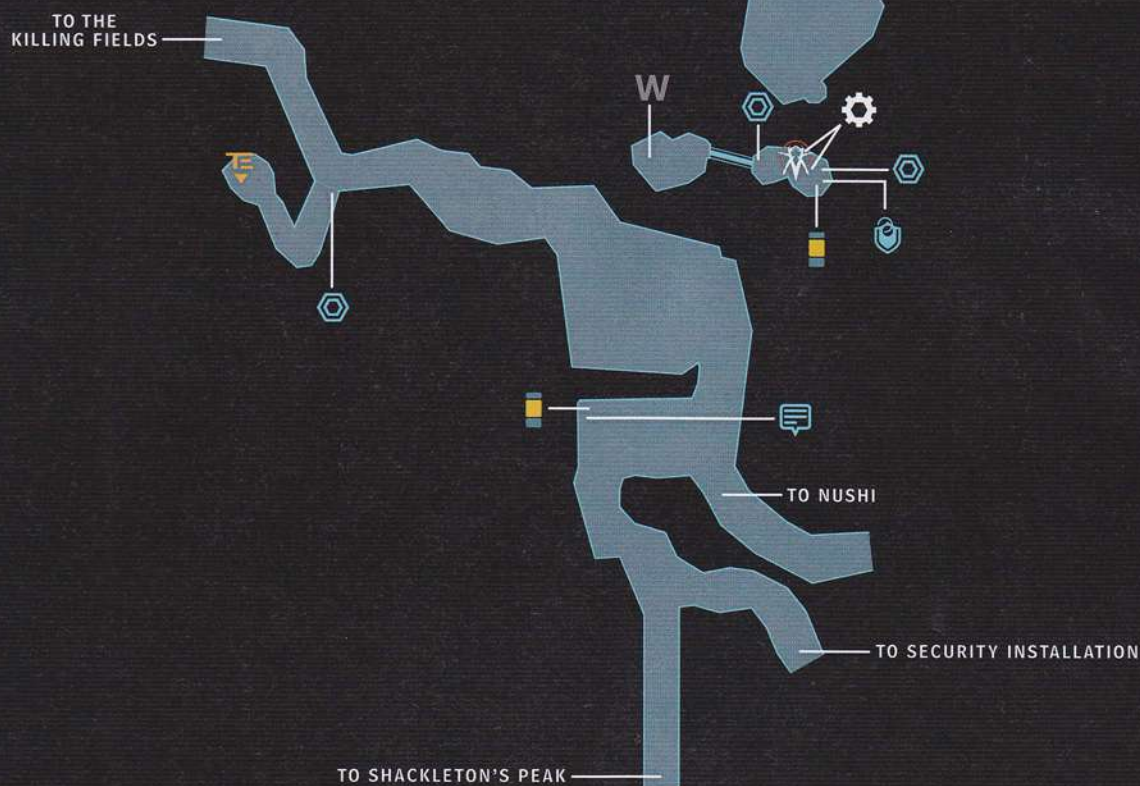
COLLECTIBLES

➤ Text Logs 1 ➤ Audio Logs 1

LOCATION

➤ Pickett's Folly

PICKETT'S FOLLY



FIND THE MEDICINE

Head southeast through the Killing Fields. Use the drill arm to tear down the obstruction. Do not bother going down to the platform on the left as you proceed south to Pickett's Folly. After cresting the small hill, the Rig is pelted by mortars from the distant Bolsepia. They are easily taken care of by firing the Winch at each one.



Your objective is on an island in the middle of the lava to the east, but for now go southeast to find a small ramp that leads up to a higher area. At the top of the ramp, turn right, hop out of the Rig, and search in the far corner to find three **T-Energy Canisters** and **Text Log #13**, which shares the last thoughts of a B. Farragut. Get back in the Utility Rig, follow the nav-markers back down from where you came, and step up to the northeast edge until you see an icon that represents the Winch Button.



Fire the Winch and slide over to the island, using the Grappling Hook and Zip-line attachment. Eliminate the Bolsepia as you move around the rock formation to the east. Step into the man-made tunnel on the right and kill the Sepia charging from the other end. A short ways in, the lava occasionally spews up through the floor. Wait for this to occur and quickly scurry past.



Proceed to the top of the tunnel and look for the Genessa hanging from the ceiling in the distance. Take out Sepia as they approach, but get in a few Valkyrie shots at the spawner when you can. Once it is destroyed, step out onto the rock platform and eliminate any remaining foes. Search the west end next to the tunnel to find **Audio Log #23**, a message from Pickett.



Grapple up to the tower and search the far eastern wall for a **Specialized Component**. Move back outside and grab another **Specialized Component** next to the northern railing. Look up and use the zip wire above to reach another island to the north. Rappel down to the ground on the other side.



DEFEAT THE BEAST

TANGAANT

The medicine is just ahead, but before you can get there, a Tangaant interrupts your progress. This giant, armored Akrid has three attacks in its arsenal and one small weak spot on its tail. Keep your weapon trained on this glowing portion of its tail as you dodge its attacks. This is a good opportunity to DNA-Tag this Akrid, though there will be more chances.

If you are in close to the beast, it occasionally stabs with one of its front claws. Be ready to dodge to one side or the other to avoid getting hit.





When the Tangaant rears back on its hind legs, it is getting ready to perform its biggest attack. It stabs its tail into the ground just in front of itself. Dodge to

A Frag Grenade thrown under the giant Akrid is extremely effective as it flattens the beast for a while. This provides an opportunity to run around to its side and fire numerous shots into its tail. Continue to bombard the tail with your Valkyrie or Shotgun. Again it flees the area after taking enough damage. Refill your weapons at another ammo crate as you wait for him to return once more.

one side or the other as the tail approaches and it becomes stuck in the ground. Use this opportunity to fire at its weak spot as it struggles to get free.

The Akrid shakes the tip of its tail before it releases its acid attack. It spews the deadly liquid right at your location. Again, dodge to the side to avoid taking damage and focus attacks at the glowing spot on its tail. It will change its focus to your new location after a short while, so be ready to dodge further in the other direction.



Once it takes enough damage, it flees out the end of the area. Take this opportunity to grab one of the ammo crates near the medicine's location. It does not take too long before the Tangaant comes back for more. It is basically the same fight, but now when it stabs its tail into the ground, it stabs twice in quick succession. You will need to be ready to dodge a second time to avoid both strikes.



It does not take too many more shots at its weak spot to cut off its tail. At this point, it only has the front claw strike and a new charge attack. Now you should fight the Akrid like you would a Dongo. Dodge to the side as it charges your way, turn toward the collapsed foe, and fire at its exposed tail.



COLLECT THE MEDICINE

With the giant Akrid out of the way, run northeast to the objective marker. Press the Use Button to open the locker and grab the medicine.



DELIVER THE MEDICINE

Return to the cliff at the southern end of the island and grapple up to the ledge. Slide down the zip wire to find more Sepia and Bolsepia around the tower area. Clear a path through them back to the Rig. Go north to return to the Camp of the Forgotten. At the gate, hop out and deliver the medicine to Mira.



ACHIEVEMENT/TROPHY

Medicine Man

Complete the Retrieve the Medicine Mission by finding the medicine in Pickett's Folly and delivering it to Mira at the camp.

MEET WITH SOICHI

MISSION OVERVIEW

➤ The head honcho wants to talk. Hopefully without any weapons pointed at my face.

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Follow Mira to Soichi ➤ Defend The Forgotten ➤ Follow Mira ➤ Defeat the Sieragz ➤ Find Mira

ENEMIES

➤ Ermm lids



➤ Sieragz



COLLECTIBLES

➤ Text Logs 0

➤ Audio Logs 0

LOCATION

➤ Camp of the Forgotten

FOLLOW MIRA TO SOICHI

As you enter the camp to meet up with Mira, you overhear some of the "Forgotten" voicing their uneasiness over an outsider in the village. Ignore them and follow Mira through the camp. At the north end, an alarm sounds, alerting the camp of a security breach.

»»» EXPLORING THE CAMP CAN WAIT UNTIL LATER

Mira waits for you if you decide to explore the area, but you will have plenty of time to do that later. There is a Text Log at the café, but you will be able to do more later on. So for now, stick close to your guide.



DEFEND THE FORGOTTEN / FOLLOW MIRA



Flying Akrid buzz overhead, but there is nothing you can do about it. Follow Mira through the gate into a tunnel. She opens the door ahead for you to reach the northern section of camp, but first access the Munitions Locker on the right wall. Once prepared, go on ahead of her, opening the door at the top of the incline to find a Sieragz bursting into camp.

»»» SUGGESTED LOADOUT FOR UPCOMING FIGHT

The Valkyrie and Shotgun is a good combination for the upcoming fight. The Valkyrie's explosive nature is effective against the Sieragz cores, while the Shotgun is good for knocking down the dive-bombing Ermmlids.



DEFEAT THE SIERAGZ

SIERAGZ

The Sieragz is a CAT-L Akrid who hosts little flying Akrid called Ermmlid. As you agitate the armored giant, Ermmlid leave their nests, which in turn exposes weak spots on the big guy. However, you must divide your attention between the dive-bombing foes and their host.



If you wish, start out by DNA-tagging the Sieragz. A second entry into the Bestiary is the Ermmlids that live on the beast. Be ready when these guys come out to hit one group with the tagging ammo. Fortunately, it is a quick process to collect their DNA information.



With that out of the way, concentrate on firing the Valkyrie or Shotgun at the Sieragz's glowing area between its armored plates or circular cores, when available. It moves toward its target, getting in close and rapidly stabbing the ground with its front two legs. Run around the beast if possible and dodge away as it attacks.



Tossing a grenade underneath the giant causes it to collapse to the ground. Take this opportunity to shoot at the glowing cores. Watch out as the Ermmlids may leave their nests at this time. There are several ammo crates around the area to assist in the fight. Use them to refill your Frag Grenades and weapons. After taking too much damage, the Sieragz turns dark and collapses to the ground in defeat.



The only other attack involves the Ermmlids. The Sieragz lets out a scream as it exposes a weak spot between the armored plates. At this time, four sets of Ermmlids leave their nests. Quickly take out as many of them as you can with your Shotgun before they start dive-bombing you. They start to spin just before performing this attack. Shoot them out of the air as they approach or dive to one side or the other to avoid taking big damage. Once all four groups are out of the way, shoot at the glowing cores that are left behind.



You can also ignore the Ermmlids and dodge their attacks, while continuing to shoot at the Sieragz.



FIND MIRA

The "Forgotten" are starting to change their minds about Jim. Find Mira to the southeast and follow her to Soichi, who remains unconvinced.



MEET MIRA OUTSIDE THE CAMP

MISSION OVERVIEW

➤ *She'll be waiting for me outside the front gates, near my Rig...*

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Explore the Camp

ENEMIES

➤ None

COLLECTIBLES

➤ Text Logs 0

➤ Audio Logs 0

LOCATION

➤ Camp of the Forgotten

EXPLORE THE CAMP

Mira waits outside the camp, but there is no hurry. This is a good chance for you to meet the others, find collectibles, and peruse their shops. From the start, go northeast and look for **Text Log #15** on the patio. It is from one of the villagers with thoughts about NEVEC and their interstellar ambition.



CAMP OF THE FORGOTTEN



» GET TO KNOW THE "FORGOTTEN"

As you explore the camp, look for a prompt to talk to NPCs as you approach them. Talking to them gives you more information about the "Forgotten" and their camp.



Once you have explored this area, exit through the southeast tunnel. Use the panel on the opposite wall from the Munitions Locker to open the door and continue to the south camp. Turn left and enter another tunnel to find the Forgotten Wares weapon shop. She sells the Pneumatic Injector Gun, which is an effective automatic weapon—well worth the 8000 T-Energy that it costs. An Extra Grenade Belt Slot is another nice addition if you have the T-Energy. She also sells any specialty ammunition that you have unlocked through Kovac's quests.



SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

GALE'S WORKSHOP

ITEM	COST (T-ENERGY)
P.I.G. (Pneumatic Injector Gun)	8000
Valkyrie - Repeater Upgrade	4000
P.I.G. - Stock Upgrade	5000
Extra Grenade Belt Slot	5000
Extra Ammo Pack	6000

Exit the tunnel and continue to explore the camp and meet the villagers. Stop by The Forgotten Café on the west side to find **Text Log #4**. Just before the main gate, to the east, search inside the cubbyhole for two **T-Energy Canisters**.



Head northwest and search inside the small room under the stairs for **Audio Log #18**, a message from Mira Katsuragi. Climb the stairs and enter through the doorway to find a specialty shop on the second floor. Inside, an Ethologist gives you an Optional Mission to find ten rare Albino Tarkaas. He is willing to teach you three techniques in exchange for finding them.



»» ALBINO TARKAA HUNT

Albino Tarkaa Hunt has been added to the Collectibles tab of your Job Log. A riddle is given for each Albino Tarkaa. Solve each one to figure out the location of the rare species.



NEW WEAPON

P.I.G. (PNEUMATIC INJECTOR GUN)

The P.I.G. is a makeshift weapon that uses compressed gas to fire heavy metal rivets. This automatic weapon does not have the damage or accuracy of the Assault Rifle, but its high rate of fire, makes it very effective against most Akrid.



NEW OPTIONAL MISSION

DNA TAG 10 RARE ALBINO TARKAAS

The Ethologist at The Camp of the Forgotten asks you to locate, tag, and extract the DNA of any Albino Tarkaa you find. A distinct sound indicates that one is nearby. Once found, use the Pistol's DNA-Tagger Ammo to collect the DNA. The three items the Ethologist is willing to teach you are extremely helpful, making this mission well worth the extra effort. The Campaign section of the guide mentions when one is nearby, but for a full list of all ten Albino Tarkaas, check out the Optional Missions section.

NEW PLAYER UPGRADE

ALBINO TARKAA ATTRACTOR

This device causes any nearby Albino Tarkaas to respond by rubbing its hind legs together, which makes a distinct mating call. You have undoubtedly heard this sound already as you have passed a few of these rare species. Now you can use the DNA-Tagging ammo of the Pistol to collect their DNA.

GALE'S WORKSHOP

ITEM	COST (ALBINO TARKAA DNA)
Technique - Luckshot	2
Technique - Quick Fingers	3
Thermalized Suit	5

ACCESS BASE ARMORY

MISSION OVERVIEW

➤ *Mira wants me to open up the armory of a nearby abandoned security installation.*

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Find Security Base ➤ Locate the Armory ➤ Stay Alive ➤ Open the Armory Doors ➤ Repair the Entrance
➤ Stay Alive ➤ Return to the Forgotten

ENEMIES

➤ Enbees  ➤ Bolsepia  ➤ Sepia  ➤ Wardeye 

COLLECTIBLES

➤ Text Logs 1 ➤ Audio Logs 0
➤ Albino Tarkaa .. 2

LOCATION

➤ Pickett's Folly ➤ Security Installation

FIND SECURITY BASE

Mira has one more mission for Jim, which should fully repay his debt. There is an abandoned security installation on the other side of Pickett's Folly. She wants you to find the base and open the armory, so that they can collect the weapons. Head south to reach Pickett's Folly, where Enbees attack the Rig. Simply launch the Winch at them to knock each one out of the air. Leave one alive, hop out of your Rig, and use your Pistol to collect its DNA. Now you can finish off the swarm.

The entrance to the Security Installation is at the other end of the area, but first collect the DNA from **Albino Tarkaa #8** by returning to the islands in the lava. Just as before, use the Winch to reach the island and fight up to the tower, and listen for the sound of the Albino Tarkaa. Slide across the zip wire to the northern island and turn around. Look for the rare Akrid on top of the tower. Fire a shot with the Pistol's specialty ammo at the critter. Just as you have done when collecting other DNA, keep the reticule on it to complete the task.



SURVIVING
E.O.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTARY

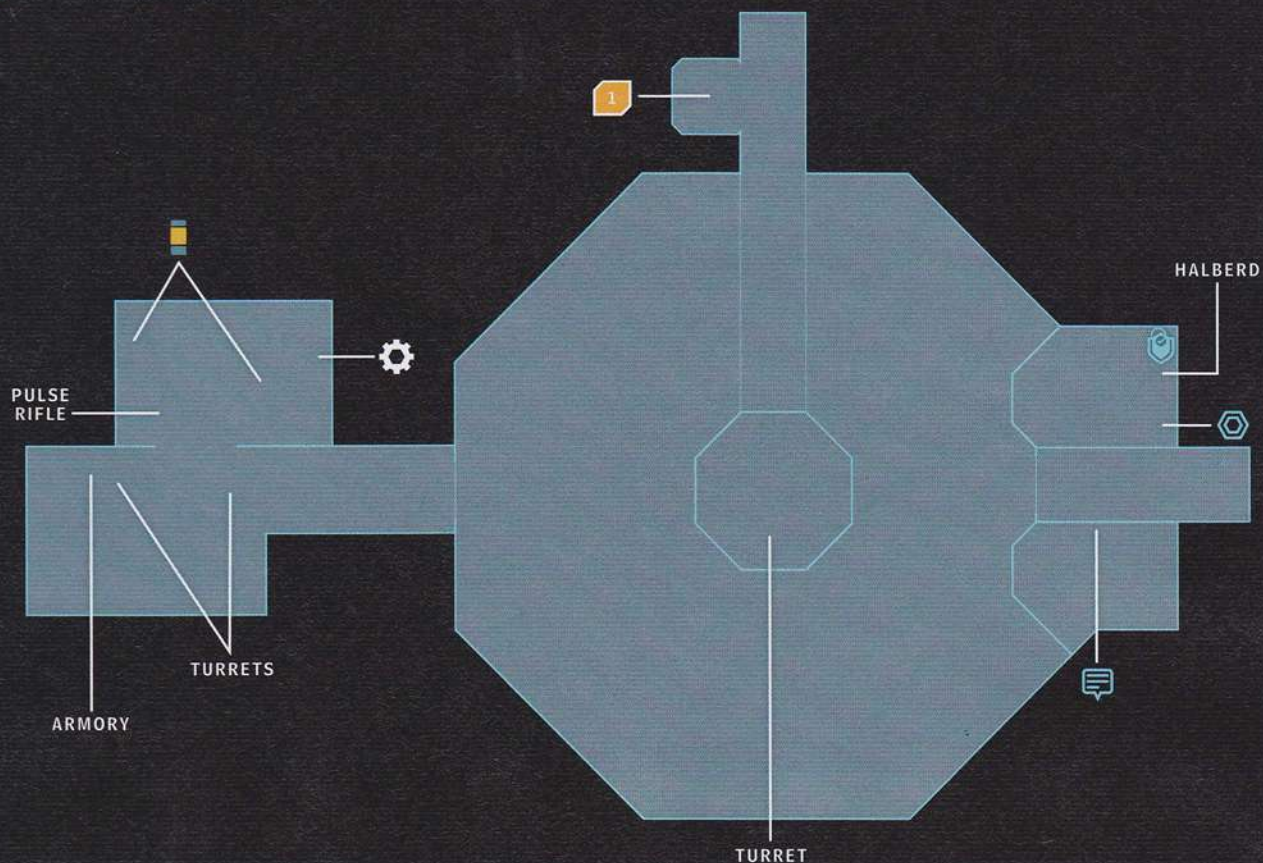
THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

SECURITY INSTALLATION



SECURITY INSTALLATION



DO NOT SCARE IT OFF

When collecting an Albino Tarkaa's DNA, switch to the Pistol's specialty ammunition. If you shoot at one with regular ammo, it will scurry off. Then you must leave the area and return to that spot to get the DNA.

Return to the Rig and head southeast to reach the ramp. Follow the path to the right and then left until you get to a dead end. This is where you enter the Security Installation. Use the claw to grab the valve and turn it clockwise to open the door. Hop out of the rig and enter it.



ACHIEVEMENT/TROPHY

First Tag

This is awarded for DNA Tagging the first Albino Tarkaa.

LOCATE THE ARMORY

NEW ENEMY

WARDEYE (MALE)

The male hunts down targets by stealthily flanking the prey as he moves in with melee attacks. Move out of cover when these guys approach and take them down with the Shotgun or Assault Rifle. If it grapples from behind, rapidly press the Cover Button to break free of its grasp.



TAGGING THE MALE WARDEYE

This is a good opportunity to DNA-Tag the Male Wardeye. You must stay on the move as you keep the reticle trained on one. If you can reduce the numbers to just one male, this task becomes much easier.



Move between the crates to reach an elevator on the right. Press the button to ride it down into the security base. Follow the corridor all the way down until you find three turrets. A door on the right automatically opens, so step inside to the facility break room, where a male Wardeye trips you up. This is the start of a long fight with male and female Wardeyes.



It starts out with a few male Wardeyes, who sneak in for an attack and then run away. To survive this battle, you must stay on the move. Firing from behind cover may have worked with the females, but these males will just charge in and knock you around with melee attacks. The Shotgun and P.I.G. are effective against these agile hunters. Pursue them, and try to pin one in a corner. Immediately, use a Frag Grenade if you see one duck behind cover. This either flushes the Akrid out of hiding or kills it outright. If you are not firing at a Wardeye, constantly run and dodge in different directions to avoid being snuck up on.

As you defeat these hunters, more appear from the vents. Eventually a few female Wardeyes join in the fight. This makes the fight a little tougher as now you must watch out for ranged fire from them while avoiding the male's melee attacks. Continue to stay on the move, unless you manage to eliminate all the males and only have a female left. If that happens, stay behind cover as you pick her off. Once the fighting stops, you must exit out the door on the right, from where you entered, but it is currently in lock-down. Run into the far-left corner of the kitchen to find the override. Once the lever is thrown, you are able to exit out the side door into the hallway.



Turn down a dead-end hall on the right and look for two **T-Energy Canisters** under ice in the corner. Continue down the main corridor as the next door opens

for you. There are more Wardeyes in the infirmary on the right, but don't worry about them yet. Pick up the ammo if needed and turn into the room on the left to find it filled with Sepia. Pull out your automatic weapon and sweep from side to side as you move the Akrid down, pushing forward as you clear out the room. After you push far enough in, a panel from the ceiling falls to the floor—revealing a grapple point.



Grapple up to the upper floor and fight through more Sepia. In the corner, a Genessa continues to pump out more of the Akrid, so make it priority one as you clear out the remaining foes. Removing the Genessa reveals an elevator, but before you hop in, move over to the far left corner and rappel into a small chamber to collect three **T-Energy Canisters**. Now enter the elevator on the floor above and ride it down one level.



Run down the corridor to the right and use the console next to the door to open it. Step into the cargo elevator and immediately move over to the broken down turret ahead and use your Repair Tool to get it working again.



STAY ALIVE

As the elevator reaches the top, Enbees attack from two Genessa. One is located high on the wall, opposite the turret. Another blocks a doorway on the side of the room. Let the turret fight off the Enbees, while you destroy the Akrid spawners with your Frag Grenades. Once the source is eliminated, clear out any remaining Enbees.



OPEN THE ARMORY DOORS

Go ahead and repair the turret if it took any damage and then move through the opening that was blocked by the Genessa. Take a moment to destroy the Akrid Eggs in the back of the room before going in too deep. Once clear, go through the doorway on the right to find a control room.

Grab **Text Log #16** off the machinery on the right, which contains a message from a NEVEC skeptic. Step up to the computer next to the windows and use it to open the armory, located on the other side of the room.



ACHIEVEMENT/TROPHY

Safe Cracker

Open the armory doors at the Security Installation during the Access Base Armory Mission.

STAY ALIVE



Exit the room and start over to the other side. Wardeyes appear from the doorway, both male and female. Avoid their attacks as you run into the armory. Quickly fix the first turret and then another in the back of the room. Now, assist them as they tear through the pack of hunters.

REPAIR THE ENTRANCE

Once the Wardeyes are defeated, you only need to repair the entrance to the Security Installation. First, cut through the shelves on the right side of the armory and claim the two **T-Energy Canisters** on the left shelf. If you need it, grab the Pulse Rifle next to a nearby corpse. Turn right and grab the **T-Energy Canister** on the bottom shelf ahead. There's also a **Specialized Component** on the back shelves.

While in this corner of the armory, you should hear the sound of **Albino Tarkaa #5**. Look through the vent grate on the wall, next to the Keep Clear sign, to find the elusive Akrid. Shoot out the grate and then use the Pistol to tag it before exiting the armory. Go over to the objective marker at the exit and use the Repair Tool to get the entrance working again. Now, if you return here, you can access the armory through this door and not need to go the long way around.



RETURN TO THE FORGOTTEN

Exit the Security Installation back out to Pickett's Folly. You are automatically returned to The Camp of the Forgotten front gate. Run over to Mira to check in. She gives you the Magnetic Grappling Hook Player Upgrade. This gives you access to some previously inaccessible areas.



NEW PLAYER UPGRADE

MAGNETIC GRAPPLING HOOK

The magnetic upgrade to the Grappling Hook allows it to connect to select magnetized metal objects. This provides access to some areas that were previously not available.

NEW OPTIONAL MISSION

TEST THE GRAPPLING HOOK UPGRADE

In the camp's nursery, there is a magnetized object above a catwalk. Use the Magnetic Grappling Hook there to test it out. At the other end of the walkway are three **T-Energy Canisters**, a **Specialized Component**, and **Audio Log #19**.



TALK TO SOICHI

MISSION OVERVIEW

➤ Mira says her dad wants to chat...

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Head to the Nursery

ENEMIES

➤ None

COLLECTIBLES

➤ Text Logs 0
➤ Albino Tarkaas . 0

➤ Audio Logs 0

LOCATION

➤ The Camp of the Forgotten

HEAD TO THE NURSERY

Enter the tunnel to the east and run up the steps to the nursery. Talk to Soichi at the far end. He asks you to collect four Mementos from four First Colonists. These are optional missions that all require the Magnetic Grappling Hook to find. Mira contacts you to say she will lead you back home once you are ready to go.

NEW OPTIONAL MISSION

FIND FOUR MEMENTOS

Soichi has asked you to uncover the fate of four First Colonists and bring back a Memento from each. These are listed as four separate Optional Missions, but you return them as one.



SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

RETURN TO CORONIS

MISSION OVERVIEW

➤ Thankfully, Mira's gonna show me the way home. Grace must be worried sick over me...

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Rendezvous with Mira ➤ Let Mira Guide You Back ➤ Head to the Hangar

ENEMIES

➤ Wardeyes



➤ Bolsepia



➤ Sepia



COLLECTIBLES

➤ Text Logs 0
➤ Albino Tarkaas . 1

➤ Audio Logs 4

LOCATION

➤ Security Installation ➤ Pickett's Folly
➤ The Killing Fields

RENDEZVOUS WITH MIRA

On the way out of the camp, take a minute to stop for last-minute shopping needs. You can afford the first technique from the Ethologist, but it is worth saving up for quicker reloads or improved health regeneration first. When you're done, hop into the Utility Rig.



LET MIRA GUIDE YOU BACK



Head south through Pickett's Folly as if you are going to the Security Installation. When Mira exits the Rig, she uses explosives to reveal a path back to Shackleton's Peak. She asks one more favor before taking her leave, that you find a replacement for a broken water purifier that she hands you.

HEAD TO THE HANGAR



Move down the left path to the Security Installation and enter the facility. This is where you find the

Memento of Silvia Herrera. As you

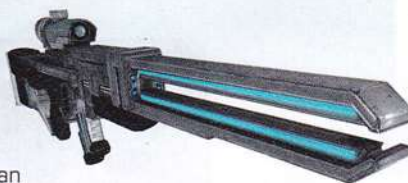
enter, Wardeyes are visible inside the installation. Step up to the doorway and do as much fighting from there as you can, then move in and eliminate the rest of them. With them out of the way, move to the back-right corner and look above the room on the right. Use the Magnetic Grappling Hook on the metallic object to get inside the room. A Halberd long-range weapon is in the back along with the Memento next to a woman's corpse. Look for **Audio Log #26** nearby, which is a message from Silvia to Soichi. Exit through the nearby door and return to your Rig in Pickett's Folly, ignoring the Wardeyes who enter from the armory.



NEW WEAPON

HALBERD

The Halberd is a long-range weapon that fires kinetic energy blasts. Hold down the Fire Button to build up an increasingly powerful shot



USE THE TURRETS

The turrets inside and outside the armory can be repaired to assist in the fight. This makes it much easier to take down the agile Wardeyes.



ACHIEVEMENT/TROPHY

History Lesson

This award is given when you find your first Memento, such as the Gold Brooch in the Security Installation.

Return to the main area of Pickett's Folly and use the Winch and Zip-line to reach the island in the lava. Fight up to the tower just as you did before, then look up and to the right to find a Magnetic Grappling Hook point. Use it to reach a small ledge. Drop off to the left and search in the rocky area ahead for two



T-Energy Canisters and the **Memento of Colonel Mason Pickett**, his Rusty Dog Tags. Rappel down to a lower ledge for another **T-Energy Canister** and **Audio Log #25**, a message from Mason Pickett. Return to the Rig and walk to the west.



As you climb up the incline toward The Killing Fields, look to the left for a small cave. Hop out of the Rig and use the Magnetic Grappling Hook to get inside. Listen for the beeping that signifies a nearby thermal pocket.



Grab **Audio Log #24** at the entrance. A Genessa just inside to the left spews out Sepia.



Fire through a hole in the wall to destroy it before too many Akrid show up. Be careful as you proceed deeper into the cave as Akrid Eggs line the walls. Turn the corner to the right where you spot another Genessa on the far wall. If you have the Halberd, use it to eliminate the spawner with three charged shots. Now you can safely move to the back of the cave and deploy the **Tangaant Den T-Post** on the thermal pocket.

Return to the Rig and move up into The Killing Fields. Move around to the northwest, past the camp gate, until you spot a Winch point up on the cliff ahead. Fire the claw at it and use the zip wire to reach the small cave. Run all the way to the back and use the Magnetic Grappling Hook to reach a walkway above.

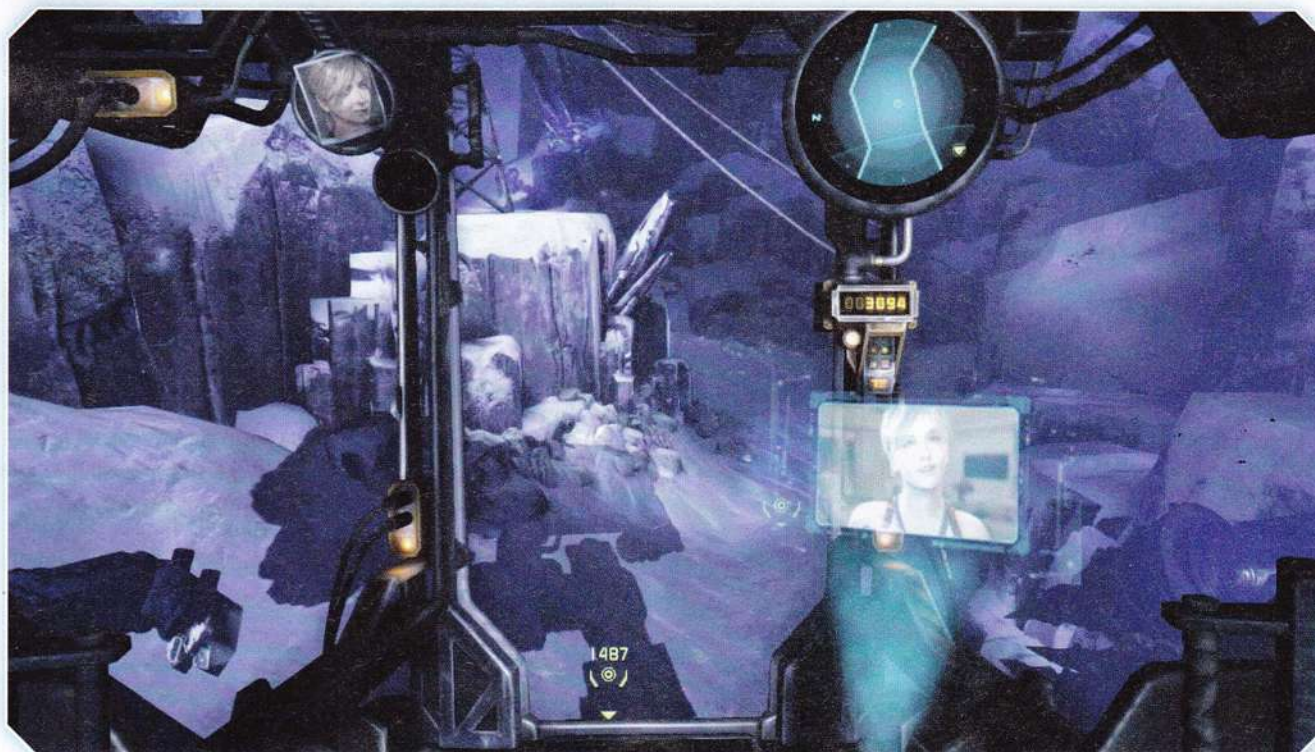


Drop off the north side and grab **Audio Log #20** to hear another message from Mira. Climb up the steps to the left and look left for **Albino Tarkaa #4** crawling on the cave ceiling ahead. Switch to your Pistol's specialty ammo and collect its DNA. Hop back into the Rig and return to the spot where you left Mira.

»» TECHNIQUE – QUICK FINGERS

With the DNA from three Albino Tarkaas collected, you can now afford Quick Fingers from the Ethologist. This improves your reload speed by 25%.

Cross the bridge to enter Shackleton's Peak near the first tram station. During the trip, a message plays from Grace, as she hasn't heard from you for some time. Another video plays as you enter Bishop's Wake. A mayday comes in from Coronis, while you traverse across the snowy plain. They are under attack and require all hands on deck. You are automatically transported into the Hangar Main Deck.



RETURN TO THE HANGAR

MISSION OVERVIEW

➤ Get back to the Hangar quick, or there won't be anyone left to welcome me back!

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Clear the main Deck ➤ Help out in Gale's Pit ➤ Defend the Main Deck

ENEMIES

➤ Enbees  ➤ Bolsepia  ➤ Sepia  ➤ Wardeyes 

COLLECTIBLES

➤ Text Logs 0 ➤ Audio Logs 0
➤ Albino Tarkaas . 0

LOCATION

➤ Coronis: Hangar Main Deck
➤ Coronis: Basement Level

CLEAR THE MAIN DECK

The Hangar's Main Deck is under attack by Enbees. Use the Winch and claw arm to dispose of them fairly easily. Continue to look around and kill any flying Akrid that you see. Use your radar if you are having trouble spotting them. Once you have cleared out enough of them, Gale calls out for help in his service pit.



HELP OUT IN GALE'S PIT



Hop out of the Rig and run over to the north elevator, shooting down any remaining Enbees along the way. There is an ammo crate between the piles of crates, so refill your weapons if necessary, then ride the elevator down to the Basement Level. Bolsepia and Sepia infest this floor, so switch over to an automatic weapon and take them out.

»»» MUNITIONS LOCKER

If you do not like your weapon loadout when you reach the basement, there is Munitions Locker available in the NEVEC Armory. Use it to select the weapons you want.



Clear the way to the left into the NEVEC Armory. Birdie asks for some assistance as a slew of Akrid attack from the shooting range. Take them down as they enter the shop until he informs you that he can handle it. Proceed into Gale's Service Pit to find Laroche helping out from behind the counter. Eliminate the Sepia and Bolsepia emerging from the pit and the entrance.

DEFEND THE MAIN DECK

When you get a call that more enemies are inbound at the Main Deck, take the elevator back up to the middle floor, where Wardeyes now run amuck in the hangar. Take cover behind the closest crate and use the Hunting Rifle to get a closer look at the foes on the other side of the hangar. Take as many out from there as possible, including a few that may be crawling on your Rig. After taking out a few, you hear from Dr. Roman. She informs you that the source that is causing the Akrid to go crazy is in Kovac's Lab.

» REVISIT THE MUNITIONS LOCKER

Stop by the Munitions Locker on the way back to the elevator and refill your weapons. Switching out your Shotgun for a Hunting Rifle makes things a bit easier against the distant foes on the Main Deck.



GET TO THE SOURCE

MISSION OVERVIEW

➤ Gotta find out what's causing the Akrid to go wild...





T-ENERGY EARNED

➤ 3000

OBJECTIVES

- Head to the Lab ➤ Find and Destroy Machine ➤ Secure the Lab
- Destroy the Device ➤ Return to the Hangar

ENEMIES

- Bolsepia 
- Sepia 
- Tarkaas 
- Wardeyes 

COLLECTIBLES

- Text Logs 0
- Albino Tarkaas .. 0
- Audio Logs 0

LOCATION

- Coronis: Kovac's Lab

HEAD TO THE LAB

Take the elevator up to the Upper Hangar, where Sepia and Bolsepia dominate the floor. Pull out your automatic weapon and clear a path through the Command Center to the Barracks. Continue to assist the crew in fighting the Akrid on the way to Kovac's Lab.



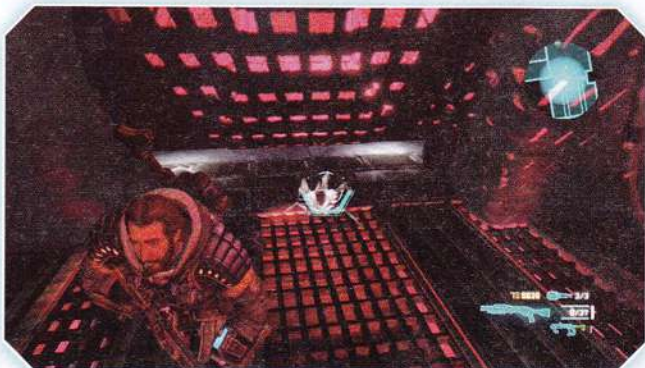
FIND AND DESTROY MACHINE

Ride the elevator down and move through the blast door ahead. Tarkaas have taken over the laboratory, seeping under the malfunctioning door. Once the door opens, kill any remaining critters as you enter the lab. That machine must be found and destroyed.



SECURE THE LAB

Wardeyes also occupy the lab. Two males and two females work in tandem here. Move up the steps on the left and wait for the males to approach. Take them down and then use the Hunting Rifle to pick off the females who hide behind the lab tables on the other side of the room.



HELP ROMAN

Once the lab is secure, move through the blast doors to the right—keeping an eye out for any straggling Tarkaas. More of these critters slip into the decontamination room as you wait for the exit to open. Find Roman and Crazy Neil ahead as they fight off Akrid from behind a row of tables. She informs you that Dr. Kovac has built some kind of device that is attracting the Akrid to the Coronis. She wants you to blast into the quarantine area to the left and destroy the device. However, You must take the long way around.



DESTROY THE DEVICE

First, spend a few minutes taking down female Wardeyes from behind the tables. Run through the open door on the right and cut through the rooms

to the left. The door opens at the end, where you find Dr. Kovac locked up in his own room. He babbles about what a magnificent thing he has done as the device can be seen through the side window. Approach the west door and take out as many Akrid as you can from the doorway. Blast a path clear to the raised floor on the right as more Tarkaas and Wardeyes show up.



Continue to take out the Akrid while moving around the central room in a counter-clockwise fashion. On the west side, two more Tarkaas emerge from the room as you find a small tunnel that leads back to the device. Duck inside and crawl through to the other side. Destroy the device to save the day once again.



ACHIEVEMENT/TROPHY

Cleaning House

Destroy the Device and stop the Akrid infestation during the Get to the Source Mission.

RETURN TO THE HANGAR

Return to Kovac to participate in a conversation between Crazy Neil and the doctor. As you exit the lab, Roman asks for help in running some tests. She will have more details later. For now, return to the Hangar. As you exit Kovac's Lab, a video of the scientist plays as he gives his opinion on what science really is. Make your way to the north elevator and ride it down to the Main Deck, where you and Braddock get caught up.



SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

ACQUIRE RIG UPGRADES

MISSION OVERVIEW

➤ *Braddock's new contracts require some upgrades, and Mira's water purifier still needs fixin'...*

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Find Gale ➤ Return to Rig

ENEMIES

➤ None

COLLECTIBLES

➤ Text Logs 0
➤ Albino Tarkaa .. 0

➤ Audio Logs 1

LOCATION

➤ Coronis: Hangar Main Deck
➤ Coronis: Basement Level

FIND GALE

After your talk with Braddock, head into the Hangar. Take one of the elevators down to the Basement Level and enter the Service Pit. Gale installs a Gas Torch and modifies your Rig so that it can convert into a drilling platform. Both come in handy during upcoming Missions. Check in at his shop before you leave. If you have found every Specialized Component to this point, you can easily purchase everything, which includes an Extended Winch.



➤ KOVAC'S FOURTH QUEST

Dr. Kovac is in the back of his lab and, as long as you have been completing his quests up to this point, he has a new Optional Mission for you. This time he wants T-Energy samples from 10 Tarkaas. These are found at Marshall's Gorge. You can also grab **Audio Log #33** in the new section of the lab. After going through the decontamination process, follow the hall to the right. The recording is on the left table.



VISIT THE QUARTERMASTER

While you are in the Basement, visit Birdie. He now has Disc Grenades, which is a nice alternative to the Frag Grenades, and another Extra Grenade Belt Slot. If you have the T-Energy, you should purchase the new grenades.

NEW WEAPON

DISC GRENADES

This grenade can be thrown long distances in a straight line and explodes on contact. It is great for destroying Genessa as you no longer need to think about the trajectory. It also allows you to blow up Akrid from afar.



NEW RIG UPGRADES

GAS TORCH

The oxyacetylene torch is only really good for welding and cutting, though it can be used to finish off small Akrid. While driving the Rig, press the Switch Arm Module Button to switch between the drill and torch.

EXTENDED WINCH

This extends the Winch 50% further than before, providing access to areas that were not available before. A T-Post in The Killing Fields is now accessible with this upgrade, so stop there soon.

RETURN TO RIG

Return to an elevator and ride it up to the Main Deck. Hop into your heavily modified Rig and exit the Hangar into Coronis.



DRILL DEEP T-ENG POCKET

MISSION OVERVIEW

With this upgrade, I'll really be able to rake in the T-ENG. Let's try it out...

T-ENERGY EARNED

5000

OBJECTIVES

Use Drilling Platform Defend Drilling Platform

ENEMIES

Dongos Sepia Bolsepie Vorgg Tarkaas Wardeyes Goonroes

COLLECTIBLES

Text Logs 1
Albino Tarkaa .. 5
Audio Logs 3

LOCATION

Coronis Diaz Cavern Bailey's Crossing
Marshall's Gorge Power Plant Bishop's Wake

USE DRILLING PLATFORM

Before trying out the Drilling Platform, there are numerous items to take care of first. Once you are outside, hop out of the Rig and head east. As you get closer to the mountainside, you can hear the sound of **Albino Tarkaa #1**. Follow the path down to the lower area, where you found the hidden den, and stand in front of the big door. Look up the cliff to the northwest to find the well-hidden Akrid. Tag it before getting back into your Utility Rig.



Once you see that the Diaz Cavern T-Post is full, head over to White Canyon Junction. Defeat or avoid the three Dongos as you run over to the cave. Enter and

clear a path down to the open cavern. Listen for the **Albino Tarkaa #3** along the way. Three Genessa spawn Sepia and Bolsepa: one just before the cavern, another at the far opening that leads back to the T-Post, and a third on the eastern wall. Once they are destroyed and the Akrid have been cleared out, look toward the third Genessa. Aim your reticle left and as high as you can to find the rare Akrid hanging on the side of the rock. Tag it, empty the T-Post at the back of the cave as you did before, and return to your Rig.



Head to Bailey's Crossing, where a Vorgg awaits your arrival. This is a good opportunity to test out your new Gas Torch, as it is effective at damaging the Akrid's weak elbows. Once the armored Akrid is out of the way, hop out of the Rig and enter the narrow cave to the south. Two Genessa spawn Bolsepa and Sepia in the North Plains Clearing. Once it is safe, empty the T-Post. Exit the cave, and climb up the steps to the northeast to reach a metal walkway. Look up to the west to find a Magnetic Grappling Hook point and use it to reach the higher area.

Search the other side of the control room to find **Audio Log #21** buried in ice. It is another recording from Mira. Next, rappel into the deep hole to the northwest and step up to the platform to find two **T-Energy Canisters**. Exit out the east doorway to find **Albino Tarkaa #6** hanging on the side of the pump jack.

Return to your Rig and continue to ignore the main mission as you head to Marshall's Gorge through the northern route.

Use the Winch to reach the southeast ledge and rappel into the deep hole. Grapple up to the ledge ahead and follow the path past the ammo footlocker. After dropping off the short ledge, look up on the left for a Magnetic Grappling Hook point. You may need to move forward to get into range. Use your device to reach a narrow opening above. Move down the path until you drop into



an alcohol storage room. Search next to a corpse in the far corner for the **Memento of Juro Katsuragi**, a Silver Flask.

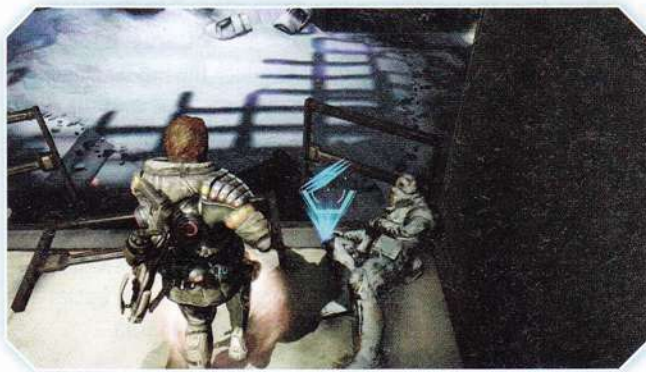
Audio Log #28, a message from Soichi's brother, is on a desk.

Exit the facility and grapple out of the big hole. Once back outside, drop down to the ground and enter the garage to the left.



After entering the second blast door, look up the right, rocky wall for **Albino Tarkaa #2** hanging high above. Use the Pistol to tag it. Next, approach the left wall and use the Magnetic Grappling Hook to reach a small cubbyhole containing three **T-Energy Canisters** and **Text Log #14**. This message from Gabriel about NEVEC's power completes your Text Log collection. The next stop is the Power Plant to work on three Optional Missions.





Follow the western hallway to reach the facility. Kill any Tarkaas you come across in the corridor to the plant's courtyard. These kills help to complete Dr. Kovac's fourth quest. Grapple up to the walkway and make your way to the left. At the next corner, grapple on up to the next floor. Take out the Tarkaas as you run to the far left wall. Turn toward the courtyard and step up to the railing.

Albino Tarkaa #9 peeks out from behind all of the debris below. Use the Pistol's DNA-Tagging ammo to tag it and then drop down to the lower floor. Head right, where two female Wardeyes target you from behind cover. Take them out as you approach their corner.

Look up to the right through a hole in the wall for a Magnetic Grappling Hook point. Use it to get inside a small room. A few Tarkaas will attack as soon as you arrive.



Take them all out and then rappel into a hole in the floor, where more Tarkaas pounce. Pick up **Audio Log #27** next to a corpse in the near corner. Then, move over to the left corner, where one last Akrid ambushes you. Kill it and then grab the item off the crate, the **Memento of Lagan Cherupara**, a Knight Chess Piece. This completes the Memento Mission, so the next time you are at the Camp of the Forgotten, talk to Soichi to get your reward.



» HIVEEN DNA SAMPLE

If you did not collect the DNA sample of the Hiveen when you fought it at the Weather Station, use the computer in the far corner of this same room to download it to your Bestiary. Now you can exit the Power Plant and return to your Rig in Marshall's Gorge.

Fast Travel to Bishop's Wake. Continue through the cave until you are back outdoors. Immediately, turn left to avoid the objective marker for now and look for a Winch point to the west. Slide across the zip wire to reach a small ledge, where three **T-Energy Canisters** and a **Specialized Component** are buried under ice.

Once you are back in the Utility Rig, step over to the objective marker and press the Use Button to deploy the extraction platform.



MEET UP WITH DR. ROMAN

MISSION OVERVIEW

➤ Roman wants to discuss the storms threatening to destroy the Coronis base...

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Travel to Roman's ➤ Scale Shackleton's Peak ➤ Ride the Gondola

ENEMIES

➤ Sepia



➤ Bolsepia



➤ Goonroes



COLLECTIBLES

➤ Text Logs 0

➤ Audio Logs 0

➤ Albino Tarkaa .. 1

LOCATION

➤ Shackleton's Peak

TRAVEL TO ROMAN'S

Once you are inside the Utility Rig, Roman calls to let you know she needs to meet now. Exit to the north to reach Shackleton's Peak and watch a candid message from the scientist. As you move up the mountain on your way to visit Dr. Roman, stop at the pipe on the left side to fix it. Use the claw and winch to take out the pesky Sepia and Bolsepia before approaching the busted pipe. Use the claw arm to grab the pipe and then use the Gas Torch to mend the crack. Move your reticule across the entire length of the gash in order to complete the repair. Proceed down the path to Dr. Roman.



SCALE SHACKLETON'S PEAK RIDE THE GONDOLA

Dr. Roman wants you to scale Shackleton's Peak so she can get readings from an incoming storm. Hop back into the Utility Rig and take it further up the mountain to the tram system. Use the claw arm to open the gate and dock the Rig inside. Take the stairs up to the control room and use the computer to call the gondola.



Before taking the gondola up, enter the left cave. When you reach the cavern, kill or ignore the Goonroes and grapple up to the cliff on the left. Turn back to the east and look up the wall until you spot a cave opening. Hanging out on the right side is **Albino Tarkaa #10**. Tag it and exit back outside. Hop onto the gondola, press the button, and ride it up to the summit.



» DNA-TAGGED 10 RARE ALBINO TARKAAS

If you have been following the walkthrough, this completes the rare Albino Tarkaas Optional Mission. The next time you are at The Camp of the Forgotten, you can exchange them for techniques from the Ethologist.

STORM READINGS FOR ROMAN

MISSION OVERVIEW

» Grab a radio tower during a lightning storm? Yup, sounds perfectly safe...

T-ENERGY EARNED

» 0

OBJECTIVES

» Get in Position » Take Down the Cat-L Akrid » Defend the Rig » Tag the Storm Flyers » Return to Roman

ENEMIES

» Tangaant  » Enbees 

COLLECTIBLES

» Text Logs 0 » Audio Logs 0
» Albino Tarkaa .. 0

LOCATION

» Shackleton's Peak

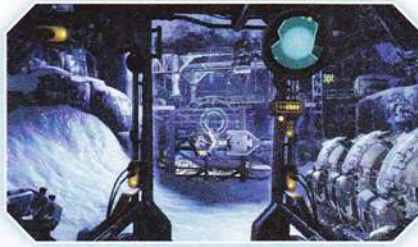
GET IN POSITION

Run over to another elevator and take it down to the ground. Enter your Utility Rig and walk out to the summit. A Tangaant shows up from the west.



SCALE SHACKLETON'S PEAK

Dr. Roman wants you to scale Shackleton's Peak so she can get readings from an incoming storm. Hop back into the Utility Rig and take it further up the mountain to the tram system. Use the claw arm to open the gate and dock the Rig inside. Take the stairs up to the control room and use the computer to call the gondola.



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RIDE THE GONDOLA

Before taking the gondola up, enter the left cave. When you reach the cavern, kill or ignore the Goonroes and grapple up to the cliff on the left. Turn back to the east and look up the wall until you spot a cave opening. Hanging out on the right side is **Albino Tarkaa #10**. Tag it and exit back outside. Hop onto the gondola, press the button, and ride it up to the summit.



STORM READINGS FOR ROMAN

MISSION OVERVIEW

» Grab a radio tower during a lightning storm? Yup, sounds perfectly safe...

T-ENERGY EARNED

» 0

OBJECTIVES

» Get in Position » Take Down the Cat-L Akrid » Defend the Rig » Tag the Storm Flyers » Return to Roman

ENEMIES

» Tangaant



» Enbees



COLLECTIBLES

» Text Logs 0
» Albino Tarkaa .. 0

» Audio Logs 0

LOCATION

» Shackleton's Peak

GET IN POSITION

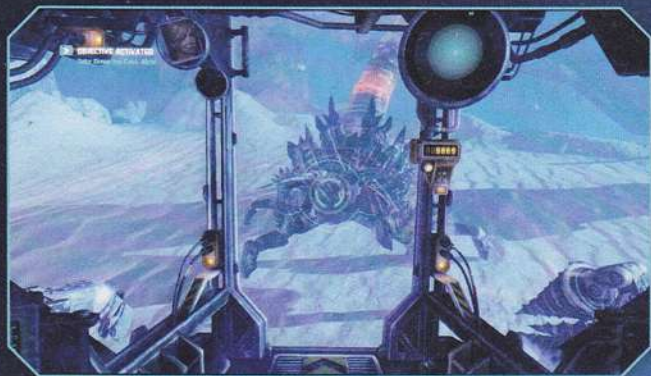
Run over to another elevator and take it down to the ground. Enter your Utility Rig and walk out to the summit. A Tangaant shows up from the west.



TAKE DOWN THE CAT-L AKRID

TANGAANT

You may remember the Tangaant from the fight on the lava island in Pickett's Folly, though this is a much easier fight with your Rig. Again, you want to target the glowing spot on its tail as you dodge its claw, tail, and acid attacks.



»» DNA-TAGGING THE TANGAANT

Tagging the Tangaant is much easier when you have your rig. If you did not get this done at Pickett's Folly, hop out and use the machine to block the Tangaant as you target it between the Rig's legs.

When it rears back in preparation for its tail stab, press the Block Button as it attacks to knock it to the side. Immediately use your claw to grab the tail and lift it up with the left stick to expose its weak spot. With its tail grabbed, the Tangaant spews acid, so you want to be quick with getting it in the air. Otherwise, you



will take damage from the deadly liquid. Now you can use either the drill or gas torch on the glowing area to damage the beast. Keep the button held down for as long as possible.



If the armored Akrid gets in close, it attempts to hurt the Rig with its front claws. Watch for it to lift one of the appendages and press the Block Button to avoid the attack.

It does not take too much damage to the Tangaant's tail before it retreats back into its den. At this point several Enbees

swarm around the Rig. Use the Winch and claw to take them all down until the Tangaant reappears.



Watch for it to wiggle the tip of its tail. The Winch icon pops up to signify that you can grab it from afar. Immediately fire the Winch to snag it out of the

air. If you are not quick enough, it fires a stream of acid, though you can still grab it as it performs this attack. Once you have it, rapidly press the given button to reel it in. If you fail to fill up the white ring around the button icon in time, the boss breaks free. Otherwise, it is the same process as when you blocked its tail stab. Quickly lift the tail and attack the glowing portion with your drill or gas torch.

After a few successful attacks to its tail, it is severed off. As long as it is close, it continues to attack with its front claws.

Block this attack and quickly follow it up with a Double Arm Smash with your drill arm. This should daze it for a moment, giving you a chance to walk up and pick it up with your claw. Use your drill or gas torch to further abuse the much weaker Akrid.



DEFEND THE RIG

If you are not already in position, walk over to the objective marker. Look up at the tower on the west side and use the Winch to connect to it. This brings in a swarm of Enbees, and since you cannot do anything about it from within the Rig, hop down to the ground so that you can defend Gertie.



ACHIEVEMENT/TROPHY

Storm Chaser

Get Storm Readings for Roman on Shackleton's Peak by using the Winch on the summit tower to earn another award.

TAG THE STORM FLYERS

After eliminating a few flying Akrid, Gale reveals that these are not like the others. Switch over to the Pistol's specialty ammunition and tag one of them.



RETURN TO ROMAN

With the data gathered from the storm, it is time to return to Dr. Roman. Open up the tram gate and step inside to return to the bottom of the mountain. Take the stairs down, hop back into the Rig, and walk down to Dr. Roman's Pod. After discussing the results of the test with the scientist, Gale informs you that the water purifier is ready to go.



MIRA'S WATER PURIFIER

MISSION OVERVIEW

➤ Mira gave me a worn-out purifier. I'm pretty sure Gale could fix this up for me...

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Get Purifier from Gale ➤ Deliver Purifier to Mira

ENEMIES

➤ Wardeyes



➤ Akrid Eggs



➤ Genessa



COLLECTIBLES

➤ Text Logs 0

➤ Albino Tarkaa .. 0

➤ Audio Logs 0

LOCATION

➤ Coronis: Basement Level ➤ Coronis: Kovac's Lab
➤ Security Installation ➤ The Killing Fields
➤ The Camp of the Forgotten

GET PURIFIER FROM GALE

Head down the mountain and fast travel to the Hangar Main Deck. Take an elevator down to the Basement Level and visit Gale at his Service Pit. Talk to him and he hands over the fixed water purifier—no questions asked.



ACHIEVEMENT/TROPHY

Master Planter

If you have been planting a T-Post at every thermal pocket that you have come across to this point, this is the final one.

Enter The Camp of the Forgotten and run to the back of the first area to find Mira standing next to the Barbers Post. Jim hands over the fixed water purifier controller.

In return, she gives Jim a drive with information for Braddock. Jim visits his boss at Coronis and hands over the drive. Together they discover revealing news about the First Colony. An urgent call comes in about the King Crab Akrid terrorizing the operation at Bailey's Crossing.



DR. KOVAC'S FIFTH QUEST

If you made the trip to the Power Plant and collected DNA Samples from ten Tarkaas, head up to Kovac's Lab. Turn in that quest and pick up the next one. This time he wants samples from Wardeyes. Valkyrie Explosive Rounds are now available for purchase.

VISIT THE ETHOLOGIST AND SOICHI

With all ten Albino Tarkaas collected, you can stop by the Albino Tarkaa Exchange just inside the camp to learn any remaining techniques from the Ethologist.

Visit Soichi at the nursery to hand over the four Mementos. He hands over the Enhanced Vitality Player Upgrade.



DELIVER PURIFIER TO MIRA

Return to the Rig and head out of the Hangar. Use Fast Travel and select Picket's Folly. Head over to the Security Installation and enter the facility. Inside are plenty of Wardeyes for you to complete Kovac's latest quest. Repair a turret or two to make the job a bit easier. Once you have taken out five of them, return



to the Rig and travel to The Killing Fields. On your way north to The Camp of the Forgotten, take the lower route and step onto the platform on the east side of the area. Use the Extended Winch to reach the island far to the east. Akrid Eggs surround the small platform while a Genessa hangs out to the north. Step up to the thermal pocket on the south side and deploy the **Killing Fields T-Post**. Return to the Rig, head over to the camp, and enter the front gate.

ACHIEVEMENT/TROPHY

Master Huntsman

To get this award, you must not only find all ten Albino Tarkaas and tag them, but also visit the Ethologist and purchase all three upgrades.

NEW PLAYER UPGRADE

ENHANCED VITALITY

This increases your maximum health by 50%, making you even more powerful against the Akrid.

ACHIEVEMENT/TROPHY

Gone, But Not Forgotten

Collect all four Mementos and return them to Soichi.

HUNT DOWN KING CRAB

MISSION OVERVIEW

➤ Braddock's paying a premium for killing the Gorevorgg King Crab Akrid that's been terrorizing the area...

T-ENERGY EARNED

➤ 5000

OBJECTIVES

➤ Head to Bailey's Crossing ➤ Restore the Pumpjacks ➤ Re-engage Pumpjacks
➤ Return to Utility Rig ➤ Kill the Gorevorgg

ENEMIES

➤ Tarkaas  ➤ Enbees  ➤ Gorevorgg 

COLLECTIBLES

➤ Text Logs 0 ➤ Audio Logs 0
➤ Albino Tarkaa .. 0

LOCATION

➤ Coronis: Kovac's Lab ➤ Bailey's Crossing

HEAD TO BAILEY'S CROSSING

GRENADE LAUNCHER AVAILABLE AT FORGOTTEN WARES

Once you get the order to hunt down the King Crab, the Grenade Launcher and its Range Finder Upgrade become available at Forgotten Wares in The Camp of the Forgotten. After you have purchased this weapon, Dr. Kovac is ready to give out his final quest.

VISIT DR. KOVAC

Before you head out to Bailey's Crossing—and if you killed the required number of Wardeyes for Dr. Kovac—visit him in his lab to turn in the quest. This opens the P.I.G. – Stinger Rounds at the weapon shops. Kovac has one last quest (kill one Suwankaa), but you must first purchase the Grenade Launcher from Forgotten Wares to access it.

If you grabbed Dr. Kovac's final quest, use the Utility Rig Fast Travel to go to Marshall's Gorge. Use Winch to reach eastern ledge and rappel into deep hole. Be sure to grab the DNA Sample from the Suwankaa first and then kill it to complete the Optional Mission. Head back to Kovac's Lab to turn the quest and unlock Grenade Launcher's Biotox Rounds. With that out of the way, head to Bailey's Crossing. Carefully, travel through the storm, following the nav-markers northeast to the stairs.

NEW WEAPON

GRENADE LAUNCHER

This powerful weapon launches timed grenades that go off two seconds after being fired. The blast from this explosive is not as powerful as the Frag Grenade, but you can carry more of its ammo with you. Add the Range Finder Upgrade to see a firing arc when aiming down the sight.



RESTORE THE PUMP JACKS

Hop out of the vehicle and climb up to the metal walkway, where Tarkaas attempt to hinder your progress. Use the Magnetic Grappling Hook to reach the upper level and move around the control room. Rappel into the hole, step up to the metal platform and follow it out the doorway to the east. Use the Repair Tool on the electrical box on the left to restore the pump jacks.



RE-ENGAGE PUMP JACKS

Grapple back out of the hole, where Enbees now attack. Ignore them as you enter the control room and use the console to re-engage the pump jacks. This brings the Gorevorgg out from the north.



RETURN TO UTILITY RIG

Immediately exit the shack and hop down to the lower walkway. Look to the northeast for the huge Akrid and take this opportunity to get a DNA sample from a safe location. If you are unable to target the boss with the Pistol, you must collect the sample during the boss fight. Move down the steps and re-enter your Utility Rig in preparation for a big fight.



SURVIVING
ED.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

KILL THE GOREVORGG

GOREVORGG



The King Crab is a CAT-L sub-species of the Vorgg. It has claws and a shell like its cousin, but its only weak spot is a small core on its underbelly. You must use the Utility Rig to lift it up and expose this location.

The Gorevorgg only has two attacks at its disposal. When up close, it swings its claw at its target. This causes little damage and is easily countered. Press the Block Button as the appendage swings forward. This knocks the attack to the side giving you a chance to grab its wrist. Quickly use the claw arm to do so and lift it high in the air.

When the big guy really wants to hurt its target, it backs away, and then charges in and slides into your Utility Rig. If you do not block this move, it does major damage to the Rig—knocking it out if its health is low enough. At this time, you are thrown outside and must wait 30 seconds before the Rig comes back online. If you successfully deflect the attack, the Gorevorgg takes damage. Quickly follow this up with a few drill arm swings to further damage the big guy. Once you have dealt enough damage, the boss is knocked out briefly. While in this state, walk up to it and look at one of its claws. Grab it and lift it into the air.





Once you have the crab in the air, hop out of the Rig, where you land just behind with a clear view of the Gorevorgg's belly. Immediately fire your weapon at its weak spot and do not stop until it starts to break out from the Rig's grip. If you are outside at this time, the Rig just takes the abuse.

Although you are able to get back into your rig, there is no way to prevent the Gorevorgg from destroying your rig after the crabs claw has been lifted. Once the Gorevorgg breaks free Jim is forced to survive on the ground for 30 seconds before being able to get back into his rig for another round.

Grenades can be used against the Akrid, but be aware that the blast can also hurt the Rig. The crab also continues to beat up

the Rig as it attempts to get to you. While on foot, keep the Rig between you and the boss, but it will push the Rig into you. If it backs up to do its charge attack, backpedal away from your Rig to avoid taking a hit.



If your Rig is already knocked out, grenades will not inflict additional damage during its downtime. A grenade can be used under the Gorevorgg to knock it out, giving you a chance to get behind your machine.

Continue this process of blocking its attacks, grabbing and raising its appendage, exiting the Rig, and firing at the glowing core on the boss's underbelly. Eventually, after several iterations of this process, the Gorevorgg collapses in defeat. Jim calls the victory into Coronis before returning to the Hangar.



ACHIEVEMENT/TROPHY

The King is Dead

Kill the King Crab during the Hunt Down the King Crab Mission.

GO TO BRADDOCK'S OFFICE

MISSION OVERVIEW

➤ NEVEC Paramilitary everywhere... Better check in with Braddock...

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Speak to Braddock

ENEMIES

➤ None

COLLECTIBLES

➤ Text Logs 0
➤ Albino Tarkaa .. 0

➤ Audio Logs 0

LOCATION

➤ Coronis: Hangar Main Deck

SPEAK TO BRADDOCK

Park the Utility Rig and hop out. NEVEC paramilitary personnel stand guard all around the Hangar. Check in with Braddock to see what is going on. Gale says that he is in his office with the man who is now in charge. The elevators are not operating at the moment and you cannot leave Coronis. You can only walk around the Main Deck for now, so head over to the office to check in. Isenberg has been sent by NEVEC to make sure things are running with their best interests in mind.



RESTORE FUELING DEPOT

MISSION OVERVIEW

➤ Isenberg wants me to jump-start a Fueling Depot. Best to play ball for now...

T-ENERGY EARNED

➤ 0

OBJECTIVES

- Get Upgrade from Gale
- Jump-Start the Elevator
- Recharge the Pumps
- Clear the Area
- Prime the Pumps
- SWrap it Up

ENEMIES

➤ Sieragz



➤ Ermmlids



COLLECTIBLES

➤ Text Logs 0
➤ Albino Tarkaa .. 0

➤ Audio Logs 3

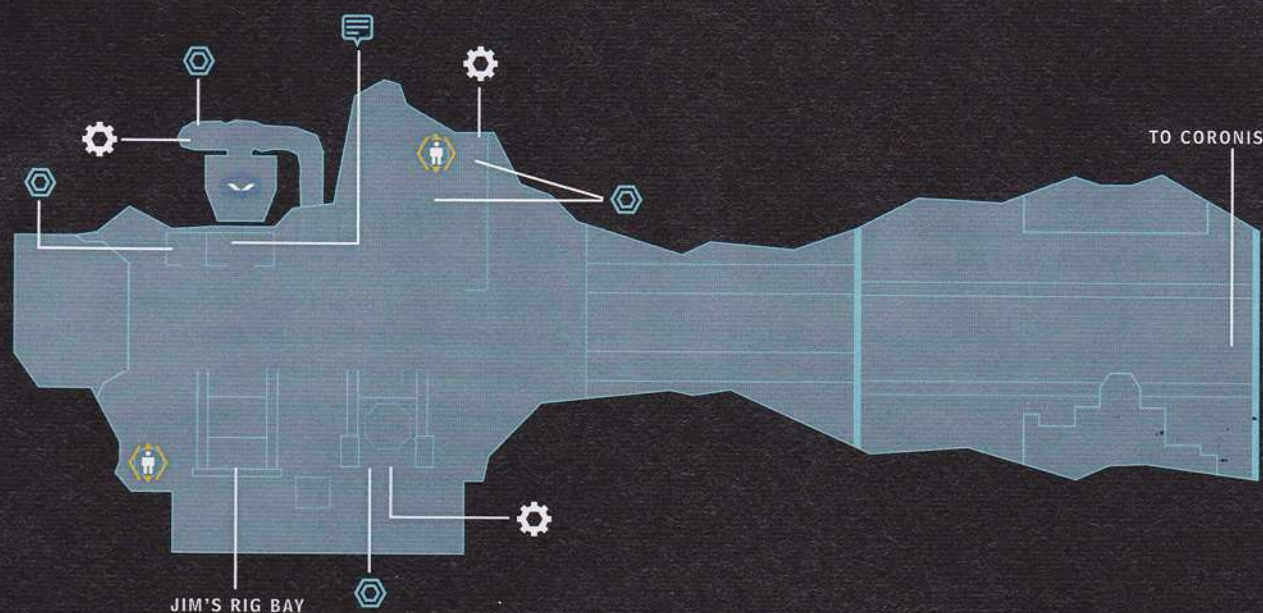
LOCATION

➤ Coronis: Hangar Main Deck

➤ Coronis: Basement Level

➤ White Canyon Junction

HANGAR MAIN DECK



SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

GET UPGRADE FROM GALE

As you leave Isenberg, you get a glimpse of what the crew thinks of the new boss. Head on down to the Basement Level and check in with Gale. He uses spare parts that NEVEC has dropped off to install the Shock Jumper on your Rig.



NEW RIG UPGRADE

TASER

With the Shock Jumper that Gale installed, your Utility Rig's claw arm now acts as a Taser. A blue lightning bolt on the left side of the HUD indicates that the Taser is ready to use. Once used, this icon becomes yellow, while a vertical meter builds up and down from the icon. Once this meter completely fills up, the device is ready to be used again.



JUMP-START THE ELEVATOR

With the proper equipment installed on your machine, head up to the Main Deck. There are new Audio Logs around, so head over to the pile of supplies near the north elevator. **Audio Log #30** is on one of the crates. Search inside the small storage room next to the boss's office for **Audio Log #31**.



Climb the metal platform just east of your Rig's bay where **Audio Log #29** is next to a crate. Enter your Rig and exit the Hangar, selecting White Junction Canyon as your destination. Follow the cave down to the Fuel Depot. Step up to the elevator control on the left and use the claw arm to grab the battery that sits on top. Press in on the left stick to jump the battery and open the gate. Now you can take your Rig inside.



RECHARGE THE PUMPS

Walk the Rig down the path and step onto the elevator. It takes you down to ground level as you spot a Sieragz running toward the Fuel Depot. Follow it to the main area.



CLEAR THE AREA

SIERAGZ

You faced a Sieragz at The Camp of the Forgotten, but now you take one on inside the Utility Rig. This armored Akrid still has two attacks, one with its front appendages and another as the Ermmlids that it hosts dive-bomb their target. It is defeated in basically the same way, by attacking its exposed forehead or small cores.

When the armored Akrid gets close enough to you, it strikes with its front legs, an attack you can block. Immediately follow up a successful block with a leg grab. Use the claw arm to pull the beast in and then use the drill to damage its glowing cores. You can also catch the boss off guard with a Double Arm Smash, which also results in the opportunity to grab its leg.

When the Sieragz screams and releases the Ermmlids, Winch icons appear on its legs. Fire the Winch to grab one. Once attached, rapidly press the given button to knock it down. Walk up to the fallen foe and use the drill to damage the small cores on its sides.

Just as your previous fight with this enemy, one group of Ermmlids dive-bombs the Rig at a time. They can be knocked out of the air with your Winch and claw. If they reach their destination, they stick to the Rig's hull, causing damage as they hang out. The Taser can be used to electrify the surface and clear out the pests. You should wait until the final group flies into you before attempting this, since there is a long wait before the Taser is ready again. This creates a smokescreen that is extremely tough to see through. Watch out as the Sieragz may release more Ermmlids before you have even removed the previous ones, if you are not quick enough.

If the Rig takes too much damage, you are knocked out to the ground below and then must survive for 30 seconds before getting back in. During this

time, feel free to fight the boss just as you did in your previous meeting. Use grenades to knock it off its feet, giving you a great opportunity to attack its weak spots.

Once the cores have been abused enough, the weak forehead of the boss is fully exposed. At that point, whenever you daze it so that it can be grabbed, use the claw arm to grab ahold of its head and then drill into the forehead. This is what finally finishes it off.



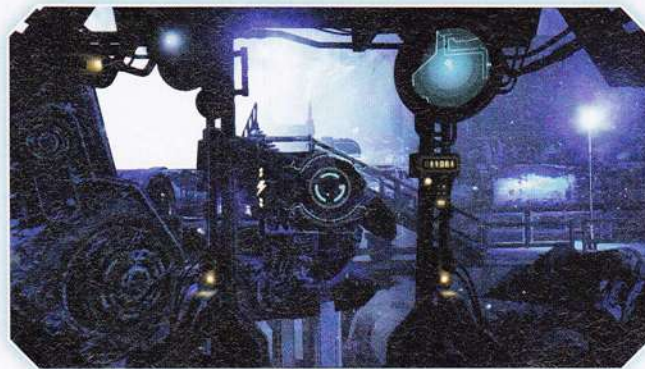
PRIME THE PUMPS

With the big guy out of the way, follow the nav-markers over to another battery on the left side of the walkway. Grab it with your claw arm and then use the Taser to jump-start it.



WRAP IT UP

Step over to the wheel on the right and grab it with the claw arm. Spin the left stick clockwise until it stops to get the Fuel Depot going again.



➤ ACHIEVEMENT/TROPHY

All Charged Up

Complete the Restore Fueling Depot Mission by killing the Sieragz and priming the pumps.

CONDUCT RESEARCH FOR ROMAN

MISSION OVERVIEW

➤ Dr. Roman needs my help finding a way to stop the storms that threaten Coronis...

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Travel to Shack's Peak ➤ Head over to Pickett's Folly ➤ Investigate Mystery Cave
➤ Plant Another Sensor ➤ Return to Roman

ENEMIES

➤ Sepia  ➤ Bolsepia  ➤ Enbees  ➤ Goonroes  ➤ Suwankaas 

COLLECTIBLES

➤ Text Logs 0 ➤ Audio Logs 1
➤ Albino Tarkaa .. 0

LOCATION

➤ Shackleton's Peak ➤ Pickett's Folly
➤ Mystery Cave

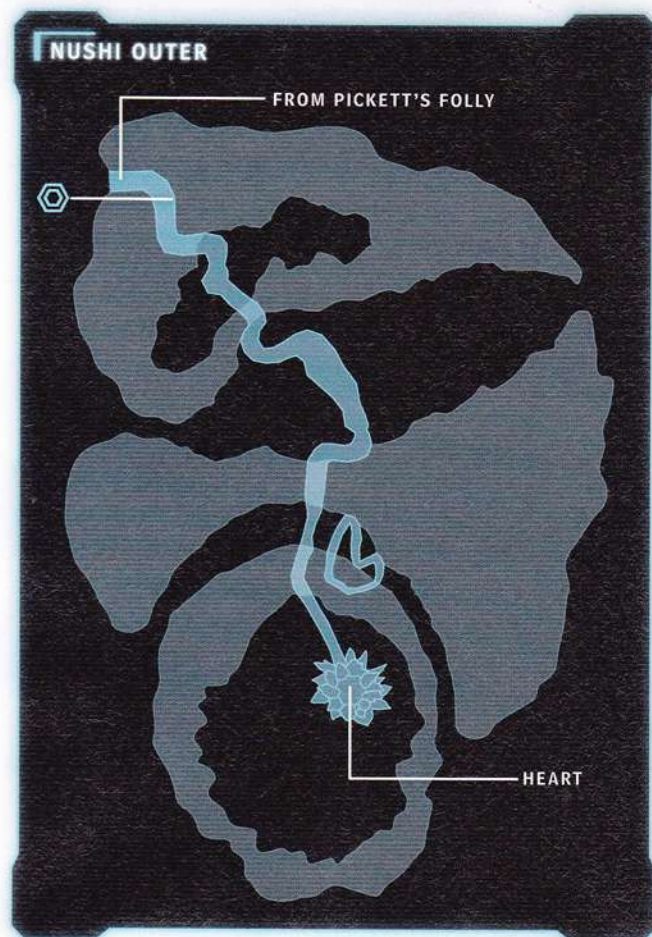
TRAVEL TO SHACK'S PEAK

Head over to Shackleton's Peak and climb up to Roman's Pod. Talk to Dr. Roman to find out what she needs help with. She gives you Resonance Samples to plant on the other side of the mountain.



HEAD OVER TO PICKETT'S FOLLY

Cut through Shackleton's Peak to get to Pickett's Folly. Follow the nav-markers to the left. Look for **Audio Log #22** encased in ice at the base of a rock formation on the left side of the path.



INSERT SENSOR

Round the corner to the right and step up to the objective marker in the middle of the plateau. Press the Use Button to deploy the Extraction Platform. Just as before, meters appear in the bottom-left corner of your heads-up-display, showing the amount of time or T-Energy left and the health of your Utility Rig. When its health gets low, use the Repair Tool under the platform to fix it up. Now you must defend the Rig as the drilling attracts nearby Akrid.

Much of your time is spent fighting off little Akrid; Sepia, Bolsepia, and Enbees. Keep an eye on the radar to see where these guys are and kill them as they approach the Rig. Eventually, a few Goonroes attack, so take care of them as soon as you can. The last Akrid that attack are two Suwankaa. Use grenades if necessary as you eliminate them. When the T-Energy reaches 0%, Akrid bust a hole on the side of the canyon, revealing a mystery cave.



INVESTIGATE MYSTERY CAVE

Jump back in your Utility Rig and move into the new opening. Follow the corridor until Enbees attack. Use your Winch and claw arm to eliminate them as you proceed down to a clearing.



PLANT ANOTHER SENSOR

Approach the objective marker and press the Use Button to again deploy the extraction platform. This time, you do not get very far before Soichi comes running, screaming to turn it off. He explains more about what he has learned about this planet and warns that NEVEC should never find this out.



ACHIEVEMENT/TROPHY

Living Legend

Discover Nushi by attempting to drill in mysterious cave during the Conduct Research for Roman Mission.

RETURN TO ROMAN

Return to your Rig and exit the cave. Return to Shackleton's Peak and check in at Roman's Pod. A grim discovery at Roman's sets off a plan that involves Gale, Mira, and the rest of the Forgotten.



EXECUTE THE PLAN

MISSION OVERVIEW

➤ *Isenberg has to be stopped. I've got a plan that just might keep us all safe...*

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Speak with Gale

ENEMIES

➤ None

COLLECTIBLES

➤ Text Logs 0
➤ Albino Tarkaa .. 0

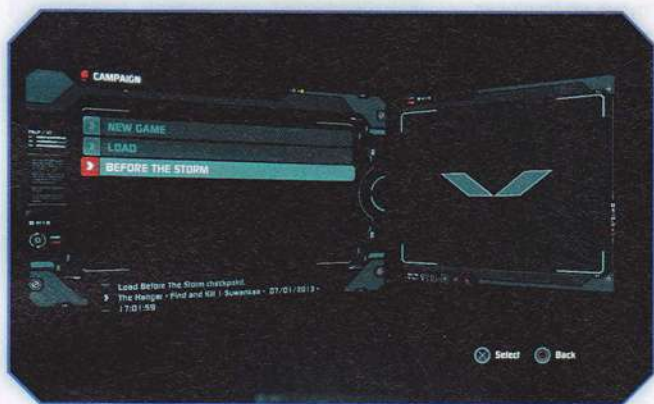
➤ Audio Logs 0

LOCATION

➤ Coronis: Basement Level

»» BEFORE THE STORM CHECKPOINT

Speaking to Gale to start the Execute the Plan Mission is the point of no return. Once this Mission is started, you must play through the end of the game. If there is anything you wish to finish up first, you should do it now. With that said, you can always select the Before the Storm Checkpoint from the Campaign Menu. This starts you back at this point.



SPEAK WITH GALE

Once you have completed and purchased everything you wish to before the final missions, speak to Gale at his Workshop to get things started. After meeting up with Mira at Shackleton's Peak, everyone gets acquainted on the way up to the Summit.



SEND OUT FAKE MESSAGE

MISSION OVERVIEW

➤ Hack the Relay Dish, send out the fake message, then blow it sky high.

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Activate Peak Station ➤ Meet Gale and Mira ➤ Recalibrate the Dish ➤ Wait for Gale Hack

ENEMIES

➤ NEVEC Troopers



➤ Laroche's Rig



COLLECTIBLES

➤ Text Logs 0
➤ Albino Tarkaa .. 0

➤ Audio Logs 2

LOCATION

➤ Shackleton's Peak

ACTIVATE PEAK STATION

NEVEC gets there first and cuts the power to the tram before the crew can reach the top. Mira and Gale sit tight while Jim heads out to get the transport going again. Use your Grappling Hook to reach the walkway to the east. Follow it until the path splits into a cave to the left and a platform to the right. Step out onto that platform and spot the Magnetic Grappling Hook point to the south. Use it to reach another walkway and then rappel down to the ground to find Diaz' Rig. Walk over to it to find **Audio Log #4**, a message from Diaz.



Use the two Magnetic Grappling Hook points to return to the previous cliff and grapple up to a higher ledge to the north. Move into the cave ahead and then cut through the narrow opening on the right. Here you run into some of NEVEC's men. Take cover behind a rock and eliminate them as they run around and peek out from their cover. Watch out for incoming grenades. Once they are defeated, move past their location. The soldiers will drop the Pulse Rifle, but if you are happy with what you have, just ignore them.



»» HEADSHOTS

Aim for the soldier's head if possible as you can often take him down in one shot with a hit in the head.

Grapple up another ledge and take cover behind a rock. As you take down the guards ahead, continue to move up to closer pieces of cover. More enemies drop in from the ledge, so be sure to take them all down before heading up there. Crawl through the short tunnel on the right and then follow the path around to the left.



Take cover under the second shelter and pick off the NEVEC Paramilitary ahead. An ammo crate is there to refill your weapons. Some of NEVEC soldiers drop a Shotgun. If you find that one of your weapons is not working out in these fights, pick up the Shotgun for those up close encounters. Grapple up to the next ledge, enter the cave, and follow it to the Summit.



Before you follow the snowy path ahead to the peak, look out for a Rappel point on the right. Use it to reach a ledge below. Drop down another level and

then use the Magnetic Grappling Hook to traverse the gap ahead. Follow the route ahead to find a small cave on the right. Enter it to find Diaz herself along with **Audio Log #6**, which is her last message. Return to the original path.



» ACHIEVEMENT/TROPHY

Lost and Found

This Achievement / Trophy is earned after you find Audio Logs #4 and #6.

Continue up the side of the mountain as the trail switches back to the left. Grapple up to the walkway on the left and follow it to the next tram station.



A Munitions Locker is there if you wish to switch up your weapons. Take along a long-range weapon as it makes picking off the soldiers easier from a distance. Cut



through the station and climb up the stairs. Use the console and wait for the door to open to reach the Summit.

Take cover behind the crates ahead as NEVEC Paramilitary guards are brought in by helicopter on the left. Pick them off with a long-range rifle, keeping an eye out for incoming grenades and soldiers.



Move between crates to avoid the explosives and quickly take out the men as they approach. As you clear out the nearby enemies, move up to the next crates. Eventually, you make your way to the Relay Station, where one last soldier makes a stand.



»» USE THE BULLET TRACERS

If you are having a hard time seeing where the NEVEC Troopers are, wait for one to fire at you. The tracers from the bullets let you know where they are hiding.



MEET GALE AND MIRA

Once the station is safe, step up to the left computer and use it to restart the tram. Mira and Gale reach the summit and the plan is rehashed.



RECALIBRATE THE DISH

Hop into your Utility Rig and move over to the Relay Tower. Use your claw on the wheel and rotate it clockwise until it stops to get the dish into position.



WAIT FOR GALE HACK

At this point, Gale starts to hack the system. NEVEC hasn't given up though as they send Laroche to the Summit to take care of Jim.



LAROCHE



STATS	
HP	1000
Speed	5
Agility	8

Attacks to Player: Arm Swing, Heavy Arm Swing, Two hand Bash, Saw Attack Slam

Attacks to Rig: Arm Swing, Heavy Arm Swing, Jabs, Charge, Two hand Bash, Saw Attack Slam, Taser Attack, EMP (disables Rig)

Weak Spots: Generator behind right shoulder, Left shoulder core, Left hip core, Cockpit front (Once Force Shield is destroyed)

Laroche arrives at the Summit in his Rig by way of the tram. His Rig has a claw on one arm and a saw on the other. Gale informs you that the main generator is located on its right shoulder, so concentrate your attacks there.

Laroche pushes his Saw arm into your Rig's hull. A button icon appears in the middle of the screen. Rapidly press that button to push him away.

Laroche is able to strike its target with either arm and it comes with little notice, so be ready for the attack. Press the Block Button as his arm comes forward to counter the move. Block two of these attacks and then immediately hit him with a Double Arm Smash.

After you have done enough damage to Laroche's Rig, a grab icon appears on both shoulders. Get in close to the left one and use the claw arm to grab his rig. Rapidly press the given button to pull the shoulder in and then use your drill or gas torch to damage the glowing generator. Two full attacks take the generator out, disabling the Saw and moving the fight to the second phase.



Laroche now pulls out his new upgrade, an EMP Pulser. This gives him the ability to knock out your Rig's power. If you see him firing a pulse and you are a good distance away, step to the side to avoid being knocked out. If he gets in close and tries to hit you with it, block his arm and then rapidly press the given button to toss him aside.



If he hits you with the EMP Pulse, you must restart the Rig by pulling a switch. This is done by rapidly pressing the given button until a white ring around the button icon is full. Do this three times to get back online.

When the Winch icon appears on Laroche's Rig, use your Winch to connect to him and immediately use the Taser to electrocute your foe. Remember that it takes awhile for your Taser to come back online after it is used. Therefore, if you electrocute him and then fire your Winch at him before the Taser is ready again, you risk getting hit with an EMP Pulse.

If you successfully electrocute Laroche's Rig, quickly move in and hit him with your drill arm. Once the grab icon appears on the right shoulder, use your claw arm to grab his Rig. Just like with the left shoulder, rapidly press the given button to pull it in. Use the drill or gas torch to damage the comm-unit. Once this is destroyed, the fight moves into phase three.



Now he has a two-handed, overhead slam attack. You are unable to counter this move, but you can block to reduce the damage taken or move away from him.



Once you have abused his Rig enough, the grab icon appears on its hull. Use the claw arm to grab on and then rapidly press the given button to expose the Rig's hips. Now use your drill or gas torch to damage the red, glowing shielding.



Now you must take out the hip-servo to take him down for good. This is done just like the shielding in the previous phase. Wear him down, grab the Rig, expose the hips, and drill into the glowing section of the hip. Once the hip-servo is destroyed, electrocute him one more time, move in close, and grab the hull to finish it off.



ACHIEVEMENT/TROPHY

French Leave

Defeat Laroche during the Send out Fake Message Mission to earn an Achievement / Trophy.

ASSIST THE FORGOTTEN

MISSION OVERVIEW

➤ NEVEC didn't need to hit us this goddamn hard. I gotta help somehow...

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Locate Mira ➤ Head to Soichi's Chambers

ENEMIES

➤ NEVEC Troopers



COLLECTIBLES

➤ Text Logs 0
➤ Albino Tarkaa .. 0

➤ Audio Logs 0

LOCATION

➤ The Camp of the Forgotten

LOCATE MIRA

Jim immediately heads to The Camp of the Forgotten, where the NEVEC Soldiers have done a number on the village. Follow the path of destruction until you find McPadden. Talk to him to find out Soichi is in his Chambers and you must get there before NEVEC does.



HEAD TO SOICHI'S CHAMBERS

The door opens and two guards wait just outside. Duck behind the pile of debris and take them out. Move around the corner and take cover behind the crate or barrels as more soldiers attack from ahead. This is the way this objective goes all the way to Soichi.



Once the area is clear, crawl into the tunnel of debris on the left. One of the soldiers drops an Assault Rifle, but if you are happy with your loadout, ignore it. Once you reach the stairs, descend into the tunnel that connects the two parts of the camp to find Sousatzka and Morelli. They inform you that Mira is looking for Soichi. Access the Munitions Locker on the wall to refill your weapons and then head out to the northern section of the village.



As you exit the tunnel, immediately take cover behind the pipe ahead. Soldiers fire from behind cover ahead and from atop the debris on the left. Pull out your long-range weapon and patiently take them down one-by-one. Watch out for incoming grenades. You must dodge into the line of fire to avoid the blast, but immediately get back behind cover. Once you have eliminated the guards in this area and the shooting ceases, move to the north and look for the Magnetic Grappling Hook point at the end of the bent beam above. Use it to get on top of the debris and then drop off the other side.



Look to the left and pick off the three guards who appear on top of the southwest wall. Move under more destruction as you turn to the right. Look for a lone enemy and take him out before taking cover at his location. More soldiers fire from the north, so start taking them out with your rifle. Watch out as one sprints your way in an attempt to flank your position. Continue to move forward as you kill the NEVEC men until you reach the door to Soichi's Chambers to the north. Open the door to find Isenberg already there with Soichi and Mira.



» PATIENCE

If you find yourself just missing the last enemy that shot at you as you keep changing targets, put your reticule where you know someone peeks out from cover and then wait. Just as he gets up, quickly aim down the sight and take him out.



» FLUSH THEM OUT WITH GRENADES

Toss a Frag Grenade behind a piece of cover where you know a soldier hides to make him flee. Then you can pick him off as he heads for protection.

ACT 3



Isenberg has taken Jim Peyton into custody. He is drugged and interrogated and then locked up in Kovac's Lab. This gives Jim a front row seat as Isenberg takes a keen interest in Dr. Kovac's work.

FOLLOW INSTRUCTIONS

MISSION OVERVIEW

➤ Listen close. Braddock's got a plan to turn the tables on Isenberg...

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Escape the Cell ➤ Retrieve Weapons ➤ Get to the Barracks ➤ Rescue Mira ➤ Retrieve the Rig
➤ Head Outside ➤ Plant C4 ➤ Get OUT of the Area

ENEMIES

➤ Tarkaa



➤ NEVEC Troopers



COLLECTIBLES

➤ Text Logs 0 ➤ Audio Logs 0
➤ Albino Tarkaa .. 0

LOCATION

➤ Coronis: Kovac's Lab

ESCAPE CELL



ESCAPE THE CELL

Braddock does his own interrogating of the prisoner as he leaves behind a gift. Walk over to the bench to the right and pick up the Earpiece that was left behind. Move through the open door as an emergency evacuation protocol sets off alarms throughout Coronis. Continue through a few more doorways until you find the Hunting Knife on a cart.

Exit out to the main lab area on the left and climb over the elevated floor to the right. A Tarkaa waits in ambush by the lab equipment. Use the Hunting Knife to kill it and continue around to the left. A hole in the right wall provides a convenient exit.



RETRIEVE WEAPONS



Crawl into the small tunnel on the left and follow it back into another lab. Go up the incline to the right, ignoring the soldiers, and Tarkaa along the way. Keep turning right until you find weapons in a supply closet.

GET TO THE BARRACKS

Now that you are fully equipped, take out the Tarkaa who pesters you from behind. Exit the room and turn left where more Tarkaa's attack. You now have access to the map and objectives, so press Up to pulse the nav-markers and find the way out. Your next destination is the Barracks.



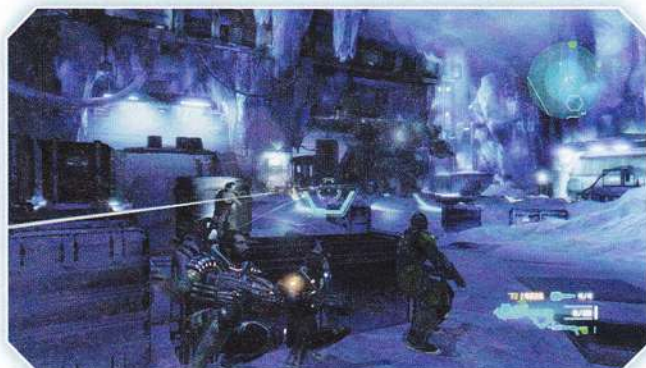
In the next room, NEVEC Troopers open fire as Isenberg gives the okay to kill the prisoner. Pick off anyone you can see from behind the wall and then head out to the left. Climb up the ramp and turn right, eliminating any guards who get in the way. Take cover behind the left crate as a few guards enter ahead. Move out onto the walkway and take cover at the corner. More of NEVEC's men are located on the floor below, so spend a little time here as you take them down.



Move along the walkway and then down the stairs. Stay alert for foes who enter from the south and the others who hang around the steps. Exit through the hallway at the other end of the room and follow until you are back in Kovac's original laboratory. Use the desks as cover as you battle through the lab. Exit through the blast doors, take the elevator up, and enter the Upper Hangar.

RESCUE MIRA

Go through the Barracks and inform the crew of Braddock's plan. At the main entrance to the living quarters, two soldiers interrogate Laroche. Save him again by taking them down. The southern elevator is out, so head right through the Command Center and take the other one down to the Main Deck. Immediately take cover alongside more crewmembers behind the supplies. NEVEC Troopers fire from the other side of the hangar. Fight them off with a long-range weapon for a while and then run to Braddock's office where Mira has freed herself.



RETRIEVE THE RIG

Now it is time for the next step of Braddock's plan, but you must reach the Rig first. This is not a problem though as the NEVEC soldiers clear out.



HEAD OUTSIDE

Hop into the Utility Rig and take it through the blast doors, and outside to the ravine. Braddock has a plan to take out all of the NEVEC soldiers.



PLANT C4

You need to plant C4 at all three moorings that hold up the Coronis Ship. Move over to the left one, hop out of the Rig, and walk up to the objective marker. Press the Use Button to place the first bomb and then re-enter your Rig. Repeat this process at the other two moorings to complete the objective.



GET OUT OF THE AREA

Get back in the Utility Rig and move up the ramp on the right. Once the elevator door opens, step inside to ride it up to Delta Station and watch the plan unfold.



ACHIEVEMENT/TROPHY

Fallen Hero

Complete the Follow Instructions Mission to earn this award.

SAVE NUSHI

MISSION OVERVIEW

Grace and Hank are here. I've gotta stop Isenberg before he wipes us all off the map.

T-ENERGY EARNED

0

OBJECTIVES

Enter Nushi Open the Valve Explore Nushi Open the Valve Enter the Heart

ENEMIES

Enbees Bolsepia Isenberg's Vital Suit

COLLECTIBLES

Text Logs 0 Audio Logs 0
Albino Tarkaa .. 0

LOCATION

Nushi

SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

ENTER NUSHI

You are automatically taken to the entrance to Nushi, so step inside and follow the path down to the first area. Use the Winch to fend off the Enbees, who attack as you move through the cave. Go through the next opening and follow the corridor down to the next objective marker.



»» ALTERNATE AKRID

The Enbee and Bolsepia in this area are more powerful than the ones faced up to this point. Their attacks are stronger and they have more health.

OPEN THE VALVE

Walk down the path to the south until you reach a door that is sealed tight. Destroying a cluster on the left reveals a nerve cluster next to the door. Grab it with the claw and use the Shock Jumper on it to force the door open.



EXPLORE NUSHI

Go through the new opening and proceed down the trail until you encounter another sealed door. Destroy the glowing cluster on the left and then move over to another nerve cluster. Again use the Shock Jumper on it to open the door. Repeat this process at the third door.



OPEN THE VALVE

You must leave the Rig in the next area in order to get the door open. Look up and to the left for a Winch point. Connect to it and slide up to its location. Pull out a gun and destroy the glowing clusters on the wall. Turn around and move up the path until you spot a Grapple point to the right. Use it to reach the next level up. Bolsepia start firing mortars your way so stay on the move as you head their way. Use a grenade or two to clear out the numbers and then take down the remaining Enbees and Bolsepia.



Move down to the other end of the landing and look up to the left for another glowing cluster. Destroy it and then drop off the left side. Up ahead is another Grapple point, but before you use it, look up on the right wall for two Genessa. Destroy them and move up to the final level. Take down a few more of these spawners along with one last glowing cluster to the left.

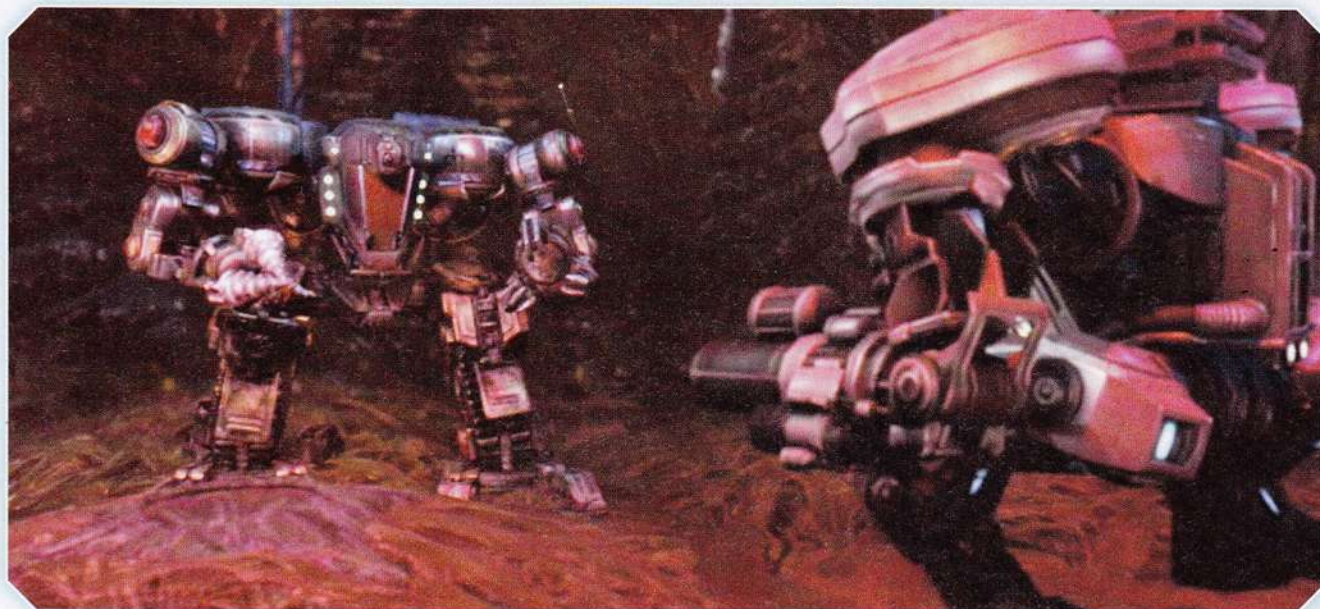


Step through the new opening to find the heart of Nushi. Follow the narrow path down to the right until you run into another opening. Follow it to another sealed door. Destroy the cluster hanging from it to gain access back to the zip wire. Slide back down to the Rig and step up to the nerve cluster that now glows next to the exit. Use the Shock Jumper to open the door.



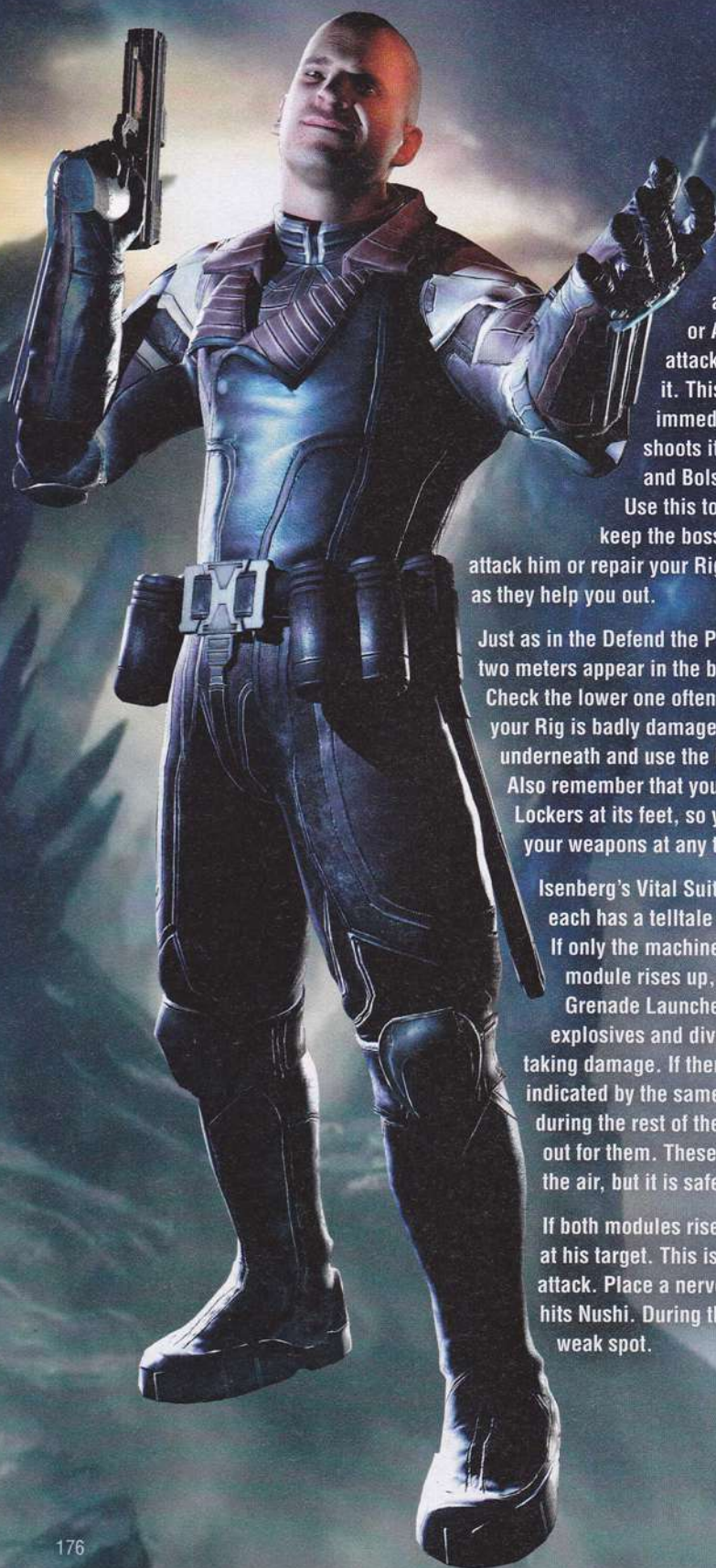
ENTER THE HEART

Move through the new opening and climb into the heart chamber. Continue into the heart to find Isenberg in his Vital Suit. This starts the final fight of the game, Jim and his Utility Rig versus Isenberg and his Vital Suit.



DEFEAT ISENBERG

ISENBERG



You must defeat Isenberg on foot. If Nushi is harmed, antibodies, or Akrid in this case, attack whatever harmed it. This is demonstrated immediately when Isenberg shoots it, causing Enbees and Bolsepia to attack him.

Use this to your advantage to keep the boss busy as you either attack him or repair your Rig. Do not kill the Akrid as they help you out.

Just as in the Defend the Platform objectives, two meters appear in the bottom-left corner. Check the lower one often to see whether your Rig is badly damaged. If it is, duck underneath and use the Repair Tool to fix it up. Also remember that your Rig has Munitions Lockers at its feet, so you can reload or switch your weapons at any time.

Isenberg's Vital Suit has four attacks and each has a telltale sign that it is coming. If only the machine's left shoulder module rises up, he is readying his Grenade Launcher. Run away from the explosives and dive if necessary to avoid taking damage. If there is one nearby, it is indicated by the same red icon that is used during the rest of the game. So keep an eye out for them. These can also be shot out of the air, but it is safer to just evade them.

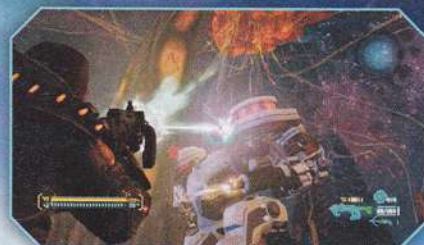
If both modules rise up and the right one lights up, then Isenberg is firing his Rail Gun at his target. This is hard to dodge, but if you can take cover, it's possible to avoid the attack. Place a nerve bundle between you and the boss just before he fires and the shot hits Nushi. During the ensuing Akrid attack, the suit's right shoulder module is the weak spot.

STATS

HP	250
Speed	5
Agility	5

Attacks to Player: Grenade Launcher, Rocket Launcher, Rail Gun, Pulse Blast

Weak Spots: Left shoulder core, Right shoulder core, Rocket Launchers, Back core (Active during various attacks)



The Vital Suit also has a Rocket Launcher between the two modules. When this lights up, Isenberg launches a few guided missiles toward a target. Dodge as these as they approach to avoid getting caught in the blast. Fire at the launcher when it is lit up to hurt the boss.



Isenberg has a fourth attack if you get too close to his Vital Suit. If you see an electrical pulse building around the suit's shoulder modules, hightail it away from the boss. This Pulse Blast pushes away anything nearby, and causes great harm. He often uses this when Akrid surround him.

As long as you steer clear of your Rig, you should never need to repair it. But if you decide to take cover behind your Rig's legs, then you risk both the machine and Jim's body taking damage, which means you must spend time repairing one and waiting for the other to heal. Instead, stay on the move around the nerve bundles. Jim offers reminders about staying away from the Rig in case you lose your bearings while avoiding the boss's attacks.



The suit only has four weak spots when it is online: the two shoulder modules, the Rocket Launcher, and a panel on its back. They are only vulnerable when lit up. The panel on the back lights up for all attacks, but it is rare that Isenberg turns his back. You can, on occasion, catch him facing away when he is dealing with Akrid. Whenever you can, target these spots and eventually the Vital Suit is knocked out, which is signified by electrical sparks coming out of the machine. At this time, the "face" of the Vital Suit is vulnerable, so attack it until the suit comes back online.

Get Isenberg to shoot the nerve bundles as you continue to abuse his Vital Suit's weak spots. After it takes a lot of abuse, the "face" becomes vulnerable at all times. Take this opportunity to finish off the Vital Suit with consistent gunfire at this point.



Isenberg ejects from his machine and inflicts some damage in the process. Follow the on-screen prompts to take him out for good. This is basically the same idea as when you grapple with an Akrid. Rapidly press the Cover Button when prompted, line up the reticule on your target, and then press the Fire Button when it turns red to hit him.



ACHIEVEMENT/TROPHY

Bleeding Heart

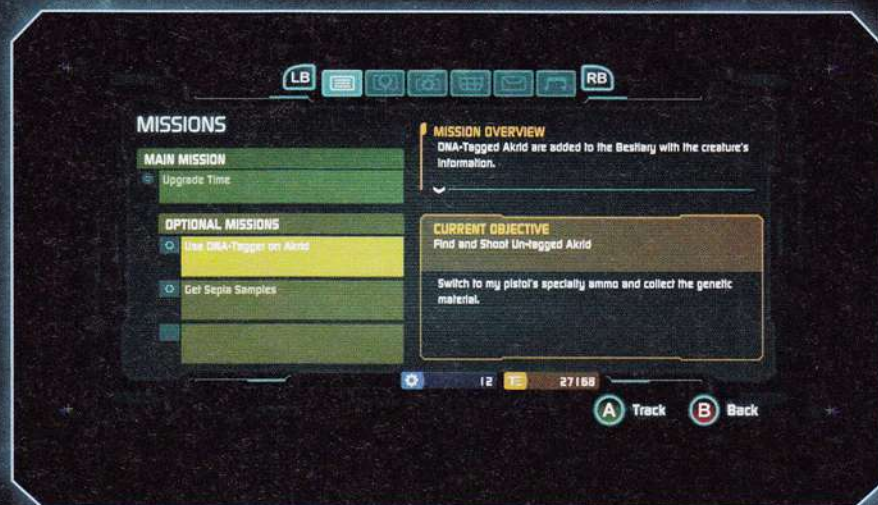
Defeat Isenberg and his Vital Suit to earn this Achievement / Trophy.

Campaign Complete / Extreme Conditions

Complete the campaign and watch the ending to earn the Campaign Complete award. Do this on Hard Difficulty to get Extreme Conditions.

OPTIONAL MISSIONS

As you progress through the Campaign and meet new people, Optional Missions become available. These are listed below your Main Mission in your Job Log. These are not required to complete the game, but you can earn extra T-Energy, upgrades, and techniques.





CHECK OUT NEW STOCK

MISSION OVERVIEW

➤ Birdie just secured new stock from the latest supply drop. Oughta see what's cookin'...

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Visit Quartermaster

WHEN AVAILABLE

➤ After talking to Braddock once you have secured the Moorings during the Tighten Storm Moorings Mission.

LOCATION

➤ Coronis: Basement Level

VISIT QUARTERMASTER

After securing the moorings that hold up the Coronis ship, head down to the Basement Level to see the Quartermaster and check for new stock. This mission is given to get you used to checking in on the shops in the game. Otherwise, you may miss the upgrades that make your journey easier.



KOVAC'S QUESTS

MISSION OVERVIEW

➤ Dr. Kovac is requesting my presence. Says he's got a job for me...

T-ENERGY EARNED

➤ 2000/Quest Completed

OBJECTIVES

➤ Find Dr. Kovac ➤ Get Akrid Samples ➤ Return to Dr. Kovac

WHEN AVAILABLE

➤ After talking to Braddock during the Investigate Com-Relay Mission

LOCATION

➤ Coronis: Kovac's Lab

FIND DR. KOVAC

Take one of the elevators up to the Upper Hangar and look for the new entrance to Kovac's lab behind the Barracks. Kovac is in the back of the lab. He has six quests to kill a certain Akrid and collect T-Energy samples. You are given one quest at a time and some are not available until a certain time in the campaign. After killing the required number of Akrid, return to Dr. Kovac to turn in the quest. He rewards you with 2000 T-Energy and unlocks a new Specialty Ammunition at the weapon shops.



GET AKRID SAMPLES

Kovac wants you to collect T-Energy samples from various Akrid. The samples are automatically collected with the Sniffer Accessory after the beast is killed. The number of each Akrid required differs between the six quests. Here we tell you when to get each quest, where to find the Akrid, and how to take them down.

»» FIND AND KILL 20 SEPIA

Location: Diaz Cavern

When Available: After talking to Dr. Kovac at Lab

Unlocked at Weapon Shops: Shotgun Bounce Shot

Dr. Kovac wants you to kill 20 Sepia and return with the T-Energy samples. This is best done when the Diaz Cavern T-Post is full. Therefore, you can complete two Missions with one visit to the cave.



»» FIND AND KILL 4 DONGOS

Location: White Canyon Junction

When Available: After completing Find and Kill 20 Sepia

Unlocked at Weapon Shops: Assault Rifle Incendiary Rounds

White Canyon Junction is a good place to go to get all four Dongos, but it can be a tough fight. Be patient and remember that you can refill your ammo back at your Rig or at the ammo footlocker on the southeast side. Dodge the Dongo as it charges and then shoot at its glowing tail. Dongos are also found at Bishop's Wake.



»» FIND AND KILL 6 GOONROES

Location: Bailey's Crossing

When Available: After completing Find and Kill 4 Dongos

Unlocked at Weapon Shops: Hunting Rifle Depleted Uranium Rounds

If you grab this quest before cutting through Bailey's Crossing during the Investigate Com-Relay Mission, then the six Goonroes are available at this location. During the Clear Frozen Pump Jacks for Credits Optional Mission, you fight three of them. Enter the south cave and take out three more in the North Plains Clearing.



»» FIND AND KILL 10 TARKAAS

Location: Marshall's Gorge – Power Plant

When Available: After Returning from The Camp of the Forgotten the First Time

Unlocked at Weapon Shops: Valkyrie Explosive Rounds

Look for ten Tarkaas when you enter the Power Plant to get the hidden Albino Tarkaa and Memento of Lagan Cherupara.



»» FIND AND KILL 5 WARDEYES

Location: Pickett's Folly – Security Installation

When Available: After completing Find and Kill 10 Tarkaas

Unlocked at Weapon Shops: P.I.G. Stinger Rounds

Wardeyes immediately appear at the entrance to the Security Installation. Quickly run past them and duck into the Armory on the left. Repair the two turrets inside to make quick work of these Akrid hunters. If you do not get five, you may need to enter the room opposite the Armory and step up to the computer. If you still do not find enough, exit and re-enter the facility.



»» FIND AND KILL A SUWANKAA

Location: Marshall's Gorge

When Available: After purchasing the Grenade Launcher from Forgotten Wares. This is available after you get the order to hunt down the King Crab at Bailey's Crossing.

Unlocked at Weapon Shops: Grenade Launcher Biotox Rounds

Use the Utility Rig Fast Travel to go to Marshall's Gorge. Use the Winch to reach the eastern ledge and rappel into the deep hole. Grab the DNA Sample from the Suwankaa first and then kill it by dodging its attacks and shooting it in the mouth or tails.



USE DNA-TAGGER ON AKRID

MISSION OVERVIEW

➤ DNA-Tagged Akrid are added to the Bestiary with the creature's information.

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Find and Shoot Un-tagged Akrid

WHEN AVAILABLE

➤ During the Test the DNA Tagger Mission

LOCATION

➤ Various

FIND AND SHOOT UN-TAGGED AKRID

During the Test the DNA Tagger Mission, Dr. Roman gives you the Specialty Ammunition for the Pistol. This allows you to DNA-Tag Akrid. When you find an un-tagged Akrid, switch to the Pistol's Specialty Ammunition and shoot the beast to get it started. Then you must keep the reticule on the Akrid as it moves around. Once the circle around the DNA icon fills up, it is tagged. Some Akrid take longer to complete than others.



AKRID	FIRST AVAILABLE LOCATION	NOTE
Akrid Egg	Shackleton's Peak	This Akrid is tagged as part of the Test the DNA Tagger Mission.
Tarkaa	Abandoned Base	A lone Tarkaa attacks in the main generator room.
Ermmlid	Camp of the Forgotten	When a group leaves its Sieragz host, quickly hit one with the DNA-Tagger.
Sepia	Shackleton's Peak	Sepia can be tagged even before the Akrid Egg, but there are many more opportunities to get one.
Bolsepia	Shackleton's Peak	Bolsepia can be tagged even before the Akrid Egg, but there are many more opportunities to get it.
Genessa	Marshall's Gorge	After rappelling into the hold during the Find the Thermal Pocket, you are surrounded by Genessas.
Wardeye Male	Security Installation	There are plenty of opportunities to tag a male Wardeye when looking for the Armory for Mira.
Wardeye Female	Power Plant	While trying to escape the Power Plant, the first sighting of a Wardeye puts you one-on-one against a female.
Enbee	Shackleton's Peak	During the Restore Tram System Mission, as you search for the 4th station, there is a Genessa that produces two Enbees. Take this opportunity to tag one of them.
Goonroe	Bailey's Crossing	During the Find the Thermal Pocket, you face a few Goonroes at Bailey's Crossing.
Suwankaa	Marshall's Gorge	With Dr. Kovac's final quest, rappel into the dark hole where a Suwankaa attacks. Tagging is also possible during the Conduct Research for Roman Mission as you defend the Drilling Platform.

AKRID	FIRST AVAILABLE LOCATION	NOTE
Dongo	Bishop's Wake	Dongos attack as you pass through the plain.
Vorgg	Marshall's Gorge	During the Find the Thermal Pocket, before you are able to plant the T-Post, a Vorgg attacks.
Gorevorgg	Bailey's Crossing	This armored Akrid is only available during the Kill King Crab Mission.
Sieragz	Camp of the Forgotten	DNA-Tag this boss when it attacks the camp during the Meet with Soichi Mission. You can get this later at White Canyon Junction if you failed to do so at the camp.
Tangaant	Pickett's Folly	During the Retrieve the Medicine, you face the Tangaant on an island in the lava. There are more opportunities to get this one, but this is as good a time as any.
Hiveen	Weather Station	You only face this boss at the Weather Station, but there are three parts to the fight in order to get it tagged. If you still do not get this there, it can be downloaded from a computer at the Power Plant. Use the computer in the same room as Lagan Cherupara's Memento.

USE THE T-ENG DETECTOR

MISSION OVERVIEW

➤ I can use the detector's hot & cold sonar signal to pinpoint underground thermal pockets.

T-ENERGY EARNED

➤ 2000/each deployed, 2500/each one emptied, 3000 after all are planted

OBJECTIVES

➤ Locate T-Post Planting Spots ➤ Deploy T-Post ➤ Empty T-Post

WHEN AVAILABLE

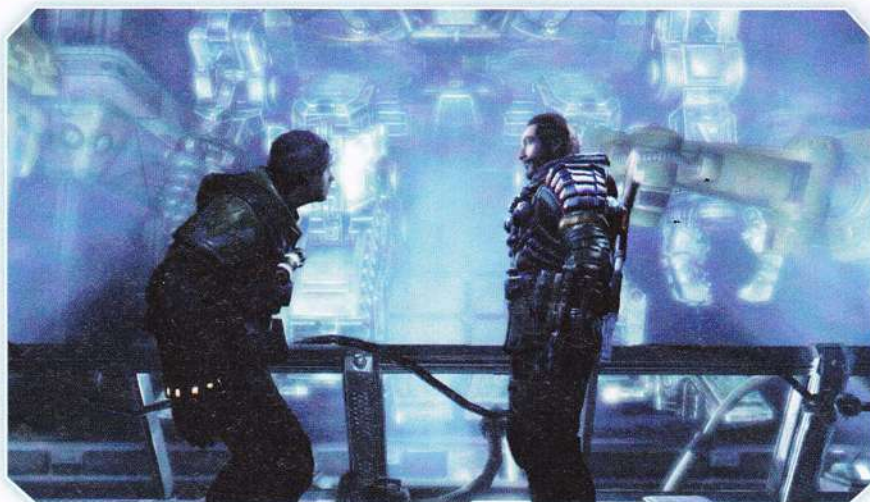
➤ During Upgrade Time Mission, one T-Post requires Extended Winch Upgrade for Rig

LOCATION

➤ Coronis: Basement Level

LOCATE T-POST PLANTING SPOTS

During the Upgrade Time Mission, Gale installs a T-ENG Detector. It emits a beeping sound as you near a Thermal Energy pocket. An Achievement / Trophy is earned once you deploy all these T-Posts. For emptying them, you just get T-Energy. Therefore, unless you really need the T-Energy or you just do not like having an incomplete Mission in your Job Log, it is not essential to empty them.



>>> DIAZ CAVERN T-POST

Location: White Canyon Junction – Diaz Cavern

Akrid: Sepia, Bolsepia, Genessa, Akrid Egg

Upgrade Required: None

Diaz already planted a T-Post before Jim arrived, and it is emptied during the Empty a T-Energy Post Mission. It still needs to be emptied at later times. The only thing that may change on a later trip is the Genessa that produce the Sepia and Bolsepia may appear at different locations in the cave.



>>> NORTH PLAINS CLEARING T-POST

Location: Bailey's Crossing – North Plains Clearing

Akrid: Genessas, Sepia, Bolsepia, Goonroes

Upgrade Required: None

Hop out of the Utility Rig outside the south tunnel in Bailey's Crossing. Follow the path back to a clearing. Genessas spawn Bolsepia and Sepia near the T-Post in the back of the area.



>>> SEPIA CAVE T-POST

Location: Bishop's Wake – Shumate Bend

Akrid: Sepia, Bolsepia, Genessas

Upgrade Required: Winch

Follow the cave of Bishop's Wake until you reach a Winch icon. Use the Winch to get to the ledge. There are always Sepia and Bolsepia who attack, but there may also be a few Genessa on the walls. Pull out an automatic weapon as there can be numerous Akrids here. Once it is clear, look for the T-Post in the middle of the area.



>>> AKRID EGG CAVE T-POST

Location: Shackleton's Peak

Akrid: Akrid Eggs, Genessa, Sepia

Upgrade Required: Zip-line Attachment

Step up to the pipe at the base of Shackleton's Peak and exit the Utility Rig. Use the Grappling Hook to reach the platform on the right and use the zip wire to reach the Akrid Egg Cave. A Genessa now produces Sepia in the back, so quickly take it out before it can do so. Carefully move through the Akrid Eggs toward the T-Post in the back of the cave.



»» TANGAANT DEN T-POST

Location: Pickett's Folly

Akrid: Akrid Eggs, Genessas, Sepia

Upgrade Required: Magnetic Grappling Hook

As you climb up the incline toward The Killing Fields, look to the left for a small cave up on the cliff wall. Hop out of the Rig and use the Magnetic Grappling Hook to get inside. Listen for the beeping that signifies a thermal pocket. A Genessa just inside to the left spews out Sepia. Fire through a hole in the wall to destroy it before too many Akrid appear. Be wary of the Akrid Eggs lining the walls. Turn the corner to the right and look for another Genessa on the far wall. Destroy it and move to the back of the cave to find the T-Post.



»» THE KILLING FIELDS

Location: The Killing Fields

Akrid: Akrid Eggs, Genessa

Upgrade Required: Extended Winch

From The Camp of the Forgotten front gate, head southwest and take the left, lower route. Step onto the platform on the east side of the area. Use your Extended Winch to reach the island far to the east. Akrid Eggs surround the small platform while a Genessa hangs out to the north. Step up to the thermal pocket on the south side and the T-Post.



CLEAR FROZEN PUMP JACKS FOR CREDITS

MISSION OVERVIEW

» Braddock says if I de-ice and re-prime frozen jacks, there's some credits in it for me...

T-ENERGY EARNED

» 2500

OBJECTIVES

» Use Drill to Clear Ice » Use Claw to Prime Pumps » Exit Rig and Repair Pumps

WHEN AVAILABLE

» During Investigate Com-Relay Mission

LOCATION

» Bailey's Crossing

USE DRILL TO CLEAR ICE

As you pass through Bailey's Crossing during the Investigate Com-Relay Mission, Braddock provides a standing order to clear off any frozen jacks that you come across. Clear out all the Bolsepia around the pump jacks before you step up to the frozen one. Hold down the Drill Button as you aim for the ice on the jack.



USE CLAW TO PRIME PUMPS

Once enough ice has been cleared off, use the Grab Button to rotate the wheel clockwise to prime the pumps.



EXIT RIG AND REPAIR PUMPS

The pump is broken, so you must hop out and take care of it. Down on the ground, move around to the back of the equipment. Step up to the busted panel and use your Repair Tool to get the pumps going again. Three Goonroes attack at this point, so quickly get back into your Rig and take care of them.



USE CLAW TO PRIME PUMPS

Several Bolsepia show up on the surrounding cliffs. You must exit the rig and take many of them out with long-range gunfire. Re-enter your Rig when the area is clear and step up to the pump jack. Use the claw arm to grab the wheel and spin it clockwise to finally get the pump primed.



SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

DNA-TAG 10 RARE ALBINO TARKAAS

MISSION OVERVIEW

➤ Tag 10 Albino Tarkaas using Pistol DNA-Tagger Ammo.

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ DNA Tag 10 rare Albino Tarkaas

WHEN AVAILABLE

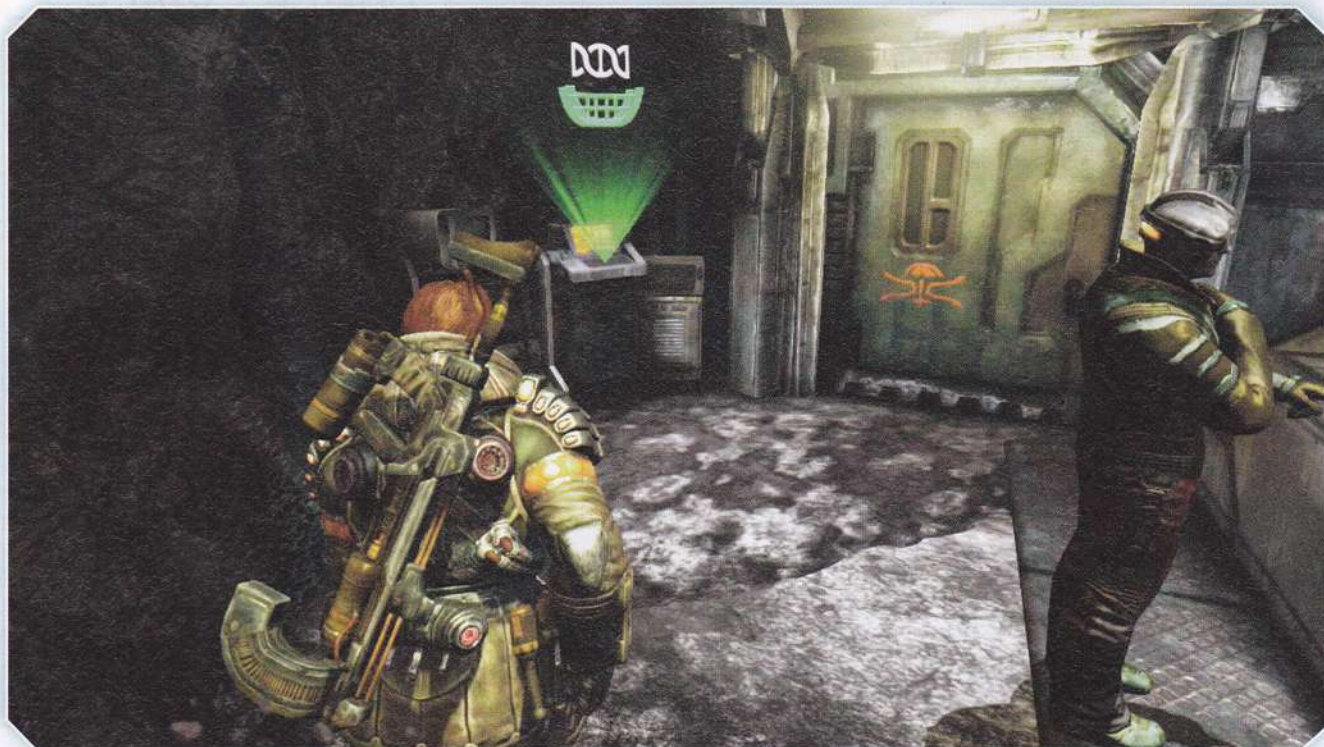
➤ During the Meet Mira Outside the Camp Mission

LOCATION

➤ The Camp of the Forgotten

DNA TAG 10 RARE ALBINO TARKAAS

While exploring The Camp of the Forgotten during the Meet Mira Outside the Camp Mission, visit the Ethologist near the front gate. He asks you to find ten rare Albino Tarkaas that hide out around E.D.N.III. They are tagged in the same way as with the other Akrid. He adds their distinct mating call to your wrist computer so that it constantly plays. Now you will hear these elusive Akrid long before you see it.



Albino Tarkaa Hunt is added to your Collectibles tab of your Job Log. A riddle provides a hint for the location of each Albino Tarkaa.



>>> ALBINO TARKAA #1

Hint: Cross a flying fox to her perilous home near a groaning ravine.

Location: Coronis

Exit out the hangar blast doors, hop out of the rig, and head to the west. You should hear the sound of the Albino Tarkaa near the mountainside. Follow the path down to the lower area, where you found Crazy Neil's hidden den, and stand in front of the big door. Look up the cliff to the northwest for the well-hidden Akrid.



>>> ALBINO TARKAA #2

Hint: An elevator reaches for a stormy sky - at its foot, look high.

Location: Marshall's Gorge

Use the Winch to reach the southeast ledge in Marshall's Gorge and then drop to the ground below. Enter the open garage and proceed through the second door. Look up the right, rocky wall to find the Albino Tarkaa hanging high above. It shares the wall with the elevator that leads to the Weather Station.



>>> ALBINO TARKAA #3

Hint: Seething Akrid cave with stalactite teeth - skyward is she found.

Location: White Canyon Junction - Diaz Cavern

This Albino Tarkaa is best tagged when the Diaz Cavern T-Post is full. This way you can take care of two objectives with one trip. Enter the cave on the southeast side of White Canyon Junction and go down to the open cavern. Genessas spawn Sepia and Bolsepia in various locations, so clear them out before worrying about the hidden Akrid. Look toward the Genessa on the east wall, aim your reticle left and as high as possible.



>>> ALBINO TARKAA #4

Hint: T-ENG tank near our Forgotten home - go below to find her above.

Location: The Killing Fields

In The Killing Fields, use the Winch to enter the northwest cave. Head back to the back and use the Magnetic Grappling Hook to reach the walkway above. Drop off the north side and ascend the steps to the left. Look left for the Albino Tarkaa crawling on the cave ceiling below.



>>> ALBINO TARKAA #5

Hint: Dark hidden belly - she bides her time within the war machines and arms.

Location: Pickett's Folly - Security Installation

This Albino Tarkaa is available during the Access Base Armory Mission. When you finally find the Armory, cut through the shelving to the back corner. Look inside the vent grate next to the Keep Clear sign to spot the hidden Akrid. Shoot out the grate first and switch to the Pistol's Specialty Ammunition before tagging the Tarkaa.



>>> ALBINO TARKAA #6

Hint: Frozen fields of white amidst pumping iron beasts - she hides in its warmth.

Location: Bailey's Crossing

In Bailey's Crossing, hop out of the Rig and climb up the steps northeast of the south entrance to reach a metal walkway. Look up to the west for a Magnetic Grappling Hook point and use it to reach the higher area. Move around the control room and rappel into the deep hole to the northwest. Step up to the platform and exit out the east doorway. The Albino Tarkaa hangs on the side of the pump jack ahead.



>>> ALBINO TARKAA #7

Hint: Pristine plain scarred by a fallen cask - look within her dead broken earth.

Location: Bishop's Wake

Walk over to the southeast side of Bishop's Wake and look for the opening in the rock. Rappel down to the lower area and run to the west. Look for the seventh Albino Tarkaa hanging on the far wall.



>>> ALBINO TARKAA #8

Hint: A tower top in magma seas - testament to a soldier's folly.

Location: Pickett's Folly

In Pickett's Folly, use the Winch to reach the island in the lava. Battle up to the tower where you should hear the nearby Albino Tarkaa. Slide across the zip wire to the northern island and turn around. The rare Akrid is on top of the tower.





SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

>>> ALBINO TARKAA #9

Hint: Stalkers lurk in a dead courtyard - look down upon trunks, crates, and boxes.

Location: Marshall's Gorge - Power Station

Cut through the garage on the south side of Marshall's Gorge and enter the Power Plant. Travel to the courtyard and grapple up to the surrounding walkway. At the next corner, use the Grappling Hook to reach the next floor. Take out any Tarkaas that get in the way as you run to the far left wall. Turn toward the courtyard and step up to the railing. The Albino Tarkaa peeks out from behind the debris below.

>>> ALBINO TARKAA #10

Hint: She hides within the den of the hunters - near a carriage to the sky.

Location: Shackleton's Peak

Go to Shackleton's Peak and dock the Utility Rig at the tram system. Climb up to the first station and exit out the other side. Enter the left cave and follow it back to the big cavern. Kill or ignore the Goonroes as you grapple up to the cliff on the left. Turn back to the east and look up the far wall until you spot a cave opening. Look on the right side for the hidden Albino Tarkaa.

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES



USE MAGNETIC GRAPPLING HOOK UPGRADE TO FIND MEMENTOS FOR SOICHI

MISSION OVERVIEW

➤ *Soichi asked me to uncover the fate of four First Colonists, and bring back a memento from each.*

T-ENERGY EARNED

➤ 0

OBJECTIVES

➤ Use Magnetic Grappling Hook to Find Mementos

WHEN AVAILABLE

➤ Given During Talk to Soichi Mission

LOCATION

➤ The Camp of the Forgotten

USE MAGNETIC GRAPPLING HOOK TO FIND MEMENTOS

During the Talk to Soichi Mission, he asks you to find and return Mementos from four First Colonists. Each one requires the Magnetic Grappling Hook that you received during this mission. Do not bother returning to the leader of the Forgotten when you find each item. Gather all four before turning in the quest. Soichi rewards you with the Enhanced Vitality Player Upgrade.



When you receive the Magnetic Grappling Hook Upgrade, you receive another Optional Mission, Test the Grappling Hook Upgrade. In the camp's nursery, there is a magnetized object above a catwalk. Use the Magnetic Grappling Hook there to test it out. At the other end of the walkway are three T-Energy Canisters, a Specialized Component, and Audio Log #19.



»» FIND MEMENTO OF COLONEL MASON PICKETT

Location: Pickett's Folly

At the main area of Pickett's Folly, use the Winch and Zip-line to reach the island in the lava. Clear the way up to the tower and look up and to the right for a Magnetic Grappling Hook point. Use it to reach a small ledge. Drop off to the left and search in the rocky area ahead for two T-Energy Canisters and the Memento of Colonel Mason Pickett. Rappel down to a lower ledge to collect another T-Energy Canister and Audio Log #25.



»» FIND MEMENTO OF SILVIA HERRERA

Location: Pickett's Folly - Security Installation

Enter the Security Installation in Pickett's Folly. As you enter, Wardeyes are visible inside the installation. Either fight to the back of the main room or use the turrets to dispose of the Akrid. Move to the back-right corner and look above the room on the right. Use the Magnetic Grappling Hook on the metallic object to get inside the room. A Halberd long-range weapon is in the back, along with a Memento next to a woman's corpse. Audio Log #26 is also nearby.



SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

»» FIND MEMENTO OF JURO KATSURAGI

Location: Marshall's Gorge

Use the Winch to reach the southeast ledge in Marshall's Gorge and rappel into the deep hole. Grapple up to the ledge ahead and follow the path past the ammo footlocker. After dropping off the short ledge, look up on the left side for a Magnetic Grappling Hook point. Use your device to reach a narrow opening above. Move down the path until you drop into an alcohol storage room. Search next to a corpse in the far corner for the Memento of Juro Katsuragi. Audio Log #28, a message from Soichi's brother, is on the desk.



»» FIND MEMENTO OF LAGAN CHERUPARA

Location: Marshall's Gorge – Power Plant

Cut through the garage on the south side of Marshall's Gorge and enter the Power Plant. Go into the courtyard and grapple up to the surrounding walkway. Clear a path to the opposite corner and look up to the right through a hole in the wall for a Magnetic Grappling Hook point. Use it to get inside a small room where Tarkaa attack. Rappel into a hole in the floor, as more Tarkaa pounce. Pick up Audio Log #27 next to a corpse in the near corner. Move to the left corner, where one last Akrid attacks. Kill it and then grab the item off the crate, a Knight Chess Piece.



REPAIR THE PIPELINE

MISSION OVERVIEW

➤ *The extreme conditions are causing wear & tear on our pipeline...*

T-ENERGY EARNED

➤ 2000

OBJECTIVES

➤ Fix the Pipe at Shack's Peak

WHEN AVAILABLE

➤ During Storm Readings for Roman

LOCATION

➤ Shackleton's Peak

SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

FIX THE PIPE AT SHACK'S PEAK

As you move up the mountain on the way to visit Dr. Roman during the Meet Up with Dr. Roman Mission, stop at the pipe on the left side to fix it. Use the claw and winch to take out the pesky Sepia and Bolsepia before approaching the busted pipe. Use the claw arm to grab the pipe and use the Gas Torch to mend the crack. Move your reticle across the entire length of the gash in order to complete the repair.



MULTIPLAYER

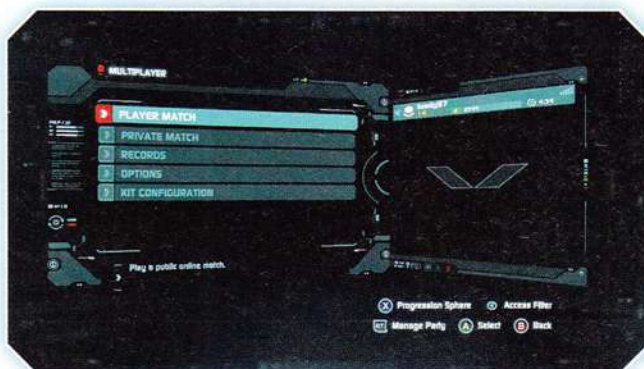
In Multiplayer, you play as either NEVEC or Snow Pirates. Battles take place in six different locations including an Alpha Lair and the Research Lab. Four diverse modes allow you to play the type of game you want, from the carnage of Team Deathmatch to the strategy of Scenario Mode. A variety of Weapons, Deployables, and Abilities enhance the game, but you only start with two weapons and one type of grenade. Everything else must be purchased from the Progression Sphere.





BASICS

The following sections cover the basics for multiplayer. Topics range from joining and creating a match, different aspects of playing the game, items found around the map, setting up your loadouts, and how to unlock loadout items.

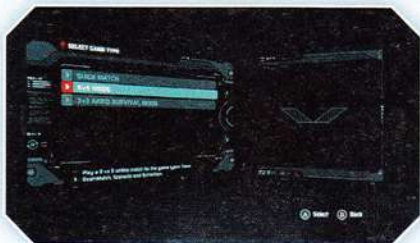


JOINING AND CREATING A MATCH

At the Multiplayer Menu, your current party is shown on the right side of the screen. Press the Manage Party Button to change control to that side. A new tab becomes available, where you can see friends who are online. At the Party screen, you can Invite Friends by tapping the given button. The Access Filter allows you to change your game so that any Friend can join or by invite only.



If you wish to play a public online match, select Player Match from the Multiplayer Menu, then choose the game type. Quick Match places you in the first available online game. If you would rather play a specific mode, select the game type that you want. The game searches for the best match online and places you into the game lobby.



Select Private Match if you want to create your own game and play with friends. At the game lobby, you can change the match setting to your liking.



Once you are at the lobby, select the Character Select tab to change which character skin you use. Press the Switch Team Button to switch sides, so that you can choose that character too. The Kit Configuration tab gives you the ability to pick the loadout you start with. Press the Customize Button to set up each



Kit the way you want it. Pressing the manage Party Button allows you to manage your party. Unless you are the game host, press the Confirm Button once you are ready to go. As the game creator, press the Start Match Button to start a 30 second timer, which counts down to the loading of the match.

CONTROLLER DIFFERENCES FROM SINGLE PLAYER

In Multiplayer, you do not carry the NEVEC Pistol with unlimited ammo, but you still choose two guns to take into a match.

There is no Job Log, so the Select / Back Button displays the scoreboard instead.

Start takes you to a Multiplayer Menu instead of the usual Pause Menu.

During a match, pressing Left or Right on the directional pad allows you to activate a Deployable.

HEADS UP DISPLAY

The top-left corner shows the time left in the match along with the team scores. Your team's score is shown just right of the scoring bars. The opposing team's score is given just below the bars. The top-right corner gives your current objective.



The bottom-left corner displays your health bar along with the amount of T-ENG you currently have. This is a convenient location for it as your Deployables are shown just above. The lower-right corner displays your weapons and ammo for the currently equipped one. Surrounding your aiming reticule is a bar that indicates how much ammunition is left in the clip.

EARNING ZENNY

Any time you deal damage to an enemy, you earn an amount of Zenny. Zenny is also collected as you earn Emblems and for completing objectives. This amount can be displayed above your opponent's head by toggling MP Hit Credit Display On within the Video Options.



SPECIALTY AMMUNITION

Besides the lack of a NEVEC Pistol with unlimited ammunition, using your guns and explosives are the same in Multiplayer as in the Campaign. Once you have purchased a weapon's Specialty Ammunition, it is available in a match by holding down the Reload Button. Note

the ammunition indicators turn yellow when using this ammo.



DEPLOYABLES

Deployables are equippable items that are placed near your location for some kind of helpful effect. Each one requires a certain amount of T-ENG to deploy, which is gained by killing enemies. In a Multiplayer Match, look for icons for your equipped Deployables in the lower-left corner of the screen. Press Left on the directional pad for the left one and Right for the other. If the icon is red, that means that you do not have enough T-Energy to use it. Once it is green, it is available. After pressing the one that you want, you then can move around to find the spot where you wish to deploy the device and then press the Use Button to set it.



ABILITIES

Abilities allow you to perform special actions that assist you in your Multiplayer matches. Except for Nanothief, they do not need to be used like Deployables. They are always active as long as they are equipped in your Kit, except for the Respawn T-ENG Bonuses, which are always active once purchased. Then, as you unlock more of them, you can select different combinations for certain situations.



GRAPPLING HOOK

The Grappling Hook works the same way in Multiplayer that it does in the Campaign. It is not only useful for traversing the maps, but can be used to great effect to escape an opponent who gets the jump on you. Just as in Single Player, line up the firing crosshair with the Grappling Hook icon to perform a Grapple Boost. Hold the indicated button as you arrive at a ledge to quickly take cover.



ZIP WIRES

Zip Wires are found in some of the maps and are used in the same manner as in Single Player. Learn where these wires are and where they lead to quickly move around the environment. You can dismount these zip lines early by pressing the Use Button. Use the time during the slide to look around and spot enemy locations.



OBJECTIVE MARKERS

In the three objective-based modes, an objective marker shows where you need to go to complete your task. A number appears at the top of the marker that shows how far you are from that point—counting down as you get closer until

it reaches 1 and you are right next to it. Use these markers to get to your destination, but do not forget that there are opponents who wish to stop you from getting there.



THE VITAL SUIT

Two of the maps, Stronghold and Outpost, contain a pair of Vital Suits for each team to take advantage of. For Outpost, the Vital Suits are not available for Scenario and Akrid Survival Modes. Press the Use Button to enter the suit and your view goes to a first-person perspective much like in Jim's Utility Rig.



There are two weapons at your disposal, a rocket launcher with the left trigger and a chaingun with the right trigger. The number of rockets appears on the left of the display and chaingun ammo is on the right. These are also displayed with the thick white bars. Once you run out of ammo on either gun, it is automatically refilled with a relatively slow reload rate. You can also press the Reload Button to refill both at once.



Press the Dash Button to perform a quick slide maneuver in the direction that you are pressing. Two small bars appear inside the ammo bars on your HUD, which signify when this can be used. After a Dash, you must wait for these to refill before dashing again. Use this to dodge enemy fire or to duck behind cover. Tap the Exit Vehicle Button to hop

out. To keep your vehicle for a longer time, use your Repair Tool to bring it back to full health when you get the chance.



Gunfire and explosives can destroy these mechanical devices. They start to spark when damage gets high, so quickly repair it or get away from the machine, as the explosion damages anyone within range. This can be used as a tactic against a group of enemies, if you can drive it in and then abandon it just before detonation. Shooting these machines from behind deals more damage.

REPAIRING MECHANICAL DEVICES

Repairing mechanical devices is a bit easier in Multiplayer as all you need to do is approach the broken item and hold down the Repair Button. This can be done to a Chaingun Turret, Vital Suit, or even the consoles on the south side of Contact that open a pair of doors. Once you start a repair, an icon that represents the device that you are



repairing appears inside a circular meter. This meter builds in a counter-clockwise pattern until it is completely filled and the object is good as new. You can stop at any time if needed, but it will not be at full health.

STOMPING AN INCAPACITATED OPPONENT

When any players' health is completely drained, they are incapacitated. At this point, an opponent can walk up to the body and perform a Stomp maneuver to finish off the downed foe. This also causes the dead player's current weapon to drop along with some T-Energy. Press the Use button to swap your equipped gun with theirs.



REVIVING TEAMMATES

When you are incapacitated, press the Use Button rapidly to stay alive while waiting for a teammate to arrive. Be careful as an opponent can take advantage of this time and finish you off with a Stomp. Approach an incapacitated teammate and hold down the Use Button to revive the player. Be careful as you are both vulnerable during this time. If you are downed and do not wish to wait for a teammate, press the Reload Button to Tap Out and immediately respawn.



RESPAWNING

Once you have died, there is a six-second wait time before you re-enter the game. During this time, you can press the Configure Loadout Button to change to a different Kit. Once you are back in the game, you get six seconds of invulnerability while your heads up display reminds you of which Abilities you have equipped.



EMBLEMS

Emblems are awarded for performing certain in-game actions such as incapacitating enemies in a particular way, repairing mechanical objects, reviving players, completing an objective, or even for playing poorly. After a match, all Emblems that you completed are listed along with the amount of Zenny earned. Here you also receive Commendations, which are awards for the players that performed the best, or worst, in different categories such as: most Grapple Hook usage or highest ratio of damage taken to deaths. The Zenny earned from these awards can then be used to purchase Weapons, Deployables, Abilities, and Characters on the Progression Sphere.



CHARACTER SELECT

At the Multiplayer lobby, go to the Character Select tab. From there you can choose from the character skins that you have unlocked. Press the Switch Team Button to toggle which team you wish to play. NEVEC Soldier and Snow Pirate are the only two characters available from the start, unless you pre-ordered the game and received bonus multiplayer characters. The rest of the characters can be purchased in the Progression Sphere. They are all found around the edges of the sphere, so you need to work out to them. Foster Degreene, Birdie, and Gale Holden only require a weapon purchase before being available. The following tables list the cost for each character, what neighbor hexagon unlocks it for purchase, and in which Class it can be found within the sphere.



TEAM NEVEC

CHARACTER	COST (ZENNY)	REQUIRED (ONE OF THE FOLLOWING)	CLASS FOUND IN
NEVEC Soldier	Already Owned	—	—
Renard LaRoche	35000	Proximity Mine Damage Boost, Proximity Mine Deploy Discount	Assault
Caleb Isenberg	25000	Chaingun Turret EMP Resistance	Assault
Foster Degreene	12000	Grenade Launcher	Assault
Dr. Kovac	25000	Respawn T-ENG +6 Bonus, Luckshot Blindfire Accuracy Boost	SpecOps
Birdie	12000	Particle Thrower	Support

TEAM SNOW PIRATES

CHARACTER	COST (ZENNY)	REQUIRED (ONE OF THE FOLLOWING)	CLASS FOUND IN
Snow Pirate	Already Owned	—	—
Jim Peyton	35000	Survivor Reduced Regen Delay, Respawn T-ENG +2 Bonus	SpecOps
Gale Holden	35000	P.I.G.	Support
Dr. Roman	25000	Enhanced Revive Health Boost, Enhanced Revive T-ENG Reward Boost	Support
Mira	35000	Nanothief Range Boost, Nanothief Speed Boost	SpecOps
Soichi	25000	Respawn T-ENG +8 Bonus, Halberd EMP Rounds	SpecOps

KIT CONFIGURATION

From the Multiplayer Menu or in the game lobby, you can access the Kit Configuration screen and select from your four Kits. Press the Customize Button to access your Munitions Locker and configure your loadouts the way you want them. Do this whenever you purchase new items as they cannot be used until they are equipped in a Kit.



PROGRESSION SPHERE

As you unlock Cells, the Sphere reveals more items for you to earn and equip. These are purchased with Zenny credits or unlocked by collecting a certain number of a related Emblem.



At the Multiplayer Menu or game lobby, press the Progression Sphere Button to gain access to the system. Here you can see which items you have purchased and what is available for purchase. Your current Zenny count is on the right side. Highlight a desired cell to see what the cost of the new item is or what kind of progress has been made toward a Skill Unlock.

Press the Toggle Class Button to color-code the cells based on a play style: Assault, SpecOps, or Support. Tracking allows you to get progress updates on the HUD while playing. Press the Track Button to toggle this feature on and off for a particular item.



You start the Progression Sphere at the "Home" hexagon. Here you start with the Assault Rifle, the Valkyrie, and a Frag Grenade. As you unlock new options, other hexagons become available. Refer to the Loadouts section for detailed information on what is required to get the items that you want.

CELL TYPES

The following table lists the different types of cells that can be found on the sphere.

ICON	CELL TYPE	DESCRIPTION
	Unlocked	Ready for Loadout Customization
	Credit Unlocked	Spend Zenny Credits to Unlock
	Skill Unlock	Unlock by earning Emblems (awards for performing certain in-game actions)
	Unknown	Unlock nearby Cells to reveal its content
	Secret	This is an upgrade to a nearby Cell that you haven't unlocked yet.

LOADOUTS

You can set up four loadouts for easy switching before matches and during respawns. As you purchase new Weapons, Abilities, and Deployables from the Progression Sphere, there are many possible combinations of loadouts.

Select Kit Configuration from the Multiplayer menu or if you are in the lobby, choose the Kit Configuration tab to see the four Kits. Two Weapons, two Deployables, two Abilities, and a Grenade are selected for each Kit. This allows you to set up the four options for a wide range of situations; such as close indoor combat, big open environments, or certain objective-based modes.

The entries for each Weapon, Deployable, and Ability cover what is required to purchase the item (whether it costs Zenny or requires Emblems), the Class that it can be found in, what is required to unlock its hexagon, and what it unlocks for purchase (if not already unlocked). Each spot on the Sphere only requires one of the items listed under Required. Since Respawn T-ENG Bonuses occur so often in the sphere, Required and Unlocks information is not provided.



WEAPONS

You start out with access to the Assault Rifle, Valkyrie, and Frag Grenade. Once you earn enough Zenny the remaining weapons are available for purchase in the Progression Sphere.



ANTI-ARMOR GRENADE



STATS

PROJECTILE	Stick Grenade
FIRE TYPE	Explosive
MAGAZINE SIZE	2
MAX AMMO	2
DAMAGE	8
AREA OF EFFECT	4

Skill Unlock: Collect 10 Demolitions Expert Emblems (Destroy an enemy deployable).

Class: Assault

Required: Available for purchase from start

Unlocks: Respawn T-ENG +4 Bonus,
Respawn T-ENG +4 Bonus

The Anti-Armor Grenade has a relatively small Area of Effect, but it does big damage to enemy Deployables and Vital Suits, which are found in Outpost and Stronghold.

ASSAULT RIFLE

STATS

AMMUNITION	Bullet	Incendiary Round
FIRE TYPE	Automatic	Automatic
MAGAZINE SIZE	30	20
MAX AMMO	150	20
DAMAGE	4	6
RATE OF FIRE	8	8
ACCURACY	6	6
MAX EFFECTIVE RANGE (METERS)	20	20



Cost: Already Owned

Class: Assault

Required: Already Owned

Unlocks: N/A

This standard issue NEVEC Assault Rifle is a versatile weapon well suited for a variety of tactical engagements. This is one of the starting weapons in multiplayer, but easily becomes a favorite for any loadout, especially once you grab the Extended Magazine and Incendiary Rounds.

SPECIALTY AMMO: INCENDIARY ROUNDS

Cost: 12500 Zenny

Required: Assault Rifle Extended Magazine, Grenadier Pack

Unlocks: N/A

Specialty ammo that can cause opponents and Akrid to catch on fire. The Stop, Drop, & Roll Emblem is awarded to a player for extinguishing the flames after getting lit on fire by this ammo.

UPGRADE: EXTENDED MAGAZINE

Cost: 7500 Zenny

Required: Available for purchase from start

Unlocks: Assault Rifle Incendiary Rounds

Increases the number of rounds held per ammo clip, reducing reload frequency.

DISC GRENADE



STATS

AMMUNITION	Discus with Frag Charge
FIRE TYPE	Explosive
MAGAZINE SIZE	2
MAX AMMO	2
DAMAGE	8
AREA OF EFFECT	8

Cost: 15000 Zenny**Class:** Support**Required:** Available for purchase from start**Unlocks:** Proto-Harmonizer, Respawn T-ENG +4 Bonus

The Disc Grenade is an aerodynamic fragmentation grenade, capable of being thrown long distances, which explodes on contact. This explosive is great for maps where you have a long line of sight, but not worth taking when fighting in close quarters.

EMP GRENADE



STATS

AMMUNITION	Stick Grenade w/ Timed EMP Charge
FIRE TYPE	Explosive
MAGAZINE SIZE	2
MAX AMMO	2
DAMAGE	2
AREA OF EFFECT	10

Cost: 5000 Zenny**Class:** SpecOps**Required:** Available for purchase from start**Unlocks:** N/A

Emits an electromagnetic pulse (EMP) on contact that causes any machinery in its blast radius to malfunction temporarily. It does little damage, so it is only worthwhile against machines, such as Vital Suits and Chaingun Turrets.

FRAG GRENADE



STATS

AMMUNITION	Stick Grenade with Timed Frag Charge
FIRE TYPE	Explosive
MAGAZINE SIZE	1
MAX AMMO	1
DAMAGE	10
AREA OF EFFECT	10

Cost: Already Owned**Class:** Assault**Required:** Already Owned**Unlocks:** N/A

This is a basic shrapnel grenade that damages any target within the blast radius. It explodes 2 seconds after being thrown. This is the most effective grenade against opponents, but it does require a little finesse sometimes to get the grenade to your target. You can hold the grenade as long as you wish while you line up the firing arc, but be aware that you are vulnerable as you do so.

GRENAD LAUNCHER

STATS

AMMUNITION	Contact Frag Grenade	Contact Poison Gas Grenade
FIRE TYPE	Explosive	Explosive
MAGAZINE SIZE	1	1
MAX AMMO	8	12
DAMAGE	10	10
RATE OF FIRE	6	6
ACCURACY	4	4
MAX EFFECTIVE RANGE (METERS)	25	25



Cost: 25000 Zenny

Class: Assault

Required: Available for purchase from start

Unlocks: Character: Foster Degreene, Grenade Launcher Range Finder, Grenade Launcher Biotox Grenades

This heavy weapon launches timed canister grenades that can be remotely detonated. Otherwise they detonate on a two second timer. It is a good choice as your secondary weapon, as it gives you 8 extra explosives in your arsenal.

SPECIALTY AMMO: BIOTOX GRENADES

Cost: 15000 Zenny

Required: Grenade Launcher

Unlocks: N/A

Specialty shells that create a large toxic cloud on impact causing affected foes and Akrid to lose health.

UPGRADE: RANGE FINDER

Cost: 15000 Zenny

Required: Grenade Launcher

Unlocks: N/A

Shows a visual preview of the firing arc when aiming down sight.

HALBERD

STATS

AMMUNITION	Kinetic Projectile	Electricity Projectile
FIRE TYPE	Single Shot	Single Shot
MAGAZINE SIZE	5	2
MAX AMMO	25	13
DAMAGE	9	9
RATE OF FIRE	5	5
ACCURACY	10	10
MAX EFFECTIVE RANGE (METERS)	16	16



Cost: 25000 Zenny

Class: SpecOps

Required: Available for purchase from start

Unlocks: Quick Fingers, Halberd EMP Rounds, Halberd 8x Scope, Respawn T-ENG +8 Bonus

A long-range weapon that fires kinetic energy blasts. Build up energy by holding down the Fire Button for even more powerful shots.

SPECIALTY AMMO: EMP ROUNDS

Cost: 15000 Zenny

Required: Halberd

Unlocks: Character: Soichi

Charge up this specialty ammo to add an EMP effect. EMP temporarily shuts down Deployables and Vital Suits. This is a good alternative to the EMP Grenades, so that you can carry more powerful explosive in your loadout.

UPGRADE: 8X SCOPE

Cost: 15000 Zenny

Required: Halberd

Unlocks: N/A

This allows players to zoom in when aiming down sight by pressing in on the right stick. This allows for some precise sniping, but have a teammate looking out for your interests or you risk being flanked by an opponent. Another nice feature of the Halberd is the range finder when zoomed in. The number in the lower right corner of the scope lets you know how far away the object or enemy in your sights is located.

HUNTING RIFLE
STATS

AMMUNITION	Bullet	Depleted Uranium Round
FIRE TYPE	Single Shot	Single Shot
MAGAZINE SIZE	6	1
MAX AMMO	18	12
DAMAGE	8	10
RATE OF FIRE	2	2
ACCURACY	8	8
MAX EFFECTIVE RANGE (METERS)	35	35



Cost: 25000 Zenny

Class: SpecOps

Required: Available for purchase from start

Unlocks: Quick Fingers, Hunting Rifle Depleted Uranium Rounds, Hunting Rifle 8x Scope

A single shot bolt-action rifle with high accuracy and damage. A great weapon choice for any sniper, especially once you get the scope Upgrade and specialty ammunition.

SPECIALTY AMMO: DEPLETED URANIUM ROUNDS

Cost: 15000 Zenny

Required: Hunting Rifle

Unlocks: Nanothief

This specialty ammo does extra core damage to Akrid. It is also potent vs. Deployables, T-Posts, and Vital Suits.

UPGRADE: 8X SCOPE

Cost: 15000 Zenny

Required: Hunting Rifle

Unlocks: Respawn T-ENG +2 Bonus

Allows players to zoom in when aiming down sight. Zoom in with the specialty ammo equipped to pick off your opponent's Deployables and Vital Suits from a distance.

PARTICLE THROWER
STATS

AMMUNITION	Particle Beam	Arcing Energy
FIRE TYPE	Solid Beam	Solid Beam
DAMAGE	3	3
ACCURACY	5	5
DURATION	7	7
COOL DOWN	5	5
MAX EFFECTIVE RANGE (METERS)	10	10



Cost: 25000 Zenny

Class: Support

Required: Available for purchase from start

Unlocks: Particle Thrower Arcing Energy, Particle Thrower Overload Buffer, Character: Birdie, Respawn T-ENG +2 Bonus

This weapon projects a constant beam of superconductive particles. It can overheat if used for too long without letting up. Your ammo indicator that appears below your reticule goes up from the right to the left as you hold down the Fire Button. It turns red to indicate it is about to overheat. Once it fills completely, you must wait a few seconds before you can fire the gun again.

SPECIALTY AMMO: ARCING ENERGY

Cost: 15000 Zenny

Required: Particle Thrower

Unlocks: N/A

Specialty ammo that causes energy to arc out and damage any foes standing near your struck target. Switch over to this ammo when facing a group of foes.

UPGRADE: OVERLOAD BUFFER

Cost: 15000 Zenny

Required: Particle Thrower

Unlocks: N/A

Allows the player to fire for a longer duration before it overloads and resets.

PNEUMATIC INJECTOR GUN (P.I.G.)

STATS

AMMUNITION	Rivets	Wasp Stinger
FIRE TYPE	Automatic	Automatic
MAGAZINE SIZE	30	5
MAX AMMO	180	50
DAMAGE	3	3
RATE OF FIRE	10	10
ACCURACY	2	2
MAX EFFECTIVE RANGE (METERS)	15	15



Cost: 15000 Zenny

Class: Support

Required: Available for purchase from start

Unlocks: Character: Gale Holden, P.I.G. Stinger Rounds, P.I.G. Stock Upgrade, Enhanced Repair

The P.I.G. is a light, short-barreled automatic weapon, with a high rate of fire and particularly effective at close range.

SPECIALTY AMMO: STINGER ROUNDS

Cost: 12500 Zenny

Required: P.I.G.

Unlocks: N/A

Specialty ammo that mysteriously self corrects in-flight as it attempts to strike targets. Despite having a much lower max ammo count than the regular rivets, this is great against a human player who moves around more unpredictably.

UPGRADE: STOCK UPGRADE

Cost: 12500 Zenny

Required: P.I.G.

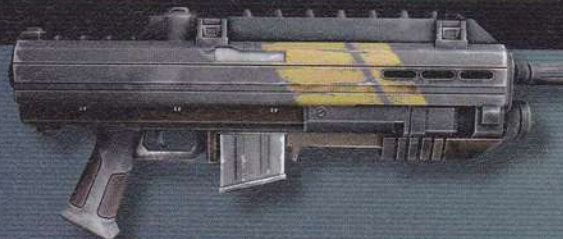
Unlocks: N/A

Increases accuracy by reducing recoil during extended periods of firing. This is a must for this weapon as it has a dismal Accuracy rating.

PULSE RIFLE

STATS

AMMUNITION	Pulse-Driven Projectile	T-ENG Friller Rounds
FIRE TYPE	Burst Fire	Burst Fire
MAGAZINE SIZE	24	24
MAX AMMO	96	24
DAMAGE	7	7
RATE OF FIRE	7	7
ACCURACY	7	7
MAX EFFECTIVE RANGE (METERS)	25	25



Cost: 15000 Zenny

Class: Assault

Required: Available for purchase from start

Unlocks: Pulse Rifle T-ENG Driller Rounds, Pulse Rifle Burst-Fire Boost, Chaingun Turret, Respawn T-ENG +2 Bonus

The NEVEC Pulse Rifle is an advanced tactical rifle. It shoots rapid-fire bursts that are best controlled when aiming down sight.

SPECIALTY AMMO: T-ENG DRILLER ROUNDS

Cost: 12500 Zenny

Required: Pulse Rifle

Unlocks: N/A

This specialty ammo penetrates foes and Akrid. Every hit returns a small portion of T-ENG to the firing player. Switch over to this ammo from the start of the match, so that you can use your Deployables quicker.

UPGRADE: BURST FIRE BOOST

Cost: 12500 Zenny

Required: Pulse Rifle

Unlocks: N/A

Adds an additional bullet to the Pulse Rifle sub-chamber.

SHOTGUN

STATS

AMMUNITION	Buck Shot	Bounce Shot
FIRE TYPE	Single Shot	Single Shot
MAGAZINE SIZE	9	9
MAX AMMO	24	36
DAMAGE	7	7
RATE OF FIRE	5	5
ACCURACY	2	2
MAX EFFECTIVE RANGE (METERS)	9	9



Cost: 15000 Zenny

Class: Assault

Required: Available for purchase from start

Unlocks: Shotgun Bounce Shot, Shotgun Stock Upgrade, Respawn T-ENG +2 Bonus

This pump-action shotgun has solid stopping power but limited range, making it ideal for close quarters combat. Select your Shotgun when fighting in close combat, such as indoors.

SPECIALTY AMMO: BOUNCE SHOT

Cost: 10000 Zenny

Required: Shotgun

Unlocks: N/A

This specialty ammo contains carbon steel ball bearings that ricochet once when hitting a hard surface. Switch to this ammo when you find a camper who hides out behind cover.

UPGRADE: STOCK

Cost: 10000 Zenny

Required: Shotgun

Unlocks: N/A

Reduces recoil allowing for faster recovery between shots. This is a good upgrade to grab if you favor the Shotgun as its Rate of Fire is fairly slow.

VALKYRIE

STATS

AMMUNITION	Bolt	Explosive Bolts
FIRE TYPE	Burst Fire	Burst Fire
MAGAZINE SIZE	3	1
MAX AMMO	60	12
DAMAGE	8	8
RATE OF FIRE	2	2
ACCURACY	6	6
MAX EFFECTIVE RANGE (METERS)	16	16



Cost: Already Owned
Class: SpecOps
Required: Already Owned
Unlocks: N/A

This weapon fires 3 bolts in a triangular formation. Bolts explode when striking enemy targets. This weapon is one of the starting weapons for Multiplayer. It does nice Damage, but it has a low Rate of Fire and so-so Accuracy.

SPECIALTY AMMO: EXPLOSIVE BOLTS

Cost: 12500 Zenny

Required: Valkyrie Repeater Upgrade, Ammo Pack EMP Resistance, T-ENG Shield Durability Boost, Noxious Demise Cloud Toxicity Boost

Unlocks: N/A

This specialty ammo fires a single sticky bolt. The bolt detonates whenever a foe nears or its fuse timer expires.

UPGRADE: REPEATER

Cost: 7500 Zenny

Required: Available for purchase from start

Unlocks: Valkyrie Explosive Bolts

The Repeater allows for manual preload of up to 2 bolt clips, making it good for rapid-fire!

ABILITIES

Abilities allow you to perform special actions that assist you in your Multiplayer matches. The Respawn T-ENG Bonuses are the only Abilities that do not need to be selected in your loadout to be active. Once you purchase Abilities, remember to make them active in your Kits. Then, as you unlock more of them, you can select different combinations for certain situations.

6TH SENSE

Cost: 5000 Zenny

Class: SpecOps

Required: Available for purchase from start

Unlocks: 6th Sense Mark Duration Boost, 6th Sense Mark Time Boost

6th Sense warns you when players aim at you. Mark them in Aim Down Sight to reveal them to teammates. Keep your reticle on an opponent for a few seconds to place the mark above the player's head. Then it is visible by all of your teammates—allowing for tracking of the player until he is incapacitated.

UPGRADE: MARK DURATION BOOST

Cost: 12000 Zenny

Required: 6th Sense

Unlocks: Credit Booster, Survivor

This increases broadcast duration of marked enemy players to nearby teammates.

UPGRADE: MARK TIME BOOST

Skill Unlock: Collect 10 Spotted! Emblems (Teammate incapacitated your marked enemy player).

Required: 6th Sense

Unlocks: Survivor

Mark Time Boost reduces aim down sight time required to mark an enemy player.

CREDIT BOOSTER

Cost: 20000 Zenny

Class: SpecOps

Required: 6th Sense Mark Duration Boost, Noxious Demise

Unlocks: Noxious Demise

When equipped, this ability increases the Zenny received for credit-worthy accomplishments, such as damaging an enemy and earning Emblems. This is a great Ability to get early on to ease the paths through the Progression Sphere.

ENHANCED REPAIR

Cost: 20000 Zenny

Class: Support

Required: P.I.G., Technician

Unlocks: Technician, Enhanced Repair EMP Neutralizer, Enhanced Repair Status Range Boost

This improves a player's repair rate, neutralizes EMP effects, and allows you to see health of close mechanical objects on your team. It is good to have one player on the team with this Ability so you can keep the devices in play longer. As long as these players have a good idea where everything is located, they can make a loop around the map to make sure things are still working properly. Being able to see the health of Vital Suits allows the team to know when to clear away, before it explodes.

UPGRADE: EMP NEUTRALIZER

Cost: 12000 Zenny

Required: Enhanced Repair, P.I.G.

Unlocks: N/A

Reduces time needed to neutralize EMP effects when equipped with the Enhanced Repair Ability.

UPGRADE: STATUS RANGE BOOST

Cost: 12000 Zenny

Required: Enhanced Repair, P.I.G.

Unlocks: N/A

Increases the range you can see mechanical object's health when equipped with the Enhanced Repair Ability.

ENHANCED REVIVE

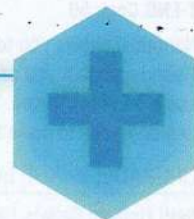
Cost: 20000 Zenny

Class: Support

Required: Proto-Harmonizer EMP Resistance

Unlocks: Enhanced Revive Health Boost, Enhanced Revive T-ENG Reward Boost

When equipped, revived teammates start with more health. It also earns you T-ENG for each revival.



UPGRADE: HEALTH BOOST

Cost: 12000 Zenny

Required: Enhanced Revive

Unlocks: Character: Dr. Roman

Increases teammate's starting health when reviving another player with the Enhanced Revive Ability equipped.



UPGRADE: T-ENG REWARD BOOST

Cost: 12000 Zenny

Required: Enhanced Revive

Unlocks: Character: Dr. Roman, Respawn T-ENG +10 Bonus

Increases T-ENG reward received when reviving teammates when equipping the Enhanced Revive Ability.



EVERLONG GRUDGE

Cost: 8000 Zenny

Class: Assault

Required: Anti-Armor Grenade, Shotgun Stock Upgrade, Grenade Launcher + Respawn T-ENG +4 Bonus

Unlocks: Everlong Grudge Detection Range Boost, Respawn T-ENG +4 Bonus, Shotgun Stock Upgrade

Detects and broadcasts the location of the enemy who last killed you (if that enemy is within detection range). Good for those revenge-minded players, but otherwise it just wastes an Ability Slot, as there are more useful Abilities available.



UPGRADE: DETECTION RANGE BOOST

Cost: 12000 Zenny

Required: Everlong Grudge

Unlocks: N/A

The Detection Range Boost increases the Everlong Grudge detection range.



GRENADIER PACK

Cost: 7500 Zenny

Class: Assault

Required: Available for purchase from start

Unlocks: N/A

This allows you to spawn with 1 additional grenade.



LUCKSHOT

Cost: 12000 Zenny

Class: SpecOps

Required: Noxious Demise

Unlocks: Luckshot Blindfire Accuracy Boost

Luckshot provides you with an aiming reticle while blindfiring from cover. Great Ability if you are a big user of cover, especially once you have the Accuracy Boost. If you like to stay on the move as you hunt your opponents down, do not bother with this one.



UPGRADE: BLINDFIRE ACCURACY BOOST

Cost: 12000 Zenny

Required: Luckshot

Unlocks: Character: Dr. Kovac, Respawn T-ENG +6 Bonus

Increases Luckshot blindfire accuracy (accuracy while blindly shooting from behind cover).



NANOTHIEF

Cost: 12000 Zenny

Class: SpecOps

Required: Hunting Rifle Depleted Uranium Rounds, Noxious Demise Cloud Size Boost

Unlocks: Nanothief Range Boost, Nanothief Speed Boost

T-ENG Cost: 50

Nanothief allows you to steal enemy Deployables and reuse them for your own team. Combine this Ability with EMP Grenades or the Halberd's EMP Rounds, so that you can disable the device before going in for the steal. Nanothief is unlike any other Ability, as it must be equipped as a Deployable and costs T-Energy to use. This allows you to use any kind of Deployable as your own as long as you can get close enough to get the job done. Purchase the two upgrades to make this an easier effort.

UPGRADE: RANGE BOOST

Skill Unlock: Collect 10 Cyberman Emblems (Hack an enemy deployable).

Required: Nanothief

Unlocks: Character: Mira

Range Boost increases the thieving range when equipped with the Nanothief Ability.

UPGRADE: SPEED BOOST

Skill Unlock: Collect 20 Cyberman Emblems (Hack an enemy deployable).

Required: Nanothief

Unlocks: Character: Mira

This increases the thieving speed when equipped with the Nanothief Ability.

NOXIOUS DEMISE

Cost: 15000 Zenny

Class: SpecOps

Required: Credit Booster

Unlocks: Luckshot, Noxious Demise Cloud Duration Boost, Noxious Demise Cloud Size Boost, Noxious Demise Cloud Toxicity Boost, Credit Booster

When killed, a player equipped with Noxious Demise releases a toxic gas cloud capable of damaging nearby enemies and Akrid. This is a great revenge Ability, while also wearing down the health of anyone who moves in for your loot. You must press the Switch Weapon Button while incapacitated to release the gas.

UPGRADE: CLOUD DURATION BOOST

Cost: 12000 Zenny

Required: Noxious Demise

Unlocks: Respawn T-ENG +6 Boost

Grab this upgrade to increase the duration that the Noxious Demise hangs around.

UPGRADE: CLOUD SIZE BOOST

Cost: 12000 Zenny

Required: Noxious Demise

Unlocks: Nanothief

Increase the cloud size of the Noxious Demise with this upgrade.

UPGRADE: CLOUD TOXICITY BOOST

Cost: 12000 Zenny

Required: Noxious Demise

Unlocks: Valkyrie Explosive Bolts

Cause more damage with your Noxious Demise with this boost.

QUICK FINGERS

Cost: 12000 Zenny

Class: SpecOps

Required: Halberd, Hunting Rifle

Unlocks: N/A

When equipped with Quick Fingers, you can reload all weapons faster than normal. This is always a great choice for one of your abilities, especially if you use a slow weapon, such as the Shotgun or Valkyrie.

RESPAWN T-ENG +2 BONUS

Cost: 3000 Zenny

Class: All Classes

This gives you +2 T-ENG when respawning. Effect stacks with every Respawn T-ENG cell unlocked. There are multiple locations of these Respawn T-ENG Bonus tiles and all of them stack together for big T-ENG bonuses. These Respawn T-ENG Bonuses do not need to be selected when setting up your Kits. Once each is purchased, they are always active and you get that bonus T-ENG every time you respawn.

RESPAWN T-ENG +4 BONUS

Cost: 15000 Zenny

Class: Support, Assault

Gives you +4 T-ENG when respawning. Effect stacks with every Respawn T-ENG cell unlocked. There is no need to select this ability when setting up your Kits.



RESPAWN T-ENG +8 BONUS

Cost: 27000 Zenny

Class: SpecOps, Assault

Gives you +8 T-ENG when respawning. Effect stacks with every Respawn T-ENG cell unlocked. There is no need to select this ability when setting up your Kits.



RESPAWN T-ENG +6 BONUS

Cost: 20000 Zenny

Class: SpecOps

Gives you +6 T-ENG when respawning. Effect stacks with every Respawn T-ENG cell unlocked. There is no need to select this ability when setting up your Kits.



RESPAWN T-ENG +10 BONUS

Cost: 30000 Zenny

Class: Support

Gives you +10 T-ENG when respawning. Effect stacks with every Respawn T-ENG cell unlocked. There is no need to select this ability when setting up your Kits.



SURVIVOR

Cost: 20000 Zenny

Class: SpecOps

Required: 6th Sense Mark Duration Boost, 6th Sense Mark Time Boost

Unlocks: Survivor Regen Rate Boost, Survivor Reduced Regen Delay, Survivor Incapacitated Health Boost

When equipped, this ability improves health regeneration and your ability to survive incapacitation. This is a great Ability to equip for any situation.



UPGRADE: REGEN RATE BOOST

Cost: 12000 Zenny

Required: Survivor

Unlocks: Respawn T-ENG +4 Bonus

This increases the regeneration rate when equipped with the Survivor Ability.



UPGRADE: REDUCED REGEN DELAY

Cost: 12000 Zenny

Required: Survivor

Unlocks: Character: Jim Peyton, Respawn T-ENG +2 Bonus

Grab this Upgrade to reduce the regeneration delay when equipped with the Survivor Ability. This means that you regenerate health sooner after being damaged.



UPGRADE: INCAPACITATED HEALTH BOOST

Cost: 12000 Zenny

Required: Survivor

Unlocks: Respawn T-ENG +2 Bonus

This increases an incapacitated player's damage absorption capabilities when equipped with the Survivor Ability.



TECHNICIAN

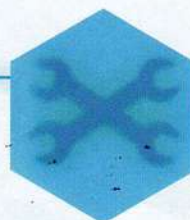
Cost: 20000 Zenny

Class: Support

Required: Enhanced Repair, T-ENG Shield EMP Resistance, Proto-Harmonizer Regeneration Rate Boost, Proto-Harmonizer Area of Effect Boost

Unlocks: Technician Deploy Time Boost, Enhanced Repair

Equip yourself with the Technician Ability for faster set up of T-Posts and Deployables. It also decreases the cooldown time between deployments. If you are all about the Deployables, use this to lessen your vulnerability when setting them up.



UPGRADE: DEPLOY TIME BOOST

Cost: 12000 Zenny

Required: Technician

Unlocks: N/A

Grab this upgrade to decrease the deployment time when even more when equipped with the Technician ability.



DEPLOYABLES

Deployables are equippable items that are placed near your location for a helpful effect. Each one requires a certain amount of T-ENG to deploy. The amount required for each is provided with its entry. Most of these Deployables have a Deploy Discount upgrade, which reduces the T-ENG cost of using it. Get this upgrade immediately as it allows you to get your Deployables down sooner and more often.

In a Multiplayer Match, you will see icons for your equipped Deployables in the lower-left corner. If the icon is red, that means that you do not have enough T-Energy to use it. Once it is green, it is available. After selecting the one that you want, you then can move around to find the spot where you wish to deploy the device and then press the Use Button to set it.



AMMO PACK

Cost: 5000 Zenny

Class: Support

T-ENG Cost: 25

Required: Available for purchase from start

Unlocks: Ammo Pack Area of Effect Boost, Ammo Pack EMP Resistance, Ammo Pack Replenish Rate Boost

Dispenses ammo, specialty ammo, and grenades to friendlies within its area of effect. If you are playing the Akrid Survival Mode, ammo crates are available for the players. Otherwise, it is good to have at least one player on the team with this Deployable to keep everyone topped up with ammunition.

UPGRADE:

AREA OF EFFECT BOOST

Skill Unlock:

Collect 5 Special Delivery Emblems (Resupply teammates with ammo).

Required: Ammo Pack

Unlocks: Proto-Harmonizer

This increases the Ammo Pack area of effect.



UPGRADE:

REPLENISH RATE BOOST

Skill Unlock:

Collect 15 Special Delivery Emblems (Resupply teammates with ammo).

Required: Ammo Pack

Unlocks: Proto-Harmonizer, T-ENG Shield

This increases the Ammo Pack replenishment rate, allowing players to collect ammo quicker from the Deployable.



UPGRADE:

EMP RESISTANCE

Cost: 12000 Zenny

Required: Ammo Pack

Unlocks: T-ENG Shield, Valkyrie Explosive Bolts

This upgrade doesn't completely protect your Deployable from an EMP Blast, but it does reduce its down time.



BIOTOX MINE

Cost: 20000 Zenny

Class: Assault

Required: Shotgun Bounce Shot

Unlocks: Biotox Mine Cloud Duration Boost, Biotox Mine Cloud Size Boost, Biotox Mine Deploy Discount

T-ENG Cost: 25

A proximity-triggered trap that releases a damaging cloud of toxic gas upon detonation. Unlike the other Deployables, you can plant two of these mines. With all upgrades, you can protect a good-sized area with two of these mines.

UPGRADE: CLOUD DURATION BOOST

Cost: 12000 Zenny

Required: Biotox Mine

Unlocks: Proximity Mine

Increase the duration of the toxic cloud with this upgrade.

UPGRADE: CLOUD SIZE BOOST

Cost: 12000 Zenny

Required: Biotox Mine

Unlocks: Proximity Mine

Increase the Biotox Mine's cloud size.

UPGRADE: DEPLOY DISCOUNT

Cost: 12000 Zenny

Required: Biotox Mine

Unlocks: Respawn T-ENG +4 Bonus

Reduce the T-ENG cost of deploying a Biotox Mine.

AUTOMATED CHAINGUN TURRET

Cost: 20000 Zenny

Class: Assault

Required: Pulse Rifle

Unlocks: Chaingun Turret Fire Arc Boost, Chaingun Turret Deploy Discount, Chaingun Turret EMP Resistance

T-ENG Cost: 100

The automated Chaingun Turret is programmed to detect and attack enemy players and Akrid. Place this Deployable near objective points to slow the other team's progress.

UPGRADE: FIRE ARC BOOST

Skill Unlock:

Collect 15 Turret Time Emblems (Incapacitate foe with deployed Turret).

Required: Chaingun Turret

Unlocks: N/A

The Fire Arc Boost causes the Chaingun Turret to scan a wider range.

UPGRADE: DEPLOY DISCOUNT

Skill Unlock:

Collect 25 Turret Time Emblems (Incapacitate foe with deployed Turret).

Required: Chaingun Turret

Unlocks: Respawn T-ENG +8 Bonus

Reduce the T-ENG cost of deploying a Chaingun Turret with this upgrade.

UPGRADE: EMP RESISTANCE

Cost: 12000 Zenny

Required: Chaingun Turret

Unlocks: Character: Caleb Isenberg

This upgrade doesn't completely protect your Deployable from an EMP Blast, but it does reduce its down time.

PROTO-HARMONIZER

Cost: 20000 Zenny

Class: Support

Required: Disc Grenade, Ammo Pack Replenish Rate Boost, Ammo Pack Area of Effect Boost

Unlocks: Proto-Harmonizer Regeneration Rate Boost, Proto-Harmonizer Area of Effect Boost, Proto-Harmonizer EMP Resistance

T-ENG Cost: 40

Deploying the Proto-Harmonizer places a bubble in front of your character that increases the rate of health regeneration for any friendlies within its boundaries. If your team sets up at one location, such as an objective, place this where everyone can get inside and refill some health.

UPGRADE: REGENERATION RATE BOOST

Skill Unlock:

Collect 10 Harmony Emblems (Restore Teammate health).

Required: Proto-Harmonizer

Unlocks: Technician, T-ENG Shield

Increase the Proto-Harmonizer regeneration rate.

UPGRADE: AREA OF EFFECT BOOST

Skill Unlock:

Collect 20 Harmony Emblems (Restore Teammate health).

Required: Proto-Harmonizer

Unlocks: Technician

Increase the Proto-Harmonizer's area of effect.

UPGRADE: EMP RESISTANCE

Cost: 12000 Zenny

Required: Proto-Harmonizer

Unlocks: Enhanced Revive

This upgrade doesn't completely protect your Deployable from an EMP Blast, but it does reduce its down time.

PROXIMITY MINE

Cost: 20000 Zenny

Class: Assault

Required: Biotox Mine Cloud Size Boost, Biotox Mine Cloud Duration Boost

Unlocks: Proximity Mine Blast Radius Boost, Proximity Mine Deploy Discount, Proximity Mine Damage Boost

T-ENG Cost: 50

A proximity triggered trap that detonates causing explosive damage to nearby humans, Vital Suits, and Akrid. Proximity Mines are great for placing near objectives or even a team's respawn point, if you can get in there.



UPGRADE: BLAST RADIUS BOOST



Skill Unlock:

Collect 10 Fatal Step Emblems (incapacitate foe with Proximity Mine).

Required: Proximity Mine

Unlocks: N/A

Increase the Proximity Mine's blast radius with this upgrade.

UPGRADE: DEPLOY DISCOUNT



Skill Unlock:

Collect 25 Fatal Step Emblems (incapacitate foe with Proximity Mine).

Required: Proximity Mine

Unlocks: Character: Renard Laroche

This upgrade reduces the T-ENG cost of deploying a Proximity Mine, but you must first incapacitate 25 enemies.

UPGRADE: DAMAGE BOOST



Cost: 12000 Zenny

Required: Proximity Mine

Unlocks: Character: Renard Laroche

Damage Boost increases the damage done by your Proximity Mine.

T-ENERGY SHIELD

Cost: 15000 Zenny

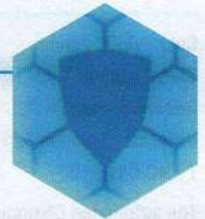
Class: Support

Required: Ammo Pack Replenish Rate Boost, Ammo Pack EMP Resistance, Proto-Harmonizer Regeneration Rate Boost

Unlocks: T-ENG Shield EMP Resistance, T-ENG Shield Deploy Discount, T-ENG Shield Durability Boost

T-ENG Cost: 50

Generates an energy shield composed of T-ENG, which deflects all incoming projectile attacks. Remain behind the shield as you fire at your foes.



UPGRADE: EMP RESISTANCE



Skill Unlock:

Collect 3 Guardian Emblems (Deploy 3 T-ENG Shields).

Required: T-ENG Shield

Unlocks: Technician, Respawn T-ENG +2 Bonus

This upgrade doesn't completely protect your Deployable from an EMP Blast, but it does reduce its down time.

UPGRADE: DEPLOY DISCOUNT



Skill Unlock:

Collect 10 Guardian Emblems (Deploy 3 T-ENG Shields).

Required: T-ENG Shield

Unlocks: Respawn T-ENG +2 Bonus

Reduce the T-ENG cost of deployment for quicker and more frequent use.

UPGRADE: DURABILITY BOOST



Cost: 12000 Zenny

Required: T-ENG Shield

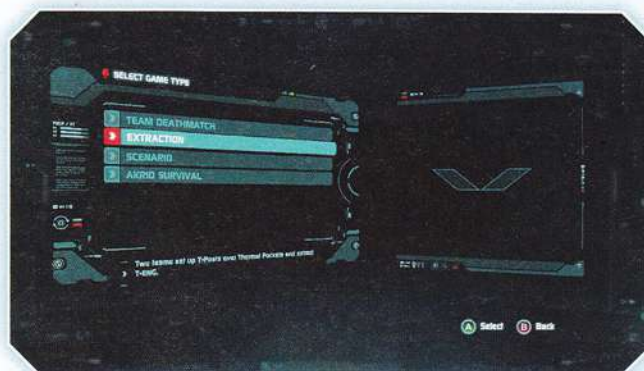
Unlocks: Valkyrie Explosive Bolts

Increase the durability of your T-ENG Shield.

MODES

There are four multiplayer modes: Team Deathmatch, Extraction, Scenario, and Akrid Survival. The traditional Team Deathmatch requires only one objective—kill the other team. The other three modes all have a more complex goal to win—extract T-Energy from T-Posts, complete scenarios, or fight off the Akrid before taking over a control point for extra credits.

All modes are played in 1 round, best of 3, or best of 5 (best of 3 and best of 5 are only available in Private Match). Teams (NEVEC and Snow Pirates) switch sides between every round. For Scenario Mode, it is good to play best of 3 (at least) so that each team can experience both sides.



TEAM DEATHMATCH

Two teams fight it out to reach a Score Limit before the time runs out.

GAME OPTIONS

TIME LIMIT	5, 10, 15 Minutes
SCORE LIMIT	10-100 Kills
BEST OF	1, 3, 5 Rounds
FRIENDLY FIRE	On / Off

OBJECTIVES

Two teams of up to five players each are placed on opposite sides of the map. They fight it out until the set Time Limit runs out or the set Score Limit is reached. The team with the most kills at that point wins the first round. If you are playing best of 1, the match is over. Otherwise, the second round begins.

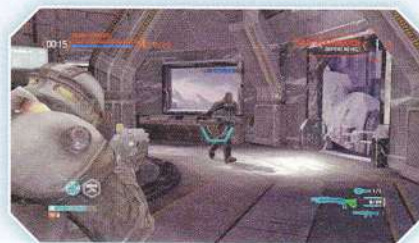
Your only objective in this mode is to kill any player on the opposing team. If Friendly Fire has been turned on (only available in Private Match), do not be too careless in your attacks as you can take out your own teammate. These matches are best played with team tactics in mind. Moving as a team more often than not defeats a team of loners.



STRATEGIES

If possible, check out which Weapons, Deployables, and Abilities your teammates have available before a match starts and mix it up, taking note of which level you are playing. Make sure someone has the support items, such as Ammo Pack and Proto-Harmonizer. It is not always possible to know what your team has, so it may be necessary to note what your team uses as you play the match and then switch to a loadout that is more accommodating as you wait to respawn. It is best to have a wide selection of Deployables and Abilities.

If you play on a team that likes to set up at a certain location and defend off attacks, set up traps at the access points by placing turrets and mines. It may be necessary to send out someone as a scout to see what the other team is up to. If this player has 6th Sense equipped, then opponents can be marked and your team is better aware when attackers approach. When available, select a location near a Vital Suit for that added firepower.



Communicate when ammunition or health regeneration is needed or when an Ammo Pack or Proto-Harmonizer is deployed. If the team moves around as a group, then it is easier to get everyone what they need with one member playing the support role.

If your team is more aggressive, mines become a little less important. Chaingun Turrets can still be used as another attacker or maybe a diversion. The support Deployables and Abilities are still just as important to keep the team topped up. Having a player equipped with Nanothief, along with an EMP weapon, can help turn a battle in your favor.

Since you always respawn in the same general area, watch out for opponents who camp outside. Communicate when this happens and work as a team to eliminate the pest. In any multiplayer match, the more familiar you are with the maps, the better the odds of winning are. Full knowledge of the various routes around the map and the best hiding spots can help in escaping an ambush or pulling off your own surprise attack.

EXTRACTION

Two teams set up T-Posts over Thermal Pockets and collect T-ENG.

GAME OPTIONS

TIME LIMIT	5, 10, 15 Minutes
SCORE LIMIT	100 – 300
BEST OF	1, 3, 5 Rounds
FRIENDLY FIRE	On / Off

OBJECTIVES

Two teams of up to five players each start out on opposite sides of the map. Each map has three or four Thermal Pocket locations. At all times, only one is active, which is indicated by a circular TE icon. Both teams compete to collect T-ENG from the same active thermal pocket, so working as a team is a must. At the top of the icon a number shows how far you are from that point, counting down as you get closer until it reaches 1 and you are right next to it. Step up to the white cylinder and press the Use Button to deploy the T-Post. At this point, a number shows up in the middle of the circle that counts down from 100. This indicates how much T-Energy is left in the pocket.



The team that deploys the T-Post earns points equal to the amount of thermal energy that is drawn from the pocket. At any time, the other team can destroy the T-Post with either melee attacks or weapon fire. Once it is gone, anyone can deploy another post on the pocket. Once the number reaches 0, another thermal pocket becomes active. This goes on until one of the sides reaches the Score Limit.



STRATEGIES

Get acquainted with the six maps and all of their Thermal Pocket locations so that you can quickly recognize which one has become active. From this point there are various ways that the pocket can be overtaken. One teammate can sprint to the location and get the T-Post deployed as the rest of the team moves in and mows down anyone who tries to stop it. Or, the team can move in more cautiously, taking down any foe who tries for the T-Energy until one member can get the post planted. As your team secures the thermal energy, look for out of the way locations that have a good view of the objective. High vantage points allow for easier protection, but always beware of flanking enemies. Fortify the area around the T-Post with turrets and mines for an added layer of protection.



Send out a player or two to scout the opposing team and see what they are up to. They can get the jump on opponents as they try to flank your position. By using the 6th Sense Ability, opponents can be marked—allowing for easier recognition of attacking foes.

When attacking a T-Post position, keep in mind that the defending team is more than likely watching it from different hiding spots. Becoming familiar with the maps helps you know where the good locations are. Watch out for Deployables around the post and toss EMP Grenades into the area to knock them offline as you move in for the steal. Move to the objective along upper routes when available to avoid being sniped from above.



When planting a T-Post, use your Grappling Hook to quickly flee the scene, if higher ledges are available. Watch the number in the middle of the T-Post icon. This indicates how much T-Energy is left. Depending on how much more the two teams need to win the game, you may want to just hold off on that one and anticipate where the next Thermal Pocket may appear.

SCENARIO

Offense and Defense teams compete over a series of Objectives.

GAME OPTIONS

BEST OF	1, 3, 5 Rounds
FRIENDLY FIRE	On / Off

OBJECTIVES

On the Alpha Lair and Outpost maps, both teams fight to collect a Pure T-ENG Canister that drops after killing a Suwankaa or Tangee. This must then be delivered to a drop off location.

Contact, Quarantine, and Research Lab have the Snow Pirates performing certain, map-based objectives while NEVEC's only goal is to prevent them from doing so. Stronghold flips this around as NEVEC attempts to escort a Battlecat, while the Snow Pirates try to stop them.

The length of a match depends on which map you choose.

The current objective is given in the top right corner, as the score bars in the upper-left corner show progress of the two teams. The first team to complete their objectives wins the match. If time runs out before objectives are completed, the team that made the most progress wins.

STRATEGIES

Strategies for this mode are map-dependent, but familiarity with the objective locations and the best routes there can help greatly for either side. Deploy mines and turrets around an objective for an added level of protection. Moving and capturing objectives as a team is usually more effective than trying it solo. Refer to the Maps section for more detailed information about each location's objectives.



AKRID SURVIVAL

Two teams of three fight in co-operative battles against waves of Akrid to reach and contest a credit reward zone in a final elimination round.

GAME OPTIONS

TIME LIMIT	11
BEST OF	1, 3, 5
FRIENDLY FIRE	On / Off

OBJECTIVES

Akrid Survival mode only allows for three players on a team as they face two waves of smaller Akrid. In this mode, you do not face the opposing team until the final five minutes. For the first three minutes, you face a wave of a particular Akrid. Ammo crates are near the two start points in case your weapons run low. At eight minutes to go, barriers are lifted and you face a new species. Finally when the clock hits five to go, all barriers are gone and both teams have a new objective, seize and hold the capture point to earn more credits. Watch out as Akrid may still remain in the area. Get inside the marked zone without the other team present and an icon shows a circle filling up. Once it fills completely, the point is captured. Standing within this credit reward zone when your team owns it earns a nice amount of Zenny, so it is worth hanging out. During these final minutes, this location can be stolen away by getting inside, wiping out the defenders, and recapturing the zone.

The scoring in this mode is totally based on the credits collected from damaging the Akrid in the first two phases and then from hurting the opponents and controlling the reward zone during the final phase. The amount of Zenny that your team has collected is shown in the upper-left corner, just right of the scoring bars. The opposing team's score appears just below the bars. The bars display these scores in a simplified way so that you can quickly tell who is up.

STRATEGIES

During the waves of Akrid, there is no need to worry about the opposing team flanking you or assaulting your position. You only need worry about the beasts. Whether you can hold up behind cover or need to move around depends on which map you are on, since the Akrid differ. Work as a team to defeat the beasts, using turrets to down them quicker once you have enough Thermal Energy.

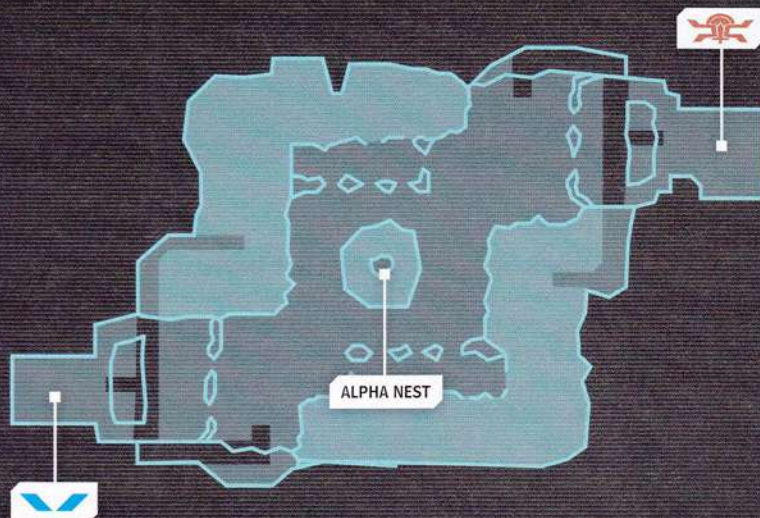
Since ammo crates provide added ammunition, Ammo Pack is not as important until the final phase, where the reward zone is located a good distance away from the crates. For the last objective, Chaingun Turrets and mines are great for added protection against enemy assaults.

As with any mode where you are assaulting an objective, it is a good idea to have some kind of EMP weapon combined with the Nanothief Ability. This allows you to take down mechanical devices used to defend a location and use them for your side. Surround the reward zone the best you can with three people as you attempt to take it over, using explosives to clear out players who reap the credits inside.

Zenny can be earned in huge amounts during the final objective, especially if you can get all three players inside the reward zone. That is why it is important to quickly gain control of it. Though if Zenny is not as important to you, such as with 100% completion of the Progression Sphere, this is a good time to sit back and create carnage inside the capture point.

MAPS - ALPHA LAIR

DEATHMATCH



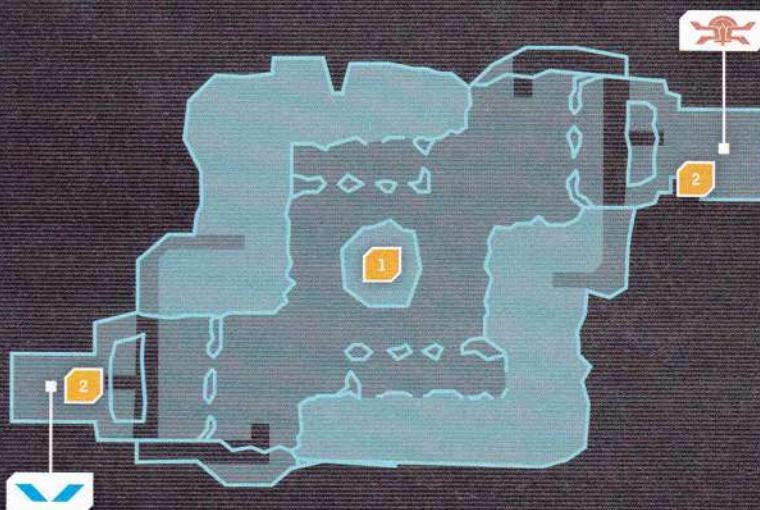
DEATHMATCH

Alpha Lair takes place in the caves that surround an Alpha Nest. This nest is in the middle of an open area surrounded by numerous tunnels. Use the upper levels along the north and south sides of the nest for an excellent vantage point. Watch out as enemies can attack from both sides and by grappling up to the ledge.



A strong team can hold up inside the nest using mines and turrets to further protect the structure. A hole in the ceiling allows for an ambush by the opposing team, so set more traps to deter them.

SCENARIO



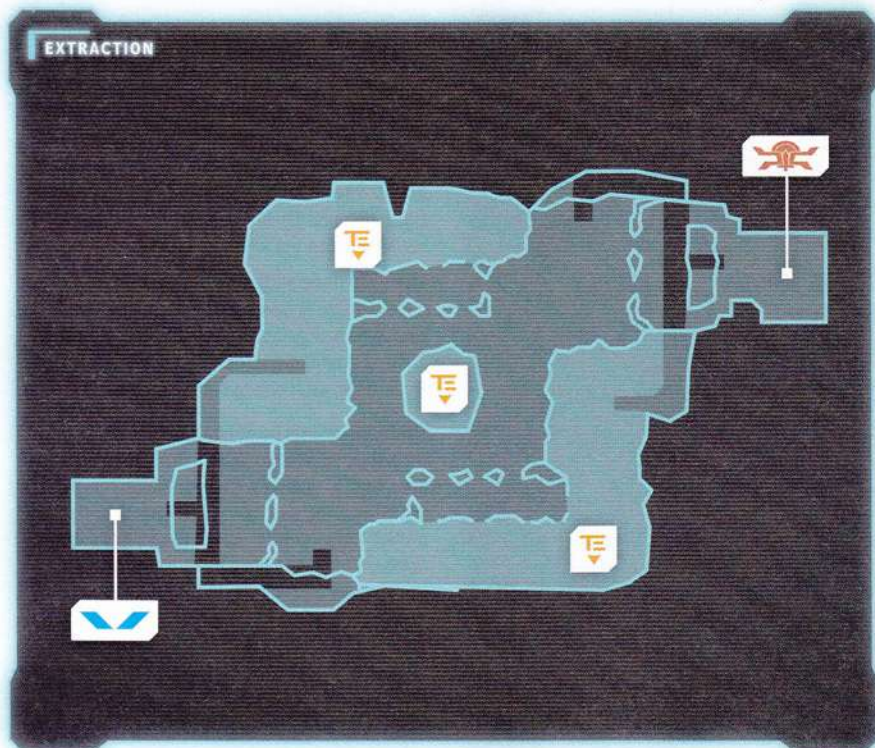
SCENARIO

NEVEC / Snow Pirate Objectives

1. Kill the Giant Akrid "Suwankaa"
2. Deliver the Pure T-ENG Canister it drops to the opposing team's excavation site
- Successfully complete 3 canister drop-offs to win

Both sides have the same objectives in Alpha Lair. The first objective is to kill the Suwankaa. Watch out as the Akrid leaps to attack. Dodge to the side to avoid taking much damage. Let the opposing team help in taking it down, but be ready when the beast falls. Assign one teammate move in for the Pure T-ENG Canister as the others eliminate the opposing team. Once the item is obtained, quickly grapple to the upper levels if possible and sprint toward the opposing team's excavation site, which is located where they started the match. The entire team should try to surround the runner during the attempted delivery. Things can get hairy since your foes respawn very close to your goal. Set up mines and turrets around your excavation site when you get the opportunity. This way, if they get their hands on the canister, there is a last line of defense for your team.

EXTRACTION



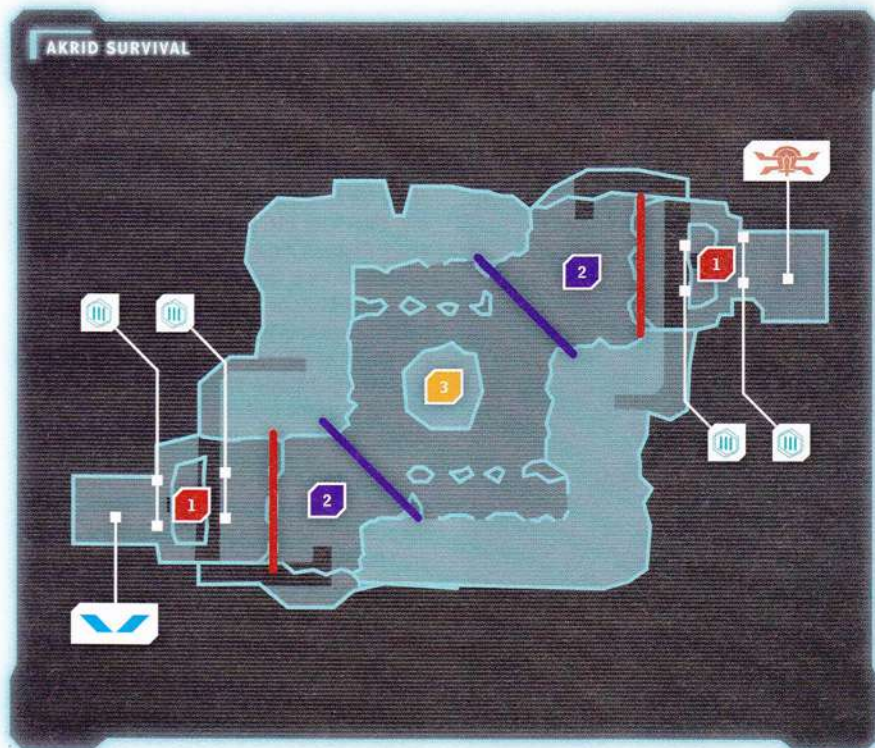
EXTRACTION

The north and south thermal pockets are located inside the upper level caves. The northern post is at a corner, which allows for relatively easy protection. Use traps at both access points, but watch out for incoming explosives. The south pocket is also at a corner, but it is more open than the first one, making it tougher to defend.

The middle pocket is underneath the Alpha Nest. Get inside the nest and fortify the four entrances. Watch out for an ambush through the hole in the ceiling. You can also watch over this location from the upper caves to the north and south. Split the team between the two ledges for full coverage.



AKRID SURVIVAL



AKRID SURVIVAL

Akrid Wave 1: Bolsepia

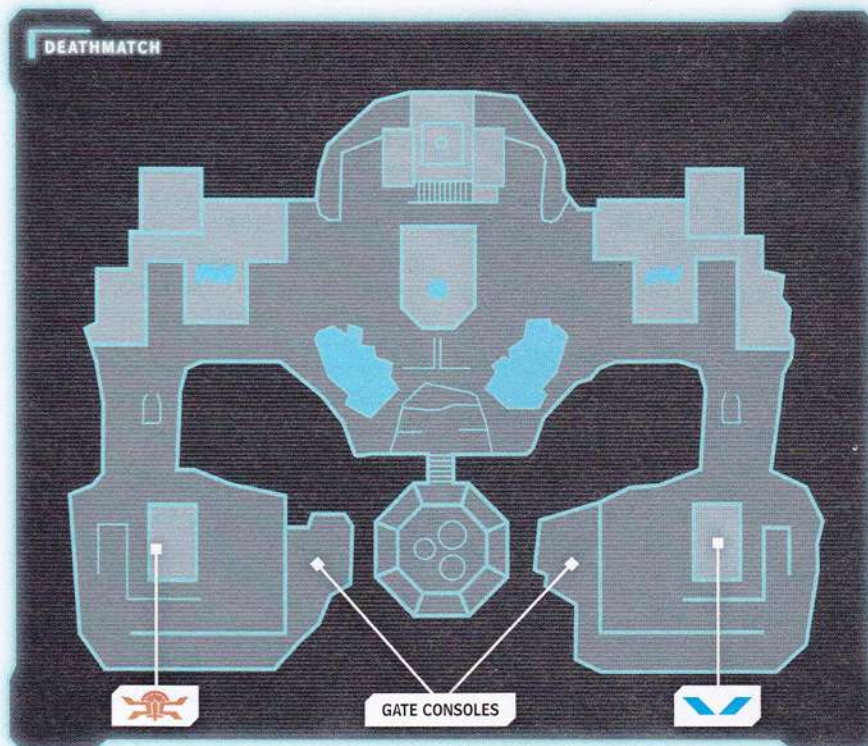
Akrid Wave 2: Goonroes

During the first wave, your team is locked up in the first few rooms as Bolsepia attack from outside. Use cover as you take them down, collecting as much T-Energy as you can from their dead bodies. When the first barriers are lifted, agile Goonroes attack in the side caves. Evade their attacks as you eliminate as many of them that you can. Lay down Chaingun Turrets when available, but try to keep some T-ENG in reserve for the final phase.

At around five minutes to go, the entire map opens up. Get to the Alpha Nest in the middle as quick as you can. Step inside to capture the structure. Be careful as the second team will probably bombard the interior with explosives. To gain the bonus credits, you must be inside so nest, so use any fortifications that you have to protect the exterior. Attacking teams should use the upper ledges to the north and south to fire down on the defenders inside.

MAPS - CONTACT

DEATHMATCH



DEATHMATCH

This map is all about the Grappling Hook. Roofs and zip wires litter the environment, making for some quick and chaotic travel. Let your finger rest on the Grappling Hook Button so you can make a hasty exit when necessary. There aren't many places where you can't use it. Tunnels on the far sides allow for an alternate, concealed means of travel between the south and north.

There are three entrances to the south-central building. One is open on the north side, while the east and west gates are locked shut at the start. There is a console across a gap on each side. Fully repair each one to enter from the sides.

There are several buildings where a team can hold up inside, but assign team members to watch all openings, including windows. Watch for incoming explosives and use mines and turrets to further protect the structure. Watch out as a few of the northern buildings have holes in the ceilings allowing for a passer-by to drop in.

SCENARIO

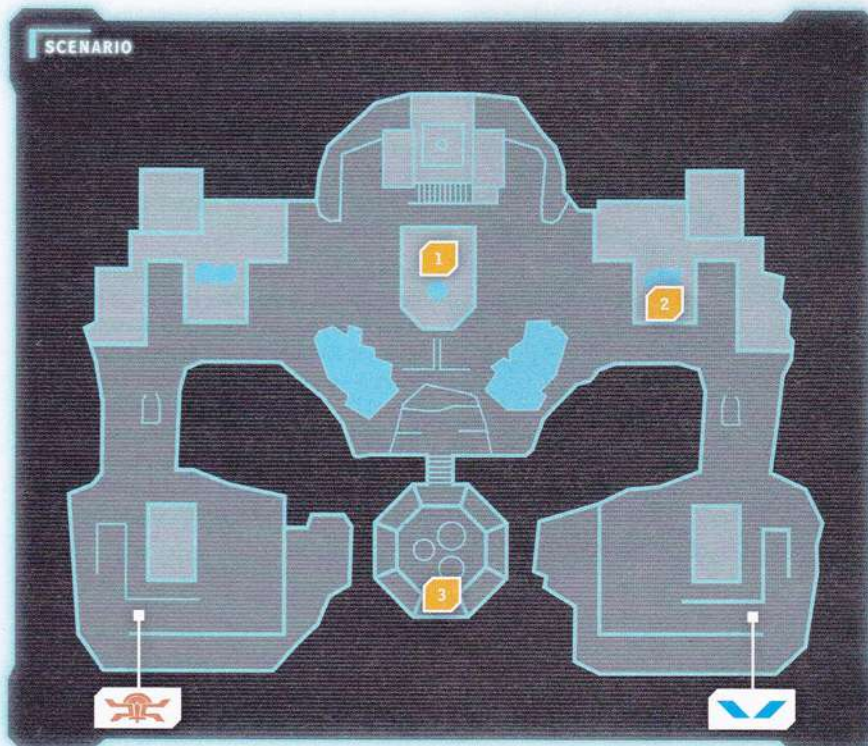
Snow Pirate Objectives

1. Capture and hold Satellite Control

2. Capture and hold the Research Archives

3. Plant and detonate explosives on the power conduit to destroy the Satellite Array

SCENARIO



There are three parts to the Snow Pirates plan as they search for intel and then destroy the Satellite Array. First you must take control of the Satellite Control, which is located in the north-central building. Get inside and keep NEVEC away from the structure until the objective meter completely fills up. An enemy can slow or stop your progress by joining you inside. Be aware that standing just outside or on the roof can capture this structure, so you need to clear out any nearby foes.

Next, the Research Archives must be captured and held as Snow Pirates search for intel. This is the building just to the east. Step outside and use your Grappling Hook to quickly get inside. Just as you did at the Satellite Control Room, clear out any enemies and keep them away until the objective is complete.

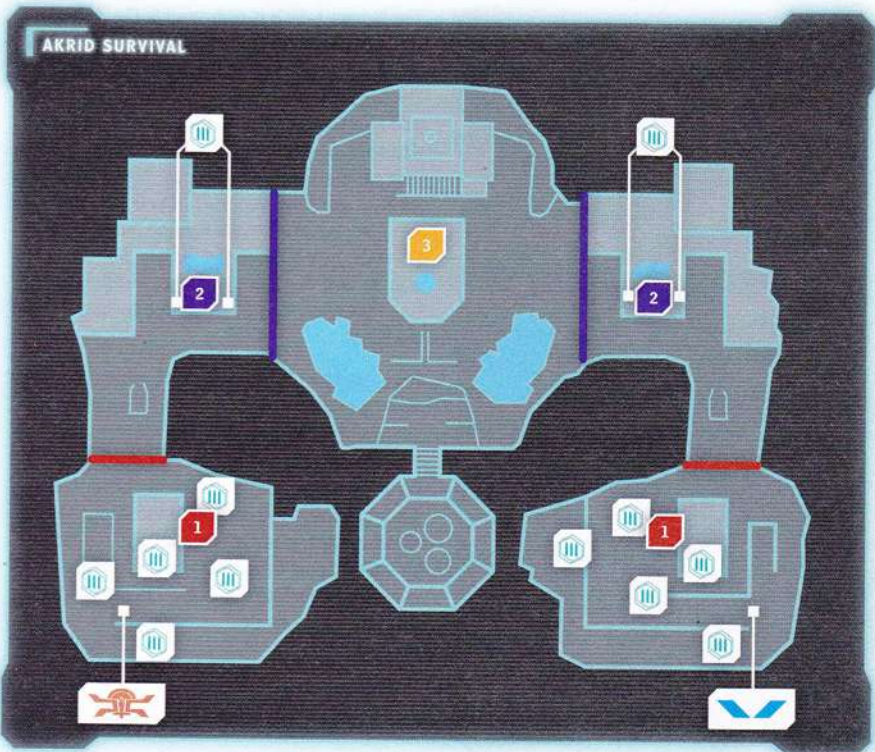
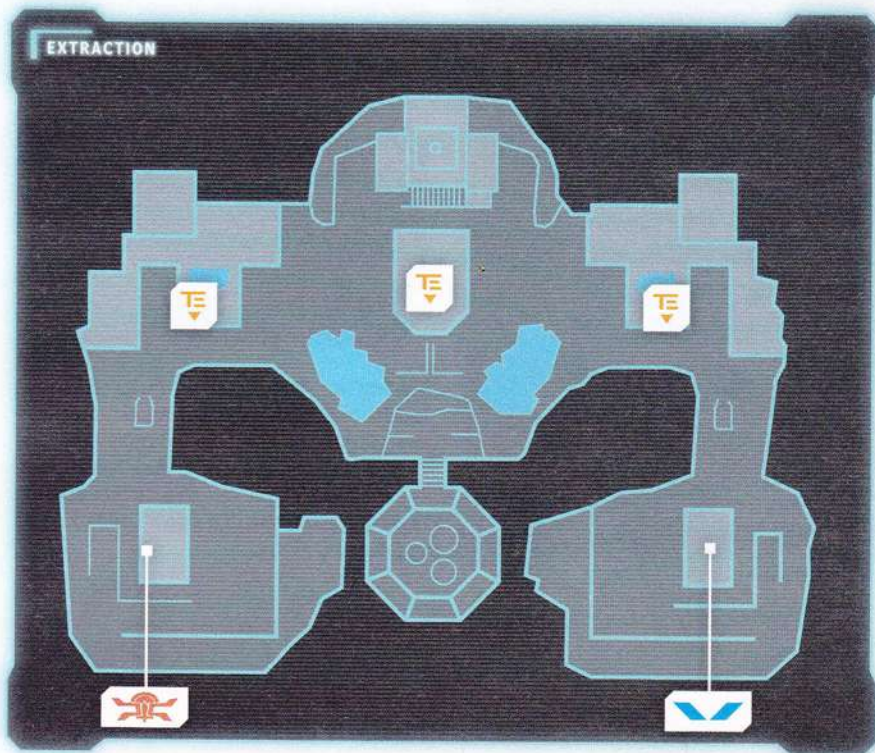


The final phase is to plant and detonate explosives on the power conduit. It is located in the south-central structure. You can enter this building by rappelling off the cliff to the south or by repairing one of the consoles located just east and west of the building. Once inside, approach the back of the room and hold the Use Button to plant the bomb. The remainder of the team should be protecting the building as this is done, since the player is vulnerable for about four seconds. You must then continue to protect the bomb for another 30 seconds, until it takes out the Satellite Array.

NEVEC Objectives

Kill the Snow Pirates to prevent Objective completion within the time limit.

NEVEC's goal throughout this scenario is to keep the Snow Pirates from completing their objectives. As long as the timer hits zero without the Satellite Array being destroyed, NEVEC wins. Try to beat your opponents to each of the objectives and defend the locations just as they would. Fortify them with turrets and mines. Remember that you can stop progress at the first objective by standing on the roof. At the final objective, the bomb can be disarmed by approaching it and holding down the Use Button.



EXTRACTION

The three thermal pockets are located inside or under the three big northern buildings. The central building has openings most of the way around, so it can be hard to defend. Place a couple team members on the roof as it offers a good vantage point of incoming foes. The outside two are deployed underneath the structures, making them even more susceptible to attack. Watch for intruders from the second story or neighboring building roofs. Keep an eye out for enemies in the outside tunnels as they try to sneak up to the outside T-Post locations.



AKRID SURVIVAL

Akrid Wave 1: Enbees

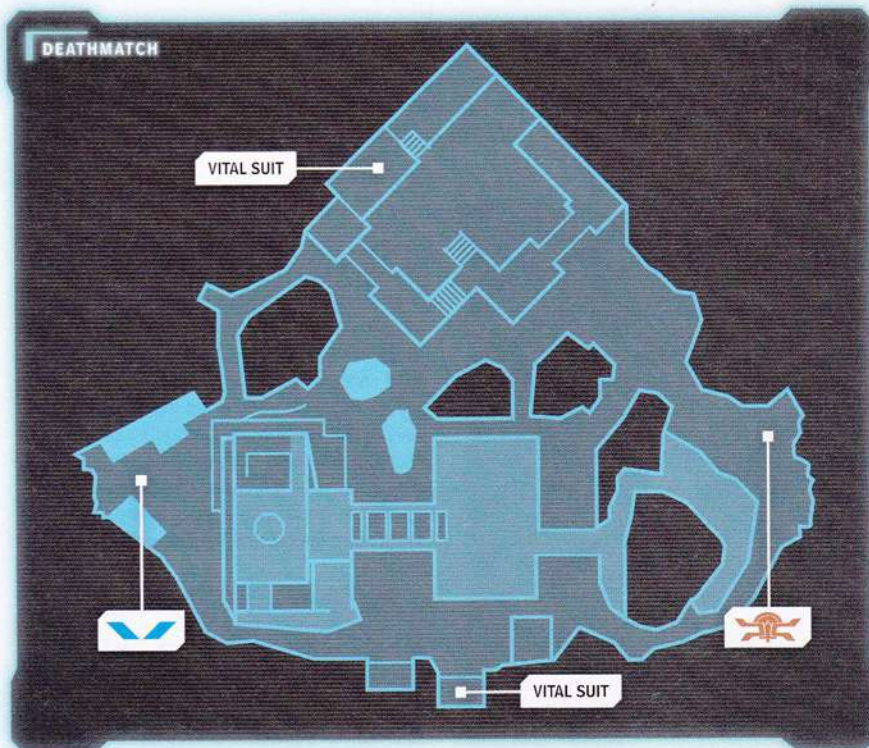
Akrid Wave 2: Bolsepia

The first wave of Akrid is a swarm of Enbees attacking your party. These flying pests make things difficult with their projectile attacks. Step into the nearby building and use it as cover for some added protection. As the second wave starts, Bolsepia replace the flying Akrid. Take cover at the short walls or inside buildings as you take them down. Remember that racking up the Zenny credits is the key to victory in this mode.

The final phase requires you to take control of the Satellite Control Room and hold it for bonus credits. Use the zip wires to get there quickly or use the nearby rooftops to eliminate your opponents if they get there first.

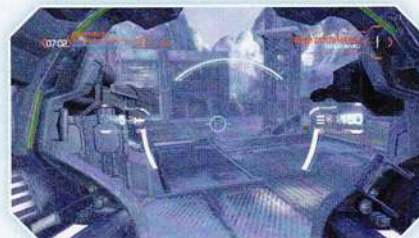
MAPS - OUTPOST

DEATHMATCH



DEATHMATCH

Fight it out at a military Outpost nestled among the snowy mountains. The main features of this map are two Vital Suits. Each vehicle is in a garage, one in an enclosed area to the north and the other in an opening against the south icy edge. These machines are valuable for defending locations and attacking, though the northern rig is bound to the small enclosed area.



This northern, enclosed area is the easiest location to defend against attacks, especially with the powerful Vital Suit at your disposal. Be careful though as the other team may decide to use the machine as its own explosive. Keep it repaired and get clear of the rig if it shows signs of detonating.

SCENARIO

NEVEC / Snow Pirate Objectives

1. Kill the Akrid "Tangee"

2. Deliver the Pure T-ENG Canister it drops to the opposing team's excavation site

Successfully complete 3 canister drop-offs to win

SCENARIO



The Tangee, which is only used in the Scenario and Akrid Survival Modes of Outpost, shows up near the northern or southern thermal pockets. The beast wiggles its head slightly to signify the acid attack is coming, so keep an eye out for it. Use cover while fighting the Akrid, ducking down to avoid the deadly liquid. Equip the Luckshot Ability if available, especially if you have the Accuracy Boost, to make fighting this guy easier. The main goal is to kill the Tangee, but you also want to keep the other team away from its loot. Don't get caught off guard as you focus solely on the beast.

Once you have the Pure T-ENG Canister, you must then take it to the opposing team's excavation site. For the Snow Pirates, this is located in the big building just east of NEVEC's starting location. For NEVEC, it is atop a small cliff at their foe's starting spot. If you can get to these locations ahead of time, place mines and turrets to deter an enemy score or to help you keep away followers. Note that the Vital Suits are not available in this mode.

EXTRACTION



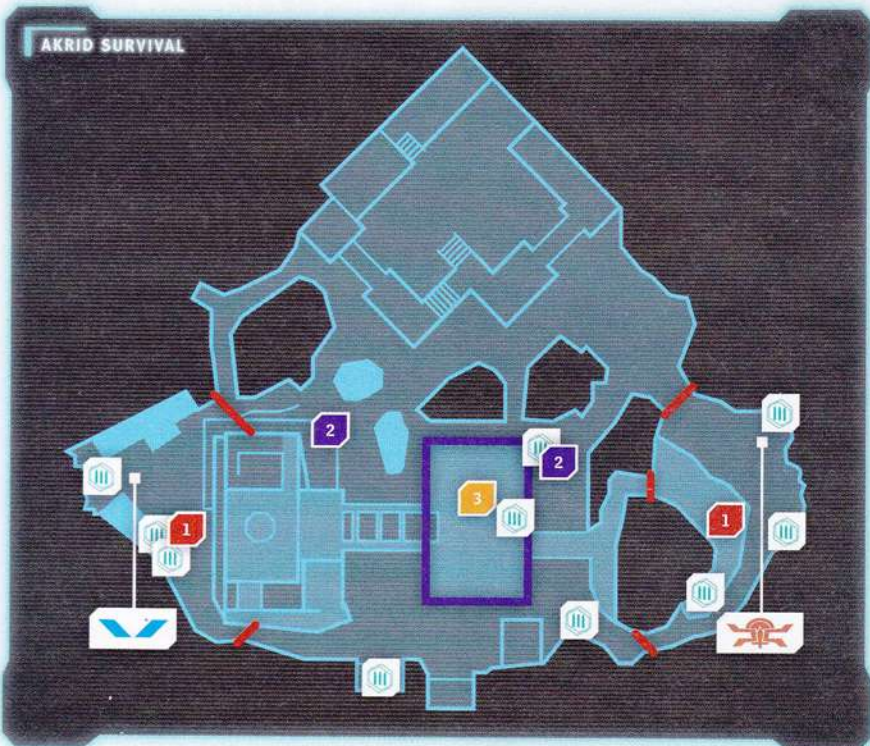
EXTRACTION

The three thermal pockets are visible under vents in the floor. One is on a big platform in the middle of the map. Use the beams running above this area as a nice vantage point, but you are vulnerable up there. Toss explosives up from the relative safety of the ground when attacking the T-Post.

Near the northern location, a Vital Suit is in a garage just to the west. It cannot be taken out of the immediate area, but it is still valuable in defending the T-Post from intruders. If you are in the Vital Suit, walk up to an active thermal pocket and press the Use Button to exit the rig and deploy the T-Post. This area is enclosed on the ground level. Scalable Walls are on the sides, while stairs provide foot access in the middle. Place team members along the upper level while the Vital Suit patrols what it can. Watch out for the second Vital Suit, as it is free to roam and can reach the area just beyond the stairs.

The third thermal pocket is far south, just outside another Vital Suit. This vehicle is free to wander most of the map, so it's worth grabbing at any time in the match. It is just below the big platform, so watch out for snipers above. One player can keep watch from the small tower to the east, but it is vulnerable from the north.

AKRID SURVIVAL



AKRID SURVIVAL

Akrid Wave 1: Enbees

Akrid Wave 2: Tangees

The Akrid on this map present two completely different fighting styles. During the first wave, a swarm of Enbees pester your team just as you spawn. A Chaingun Turret is extremely useful against these guys, but it may take some time before you can afford to place one. Take cover around the crates and pick off as many as you can. The second wave puts your team against two Tangees. Remain inside the caves or building, depending on which side you fight for, for as long as possible as you fight them. If you cannot reach them from there, get onto the upper platforms and use cover to take them down.

Around five minutes to go, the Tangees take off for the northern area as it remains closed off and the big central platform becomes the Control Zone. Take command of it quickly to reap a big profit, but watch out as this big area can become a real blood bath. Use explosives and Deployables to deter the other team. Note that the Vital Suits are not available in this mode.

TANGEE

STATS HP 200 Speed 7 Agility 5

Attacks to Player: Tail Sting, Talon Attack, Tail Swing, Quick Tail Sting

Attack to Vital Suit: Tail Sting

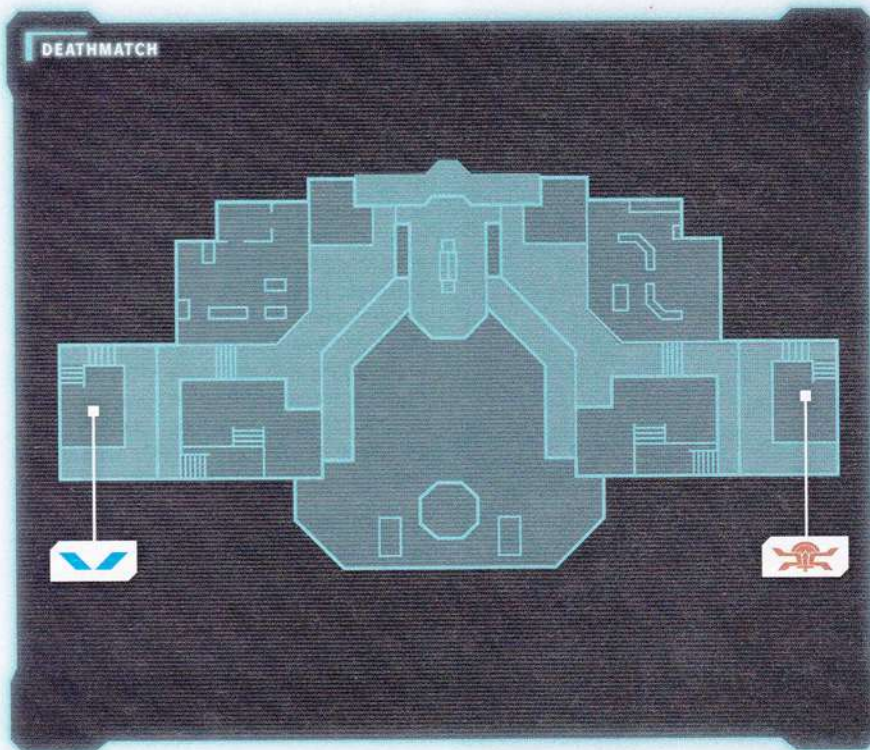
Weak Spots: Everywhere

The Tangee is an adolescent version of the Tangaant, with one huge difference—it is vulnerable everywhere on its body. Watch out for acid attack as it can come very quick. Take cover when fighting the beast, but beware of opposing players who flank your position.



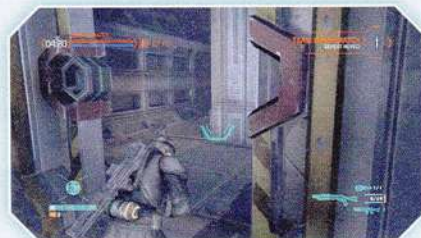
MAPS - QUARANTINE

DEATHMATCH



DEATHMATCH

Quarantine offers almost the exact same playing area at the NEVEC start as it does for the Snow Pirates. The map is slightly smaller for Deathmatch and Akrid Survival than the other two modes as the Centrifuge Chamber is closed off. The building interior surrounds a small outdoor courtyard in the middle which is extremely vulnerable to players who camp on the balconies above. Use connecting hallways to ambush unsuspecting foes or fortify one of the numerous rooms as your teams holds up inside.



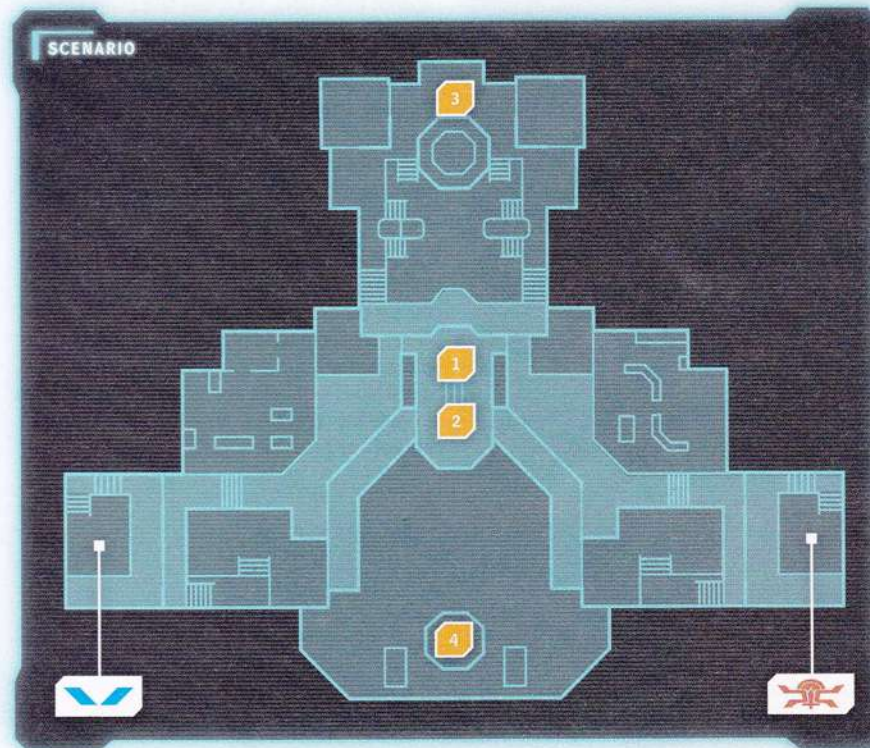
The landing pad area plays a big part in the other modes, but does not offer much protection. You should steer clear of the outdoors, except to quickly get from one side to the other. Balconies do offer a quick escape if you find yourself in trouble.

SCENARIO

Snow Pirate Objectives

1. Repair the Power Generator
2. Capture and hold the Control Room
3. Seize the Pure T-ENG Canister
4. Go to the Landing Pad and escape with the T-ENG Canister

SCENARIO



The Snow Pirates have four objectives to complete in order to win the game. First up is getting the power system back online. The Power Generator is against a wall on the lower floor, right in the middle of the map. Watch out as NEVEC will be entering from the opposite side of the room as you arrive. Step up to the machine and repair it. NEVEC is able to delay your efforts by damaging the mechanical object, so the team should work to keep them out of the room.

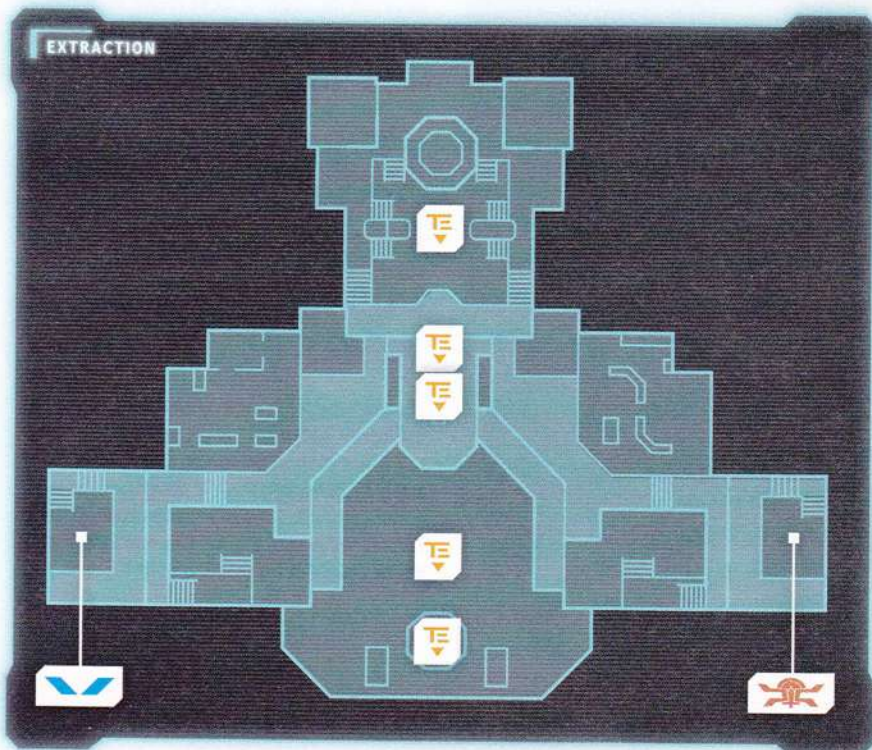
Once the power is back online, head to the Control Room directly above the first objective. Holding this room allows the Snow Pirates to hack open the Centrifuge chamber gates. Step outside and grapple up to the balcony for quick access to the second task. Defend this room from attackers, using Deployables to slow them down. A blue circular bar on the objective marker decreases as you control the room. Once it is fully depleted, it is replaced by a red bar as it fills up. It is not until this is completed that you are done. NEVEC can halt your progress by being inside the room, so eliminate any intrusion. In fact, they can take away any progress made if they control the room.

Once that objective is completed, quickly head into the northern part of the map, where a Pure T-ENG Canister is in the Centrifuge. Grab it and head to the Landing Pad on the far south side of the map. If NEVEC takes out the runner and touches the canister, it is reset back to the Centrifuge. Once a player reaches the destination, they must grapple up to the Stormhawk once it is in position to win the game.

NEVEC Objectives

Kill the Snow Pirates to prevent Objective completion within the time limit.

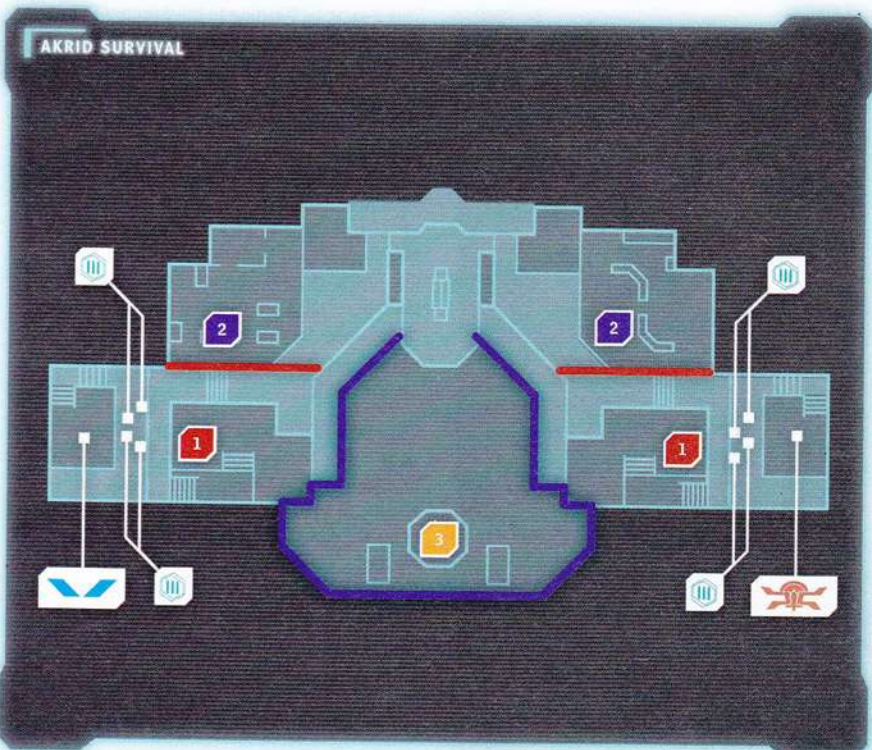
NEVEC's goal throughout this scenario is to keep the Snow Pirates from completing their objectives. As long as the timer hits zero without the Snow Pirates escaping with the Pure T-Energy, NEVEC wins the round. Try to beat your opponents to each of the objectives and defend the locations just as they would. Fortify them with turrets and mines. Use explosives on the generator as they repair it and remember that you can stop or at least slow progress while they attempt to open the Centrifuge chamber gates.



EXTRACTION

The northern thermal pocket is in the middle of the floor inside the Centrifuge Chamber. It is vulnerable from all sides as a southern balcony and I-beams give players a nice vantage point. The corner rooms provide a spot to hide out in while you watch out for attackers. The southern locations are even more susceptible to attack as it is out in the open with balconies surrounding most of the courtyard. Quickly deploy the T-Post and immediately grapple up to the walkways above, holding down the Cover Button to duck behind the short wall.

The other two T-Energy spots are in the middle of the map. One is up in the Control Room next to the console, while the other is down below near the generator. Once a T-Post has been deployed at either of these locations, place mines and turrets inside the room and take cover around a nearby corner.



AKRID SURVIVAL

Akrid Wave 1: Bolseapia

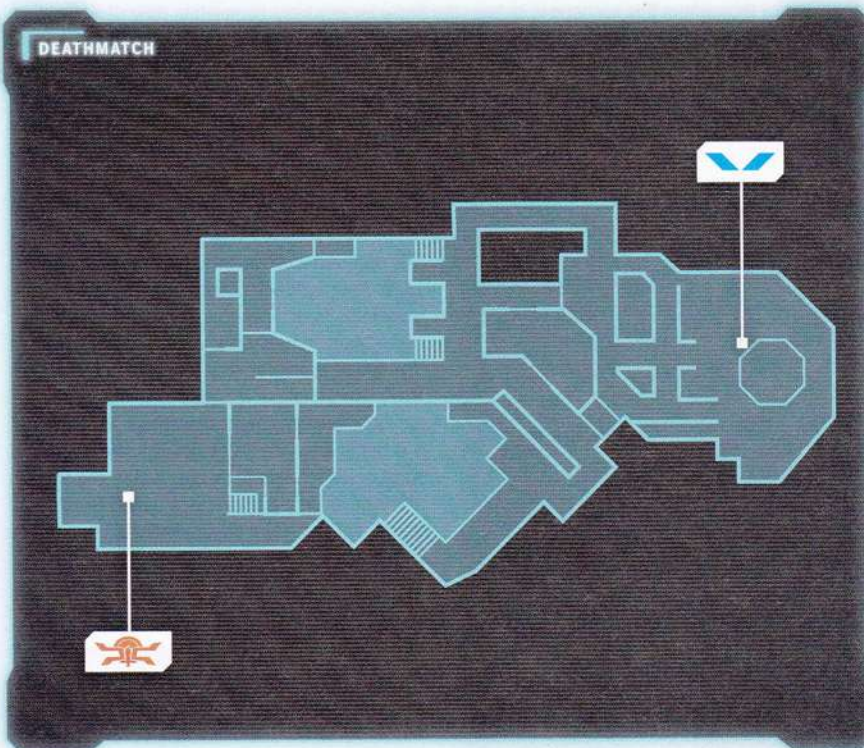
Akrid Wave 2: Female Wardeyes

For the first wave of Akrid, Bolseapia attack from the next room over. Use the doorway as cover as you take them out. Watch out as they will also enter from upstairs. Use the railing in the second room, but do not remain in one spot too long as their mortars will find you behind cover. For the second wave, Snow Pirates head into the kitchen to the north, while NEVEC moves into a supply room. Both rooms offer a wide platform where you can place a Chaingun Turret on top. Take cover nearby if possible so that you can keep it repaired. This turret is invaluable against these agile Wardeyes. Equipping all three players with this Deployable can go a long way.

For the final phase, the Landing Pad in the outdoors area must be captured to collect the bonus Zenny. This offers a small spot to defend and can be tough to win over as the area is wide open with balconies that offer high vantage points. On top of that, any Wardeyes that haven't been killed still wander throughout. Use your Grappling Hook to quickly get onto the Landing Pad and hold down the Cover Button to immediately duck behind the railing, though you are still vulnerable from above and the sides.

MAPS - RESEARCH LAB

DEATHMATCH



DEATHMATCH

This secret NEVEC bio-research facility has been discovered by the Snow Pirates and they are eager to get the valuable resources found inside. Shield generators sit inside two massive rooms, which protect the base from outside attack. Zip wires run the length of these rooms allowing for quick travel from one side or the other. Or they can be used to drop on opponents from above. Be careful as the long fall does cause damage.



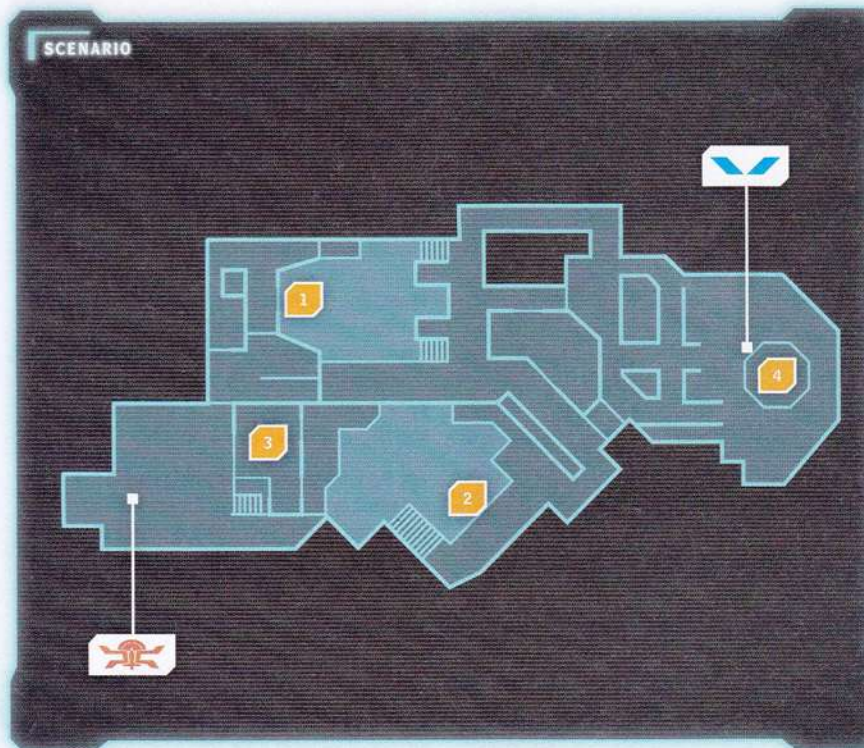
The two sides both start outside on each end of the facility. Neither of the outdoor areas present any upper vantage points and they are relatively small, so defending them is possible if you want to hold up there. Narrow hallways connect the various sections of the lab, so cautiously proceed as you make your way through the maze.

SCENARIO

Snow Pirate Objectives

1. Plant and detonate explosives on Primary Shield Generators
2. Plant and detonate explosives on Secondary Shield Generators
3. Locate the pure T-ENG Canister
4. Go to the Landing Pad and escape with the T-ENG Canister

SCENARIO



This begins by heading to the Primary Shield Generators which are located in the northwest room. The generators power the facility's defenses, so they must be taken care of in order. Approach the outline of a bomb next to the machinery and hold the Use Button until the red meter completely fills around the objective marker. It must be defended for a full minute while NEVEC attempts to defuse it. Use surrounding balconies to keep an eye on the device. Once the bomb is detonated, the team must head south to the Secondary Shield Generators. Again approach the objective marker, set the explosive, and defend it for another minute.

Once NEVEC's defenses are down, you must collect the Pure T-Energy from the specimen lab and take it to the Landing pad. Watch out for traps that NEVEC may set around the sample. Once the canister has been picked up, protect the runner as he must cross most of the map to get to the final destination. At the Landing Pad, use your Grappling Hook to climb into the dropship and win the match.

NEVEC Objectives

Kill the Snow Pirates to prevent Objective completion within the time limit

NEVEC's goal throughout this scenario is to keep the Snow Pirates from completing their objectives. As long as the timer hits zero without the Snow Pirates escaping with the Pure T-Energy, NEVEC wins the round. Try to beat your opponents to each of the objectives and defend the locations just as they would. Fortify the bomb locations and the specimen lab with mines and turrets to slow them down. Use everything you have to disrupt the Snow Pirates as they set the two bombs.



SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES

EXTRACTION

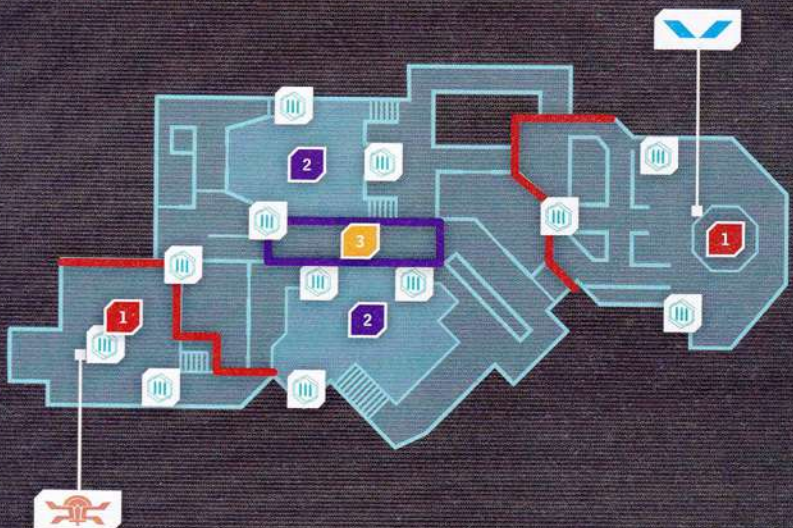


EXTRACTION

With only two thermal pockets on this map, the guess work of where the next active spot will be is totally eliminated. The two possible locations are found next to the Primary and Secondary Shield Generators on top of the circular vents. Use the zip wires to drop in on them, but watch out as the drop does cause damage. Balconies around the outside are good for keeping an eye on your valuable resource. As the thermal energy runs out at the current location, already be moving to the other spot—setting traps between the two to slow your opponent down. Be a bit cautious though as there are bound to be several Deployables lying around the two rooms. Take an EMP weapon along with Nanothief to hijack the other team's devices.



AKRID SURVIVAL



AKRID SURVIVAL

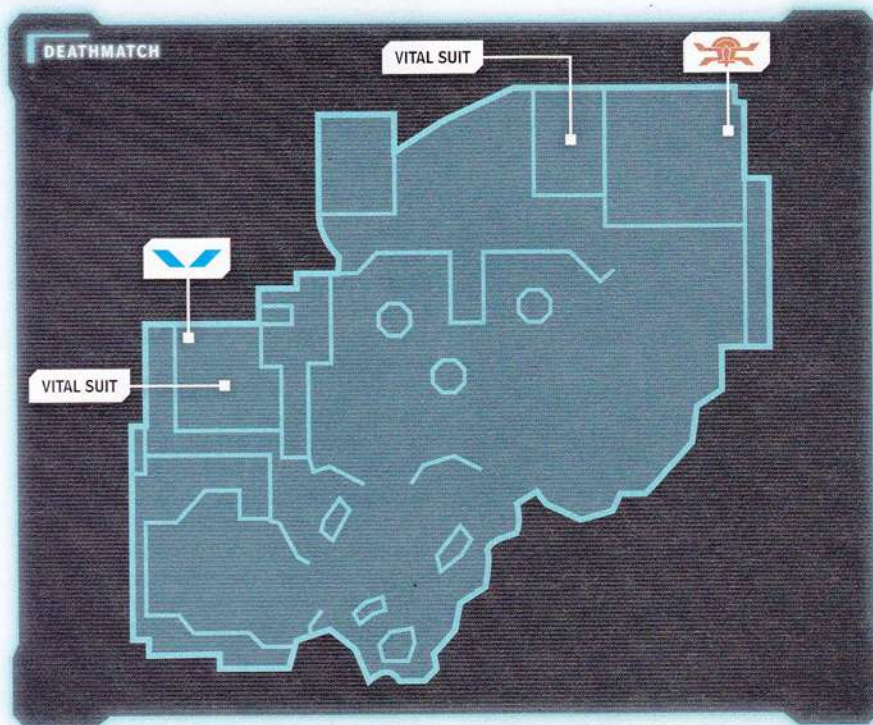
Akrid Wave 1: Female Wardeyes

Akrid Wave 2: Female Wardeyes

The mass of Wardeyes attacking from the start are pretty crafty as they take refuge behind the numerous crates. Watch out as they climb onto high vantage points, inaccessible to you, and fire down at your team's location. Set up a Chaingun Turret as soon as you can for that added help against these agile foes. The second wave is the same species of Akrid. NEVEC fights them around the Primary Shield Generators in the northwest room, while Snow Pirates fend off Wardeyes around the Secondary Shield Generators to the south.

Once the final phase starts with around five minutes to go, grapple up to the second floor. Here both sides converge at the narrow Control Zone. Set up turrets and mines at each end of the zone as you take cover behind the short walls or machinery.

MAPS - STRONGHOLD



DEATHMATCH

Stronghold takes place at the Snow Pirates encampment. The Security Center houses the Snow Pirates respawn area, while a cave area splits them from NEVEC who starts out at the far southwest corner. Much of the fighting takes place in the open area just north of the cave, as small towers and the northern platform give players the ability to snipe down at their foes. A ramp runs up the east side giving Vital Suits access to the northern structures. The northern machine can step through one of the openings along that north ledge to reach the rest of the map.

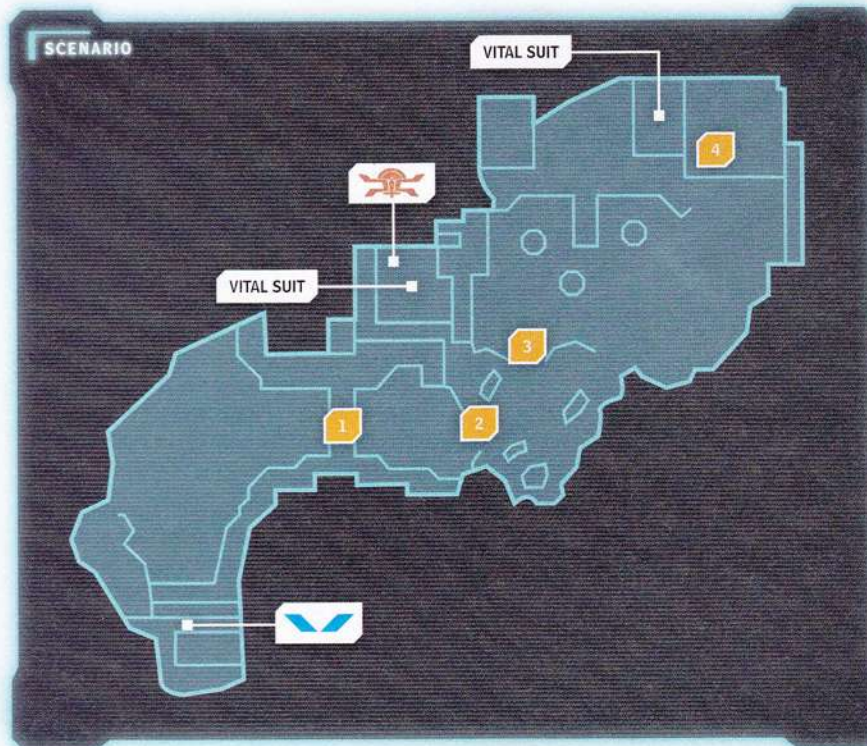


SCENARIO

NEVEC Objectives

1. 2. 3. Escort the Battlecat through the walls
4. Escort the Battlecat to breach the Snow Pirate Security Center

This time it is NEVEC infiltrating the Snow Pirate's base. The objective remains the same throughout this scenario; escort the Battlecat demolition vehicle to breach the Security Center. The team begins in the southwestern corner of the map as they break through the main gate. Stick close to the vehicle as it turns right toward the first wall. It takes some time for it to get through, so you must defend its position. You can climb onto the back of the truck by pressing the Use Button at the rear end.



The timer starts at eight minutes, but time is added with each breached wall. Two or three minutes are added each time the Battlecat makes it through an objective point, providing up to 15 minutes to get the demolition vehicle up to the Security Center on the other side of the map.

The Snow Pirates must halt the Battlecat by attacking with everything they have. NEVEC units should repair the vehicle whenever the chance presents itself. If the Battlecat reaches 0%, it stops completely and requires repairing it back to at least 50% to get it going again. It is possible to repair it while standing in the truck bed.

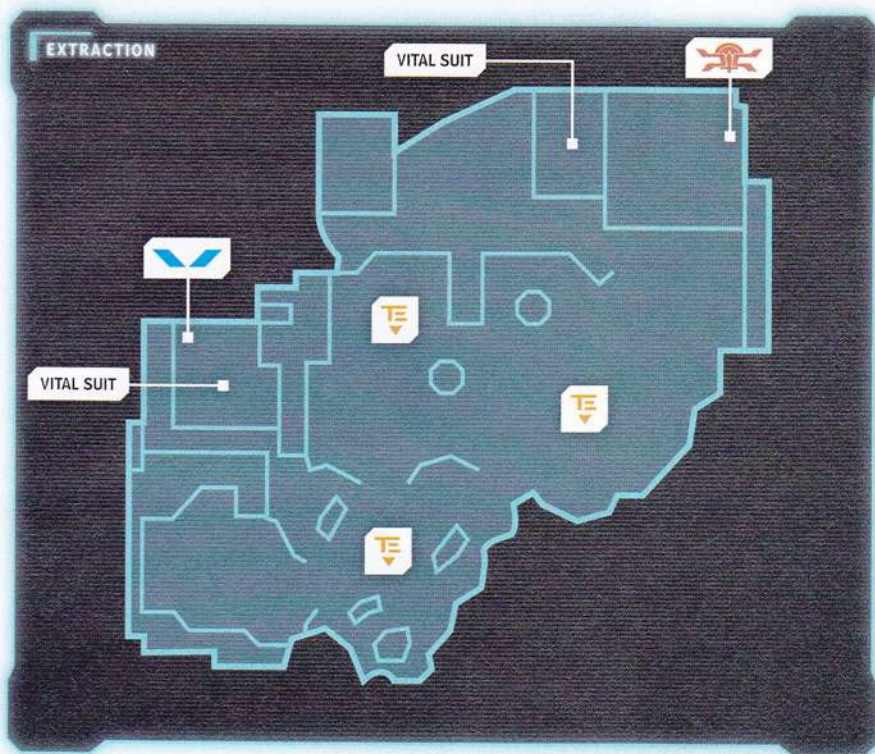
Look for a Vital Suit inside the left room between points 1 and 2. More than likely, the Snow Pirates will be using it. Use EMP and the Nanothief Ability to commandeer it, making your defense of the Battlecat a little stronger. A second Vital Suit is inside the building just west of the Security Center.

Continue to keep the Snow Pirates away from the Battlecat as you escort it through their camp. The further you get, the longer the return trip after a respawn, so keep teammates topped up with health and ammunition. Once the demolition vehicle gets through the Security Center gate, NEVEC wins the round.

Snow Pirate Objectives

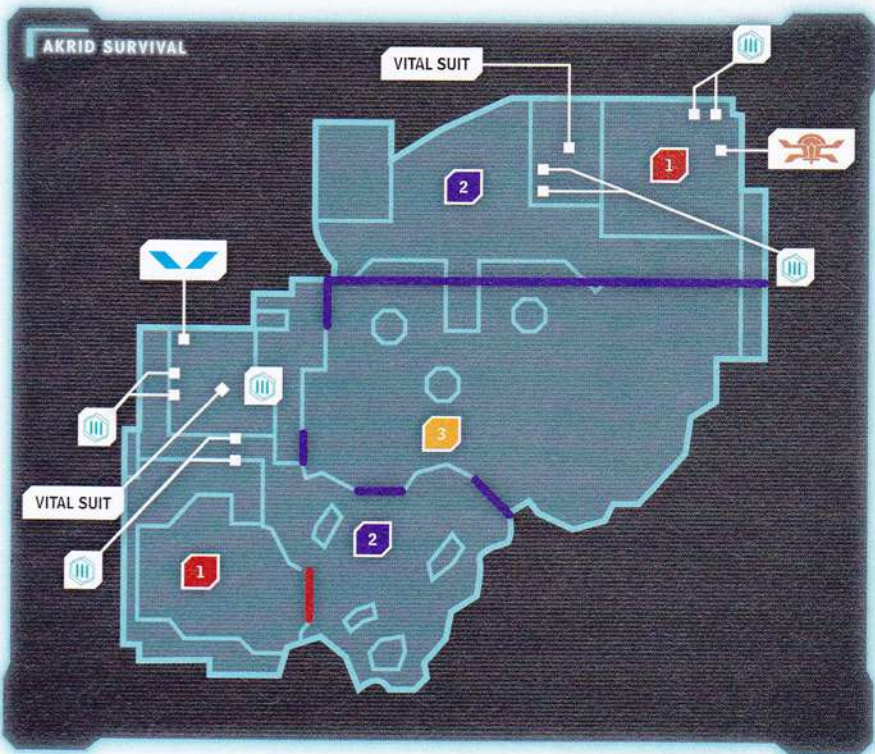
Kill the NEVEC attackers to prevent Objective completion within the time limit

Snow Pirates have only one goal in this scenario: halt the Battlecat demolition vehicle—keeping it from reaching the Security Center. Use the nearby Vital Suit to better your odds against it. Fire explosives at the Battlecat to quicken the job and then place turrets to discourage opponents from repairing it. While the vehicle is halted (indicated by a defend shield on the objective marker) focus your attacks on the NEVEC players. It is possible to end the round within eight minutes if you can keep the Battlecat stopped before the first wall. Otherwise time is added on each time the opposing team passes an objective. As long as the Battlecat does not get inside the Security Center before the timer hits zero, the Snow Pirates win the round.



EXTRACTION

Three thermal pockets are found in the Snow Pirates Stronghold. One is inside the cave and vulnerable from all angles, but walls provide cover as you fight off intruders. The eastern post is along the dirt path that leads to the Security Center. This is fairly protected as enemies can only access from the north and south. The final thermal energy spot is atop the northwest tower. There are short walls surrounding most of the T-Post, but you are extremely vulnerable as you deploy this one. Quickly get in, plant the device, and immediately rappel off the side. Once you touch the ground, grapple up to the northern ledge to keep an eye on your resource.



AKRID SURVIVAL

Akrid Wave 1: Goonroe

Akrid Wave 2: Suwankaa

The Snow Pirates fight inside the Security Center building, while NEVEC is limited to the southwest area, south of the cave. Around five minutes to go, the Goonroes are replaced with one giant Suwankaa on each side. For the home team, this means fighting along the northern platform. For NEVEC, it means adding in the cave area. As this phase starts, the two Vital Suits become available. Jump in and bombard the Akrid with rockets and chaingun fire while the rest of the team fires from behind the rig and keeps it repaired. These Akrid release a great deal of T-Energy, so let the team members with Deployables grab the resource.

The final phase opens the entire map up while a small zone is added just north of the cave. This credit reward zone is extremely vulnerable to opponents who perch atop the towers and northern ledge. Set up Chaingun Turrets and use the Vital Suit to better protect the area. If you can get both Vital Suits, then the odds are better pushed in your favor.

EMBLEMS AND COMMENDATIONS

Emblems are earned by completing certain actions during multiplayer matches. Commendations are given for performing the best in different categories. Each Emblem earns Zenny that can be used on the Progression Sphere. Select Records from the Multiplayer Menu and then choose Awards to see what Emblems you have earned along with the number of times each has been done.



AGGRESSION

Aggression Emblems are all about incapacitating enemies in different ways. Rack up the kills and you can really rake in the Zenny.



NAME	DESCRIPTION	Zenny
Misery Loves Company	Incapacitate 5 or more enemies within 5 seconds.	1000
Incredible	Incapacitate 10 consecutive enemies.	1000
Quartet	Incapacitate 4 enemies within 5 seconds.	800
Extreme Justice	Incapacitate every enemy on the opposing team 3 times.	750
Trio	Incapacitate 3 enemies within 5 seconds.	500
Most Impressive	Incapacitate 7 consecutive enemies.	500
Birdie on a Wire	Incapacitate an enemy while they are grappling or ziplining.	400
Splash-Aaah!	Incapacitate 4 enemies in a round using any explosive.	400
Skullbuster	Incapacitate 5 enemies with headshots while firing from the hip.	400
Impressive	Incapacitate 4 consecutive enemies.	300
Blind Justice	Incapacitate every enemy on the opposing team 1 time.	250
Metalhead	Destroy 1 Vital Suit in a round.	250
Roadkill	Kill 1 enemy during a round by trampling them with the Vital Suit.	250
Shocking Climax	Incapacitate 1 enemy during a round with any EMP blast.	250
DUO	Incapacitate 2 enemies within 5 seconds.	200
Turret Syndrome	Incapacitate 3 enemies during a round with a deployed turret.	200
Buzzkiller	Incapacitate an enemy while they are completing an objective.	200
Nemesis	Incapacitate the same enemy 5 times during a round.	200
Obnoxious Demise	Incapacitate 1 enemy during a round with a Biotox Gas.	150
Headhunter	Incapacitate 3 enemies in a round with headshots.	150
Backstabber	Kill 1 enemy from behind during a round using a Melee Takedown.	150
Grenadier	Incapacitate 3 enemies in a round with a grenade.	150
Avenger	Incapacitate an enemy who has killed or incapacitated a teammate within 5 seconds.	100
Monster Hunter	Kill 10 Akrid in a round.	100

NAME	DESCRIPTION	Zenny
Beyond the Grave	Incapacitate an enemy within 5 seconds of dying (from grenade, turret, mine, etc.)	100
Housekeeper	Incapacitate 1 enemy during a round as they deploy an item.	100
Fearless	Incapacitate an enemy while you are carrying a T-ENG Canister in Scenario mode.	100
Harshmellow	Incapacitate an enemy while they are carrying a T-ENG Canister in Scenario mode.	100
Getting' Lucky	Incapacitate 1 enemy during a round while blindfiring from cover.	100
Fatal Step	Incapacitate 1 enemy during a round with a Proximity Mine.	100
Executioner	Force respawn on 3 incapacitated enemies during a round.	100
Tastes Like Burning	Incapacitate 3 enemies in a round using Assault Rifle Incendiary Ammo.	100
Thermal Vampire	Drain 50 units of T-ENG from enemies or Akrid during a round using Pulse Rifle T-ENG Driller Ammo.	100
Averted Shame	Break a losing streak right before earning an Amateur Hour emblem.	100
Violent Cycle	Incapacitate your Nemesis	50
First Blood	Score the first incapacitation of the round.	50
Payback	Incapacitate the enemy who last killed you.	50
Adios Muchacho	Incapacitate 1 enemy during a round with a melee attack.	50
Rebound	Score an incapacitation after respawning 5 consecutive times without one.	50
Headshot	Incapacitate 1 enemy with a headshot.	50
Turret Time	Incapacitate 1 enemy during a round with a deployed turret.	50
Spotted!	A teammate incapacitates an enemy you marked using the 6th Sense ability.	50

SUPPORT

Support players earn Zenny by repairing mechanical devices, reviving incapacitated players, restoring health points, and more.



NAME	DESCRIPTION	Zenny
Prospector	Plant 3 T-Posts during a round in an Extraction mode.	750
Electric Personality	Shut down 3 enemy mechanical devices during a round with an EMP blast.	500
Cyberman	Successfully hack an enemy deployable during a round using the Nanothief ability.	500
Demolitions Expert	Destroy 3 enemy deployable in a round.	500
Architect	Set up 5 deployables in a round.	200
Messiah	Revive all teammates during a round.	300
Special Delivery	Resupply 1 teammates with ammo during a round using the Ammo Pack deployable.	300
Lifesaver	Revive an incapacitated teammate during a round.	200
Handyman	Repair 1000 health points to mechanical devices during a round.	200
Harmony	Restore 300 health points to your team during a round using the Proto-harmonizer deployable.	150
Guardian	Deploy 3 T-ENG Shields during a round.	75

CONSOLATION

Emblems can be earned even on a bad day. These are not worth big Zenny, but at least you can earn something for performing poorly.



NAME	DESCRIPTION	Zenny
Amateur Hour	Suffer 5 consecutive incapacitations in a round.	25
Deathwish	Accidentally incapacitate yourself 3 times in a round.	25
Faithless	Tap out from incapacitation 3 times in a round with a teammate in close proximity.	25
Futility Rig	Killed while piloting a Vital Suit.	25
Fall Guy	Fall to your death 2 times during a round.	25

MISCELLANEOUS

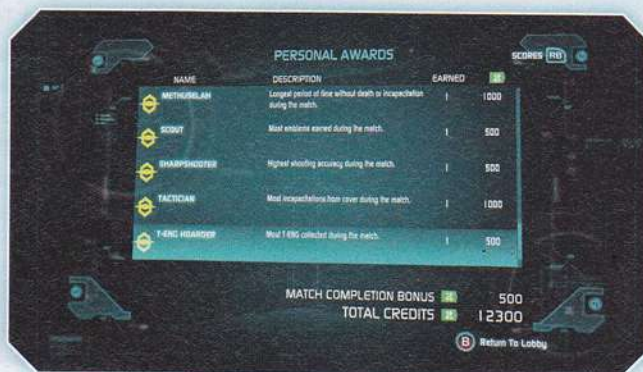
Miscellaneous Emblems cover actions that do not fit into the other categories, such as completing an objective or piloting a Vital Suit for 90 seconds.



NAME	DESCRIPTION	Zenny
Lone Wolf	Accomplish an objective by yourself.	500
Endzone Run	Pick up a dropped T-ENG Canister from an enemy you incapacitate and score a point.	500
Interception	Pick up a dropped T-ENG Canister from an enemy you incapacitate.	200
Objection	Complete an objective in any Scenario.	150
Vital Suit	Pilot a Vital Suit for 90 seconds during a round.	100
Stop, Drop, & Roll	Extinguish yourself after getting lit on fire by Incendiary Ammo.	100

COMMENDATIONS

Performing the best in different categories gets you Commendations for your effort. An Emblem can also be earned for moving around less than anyone else—great for those snipers out there.



NAME	DESCRIPTION	Zenny
Bionic Commando	Most Grapple Hook usage during the match.	250
Bulletproof	Highest ratio of damage taken to deaths during the match.	500
Camper	Least distance traversed during the match.	250
Can I Play Now?	Most time spectating between respawns during the match.	250
Cautious Type	Neither suffered nor scored any incapacitations or kills during the match.	250
Jack of All Trades	Widest variety of emblems earned during the match.	1000
Engineer	Most mechanical repairs during the match.	500
Exterminator	Most damage dealt to Akrid during the match.	500
Impregnable	Completed Scenario without losing any objectives.	500
Invincible	Never suffered incapacitation yet incapacitated at least 10 enemies during the match.	5000
Lead Magnet	Most damage taken during the match.	250
Methuselah	Longest period of time without death or incapacitation during the match.	1000
Miracle Worker	Most teammates revived during the match.	1000
Doctor, Doctor	Most teammate health restored during the match.	500
Popularity Contest	3 enemies earned the Nemesis emblem for killing you multiple times in a row.	250
Scout	Most emblems earned during the match.	500
Sharpshooter	Highest shooting accuracy during the match.	500
Tactician	Most incapacitations from cover during the match.	1000
Smells Like Team Spirit	Most support emblems earned during the match.	500
T-ENG Hoarder	Most T-ENG collected during the match.	500
Terminator	Most incapacitations and kills during the match.	500

SURVIVING
E.D.N. III

WEAPONS &
UPGRADES

THE CHARACTERS

THE BESTIARY

THE CAMPAIGN

OPTIONAL
MISSIONS

MULTIPLAYER

ACHIEVEMENTS/
TROPHIES



Achievements and Trophies are earned as you play through the Single Player Campaign and by participating in Multiplayer matches. Most of the Secret Achievements are earned as you complete the Missions in the Campaign, kept hidden as not to provide spoilers to those who peruse the list before playing the game. The names and descriptions are given below, so be careful what you read, as there are big story giveaways.

SINGLE PLAYER

To get all of these awards, you must complete the game on Hard Difficulty while completing all of the Optional Missions, purchasing all of the Upgrades, and finding all of the Collectibles.

CAMPAIGN

The following are earned as you progress through the Campaign, with the last two requiring you to complete the game.

NAME	DESCRIPTION	SCORE	TROPHY
Helping Hand	Be saved by Laroche by completing the first Mission.	10	Bronze
Rolling Out	Get Your Rig by completing the Retrieve the Rig Mission.	10	Bronze
To the Rescue	Defend Laroche during the Rescue Laroche Mission.	15	Bronze
Empty Nest	Empty First T-Post during the Empty a T-Energy Post Mission.	10	Bronze
Saving the Day	Secure the Moorings during the Tighten Storm Moorings Mission.	10	Bronze
On the Hook	Rescue the Trapped Scientists by completing the Find the Observation Pod Mission.	10	Bronze
My First T-Post	Plant your First Post during the My First T-Energy Post Mission.	10	Bronze
Dish It Out	Bring the Com-Dish Online by resetting the Junction Box during the Restore the Com-Relay Mission.	10	Bronze
What...	Find a Mysterious Structure after completing the Find the Thermal Pocket Mission.	10	Bronze
Thunderstruck	Kill a Cat-G Akrid with the Rig by defeating the Hiveen at the Weather Station during the Return Home with Evidence Mission.	25	Bronze
Medicine Man	Return the Medicine by completing the Retrieve the Medicine Mission.	15	Bronze
Safe Cracker	Open the Armory during the Access Base Armory Mission.	15	Bronze
Cleaning House	Stop the Akrid Infestation by destroying the device during the Get to the Source Mission.	15	Bronze
Drilling Down	Complete Deep Core Drilling by defending the Drilling Platform during the Drill Deep T-ENG Pocket Mission.	20	Bronze
Storm Chaser	Take Storm Readings by using the Winch on the tower during the Storm Reading for Roman Mission.	10	Bronze
The King Is Dead	Kill the King Crab during the Hunt Down the King Crab Mission.	20	Bronze
All Charged Up	Restore the Fueling Depot by completing the Restore Fueling Depot Mission.	10	Bronze
Living Legend	Discover Nushi by completing the Conduct Research for Roman Mission.	25	Bronze
French Leave	Defeat Laroche during the Send out Fake Message Mission.	30	Bronze
Fallen Hero	Watch Coronis Fall by completing the Follow Instructions Mission.	30	Bronze
Bleeding Heart	Stop Isenberg for Good during the Save Nushi Mission.	30	Bronze
Campaign Complete	Awarded for finishing the game on any difficulty and watching the game ending.	50	Silver
Extreme Conditions	Awarded for finishing the game on Hard difficulty and watching the game ending.	50	Gold

OPTIONAL MISSIONS

The Optional Missions are not necessary to complete the game, but they do earn you T-Energy and the following Achievements / Trophies.

NAME	DESCRIPTION	POINTS	TROPHY
Master Planter	Awarded for successfully planting every T-Post. Plant T-Posts in Diaz Cavern, Shackleton's Peak, Bailey's Crossing, Pickett's Folly, The Killing Fields, and Bishop's Wake.	30	Silver
Killer Instinct	Awarded for completing all of Kovac's Quests. This includes killing the following Akrid: Sepia, Dongos, Goonroes, Tarkaas, Wardeyes, and a Suwankaa.	30	Silver

OPTIONAL MISSIONS (CONTINUED)

NAME	DESCRIPTION	POINTS	TROPHY
History Lesson	Awarded for collecting your first Memento. This Optional Mission is received from Soichi as he wants you to collect four Mementos from four people.	5	Bronze
Gone, But Not Forgotten	Awarded for collecting all Mementos. These are found in the Security Installation, Pickett's Folly, Marshall's Gorge, and the Power Plant.	30	Silver

COLLECTIBLES AND UPGRADES

Purchasing upgrades from the four shops in the game and collecting all of the Collectibles earn the following awards. The Bestiary and Albino Tarkaas are given through Optional Missions, but they are tracked on the Collectibles tab of your Job Log.

NAME	DESCRIPTION	POINTS	TROPHY
Armed and Dangerous	Awarded for purchasing your first weapon upgrade from the NEVEC Armory or Forgotten Wares.	5	Bronze
Home Improvement	Awarded for purchasing your first Rig upgrade. This is earned when you purchase the Winch during Upgrade Time Mission, if you haven't already purchased an upgrade from Gale's Workshop.	5	Bronze
Big Spender	Awarded for purchasing each of the weapon and Rig upgrades from NEVEC Armory, Forgotten Wares, and Gale's Workshop.	30	Silver
Geneticist	Awarded for completing the Bestiary by collecting DNA from all 17 Akrid.	30	Silver
Lost Log	Find any Audio or Text Log. This can be earned just after meeting Braddock for the first time.	5	Bronze
Heavy Reader	Awarded for collecting 50% of the Logs. Find a total of 28 Audio and Text Logs to earn this.	25	Bronze
Master Cataloger	Awarded for collecting all Logs. Find all 34 Audio Logs and 21 Text Logs.	50	Silver
First Tag	Awarded for DNA Tagging the first Albino Tarkaa. Pick up this Optional Mission from the Ethologist at the Camp of the Forgotten. Then, as you move through the Security Installation, find one inside a vent in the Armory.	5	Bronze
Master Huntsman	Awarded for purchasing all the upgrades available in the Ethologist's shop. Find all ten Albino Tarkaas and then purchase the three upgrades at the Albino Tarkaa Exchange.	50	Silver
Lost and Found	Discover the Lost Contractor's Fate. To get this secret award, use the Magnetic Grappling Hook points near the summit of Shackleton's Peak to find Diaz' Rig and body, along with two Audio Logs.	30	Bronze

MULTIPLAYER

Win multiplayer matches, complete specific tasks, and unlock all of the cells on the multiplayer Progression Sphere to earn these awards.

NAME	DESCRIPTION	POINTS	TROPHY
A Winner Is You!	Awarded for winning your first multiplayer match.	5	Bronze
Winning Habit	Awarded for winning 25 multiplayer matches.	30	Silver
You're the best... AROUND!	Awarded for winning all multiplayer Scenario matches.	20	Bronze
Feels Like The First Time	Awarded for making your first stealth kill in a multiplayer game.	5	Bronze
Deadly Catch	Awarded for delivering the T-ENG Canister 2 times during a multiplayer Outpost Scenario match.	10	Bronze
Stop Stalking Me	Awarded for killing 20 Wardeyes during a multiplayer Research Lab Akrid Survival round.	10	Bronze
Top Dog	Awarded for delivering the T-ENG Canister 3 times during a multiplayer Alpha Lair Scenario match.	10	Bronze
Scorched Earth Policy	Awarded for blowing up the Satellite Array during a multiplayer Contact Scenario match.	10	Bronze
Riding Shotgun	Awarded for killing a player while riding on the Battlecat in Stronghold.	10	Bronze
Touchdown	Awarded for delivering the T-ENG Canister to win a multiplayer Quarantine Scenario match.	10	Bronze
Big Bang	Awarded for unlocking a cell in the multiplayer Progression Sphere.	5	Bronze
Sphere We Go	Awarded for unlocking 30 cells in the multiplayer Progression Sphere.	30	Silver
Sphere Complete	Awarded for unlocking all cells on the multiplayer Progression Sphere.	75	Gold

LOST PLANET 3

OFFICIAL STRATEGY GUIDE

By Michael Owen

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ISBN: 978-0-7440-1466-2

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 13-1 shows that the first printing of the book occurred in 2013.

16 15 14 13 4 3 2 1

Printed in the USA.

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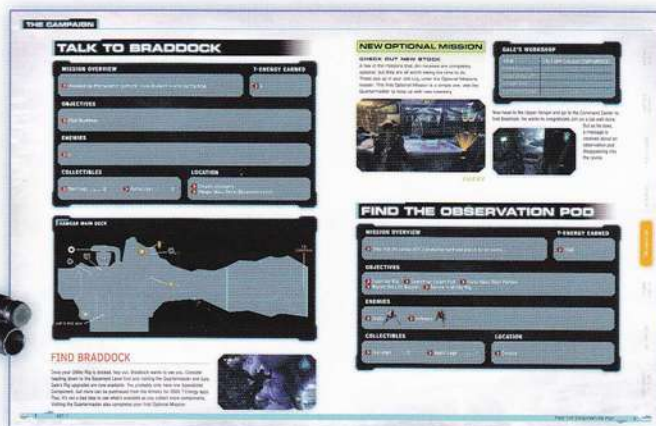


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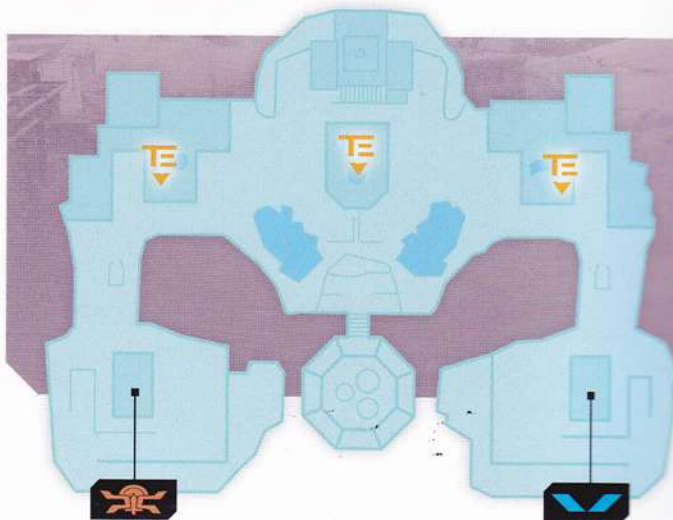
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\$19.99 USA/\$19.99 CAN/£12.99 UK

ISBN: 9780744014662



BASED ON A GAME
RATED BY THE
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PRINTED IN USA