



## Introduction

An ominous title portends a dark, twisted adventure. Prey begins as a sane existence on Earth. As you'll soon find out, the game doesn't stay so sane.

Twisting halls, spinning gravity and vertigo-inducing portals make up the bulk of Prey's complicated environments. Throughout these twisted worlds you'll find challenging puzzles around almost every turn. And then you've got alien baddies to worry about, including a host of gruesome bosses.

*In this Prey strategy guide, you'll find:*

- **Basics:** Basic tips and strategies to help you throughout the game, plus developer tips and pointers straight from the makers of the game.
- **Walkthrough:** Complete Prey walkthrough with strategy for conquering all 22 levels and tips for defeating all bosses.
- **Secrets:** PC cheats and Xbox 360 achievements--what more could a man trapped in an alien spaceship hovering over Earth and harvesting its people for food want?
- **Insider Extras:** IGN Insiders get access to PDF and PSP downloadable versions of the guide for easy printing and instant-access anywhere.

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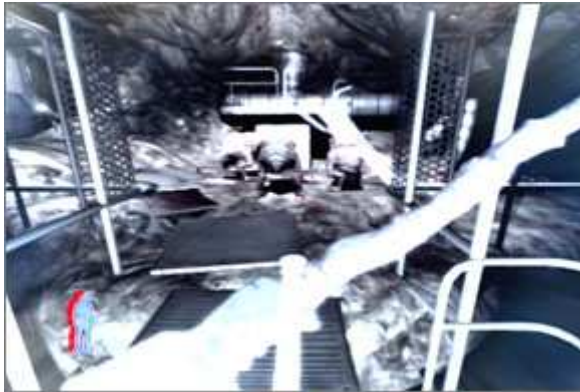
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## Basics

Basics	Developer Tips
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### Spiritual Benefits

Spirit walking is great for solving Prey's many puzzles, but it's good for much more than that. If you're heading into uncharted territory and feeling cautious, spirit walk through the halls ahead to scope things out. Enemies typically won't notice your spirit form, letting you pass by them for sneak attacks.



Also remember that every shot you take while spirit walking drains your spirit meter. This meter is restored by collecting the souls of downed opponents. If you kill an enemy and the soul is out of reach, simply switch to spirit walking mode and the soul will automatically pull towards you.

### Infinite Ammo...Sorta

The first gun you get in the game is a useful rifle that's good for close-range and long-range attacks. You'll be using it frequently, which means you may also be running its ammo sources dry. No problem!



If you run out of ammo with the sniper rifle, simply hold the weapon for a couple of seconds without firing. It should regenerate a couple of shots in reserve, just enough to let you take one sniping shot.

## Ya Stuck?

Prey's world is riddled with tricky puzzles that may not always be apparent. If you've run into what seems to be a dead-end, be on the lookout for a small puzzle. Often times you can unlock a new passage to continue the game.



There are two main things to look for. The most common puzzle type can be solved by spirit walking. Look for barriers that you can pass through in spirit form, or walkways that are invisible under normal conditions. Another common puzzle solution can be found on the walls and ceilings. Glowing blue activators, when hit with a bullet, will change the pull of gravity, letting you pass through doorways and passages that are otherwise out of reach.

## Death Game

Even if you die in Prey, your game's not over. You'll be sent to a spiritual death mini-game in which you can fight to regain your life. Shoot at the flying red wraiths to regain Tommy's health and shoot at the blue wraiths to regain more spirit meter.

## Weapon Cycle

Be sure to cycle through all of your available weapons, using them evenly when possible. You'll find extra ammo for different weapons along the way and you don't want to pass by some ammo stock because that weapon is completely full.

## Drop and Pop

There's a semi-hidden control that may help during firefights. While crouching, hold the jump button to temporarily pop-up from your crouched position. You can use this action to quickly pop-up from behind cover to deliver a couple of shots before releasing the jump button to drop back to safety.

## Basics

## Developer Tips

Talon is a very helpful spirit guide; he will translate alien monitor if you stand near them, he will automatically translate alien speech, and during intense battles, Talon will even fly out and distract your attackers.

Keep an eye out for gravity switches. Sometimes the way to proceed is to flip up onto the walls or the ceiling.

Watch for the spirit walk symbols on walls and floor. These symbols will tip you off to help puzzle solving, or for alternate paths or secrets.

Shooting certain enemies in the head will inflict extra damage.

Don't forget about the tractor beam on the shuttle. Hit the alt-fire button to activate it!

Certain weapons will work better against different creatures. If your current weapon doesn't seem to be doing the job against your foe, experiment with different weapons.

In MultiPrey, try to find the health power-up (it looks like a floating pipe). This power-up will boost you to 200% health, making you that much harder to kill.

In Death Walk, the arrow travels quickly, but for best results against the DeathWraiths try to aim slightly in front of them.

If you are stuck, try the following things:

- Spirit walk and look around. The world may have changed, or a spirit bridge exists.
- Try looking up and on the walls for gravity switches or wall walks.

Enemy Hunters can snipe at you, but you have two levels of warning. You can see their red sniper beam, and there is a faint warning noise just a second before they actually fire. This gives you time to seek cover, or to get a quick shot in first.

Crawler grenades can be really useful during intense battles. Don't forget you can quick throw a grenade in the game (defaults to the 'g' key on the PC and the 'X' button on the Xbox360).



## Walkthrough

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### Last Call

Leave the bathroom and make your way to the front of the bar. You'll run into Tommy's grandfather before reaching the bar. Move back and forth between the front of the bar, where you'll find a large wrench and speak to Tommy's girlfriend, and the grandfather to progress this brief story introduction to the game.



Eventually, the ruffians at the far end of the bar will try to get fresh with the bartender. Give 'em a good beating with the wrench you picked up earlier, then return to the bar to progress the scene. Soon, lights will pour in through the ceiling, pulling Tommy--and his loved ones--out of the bar and into the next stage.



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### Escape Velocity

After the gruesome rollercoaster ride, you'll fall into a dark pit. You can use your lighter to light the way as you continue around the corner to encounter the first enemy. Use your heavy wrench to whack the enemy as you backpedal away and it should go down with just a couple of clubs to the head. Nearby is a doorway you can open by activating the switch panel to the right.

You'll find three more of these alien sheep fodder in the next room. Plow through 'em to reach a small crawl space inside which is a portal. Continue through the portal and to a hall that splits in two directions. Go right to refill some of your health and move through a second portal.



As you drop into the next small room, be ready to take on three alien sheep that come through one of the doorways. Afterwards, go through the dark hall beyond the door and continue along the linear path. You'll soon bear witness to the death of Tommy's grandfather before a portal opens up to the stage's end.



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#### Downward Spiral

You can activate a switch to the left and refill your health via the strange wall creature to the right before heading up the ramp in front of you. Just around the corner, an alien soldier appears through the doorway. Quickly attack him with your wrench to slay the enemy and inherit his powerful gun.



There's another enemy further ahead that comes through a portal. Blast him, grab his ammo, then step through the portal to quickly grab some health from the spore before leaving the portal. Activate the switch to the left to let down the barrier. Just through the doorway, drop down off the walkway. Push the rolling sphere onto the webbing that's covering the hole at the far end of this mucky hall and shoot the sphere to explode it, taking out the webbing to clear your path.





Drop through the hole and move out to the walkway where you'll encounter another alien soldier to your right and a second to the left. The walkway leads to a dead-end room with some extra ammo. Stock up, then return to the walkway and drop onto the icky floor below. Grab the little crawling critters you see (they act as grenades), then walk along the glowing path to reach an upper area.



Watch for the alien sheep as you reach the top of the magnetic walkway, then continue right to shoot down two alien soldiers. Behind the soldiers is a second magnetic walkway that leads to an area with a pair of sheep. Blast 'em from the safety of the walkway, then move down to ground level where a third sheep will bust through a portal hidden in a nearby box.



Move through the portal and through the second portal just past it. You'll appear on a giant sphere as an alien soldier warps to fight you. Take out the pair of enemies that appears, then move straight forward to find a portal hole in the ground.



As you go through the next couple portals, watch out for alien spew that pours out from holes in the walls and ceilings. You'll eventually enter a series of halls free of alien spew but unfortunately secured by alien soldiers and hounds. Beyond the enemies is a dead-end room with a control panel you can activate. A holographic globe appears and a nearby magnetic walkway is activated, leading to the next area.



Follow the magnetic walkway and watch the ceiling (er, the floor) above you for enemies. Pick 'em off from afar and continue along the magnetic track until Tommy falls off. There are some slow moving enemies in the immediate area. Bludgeon 'em with the wrench, then move one of the spherical pods to the web-covered doorway nearby. Shoot the pod to explode it and take out the webbing, then watch for the enemy directly behind the doorway.



Continue forward and run across the dangerous-looking catwalk to grab some ammo. Turn around to go back onto the catwalk and sit back as the stage ends.

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## Rites of Passage

Follow Talon, the eagle spirit, through the rocky canyon to meet up with Tommy's grandfather. He'll speak for a bit



before leading you through a stone doorway. Follow the path until you reach a wall of fire. Use spirit walking to pass through the fire and activate the column. The fire will die down, letting you return to your body and continue forward.



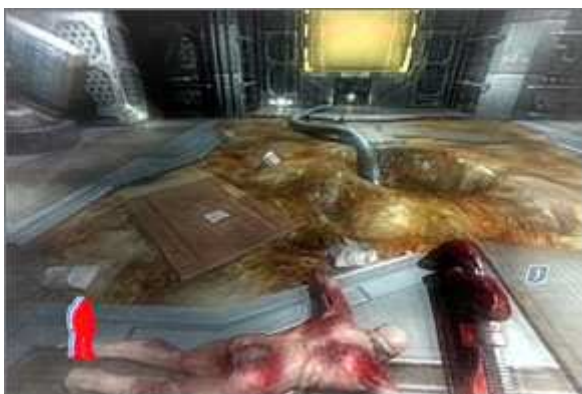
After a bit more yammering, Tommy's grandfather will open another door. Continue forward until you see a floating bow. Use spirit walking again to pass through the fire and grab the bow. The stage will soon end.



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## Second Chances

Once back in the real world, look for two slow-moving enemies nearby. Stock up on ammo before moving a spherical pod onto the hole in the center of the room. Shoot the pod to clear away the webbing on the hole, letting you drop down to a long tunnel.



At the end of the tunnel is a room with a barrier wall. Use spirit walking to pass through the wall and kill the fodder sheep beyond. There's a nearby control panel you can activate to lower the barrier, letting you pass through the gateway in the flesh. You can also use spirit walking to reach the small platform beyond the doorway where you'll grab some extra ammo.



Proceed down the next hall and use spirit walking to pass through the barrier. On the other side you'll see an alien soldier guarding a control panel. You can kill the guard now, or simply activate the switch behind him to allow Tommy through the gateway. Watch for enemies as you move up the magnetic walkway and use the control panel at the base of the walkway in the event that the walkway gets turned off.



You'll be upside-down when you reach the end of the walkway. Activate spirit walking while on the magnets. Your spirit will drop to the platform below, letting you into a control room ahead to activate a control panel. Return to your body and hop onto the small bit of magnetic walkway that's moving towards Tommy. Return to the switch in spirit walk and activate it again to send the small magnetic walkway piece back across the gap. Quickly switch back to Tommy's flesh and take out the alien that appears in front of you.



Move to the end of the magnetic walkway and head up the stairs. To the left you can enter the small control room previously only accessible in spirit walk. Inside you'll find a hidden door that opens to reveal a new gun. Naturally, enemies will spawn outside the control room to test your skills with the new gun.





Further ahead, you'll watch a young girl suffer an unfortunate fate before the barrier drops. Just past the barrier you'll find a couple of fodder sheep. Take 'em out, then look under the stairway for a couple of portals. Through one of the portals you'll be able to see yourself. Pass through the *other* portal to spiral down to the ground below.

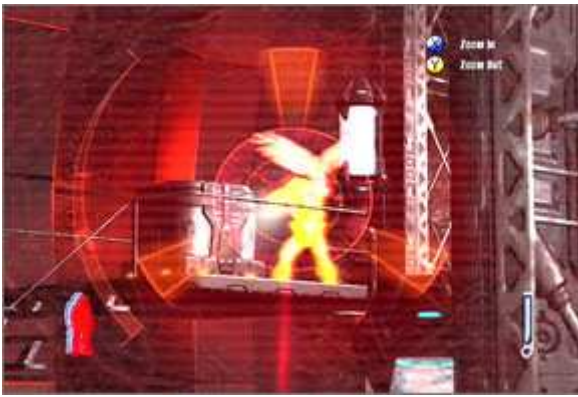


You'll notice a bunch of weird, glowing activators on the walls and ceiling of this next room. Shoot an activator and you'll change the direction of gravity in the room. There's a portal overhead that you need to reach by rotating the field of gravity. First, look towards the locked door in front of you and shoot the activator *directly* above the doorway. Then, walk towards the next locked doorway and look straight overhead. Shoot the activator on the ceiling and you should be able to reach the portal.



The area beyond the portal is crawling with snipers. Crouch and slowly move forward to pick off the enemies to the right, using their own laser sights to find out where they're hiding. Walk to the end of the catwalk and drop into the compartment below. After dropping, look overhead to spot another activator through a portal. Shoot the activator to rotate gravity and drop into the room above.





Move to the far end of the next room and look for another activator on the wall to the left. Position yourself so that you'll fall onto nearer wall to the left when you hit the activator. Once again, walk to the far end of the wall before shooting the next activator, letting you proceed forward.



Watch for a few enemies in the bar to the left. With the area cleared, shoot the activator behind the bar to spin gravity again before dropping down into the bar. Enemies will soon swarm the bar from all angles. Be ready to quickly take 'em out, then stock up on health and ammo before moving through the only *true* portal, furthest from the bar.



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## All Fall Down

Go through the first couple of rooms until you reach one with a single slow-moving alien. On the right side of the room is a control panel that enables a magnetic walkway. Activate it and then start moving along the walkway. Mid-way across, an alien will appear and disable the walkway. Drop the baddy and re-activate the walkway to continue into the next room.



A trio of fodder sheep await in the next room. Clear 'em out, then push the spherical pod towards the web-covered door to clear away the webbing. Spirit walk through the barrier to deactivate the force field via the switch just around the corner (to the left), then return to the flesh and move through the hall. Watch for a pair of alien soldiers just beyond the narrow hallway.



With the enemies killed, move into the next room and look to the right for a very tight passage. Look along the left wall of this passage for a branch that leads to the next room with more alien soldiers. Clear the room, then follow the walkway to a small crawl space that leads to a tunnel. To the right is an alien hound--be ready to kill it--and past that enemy is an area you'll need to drop through.



Follow the next gooey hall until you drop down to a metal walkway with another alien hound. There are soldiers to the right to watch out for. Take cover behind the large column to the left and pick off the baddies before hitting the activator on the ceiling to switch the direction of gravity. Walk forward a bit and then hit the other activator (it's on the ceiling now, what was a second ago the floor).





There are two control panels that each open up different portals. Step through the portal to the left first to grab some supplies, then take the portal to the right to the next room. Double back and pass through the portal *again* to reach an area with a man huddled in the corner. There are some items behind the man which you can grab before stepping onto the elevator platform at the far end of the room.



At the top of the elevator is a room with more supplies. Step through the next door and shoot the activator on the ceiling. Once upside-down (sort of), look for a portal in the floor that'll take you to the next area.



Stock up on the ammo around you. As you move into the next dark area (the room with the elevated platform in the center), two ghostly children will appear and toss highly damaging explosives at you. Avoid the explosives and kill off the beings. They'll respawn a number of times before you hear them sing "Ring Around the Rosy" as they begin to open up a door adjacent to the center platform. Kill off the pair of ghosts once more and the door should open wide enough to crawl through. Once under the doorway, take a left and run through the portal to complete the stage.





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### Crash Landing

Spirit walk through the barrier to get the drop on some enemies in the next room. Try to keep them away from the alarm activation panel as you clear 'em out, then open the barrier to enter the room in the flesh. If the alarm gets activated, look for the control panel nearby the barrier control panel. You can shut off the alarm to pass through the door behind the large turret at the top of the stairs.



Through the door is a barrier in the floor that you can pass through while spirit walking. Drop through and go down the walkway to find the control panel to disable the barrier. Return to Tommy's body and drop through the hole. As you move down the walkway, enemies will come through portals up ahead. Take 'em out, then drop to the earth below.



As you drop, watch out for a pair of alien hounds. With them dead, make your way towards the nose of the downed airliner while sniping out the snipers on the far end of the yard. Alien fodder will occasionally appear behind you to nip at your heels and alien balloon enemies will float down, so be ready to intercept them with shots from your guns. Once at the far end of the yard, use spirit walking to move up the spirit-only walkway to lower the elevator for your fleshy self.



After using the elevator to reach the next portal, shoot the activator on the wall to rotate the pull of gravity, letting you pass over the barrier ahead. You can then return gravity to its original alignment via the activator on the ground in the next room. A few fodder will drop into the room from the left before you can activate the control panel to open the next barrier.



In the next room, turn right to walk past what looks like a pointless doorway. If you look at it from the other direction you'll see that it's a portal (the nearby switch moves the portal back and forth between the two separated sides of this room; no need to press it now). Once inside the portal room, activate the switch inside to shift the portal to the other side of this split enclosure. A second portal on this half of the enclosure leads you to some extra ammo while the alien doorway leads to the next area.



There are a couple of slow moving enemies in the next hall, as well as a dangerous turret gun mounted at the end of the hall, just around the corner to the right. Take out the enemies from safety, then quickly rush through the hall to avoid getting hit by the turret. In the next room there's a small loft to the right inside which is a computer screen that reads "1623." Use that number to open the control panel just around the corner.





Quickly take cover as you enter the next room. A turret just across the way will immediately fire, as will the pair of snipers perched behind the railings overhead. Take out the snipers then use spirit walking to move across the spirit-only walkway to reach the area behind the turret. Look in the ceiling for a hole through which you can shoot an activator to reverse gravity. Return to Tommy's body and drop into the hole in the newly-designated floor. Move through the tunnel to reach the end, then look overhead to shoot the activator and return gravity to normal. You'll drop right behind the turret so quickly make your way through the door to safety.



Move through the next room to reach an area that'll soon be packed with enemies coming from all directions. Waste no time in taking out the baddies (especially the ones over the railing to the right). Clear the room, then use spirit walking to pass through the barrier to the left and activate a control panel. Position Tommy on the elevator lift that drops, then return to the control panel in spirit walk and activate it again to raise Tommy's body. You can jump across the piping ahead to reach the upper platform for some ammo and health, or just continue through the door behind you.



There's ammo and health in the next room, along with a portal on the far side. In the next area, carefully walk across the series of pillars that go over the top of a pit (if you fall into the pit you'll be attacked by fodder). On the other side of the room is a magnetic walkway that leads to a single enemy and two control panels (don't accidentally set off the alarm). One of the control panels activates the pillars below, sending them in and out of the walls to form shifting magnetic walkways.





Move along the magnetic walkway to walk along the walls of the room. Slowly make your way to the far side of the room and you'll find a portal entrance that takes you to an area with a lone alien soldier.



Further in the room is a turret, mounted just around the corner. You can scope out the scene in spirit walk to check the location. Once back in the flesh, quickly run forward and make a left turn to run right past the turret (you can destroy it to make things easier from here on out). The hidden side of the box in this next area serves as a portal to another portion of the room.



Once through the portal, look straight overhead for enemies. There are now *three* boxes with portals in this small area you're in; the first portal is the one you came through, the second is directly in front of you, and the third is *behind* you, just behind the first portal. Go through this third portal and be ready to fight a pack of enemies that pours through the doorway ahead of you.



A display panel in this room shows the number **"2724"** which is used to open the locked door in the very next room. Through the locked door is a "very cold" room. Activate the control panel to lower a lift, dropping you into the area below to fight off about a half dozen angry alien hounds. Backpedal while fighting 'em off, then activate the magnetic walkway nearby to continue to the stage's end.



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### Sacrifices

Watch for the slow moving enemies in the immediate area as well as the fodder sheep in the next room. The hall eventually leads to a dead-end with a computer screen displaying the number **"0634."** Backtrack to the beginning of the stage and use that number to unlock a small portal.



The walkway beyond the portal leads to another dead-end. Use spirit walking to move up the spirit-only walkway that leads to the control panel near the bus. Activate the panel to open a portal on the walkway below, then quickly return to the flesh. The lights will temporarily go out as the ghostly girls reappear to haunt you again. Make quick work of them (watch for the ghosts up by the bus) to re-open the portal and continue the stage.





You'll go through a couple of halls with some relatively harmless fodder before reaching a room with a few soldiers and magnetic walls along the ceiling. Clear out the enemies before activating the control panel in the room to enable the magnetic track on the *left*. Move up this left track and be ready for a trio of baddies that quickly storms the room and disables the magnetic tracking. Kill 'em off quick, then reactivate the magnetic track. On your second trek along the track, another set of enemies spawns below. Again, clear the room so you can safely use the *left* track to move to the portal on the ceiling.



The portal leads to a room with a few fodder. Clear 'em out, then push the spherical pod over towards the door to blast away the webbing covering the hole to the left. Drop into the hole and move through the next hall to pick up an alien hand. The hand will let you open the next doorway to take out a couple more fodder enemies.



Eventually, the hall leads to a dead-end where you'll witness the gruesome end of a fellow man. As your enclosure drops, you'll have to take on this fearsome boss enough. We hope you've got plenty of ammo.





After an initial roar, the enemy wastes no time in unloading a barrage of bullets in your direction. Quickly take cover behind one of the many pillars that border the room you're in. You're pretty safe when behind a pillar, but do keep in mind that the enemy *can* break them down if he's standing next to one that's in his way. Keep your distance and peek out to fire to keep safe from the massive baddy.



If you run low on health or ammo, there are reserves along the outside corners of the room. There are also two small rooms you can enter in relative safety, though it's easy to get trapped. One of the rooms has a control panel that will activate a temporary barrier. Use it while the monster is reaching in to damage him and hopefully knock off one of his guns (which you can, in turn, use against him).



Eventually the beast will fall and a portal will open up. A couple of enemies will come through the portal before you can continue the stage. Just ahead is a large room with magnetic tracks along the ceiling. There are enemies all over the room, so stay outside the doorway and peek in with sniper fire to clear 'em out.



Once in the main room, you'll notice that there are two smaller rooms attached, one on either side of the main hall. In the left room is a dead-end with some ammo and health (use the magnetic track to get out), and to the right is the exit. Move down the hall until you reach a room with a spinning portal.



Watch out for the alien hound and soldiers inside the room. Activate the switch in the center to summon another enemy and stop the spinning portal. As the portal settles down, stay clear of the entrance until the enemy behind the portal disappears. Pass through the portal to complete the mission.



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## There Are Others

Simply run to the center of the spiritual area to speak with Tommy's grandfather again. He'll point you towards the spirit cave to the left inside which you'll see a visual manifestation of Jen, Tommy's girlfriend. After some talking between Tommy and his grandfather, the level will automatically come to an end.





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### Guiding Fires

The next doorway leads outside to a walkway with an alien soldier battling some blimp-like enemies. You can let them fight it out a while, but you'll eventually need to bust out to clean up the stragglers. There's a very tall elevator column in the center of this cavernous area. Activate the two panels on the sides of the column to enable the elevator, letting you ride to the second floor.



More soldiers are waiting on the second floor so be ready to shoot the moment you come out of the elevator. Clear 'em out, then approach the small landing dock that hangs off the side of the tower. You can activate a panel that appears to jump behind the controls of an awesome alien craft. As you do, more alien soldiers will defend the second floor of the tower. Quickly take aim with the craft's weapons to bring 'em down. If the craft starts taking too much damage, you can always land at the landing dock and jump back in to recharge the shields.



On the far side of the cavern you should spot platform coming out from the wall high above. Fly to the platform and land to examine the innards of this room. There are some alien soldiers inside, behind the railings in the room. On the upper level of the room is a switch that enables the magnetic track nearby. Use the magnetic track to drop onto an even higher

platform with a switch that opens a large cargo door outside.



With the large door outside opened, turn around to activate another panel on the same platform that creates a portal. The portal simply leads back to the lower level of this room so you can head back outside to return to the craft docking station



Quickly jump into the craft to fight off the hovering enemies that appear. When they've been cleared out, use the craft's tractor beam to move away the objects from in front of the cargo door just right of the upper docking station. With the objects out of the way, you can fly into the cargo door to dock the ship inside.



To the right is a hallway with an alien soldier and his hound. Blast through the hall (stop to restore you health) to reach the next room with a control panel that summons a portal. Through the portal is another docking station. Hop on the alien craft and float outside.





There are two directions to go from this outside area: down, and up. For now, go down through another cargo door. Instead of docking, simply go through the cargo door opposite the one you just passed through to fight off some baddies in the transparent tubeway. Dock at the end of the tubeway and go through the doorway to the right.



The hall opens to a room with an alien hound, a couple of soldiers, and loads of ammo and health. Stock up, then activate the control panel on the left side of the room to go through a portal. There's a single alien soldier in the following hall, and you'll soon end up at a docking station you've previously been to.



Hop into the craft and fly straight out to return to the outdoor area we previously described as having two possible exit directions. This time, fly *straight up*. You'll enter a vertical tubeway with some hovering enemies. Clear 'em out, then continue through the tubing until it rolls sideways to connect with another tube. Follow this tube *downwards* to what looks like a solid floor. The floor will split open as you approach it, opening to an area with a few alien soldiers.



There's another floor that splits open to let you into an area with a landing dock. Land the ship and watch for enemies that appear around you, including alien soldiers and crafts. Clear the area, then look for the two doors that line the main wall. The door to the right leads to a portal with a switch that opens the large barrier wall that's keeping you from flying through the *large* gap to the right of the docking area. The doorway on the left leads to a portal and a hidden walkway with some extra items.



When you've dropped the barrier wall, return to the alien craft and fly through the opened gap. There's another landing dock just past the gap, along with a few grounded alien soldiers. Clear the area, then land and make your way towards the doorway at the bottom of the ramp. Inside you'll find a switch that activates a portal leading to the end of the stage.



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## The Old Tribes

As you step through the first door, quickly take cover to avoid the sights of the snipers outside. Peek out from behind the doorway just long enough to pick 'em off, then locate the doorway to the left. The laser trip wires trigger the mounted turret in the hallway. Avoid them to prevent the turret from firing, or simply destroy the turret with your guns to gain access to the door at the far end of the hall. Alternatively, you can spirit walk through the lasers to deactivate them via



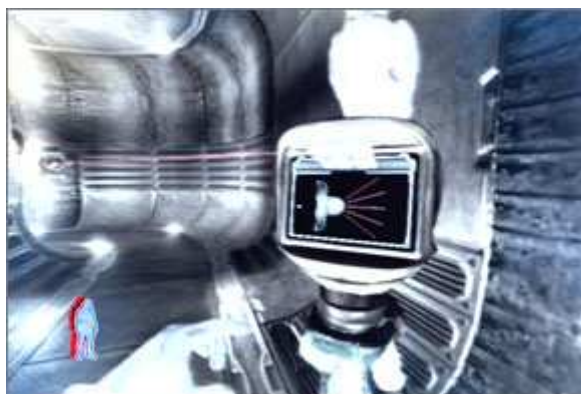
the control panel down the hall.



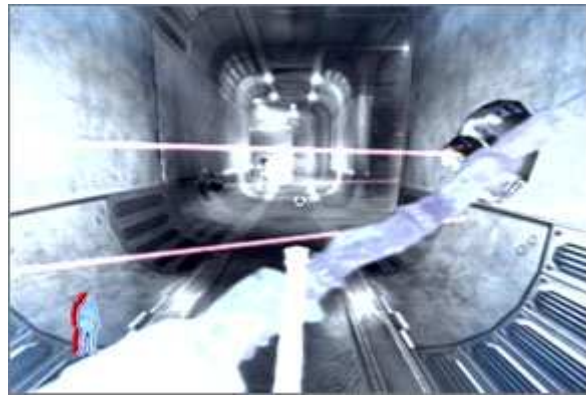
There are a couple of slow-moving enemies at the far end of the room, along with plenty of health restoration spores. A nearby control panel creates a portal that leads to some more ammo and a deadly drop off. Turn around and backtrack to the hall with the turret, then look for a doorway that branches off to the *left*.



The door leads back outside to a control panel that activates a nearby magnetic track. As you move along the track, watch for enemies to spawn in the area where the snipers previously were. When you make it to the other side of the chasm, use spirit walking to pass through the laser trip wires to disable them from the far side of the hall.



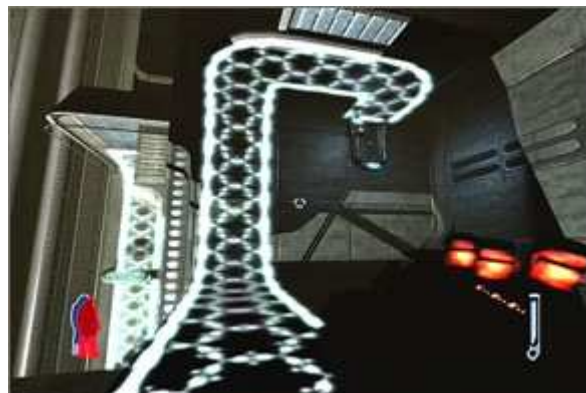
Pass through the hall and be ready to intercept a new kind of enemy. These flying beasts can take a good deal of punishment before shuffling off the mortal coil, so bring out the big guns and don't let up. You'll need to spirit walk through the next hall to disable the laser wires once again.



With the third set of lasers disabled, enter the hall and take note of the door to the right that's blocked by a barrier. Continue down the hall to reach a portal that leads to a switch. As you hit the switch to enable a magnetic track outside, two snipers immediately take fire. You can take 'em out from here, or wait just a bit to deal with them when you're in a better position.



Backtrack through the portal and into the hallway, heading towards the door you previously bypassed. Spirit talk through the barrier and use the control panel just left of the doorway to disable the barrier. While still spirit walking, move along the spirit-only walkway that spans the chasm to activate another switch that enables the magnetic tracking overhead. Return to the flesh to step through the doorway and move along the magnetic walkway to reach the other side of the open area.



Another set of laser trip wires needs to be disabled using spirit walk before you can safely pass through the hall. Just outside is another of the flying alien beasties. Kill it, then use the magnetic tracking you previously enabled (remember when the two snipers appeared at the push of a switch?) to reach a platform overhead. Watch for alien soldiers to appear on the tracking as you make your way upwards.





Once on the platform at the end of the magnetic tracking, walk along the exposed pipes and be ready for snipers from the left. You need to drop down onto the wide walkway below the pipes, a task that's safest done by dropping onto the set of pipes under the pipes you're already on. When you land on the wide walkway below, be ready for another flying alien beastie.



Through the door is a portal that leads to a craft docking station with one alien soldier on guard. Drop the baddy, then hop aboard the craft and fly out through the large cargo doors. The doors open up to a vertical cavern, and almost as soon as you enter an enemy appears near the landing dock ahead and takes control of his own craft. Blast him out of the sky and take care of the snipers perched around you before landing on the dock.



When you're out of the craft, use spirit walking to move along the spirit-only path that stretches the gap between the platform you're on and the control tower above. Once in the control tower, activate the panel to open the massive door in the ceiling. Return to Tommy's body and use the alien craft to fly upwards to the next area.



You'll be under fire the moment you emerge in the new area. Watch for flying alien baddies, snipers, and even a soldier or two that runs for the controls of his own craft. Clear the area of enemies, then look for the *two* control stations that do *not* have barriers. Land on the station platform on the left.



There's a panel on this platform that activates a mechanism in the center of the large globe. With it activated, hop back into the alien craft and destroy the glowing-blue barrier to reveal a block you can tug out from the globe using the craft's tractor beam. When the block is pulled out, the lights will dim.



Now use the craft to fly to one of the shielded control stations. You can spirit walk through the barrier to deactivate the shielding, letting you destroy the globe mechanism as you just did with the previous control station. When the second station is destroyed, watch for a whole mess of flying enemies to invade the area from beneath. Clear out the enemies using the craft's guns, then take out the third and final control station using the same methods as before.





When all control stations are destroyed, the green smoke machine overhead will turn off, letting you fly upwards through the column. You'll run into flying enemies during your trek through the ducts. The duct opens up to a large area. Straight ahead is a cargo door that's covered in debris. Use the tractor beam to scatter the debris, letting you into the hangar to land the ship.



As you land, you'll be met by fellow humans. Continue through the building until you meet up with the priestess who'll update you on the situation. When she's done talking, pass through the portal she opens to continue to the next mission.



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## Hidden Agenda

There's a single slow-moving enemy to take out before reaching a room with a couple of laser trip wires. Spirit walk into the room to deactivate the lasers via a control panel before heading inside in the flesh. Continue through the halls until you reach a room with a gun being suspended by two beams of energy.



Each energy beam leads to one of two rooms on either side of the room you're in. Inside each of these rooms is a floating canister you need to destroy with your guns. When shooting the canisters, stay in the doorways leading into the rooms to both avoid the blast from the exploding canisters and to avoid the laser trip wires that instantly flood the rooms when the canisters are destroyed. With both canisters destroyed, return to the center room to grab the new weapon and fend off the enemies that spawn.

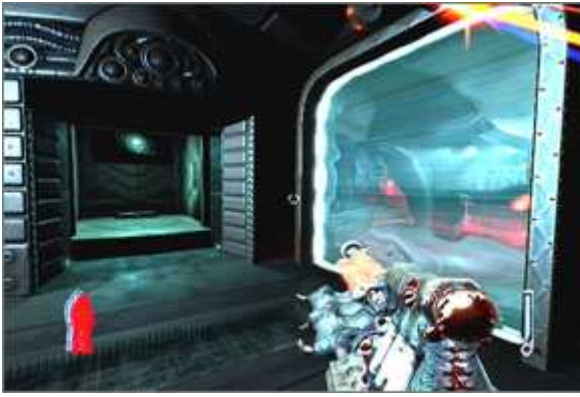


When all enemies are killed, step through the portal in the room. The doorway behind you will be unlocked, letting you into a tight room with a couple of alien soldiers. Clear the room, then look for the switch to the left that will drop the barrier on the other side of the room. Just beyond the newly opened doorway is a small group of enemies and a defense turret. Lure the enemies towards the door to take 'em out without getting hit by the turret.



Kill all of the enemies and then quickly rush through the room to reach the small nook just left of the doorway barrier. This nook you're in (which is safe from the turret) is a part of complicated system that transports items from the room you're in to the room you want to be in. Spirit walk out of the nook (while leaving Tommy's body in the nook) and move through the barrier under the turret. Continue through the hall and into the next room where you'll find a control panel that spins the mechanism. After just a couple of activations, you'll see Tommy's body roll around with the mechanism.





Enemies flood the room as Tommy's flesh appears, so quickly return to the flesh and start shootin'. Look for a small portal to take you to the next room where you'll find some ammo and a control panel that opens up another portal. Through this portal is a very dark, red-lit area with a turret down the hall. We recommend using spirit walk to clear out the enemies in the hall before rush down the hall, past the turret, and into the portal at the end of the hall.



There are some slow-moving baddies in the room through the portal along with another portal that leads to a small room with some ammo. Stock up, then look for a small crawl space at the other end of the room. The crawl space leads to a red-lit area with a pair of flying alien robots. Down 'em, then use spirit walk to move across the spirit-only walkway and deactivate the barriers on the magnetic track. With the barriers gone, Tommy can walk along the tracks to reach the center walkway. As you reach the bottom of the magnetic track, *quickly* rush under the turret in front of you to crawl into the small space below.



As you move out of the crawl space gravity will reverse, pulling you to the ceiling. Look across the room you're in for an activator on the far ceiling. Shoot it to return gravity to its previous orientation, then move between the pipes to the far side of the room (towards the activator you just shot). Crawl under the pipes to the left and continue down the narrow hall until you hit a dead-end. Look overhead and shoot the activator to land on a platform next to a barrier. Spirit walk through the barrier to hit the control panel and open up a portal nearby. Return to Tommy's body and look along a very nearby wall for another activator. Shoot it to rotate gravity ninety degrees, then move forward to find the portal out of this cramped pipe room.



Once through the portal, look for a hole in the ground you can crawl into. The crawl space leads to a platform below with some ammo and a small pack of flying alien robots. Kill off the enemies, then step through the portal that appears to complete the stage.



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Jen

There's a barrier early in the stage that you can pass through while spirit walking. Just beyond the barrier you'll find the number "2432" scribbled on the ground. Use the number on the nearby keypad to drop the barrier, letting Tommy pass through the doorway. Once through the doorway, crawl into the small space to the right and watch for the enemies just beyond the vent shafts.



You'll need to run quickly through the room to avoid the shots from the turret at the end of the hall. In the next room, spirit walk through the small barrier and disable the barrier wall with the control panel on the other side. At the far side of the room is a slow-moving enemy in front of another control panel. Activate the control panel, then be ready to shoot.





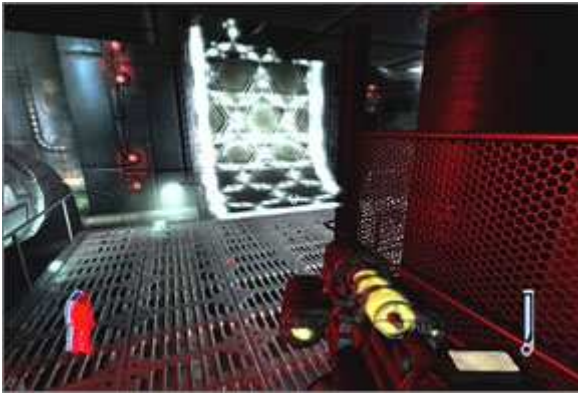
Immediately, a new type of enemy appears behind and quickly rushes forward. As long as you hit the enemy just before it's about to strike you can usually avoid getting hit. Strafe while backpedaling to defeat the monster, and then be ready to fight another. After fighting a couple of these nasties, two alien hounds enter the room before the barrier in front of the doorway at the far end of the room drops.



In the next hall, spirit walk through the barrier on the left to find a crawl space that leads to a separate room. There are some slow-moving enemies you can take out before activating a panel to unlock a door for Tommy to pass through. When you're reunited body and spirit, look for a portal doorway that leads to a dead-end room with a health-restoring creature on the wall. Leave Tommy in the room and spirit walk out and around the corner to activate a second control panel that shifts the portal sideways. Return to Tommy's body and walk out of the portal to enter a small room with a door that continues the stage.



Just through the next doorway is a turret. Quickly run into the room and up the magnetic track to avoid the turret's fire, then follow the track through the portal at the end. You'll drop into a room with a couple of enemies and a portal that leads to another room. Once again, the large beasties you encountered at the beginning of the stage will come out of their holding cells one-by-one to attack. Backpedal and strafe left while firing to avoid their attacks and bring 'em down. When all are dead, a portal doorway will drop down in the center of the room. Stock up on health and items (there's a hidden crawl space in the corner that leads to a room with supplies) before going through the portal.



You'll find Jen in the next room, trapped in a weird feeding mechanism. Activate the panel nearby to free Jen from her holds, then lead her through the doorway to the left to complete the mission.



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### The Dark Harvest

As the stage begins, the priestess will tell you to keep up the good fight. Just as she does, a doorway to the right blows out and a pack of alien soldiers enters the scene. Take 'em out (grenades work well), then move through the hall behind them. As the path splits, keep right and wait for the doorway to open by itself, giving way to a rush from an alien hound.



You'll blast through a few more enemies in the following hall before reaching a large, open room with a broken walkway in front of you. Drop down to the floor and pick off the enemies around you while stocking up on ammo and health. Before long, a portal at one end of the large room will open up, letting a copy of the boss enemy you fought earlier.





The same general tactics from before apply to this fight against the enemy, though a couple of things should be noted. First of all, you don't have small rooms to run to for cover, so make do with what you've got and avoid having the giant baddy smash through your cover. Second, this enemy doesn't have as much health as the boss you fought earlier. When the enemy dies, a second one will appear that follows the same rules.



When you've killed all of the enemies in the room, a very large portal will open up. Stock up on health and ammo (you can use small walkways along the walls to reach the upper levels of the room) before stepping through the portal and ending the mission.



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#### Following Her

Keep moving forward until you reach an area with a control panel that activates the nearby magnetic track. As you move up the track, watch for an enemy that spawns in front of you. Continue to the edge of the track and you'll drop onto a platform where a fodder sheep charges at you. Slay it, then move through the crawl space to the left.



A portal brings you to an open area with a few alien soldiers (there will be more if the soldier to the left activates the alarm). Clear the room before dropping to the lower level, then be ready to take on some alien hounds. Clear the area, then look for an unlocked door that leads to a small barrier. You can spirit walk through the barrier to call the lift to the first floor. Return to Tommy's body and step onto the lift platform as it drops, then spirit walk back to the control panel to send it skyward again.



Watch for enemies in the room through the door at the top of the lift. Just beyond the soldiers is a room with laser trip wires. Pass through the lasers by spirit walking to the other side of the room. Deactivate the lasers to allow Tommy to pass through the room and collect ammo. Just ahead, the hall opens up to a large room with magnetic tracking on three walls.



Drop into the lower area and you'll be attacked by enemies that come out from the, er, odd portals that line the walls and floor. Keep mobile and avoid getting near any spherical pods that may be lying around. When the area's clear of enemies, walk up a magnetic track to reach the upper level of the room. From there you can walk to another magnetic track that takes you to a platform with a portal.





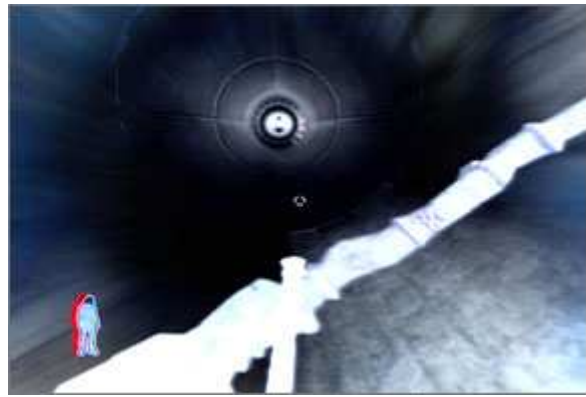
There's a new weapon to grab in the room through the portal. Snag it, then blast the enemies that are behind you and around the corner. A wall will appear in front of you as you move down the hall. Look directly overhead for an activator that'll turn gravity upside-down, letting you pass by the obstacle. You'll run into a second obstacle just ahead. Shoot the activator behind it to flip gravity back around and continue forward to fight some baddies.



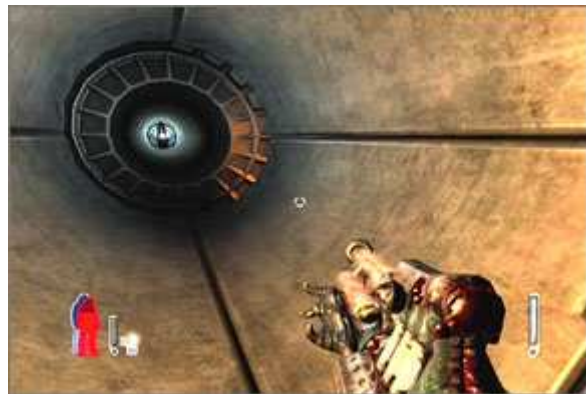
In the next room, wait for the "large mechanism" to open up before dashing across to the other side of the room. There's an enemy in the room to the left, so be ready with big guns to wipe it out. Behind the enemy is a control panel that turns on a second "large mechanism" in the area outside. Leave the room you're in and be ready to take on a number of flying alien baddies before you can move across the front of the second large mechanism to the left.



Once past the second large mechanism, run to the far end of the platform to fight off a couple of soldiers and activate the panel at the end of the walkway. The control panel disables the high-energy laser in the nearest "large mechanism," letting you hop onto one portion of the mechanism and safely ride to the other side of the room.



When you've reached the far side of the room, hop to the right, moving towards the first "large mechanism" that you encountered. It's still active, but the beam between the two pieces will break just long enough for you to jump into the tubing to the left and reach the semi-hidden exit along the right-wall of the tube.



Follow the hidden exit to the next room and move through the first door. Inside the dead-end room, spirit walk across the spirit-only path to move around the corner and activate a control panel. The control panel moves some pipes in the previous room. Return to Tommy's flesh and backtrack one room to move past the moved pipes and through the next door.



Just past the next door is a misty area packed with heavy-hitting enemies. Watch for ground-based baddies as well as a couple of flyers to the right. Clear the room, then head right to find a door covered in webbing. There's a spherical pod nearby that you can push into the webbing, exploding it to clear the door. As the door opens, a couple of fodder rush in as a sniper takes aim from the left side of the room. Just through the doorway you've cleared is a portal that leads to the mission's end.





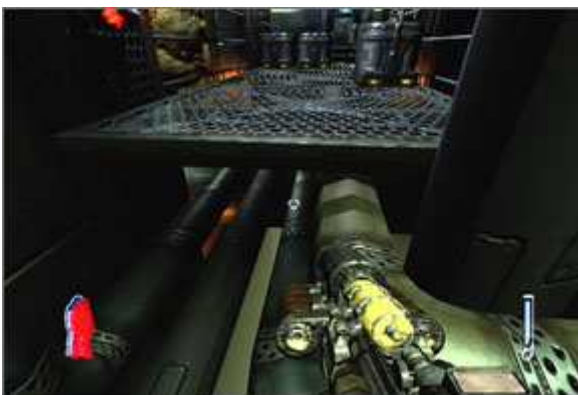
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### The Complex

Watch for a fodder sheep coming at you from the right as you move through the first halls. To the left is a doorway that needs to be unlocked with an alien hand print. Just beyond the door is a hall filled with snipers. Cautiously pick them off one-by-one, then enter the hall and disable the alarm.



Just beneath the alarm controls is a gap in the flooring through which you can drop. Crawl along the pipes and into the next area. To the left is a magnetic track that leads upwards. Kill the alien soldier that spawns in front of you as you move up the track, and then use spirit walk to get past the lasers in the next room (you can disable them from within the room).



You'll run into resistance from hounds and soldiers in the next hall, so be ready with guns to drop 'em quick. The hall opens to an outdoor-looking area with snipers behind cover along the left wall. Push forward with grenades and sniper fire of your own to reach the far end of the hall and continue down to the small barrier-formed platform.



As you stand on the platform, the space in front of you will be filled with activity as a large cube forms between two spinning arms. When the cube has finally formed and you can see a portal inside of it, drop through the platform you're on (the barrier will have disappeared) to appear inside the cube.



Now things get trippy. The only way out of the cube is to solve the strange puzzle it presents. On all of the cube's walls you'll see small activator switches that you can shoot to rotate the field of gravity. Notice that two of these activators have small arms attached to them. These two activators are connected by the gaps in the walls of the cube. Next to one of these two activators is a white cube that will naturally fall along the gap with the pull of gravity. Rotate the room around to let gravity pull the white cube along the gaps in the walls. As it moves through the gaps, it should turn them white, connecting the two armed activators.



The cube will open up, letting you walk onto a magnetic track. A couple of enemies will appear overhead as you move along the track, as well as a flying enemy that attacks just a bit beyond the soldiers. Follow the track until it drops you off onto a platform overlooking an area you previously visited. Drop to the level below and again crawl under the walkway, along the tops of the pipes.





Again, you'll be at a place you've previously visited. This time, however, the doorway to the right is open, leading you to a hall with a couple of slow-moving baddies. The end of the hall dead-ends at a doorway that's blocked by rubble. Backtrack through the hall to return to the area with the large beam. There will be some alien soldiers to deal with before walking into the large beam to warp to another area.



You warp into an area that's guarded by a couple of heavy-hitting aliens. Waste no time in taking 'em out, then move to the end of the extended platform to the right to summon a portal. Through the portal is the area beyond the blocked doorway you ran into just a bit ago. To the left is a control panel that summons a bridge to span the chasm. The bridge only comes out for a couple of seconds, so you'll need to position Tommy on the bridge before hitting the control panel in spirit walk. Quickly return to Tommy's body and jump to the other bridge section to be carried to the other side of the chasm.



After fighting through a couple of soldiers, you'll reach a room with a barrier wall and a transparent block. Push the block towards the barrier and then spirit walk through the barrier to activate a switch that flips gravity around. Return to Tommy's body and push the transparent blocks (there are two of them now) towards the sheer wall with an exit overhead. Gravity will inevitably return to normal after a set period of time, but that's fine. Just use the blocks to make stairs that let you leave the room.



The next area you'll enter is a strange maze hall. Many of the hall's branches will send you walking in loops if you don't choose the right direction. To make your way straight for the exit, take the first left you see to fight a couple of baddies. Pass by the branch to the right and instead take the next left to reach an automatic doorway. More adventuring through the halls will lead you to more enemies as well as to a dead-end branch with ammo and health.



Through the doorway at the end of the maze is a room with a couple of icky portals on the walls. Two enemies will jump in and out of the sphincters—be ready to kill 'em quick. Just ahead is a hallway with more heavy-hitting enemies. Defeat them, then locate the switch in the room to rotate gravity's pull. With gravity reversed, look for the odd wall mounts that are lowering into the ground. You can hop onto these mounts to ride down to a magnetic track that takes you to a portal.



As you pass through the portal, a number of flying heavy-hitters will enter the room. Unload your strongest weapons to take 'em out as quickly as possible, then use a spherical pod to destroy the webbing covering the platform straight ahead. Drop under the platform when it's clear and activate the panel overhead to rotate gravity so that you can access a nearby portal.





Just through the portal is an outdoor landing with craft docking points. Hop into one of the crafts and fly it to the right to reach another landing area on the far side of the open area. Just through the only unlocked doorway is a portal that leads to the end of the stage.



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## Ascent

Spirit walk through the cloud of light ahead and deactivate the control panel just past the lasers. As you move through the doorway ahead, watch for a pack of hovering enemies. Stay inside the doorway and fire rockets out to safely clear the next room.



Move across the walkways of the area beyond the door and don't be surprised if another hovering enemy appears. If during the battle some of the floor panels collapse, use a craft from the nearby docking station to make your way towards the next door. The hall leads to some ammo and a dead-end room where you'll hear a voice. After this event, backtrack to the previous hallway and activate the control panel inside.



The control panel will activate a light ring inside a previous room (the room with the craft docking stations), as well as summon a couple more hovering alien baddies. Go to the room with the light right and defeat the enemies before hopping into a craft to fly into the light ring.



The craft will go into auto-pilot, pulling you upwards through a series of large doors. The craft will soon stop on its own, letting you land in a laser-riddled area. You can spirit walk through the lasers to collect ammo and activate a control panel on the far side of the area. Return to Tommy's body and fly through the now-unlocked doorway in the ceiling.



The ceiling opens up to a huge vertical passage. There are a couple of alien robots flying around, and you'll also want to avoid touching the large explosive spheres that randomly appear in the passage (you can destroy them from afar). The vertical passage leads to a large, round room with a couple of alien soldiers. Clear 'em out, then use the craft's tractor beam to move away the debris that's blocking the passage along the wall.





Through the horizontal passage is a tight area crowded with lasers. You can simply blast through the lasers and into the docking area just ahead. Unfortunately, the docking area is also crowded with lasers (and a couple of alien soldiers). Use the craft to destroy the turrets and any enemies below before landing. A control panel in the room unlocks the next cargo door. Hop back into the craft and fly out.



You'll have to move some debris out of the way using the craft's tractor beam. The path eventually leads outside the massive alien ship. Once outside, turn left and fly upwards to find a docking bay along the side of the ship. As you land, a lone alien soldier will appear. Take him out, then look for a control panel that opens up a massive door on the other side of the glass wall to the left.



Hop back on the craft and you'll be attacked by a *lots* of flying robots coming from all directions. Clear 'em out (you can return to the dock to restore the craft's energy if needed), then move towards the top of the large asteroid that's being held to the ship by a tractor beam. You can land on the very top of the asteroid. Follow the pipes to the left to locate a switch on the underside of the large rock. Activate the switch and a large arm will move down to the large docking bay that you previously visited.





Return to the craft and fly down to the docking bay to meet the giant arm (expect a little resistance). When the docking bay produces a tall, transparent box, fly into the box through the hole in the top. The giant mechanized arm will eventually come down and bring you to a conveyor that pulls you and the transparent box back inside of the ship.



Once back inside the massive alien ship, clear the platform just ahead so you can safely land the craft. Stock up on ammo and health before activating a switch that starts the formation of more tall, transparent boxes. Hop back into the craft and wait for a chance to fly into the light ring that forms in the center of one of these manufactured boxes.

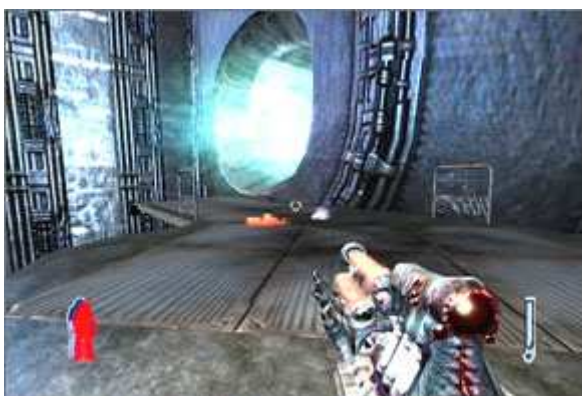


The transparent box will soon pause during its trip, which is your cue to fly out the top. Clear out the robots and other alien baddies in the area before landing on the nearby dock. A portal to the right of the dock leads to a dead-end room with some ammo. To the left of the dock is a walkway with a large gap in it. Hit the activator overhead to flip gravity, letting you move past the gap before returning gravity to the norm via the second activator.





Just past the gap in the walkway is a large hole in the wall from which a giant stream of energy is spurting. Spirit walk through the energy stream and look for the control room along the left side of the tunnel. Just inside the control room is a panel that will disable the energy stream, letting Tommy's body walk through the tunnel and into the control room.



Move through the doorway to the left and take out the slow-moving alien inside. In the next room, crawl under the laser trip wire and watch for an alien hound through the door around the corner, to the left. Expect to see a couple of flying robots in the room past the hound. To the right is an odd bunching of electrical charges converging on a center point. Locate the small crystals along the walls (at the end of the electrical charges) and destroy them. When all charges are stopped, the lights in the room will go out.



Backtrack through the previous hall to pass through the area where the single laser trip wire was. The laser is out, however, as is the barrier wall straight ahead. Move straight until you reach a very dark room that's soon occupied by two centurion enemies, the heavy-hitting alien baddies that drop rocket launcher ammo. Take 'em out, then shoot the activator on the ceiling to rotate gravity. The turrets in the room will become active once you're upside-down. Quickly find the portal in the floor that'll take you to the next stage.



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### Center of Gravity

Move through the first few halls, ready to fight some centurions that fill the very tight rooms. Up ahead is a barrier you need to pass through in spirit walk to use a control panel that drops the barrier.



A room further ahead is home to a number of alien soldiers. Drop 'em all, then look for a control panel to activate before going through the portal to the right. Once through the portal, move Tommy onto the small platform to the right, then look for a broken walkway to the left. Spirit walk across the spirit-only walkway while leaving Tommy on the small platform to the right, and then activate a control panel to create another portal. The portal leads back to the room with the first portal you just used. Activate the control panel inside this room again to move the platform Tommy's on.



Return to Tommy's body and be ready to fight off a couple of alien robots before crawling through the small portal nearby. You'll warp to a hall with a couple of flying robots and a mounted turret to the right. Clear the room, then look for an activator on the ceiling. After shooting the activator, make sure to move away from the floor panels that open up to instant death. Once upside-down, look up again for a second activator. Position yourself so that you fall onto the platform with the activator before you shoot it, letting you walk through the next doorway.





The room seems like a dead-end, but once you turn around the doorway will become a portal to the next area. As you leave the door, turn right to head down a walkway and fight off some flying alien baddies (to the left is a deactivated magnetic track). When the enemies are dead, spirit-walk across the gap in the walkway to find a control panel that turns on the magnetic track back near the doorway.



With the track enabled, return to the top of the walkway and look around the backside of the doorway to climb the magnetic walkway. You'll encounter alien soldiers along the way, so be prepared for a long-range shootout before dropping onto the platform around the corner. Clear out the enemies, then hop into the craft nearby and fly into the hole in the ceiling.



The hole leads to another open area with a few enemies scattered about. Clear the area, then land the craft on the walkway. Use spirit walking to move along a set of pipes and onto the asteroid that's covered with a barrier. Continue moving straight ahead and you'll find a control panel that deactivates the barrier, letting Tommy move onto the asteroid.



There's a second control panel on the asteroid, near a craft docking platform. Activate the control panel to open up a large door on the wall of the cavernous room, then hop into the craft to take out the enemies and fly through the newly opened doorway (looks like a huge hole in the wall). The next area you enter has a number of large asteroids stacked up. Fly upwards until you find the asteroid with a docking station on top.



A few alien soldiers will attack as you land the craft on the asteroid. Kill 'em, then walk to the bottom of the asteroid so that you can climb on top of the large pipes connecting the asteroid to the similar rock overhead. Walk along the pipes, heading upwards to the highest asteroid. There's a switch at the top of this rock that opens up a large doorway far across the room.



Return to the previous asteroid via the same pipes you climbed before and hop back into the craft. Fly towards the ceiling and look for the large contraption that occasionally opens (there are two of them—one of them never opens). Wait for the door to open and then wait a bit longer for the energy stream to fade before flying up and into the shaft.





Continue through the vertical passages that follow until you enter a room with an electrical beam in the center and a bunch of metal plates revolving around the central beam. Destroy the metal plates by targeting the weak spots on the insider-center face. When the plates are destroyed, focus on taking out the series of rings inside the central energy beam. There's a docking station along the outer wall of this large, cavernous room that you can use to restock your craft's health reserves. When the central beam is destroyed, fly up into the hole in the ceiling and continue to the stage's end.



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## Resolutions

The path is pretty linear at the start of the stage. Eventually you'll move out to a walkway that temporarily locks you in place. After the bit of hallucination, spirit walk across the spirit-only walkway and turn right to find a control panel that completes the physical path in front of Tommy.



Return to Tommy's body and move forward across the walkway to reach the platform on the other side of the room. To the left you can see one small panel of the floor that's got the markings of a magnetic track. Stand on the magnetic panel and spirit walk back to the switch you activated just a bit ago. Hit the switch and the panel Tommy's body is on will rotate

upwards, taking Tommy with it.



Walk Tommy off of the magnetic platform and onto a second magnetic platform straight ahead. With Tommy in position, spirit walk along the walkway behind Tommy to reach a control panel on a small island walkway. Hit the control panel and the magnetic platform with Tommy will spin sideways, bringing him to another walkway. Again, move to the next magnetic platform, position Tommy, and backtrack to hit the switch. This time Tommy will flip upwards to the next level.



Continue down the walkway and turn right into a portal. You'll move through a few halls and into another portal before running into some centurion enemies. Waste no time in taking 'em out, then be sure to use your Leech gun to suck the energy out of a nearby pod. The power it gives your gun will help in the following halls.



The very next room is similarly packed with powerful enemies. Clear it out, then look for a control panel. The control panel drops a part of the wall to the right, revealing a magnetic track that leads downwards. Walk down the magnetic track, ready to pick off the alien soldiers that appear.





Once at the bottom of the magnetic track, stock up on health and ammo before dropping into the pit below. Centurions and other powerful enemies will soon flood the area, forcing you to fight it out arena-style in this small area. If you've got a charged leech gun we recommend using it here. When the enemies are gone, a large portal will open.



Step through the portal to find Jen strapped inside an alien pod. As the pod opens you'll find that Jen has been transformed into a monster, and it's your job to kill her.



This boss fight is pretty easy if you know what you're doing. Backpedal and strafe sideways while unloading on the beast to damage her. When you've got the enemy down to about half health, she'll stop and release two pods that regenerate her life. Quickly target one of the pods and unload your weapons until it's destroyed. You'll likely not have enough time to destroy both pods in one go, forcing you to wait for Jen to try and regenerate again before you can finally put an end to the health restoration.



With both pods destroyed, continue the same backpedal-and-strafe strategy while dropping explosives and machinegun fire into the enemy. She'll eventually stop, nearly dead in her tracks. Give her a final bullet to the head to end the mission.



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### Oath of Vengeance

Move down to the center of the spirit world to speak with Tommy's grandfather. He'll send you once again into the spirit cave to collect a new upgrade. At the end of the cave is an item that will increase Tommy's health capacity. However, things turn ugly the moment you grab it.



Backtrack through the cave to return to the grandfather. After a bit of talking, he'll leave you to fight off the alien invaders. Throw all you've got at the baddies and keep mobile to avoid dying. After fighting off an onslaught of opponents, a blue portal will appear that will take you to the next stage.





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### Facing the Enemy

Just as the level begins, you'll walk out to an area that's soon to be flooded with enemies of all sorts. Push your way to the upper level so that you've got the most room to move, then unload on the enemies surrounding you until a portal opens up nearby. Just through the portal, a control panel opens up a door that leads to the next area.



Activate both switches in the next room very quickly to open up the two halves of the spinning cylinder in the center of the room. The cylinder opens up to reveal a blue core—blast it with an explosive weapon to destroy the cylinder. With the cylinder out of the way, spirit walk across the chasm using the spirit-only walkway. A control panel on the other side of the chasm creates a bridge for Tommy to move across.



You'll move through a couple of halls before watching the Keeper slip by. Other baddies will invade the room, forcing you to work your magic once again. Clear the room, then notice that there are two switches in the room. Position Tommy in front of one switch, then spirit walk to hit the other. Quickly return to Tommy's body and hit the first switch to activate both simultaneously. A platform in the center of the room will drop. Walk onto it to move to the next room.



The walkway you're on will lower to form an arena in the center of the room. After your brief encounter with the Keeper, the arch-nemesis will float away and summon rushes of enemies to fight you in the arena. There's ammo and health scattered around the room, and if you ever run out of ammo you can always count on the leech gun and its infinite supply of ammo (thanks to the never-empty rechargers in the arena). After fighting off the legion of baddies, the Keeper will come down to the fight you one on one.



The Keeper will summon a series of lasers that slowly scours the floor of the arena. These are pretty easy to avoid as long as you pay attention to where they're moving at any given moment. The Keeper's other attack is a blast of energy balls that comes in multiple formations. This attack is easily dodged with strafing. To make this battle supremely easy, stand near one of the pillars in the arena and dodge behind it every time the Keeper throws an attack. Again, you've got access to infinite ammo. Use it to down the enemy.



With the Keeper dead, you'll warp to another area. Just through a doorway or two and you'll run into *more* keepers. You've got access to an infinite supply of leech gun ammo, and this time that ammo supply is of the *uber-powerful* variety. Unload!





There are a couple more keepers in the next room, and unfortunately no infinite supply of leech gun ammo. Still, you shouldn't have much trouble taking out the enemies before walking up the magnetic tracking in the room. As you move along the tracking, a third keeper appears. Kill it, then move along the magnetic tracking to reach the next area.



Surprise! More keepers! You've got access to an infinite supply of leech gun ammo again, so unload with all you've got. Move along the tracking and you'll find a portal that takes you to a hall packed with enemies (yes, including more keepers). Blast through the hall and you'll eventually reach the end of the stage.



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### Mother's Embrace

Move forward until you converge on a large sphere in the center of an open room. There's a craft docking station nearby. Hop into the craft and you'll need to use it to dismantle the sphere. Use the alternate fire button fling the craft towards the sphere, then use the short-range attack to trigger the blue nodes. You'll know a node is fully triggered when it turns red.



When all nodes are triggered, the Mother will reveal herself. Switch to spirit walking and shoot the panels of her spherical enclosure. When they're hit by the spirit bow the panels will turn white. White panels can be destroyed by Tommy's regular weapons. Destroy all of the panels (and the enemies that spawn around you) to move to the next stage of this epic battle.



It's now time to put an end to the Mother. At the moment, she's got a barrier around her that renders her invincible. Your normal weapons won't be able to break through the barrier. There are three control panels in this arena that will launch mines into the air. Activating all of the control panels will give you three mines floating in the air. When the Mother approaches one of the mines (she doesn't have to be *too* close), shoot the mine with a normal weapon to temporarily drop her shields.



With the Mother's shields down, quickly unload on her (make sure you're hitting the Mother inside the craft and not just the craft's outer shell). We recommend using the centurions' rocket launcher to quickly drain the health of the enemy. Her shields will quickly go back up, but you can drop them again just as easily as before. Repeat this pattern of releasing mines, exploding mines, and finally exploding the Mother to finish her off.





## Secrets

Xbox 360 Achievements	
<b>All Fall Down</b>	Complete All Fall Down level.
<b>Ascent</b>	Complete Ascent level.
<b>Black Jack</b>	Win \$250 in Black Jack mini-game.
<b>Brave Star</b>	Get 125 total kills in deathmatch.
<b>Center of Gravity</b>	Complete Center of Gravity level.
<b>Crash Landing</b>	Complete Crash Landing level.
<b>Crawler King</b>	Get 25 total kills in deathmatch using grenades.
<b>Downward Spiral</b>	Complete Downward Spiral level.
<b>Escape Velocity</b>	Complete Escape Velocity level.
<b>Facing the Enemy</b>	Complete Facing the Enemy level.
<b>Following Her</b>	Complete Following Her level.
<b>Galactic Hero</b>	Complete Prey on Cherokee difficulty.
<b>Guiding Fires</b>	Complete Guiding Fires level.
<b>Hidden Agenda</b>	Complete Hidden Agenda level.
<b>Invisible Assassin</b>	Get 25 total kills in deathmatch using spirit walk.
<b>Jen</b>	Complete Jen level.
<b>Last Call</b>	Complete Last Call level.
<b>Launcher Lord</b>	Get 25 total kills in deathmatch using the Crawler Launcher.
<b>Machine Gun Tommy</b>	Get 25 total kills in deathmatch using the Auto Cannon.
<b>Mechanic</b>	Get 25 total kills in deathmatch using the wrench.
<b>Mother's Embrace</b>	Complete Mother's Embrace level.
<b>Oath of Vengeance</b>	Complete Oath of Vengeance level.
<b>Poker Face</b>	Win \$250 in Poker mini-game.
<b>Rank 1</b>	Win a ranked online match.
<b>Resolutions</b>	Complete Resolutions level.
<b>Retro Gamer</b>	Get a score of 15,000 or higher on Runeman mini-game.
<b>Rifle Ranger</b>	Get 25 total kills in deathmatch using the rifle.
<b>Rites of Passage</b>	Complete Rites of Passage level.
<b>Sacrifices</b>	Complete Sacrifices level.
<b>Savior</b>	Complete Prey on Normal difficulty.
<b>Second Chances</b>	Complete Second Chances level.
<b>Sharpshooter</b>	Get 25 total kills in deathmatch using the sniper rifle.

<b>Soul Sucker</b>	Get 25 total kills in deathmatch using the Leech Gun.
<b>Team Leader</b>	Get 250 total kills in team deathmatch.
<b>Team Member</b>	Get 50 total kills in team deathmatch.
<b>Team Player</b>	Get 125 total kills in team deathmatch.
<b>Ten Ranked Matches</b>	Play 10 ranked online matches.
<b>The Complex</b>	Complete The Complex level.
<b>The Dark Harvest</b>	Complete The Dark Harvest level.
<b>The Old Tribes</b>	Complete The Old Tribes level.
<b>There Are Others</b>	Complete There Are Others level.
<b>Toxic Overlord</b>	Get 25 total kills in deathmatch using the Acid Sprayer.
<b>Ultimate Warrior</b>	Get 500 total kills in deathmatch.
<b>Young Blood</b>	Get 50 total kills in deathmatch.

PC Cheats	
During gameplay, press Ctrl + Alt + ~ to bring up a window. Type in these cheats for the desired effects.	
<b>Extra Ammo</b>	giveammo
<b>Invisibility</b>	notarget
<b>God Mode</b>	god
<b>Health</b>	givehealth