

ALIEN vs. PREDATOR

Atari Corporation for the

JAGUAR



A new Jaguar game! A new Jaguar game! And this ain't no *Crescent Galaxy*, either: *AvP* has surprisingly complex game play, making it perfect for a strategy guide. (At least that's what I said to convince *TIPS & TRICKS* to let me write it.) Read on for loads of strategies, a detailed walk-through of the Colonial Marine scenario, and lovely maps of every area in the game, including those wacky airducts.

BASIC STRATEGIES

- When you enter a new room, and you don't see any enemies from the door, walk a few steps into the room and then walk back out. This draws out any enemies that are hiding just inside the room.
- Explore each Sublevel a section at a time, using the doors as boundaries. Completely clear out the current section before opening a door into a new section.
- Most of the objects and enemies are randomly placed from game to game—even when you restore a saved game. Dead marine bodies, on the other hand, always stay in the same places, so keep track of where they're located and what they hold. The soldiers invariably carry ammunition, while the white-suited medics carry Medkits.

MARINE STRATEGIES

- Remember to read all the text in each computer. It usually contains valuable hints about what to do next.
- Kill the Aliens from a distance to avoid getting hit by the acid spray of their death. When Aliens attack, they have a tendency to weave back and forth, making it hard for you to hit them. Try walking straight back and firing only when the Alien is moving in a direct path towards you.
- Always try to kill Aliens in rooms rather than corridors. If you kill an Alien in a corridor, you're forced to walk over the acid pool and take damage. Lead the Aliens into a room by walking backwards, then plug 'em.
- Medkits restore 25% of your health, and food (found mostly in the Canteen area of Sublevel 3) restores 10% of your health. Don't use the Medkits to heal small amounts of damage.
- Dead marine bodies usually have weapon ammunition. White-suited marines usually have Medkits.
- Remember that the west elevator can't move between Sublevels 3 and 4. To reach the western half of Sublevel 3, which leads to the Alien Ship, you have to go down to Sublevel 4 via the east elevator and then walk across the level to the west elevator.
- If you don't need an item, it stays on the floor even when you walk directly over it. Remember where spare Medkits and ammo can be found.
- Predators are vicious and should usually be avoided unless you have the Smartgun, which takes them out relatively quickly. If you're not feeling confident enough to mix it up with a Predator, run like hell in the other direction. If you engage in battle with a Predator, he usually only attacks two or three times before becoming invisible again. Since Predators always attack you honorably, they always show up on the Motion Tracker before striking.

YOU'VE GOT YOUR WORK CUT OUT FOR YOU, SOLDIER!

The Motion Tracker is an extremely useful item for finding (and avoiding) enemies, so get it as soon as possible.



ACID SPRAY AT CLOSE RANGE CAUSES MORE DAMAGE THAN AT A DISTANCE



DEAD MARINES CARRY AMMO



AVOID PREDATORS UNLESS YOU HAVE THE SMARTGUN



WASTE THE ALIEN EGGS AND FACEHUGGERS

- All ten Security Cards are found on the bodies of dead marines.
- Certain areas of the game, and a few important items, can only be reached by crawling through airducts.
- If you absolutely *must* kill an Alien in a hallway, try to kill it when it's as near as possible to either side of the wall. If you do this just right, you can walk around the acid pool without taking damage.
- When you shoot an Egg from a distance, it immediately hatches and releases a Facehugger. There's a sneaky trick for shooting and destroying an Egg before the Facehugger is released: simply walk up to the Egg until it opens, then quickly blast it before the Facehugger pops out. This only takes about half as much ammo as shooting the Egg and the Facehugger.
- If you're killed, and then restore a saved game, the dead marine bodies regain any ammo or Medkits they were holding, and the stationary Medkits and ammo packs reappear. This leads to a very efficient strategy for surviving and saving the game. First, get the item you're currently looking for, either a Security Card or a weapon. Second, acquire as much ammo and health as possible without putting yourself in too much danger. (For example, it's not worth going after a Medkit if you're going to be attacked by six or seven Aliens along the way.) Third, run into either the west or east elevator, close the door, and save the game. The elevator acts as a "base" of sorts. If you're unfortunate enough to be killed, just restore your last save and try again.



YOU HAVE RAZOR-SHARP TEETH AND ONE BAD ATTITUDE!

ALIEN STRATEGIES

- There's no way to heal an Alien, so cocoon your enemies (claw attack, tail attack, claw attack) early and often.
- Since you have no ranged weapons, you must use speed and stealth to sneak up on your enemies and attack them from behind. Attacks do less damage if you don't give them time to charge up, so avoid holding down the attack buttons.
- A moving target is harder to hit, and Aliens are the fastest-moving creatures in the game. Therefore, run around like a bat out of hell to keep your enemies dazed and confused.
- Aliens can't use the elevators to move between Sublevels, only the airducts. Airducts don't have any enemies, so you can hide in them and wait for any cocoons you've created to gestate into extra lives.



COCOON AS MANY ENEMIES AS YOU CAN



SNEAK ATTACKS WORK BEST



REMEMBER TO KEEP MOVING



PREDATOR STRATEGIES



YOU'RE ON THE HUNT, AND YOU WILL NOT BE DISHONORED

- Don't attack when invisible! Invisible attacks subtract points from your score, which means you might lose the use of the cooler weapons in your arsenal.
- Marines can't see you when you're invisible and at a distance, so you can avoid fighting them simply by staying at long range. Aliens can see you whether you're invisible or not.
- You can refill your Health-Pak by picking up Medkits and food. If you continue to hold down OPTION even after your health has been fully replenished, the Health-Pak flashes as a warning that you're wasting precious energy. If your health is running low and your Health-Pak is almost empty, avoid any further hunting until you locate more Medkits and refill the Health-Pak.
- Killing Aliens at close range quickly decreases your energy. Concentrate on killing Marines until you build up enough points to earn a long-range weapon for use against the Aliens. Attacks do less damage if you don't give them time to charge up, so avoid holding down the attack buttons.
- Avoid confronting large groups of Marines, because they all start to fire when they become aware of your presence. It's best to engage only a single Marine at a time.



STAYING INVISIBLE AND AT A DISTANCE AVOIDS CONFRONTATION



DO NOT ATTEMPT ATTACKS ON LARGE GROUPS OF MARINES

• Even though the scenario description says that you have to return to your ship with the skull of the Alien Queen, all you really have to do is kill her to win the game!

• The number of points you score for each kill is affected by two factors: invisibility and weapon selection. If you defeat an opponent while visible, points are added to your total; if you defeat an opponent while invisible, points are subtracted from your total. If you defeat an opponent with a hand-to-hand weapon (Wrist Blade or Combi-Stick), the points are full value; if you defeat an opponent with a long-range weapon (Smart Disk or Shoulder Cannon), the points are half value. Refer to the handy chart below for point values:

ENEMY	HAND-TO-HAND POINTS	LONG-RANGE POINTS
Alien	10,000	5,000
Marine	5,000	2,500
Facehugger	900	450
Egg	300	150
Fuel Drum	100	50



THIS THING IS PISSED OFF, BUT DON'T LET THAT DISTRACT YOU



You can tackle the Marine scenario in any number of ways, but here's our recommended path through the game. (Notice that we skip two of the more difficult Cards to collect.)

1. Collect the Shotgun.
2. Collect Security Card #01.
3. Collect the Pulse Rifle on Sublevel 3.
4. Collect the Motion Tracker.
5. Collect Security Card #02.
6. Collect Security Card #03.
7. Collect Security Card #04.
8. Collect Security Card #06 (skip #05).
9. Collect Security Card #07.
10. Collect the Flamethrower.
11. Collect Security Card #09 (skip #08). Once you have this card, you can raid ammo-filled rooms in the Armories to load up every weapon, including the Smartgun.
12. Collect the Smartgun.
13. Collect Security Card #10.
14. Enter the Command Center on Sublevel 2, use the computer, and initiate the self-destruct sequence.
15. Enter the Escape Pod on Sublevel 5, use the computer, and fly away from the station before it self-destructs.



IT'S TIME TO ROCK!

Shotgun

You get the Shotgun from the dead marine just outside your cell in the Brig. It takes three Shotgun blasts to kill an Alien.

Pulse Rifle

There are three Pulse Rifles that can be obtained without needing Security Card #05 to get into the Armories. The first (and easiest to get) Rifle is on Sublevel 3. Enter the Kitchen from the Canteen area (you need Security Card #01) and find the airduct in the Kitchen storeroom. This leads to Airduct 3C. Crawl to the second outlet, which leads into a series of rooms blocked off from the rest of the Sublevel by jammed doors. You find the Pulse Rifle on a body in one of the rooms. The second Rifle is in the Training Maze on Sublevel 4, which can't be accessed until you have Security Card #03. Enter Sublevel 4 via the east elevator. Take the south entrance into the Maze by taking the door to the south and then the first door to the right. The Rifle is on a body in this room. The third Rifle is on Sublevel 4. Enter Sublevel 4 via the east elevator and take the passage to the right. The Rifle is on a body in the small room to the left.

Flamethrower

You can get the Flamethrower from the Armory on Sublevel 2 or Sublevel 4 (we used Sublevel 2). You need Security Card #07 or higher to enter the Armory and enter the room with the Flamethrower, found on a dead marine body.

Smartgun

This awesome weapon needs only a single shot to kill an Alien, and a short burst of fire to kill a Predator. Unfortunately, this amazing gun is located in the Great Hall of the Predator Ship. From the entrance of the Ship, walk straight ahead to the end of the hall, then take the passage to the left. Follow this hall to the end and then take the passage to the right. Follow this passage as it winds around the Ship and goes to the Great Hall. The Smartgun is on the dead marine body at the far end of the Hall.

Motion Tracker

The Motion Tracker is on Sublevel 5. Enter Sublevel 5 via the east elevator. Take the passage to the right, then turn left and enter the first door on the right. Walk over the dead marine to pick up the Tracker.

Security Card #01

Exit the Brig and turn left. There's a passage to the left and to the right. Take the left passage and walk over the dead marine to take the card.

Security Card #02

To collect this card, you need to crawl through Airduct 3B, which has two entrances: on Sublevel 3. One of them is in the northwest corner of the Barracks, and the other is east of the Airlock, behind the Petty Officers Area. Crawl through the Airduct to a group of rooms blocked off from the rest of Sublevel 3 by a jammed door. The card is on a body in one of the rooms.

Security Card #05

Enter Sublevel 2 via the east elevator. Turn right and walk toward the northeast corner of the Sublevel. Go into Airduct 3B in the northeast corner. Go through the exit in the centermost part of the Airduct to come out in the Officers Area. Search the bodies to find the card.

Security Card #04

Enter Sublevel 4 via the east elevator. Go straight through the first door, then go through the door on the right. Follow the passage straight ahead, and hug the left wall until you find the body with Card #04.

Security Card #05

Enter Sublevel 5 via the east elevator and take the passage to the left. Follow the passage and take the first passage to the right. Turn right, walk forward a few steps, then take the left passage. Follow the passage as it twists around, and enter the last door on the left. Card #05 is on the body at the far left end of the room.

Security Card #06

Enter Sublevel 4 via the east elevator. Exit the elevator to the left, move down the passage to the left, and enter the Training Maze through the door to the right. Take the door to the left in the square room. Now take the first passage to the right and turn right again. Follow the passage until you reach Airduct 4C. Airduct 4C has only two outlets; the one you entered, and the one that leads into the supply room in the Sublevel 4 Medlab. From the supply room, walk south and enter the fourth room on the left. Search the body to find Card #06.

Security Card #07

Enter Sublevel 1 via the east elevator. Take the passage to the left, then turn to the right. There's a smaller room in this large area that can only be opened with Security Card #06. On a body inside the smaller room is Card #07.

Security Card #08

This card is inside the Alien Ship, which is entered from Sublevel 5. From the entrance of the Ship, take the passage to the left. Next, take the passage to the left, then the first passage to the right. Follow the passage to the left, then turn right, and right again. Walk straight ahead and follow the passage to the left. At the intersection, turn left, then take the passage to the right. You find yourself in a large room. Card #08 is on the body in the far right-hand corner.

Security Card #09

This card is inside the Predator Ship, which is entered from Sublevel 1. From the entrance of the Ship, walk straight ahead to the end of the hall and take the passage to the left. At the end of this hallway, take the passage on the right, then take the first passage left. You find Card #09 on the body at the end of the room.

Security Card #10

This card is located at the center of the Alien Ship. When you reach the center, you get to battle the Alien Queen and retrieve the card from the cocooned body in the northeast corner of the room. You can kill the Queen, but it takes a mind-boggling amount of ammunition; we needed to pump the bitch full of all our Smartgun and Flamethrower ammo before she went down. Worse yet, the Queen comes back to life as soon as you retrieve the card! The room is full of Eggs, so shoot them all and watch out for the ever-dangerous Facehuggers.



LEVEL MAPS



SUBLEVEL 1

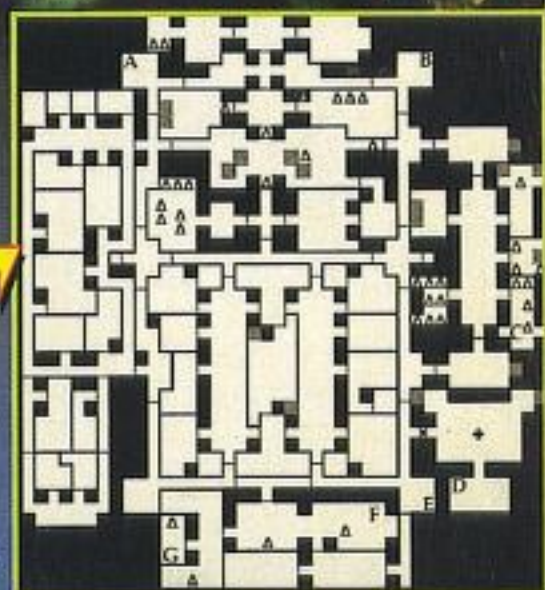
- A: Predator Ship
- B: Airduct 1B (A)
- C: Airduct 1B (B)
- D: Airduct 1B (C)
- E: Airduct 2B (E)

LEGEND

- ▲ AMMO
- COMPUTER
- × DOOR JAMMED
- + MEDKIT

SUBLEVEL 2

- A: Airduct 2B (A)
- B: Airduct 3B (B)
- C: Flamethrower
- D: Airduct 3B (D)
- E: Airduct 2B (C)
- F: Security Card #03
- G: Airduct 3B (C)



JAGUAR LEVEL MAPS

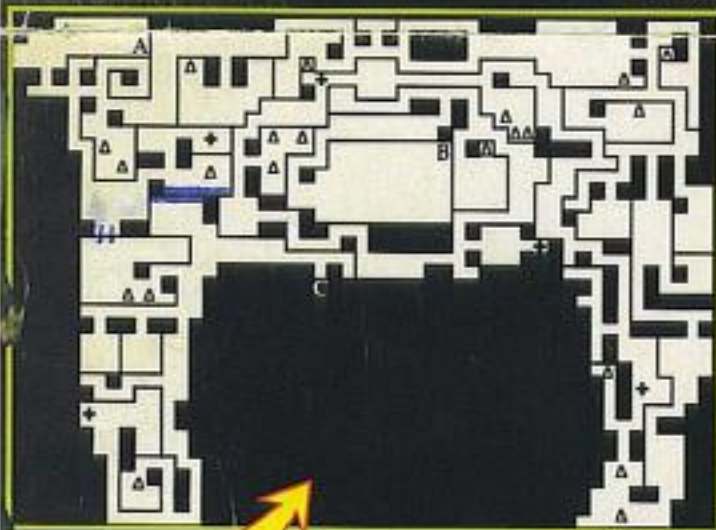
SUBLEVEL 3

- A: Airduct 4B (A)
- B: Airduct 3B (A)
- C: Shotgun
- D: Security Card #01
- E: Airduct 3C (A)
- F: Airduct 4B (F)
- G: Airduct 3B (E)
- H: Security Card #02
- I: Pulse Rifle
- J: Airduct 3C (B)
- K: Airduct 3B (F)



SUBLEVEL 5

- A: Alien Ship
- B: Airduct 5C (B)
- C: Motion Tracker
- D: Airduct 5B (C)
- E: Security Card #05
- F: Airduct 5C (C)
- G: Escape Pod
- H: Airduct 5C (A)



ALIEN SHIP

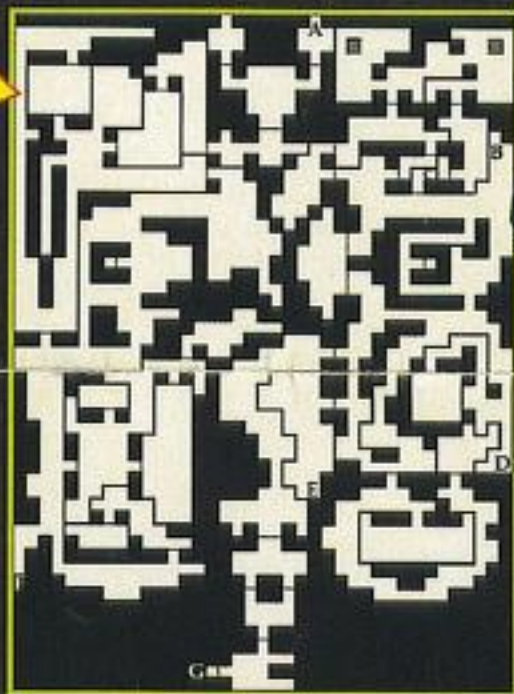
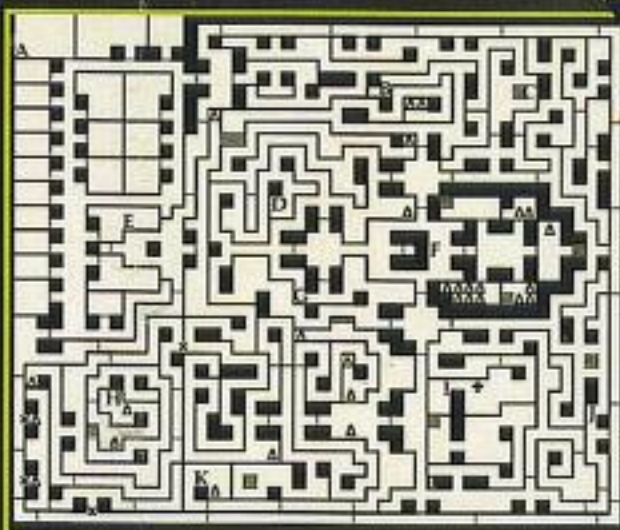
- A: Security Card #08
- B: Security Card #10
- C: Sublevel 5

LEGEND

- ▲ AMMO
- COMPUTER
- ✕ DOOR JAMMED
- ✚ MEDKIT

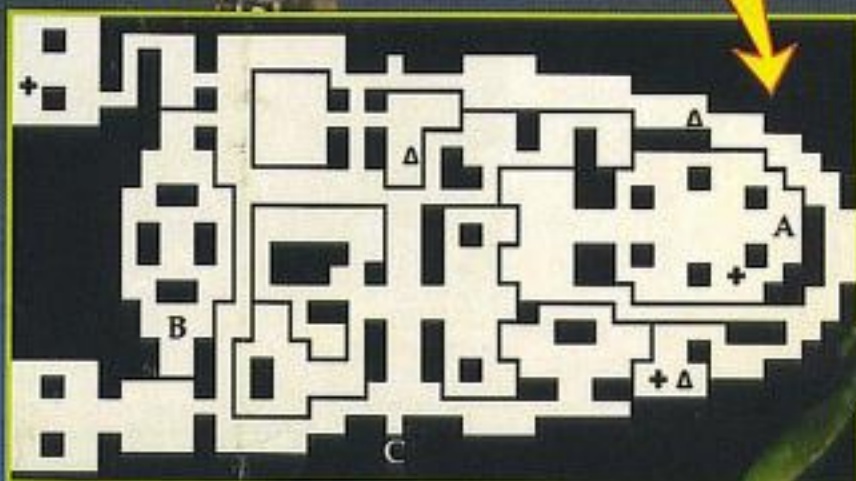
SUBLEVEL 4

- A: Airduct 4C (B)
- B: Airduct 4B (B)
- C: Airduct 4B (C)
- D: Security Card #04
- E: Security Card #06
- F: Airduct 4B (D)
- G: Airduct 5B (D)
- H: Airduct 4B (E)
- I: Airduct 4C (A)
- J: Airduct 5B (B)
- K: Airduct 5B (A)
- L: Airduct 4B (G)



PREDATOR SHIP

- A: Smartgun
- B: Security Card #09
- C: Sublevel 1



IF IT
BLEEDS,
YOU CAN
KILL IT!





AIRDUCT 1B

- A: Sublevel 1 (B)
- B: Sublevel 1 (C)
- C: Sublevel 1 (D)



AIRDUCT 2B

- A: Sublevel 2 (A)
- B: Sublevel 1 (E)
- C: Sublevel 2 (E)



AIRDUCT 3B

- A: Sublevel 3 (B)
- B: Sublevel 2 (B)
- C: Sublevel 2 (G)
- D: Sublevel 2 (D)
- E: Sublevel 3 (G)
- F: Sublevel 3 (K)



AIRDUCT 3C

- A: Sublevel 3 (E)
- B: Sublevel 3 (J)



AIRDUCT 4B

- A: Sublevel 3 (A)
- B: Sublevel 4 (B)
- C: Sublevel 4 (C)
- D: Sublevel 4 (F)
- E: Sublevel 4 (H)
- F: Sublevel 3 (F)
- G: Sublevel 4 (L)



AIRDUCT 4C

- A: Sublevel 4 (I)
- B: Sublevel 4 (A)



AIRDUCT 5C

- A: Sublevel 5 (H)
- B: Sublevel 5 (B)
- C: Sublevel 5 (F)

