

# ALIEN BREED

## GAME GUIDE

This guide is not a walkthrough, but provides some hints for completing the 3 Episodes, as well as a couple of the more specific Achievements. It's a little spoiler-y, which is why these notes aren't included in the standard Readme.

### GENERAL

The first thing to keep in mind is that there often aren't enough keys to open all the doors. You also have the option to blast open doors with your gun (which uses just under half an ammo clip), but in some cases, it's just not worth going through certain doors.

Key Packs cost 500CR, and you get 6 keys, so 1 key costs 83.33CR (repeating, of course). So if a door has 100CR or more behind it, it's worth opening. Or if a door has an ammo clip behind it, it's potentially worth blasting open.

There is an ammo clip exploit that I carried across from the original Team 17 games, which is that when you pick up an ammo clip, you get the extra clip plus you refill the clip that you're part way through. Spending time managing your supplies this closely shouldn't be necessary (maybe on certain Episode III runs), but it's something you can use to your advantage if you like.

A Remote Radar Scanner is very useful, especially given that many levels will end up with a countdown sequence triggering where you have a limited amount of time to get out. Note that in TOUGH mode the Scanner won't work during the countdown sequence.

### EPISODE I: REBIRTH

This is a linear 12 level campaign. Level 1 has a lot of supplies that you can collect, I get the majority of these, and end up buying 1 x Key Pack as well.

In Level 2 or 3 I buy the Flame Arc which kills enemies immediately at this stage of the game, and normally pick up the Flame Thrower by Level 6 or 7.

On Level 3, whilst the mission briefing mentions to close all 4 Fire Doors, the self-destruct sequence will commence after closing 3 doors, and it is possible to finish the level at this point. So if you know the level layout, you can close one of the Fire Doors that's not too far from the Deck Lift 3<sup>rd</sup> for an easy escape.

Level 7 probably has the longest escape run you'll need to do, taking you through most of the level a second time. There is an Achievement for finishing the level with 30 or more seconds left on the countdown, which is achievable once you know the route.

Level 11 (the dark level) has an Achievement for finishing the level without shooting any aliens. If an alien dies from walking into you, you can still get the Achievement. Also worth noting, the self-destruct sequence will only start if you walk into a wall.

Level 12 has an Achievement for killing the Queen Alien without dying. This is easy enough if you're patient. You'll be safe if you stick to one side of the room and only come across to attack when the Queen retreats up the screen.

## EPISODE II: EVOLUTION

This is another linear 12 level campaign, just with a slightly higher difficulty curve.

Level 4 has an Achievement for collecting all pickup items, and Level 5 has one for opening all doors.

Level 7 has another speed Achievement, this time for finishing the level with 40 or more seconds left on the countdown. Again, once you know the route, this isn't too difficult.

## EPISODE III: IMPACT

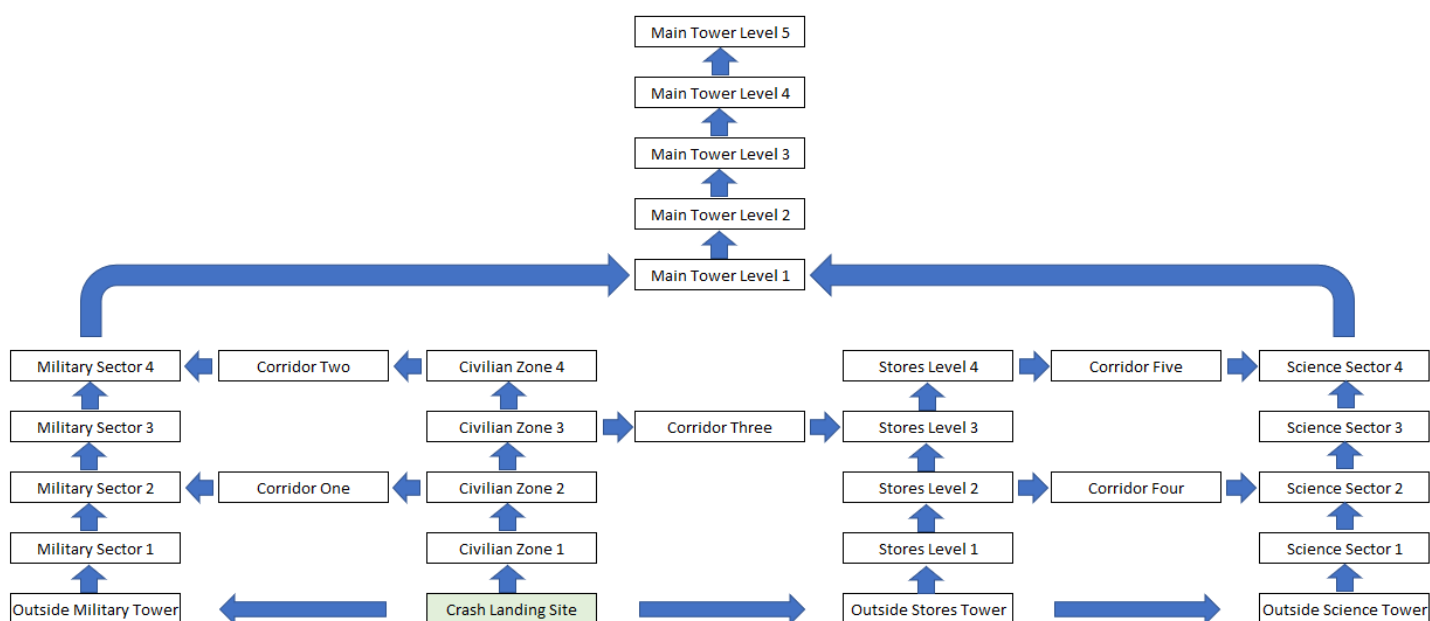
This campaign is non-linear with 7 different paths you can take to complete it.

Episode III steps up the difficulty again from II, more this time with key & ammo management in the early levels. This is more noticeable if you take paths through either the Military or Civilian towers. If you go up through the Stores or Science towers, there are fewer doors to chew up your keys.

To get the Achievement "STAY AWHILE, AND LISTEN", you need to find the secret teleport in Civilian Zone 2, which leads to an Intex Terminal that gives you a brief rundown on the history of Team 17's original Alien Breed series.

The final level (Main Tower Level 5) has an Achievement to finish the level with 55 seconds left. The catch with this one is that the self-destruct sequence begins before you even start fighting the Queen Alien, so you need to take her down quickly whilst avoiding dying which wastes a few seconds.

Finally, there is an Achievement for completing this Episode via all 7 routes. The diagram below shows the level layout and lists the 7 paths you'll need to take. To get the Achievement, these runs also need to be completed without using a passcode (but you can still use the Quick Save & Exit feature to leave the game and come back later).



Route 1: Via Military Sector 1

Route 2: Via Corridor One

Route 3: Via Corridor Two

Route 4: Via Corridor Three

Route 5: Via Stores Level 1 through Corridor Five

Route 6: Via Stores Level 2 through Corridor Four

Route 7: Via Science Sector 1

## CHEAT CODES

At the end of each Episode, you will be given some “cheat” codes that you can enter via the Passcode screen. Some of these make the game easier, some harder, some are just a bit silly. Below are a list of the codes and what they do:

CRAZYXENOS	Enemies move fast all the time	AMIGALOVER	Skip level by pressing [.]
IWANTFISH	No wall clipping	BLEARYEYES	Weird screen effects
TOUGHMUTHA	Player is invincible	KEYFINGERS	Unlimited keys
INSANEMODE	Enemies hit harder	ACERIMMER	Unlimited ammo
BILLPAXTON	Start with all weapons	PISSEDFART	Reversed direction controls
NEWTFARTED	No enemies (except bosses)	CASHSTACKS	Start with 20000 credits
MANUTDLOVE	Frozen countdown timer	YOUMUNTERS	Enemies avoid the player
TIREDXENOS	Enemies move slow all the time	BIGBOOMERS	Enemies randomly explode