

Walkthrough

From The Nameless Mod

This walkthrough was written using version 1.0.3 of TNM and received an update for 1.0.4. It is **HIGHLY** advised to update to 1.0.4 before playing The Nameless Mod. Issues, exploits and glitches still present in the current version that should be noted to avoid or can be exploited are mentioned in this walkthrough, however any issues or exploits present in previous versions (including 1.0.3) will not be mentioned. I've made a small patch called 1.0.4+ to fix some of the remaining issues left in the game. You can find it on the official forums of OTP. I'll mention throughout the walkthrough some of the changes that happen with this fanpatch installed...

This walkthrough will run through the game on the normal difficulty (Challenging). As such, items and monsters that may be added or removed because of other difficulties might go unmentioned in this walkthrough, however I do my best to mention any changes to the more special items like spider canister ammo or Vortex Grenades.

Contents

- 1 Downtown District
 - 1.1 Phasmatis' Apartment
 - 1.2 Getting a subway pass
 - 1.2.1 jimmycracker's painting
 - 1.2.2 The Llama Hostage
 - 1.2.3 The Firewalls and the N00Bz
 - 1.2.4 SymGeosis' disk
 - 1.2.5 The Secret Stash
 - 1.2.6 The free subway pass
- 2 The Slums
 - 2.1 FedEx for Yardbomb
- 3 Corporate District
 - 3.1 Raving's Weapon Shop
 - 3.2 The Corporate District, Part II
 - 3.3 The PartyZone
 - 3.4 Going back Downtown
 - 3.5 A little bit of WorldCorp
 - 3.6 The Sewers
 - 3.7 Getting into the WorldCorp Sublevel
 - 3.7.1 The long way into the sublevel
 - 3.7.2 The WorldCorp Sublevel
- 4 Joining PlanetDeusEx
- 5 Joining WorldCorp
 - 5.1 The DXO Newsscript
 - 5.2 Break and enter PDX
 - 5.3 Despot's Apartment
 - 5.4 Killing an invincible moderator
- 6 Llamas, Goats and Server Complexes
- 7 ShadowCode
- 8 The Admin Password

- 9 The Goats
 - 9.1 The Llamas
- 10 Going to DXI
 - 10.1 Beeblequix's shack / Pimp-Jojo's side mission
 - 10.2 DXI Main Mission
- 11 Forum City, day 2. Slums District
 - 11.1 Yardbomb's Voodoo Shop
 - 11.2 Forum City, day 2: The Warzone (Corporate District)
 - 11.2.1 DX Editing/Wolfy's Mission
 - 11.3 The Sewers, day 2
 - 11.4 WorldCorp Sewers & WorldCorp Basement, day 2
 - 11.5 Downtown, day 2
 - 11.5.1 The Bombing of Sol's Bar
 - 11.6 The Llama Temple, day 2
 - 11.7 Goat City and Goat Templae, day 2
- 12 PDX, day 2
- 13 WorldCorp, day 2
 - 13.1 Slum Sewers
 - 13.2 Air-Traffic Control Tower (ATC)
 - 13.2.1 Finding ZeroPresence
- 14 The Goats, day 2
 - 14.1 The Llamas, day 2
- 15 Aunt Betty Industries, Exterior
 - 15.1 Aunt Betty Industries, Interior
 - 15.2 Aunt Betty Industries, Ruins
 - 15.3 Aunt Betty Industries, Labs
- 16 HTTP GameSpy, Level 2
 - 16.1 HTTP GameSpy, Level 3
 - 16.2 HTTP GameSpy, PDX Ending
 - 16.3 HTTP GameSpy, WC Ending
 - 16.4 HTTP GameSpy, Ryan Ending
 - 16.5 HTTP GameSpy, "Hidden" Narcissus Ending

Downtown District

Phasmatis' Apartment

After creating your Trestkon (I go for Electronics, Lockpicking and Computer) and watching the intro, listen to the PM from Phasmatis and then talk to the receptionist, Shawn. Walk inside his office and take the key and soda and notice the shaft, but not go in there yet. Back in the lobby you can look at the Technology Today magazine to get a picture of the manned camera added to your datavault. Now move up to the fourth level (do stop by the others and move left and right though ;)). Go right, and in the end open the door to the storage room to grab some prod chargers, a screwdriver and some chemicals that can be used for Molotov Cocktails. Now move back and enter Phasmatis' apartment. Speak to him (what options you choose does not matter, however you can get a lot of additional info if you keep talking) to get a safe keypad code, his login, and several goals.

Move left and check his mail using the password provided (*Phasmatis/Antithieus*) for some background info. Just for fun try using the Radish 3000 repeatedly, or turn off the TV. You can also listen to some Deus Ex music here, but not much more else to do. Move to the kitchen in the opposite room for some more consumables, rice bag ammo and chemicals. Move back in the hallway

and to the end toward three doors. The left one leads to the bathroom, where you can find a medkit above the sink in the cupboard. To the right you can find Phas' bedroom, where you can find a Bioelectric Cell and 10mm ammo in the closet, and a knife under the pillow. Use the answering device to hear what you already heard before in the intro. Move over to the safe and use the code (3467) to gain your first **Augmentation Canister (Combat Strength / Microfibril Muscle)**! You'll have to spend quite some time before finding a medbot to install it though, so you might want to pick it up later. The third door (note the light switch next to it!) will lead you into a closet. Break the little cardboard box, only present on the lowest 2 item difficulties, to find the Riot Prod.

We're done for the apartment now, so let's head back to level 1 with the elevator. During the ride you get a PM from Scara B. King, and later King Kashue follows with a counteroffer. Don't worry about it for now, that's a matter for later. Move out the front door.

Getting a subway pass

***GLITCH:** Some times people get a PM from Scara B. King right at this point offering them an alternative way to get a subway pass. This is caused by money gained from older saves being retained even if you started a new game. This can be a good way to skip the getting 1000 credits stuff if you're bored of downtown or want to rush the game.*

Welcome to downtown Forum City. Soon after exiting Phasmatis will send you a PM with a new goal, which is achieving 1000 credits for a monthly subway pass. There are 6 missions in this area, 4 designed specifically to give you alot of credits, but it is perfectly possible to accumulate 1000 credits without doing any of them. Scrolled beneath (1.2.1 to 1.2.6) are the missions individually listed in this area. For now we go exploring the area. We're already going to assume you have possession of the 100 credits in Phasmatis Apartment (see 1.2.1, jimmycracker's painting), so 900 credits to go...

Overhear the chatty couple (or interrupt them), then move to the left, up the stairs. Overhear the thugs, then kill or knock them down for some 10mm ammo (do not worry, the Firewalls will not mind). Move across the river (ignore the boat for now) and talk to the snack vendor Whoever. You can buy snacks from him, but it's better to knock him down to gain another 100 credits. Be wary of the firewalls this time though! You can find some more consumables on his stand. Past the lion statue to your left is the Fan Fic Shop. Here you can have loooong conversations with Chris the Cynic, walton simons and read the fan fics Twist and Unknown Motives. Also, you find jimmycracker here (1.2.1) and find a prod charger on a table if you missed the one in Phasmatis apartment (or play on higher item difficulties). Across the bookshop is a coffee store. Break the window (beware the Firewalls again) and enter. Loot for coffee (coffee restores both bio-energy and health instead of just health like other consumables), bars, a PS20, some darts, a gas grenade, the keys for this store and for another coffee shop, and 170 credits. Exit and note the Llama Temple (1.2.2).

Go to the right of the Lion statue (West) and move towards the little dock. Jump in the water and move towards the car wreck in the water for **40 Skill Points**, some flares, 2 lockpicks and a reload weapon mod. You cannot get out of the water here, so swim under the walkways (past the body of 1.2.5) and look for a ladder near the opposite dock (again, ignore the boat). Move back over the walkways over the water, and proceed to the west (do not go down the stairs). Keep hugging the wall, into the alley to find some thrashbags and containers with a spiderbot behind it. Use EMP grenades or LAMs on it if you have them, otherwise return later. Your reward is a medkit, sabot shells and a recoil weapon mod. Now move back out of the alley, and move further West (towards the Firewalls), and do not jump down. Hug the wall to move up the tunnel where the firewalls guard.

To your left you will find some matrix boxes, a lolcat, and a huge datacube (containing your base code). Do NOT shoot the datacube (unless you wish to test what that does ;)). This is the second **Narcissus Event** in the game. You'll have to find 3 of these to unlock a secret ending. Move back and jump down the tunnel, and move to the N00Bz. Ignore them (they are for mission 1.2.3), but loot their locker for a lockpick (break the box), some darts, consumables and more chemicals. Move further south and notice the building with the Goat billboard. It will play a role in 2 other quests, 1.2.2 and 1.2.5. Follow the road...

Notice the castle to your left. Enter it for a Pistol and a pepper cartridge. Exit and proceed east until you find a restaurant. Walk around it to find a metal crate. Take it, place it under a window, then break that window and use it to enter. Be aware that no firewalls are around. You can find a prod charger, pepper cartridge and the key on the counter. Behind the counter you can find another 90 credits. Get out, move back to the road and to the flashing "Sol's Bar and Grille" sign. Walk through the door beneath it.

Talk to Jackie, then proceed inside, the first person you'll see is Kunio Kun. Ignore him for now (1.2.4). Go right and you'll trigger a cutscene between Kylie and ZeroPresence. This is your very first opportunity to kill them during the game. Zero won't have his special sniper rifle with him though, but Kylie got her special Assault Rifle, one of the best weapons in the game. However note that killing ANYONE inside Sol's bar will get it locked up, so consider carefully if it is worth the risk! Also, both of them have a large role in the WorldCorp storyline that you will miss then. Note: If you do start killing people, make sure to kill/knock down Kunio Kun and get his aug upgrades before the bar locks down! Second note: Kylie cannot be knocked unconscious. You HAVE to kill her to get the Assault Rifle!

HIDDEN CONTENT: *There is a little "secret" conversation here with Kylie that you cannot normally trigger in the game. Use ~ to open the cheat menu and type "Legend", then select "Edit Flags". Now add the flag "Allied_WC" and have it set to true. Talk to Kylie. Be sure to remove the flag after talking to her!*

Talk to Kylie. Whether you are nice to her here affects the WorldCorp storyline later. You can talk to the Spaceman or embarrassed man on the toilet for some fun conversations, then break the mirror in the dance room (use your fists! Drawn weapons will make people hostile!) for **Easter Egg #5**. Move to the bar to trigger a convo with Alpha Operator. You can buy some food for him, or ask for background information. The Quotes Game cannot yet be done at this stage of the game. Also, be aware if you pick up items around him. Too many times he notices and he will turn hostile! You can avoid this by doing the stealing during one of his banter lines, since this prevents his stealing lines from playing. Grab all the goodies, then move in the kitchen for a pepper cartridge and a lockpick. Ignore the closed door, and move up. Listen to the businessman, then jump down. While this does some damage, it will cause Jackie to run to the bar.

Return to the entrance and pick that door there (if Jackie is there it would have sounded the alarm. Also do not break the glass, as it sounds the alarm), it takes less lockpicks than the door next to Alpha and contains the key to that door. Alternatively you can go outside and go in through the backside freezer door, but the door in the alley is unpickable and has 100% strength so needs explosives, this solution is the easiest. So go to the door next to Alpha and open it. The first right will take you to a storage area, loot it! The second leads to the lockers. AO's and Jackie's lockers are closed, but they carry the keys on their person, so you can kill or knock them down for them (knocking them down has side effects for the second day though!). If you want a free subway pass that would be the way to go, if not pick Jackie's locker, and use the LAM in it to blow up Alpha's if you don't want to use another lockpick. Further down the hall is the freezer (Alpha has the key, and

there is one inside there if you enter from the back) and Alpha's offices. The key to the office is in Alpha's locker, which takes less lockpicks to pick. In his offices you find your first multitool, and the very handy Alpha's Service Pistol hangs on the display on the wall. Take it. Hack Alpha's computer for a code, and input it (115) in the keypad next to the painting for 300 credits. Only 270 more to go!

Exit the bar and move west. Ignore SymGeosis, and notice the door to the alleyway and back entrance of Sol's. Overhear some citizens and move down the stairs and keep going forwards. Go through the alley, then move east until you find more chatty people. Notice the door behind them, lockpick it (watch out for the firewall). Go inside, up the stairs and take the first door to your left. Entering gives you **40 Skill Points**. Go behind the counter, pick up the consumables and use the key you found in the other coffee shop on the safe to find 2 credit notes of 220 and 130 credits. By now Phasmatis will contact you that you have enough money, which will get you **1000 Skill Points**. Go back outside and move further east. When you can go no further go south. Don't fall down. Now look up, and you'll see a ledge with some barrels. There lies **Easter Egg #2**. It's high up, so you might want to wait until you have a Speed Enhancement maxed out. Proceed to Phasmatis Apartment. If you talked to Alpha Operator drop by Phasmatis for some more talk, then go down the subway station to buy a ticket if you want to, or read on to get even more credits... and even a free subway pass! We'll move to the next area in section 2.0.0.

jimmycracker's painting

***STUCK GOAL:** If you start this mission, then kill or incapacitate either walton simons or Chris the Cynic (or both), the entire shop will be closed and everyone inside, including jimmycracker will leave. Thus rendering you unable to report success and finish the mission. With 1.0.4+ the mission will close in that situation.*

You can find jimmycracker north of Phasmatis' apartment, in the Fan Fic Shop. He's downstairs. Accept his mission, then move back to Phas' apartment and enter it. Enter the shaft behind Shawn. Move left for the painting itself or go right and up the stairs to take down some guards (if they see you Shawn's speech will change). Upstairs is nothing, but there is a tranquillizer mine in the guard shack, and each guard has a key to that shack. Also, taking them down disables the cameras in the building, which helps sneaking down. Move down and open the door, and take down the security guard. To your left are some chemicals, a medkit and 10mm ammo, aside from a box of TNT. On the right are lockpicks in cardboard boxes. Further down to the right you can find 2 scrambler grenades and 100 credits in a cardboard box. Further down to the left is the painting and also a repair bot, but it is guarded by a spiderbot. Using the scrambler grenades will make the spiderbot turn on the repair bot, so probably the most efficient tactic is using the TNT to blow up the spiderbot and the repair bot. Recover the painting and notice the wall has been blown apart. You have found **Easter Egg #1** and the Phasmatis Shrine. This is the first **Narcissus Event** in the game. You'll have to find 3 of these to unlock a secret ending. NOTE: You have to actually enter the room for the event to get added, simply seeing the shrine is not enough! Return to jimmycracker with the painting for 350 credits.

The Llama Hostage

Go to the most Northern part of the map, and you'll find the Llama Temple, guarded by Abomination. Talk to him. Now go to the complete other side of the map, past the firewalls and N00Bz, where you notice a building with a Goat billboard. Walk up the ramp there. On higher NPC difficulties there are actually Goats with shotguns here, but on the lower they just use foons. Note that they are highlighted green on your IFF, and sneaking behind them is very efficient.

BUG: Notice an interesting bug here. Even if you throw away the throwing foons, you still keep that exact amount in your ammo storage. So if you pick up one foon, you get [Old ammo amount]+1 foon. This way you can easily max out your ammo without carrying any around, unlike throwing knives. Same happens with sporks. Now if they weren't completely useless...

Keep sneaking around and you'll overhear a Templar and a Goat worshipper. Sneak up them and knock them down/kill them. The Templar carries around a sword. Carry back the unconscious Llama worshipper (make sure he doesn't die!) to Abomination to get 380 credits.

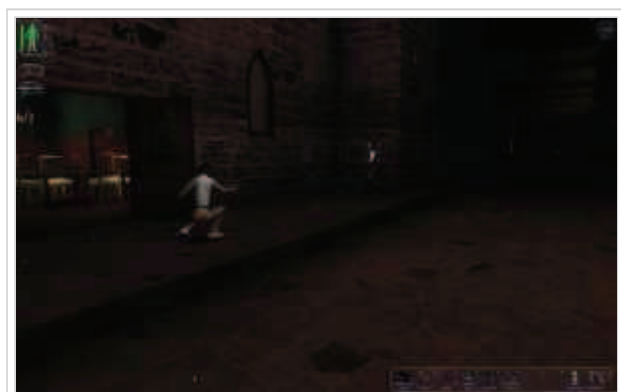
The Firewalls and the N00Bz

From Phasmatis apartment, move west to the Firewalls blockade. Talk to the firewall agent in brown to start this mission. To the south of his position you find the N00Bz. You can either talk to them, or just go on a rampage and kill/knock them all out for the firewall. While you get contacted that you HAVE to kill all N00Bz members, knocking down all 7 does do the trick, but the game acts like you killed them. This is probably a bug (and has been fixed in 1.0.4+). Go further down the road and into the Castle to find Master_Kale. He's equipped with a crossbow, so is a nasty fighter. However, you are free to knock him down or kill him without talking, making it much easier if you planned these routes. If you killed or knocked down all the N00Bz, Trestkon will threaten him, and you can either pick letting him live or killing him/knocking him down (both work). If you spoke to the N00Bz, or ignored them (or not killed/knocked all down) you get 3 options. The first makes Kale hostile, the second makes all the N00Bz leave, and the third, together with the question of how long Kale is on ForumPlanet, makes for a nice option to tell the N00Bz about their false leader. You can also use this to get them to leave properly. If you killed Kale either get the reward (N00Bz already gone), or go back to the N00Bz to threaten them/kill them. If you knocked down Kale either get the reward, dragging his body to the Firewalls (N00Bz already gone), or drag his body to the firewalls, then go back to the N00Bz to threaten them/kill them. If you know about Kale's lying, you can tell his gang this, and they'll also leave. After this you still have to knock down or kill Kale though before you can get your reward. Whatever you choose to do, getting rid of the gang yields you 500 credits (or 1000 using below exploit). NOTE: Nothing prevents you from knocking down Master_Kale after the mission is done. This will give you the very useful mini-crossbow!

EXPLOIT: You can get this missions' reward twice by knocking down or killing the 7 members of the N00Bz gang, then knocking down Master_Kale and delivering his body to the firewall without actually getting the mission first. After getting the reward, find a quiet place (or the firewalls will get upset) and kill Master_Kale. Now return for 500 additional credits. An easy 1000 credits for a subway pass. This has been fixed in 1.0.4+.

SymGeosis' disk

Go back to Sol's Bar and talk to Kunio Kun in the corner. First refuse the mission to haggle the prices further down, and then accept it. Declining it once again means you can never complete it, so don't do that! Exit the Bar, then walk left to find SymGeosis. You can talk to him to get some information about an experiment Scara is doing. Then knock him down, or kill him. Take the floppy disk he carries. You'll get 375 credits, **200 Skill Points** and a nice discount on his wares of 2 **Augmentation Upgrade Canisters** and a **Aqualung** /



Another way to deal with Master_Kale is by letting the firewall and him dash it out!

Environmental Resistance Augmentation Canister (you can only buy these after getting a subway pass). Note that killing or knocking down SymGeosis before getting the mission will prevent you from haggling down the price of the aug canister down to 1000, and bringing the floppy disk to Kunio during your very first conversation will NOT give you the 375 credits mentioned.

The Secret Stash

In the little canals, just between the 2 bridges you can find the body of a board guest in the water, together with a medkit and a datacube. Find it to get **40 Skill Points** and read the datacube to get a goal update. Exit the water and go south west, past the firewall blockade and the N00Bz, and to the building with the Goat billboard. Next to that building are some containers and small trash bags. Drag a container to the ledge to the south, and drag another next to it. Now pick up a small trash bag and drop it on the container. Drop another just before the container. Jump from the trash bag to the container, then pick up the trash bag and throw it onto the ledge. Jump on the other trash bag and jump up to the ledge yourself. Now pull up a container to the ledge, and do it all again until you reach the top, where you can find some trash bags lying there. Wreck them for **60 Skill Points**, 10mm ammo, 2 stealth pistols, a gas grenade, a lockpick and a pepper cartridge.

The free subway pass

After getting 1500 credits, and still not having bought a subway pass, Scara will contact you. He will tell you about an opportunity to get a free subway pass. It is noteworthy that not doing this will net you more credits later on in the game than the money you save now, but it's good if you want many credits early on to spend, or just want to show WorldCorp your qualities already ;). Go to Phasmatis apartment and enter. After the PM talk to Shawn to get the password to the laptop behind him. Use that (*NVSTemp/Superfluous*), submit your HUD codes and then play the message. If you already killed or knocked down Alpha Operator and looted him it will notice that, and you can immediately go and get a free subway pass. Otherwise it's up to Sol's bar if you want to proceed with it...

***BUG:** Be sure to stand straight in front of the laptop when using it. While it can be frobbed from the shaft, the trigger for the conversation doesn't reach that far, and you're stuck without the mission, forced to buy a subway pass.*

If you crouch behind Alpha and hit him with the Riot Prod in the ass, you can take him down without anyone noticing (and turning hostile on you). Loot his body for some keys (his locker, the door besides him, and the freezer in the back) and NVShacker's program. Don't frob him twice, picking up his body will definitely be noticed and turn Kylie and Jackie to attack you. Go outside (NVS will PM you, he will sound quite troubled if you killed AO) and back to Phasmatis apartment to upload the program (*NVSTemp/Superfluous*). After that just go outside, into the subway station and frob the machine for a free subway pass.

***IT LIVES!:** You can do this mission even after buying a subway pass. Even after killing NVShacker in the Corporate District! Even if that disables many of his PM's, he will still be able to contact you after exiting the apartment, after getting the program from Alpha Operator and when you have upload the program to his laptop. This has been fixed in 1.0.4+.*

The Slums

Since everyone is so eager for you to go to the Corporate District... we first go and explore the Slums, also known as the West Residence District. Buy/get a ticket and take the train on the right.

The subway pass mission closes if you had it (and you get a PM from NVS). However, you can still complete or initiate it, even if there is no good reason to do so. Most likely a bug.

***NOTE/BUG:** Before you leave the Downtown district, finish the N00Bz and Llama hostage missions if you want them done, as they will fail and are unavailable upon returning to the Downtown district. The others (except the free subway pass) can be done at any time.*

There is one large mission here (see also 2.0.1), and you get the opportunity to obtain some of the best melee weapons of the game here, the Dragon's Tooth Sword and Digital Ronin's Katana. Move out of the station and go right, overhear the convo of the guy and the cat. Follow the road to find Yardbomb's Voodoo Shop. Here you get the mission. Enter and overhear the convo between Yardbomb and the WorldCorp accountant. Look behind the counter for some tranq darts and a medkit hidden behind some books. Talk to Yardbomb. When he asks your advise, telling him to sell will close the shop for you on the second day. Telling him to stay independent will have it open on the second day for you too. Go to the back to find some blow dart ammo in the supply crate. Behind the locked door are only some throwing knives, so save your lockpicks. Move back to the begin of the shop. Walk through the extra-dimensional hallway and go right, frob the book for a hint, then talk to the flying head and the skull. Pick up the darts and biocell and proceed down the hall. You'll notice a door to your left. You have to see it to start the mission. Proceed down the hall. Here you'll find the katana and the blowpipe, both excellent weapons. Notice that this is only place in the game meta-knowledge will not help. Already knowing the codes without buying them, then inputting them will still trigger an alarm to go off and make Yardbomb hostile. Also, you can break the glass and take them, but this will also trigger the alarm. Fall down and talk to Yardbomb to start his mission. Also, you can buy one of the items if you wish (probably only if you got the free subway pass). Digital Ronin's Katana is perfect for destroying doors, especially when combined with Combat Strength. Saves you lockpicks or explosives. Digital Ronin's Katana code: *02173*. Blow darts code: *31397*.

Proceed outside, and go left. Go left again, and notice the water drain next to the Firewall. Climb on it, it works like a ladder. On top, carefully move over the cord to the other side. Enter the apartment (beware the hostile dog!) for **100 Skill Points**. Search the apartment for a few consumables, some throwing knives, and the EMP gloves! Now carefully crawl back down the way you came. Go through the door to your left and talk to Errol, the bum. To your left are the bums and only some wine bottles, so move up. Carefully approach and disarm the LAM, then take it. There is another one around the corner. Notice the boarded up door to your left. The lower side is darker, break it with a melee weapon then crouch inside to find some sabot rounds and 10mm ammo, along with a datacube holding augmentation information on some important characters. Sneak back to the other door to overhear a convo of some thugs. Take them down and search their hide-out for **40 Skill Points**, a LAM and 235 credits. Go back outside and proceed towards the metro station again. At the ATM you can plunder Trestkon's account (*905279/2049*) to get 500 credits.

Across the boarded up door notice a vent in the floor. Lockpick it, then fall down. Crawl up, use the ladder to get off the roof and look behind the dumpster to the left for 32 credits. There is nothing behind the locked door, save your lockpicks. Move up the other ladders, all the way to the top to find some lollerskates and a datacube with a picture. Move back to the street again and proceed to the metro station. Go past it. Notice the ramp on the right, it's required for the mission. The doors on the left lead to the alley with the lollerskates, ignore them. Overhear the conversation between the guys, then move left. The female junkie has 100 credits on her. You may think about taking it from here. Proceed through the opening with the "Caution" sign. The Karkian is friendly, so ignore him and drop down to get **40 Skill Points**. Find a prop charger, 2 biocells, flare darts and a hazmat suit, and don't forget the key! Move down the stairs and break the boxes for a medkit. Proceed all the way up,

and exit. Walk through the alley, and keep moving forward to find Glottis. He sells you an **Augmentation Upgrade Canister** for 1000 credits, the Dragon's Tooth sword for 1500 credits, and clip weapon mod, recoil weapon mod and reload weapon mod for 500 credits each. Get the sword (the aug upgrade is only useful later). Note that you cannot knock him down or kill him for the items, you have to buy them. Now all that remains is Yardbomb's mission, and it is off to the Corporate District! (We'll leave the DXI excavation for later, although do once try to get behind the grating at the helipad this soon, and the mechanic will accuse you of cheating...)

FedEx for Yardbomb

In Yardbomb's voodoo shop see the green door, then ask Yardbomb about it. He'll give you the mission to fetch several items for him, all located in the Slums district. Get out the shop and keep moving forward to the Firewall checkpoint. Next to them, and a little down are 2 locked doors. Because they require more lockpicks, I advise using LAM's to blow them up. This may cause the firewalls to turn hostile on you though. Don't throw the LAM near Wilbur and friend, or their response will definitely turn them hostile. The best tactic is throwing it in front of the firewalls, and they will run off. Do not follow them, as that will make them hostile too! Once they return they should remain friendly. Go inside and move left for some dart ammo and wine. Move to the second car wreck to find a dead bum. Loot his corpse for a pepperspray gun (many people seem to miss this)! Go towards the well-lit area to find Nosferatu. Conversation automatically starts, so prepare to defend yourself! He regenerates, so take him down quickly!

Jaedar wrote: The PDX Military bot is hostile to Nosferatu. So it's easy to just lure him to the roadblock, then take cover until the firewalls take care of him.

NOTE: It is **much** easier to do this if you get to him before getting the mission. Since he will not turn hostile, simply get behind him then and knock him down/kill him, and take his fangs. After taking his fangs, loot the room for flare darts and 10mm ammo. Go back outside and go towards the metro station.

Move up the ramp to your right. Go into the second window for some napalm ammo, then proceed to the third floor. Do not cross the lasers! It is perfectly possible to pick up one of the crates without going through them. Drop it in the adjacent room, break it and pick up an uranium bar (1 is enough). Go back outside and down. Past the citizens, go to the right and keep walking straight ahead. You'll find a dog that's hostile to you. Kill it to find the rabid dog blood. Turn around and move forward until you find the 2 junkies and the friendly dog. Proceed down the "Caution" signed stairway. The Karkian is tough, so either hit him fast and often with the Dragon's Tooth Sword, or blow him away with a LAM. Pick up the Karkian snot it drops (you may have to gib the body to find it if you killed it with the sword). Now proceed back to Yardbomb to give him all the items and gain the key to the teleporter room and **200 Skill Points** (you could have just killed or knocked him down for the key without doing the mission, but that won't give the skill point award).

Corporate District

NOTE: Even if you want to work for WorldCorp, it is highly advisable to visit PDX before doing the siding mission with Silver Dragon. In this walkthrough we will first talk to King Kashue, then Scara. Aside from a few PM's and conversations, there isn't a difference between that and talking to Scara first.

After Scara's rant, Phasmatis will comment on your how you solved the N00Bz mission (if you did). Go to the other station and talk to the geeky-looking guy to get a "map" (*ahem*) of the district. Exit the station and turn around.

INFINITE CREDITS EXPLOIT: *There appears to be an interesting bug concerning ATM's in TNM. Whenever you do a level transition and go back, the ATM's are restored and refilled, so you can infinitely loot Trestkon's account, gaining 500 credits each time. However account in a single area are linked, so if you have looted an account in one area, you cannot do so in another terminal in the same area until a level transition.*

Walk towards the police lights (you can find a PS20 on the bench) to find the old bombed PDX HQ. You can overhear some citizens talking about it. In the alley to the left you can find a bum who is willing to sell you some information on who kidnapped Deus Diablo. Move back and down the street to the left to find GitM, where PDX now resides. Press the button, then enter. Go left to overhear a funny conversation, then proceed down the hall to get a PM from Despot. Talk to Krissy and keep going left, until you find a door with "Jonas" next to it. Break the locked doors for a tranq mine and some biocells, then pick up the chemicals.

Go back out and go left from the reception until you hit a door saying "Armoury". Enter. Go left and talk to Winquman. If you dealt with the N00Bz without killing anyone (Note that knocking down the 7 N00Bz is considered killing them by the game) you get some .45 ammo as reward. Read the note, then login to his PC. While the note says both his login and pass are lund_stinks, that's only his password. The actual login is *Winquman/Lund_Stinks*. You'll find some ATM info in one of his mails (326877/9006). This account contains 140 credits. Proceed down the hallway, through the little garden, then take the first door to your left.



The original design of Jonas' office. It was remade because of framerate issues ;).

On the right, talk to Evil Invasion and grab a EMP grenade. On the left, open the drawers for more .45 ammo. Left forward, get some tranq darts. In the middle, use the medbot to heal yourself if needed, and install the augmentation from Phasmatis' safe.

Use the elevator to go up a level. Go through the door in front of you and right. Pick up some flare darts, then go outside the door to the South and go down the stairs. Move right. Talk to Ghandaiah, and choose the Boob Suit option to get **200 Skill Points** and a bunch of sporks. Pick up the flamethrower canister, and get a gas grenade from Despot's apartment. Proceed back to the hallway and keep moving forwards until you meet King Kashue. Talk to him and pick the compensation option to get 500 credits. Talk some more, pick up the key from his desk and the LAM on the table. Proceed further, and in the male bathroom pick up the lockpick and frob the Conspicuous Toilet Paper to find **Easter Egg #7!** In the holocom room get some ricebag ammo. Go back, and up the first stairs, then enter the conference room on your left for a PS20. Exit PDX HQ. To your left, find a bench with Scara's advertisement. Behind it, next to a small metal crate, is a door. Blow it open to reveal **Easter Egg #3** and concept art for Deus Ex 3!

To the right you can find Gelo the security guard to have a chat with (opposite the WC HQ prominently in the middle). Even further to the right you can overhear a conversation between two

WC employees. However nothing useful to you is said. To the left you find Raving's Weapon Shop. Enter it.

Raving's Weapon Shop

You can buy some weaponry at any of the lockers in the middle by using the reader, that subtracts credits. But you can also steal it by using multitools on these readers. Doing this is supposed to trigger the alarm, and gun turrets should appear out of the roof, but this never happens. Just don't hack the Stealth Pistols, since Andreus can see those. It is never needed to buy weaponry, but it's nice to have if you really want a specific weapon quickly.

***EXPLOIT:** Some of the weapons have a faulty collision, and can be picked up out of their locker without paying or hacking by just selecting them. All 3 LAWs can be stolen this way simply by standing behind the locker. A ballistic armor, thermoptic camo and assault shotgun can be stolen by jumping on the locker.*

To the left you notice a grate behind the plant, move the plant and open it. Crouch inside, use your pepper spray on the lowest laser to prevent it from triggering the alarm as you pass by. Pick up 2 napalm launcher ammo, 20mm HE ammo, a multitool, the key for the room and the Stun gloves! While these gloves are extremely powerful, they require you to spend a lot of skill points in the First skill to use. Not worth it in my opinion, although many disagree. Notice the security console. Exit the room and you'll run into Raving Nutter. Talking to him gives you a goal and an image. You cannot do anything with that goal until you picked a side though. You can knock him down or kill him for the key to the door you just came from and another storage door that also has a workaround. Knocking him prevents you from getting a nice little extra on day two during your second or more game, so it might be best to leave him be. Pick up some darts from the trophy cabinet and from the dartboard, then go outside.

Raving Nutter has the key to the door to your left, but for now ignore it. The door in front of you lead to Andreus' room. Look under the desk for a multitool, and take a PHAT-ray canister from the book stand. Hack his PC for a login (*RavingSecSys/Lethal_Force*) for the security console in the room next to Raving. It can disable the security, but as mentioned it never goes off in the first place, and disabling it makes Raving hostile to you the second day. So overall, not a good idea. Go down and take the second, metallic looking door. Go right immediately, and then to the second last. Use your keys on it (you got the key for it during the start of the game!) to get one of the best weapons in the game; Trestkon's Pistols, some ammo for it, 2 biocells and an EMP grenade. Also opening your locker gives you **50 Skill Points**. There are several lockers with goodies here. All of them not having INF lock strength contain items. A single well placed LAM will open all doors, saving you your lockpicks. Collect all the goodies (blow darts, 3 gas grenades, 225 credits, some flares and 10mm ammo).

Go back out and into the main store area. Notice the vending machines. Here you can find useful ammo and items (check all of them to see what they sell). Move left to the firing range to find some more 10mm ammo. Walk behind the counter with Andreus to find 2 tranq mines, .45 ammo and quad rockets. Press the down button, jump onto the elevator, then press up to get behind the upstairs storage door's room. Not much to find here though, just a gas mask and an electricity box controlling the lasers in the shaft (the ones we bypassed with the pepper gun). Go back down and talk to Andreus.

Even if you already looted your locker you still talk about it. Andreus offers a Napalm Launcher for 1000 credits. Not the most useful weapon, but certainly a nice tool for heavy-weapon players.

Otherwise ignore it. Talk to Andreus again (decline the offer) to get the option to modify Trestkon's Pistols with silencers for 1500 credits. While that may seem much, note that in the vending machine silencers for one weapon are 1000 credits, so it's really, really cheap. Also, you get some free .45 ammo with the deal. Since this is the only way to obtain silencers for these guns definitely do not knock down or kill Andreus before getting them. Afterwards, he is free game if you want to save yourself 1000 credits on the Napalm Launcher. Raving Nutter wont be happy though, and he wont sell you his special weapon then. Go back outside.

The Corporate District, Part II

Follow the road. At the crossing, go left. Notice the brownish building to your left? Either cheat (ghost & walk), or grenade climb on top of it to find... King Kashue! This is a reference to Max Chen being found on top of a building in the Hong Kong level in Deus Ex. This is the third **Narcissus Event** in the game. You'll have to find 3 of these to unlock a secret ending. NOTE: You have to hear the "Max Chen" line, otherwise the event is not added. Either carefully jump down (massive damage), or just cheat your way back to the ground level. If you rather not cheat, there are 4 other ways for the hidden ending that are easier to get. Proceed down the road and note the Partyzone to the left. We'll enter there later, remember the location! Talk to Sheldon Pacotti (Who changes names to simply Sheldon oddly enough after interaction) for some banter, and then to the pretty girl. Be nice (read: Do not pick the high-res option) to her and you can ask some questions about the PartyZone. Notice the phone booth ahead? That's the teleporter to Yarbomb's Voodoo transportation system for the Corporate District. Go right. Notice the stairs on the left, leading to apparently nowhere? Use them to jump to the ledge ahead. Walking a bit further you find a metal box and a ladder leading into the WorldCorp compound. Also remember these for later!

For now, move to the bench with the PartyZone advertisement. Move to the bot to find the Quick Stop. Enter it to overhear a convo between Steve Tack and Hammer & Sickle. Do not touch the pickles! It will turn Hammer hostile, and this will most likely also trigger the Large bot to attack you. You can open the safe behind him for 200 credits and a biocell, but again, it will turn Hammer & Sickle hostile. Knock him down beforehand if you think about doing it. Open the storage room on the wall, and take the lockpick from behind the blue soda-looking screen. Overhear the convo between NVS and A2 and pick up any consumable you like. Talk to NVS. If you finished his mission in the Downtown District he'll thank you. You can talk some more to NVS to get background information, and he mentions a very interesting weapon, the EMP pistol. Talk to A2. If you haven't talked to NVS you can only say goodbye. One or twice and you have the option to convince A2 to kill NVS. 3 times and you can convince A2 to be nicer to NVS. What you say to A2 makes a difference where he appears the second day (if remaining intact). Read the data screen next to NVS. You can log in his laptop with the pass given (*NVSHacker/1225nvs*) for some additional background info. Time to enter the PartyZone.

The PartyZone

NOTE: Remember to holster your weapon here, besides for the basement.

NOTE: Like Sol's Bar, the PartyZone locks down if you kill a single person inside.

Meet Dreamcast and Lo Vaquero the bouncers. Move past the aquarium onto the dance floor. Notice the sailor. He's having some trouble with opening doors (DX AI bug), so open them for him. Now talk to Grub. He'll give you a mission to retrieve some red biocells in the basement. Frob him 3 times to get a note about the bartender selling EMP grenades.

Ayjazz wrote: You can talk to the two female Dancing Patrons for some additional funny conversations if intoxicated (drunk).

Hopefully the sailor went through the doors by now. If not, and he seems to wander about, frob him to make him get on his way again. Get through the doors yourself as well. Overhear the businessman while the sailor goes his way. Follow him into the toilets (oddly enough he can open that door). If he notices you at the sink and goes back downside, frob him again to turn him around. Once you're both at the toilets (notice his different lines) knock him down, then loot his body. Explore the woman's restroom's sinks for a lockpick.

Move further up, under the aquarium. Here you will find 4 musicians. They are actually the people who made the amazing TNM soundtrack. Go through the door behind them and then the left door. Pick up the key and go through the next two doors. Pick up an EMP charger, plasma clip, lollerskates and a key you already possessed. Go back outside and left, than through the first door on your left. Here's Mercedes, the owner of the club. Search her desk for a biocell, than talk to her. You can ask her some general information, info about the band if you overheard them, and tell about Grub's mission. If you do that before completing it you get some keypad code information (72789), after completing it it's just some banter.

Go back downstairs and forwards from the dance floor to the bar. Overhear the two businessman, then pick up the cigarettes in front of them. Talk to the scientists Teknikal and Majestic, overhear the convos between Equiverse and Pointman. Talk to Pointman and give him the just picked up cigarettes for another account (599428/6647). This account contains 260 credits. Talk to Dazza. If you refuse his drink the convo ends, but accept it and you can ask some questions. At the bar you find Gabriel Syme, justanotherfan and Deuxhero. Steal too much items here and Gabriel turns hostile, along with the bouncers. A bad deal for the items present to steal.

Talk to Gabriel about the EMP grenades. He offers one for sale for 500 credits! You really shouldn't do this. Going to Raving's isn't that much trouble, yet it can grant you 2 EMP grenades for that price, and that for 100 credits less even! Go through the door behind him and break open the glitchy looking box. You just found **Easter Egg #6!** Don't forget to pick up some pepper spray in the kitchen, then head back to the entrance.

Open the basement door and move down. You can take on the bot, or hide behind the boxes to the left. At the end you'll find a grate. It's rather weak, and you can use the Dragon's Tooth sword to break it down. Pick up a LAM from the desk, and use your keys to open the safe for the first biocell. Open the door on the right and break the supply crate for the second biocell. Use the other door and use the given code (72789) to shut down the lasers. Wait till the bot has passed to the right, then quickly go left and pick up the third cell under the stair. Move back in the office, crawl back to the vent and return to Grub. You'll get a **300 Skill Point** Award and another **200 Skill Point** Award all at once. NOTE: If you already picked up Jonas' Red Biocell you might notice some oddities here. After finding all 3 red biocells it displays you as having 3 Biocells (while you should have 4). However giving Grub the cells will return it back to 1 cell, so none are actually lost... Move back up to the musicians, and go to the door past them and then right. Look under the desk for the keypad (it's pitch black) and insert the given code (90210) for tranq darts, 10mm ammo, 2 medkits and 2 weapon mods (clip and recoil). Get out of the PartyZone.

Going back Downtown

Time to wrap up some stuff downtown. Take the metro, then move up the stairs. Notice the boat I kept telling you to ignore? Jump in the water and swim to it. There's a ladder on the right side, go up. Use the key you got of the sailor in the PartyZone to open the door to the steering cabin and take 2 LAMs and some shotgun shells. Use the button to open the storage room below (or just use your key again on the smaller doors). Down there break the crates for some more shotgun ammo and .45

ammo. Also another key (to use if you lockpicked your way down there, or used the big storage door). Stand on the barrels and jump to get out. Go to Sol's Bar.

Ayjazz wrote: You can talk to Dave and the gambler for some additional funny conversations if intoxicated (drunk).

You'll find a new patron here now; the conspicuous person. He's a gambler, and you can try your luck for bucks, but you probably won't have much luck. Still, with loads of saves and loading (and patience) you can always make a good buck, but then you might as well cheat yourself the money... Next up is Alpha's Quotes Game. Some good money to make here. The answers: *Movies*: Red Dwarf, The Naked Gun 2 1/2, The Rock, The Matrix, The Fifth Element, Men in Black, The Quest for the Holy Grail, The Mummy, James Bond: Golden Eye. *Games*: Max Payne, Half-Life, Star Craft, Might and Magic VI, Red Faction, Deus Ex, Shadows of the Empire, Death Rally, Diablo. Time to go back to the Corporate District. Use the teleporter next to the restaurant, straight across from Sol's to get quickly near your next objective. Although you haven't gotten Speed Aug yet (if you follow this readme), here's some instructions to a secret once you got it: jump on the phone booth with lvl 4 aug active. Then jump on the restaurant. From there jump on lantern next to the sign, and from there to the top edge of the building on the opposite side. Turn off the aug, and hug the wall to the right until you reach a little archway. Turn on the aug and jump on the lantern there, and from there to the roof. Search the body for **50 Skill Points**, throwing foos, cigarettes and a medkit.

A little bit of WorldCorp

Remember the shaft to WC from 3.2.0? Go in there now. Soon after you enter you'll get a **50 Skill Points** award. Crawl up the ladder to the highest opening. Follow the path and once you exit to some offices crawl left to find tech goggles, a multitool and a lockpick. Fall down (may take some tries). Since you haven't picked a side, all people are friendly here (even if you aren't supposed to be there). You can abuse this by knocking all of them down to make "sneaking" much easier later (if you pick the PlanetDeusEx side).

***BUG/WARNING:** Be careful about doing this though. Make sure you either only do so after you heard Sam got fired, or be extra careful not to be seen and no alarms go off. If you fail in doing all these, when entering the office of Mr. Clark block Sam's path, forcing him closer to Mr. Clark, initiating the conversation after all. If you let him run off and disappear, Mr. Clark can no longer initiate conversation with you EVER... which can be a real setback if you decide to play the WorldCorp game.*

Don't go into the hall, but move further down. Here you'll find Sam being fired by Mr. Clark. Talk to Sam. If you offer him a job at Raving's stop by Raving Nutter later. Scrounge the room for a biocell and 150 credits. Move back to the hallway. On your left you will see the "Data Storage". Be careful! Even if all other cameras on this level are still friendly, this one is hostile to you, always! It can spot you through the door, and sound an alarm making the guards attack you. Proceed down the hallway to your right. Accounting is on your right. The first office has 400 credits in the locked drawer, the second features a biocell. On the lowest item difficulty one of them also holds the storage room key. There is more to do on this level, however it is more profitable to do that after taking a side.

Proceed to level 4 (using the stairs). Go through the door on your right. Talk to Scara to get his offer. You can use his computer, and a password (*SBKing/layoff-mania*) gotten from the sublevel (see section 3.7.2) to open his secret side door with a special option not available if you hack his PC. This is a legit way for PDX players to gain access to the sniper rifle, .45, 10mm ammo, lockpick,

multitool, key and medbot here. WorldCorp players already get said items during their game without using the PC. Also, be sure to save your game, then try killing Scara ;).

Go back to the hallway towards the elevator, go left. Either pick a door or use multitools (I advise multitools) to open the room. There is some assault rifle ammo on the vending machine, but most importantly of all... there is a **Augmentation Upgrade Canister** on the desk. Even if you can get in this room on the second day, there won't be this canister even if you didn't pick it up (unlike many other special items left alone on day 1). It's probably a good idea to upgrade your Light aug.



The "other" secret ending.

Go to level 1 (Using the elevator this time).

Walk down the stairs to the left, and go inside the hallway on your right. Open the first usable doors to find a security shack. You'll find a note with a password but no login, and some shotgun and assault rifle ammo. Lockpicking the third locker for 10mm ammo and tranq darts turns the guard hostile (but destroying it won't), so if you really want to do that knock him down/kill him first. Take the small metal crate with you. Go back, take all stairs down, and go past the reception desk (read the datapad). Take the door on your right (woman's bathroom). Open the door to the most upper left toilet, and open the grating. Put the metal box under it. Go back to the reception desk and take the left stairs up. Go the first opening right, to enter the cafeteria. Find another password without login, a lockpick, 2 bottles of chemicals and 2 rice bag ammo. Pick up a chair. Also drag the chair to the women's bathroom, place it next to the box. Jump from the box on the chair into the vent. Take 2 ladders upstairs. Use the only interactive door, and get **50 Skill Points**. Break the boxes and take the goodies (2 PHAT-rays, thermoptic camo, 3 shotgun ammo, 3 assault rifle ammo and a LAM). Pick up the loose metal box and place it under the higher up ammo crate. Around a corner you'll find a construction of 3 metal boxes. Keep one piled on the other, while taking the third, using it to create a path to the ammo crate. Break it open to find a **Vortex Grenade** (one of few available on all item difficulties). Jump across, and pick up the piled metal crate to allow you to jump on the higher path towards **Easter Egg #8**. Crawl all the way back to the woman's bathroom.

You can also go to the men's bathroom and watch some graffiti (you can ask Mr. Clark about it), but now it's pretty much time to choose your allegiance and start the real story. Because of the structure of this walkthrough and the equality of the sublevel and sewers for WC/PDX players I will first deal with these specific areas before going to the faction-choice though. But it's generally advised to choose a side before going to any of these locations. Pick 4.0.0 for PlanetDeusEx, and 5.0.0 if you want to join WorldCorp.

The Sewers

NOTE: There are 3 possible PM's for all PM encounters. If you work for WorldCorp it's That Guy who sends PM's, if PDX Evil Invasion. If however you enter before choosing a side The Narcissus Entity will send PM's.

NOTE: With the highest NPC difficulty greasels are plenty here. With the highest NPC Health difficulty setting they are extremely tough too. You might want to stock up on ammo at Raving's, and check back once or twice to restock if running low again.

There are many places to enter the sewers, but for simplicities sake we are going to choose the one near the Quick Stop. Use your keys on the manhole, open it, crouch and move slightly back and forth until you fall down.

NOTE: Trestkon's Pistols are especially good for killing greasels. Also a sniper rifle is very efficient in killing them.

Jump on the crate, and crawl into the vent. In the big room kill the greasel, then proceed to the right. Move up the ladder. Proceed down the pathway till you find a room saying: "Danger HOT". Save your game (just in case) and run into the it to the end, lockpick the door. Search the body in front of the door for a Range weapon mod. Open the door, stand on the elevator and press down. Quickly search the room (you get **50 Skill Points**) for a red biocell and a multitool. Do not wait down there, listening to the PM but get back up and run out of there to get the least amount of damage.

Continue following the linear path, until you reach a water basin. Jump in, and go through the rusty looking vent. When you reach the exit, jump the next vent and keep swimming until you surface again. Use the ladder to get out of the water and quickly dispose of the greasel. Take a metal box. Get up the stair, place it under the vent, open the vent and crawl in. Follow the tunnel until you find another vent exit at your left, crawl through it. Go through the door, and down the ladder. Talk to Dr. Dumb Lunatic for a funny conversation, and the schematics for a Quad Rocket Launcher, which you can use later in the WorldCorp sublevel (3.7.0). Also, do not forget to look at the sewer schematics on his table. Go back up and crawl back to the pipe. In the room with the greasel, go up the stairs. More greasels here. Go right to the "Water Supply Regulations." Do not pass the electrical beams and notice the locked door as you kill two more greasels. At the end, proceed right. Go forward and face two more greasels. On your right you find 2 PHAT-ray Canisters, 2 chemicals and 3 firestaff mana potions. The passage in front of you leads to another greasel, a sniper rifle with some additional ammo, a LAM and 2 Molotov Cocktails. Go up the stairs and a ladder to find a dead mechanic carrying a multitool. Pick up the key next to him. Return back to the locked door in the Water Supply Regulations. Open the door and press the button. Do not forget to pick up the multitool on top of it.

NOTE: On the two highest item difficulties skip to the next whitespace, the item we are going to get is filtered out.

Proceed through the room that sparks no more, kill the greasel. Stay clear of the steam vents (they hurt), and disable the bot you see (EMP grenade, EMP pistol). If you trigger the second bot, disable that one too. Open the vent in the floor and fall down it. Go down the stairs. At the hole in the floor carefully go right, do not fall down! Crawl further down, and then fall down the hole there. In this room, pick up the multitool, then open the box for a **Spider Canister**. Fall through the hole in the floor, and keep carefully dropping down. If you have Speed Enhancement, use it! You might take some damage in the last fall. Notice you are back at DDL.

Go back to the "Water Supply Regulations", but this time don't go inside there but up the ladder to your left. Deal with the greasel, and move down his hallway, go up the stairs you see. At the end, disable the Gas grenade on the floor and fall down in the water. Break the crates for 2 .45 ammo clips, and a Recoil weapon mod. Climb out the water using the ladder and keep going forward, at the end go right. Proceed the way (you can ignore the first greasel, take down the second). You're done with anything interesting in the Sewers, so keep moving forward until you can take a ladder out of them.

Getting into the WorldCorp Sublevel

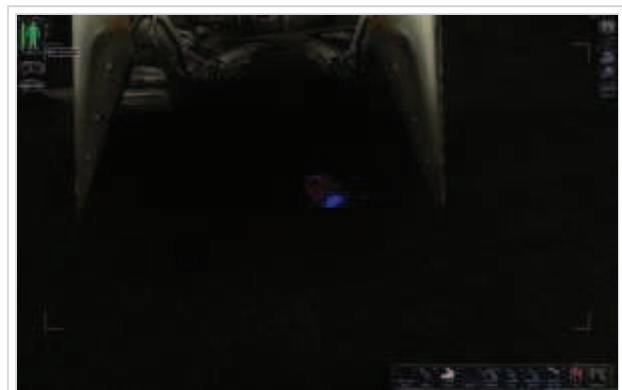
Go into WorldCorp and to the elevator. Hack the hatch and multitool the keypad to get to the sublevel.

OR

Enter WorldCorp through the garage, then open the vent near the Black Van (the one that isn't toppled). Take the 2 metal boxes from a level below (don't trigger Silver Dragon if you haven't dealt with him yet). and use them to get into the shaft. Fall down to find yourself in the Sewers. Move off the walkway onto the pipe. Notice the explosive boxes there? Shoot them once the spiderbot is near them to take care of the bot, and open the door there all in one. Get back on the walkway, take the ladder down and move through the opened door for 2x 10mm ammo. Get out and to the left. Walk till you hit the blue beams. The range of the turret is pretty limited, so just walk past them fast. If your computer skill is high enough hack the security console to disable it afterwards.

The three spiderbots cannot reach you at the security station's location. So use that to carefully throw a LAM. You can use a EMP grenade or the EMP Pistol, but they might get stuck over the key you need to pick up here, forcing you to blow them up anyway. Once they are dealt with pick up the key. Go through the 2 doors to find some GEP-rockets, shotgun ammo and assault rifle ammo.

Save your game. Crawl through the vent. Once you see steam, immediately fall down to your right, continue going forward until you see a ladder, go up (feel free to use medkits if you get hurt a lot now). Crawl forward to find **Easter Egg #12**. Now load your save. Since eggs are saved independent of your saves, you now have it without needing to take much damage ;). Go back to the room where the big Spiderbot was. Take down the ladder into it. You can use the lever to unlock a ladder that allows you to climb back up to the parking lot of WorldCorp. Read the note for a code that is used in 3.7.1. Walk around to find a vent in the floor that will take you to the sublevel. If you want to get a few additional goodies read 3.7.1. Otherwise drop down and proceed to 3.7.2.



Why you should destroy the spiderbots here.

The long way into the sublevel

Go back through the door leading to the blue lasers, but instead go left just after entering. Crawl through the vent before the alarm can be activated by the camera. Take the ladder up and the other ladder down. Now immediately go right. You *could* go left, but the truth is that area is a complete waste of your time. The many vents lead nowhere, the exit with password given (0023*) leads to the sewers, but there are easier ways into them. The storage area there is empty. It is noteworthy that the bridge can be lowered by swimming into a vent than using your multitools on a power box. This is one way to get to the sublevel. Problem is that makes you guaranteed to take damage, is far more complex and enemy-ridden, and just useless with the way inside described in 3.7.0. Also the keypad into there (the 0023* one) is located on the inside only, and not the outside, while that way only makes sense when trying to go in. Anyway, as I was saying, go right. Take care of the beam and the bot, then go right. Break open the pipe with a LAM or other explosive. Hug the green pipes to avoid taking damage and loot the area for 2 sabot ammo, 2 lockpicks and an EMP grenade. Go back and use a multitool on the keypad to enter the sublevel (or just run back to the hatch noted in 3.7.0 that brings you there if you want to save your multitool).

The WorldCorp Sublevel

(From the sewers) Drop down from the boxes to the left. In the corner, break a box to get 2 laser mines. Go further down to the left (avoid the large bot!). Notice the elevator in the distance, there's where you would have arrived if you went down that route. Open the door to your right. Grab the LAW (drop some items if needed). Go back and use the LAW to destroy the large bot, then pick up whatever you dropped. Go through the other door. Watch out for the fumes. You can find a gas mask, but there is no need since you can loot the dead mechanic from outside the radius of the poison if you're careful. Pick up a Clip weapon mod. Proceed back in the room where the large bot roamed. Disable the small bot patrolling, then move through the boxes there to find a Repair bot, together with a Napalm canister. Go back to the big elevator and travel up. You'll notice some shotgun ammo and a shotgun lying in the distance. Stand on the ledge, then jump over to the box on which the tilted one lies (or with speed enhancement, just jump right on that one). Jump on the tilted one (may take some tries). Disable Speed Enhancement if you have it on, then jump the next 3 boxes until you arrive at the shotgun. The third jump is a VERY tricky one (actually, I was unable to make it in 30+ attempts during writing this walkthrough). If you manage it however you get **50 Skill Points**. Proceed down the walkway. Stand in the opening and shoot the explosive boxes. Make your way to the ladder, and get up the hole you created. The ammo crate seen contains a LAM. If you ever fall down, go through the right vent. You might need to break open some debris (if you have no melee weapons there is a crowbar in the other vent), then go up. In the little shack with the barrels, open the hatch in the roof, then climb out of there (hold the jump button). Go back to the created hole, and do not fall down this time! ;)

Get **40 Skill Points**, and take a biocell of the scientist. Go left and down the ladder. Press the button to open a door back downside. Much easier than the elevator, and probably required later (read on). Go back up, and open the door holding a LAM, EMP grenade or the EMP pistol ready. Take care of the bot. Proceed forwards. If the secretary or camera sees you, an alarm might go off, and a MIB moves to your location. Like in Deus Ex, they explode upon death, so be careful. This one has a pistol, assault rifle and combat knife for you if you knock him down (him being gibbed doesn't blow around the items like other foes). Do NOT hack the security console (you will take damage and your bioenergy is drained)! Quickly get out of range of the camera if you want to avoid an alarm going off. Go through the door, then to the right for some assault rifle ammo, plasma clip and a lockpick. Take the door to the right of the secretary desk. The first door on the left has a lockpick. The door across has a multitool, biocell and 50 credits. The door to the right has the MIB if not alerted, and 2 medkits, 10mm ammo and 250 credits.

Go back to the secretary hall. Notice the bot patrolling upstairs. If you have the EMP pistol it's easy picking (grenades tend to bounce and fall back down). Go up. The first door holds yet another MIB. This one has a flamethrower, stealth pistol and riot prod if you keep him alive. You can also find a sniper rifle and ammo for it lying in this room. Once again; do not hack the security computer. Proceed further down to find two offices. The first is ZeroPresence's. You can find 2 biocells, a multitool and some 30.06 ammo. Also a LAM in a locked cabin, not worth the lockpicks. The second is Kylie's. You can find a medkit here (and on the lowest item difficulty; a **Spiderbot Canister**). The locked cabinet contains 768 credits and quad rocket launcher ammo. Go down, and towards where the first bot used to patrol. If you used explosives, one of the cell doors may already be open, otherwise use a multitool or your permission (WC playthrough) to enter. Keep going forward and take care of the WorldCorp guard that guards the cells in his shack. Loot his body for an EMP grenade, and take the key lying in front of where he was sitting.

CRASH BUG: After this guard is unconscious, dead, or he managed to trigger the alarm he wants, using the Big Elevator in the beginning of this level crashes the game!!!

Once again; do not hack the security console. With the guard dead/unconscious triggering the alarm isn't bad anyway, as no other NPC's in this level can hear them. In the last cell you can find Slicer. Use the key to open his door. Your choice now; free him by disabling the security systems, or preemptively kill him to prevent him from bothering you later in the game. He doesn't have his special weapon here though, so if you want that, you have to wait.

***BUG/WARNING:** If you carefully trigger a single laser in Slicer's cell, the poison stream will never end, even if you disable the cell's security. Then there is no way you can talk to Slicer without dying... so don't do that!*

***BUG 2:** Even if the patch notes of 1.0.3 mention you can shoot Slicer for your own pleasure, doing too much damage does turn him hostile and makes him run for an alarm button to press! Still, if you disable the security systems of his cell you can talk to him after that's over. It's a handy solution if you find yourself with the first mentioned bug and already saved your game.*

Go back to the secretary area, and take the stairs halfway. Go through the door. Open the second door and knock down/kill the guard. Go to the left. Use the medbot if needed and pick up the medkit. Go to the small office to find a hazmat suit, 2 biocells, a picture of ZeroPresence and his augs and an important note. Go to the UC. Fall down the hole in the floor besides it. Do not worry about the damage (there is a medbot near!) and get another important note, a multitool and **40 Skill Points**. Move back to the room with the MIB with flamethrower. Use the security system and insert the given code (*WCSciMaint/bBadScience_1*) and download the UC construction codes. Now move back to the UC and use the PC there (*TBrin/angel_of_death*). Upload the construction codes, and input the schematics gotten from DDL in section 3.6.0. You have to go back to email and then special options for the third option to appear, press it (Initiate construction). Now watch the UC (do not go inside there until the launcher is dropped, it hurts!) and pick up your Quad Rocket Launcher!

Move past the cells, through the door. Move up the stairs to find the Lethal Gloves. Get back down, door to the right. You can pick the lock or blow up the desk drawer for a Recoil Weapon mod. Go through the door, and down with the small elevator. Lockpick or blow up (be careful! Might trigger a nearby guard) the locker at the end for a **Aqualung / Environmental Resistance Augmentation Canister** (just run a little bit back to install it) and an **Augmentation Upgrade Canister**. Also, do not forget to lockpick one of the windows on the table across if you want a Range weapon mod. Move to the next area (watch out for the guard!). Down there you can find a Plasma clip. Go up the elevator, open the door, and quickly destroy/disable the bot there. If you have picked no sides yet, it's probably advised to turn back at this point (go to the elevator in the begin and pick a WorldCorp level) and return later, when you have chosen a side.

On the lowest item difficulty you find a LAW in the room with the bot, you can use it to destroy the turret and lasers. But of course, that's less than subtle. Alternatively, use multitool(s) on the keypad. If you're a WorldCorp employee just go right and talk to That Guy. Find his password on the tray, and download the passwords from his PC (*TG/*GOD42**). On leaving, take some darts at the end to the left. If you are a PDX player, and want to get the stealth bonus for the Black ICE mission, move to your left, and use a multitool on the power box. Quickly hide outside to the right until That Guy has passed you, then sneak into his room. Find the password upper left, and use it to enter his PC (*TG/*GOD42**), download the users list and upload the virus (**500 Skill Points**), then sneak back out (go left to get some darts). You can use the password list to get access to all accounts in WorldCorp. None of them have really useful information, but there are some funny and interesting things to read. Scara's password gives access to a special ability, not usable with hacking.

Joining PlanetDeusEx

You have chosen to join PDX! However, you need to do more than making this choice, you have to prove yourself by escorting Silver Dragon out of the WorldCorp HQ alive. Go to WorldCorp level 1. Considering that Silver Dragon can mostly take on 3 or 4 guards, depending on luck, and there are far more than that between his location and the exit of the garage, start knocking down or killing WorldCorp employees. Taking care of the ones outside the garage isn't necessary, but can make things a little easier later. After this is done go to Silver Dragon, and tell him to make a run for it. Since there is no opposition, no problem. Look around for some tranq darts, flame darts, shotgun ammo and assault rifle ammo. Now follow Silver up to the top floor and talk to him to get **750 Skill Points**! If you're really mean you can still kill him now, but then you will follow the WorldCorp storyline! And you won't get both the Dragonslayer Award and the Rescuing the Dragon in Distress Award for doing so either. Exit WorldCorp and go to the PDX HQ (The WorldCorp Milbots are hostile now, so be careful around them!).

At PDX HQ talk to King Kashue in his office. For this you'll get **500 Skill Points**. Continue to the holocom unit he mentions and listen to Deus Diablo's recording. Go back to KK and talk to him again afterwards. If he cannot give you the spyware device drop some items or rearrange your inventory (you need 2 adjacent spaces). Before you go down, now that you sworn allegiance, you might want to use some knowledge from the WorldCorp game to enter Despot's Apartment. The game has some special PM's you can hear only this way, known as the "Narcissus run", and it has some nice benefits (aug, upgrades). For more info see the WorldCorp run of this section (5.3.0).

Go downstairs. Talking to Evil Invasion now will give you the Black ICE side-mission. For it's completion, check 3.7.0 and 3.7.2 (you can now hack the "do not hack this security console!" consoles though). It's advised to tackle the sublevel before getting this mission, incapacitating as many as possible, as the stealth bonus is only given if NO-ONE sees you in the entire sublevel. A lot easier with the guards and robots down (it starts checking only after the mission starts, so no issues if you are seen before that). You'll get an Augmentation Canister as reward, and if you were stealthy, you also get 3 biocells and **250 Skill Points**.

***NOTE:** If you're not in a hurry for the aug upgrade, wait with reporting success to the second day. There, you'll get 500 skill points above the 250 of stealth, that were removed from the day 1 conversation in patch 1.0.3. (this has been fixed with 1.0.4+)*

Visit Winquman to get the code for the armoury (1987). Input it on the keypad and take all items you need. Then go over to Jonas. Talk to him to get the code to the **Ballistic Protection / EMP Shield Augmentation Canister (160486)**. Suck up to him (third option) to also get an **Augmentation Upgrade Canister**. After this you can talk some about Black ICE, but it's not needed to start the mission with Evil Invasion (you can also ask about ICE before joining PDX, but then Jonas wont tell you anything). Time to head out for the mission.

Enter the WorldCorp HQ through the garage to avoid opposition. Evil Invasion chimes in with an additional goal. Move to the stairs, and to the security room of level 1. Evil Invasion chimes in with a password for the security console here. You already found the login (in the cafeteria), so use it by entering the code (*WCSecLogin/Monopoly686*), and use the special option to upgrade your clearance to 3B. Use the nearby PC and the password in the locker (*TBarnes/geek_in_a_uniform*). Print the second email concerning login information for another security console, we'll need that later. Use the stairs to go to level 2.

You may have already taken down everyone here, otherwise be on your guard. Near the elevator you find a security door. Use your new clearance to enter. Watch out for the patrolling bot. While you can take him down with EMP grenades or LAMs he makes an excellent subject to test a new weapon on, so ignore him for now (note that using explosives in this room may cause the computers to explode, and cause electrical damage when you pass them), and run through the door across. Quickly go into the room on your left. Note that the doors are triggered by the player character only, so the NPC guard walking around can't get into this room. Take him down for some ammo and an EMP grenade. Also you can open the locker in this room for 2 riot prod chargers, an EMP grenade, multitool and thermoptic camo. Get to the room across ("Corona Program") and search the drawers to get your multitool back. You can lockpick the locked drawer for a tranq mine. Pick up the image from the datavault in the testing room, then go back outside and to the left. At the end, go right ("Integrated systems"). Search the room for tech goggles, a biocell, assault rifle ammunition, EMP charger, PHAT-ray canister and a datacube with all the clearance levels of WorldCorp explained. Go behind the glass panels to find in the middle of the stand the EMP Pistol, the most useful new weapon in TNM. You can also find a multitool and 2 more EMP chargers. Exit the room and go in the room across ("Artificial Intelligence"). Search the lockers for a Range weapon mod, then search the office for a Plasma Clip and 2 Napalm Canisters. Just outside the office, press the yellow button, then hack the keypad to disable the lasers. Besides each of the doors there is a yellow button. Press it to open the door. At the computers, turn around and move up the ladder. Use the elevators to press all buttons (labelled 1 to 4). Now get back down and move to the big pillar at the end of the room. Unless you did the Black ICE side mission, you can now initiate a conversation with Black ICE, the security system of WorldCorp.

Go back to the bot we ignored, and try your EMP Pistol on it. Search the room for an EMP grenade and tranq. darts. Go in what looks like a meeting room, and take the 10mm ammo (notice the whiteboards having dev stuff on them like the UNATCO whiteboard in Deus Ex). On the directly opposite side, search the closets for a storage room key. Move back and to the left, then go right until you hit a locked door. Use your key to open it. Open the grate, and use one of the small metal boxes to jump into the vent. You'll drop down in the server room (Be careful! If the alarm goes off, the room will flood with poison, killing you), at the side of a server. Carefully move to the front of it, and place the spyware device. Then hide to the side again (so the camera wont spot you) and use the multitool on it. This grants you **500 Skill Points**. Run under the camera when it isn't looking, and take the key from the table. Now make a run for the door, and get out of the room. If you have troubles with the camera (you should be able to get out before the alarm goes off!), zap it once with the EMP pistol. Proceed to level 3.

The security room is to your right if you used the elevator, straight in front of you from the stairs. Use your clearance to enter, then carefully take down the guards. As long as the alarm doesn't sound, the turrets wont attack you. Search the room for 10mm ammo, 2x assault rifle ammo, a gas grenade and a sniper rifle. Up the stairs you can find a lockpick. Use the security console with the code from the email (*WCSecAdm/CodeGold*) and disable the screening shield. Also, do not forget to turn off some camera's and make the turret attack enemies. Watch it destroy the security bot. Now you can return to PDX and get the next mission (go to level 1, then exit through the garage), or explore the third level some more. For the next mission, skip to the next whitespace.

Go to the left and enter the "Biotech R&D". Immediately go right. Take down the guard to your immediate right, or if you do not mind casualties, let him sound the alarm and lure them back to the turret. Loot his body for an EMP grenade. Go left and take care of another guard. Downstairs there is a repair bot if needed. In the offices there is a scientist carrying a biocell. Go back, and inside the room with the green glowing. You can find a medbot here. Exit and go left, open the locker for a biocell and EMP grenade. Go right, and take care of the guard patrolling there. To your right you

find the red greasels lab. Search the room and locker for a hazmat suit, riot prod with 2 chargers and 2x tranq darts. You can use the cage release lever to open the cages of the red greasels. Red greasels are VERY tough, and can set you on fire. Either have a lot of firepower and a fire extinguisher, use the cloak aug (you'll be getting it soon), or before opening the cages throw your first Vortex Grenade to them (the effect goes through the wall). After taking care of them (or not, using Cloak) go inside the second left cage for your reward: **50 Skill Points**, Sabot, PHAT-Rifle and .45 ammo, a multitool and a clip weapon mod. To the left of the hallway there is some malicious nano-matter (nothing besides a PM from Evil). Proceed down the hallway. In the offices across you can find a lockpick and ballistic armor. Go right, take down the patrolling guard, and beware the scientist who will want to raise the alarm. He carries some chemicals. First visit the room to the end (broken UC), and take down another security guard. Search the room for a multitool. Go back and to your left to find DP. Knock him down or kill him for a **Cloak / Radar Transparency Augmentation Canister**. Go back to the medbot if you want to install it. Lockpick the locker if you want some WP rockets and 2x PHAT-rifle ammo. The gas grenade and biocell inside the forcefield cannot be reached though, unfortunately. On the right of the hallway go into the room (just trigger the lasers, all guards should be dead or knocked down by now). Move to the right to find a hole in the floor. Fall through it to find a red biocell and an EMP charger. You will also get **50 Skill Points**. That's all for WorldCorp, return back to PDX HQ. Go to the first level and exit through the garage.

Once inside PDX HQ go towards Evil Invasion's office where you will find him and King Kashue. You'll get your briefing on the next mission, **500 Skill Point**, and 500 credits. Also, if you have a low casualty count you get an additional 100 credits on top of that. Talk to King Kashue again to get some information about ZeroPresence and a picture. Move up to the second level and to Kashue's office to find Phasmatis. If you explored the sewers, talk to him to get a key to his apartment (so you can take a shower and random NPC's will no longer comment you smell). Also if you haven't gotten the low collateral bonus from KK, Phasmatis will hand you assault rifle ammo and a LAM as reward. Go back to level 1 and walk out of the offices space where KK and Evil reside. Jonas will send you a PM. Visit him to get a **Speed Enhancement / Run Silent Augmentation Canister**. Install it with the medbot. You will only get 1 during the entire game so buy the upgrades from Glottis (Slums) and Kunio Kun (Downtown) to max it out, then use it to get an award and easter egg downtown.

Also, don't forget to skip by the armoury, there are some new items there, including a range weapon mod. Skip forward to 6.0.0 or 5.3.0 for the "Narcissus Run" in Despot's Apartment.

Joining WorldCorp

Welcome to the Dark Side. Your first objective for the WorldCorp organisation is to kill the innocent Llama fanatic known as Silver Dragon. This is much easier than defending him for PDX, since you just tell him you came in peace and send him on his way and have the security detail shoot him dead. Attacking him on your own is much harder, but should be doable with damage if you keep a fire extinguisher nearby. For additional evilness save him first, then kill him as he walks out of the compound. Whatever way you kill him, you are rewarded with **750 Skill Points** (and not 750 saving and 750 killing when doing that, they took that into account). Return to Scara on level 4 for your next mission.

This will give you **500 Skill Points**. Mentioning Raving's scheming also gives you a side-mission, that you can best do later (oddly enough Scara's subsequents mention Kylie even if you killed her). Use your key to open the safe in the fireplace to get 500 credits, 2 biocells and a **Ballistic Protection / EMP Shield Augmentation Canister**. Proceed through the hidden door besides Scara for .45 ammo, 10mm ammo, sniper rifle ammo, a multitool, lockpick, key and a medbot to use

(install your aug). Go down the elevator and That Guy will PM you. Exit through the garage, then go to the front door of the WorldCorp compound and talk to Kaigen. If you have no coffee you can buy some for 10 credits at the vending machine inside at the cafeteria, or near the metro station. To (ab) use your new gained knowledge go inside (to go to DXO proceed to 5.1.0), then up the stairs. At the top one of the guards interrupt you with a request. Answer "not an inch over 3 feet tall" to get 15 credits. Proceed to the elevator and level 2.

Use the reader to the right of you. Even if you need 2C clearance to enter, your 1B will allow access. Probably a bug. Search the room for an EMP grenade and tranq darts. Go in what looks like a meeting room, and take the 10mm ammo (notice the whiteboards having dev stuff on them like the UNATCO whiteboard in Deus Ex). On the directly opposite side, search the closets for a storage room key (you wont need it in a WC game though). Go back and to your right. In the room to your left you can open the locker for 2 riot prod chargers, an EMP grenade, multitool and thermoptic camo. Ignore the room across ("Corona program") for now. Go right instead. At the end, go right ("Integrated systems"). Search the room for tech goggles, a biocell, assault rifle ammunition, EMP charger, PHAT-ray canister and a datacube with all the clearance levels of WorldCorp explained. Go behind the glass panels to find in the middle of the stand the EMP Pistol, the most useful new weapon in TNM. You can also find a multitool and 2 more EMP chargers. Exit the room and go in the room across ("Artificial Intelligence"). Search the lockers for a Range weapon mod, then search the office for a Plasma Clip and 2 Napalm Canisters. Just outside the office, press the yellow button, then hack the keypad to disable the lasers. Besides each of the doors there is a yellow button. Press it to open the door. At the computers, turn around and move up the ladder. Use the elevators to press all buttons (labelled 1 to 4). Now get back down and move to the big pillar at the end of the room. You can now initiate a conversation with Black ICE, the security system of WorldCorp. He will give new information regarding your current goals, so check back occasionally. Also, if you have 6C clearance, you can ask him to take the camera's down for you. Very useful in the sublevel.

Move back out of the 2C area, go left, then move forward to the administrative offices. Go right and talk to Mr. Clark. It's useful to note that if you upgrade your clearance level, you still have to pay the full price for any next upgrade. So the cheapest way is to immediately get 6C for 2000 credits, otherwise you are just wasting credits. Go back to the Corona Program and just use the reader to enter. Search the drawers for a multitool. You can lockpick the locked drawer for a tranq mine. Pick up the image from the datavault in the testing room. Also, don't forget the camera trick with Black ICE. When you're done proceed to level 3.

The security room is to your right if you used the elevator, straight in front of you from the stairs. Use your clearance to enter. Search the room for 10mm ammo, 2x assault rifle ammo, a gas grenade and a sniper rifle. Up the stairs you can find a lockpick.

On the left is the "Biotech R&D". Walk the entire hallway and go right at the end. To your right (in the room that is glowing green) you can find a medbot. Straight across in the locker you can find a biocell and EMP grenade. Go left, then right to find the red greasels lab. Search the room and locker for a hazmat suit, riot prod with 2 chargers and 2x tranq darts. You can use the cage release lever to open the cages of the red greasels. Red greasels are VERY tough, and can set you on fire. Either have a lot of fire-power and a fire extinguisher, use the cloak aug (you'll get it very soon), or before opening the cages throw your first Vortex Grenade to them (the effect goes through the wall). You can also try and lure them to the small bot patrolling around, but that is risky. After taking care of them (or not, using Cloak) go inside the second left cage for your reward: **50 Skill Points**, Sabot, PHAT-Rifle and .45 ammo, a multitool and a clip weapon mod. Proceed down the hallway. In the offices across you can find a lockpick and ballistic armor. Go right. On the left of the hallway go into the room (just trigger the lasers, there will be some panic but no one will turn hostile). Move to the

right to find a hole in the floor. Fall through it to find a red biocell and an EMP charger. You will also get **50 Skill Points**. On the right of the hallway you find DP. Talking to him gives you a **Cloak / Radar Transparency Augmentation Canister** (no, you cannot deliver it anywhere). Go back to the medbot if you want to install it. Lockpick the locker if you want some WP rockets and 2x PHAT-rifle ammo. The gas grenade and biocell inside the forcefield cannot be reached though, unfortunately. At the end of the hallway, take a multitool near the broken UC. Proceed back to the medbot, and go through the opposite hallway from where we just came. Downstairs there is a repair bot if needed. That's it for WorldCorp, let's head out for DXO!

The DXO Newsscript

Go to downtown and talk to Kylie (if she's alive). Be careful what you say to her. Whether you are nice to her here affects the WorldCorp storyline later. Move to Sol's bar. Time to enter the freezer. Use Sol's key (you already have it if you got the free subway pass), blow up the alley door, or just press the left 3 on the building adjacent, and use the owners fire escape to enter the alley. Pick up the freezer door key, then open the wooden box and enter the code (201813) or just press the keypad once if Kylie is dead.

WARNING: Do NOT enter the DXO hideout while not on this mission. You're very likely to break stuff, and only notice it 10+ hours later in the game, forcing you to cheat to continue!!!

On the lowest 2 item difficulties look under the wooden planks for a **Vortex Grenade**. If you want to ghost the whole level, use the hatch you see to go down, then follow it (hack the electricity panel if you want to avoid some damage, it's minor though) and use your hacking skill (advanced) on the computer. We're going to take a more hands-on approach though. Note that each member of DXO is heavily modified, and is thus hard to kill AND hard to knock down when they got their defences up. Hit them hard, and hit them swift! Illuminati_IIS, Compudoc, and TheRenegadeMaster can see through the cloaking aug, so you have to resort to other stealth methods for them. Remember the Dragon's Tooth Sword is absolutely lethal! Go to your left. You will find Compudoc patrolling the hallway, with Illuminati_IIS is at his station. Ignore the rooms to the left for now (you don't have the appropriate keys anyway). The first room on your right is TRM's office. Lockpick the painting for 220 credits and some background information on the story. Lockpick his drawer for the code of his computer (TRM/Gobbledygook), and read the e-mails for more background info. The second room on the right is the toilets. Pick up the 2 chemicals, the key behind the red pipe, and turn both valves. Check Illuminati's desk area for a key to the alley door and a medkit. Lockpick (or blow up) Compudoc's desk drawer for a multitool, key and the code for the DXO server computer.

BUG: After blowing up the desk drawer of Compudoc (or it being done by explosives of DXO members), at some point for an unknown reason a replacement door is placed in front of it that cannot not be interacted with, disallowing access to the required code lying therein.

Take the door left of Compudoc's station upstairs. Watch out for Mole and his flamethrower. When up the stairs go left. If you turned the valves downstairs you'll find **Easter Egg #9** waiting for you here! Left bedroom:

- Madmax locker has soy food. Not worth the lockpicks.
- The unnamed one is empty.
- Nice but Dim only got a note (but at least it's unlocked).
- Pimp-Jojo's locker has 2 biocells and an **Augmentation Upgrade Canister**. Key can be found downstairs.

Right bedroom:

- Compudoc's locker has 2 multitools. Key can be found in his desk.
- Fender2K1's locker has a sniper rifle and a medkit.
- Illuminati's locker has shotgun ammo, and is unlocked already.
- Mole's locker has thermoptic camo.

Go right from up the stairs to find the armoury, and TRM. There are several tricks to killing him, like closing the door when he throws a LAM, possibly destroying him or the turret. If he stands in front of the turret, triggering the alarm will make it shoot TRM etc. Keeping him alive is harder. Loot his body for the server room key (the door which can be avoided by using the hatch in the begin). Also take whatever you want from the armoury. You can pick his office for some 20HE ammo. Go back down to the path where Compudoc patrolled. Open the door on the right, and quickly run in the room and left to avoid the alarm going off and the turret firing as a result. Lockpick the storage closet, and loot the place (sniper rifle, .45, plasma, quad launcher, PHAT-Rifle, assault rifle, 10mm ammo and a silencer weapon mod). Go back up and immediately left, pick up the flare darts. Go up the ladder. Open the drawer of the desk for a EMP grenade, LAM and medkit. Use the computer and the provided password (*DXO/ServerAdmin*) and download the news script. This will get you **500 Skill Points!** Go back down. Go through the sparks (minor damage), through the door, down the hatch. At the end, turn right and open the lockers for a multitool and **Spider Canister**. You can use up lockpicks to get up here, but it's probably better to just go back the way you came. Do not worry about hacking the electricity box, you can heal up at the PDX medbot, or at Scara. Either go straight for PDX (Kylie dead) or talk to Kylie at the subway station. If you do not kill Kylie now for her weapon you won't be seeing her for a LONG while. Then again; if you do kill her, you close down potential alternative endings and a side mission later on... choices... choices. Go to PDX HQ.

Break and enter PDX

NOTE: Yes, you can enter PDX and do all this stuff as soon as you killed Silver Dragon. However, it's rather pointless doing it then opposed to now, when you have the script.

NOTE 2: Fortunately, unlike when you join the PDX storyline where the WC bots become hostile, the 2 large bots near the main entrance of PDX remain friendly.

As soon as you leave the metro ZeroPresence (if not dead) will run up to you and tells you about your mission and offers help. If you accept, he will kill some people for you. There are 2 entry points into the HQ. You can lockpick either of the side door into PlanetDeusEx, or you can enter the sewers tunnel just to the west of the PDX HQ. Down in the sewers, just hug the wall to your right, and take the first door on your right. Hack it, and the keypad (or blow up the turret, or any other solution, this is TNM after all). You'll enter between 2 guards though. The left side entrance will also immediately pose you guards (although you **can** avoid them and immediately go to the second level.

Killing/knocking down the main PDX characters has good rewards though, so skipping the level isn't rewarding), so the right entrance would be your easiest entry point...

(from the right entrance) If you have the mission, entering PDX HQ will give you a PM from That Guy concerning the PHAT-Rifle. Once you enter, Krissy will try to go for the alarm, stop her. Shooting her will cause many guards to come around though. You probably want to use a crossbow and hiding if non-lethal. You can disable some camera's with hacking (needs advanced skill level!) from behind the reception desk. Proceed to the right, and sneak into the offices. If you told Scara about Raving's scheme killing Evil Invasion grants 250 credits and **250 Skill Points**. He has to die, unconscious won't do. Loot his body for 3 biocells, a thermoptic camo and an **Augmentation Upgrade Canister**. Going near his laptop triggers That Guy to give you his password. Login (*Evil/Haxx0rz*) (Hint: copy and paste the pass from the notes) and upload the virus. Another **500 Skill Points** and 250 credits. Go back out and to the right (watch the guards and camera's) to the armoury. If you have advanced computer skill you can disable the other camera's here. Knock down

or kill Winquaman, and enter the armoury (using multitools, or by abusing your knowledge from a PDX game: 1987. Exact same with the PHAT locker: 5239). NOTE: If you haven't started the news script mission yet, there is no PHAT-Rifle here. Beware the camera, if the alarm goes off the turret starts shooting you! Proceed down the hallway to Jonas office. Enter Jonas' office. Select any response you want (definitely take the second one once ;)). He will no longer talk to you any way, so knock him down or kill him for 2 biocells and an **Augmentation Upgrade Canister**. Use the code he gave (160486) to open the vault and get a **Ballistic Protection / EMP Shield Augmentation Canister**. You can install it with the medbot near Evil Invasion. Proceed to level 2 (use the elevator, much safer).

Now comes the hardest part of the PDX mission. Kashue is invulnerable, so there is no point in wasting ammo on him. He has the vision augmentation, so cloak wont fool him. So best is just to avoid him, but that sometimes is difficult.

***Minty Fresh Death wrote:** Kashue is still vulnerable to one attack in the game - Gas. So if he's giving you trouble, plant a gas grenade along his patrol route or liberally pepper spray him in the face if he spots you.*

After leaving the elevator take down the guard that may notice you. Proceed to the right and take down the guard (or let ZP do it for you). At the end talk to Ghandaiah. Mention the spontaneous combustion game. You can knock him down or kill him, or just slip past him. Note that he explodes upon dying (and no goodies fly around). If you knock him down, he may still burn, but that will not kill him. You get the flamethrower and some throwing spoons as reward! (oh yeah!). With advanced computer skill you can hack the PC to disable the bot in the hallway, but it doesn't do much good, since you sneaked by it already anyway. Handle the 2 guys in Despot's office, or wait long enough for ZP to handle them. Search under the bench for a datavault, then login Despot's PC (Despot/GS_Rulez) and open the apartment door.

Despot's Apartment

NOTE: This can also be done before doing the WorldCorp mission. Or when not on WorldCorp (or any side) at all. Doing a run while not on the mission is known as a "Narcissus Run", as you will get PM's from Narcissus, instead of That Guy roaming about. While it's not very useful during a WC game (you have to do it twice!) it can help you gain an additional aug, aug upgrade and weapon mod when on the PDX side. Certainly worth the effort! (you will not gain the Skill Point awards though during such a run)

***WARNING!:** Do not do another Narcissus run after a Narcissus run. Also do not do a regular after a regular. Only Narcissus-Regular works, the rest will get you stuck, forcing you to reload or cheat to get out!*

***BUG:** If you're on the WorldCorp mission to get the DXO news script, then enter Despot's Apartment, you get a normal run, not a Narcissus run, and actually offer Despot a news script you do not have!*

Find a lockpick to your left. Go forward (**500 Skill Points**) and find some 10mm ammo. Go up the stairs and to your left. The floor breaks from under you and you fall in the water. Get out quickly! After the walls have stopped moving, get back in to find a lockpick, then get back out again. In the next room, the wall will blow away. While it is possible to avoid taking damage, that's pretty hard to do! Move through the opening. Step into the light and fall down. Jump out, then proceed the path. At the lava stream, look around you to find a lever, use it. Cross the path now formed over the lava. Go right and pick up 2x blow darts. Go to the little room between the 6 coffins, with the lever. Use the

lever. Quickly run out of that little room. If you failed, kill the 2 smaller karkians, then pull the newly revealed lever to exit.

Go back over the lava, towards the blue light to find swinging axes. This is very tricky (you may want to save!). Stand close to an axe, against the wall. When it moves away from you quickly run a bit forward, past it. After the axes, go left. After finding yourself stuck in a cage, move forward to get an **Augmentation Upgrade Canister**, and some assault rifle ammo. Go back and right this time. Battle the small karkians (hint: They have trouble moving down the stairs, so shoot them from below). Upstairs and to the right you'll find 2x tranq ammo and a LAM. Get to the end of the karkian room and pull the lever. Fall down, search behind the cross for a medkit and 30.06 ammo. Walk around and you'll be teleported again. Carefully move near the lava to pick up some assault rifle ammo and a multitool. Jump over the chasm, then battle the wind for a medkit. Step on the pentagram to teleport back.

***BUG:** After this adventure any laserdots you have stop working on this level. Not that you really need them here anymore, but just mentioning...*

Walk towards the giant karkian. Meet Despot! If you're on a Narcissus run, chat some. If on business, hand over the DXO Newspaper script. Despot rejects your offer, but you'll get **500 Skill Points**. Read the book on your right for a keypad code. Also take the gas grenade. Jump on the upping besides Despot, next to the TV. You can find an accuracy weapon mod hidden there. Fall down and get inside the little room beneath Despot. Use the keypad code received (2496) then loot the Napalm canister, .45 ammo, biocell and **Cloak / Radar Transparency Augmentation Canister**. Get back up and through one of the shafts besides Despot's shrine. Lower a ladder, then climb up to the Corporate District. Report your failure to Scara (if you didn't do a Narcissus run). You'll get **500 Skill Points** for that and 1000 credits. Also check the fireplace for a **Speed Enhancement / Run Silent Augmentation Canister**. It's the only one you get. Go ahead and buy the upgrades from Glottis (Slums) and Kunio Kun (downtown) to max it out. Also you might want to return downtown to get an award and easter egg unavailable before.

Killing an invincible moderator

Go visit Phasmatis in his apartment. Just talk to him, do not go in guns blazing (while you're here, take a shower if you went into the sewers to stop people from commenting you smell!). After you're done talking, go back to level 1 to pick up your items (remember to rearrange your quick-bar again). Report back to Scara to get 500 credits and **500 Skill Points**. Not bad for a mission which is nothing more than walking and talking.

Llamas, Goats and Server Complexes

Both PDX and WorldCorp players are send on a mission to find the hidden Goat City and the PDX Server Complex at this moment. This will introduce both cults, and during this mission you can pick as side from the two to work with (or... none). This is without doubt the most complex mission of TNM, and has very many different possible endings.

Everyone advises to visit the Llamas to see if they can help. So go visit Abomination at the Llama Temple (unless you killed him, but then you should get a PM when you near the Temple) downtown. NOTE: You can already enter the Llama Temple after killing/freeing Silver Dragon, however now you are required for the main missions to proceed...

After talking to Abom enter the temple, keep walking forward and talk to Beefman. So far nothing to do on the left, so enter the first door on the right. Pick up the .45, sniper rifle, 10mm ammo and medkit. Take the second door on the right, overhear the convo. Go left and left again to end up in the kitchen. Pick up the 2 chemicals, then shoot the refrigerator from a safe distance. Behind it you can find **Easter Egg #11!** Go out of the kitchen, and take the door left, downstairs. Take the doors on the right to the Llama common room. Search the beds for blow darts and a firestaff mana potion, and listen to Hobbes and Silver Dragon (if he's alive). Search the security room for 2 Pepper cartridges, PHAT-Rifle ammo and a convenient note how to kill Beefman.

Exit the temple and talk to Abomination. After a small while Dark Templar will PM you. Go to the Voodoo Shop in the Slums. Talk to him to get another objective. Obviously nothing stops you from knocking him down or killing him on the spot if so desired, giving access to a note with the location of the Goat City, and the skill points award. But for now, return back to the Llama Temple. Talk to Abomination and tell him of DT's plans to get a set of fake plans. Now enter the temple, walk to Beefman and go left, entering Abominations offices (be careful the patrolling guard doesn't see this). Pick the multitool from the sword frame, the sword itself if you want it and assault rifle ammo, a gas grenade and an accuracy weapon mod from the cabinet. In the open desk locker you can find a LAM and EMP grenade. The locked holds 200 credits. Frob the stone a little submerged in the wall to open a secret compartment with a datavault that has a picture. Use the console (*Abom/Spork4Life*) to download the super-spork plans, to keep your options open.

Return to the Voodoo shop. It pretty much all comes down to this. Options:

- Give DT the real plans. Llamas will not be happy. Join up the Goats by talking to OiNutter in the Temple(TM). Resolution: Goat.
- Give DT the real plans. Tell the Llamas where Goat City is. Resolution: Both mad.
- Give DT fake plans. Talk to OiNutter. Resolution: Both mad.
- Give DT fake plans. Tell Llamas where the Goat City is. Resolution: Llama.
- Give the plans (fake/real) and not do anything else. If you gave the real ones you're goat, otherwise both are mad at you.
- Go gung ho and kill/knock down Abom or DT. You join the other side (unless you kill both!)

NOTE: It is of interest to know killing Abomination now yields **250 Skill Points**. Doing so later when DT asks for it will give no additional skill points. Killing Dark Templar never gives bonus skill points.

There might even be more, but this is what it pretty much comes down to as far as I can tell. If you wish to join the Llamas, it is advised to wait with telling them the location until you explored Goat City. Whether fake or real plans, they will be friendly until you squeal, making exploring and stealthily take them down much easier. If you killed or knocked down DT, it wont really matter when you tell it... they all will be hostile.

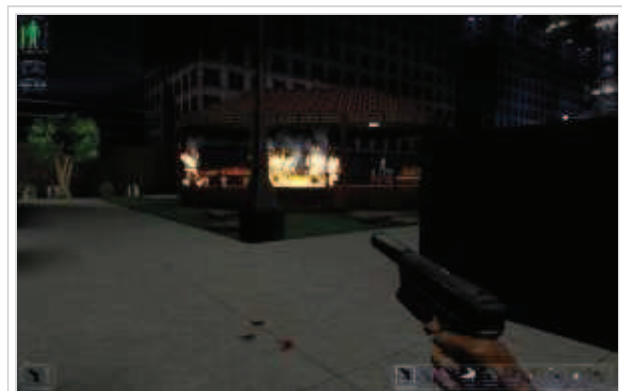
Now, what is the best side to join? Well, both are pretty similar. If you look at the TNM story, and especially the conflict with Silver Dragon, story-wise it seems "right" to do PDX-Llama and WC-Goats. When looking at it as a power-gamer definitely pick the Goats. You cannot get the Goat-rewards on the Llama side, but you can get the Llama rewards on the Goat side by remembering the passwords (or using this walkthrough). That means double the augs and such! Or you can just try and pick one side to get an ending you haven't had yet. Or kill off both.

Now that you have the location of the Goat City, you get **250 Skill Points**. Fastest way to go there would be the downtown teleporter. Once you arrived, go right, follow the road to the west (opposing the blockade). It's behind the building with the Goat billboard (where the Llama hostage was kept, and the hidden stash). "Open" the wall, and enter. The first person you'll run in is Dark Templar

again (unless dead/knocked down). If you told the Llamas the location he's hostile, otherwise he'll be friendly. He carries a Dragon's Tooth Sword and Plasma Rifle. NOTE: Talking to him when you have given the real plans will ally you with the Goats, making all Llamas hostile. So if your plan is a double-cross, avoid talking to DT. If you gave the fake plans talking to him changes nothing. Go to your left, and open the hatch to find a key and 70 credits. Enter the building across (first bank) for a lockpick and medkit. Explore the building besides it (Safe Goat Insurances) for 2x blow darts and a very interesting data pad. Go through the insurance company main gate (or walk around it) and go towards "Ye Olde Goat Grille". At the counter you can find a firestaff mana potion, and in the kitchen 2x pepper cartridge and 2x chemicals. Use the door behind the counter. To the left is back outside, save your lockpicks! To the right is the storage room where you can find a LAM and some consumables. Go back outside and forwards, into the garage to the right. Pick up the Plasma clip and chemicals, then lockpick the middle locker for a key to all 3 lockers (and a multitool). You can find a biocell in the lowest locker. Go back out and forwards to find "City Sanitation". While you could just lockpick the door, go to the left of it to find a ladder. Climb on it using a small metal crate found further left, then crawl the vent. This will cost you 1 less lockpick (trained). It makes no difference on Advanced, so just use the front for convenience. Inside you can find 2x darts and 20HE ammo.

Get back outside, and pick up the .45 ammo on the bench across. Go to the structure to the left. Crouch under the bridge connecting them, to the right side of the bridge is a secret compartment. Open it for **50 Skill Points**, a trip mine and an **Augmentation Upgrade Canister!** Exit and enter the left structure. You can find 2 Plasma clips just besides the bridge, then cross the bridge. Here you can find rockets. Also 2 Goats have a funny conversation here, that you can interrupt if desired. Exit to the right on the end. After going down the stairs, go right. Go left the first opportunity you get and open the door with your keys. Enter for **50 Skill Points** and **Easter Egg #10!** Exit, go right again, back the way you came. Keep moving forward until you find a small patio. Just in front of it, one of the stones is frobbable. Do that for **30 Skill Points**, 200 credits, a Range weapon mod and a Clip weapon mod. On the patio you can find many Goats, and some .45 ammo.

Walk around the fence until you find an entrance (near some benches). Nothing much to find here unless you play on the lowest difficulty though. If you maddened all Goats, it's best to leave for the Server Complex (behind the 00n mart, go to 7.0.0 or 8.0.0 depending on PDX/WC), but don't forget to tell the Llamas the Goat City location first (if you want to join them). If you're still friendly to the Goats, it's time to explore the Templae. It's the big temple in the distance. Just keep going forward and enter it...



I love the smell of burned goat in the evening.

Move forward. At the left of the stairs, pick up a firestaff mana potion. Move forward to hear OiNutter's speech. If you wish to skip it (so you can talk to him for example) just move far away from him until you are out of range, then return to OiNutter. Talk to OiNutter. If you pick the 3rd option everyone turns hostile on you. Bad choice. The second option will do nothing. The first will make you allied to the Goats (even if it can be cancelled later). This immediately makes all Llamas hostile to you, so no super-betrayal possible like giving fake plans to Dark Templar, joining Goats for 3000 credits, then get 2000 more from Abomination (sadly enough). Jump on the ledge behind the left fire. Either use your Speed Enhancement aug, or make a tower of metal crates and chairs to frob the light hanging on the wall. Then quickly (it's timed!) run to the begin of the map, where a door just left of the entrance opened. Pass through it. On the lowest

item difficulty level you can find a **Vortex Grenade** behind the second fire, farthest from the door. Go through the opening to the left towards the book to read the book, and get **100 Skill Points!**

Exit and go back to OiNutter's sermon hall, then go left there. To the left you find 2x Flare darts and another firestaff mana potion. To the right you can jump in the first pool to find a LAM. Get out, and press a button at the backside of the fountain to make it rise. Jump in the opening. You can find a passage in the walls, swim through it. Then at a split pick either side you wish. Mid-way you'll find a passage connection both, go in there. There will be a hole in the floor, swim inside there. You'll get a **50 Skill Points** bonus. Break the crate and use the re-breather there-in. Then pick up the **Regeneration / Energy Shield Augmentation Canister**, and swim all the way back outside. That's it for the Templae. Go back to forum city and report to the Llamas about the Goat City location if you want to join them. Stock up on what you want from Raving's or anywhere else, then in the Goat City go behind the 00n market to find the entrance to the Server Complex. Enter it! Proceed if your PDX. If you're following WorldCorp go to 8.0.0 instead.

ShadowCode

Once you enter the complex you'll probably receive PM's from Dark Templar/Abomination. If you gave the real Spork plans to Dark Templar Abomination will be mad, and will cancel any alliance with the Llamas may you had it. Also, he will be mad if you didn't give him the location of the Goat City even when promised to (the goal update incorrectly mentions the real plans though, not a "did not tell", which has been corrected in 1.0.4+). If you gave the fake Spork plans and then joined the Goats, DT will PM you and that will cancel any alliance you had with the Goats. Talk to ManInBlack to get a briefing, key and access to the other levels of the complex. Also, near him you will get a **500 Skill Points** Critical Location Bonus.

***WARNING:** If you feel trigger-happy, do not shoot down ManInBlack until he has given you the briefing, or you have at least Trained in computer skill, or you will be stuck.*

You can hack the only active console to gain access to the elevator, if for some reason MIB hadn't given it to you. Use an elevator to travel down. Go opposite from the "Danger" signs, and open the door with your keypad for a few pointers of Evil. Go to the "Danger" area now. While you can access the red glowing generator, it's generally not advised, since you'll die. So instead go to the pair of doors behind it. Take the left door for 2 chemicals. Take the right door then, and the door across. Use the elevator on your right to go up. Read the datacube and keep going through the doors, until there are no more. Use the button on your right, and throw down a trash bag in the opened shafts. You can now use the elevator down, so travel back to it. As you arrive you get a list of keypad codes for the servers. Travel down.

Under the elevator you can loot a dead firewall for tech goggles. Otherwise go forward and ShadowCode will PM you. Go left through the door. Break the next door (even if it has 80% strength and is from metal, it breaks easily by any weapon) and loot the room for sabot shells, quad rockets and an EMP charger. Go out, right and up the stairs and break 2 crates for a LAW and a LAM. Move back into the main hallway. In the lower section of the floor to your right you find a lockpick. Take the path to the right. Once you open the door, fall down from the pathway and start moving (you just triggered a trap). Keep moving under all pathways to activate the laser mines on them without any risk to yourself. Under the second walkway on the left you find 150 credits and a range weapon mod. Once you're done triggering all mines, use the metal crate to get back up. In the first walkway to the left you find 2x Plasma Clip and 2x chemicals. On the second walkway to the right you get **25 Skill Points**, a napalm canister and an **Aggressive Defense System / Spy Drone Augmentation Canister**. Go back down the path and take the left one this time. Go right into server station 1. Break

the crates for a hazmat suit, reload weapon mod, 2x multitool and GEP Gun. Proceed and break/hack the locker for a scrambler grenade, biocell and 2x tranq darts. Insert the code *027576* into the keypad to proceed.

Exit the server station to the right. Move fast through the corridor to avoid damage. In the middle of the room open the hatch in the floor and fall down. Disable the 2 spiderbots, then search around for 2x assault rifle ammo, a biocell and a **Spiderbot Canister**. Then go back up. Take the EMP rockets and 10mm ammo. On the ventilation shaft above you is a gas mask, no idea how to get it (not that you would really want it). Enter the shack on your right, disabling the gas grenade on the door. Use the medbot to install your new augmentation(s), and heal. Then proceed with the path. No, you cannot use the forklift. There is a red biocell on it, though. Enter the "maze". Watch out for the small bot when going left, then right. Disable/destroy the spiderbot, then multitool the override. Move back to the forklift and this time go forward. Just before the turrets go right, and break the box for a laser mine, medkit and multitool. Go left at the turrets to find a repair bot, and break 2 boxes for 2x Napalm Launcher ammo and 2x blow darts. Go right at the turrets. Avoid being crushed by a falling crate and run from the laser mine. Disable or destroy the bot that stands still. Go left. Go left again to find .45 ammo and a security console. Hack it and deactivate the milbot. Take a small crate and turn around 180 degrees. Move until you hit a wall. Look for the big metal crate. Push it until it's under a small opening in the line of crates besides you. Use both small crates to keep going higher, taking them along, or much easier, use the Speed Enhancement aug to jump up. Take your reward of **25 Skill Points**, sniper rifle and shotgun ammo, a LAM, biocell, accuracy weapon mod and recoil weapon mod.

Go back down and to the disabled small bot. Move under the green lasers, do not worry about the milbot since we hacked the PC, and don't get crushed by another falling container. At the end of the corridor, and more taunts from ShadowCode, go right into server complex 2. Enter the code *914028*.

Move back to the rubble, and take the second left door. Go down and towards the hazmat suit to get **25 Skill Points**. Go back to the rubble, now take the first left door (Save!). Stand on the yellow railing, then run down as the first platform extends. Continue this all the way down until the platform with the door and the vent. You should get down there without taking any damage at all (no augs needed). Carefully crouch-jump into the vent.



The OSC's best kept secret.

Take the right vent for some LAMs. Then go down the left vent (forward vent from the right vent), down the ladder. Place the explosive in front of the fan, get back in the vent and shoot it. (This trap was supposed to be much more exciting, but unfortunately, it didn't work in the Unreal Engine, so they had to scrap it in Beta). Pass the blown fan, into the vent. To the left you can find another LAM, go right. Blow up the fan with a LAM, proceed past it. Break the broken part of the vent (a little farther you find a crowbar and gas grenade) and get out of it. The next 3 sequences are similar. Quickly jump out of the danger zone before being crushed by an elevator. Jump into the vent, then take the left vent. Get out of the vent and loot the room for 10mm ammo, a multitool, 2x quad rockets and a medkit. Get out of the room and be careful of the bot guarding the hallway. Go into server station 3, use the repair bot if needed, then insert the code *641572*. Go back out, left, to the opened door. After ShadowCode taunts you run into the room, duck for the laser beam, then press

the red button quickly and exit. If you have troubles with avoiding the beams, throw a LAM or EMP grenade in the room before entering, that should disable most lasers. Take care of the bot around the corner, then go left to the heavy double doors.

Welcome to the "Fire room". They disabled the trap in this room in one of the patches due to balance issues though, so just wade through the boxes until you find the exit, no problem. Meanwhile, pick up the EMP charger and rockets. Down the way to the left you find a room with electrical spikes. While you are not required to go that way, there are many goodies to find if you do: 10mm ammo, EMP grenade, recoil weapon mod, reload weapon mod and accuracy weapon mod. However, you'll take less damage if you take the back way in, which can be reached by moving forwards, then left, then following the road. Go forwards and you'll find server station 4. Use the code *221685*. Go through the door that's opening into the "Turret hallway", another disabled trap. You can pick the hatch for a multitool, tech goggles and thermoptic camo if you wish. No point hacking both hatches, so if you do exit the way you came. Go forwards and you'll far through the floor.

Get out of the water and open the door. I hope that you brought the EMP Pistol with you, since the next rooms are littered with hoverbots, a very annoying and powerful new enemy. They're pretty easily shot down out of the sky with the EMP Pistol though, keep looking up! Use the medbot to heal from any injuries sustained while getting goodies from the electricity room. Pick up the EMP grenade and go into the following room. Shoot down the 2 hoverbots, then use Speed Enhancement to jump on the big metal boxes. Walk towards the crates for **50 Skill Points**, then pick up the medkit, lockpick, 2x assault rifle ammo and an EMP grenade. Jump down to the left of the pipe, and exit through the door behind you. In the next room you can find 2x 10mm ammo, 2x EMP charger, a lockpick, 20mm HE ammo, assault rifle ammo, 2x EMP grenade and a range weapon mod. Keep following the path, shooting down hoverbots until you reach server station 5. Enter the remaining code *546578*. Continue forwards, getting the EMP grenade and 30.06 ammo. If you have Speed Augmentation and Microfibril Muscle pick up one of the poisonous crates from below and carry them here. Drop them on the wooden ramps you see to your right. At the last ramp, jump on it, then crouch jump inside the vent you see hanging above. Inside you can find Tech goggles, a stealth pistol, thermoptic camo and a clip weapon mod. After that (or you do not have the requirements) go left (ignore the door ahead, it's a trap).

***BUG(?)**: It seems there are some issues with the door here opening as you proceed. Sometimes you hear the sound, but it doesn't move at all. Move back and forth a few times until the door opens at last.*

No, the blue rays are not dangerous or anything, just decoration. Continue down the path, through the door ahead. Note the door to server complex 6, but we still need a key to enter there. Go up and break the crates for 30.06 ammo, 2x hazmat suit, 2x tech goggles and a gas mask. Take one of the TNT boxes and place it at the spiderbots before the door to station 6. Shoot it to blow them both up. Pick up another TNT box and throw it down to destroy the 2 spiderbots patrolling there. Jump down. While you could hack the keypad, the code is nearby, so go through the other door. Go forward, and keep shooting down hoverbots. Another keypad-locked storage room, ignore it for now. In the next room, disable the 2 spiderbots and avoid the steam. As soon as you enter the next room, ShadowCode floods it with poison. Quickly use the wheel on your right to make it stop, quickly! Break the crates behind it for 2x assault rifle ammo, a lockpick, multitool, tech goggles, medkit and a datacube with important information about the storage lockers. So go back to both and insert the code *0286*. In the first you find 2x biocell, flare darts, 2x prod charger, sabot shells, .45 ammo and a gas mask. In the second you find EMP rockets, an EMP grenade, EMP charger, 2x chemicals and a key for server room 6. Go back to the "gas room" and up the stairs, then follow the path back to server station 6.

Crawl through the opening into the Dynamic 6 server (a sort of "SHODAN room"). On the left of the middle shaft you can find 2 multitools. Go to the opposite side and fall down. Search the room for WP rockets and 2 more multitools. Now hack all 4 panels located at this level (yes, you could have done some upstairs, but that's confusing for a walkthrough ;)). Jump to the ladder in the middle, then climb up, and jump off at the top level. Immediately go left (or right, depending on where you jump off the ladder) and find a security console and a plasma clip. Hack the console to disable the hoverbots, saving you precious ammo, then walk around until you find ShadowCode and a medbot. Use the PC in front of ShadowCode and solve the Rush Hour puzzle (sorry, they are randomly selected, so I cannot give a solution to the one you face). You'll get **100 Skill Points** for this. If you have Master computer skill, you can skip the puzzle.

After downloading ShadowCode proceed through the door behind you, use the "train" to go to the workstations. During your run, aside from the screen moving as it does, you'll take head damage. If you get real low, use medkits to keep you running for a little longer. On the lower level (3rd door when going left at the start) you can find a key for the higher level office (once you crossed the stairs, keep going to your left until you find an INF/INF door). On the higher level (first office on your right when you went up the stairs) you find a key for a lower level office (5th door when going left at the start). If you don't have the computer skill you will also have to find the password for both stations in the office ahead of you when you go up the stairs (*LocalUser/LPass*). Once you have uploaded ShadowCode you'll get a **1000 Skill Points** reward. Search the offices for various goodies (2x multitool, rice bag ammo, 3x medkit). Also when up the stairs, the very first door you see on your left holds a **Vortex Grenade** (on the lowest 2 difficulty levels). Upstairs behind the only (non-INF) locked door you'll find an **Augmentation Upgrade Canister**. Go through the blue-ish door to exit the complex. Backtrack to the elevator to the server complex, use it, then exit to Goat City.

Once you're outside, Abomination or Dark Templar (depending on your side) will contact you about a side mission. See 9.0.0 and 9.1.0. Return to PlanetDeusEx and report to King Kashue, back in his office. You'll get 800 credits as a reward, and another 200 if you made a low death count in Goat City. If you made a high death count Phasmatis will give you a silencer mod, .45 ammo, assault rifle ammo and 2x riot prod chargers. Proceed to Winquman to complete your secondary objective. There is some new items in the armoury, and of course the PHAT-Rifle. Use the given code (5239) to open the container and take it. Also, since you will be gone for DXI now, this is your last opportunity to knock down Jonas. He's the only person in the entire PDX HQ you can knock down (not kill though). Doing so will give you 2x biocell, and an **Augmentation Upgrade Canister** if you haven't gotten it yet after the WorldCorp mission, and will make him mad on day 2. Proceed to section 10.0.0 to go to DXI.

The Admin Password

Once you enter the complex you'll probably receive PM's from Dark Templar/Abomination. If you gave the real spork plans to Dark Templar Abomination will be mad, and will cancel any alliance with the Llamas may you had it. Also, he will be mad if you didn't give him the location of the Goat City even when promised to (the goal update incorrectly mentions the real plans though, not a "did not tell", which has been corrected in 1.0.4+). If you gave the fake spork plans and then joined the Goats, DT will PM you and that will cancel any alliance you had with the Goats. That guy will send you some schematics, and tell you about some mission and how to get to the admin password. Walk forwards to get **500 Skill Points**. Take care of the firewall and firewall agent (agents are stronger, on the higher difficulty levels sometimes regular get replaced by agents instead of more regulars being added). Go down the hallway, then right. Beware the patrolling firewall. At K. Quick's station you can find some important information. At E. Reuter's station you can find some more important

information. You can also talk to Eric over at the vending machine. Go back into the hallway, then left. Beware the patrolling firewall. You can find a red biocell at J. Dey's station. B. White has a note with his own password at his desk. Use it to access his PC (*BWhite/Imfine*), and print out the first password. It's important! You can find the printer near Jim. You can find a multitool at K. Vogt's office. K. Moran has a lockpick.

If you knock down Jim before he gives you access, you're somewhat stuck, since the game doesn't respond. Killing him will make That Guy send you his PC password (*JPage/Iworshiptacos*) so you can get access to the second level yourself. Alternatively, you can talk to him. He will give you access to the elevators, and talking to him again gives you a secondary mission. You can get the exact same reward (+a sword) by killing him/knocking him down, so if you're not up for a mission or plain mean do that instead. Go to the door left of him (besides the printer), deal with the firewall, then go through the door on your right for a multitool and some rice bag ammo. Proceed to the broken elevator, and at the crossing go left and through the only non-toilet door for rockets and 2x plasma clip. In the female toilets you can find a biocell, in the male toilets a data pad with important information. Go back into Jim's area then use the door right of K. Moran's station.

Use an EMP Grenade or EMP Pistol to disable the bot quietly. In conference room A you can find a laser mine. Go through the woman's bathroom, then immediately left. Go up the ladder and neutralize the firewall before he can sound an alarm. Crawl carefully up the right stairs, then overhear a conversation about T.B. Good and a Firewall Agent, including a keypad code you can use later. You can find a medkit and multitool in the room on the opposite side. Go back down to the door behind the turret. Go right for some sabot shells, EMP rockets and a LAW. The door with the keypad broke by my Dragon's Tooth Sword (untrained), so enter it for a plasma clip, quad rockets and 2 multitools. Go left to the security room and use the code found before (*1900*) to enter (**50 Skill Points**). At the 3 keypad-locked doors take the front one with the provided code (*92567*). Go left. Even though the door has a keypad, it opens automatically without need to enter it. Use it to land some hit & runs on the firewalls (especially since they cannot open the doors). Search the room for a LAM and accuracy weapon mod. Exit the way you came, and walk around to the next checkpoint, where the door also slides open automatically despite a keypad. Here you can find a recoil weapon mod and reload weapon mod. Now that cameras are no longer an issue, return to the beginning hallway. At the end, enter the executive offices with the code provided (*1933*). Take any of the elevators up, and disable the firewall. Enter the hallway, disabling the small bot patrolling there. Search the office of E. Curtis for an EMP Grenade. The female bathroom for a medkit. Conference room A for **50 Skill Points**, 2 EMP chargers and an **Aggressive Defense System / Spy Drone Augmentation Canister**. At the end of the hallway, access T.B. Goods office. Take the biocell and hack his PC (or use the login *TBGood/StupidDamnFirewalls* - and no, that is never given in-game), then upgrade Jim's salary. He will hand over his recoil weapon mod and range weapon mod as reward.

Go back in the hallway and just before the executive offices turn right. Use the reader, then take the elevator up. Disable the bot patrolling server room C, then find the PC lying around. Use the password found before (*RAadmin/1234qwer*) to enter and allow you to access the room where the admin password resides. Exit the server room and be careful as you thread a hallway with many firewall, going forwards. Server rooms A and B are both guarded by a small bot. A has a biocell, B a lockpick; not worth the trouble. However, at both server rooms there is another door. Use your clearance to enter one of them and disable the firewall patrolling. Take the last door, then proceed into the Ops Command Center. If you make too much noise, ManInBlack will assault you. He's tough, so proceed silently, and hack one of the consoles to activate the fire extinguisher. While your frame-rate drops significantly, MIB will stop fighting IF he's in the server room. Approach him and quickly take him down while his guard is low, otherwise he will activate his augs, and he'll be

unaffected by the effects of the extinguisher. Quickly make your way through the room (you'll take no damage, unless you take too long and run out of oxygen). Try avoiding looking directly at the console and the server room beyond (severe FPS drop). Use it then input the code you have been given (*NSCAdministrator/Op-9876-ilm*) to download the admin password. This will grant you **1000 Skill Points**. Exit the server complex.

Once you're outside Abomination or Dark Templar (depending on your side) will contact you about a side mission. See 9.0.0 and 9.1.0. Return to WorldCorp (if you use 1.0.4+ drop by Kaigan for a chat) and report to Scara. You'll get 2000 credits as a reward (and, when using 1.0.4+, 2C clearance to WorldCorp, if you haven't bought that already). Proceed to section 10.0.0.

The Goats

If you have joined the Goats, Dark Templar will PM you after the Server Complex mission. Go there and find him near the fountain. If you really don't care for a mission now you can knock him down or kill him for the mission reward (doing so before talking to him will have the mission stuck in your journal until DXI). Otherwise, proceed to the Llama Temple in Downtown. There is no way to enter undetected, so prepare for a fight. Kill/take down Abomination quickly. He has Vision Enhancement, so no fooling him with cloak, making a non-lethal takedown that much harder. If you enter, immediately 3 Llamas will notice you. Avoid the turrets and do NOT kill Beefman just yet. Go right, into the kitchen. Take the key, then go down toward the common room. Ignore Silver Dragon (his weapon doesn't work here) and Hobbes (he has no weaponry), then use your key to the underground. Down there, there are 3 ways towards your goal. To your right you can lockpick a 80% door, then swim to your objective. On the way down you find a lockpick, and there is a trip mine in a crate in the water. If you have Speed Enhancement you can also go back that way, otherwise you have to pick an alternative route. Forwards is a course. Jump, duck and cover to prevent the lasers from being triggered, causing the turrets to assault you. At the first turret you can retrieve some 20mm HE ammo, and stare at the curious flying grey block (I don't think it's supposed to be there, like the flying door they removed in a patch). Of course you can also blow up all turrets and ignore all alarms going off. Beware the last laser trap, you can see a small grey hole between lasers. When igniting the lasers, it explodes, possibly killing you. So you can either trigger these lasers from afar with something, blow them up or lure some Llamas in them. The third route is to your left. Only Llamas cross your way, deal with them with your weaponry. On a table you can find a medkit, and a hint about the location of some explosives. At a split go right. Whatever path you follow, at the tablets you find the Golden Spork of Righteousness(R) and a firestaff mana potion. Destroying all 3 tablets will grant you **500 Skill Points** and a goal update. Go up the ladder, avoid the red lasers, then blow up the blue (triggering them will kill you!). If you have computer skill, trigger the lasers then run towards the console to shut them down (including the alarm making the turret attack). If not you have to blow up the turret and lasers. Lockpick the door for WP Rockets, 2x LAM, assault rifle ammo and you can hack the container for a **Regeneration / Energy Shield Augmentation Canister**. Go back. If you do not mind "cheating" you can open the safe near Beefman using the code *1337* to find a **Synthetic Heart / Power Recirculator Augmentation Canister**. When you return to Dark Templar, he will reward you with **Synthetic Heart / Power Recirculator Augmentation Canister**.

The Llamas

If you have joined the Llamas, Abomination will PM you after the Server Complex mission. Go to the Llama temple and talk to him, then to Beefman inside. Before you set out on your quest, visit the

kitchen and find the key that's spawned there once you join the Llamas. Go down to the common rooms, and use your key on the door with all the warnings.

WARNING: *If you do not have the Cloak Aug, take a thermoptic camo with you!*

Downstairs go left for a medkit and a hint about the location of some explosives. At a split go right. Take the Golden Spork of Righteousness(R) and a firestaff mana potion. You can take a swim for a laser mine and a lockpick if desired. Go back up the stairs and to your left. Use explosives on the blue lasers, and avoid any lasers that survive the blast (or you will die). Trip the red lasers, and quickly use the security console to disable them. Lockpick the door for WP Rockets, 2x LAM, assault rifle ammo and hack the container for a **Regeneration / Energy Shield Augmentation Canister**, then move back past the turrets (note the 20mm HE ammo and a strange flying grey box near it). Go back up, but before opening the door, activate your cloak/thermoptic camo since most Llamas in the common room are hostile to you! Go back up and out of the temple to the Goat City to fulfil your objective.

For the first fountain go left towards the 00n-mart. Enter the opening in the fence, turn the valve, then destroy it. Turn around, and jump in the water. Swim till it ends. The target is straight ahead. Move around the fence, turn the valve, then destroy the valve. You'll get **500 Skill Points**. Return to Beefman with report of your success. Use the code given (1337) on the safe to get your reward: a **Synthetic Heart / Power Recirculator Augmentation Canister**.

Going to DXI

Before going to DXI make sure you have done everything you wanted to do in Forum City this first day. You won't be returning to these same maps again, so if you ever dropped items you wish to regain, pick them up before entering DXI. This is your last chance to purchase items from Kunio Kun (Downtown) or Glottis (Slums), they won't appear on day 2. Access to the Voodoo Shop on day 2 depends on your actions. Purchase whatever you want there before leaving. Also, since Raving's will be getting more expensive, you might want to shop there now. Once you're comfortable with leaving these maps behind, go to the Slums by metro.

Once you leave the metro-station you'll meet Pimp-Jojo, who has a mission for you. Accept it, and you'll get a spyware device and a multitool. Aiding him is definitely advised. Go forwards, past the black helicopter. Open the crate next to the black van to find a multitool. Go left and take a metal crate up the ladder. Place it, then use it to get up the pipe. Move all the way to the east to find **Easter Egg #4**. Proceed all the way west. At the very end (with the steam) jump left onto the ladder. Jump off the ladder onto some dirt inside the DXI excavation site. Beware the bot, and search around for a LAW. Do not let any alarm sound or a milbot will be activated to hunt you down. Inside the shed you'll be contacted by That Guy/Evil Invasion with a password. Break the locker for EMP rockets. By hacking the security console (advanced) you can turn on the milbot (if not already) and make it fight on your side. Use the repair bot if desired and talk on the holocom to King Kashue/Scara B. King. Use the computer (*PDXMaintenance/DXIControl*) to unlock the elevator to DXI. Go outside and find it (the glowing red box not at the entrance gate) and use it to travel down.

Beeblequix's shack / Pimp-Jojo's side mission

WARNING: *If you feel trigger-happy, do not shoot down Beeblequix until he has given you a welcome, or you have at least Advanced in computer skill (or be able to get such with skill rewards in DXI), or you will be stuck.*

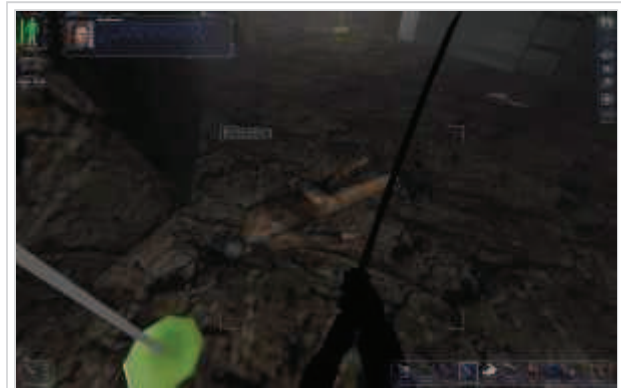
Once down pick up the chemicals next to the elevator, then meet Beeblequix. He gives you the option to send your HUD-codes to him. If you do this, he will continuously bother you (occasionally telling something useful) with PM's.

Search his shack for 2x prod charger, chemicals, 2x 10mm ammo and a lockpick. You can also pick/break his safe for 2 medkits. It's strongly advised to do the side mission first (you can really use the 2 slots of the spyware device later), so it'll be explained here. If you wish to go into the DXI main part right away, skip forward to 10.2.0. From where Beeble started go left down the ladder.

Going through the metal detectors will trigger the alarm and make the patrolling bots hostile.

So instead, jump over the middle section. Avoid

the camera. Under the camera, go into the front room for a biocell. In the right room, open the hatch in the roof and jump up to find 30.06 ammo. Crawl further to get a scramble grenade. Go left and up a ladder. Proceed to the left. This room is important if the metal detectors explode, since this is the only place where you can make that room survivable again then. Also, you can use the other 4 buttons to temporarily disable the camera's and detector. Take the shaft the other way for chemicals and 2x napalm launcher ammo. Proceed down the hall. Abuse the camera downtime to hack the security console and permanently disable them (for some reason one exploded when I did that :?). Take the blow darts, then open the door, and disable the spiderbot there-in. Break the boxes and steal everything (too much to make mention of). Left of the stairs up enter the recreation hall. Take the key, **50 Skill Points** and assault rifle ammo. Notice the writing on the wall?



He just doesn't want to shut up!

HIDDEN DXI CONVERSATIONS: While you can do it anywhere in DXI, this place is suitable because of "Summon Jonas" being written on the wall. Type that exact command in your console (~) and talk to your creation. Notice the 2 additional names being mentioned? So also type "Summon Phasmatis" and "Summon Winquuman". That's it for the secret DXI conversations.

Go up the stairs. Disable the lasers (or prepare to take on a bot!). To the left you can find some darts and 10mm ammo. Proceed down the hall and press the button to get a hologram recording. Hack or pick the door past the locked bot. If you ever triggered an alarm, this room is filled with poison. If so, quickly press the button under "Venting on/off". Also a good idea to press it without poison, it prevents poison seeping in if the alarm goes off. Search the room for darts, a gas grenade, .45 ammo, assault rifle ammo and a multitool. Hack the computer, then search the account of Lordie for the mail "Re: Accounts Restored" and print it. Take it for passwords of all DXI-members. Use one (say, *Buzz/NoseBleeder*) to login then activate the NRC Client. This is the fourth **Narcissus Event** in the game. You'll have to find 3 of these to unlock a secret ending. Go down one of the 2 hatches in the floor to the area below the ground. Pick up a napalm launcher ammo, then place your spyware device on the server, and multitool it. You'll get a PM from Pimp-Jojo and **500 Skill Points**. Move down further with the ladder, and take the path to the right. If you ever triggered an alarm the bot here will be hostile. Shoot the TNT. However, this also detonates the detectors. Use the first button you'll see after you fell down to stop the sparking. Go down (be careful of another bot if it isn't blown up as well) and exit the complex.

DXI Main Mission

From the elevator proceed to the way of the yellow generator (east). Jump over the water (if you fall down crawl out at the side, then try again). Welcome to the caverns. Jump forward and left for some flare darts and gas grenades, covered by radiation. Not worth the damage. Instead just jump forward. Welcome to the infamous DXI jumping puzzle. It's a little easier with level 4 Speed Enhancement, but still a pain. And if you have given Beeblequix your HUD codes he will not shut up, forcing you to listen to it all before being able to (quick)save.

The "normal path" = Jump left, then forward. Walk to the edge and jump forward. Skip the small rock, instead go for the large constellation! Jump up and up, then towards the cardboard box. You'll find a biocell and gas grenade here, but on the lowest item difficulty it also has a **Vortex Grenade**. Just walk down the next pillar. Skip the smaller constellations and jump for the big one, with the elevations. Fall down on the same constellation, and jump to the next one to your right. Jump left towards a smaller. Jump to the one with the wall behind it, then onto the big one. From there you should see the end ledge, just 2 more jumps.

The "speed enhancement path" = Jump forward with one great leap. Turn it off to carefully move around, and jump to the cardboard box. You'll find a biocell and gas grenade here, but on the lowest item difficulty it also has a **Vortex Grenade**. Turn on the aug for a great jump north. Then go east. From there jump straight to the ghostly apparition.

Talk to Gwog, former admin of DXI. Your choice whether to appease him or not influences the end sequence. He will also flee and run away if you try to kill him. Continue further down. Open the door on your left. Fall down the shaft for some shotgun ammo. Go up the stairs. You can fall down to the opening to your left, jumping over the laser, to get some assault rifle ammo and a biocell (and get a password from Beeble you probably do not want to use, 3486). Take the stairs all the way up to the vent. At the T-split go left (right is a trap). Pick up the biocell, EMP grenade and 30.06 ammo, then fall down. Hack the security console to make the bot friendly and disable the cameras. Pick up 2x chemicals and 10mm ammo. Search the bot room for a plasma rifle, shotgun ammo, blow darts, multitool, assault rifle ammo, a mini-crossbow and 2x darts. You can also use the repair bot here if needed. Go right, then left. Behind the locked door you can find 2x hazmat suit, 5x chemicals, napalm launcher ammo, a biocell and a prod charger. Disable the LAM on the wall and disable the bot in the room. Search around for a pepper cartridge, 10mm ammo, napalm launcher ammo and a lockpick. Near the safe you'll get a PM from Beeble with a mission. Go back towards the big room then right instead of left. You'll find a room flooded with radiation. Use a hazmat from the storage, and roam about for (do not worry too much about damage, we'll find a medbot soon!) shotgun ammo, 20mm HE ammo, a tranq mine, LAW and Plasma clip. Blow up the power distribution box in the upper right corner with some explosives, then return to the safe that should be open now. Inside you'll find an EMP grenade, key and code.

Go back to the big room and use your key on the locked door to the right. Go right again for a medbot to heal your injuries. Proceed further right to find a multitool and some rockets, and use the button to raise the bodies. Near the PCs you can find a prod charger, pepper cartridge, blow darts, lockpick and medkit. Hack the security console and disable cameras and open the "door" of the second camera, the glass shell around the augmentation. There are 2 ways towards this canister. One is to blow open the grate below the bodies (do not damage the medbot!), then swim up the aug and back again. This is the "safest" route. The other is going back to the big room, go forward and use the code 8859 to open the big door. Hack the next keypad and disable the bot. Search the room for .45 ammo. Since the alarm triggers the flame turrets, this is a much harder way to get the aug (you can hack or destroy the turrets beforehand though). You have acquired the **Targeting / Vision Enhancement Augmentation Canister**. Go to the medbot to install it. I strongly advise using Targeting. Go up the elevator just past the medbot, and save your game.

Go left and ZeroPresence (PDX) or Slicer (WC) will run towards you. Unless they are dead of course. You can take them down before even talking them, take advantage of that if it's too difficult for you (high NPC health). It really matters here if you knock them down or kill them (running from them is possible too, but then no items for you!). Slicer has his katana, which does 25 damage. ZeroPresence has an excellent heavily modified sniper rifle. Search the room for 235 credits, .45 ammo and tranq darts. Proceed down the path. The wall will break, revealing the spiderbot "Gift for Jonas". Disable it! You can find some shotgun ammo from where he came. Enter the big office room. Press the button in the middle to lighten up the place, then search around for 3x firestaff mana potion, medkit, tranq darts, lockpick and a multitool. You can also watch a hologram recording of Digital Ronin. Use the computer with the login Beeble provided (*ADMIN/DXI_Admin_X8*) then press both buttons to get access to the firestaff. Pick it up (you may have to drop some items) and get **2000 Skill Points**! Fall down the opened window.

Time for more jumping again. Fall down, then jump to the one in front of you.

"Normal way"= Jump to the pillar to your south, then south east. From there jump south west, then west. Jump north west. Jump 3x south, then south west, then north. Finally, make one final jump to the south west, and proceed to the level transition.

"Speed Enhancement way" = Make one big jump to the south west. Turn the aug off to move carefully to the ledge, then jump south west again. Once again south west, and then... once again. Run to the level transition.

Jump into the water, then use the "stair" on the side to get up. Walk up, then jump to the other side (easier with Speed Enhancement). If you fall in the water, swim back to the "stairs" and try it again. Move up the ladder, then to Beeblequix shack. Talk to him. Run up the white/orange stairs, and jump up till you hit a level transition. Pick up 3x flare darts and 2x blow darts, then pick up a small metal crate. Throw it on the pile of dirt besides that little red structure, then jump on it (with Speed Enhancement). Then jump onto the building. This will give you **40 Skill Points**, and you can find 2x flare darts and 10mm ammo. You will also find the DaiKatana here, a weapon you best avoid. Jump back down. Go down the stairs to the left, where the BSP holes reside. Jump in between them to the pillar, then to the walkway near the wall. Jump straight across (ignore the 2 other pillars) to find **Easter Egg #13** and get **50 Skill Points**. Return the exact same way. Enter the shack to find chemicals. If you can see the Karkian through the hole; shoot it. Otherwise hold a weapon ready and fall down. Take down the Karkian.

*Jonas wrote: An alternative way to deal with the Karkian is to drop down some soy food, which can be found in a crate next to the shack. This makes the Karkian friendly (since you fed him) and gives **50 Skill Points**. However, be sure not to draw a weapon in the Karkian's view, since that makes him hostile again.*

Swim to the west to find a crate with 2 LAMs and get a **40 Skill Points** reward. Since it's a dead end, go back till you find a LAW, tranq darts and 3x flare darts. Pick up the LAW (drop something if needed) and shoot it down the stairs. Pick up what you dropped, then move down. Take 2 more LAMs and some shotgun shells, then move to the door that opens now you have the firestaff.

After recovering from the cave-in, move forwards to get a prod charger. Go into the computer room to find a medkit (use it!) and 10mm ammo.

- Read the datacube, then login with the new info (*Contractor/Ineedapasswordgen*).
- Use the command prompt application. Use "dir". Then write "cd archived_emails". "Dir" there.
- Use "read 070612fragmaster_fargo.txt" Handy information!
- So logout and login using the *Fargo/Fargo* account.

- Read the email. Login: SrvrAdm. Now the pass. Use the command prompt again, and "dir". Use "CD logs".
- "Read setup.log" It will make mention of the pass Zebr4H.
- Logout and login using the new account information *SrvrAdm/Zebr4h*. Use the command prompt.
- Simply type "Trestkonsucks.exe" (WC) or "delthreads.exe" (PDX) for the program to execute. Exit PC.

Alternatively, you can use the LAMs you found before to blow up the terminals. Then terminate or knock down the MIBs/WIBs. Once all 3 are knocked down or dead, the elevator will be powered up.

Rex wrote: You don't have to use LAMs. Any weapon that does 20 or more damage can destroy the terminals as well.

GAME CRASH: *Don't exit from the console until the program has run its complete course. Prematurely exiting (while the dot-count is still increasing) will crash your game.*

Get out of DXI, back to Forum City.

Forum City, day 2. Slums District

NOTE: If you are WorldCorp, there will be Firewalls here. If you're PDX it's WorldCorp soldiers. However each of them has the exact same location and patrol path and weaponry whatever side, so it makes little difference. Firewalls are more susceptible to EMP damage, that's about it.

If you use 1.0.4+ Pimp Jojo will send you a PM now pointing you towards Downtown for his quest award (only when you did plant the spyware of course). A soldier with a GEP gun will aim for your bots. Snipe him before he can fire a shot. Your bots will deal with the enemy bot just outside the gate. Check the corpses for weaponry. Check the shack for a medkit in the locked locker, and an EMP charger and EMP grenade on the desk. You can also use the repair bot and talk to Slicer/ZeroPresence (Trestkon mentions Kylie even if you killed her) if you kept him alive. Otherwise you will be taunted by Kylie (if she's alive) or Phasmatis. Either go up the ladder at the dirt pile to the right (stealthier; climb up the stairs to jump over the gate, then go to the metro station; skip to the next whitespace), or move forwards (if you like killin'). Go up the ladder just before the gate. Quickly take down the snipers on the roof. While they are not particularly a threat (if you walk down there, they cannot even see you!), it's a great point for yourself to pick down targets without giving them a chance to retaliate. Kill everyone. There is also a power box on the roof that can shut down the lights on the roof, but there don't seem to be any advantages to that, as soon as you start shooting they'll find you regardless. Once all hostiles are down (besides maybe the milbot), proceed to the metro station.

Go down. To the right you'll find the hostage situation. Talk to them or start gunning for them straight away. If you decide to talk they will tell you they will go away if you re-activate the power to the metro. Something you definitely would have to do to proceed yourself anyway, so accept.

EXPLOITING: *There are several ways to exploit this situation. Fender2k1 won't gun for you if you proceed down with your weaponry, so that makes only Madmax to fight if you decide to assault them (if you tell them you wish to kill them both will attack you!). Even easier would be to lower your weapon, and jump over them as he's still speaking. They cannot initiate a convo while the line is still playing (notice: without lip-sync), then just raise your weapon behind them (that seems okay to them) and assault them.*

BUG: *If you re-enabled the subway power before even meeting the DXO people at the subway, the*

goal will remain stuck in your journal. 1.0.4+ fixes this by closing it when you get Evil's or That Guy's PM upon returning to the subway in this case.

Search the station for a biocell, 10mm ammo, flare darts and a gas grenade. Get out of the station, left. Break through the doors, on your left then another door. Up on the roof with the view of the helipad is a gas grenade. The other ladder leads to some shotgun ammo and rockets. Fall down to the left to find a lockpick and medkit. Return to the station and proceeds forwards. Go left into the alley. Take care of the 2 WC commando's, take the shotgun shells behind the tree if desired, then go down the stairs ("Caution"). 2 more patrol downstairs. Disable the LAM near the dead Karkian. Take the shotgun shells and then fall down. Open the grate and quickly take down the commando, as he has a flamethrower. Check his body for a key (in case you haven't gotten it yet the first day). Loot the room for a biocell, 2x flare darts and a multitool. The locked closet holds an **Augmentation Upgrade Canister!** Use your keys on the door, then hack the electricity box. Take the stairs all the way up, and use your key on the door. Beware the thug guarding the door. Return back to the subway station, and take the one to the Corporate District. As soon as you leave the Slums (to Corporate or Downtown) you'll receive **1000 Skill Points**.

NOTE: After you reported back to Scara/King Kashue, returning to the Slums all enemies will be gone (except for the firewalls posted at the checkpoint for WC players). Also, under certain circumstances (not sold to WorldCorp and you haven't killed/knocked down Yardbomb) the Voodoo shop will re-open (as will the teleporters).

Yardbomb's Voodoo Shop

NOTE: The voodoo shop is only open if Yardbomb isn't dead, and you told him to stay independent on day 1, after getting the Kevo-Sama mission from Scara or Kashue.

Talk to Yardbomb to purchase anything you missed the first day. You can find 4x throwing knives, 4x firestaff mana potion and 2x blow darts on the shelves to your left. Look behind the counter on the right for a medkit and 2x pepper cartridge, and on the counter for flare darts. Walking behind it to the left you find 3x chemicals, 2x darts and a firestaff mana potion. There is nothing behind the locked door. Travel the extra-dimensional hallway, and go right for 2x tranq darts and a gas grenade.

Forum City, day 2: The Warzone (Corporate District)

As soon as you enter the district, you get a PM from Wolfy with a side mission (see 11.1.1). Take the multitool (dispenser) and shotgun ammo (other station). If you disabled the security system in Raving's Weapon shop during day 1, 3 thugs will wait here for you trying to kill you.

Welcome to the Corporate District. If you're allied with PDX all WorldCorp people will gun for you, and the Firewalls will be friendly. If allied with WC it's vice-versa. There are various skirmishes throughout this sector. Most are won by PDX if you do not intervene. Since bots are often used, Scramble Grenades and LAWs are devastating in gaining the edge. However, no battles need to be won at all to proceed, so don't go overboard on spending resources!

The first skirmish is at the destroyed PDX HQ. It's rather minor with a few WorldCorpers against a massive Firewall force. However, you can greatly increase the scope of the battle by luring people from there to WC HQ (WC player) or by luring the WC guards at WC HQ to the firewall blockade (PDX player). There is some assault rifle ammo on the bench near the garage into WC HQ. The biggest battle of all takes place at the new PDX HQ. Without your interference, PDX is guaranteed to win due to the milbots. You can find a prod charger on the Scara bench opposite the PDX HQ

(from where the WC-force came). The 3rd skirmish is near Raving's Weapon shop. The firewalls have a milbot and flamethrower though, and the WC troops stand no chance without help. Here; next to Deus Ex Editing, you can also find Wolfy (see 11.1.1). You can find 2 napalm canisters in the firewalls' shack. Enter the weapon shop.

EXPLOIT: *The same exploit from day 1 is still present today. You can freely take all 3 LAWs out of their lockers (and they make a huge difference in the battles raging), as well as an Assault Shotgun and thermoptic camo by standing on top of the lockers. Only change is the upper ballistic armor is gone, so no free one for you there.*

If you knocked down Raving or Andreus (or both) or killed one of them (but not both), or disabled the security system (unless you also killed both) you'll find some thugs here waiting for you, together with a mad Raving or/and Andreus (if alive). They're a pretty hard fight. If not talk to Andreus. He still offers the Napalm launcher (unless you bought it). Get 2x 10mm ammo from the shooting range and a red biocell on top of the bottle range, then go behind the counter for a multitool and 2x napalm launcher ammo. Ride up the dumbwaiter again for .45 ammo, EMP Rockets, Rockets, a gas mask and a trip mine. Get back down. In the locker room break open all safes and loot them for 30.06 ammo, a scrambler grenade, medkit, range weapon mod, 2x 20mm HE ammo, a riot prod with 2 prod chargers, 3x pepper cartridge and 2x plasma clip. Also you have another chance to get your pistols if for some reason you forgot to take them the first day. Search the toilets for a medkit, and Andreus office upstairs for a lockpick, biocell and .45 ammo. Visit Raving's office. Take the darts, flare darts and EMP charger. Talk to Raving. If this is at least your second playthrough of the game, he offers you **Deus Diablo's Fire Sword** for the ridiculously low price of 1000 credits. Buy it! It's basically an upgraded version of the Dragon's Tooth Sword, no need to have both, so drop that one if you lack space. NOTE: Killing Raving will not give you the fire sword! You have to purchase it! Enter the security office with the key from day 1. 2x napalm canister, a flamethrower, a red biocell and an **Augmentation Upgrade Canister** await you! Exit Raving's.

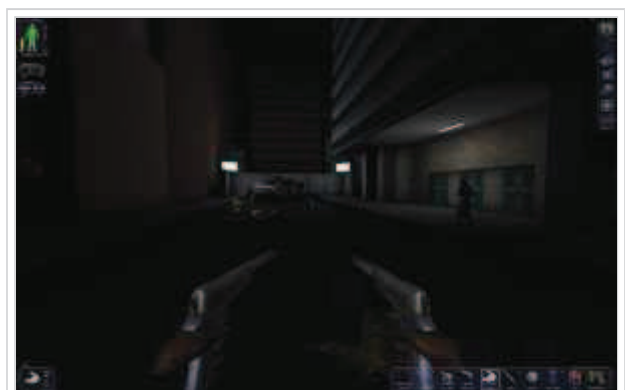
Head to the direction of the PartyZone (not open on day 2). Here is the 4th and last skirmish. One of the WorldCorp thugs has a GEP Gun. If he uses it correctly on the milbot WorldCorp wins. Otherwise PDX. It's more random than the other battles here!

There is a LAW near the firewall shack. Go the Quick Stop. On the bench you can find a riot prod charger. Inside the shop you can find a pepper cartridge. There is also a lockpick in the "refrigerator". Open the safe for 200 credits. Interesting detail; both persons inside the shop drop many consumables if killed/knocked down. Looters?

DX Editing/Wolfy's Mission

From the station move forwards (watch out for the WorldCorp employees if PDX). The building is on your right (at the roadblock). Walk around it to find a dog, Wolfy, in the alley. Talk to him to get the mission.

NOTE: *If you kill him before talking to him, his mission will remain stuck in your journal (unless you use 1.0.4+).*



It really all depends here on how the GEP is used.

Talk to him again for some background info and some useful advice. Enter DXE. Talk to Dazza. Tell him you're breaking and entering. The 3rd option is the best. NOTE: You are allowed to kill him by Wolfy. Just don't kill CSI guys. For the violent people among you! You can find a medkit at the security station. Go up and then right. Open the hatch above the small table, then jump into it.

Time to start doing the mission. Only use stun gloves, riot prod, blow darts or tranq darts to attack your foes with if you want Wolfy's 2000 credits and the skill points this mission gives. If you're violent, you can get all the items lying around, just not the 2000 credits and 500 skill points given. Take the ladder down, and then the next ladder too to exit at the security station. Open a hatch, fire a blow dart/tranq dart and hide again for the best effect. NOTE: If the guard fell unconscious between the doors, move him. Closing doors are lethal, and you cannot have accidental kills now. Go back up the ladder and go right. You'll quickly see a grate to fall through (not the hole with a grate far below, going down there kills you without Speed Enhancement!) Take the assault rifle, and hide. Take down the security guard as he walks back. Shoot a dart to the patrolling guard a level lower. Another if not knocked down. Walk the hallway. Wait for a guard to enter at ground level and shoot him too. Press the button and take the elevator to level 2. Break the crates for 2x 10mm ammo and a lockpick. Hack the keypad to get an **Aggressive Defense System / Spy Drone Augmentation Canister**. Go down to the ground level (1) with the elevator.

Go to the left and enter the room saying "CAUTION Watch your step". Here you'll find a keypad code (we no longer need) and 2x blow darts. Get out and move forwards, then left. A guard patrols on the walkway above, and one somewhat further back. First take care of the one in the back. If the one above sees you he will walk away to the alarm button, so ambush him there with stun gloves/riot prod. Go inside the hall besides the alarm button. A guard patrols here. He's set to pull the alarm before attacking, so block his road to prevent that and knock him down at your own leisure. Note the server room to your left. Go into the locker room. Take the gas grenade on the push-cart. Ignore the guard patrolling upstairs for now and go left. Be careful of the patrolling guard here, as he carries a flamethrower! Take him down quickly. Keep going forwards till the security station (if the door is closed use 254009) for .45 and 10mm ammo. You can also hack the security consoles, and find some additional information about your objective. Go back, take down the guard upstairs and go upstairs yourself. Enter the Tech Support room. Search the room for 2x multitool, a red biocell, PHAT-rifle ammo and a medkit. Break the cardboard boxes for 2x biocell. Take a look at the note on the wall (*DerianX/M4DHaFTW*). It's an access code for the server room computers! You can login to find the sever rooms access code, but we already had it anyways. Hack the computers and print an e-mail from Carone with pin code information (509861/7400). This account holds 410 credits. Exit and go to Server 1. Use the given codes (352617 and *DerianX/M4DHaFTW*) to plant your first mail. Go to the server room we saw before (3) and do the same. Repeat for server room 2 (where we took down a guard before, just before the walkway one). Enter the storage room across for goodies: multitool, .45 ammo, biocell, 2x tranq darts and a laser weapon mod.

Exit the storage to your left, and then go down the elevator at the end. Go right, and take down the guard. Move back up and take down the guard patrolling the walkway. Disable the bot below (or destroy it, Wolfy doesn't care about bots). Go back down again. Shoot the barrels to your right to uncover **Easter Egg #14!** You can also find a red biocell and some lollerskates lying there. Get up the ladder and enter server station 4 (352617 and *DerianX/M4DHaFTW*). Now that all 4 stations are done you'll get a PM from Wolfy and **250 Skill Points**. Enter Carone's office. Search around for an EMP grenade and 2x plasma clip. Then pick up the sheep poster (as an added bonus; it takes no space in your inventory if it's full, it'll lodge itself under another item). For this you get another **250 Skill Points**. Go to the door straight across the office and hack the keypad (it's hidden in the dark). Here you'll find an **Augmentation Upgrade Canister**. Go back up with the elevator, and walk

towards where you see the security station above. Go left, into the elevator. Select level 1. There, take down the guard and exit DXE. Talk to Wolfy for your reward.

The Sewers, day 2

Same entry point: Near the Quick Stop. Kill the greasel, go right. In the heat room just wait till the greasel died of taking heat damage, then enter for the scramble grenade, lockpick and blow darts. Go back to the big room, and the exact opposite way. Take the second passage to the right ("Maintenance area"). Go left. Kill the 2 greasels, then search the room to the right for a laser mine, 2x chemicals, 3x firestaff mana potion and PHAT-rifle ammo. The room across for 2x molotov cocktails, PHAT-Rifle ammo, a LAM and 30.06 ammo. Go up the stairs and the ladder for a key (if you didn't had it already from day 1). Go to the "Water Supply Regulation". Open the door, disable the sparks, take the multitool. Go through the no longer sparking room, kill the greasel and disable the 2 bots. Fall down the grate, down the ladder, and keep going right. Pick up the multitool and **Spider Canister**. Fall down the hole (speed enhancement lowers the damage). Pick up the **Augmentation Upgrade Canister!** Go up the ladder, into the grate. Do NOT go left. There is some general weirdness with the map there that can get you stuck, forcing you to ghost your way out. Go right instead, and take the exit to your left. Kill the greasel, then take the WP rockets. Go up the stairs, and deal with 2 more greasels. Go further up the stairs. Go right, up the stairs. Disable the Gas grenade, then jump in the water and break the boxes for .45 ammo and a recoil weapon mod. Get back out, and keep going forwards. Go left, ignore one greasel, deal with the other, then keep going forwards until you hit the sewers exit.

WorldCorp Sewers & WorldCorp Basement, day 2

Like on day 1, the easiest way to enter the secret basement is through the vent in the garage. And yes; that is even true for PDX players, who have to battle many bots and WC personal just to be able to get in the garage. So enter the sewers. Wait for the big spiderbot to pass the explosive barrels and shoot them. Go down, search the room (2x 10 mm ammo, it's hard to access though, you have to crouch to get inside and outside) and go right down the hall. If you immediately go left, into the shaft, up, then right, then disable the bot and the beam, throw a grenade to the pipes on your left. Pass them on the side for 2x lockpick, EMP grenade, 2x sabot. Otherwise go forward. The turret is easy to demolish if you do not have advanced computer skill. Disable the 3 spiderbots, then go through the doors behind them for 2x gas grenade, 2x tranq darts, 3x pepper spray and 3x prod charger. You can go through the a vent to the left of the bots, but that's guarded by a red greasel(!). Your reward? Quad Rockets, a napalm launcher canister and a wrench. Definitely not worth the fight. Go back to the area with the big spiderbot. You can use the lever to lower the ladder back up again, and on the lowest item difficulty you can find a **Vortex Grenade** lying here! Open the grate with your key from day 1 and enter the basement.

The security setup is a little heavier than the first day, although the MIB's are gone if you took care of them on day 1. Jump of the box to your left again. Take the lockpick. Disable the 2 bots, and search between the boxes for a repair bot. Now take the elevator up. Walk down the walkway, and jump down towards the ladder. Look behind you for 30.06 ammo. Get up and through the hole. Go left, down the stairs and open the door. Go back up through the door ahead and disable the bot. Go forwards to the reception. Watch out for the guard, secretary and camera. Go through the front door and left for 2x plasma clip and assault rifle ammo. Search the offices to the right of the main hall for a multitool, lockpick, .45 ammo and shotgun ammo. Go up the stairs to the left of the main hall and disable the bot. In the office to your right you can find some quad launcher rockets and napalm launcher ammo. Go forwards. First office (ZeroPresence's) you can find 10mm ammo, 30.06 ammo, a multitool and some important information if you're on the WorldCorp side. Also, you can hear a

call from Kylie to ZP, unless one of the two (or both) is dead. Search the second office (Kylie's) for WP Rockets. The locked locker has 768 credits, unless you already took them day 1, then it's empty. In her locked desk locker you can find tech goggles and a **Vortex Grenade!** (on all difficulties) Go back down, and right. Go inside the prisons to your right (clearance, multitool or blow up the doors). Take down the guard and loot him for an EMP grenade.

CRASH BUG: *Like the first day, dealing with this guy will lead the big elevator in the start to crash. So don't use it again from now on!*

You can find a LAM on the right. If you aided NVShacker by doing the free subway pass mission, and then didn't made him deceased, you can find him dead here in one of the cells. Go back to the reception area, then right, halfway up the stairs through the doors. Take down the guard. To the left you can find a medbot, medkit, hazmat suit and 2x biocell. Here you can find the UC. However you cannot make a Quad Rocket Launcher this time, even if you had the schematics and not made it the day before. Down besides the UC you can find a multitool. Go back until you hit a locked door. Up the stairs is a red greasel(!). Pick up the clip weapon mod from the body, and the Lethal gloves if you didn't pick them up already. Go right to the offices. Same stuff in the locker as the first day (and empty if you picked it then). Go forward and down the elevator. Loot the lockers if you haven't done so yet the first day (aug, aug upgrade). Not much else to do here (unless you have the Black ICE mission uncompleted). Near That Guy you can find some WP rockets and darts. Exit the compound.

Downtown, day 2

If you did the DXO Spyware mission in DXI Pimp-Jojo will contact you now with meeting information.

NOTE: If you're on the WorldCorp side all firewalls will be hostile towards you here!

Go left and jump in the water. Near the car wreck you can find a dead diver carrying a re-breather, with a crossbow nearby. Go to the ship. Inside the hold you can find 30.06 ammo and 3x assault rifle ammo (who would have added stuff during the day there? No one knows...) Get out of the water. In the bookshop you can find a biocell and shotgun ammo. Also, walton simons and Chris the Cynic got new conversation topics and you can find the remaining chapters of Twist and Unknown Motives. Inside the coffee shop you can get coffee and a gas grenade. Go back to the station. Keep going forward to the "other" coffee shop. Behind the counter you can find rice bag ammo and 2x chemicals. Open the safe (quickly disable the LAM or let it detonate in the closed safe) for a red biocell, **Augmentation Upgrade Canister**, 300 credits and a scope weapon mod. Go the opposite side from the station now, where you got the N00Bz mission before to overhear an argument between a cab driver and a firewall (probably impossible to hear if you're on WorldCorp).

Go left to the former N00Bz hideout to find 2x flare darts, a re-breather and 2 multitools in a cardboard box. Continue further down the wall to find Spot. He carries 100 credits, so if you need money... Inside the building you see now, with the Goat billboard where you found the Llama hostage yesterday are the bombers who bombed Sol's (PDX side). For more info see 11.4.1. Walk around the building to find Pimp-Jojo. Talk to him and pick whatever augmentation you like. You'll get it, plus 1000 credits. However, nothing is stopping you now from taking him out (knock out or kill) to acquire the other 2 canisters. So collect a **Regeneration / Energy Shield Augmentation Canister**, **Targeting / Vision Enhancement Augmentation Canister** and a **Cloak / Radar Transparency Augmentation Canister**.

Exit the alley and head to the castle. Lockpicking the door will make the firewall guarding it hostile, however completely destroying the door (sword + combat strength) doesn't. Inside you can find

30.06 ammo. Proceed down the way to the restaurant. On the counter you can find some rice bag ammo. In the toilet inside a box 20mm HE ammo. Go further down the road. At the video rental store you can find some shotgun ammo.

The Bombing of Sol's Bar

NOTE: This section is for PDX players only.

NOTE: You can already kill the bombers before even talking to Alpha Operator or Winquman, but you are best off not doing that.

NOTE: If you kill Alpha Operator, the goal will remain stuck in your goals (unless you use 1.0.4+).

Go to Sol's bar. Talk to Alpha Operator, then go inside. Talk to Winquman. He will give you a mission to interview witnesses if you haven't killed the bombers yet, or after you talked to Jackie about DXO and Kevo-Sama. If Jackie is unconscious/dead and you have killed the bombers, there is no way you can get it. **NOTE:** If you kill Winquman after getting it, it will remain stuck in your goals. You can find 2 chemicals in the female toilet. Go through the door besides the bar. Just before the turn, turn around and look up. Inside the destroyed roof you find an **Augmentation Upgrade Canister**. Go inside the locker room for 2x 10mm ammo, a gas mask, PHAT-Rifle ammo and 3x flare darts. Inside Alpha's locker you can find shotgun ammo and a range weapon mod, inside Jackie's a medkit and riot prod with charger. In Alpha's office you can find a biocell behind the office and a multitool in the remains of the safe (painting). Get out of the bar and talk to Alpha and the witnesses. Return back to Winquman for **100 Skill Points**. After this you can talk to him about the PHAT-rifle. The conversation has slightly different lines for Trestkon if he has an Assault Rifle or any type of Shotgun, however it doesn't take into account Kylie's Rifle for this (unless you use 1.0.4+). For your report you get 30.06 ammo. If you already maxed out that ammo he will give you sabot shotgun shells. If you already maxed those out as well, there is no reward given.

Get back outside, and go down the road to the building with the Goat sign (where the Llama hostage was on day 1). Get up the stairs to overhear some thugs. Kill them all for **500 Skill Points** (note you get none if Alpha is dead). Loot the bodies, then return to Alpha for your reward. You'll get 460 credits and a **Gibinator Battery** (one of two in the game).

The Llama Temple, day 2

When you near the Llama Temple, it's possible A2 (spiderbot) is there, causing a PM from That Guy or NVShacker. You're put before the hard task of subduing it before Abom shoots it. If the convo starts, you're too late (unless you kill Abomination). Best use is an EMP grenade. Abomination will get pissed (no big deal if Goats, big deal if Llama), but hiding for a while should make him friendly again. Enter the temple.

If Beefman is hostile to you, destroy the four turrets to take down his personal shield. Alternatively, use a Vortex Grenade to kill him through his shield. Go left to Abominations office and break or pick the door (apparently, you cannot use the key you got yesterday). Search around for a multitool, darts, flare darts, .45 ammo, quad launcher rockets and some assault rifle ammo. In the first room to the right from the throne room you can find 2x assault rifle ammo, sabot shells, 2x shotgun shells, 10mm ammo and more quad launcher rockets. The second door to the right holds a scrambler grenade, and a lockpick, gas grenade and 2x chemicals in the kitchen. Go down the stairs to find a medkit, and proceed to the common halls for 2x darts, tranq darts, .45 ammo, a lockpick, a firestaff mana potion and a biocell. Finally, in the security room you can find a biocell, 10mm ammo and 30.06 ammo. In the locked cabinet you can find an EMP charger and PHAT-rifle ammo.

Goat City and Goat Temple, day 2

Go left to find the basement key in the grate. Search the alley nearby for 10mm ammo. Enter the bank for a multitool and another bank account (140990/4043). You can find 75 credits on it. Exit and go left and left. You can find 2 tranq mines on a crate ahead. Enter the insurance company to your right for a medkit and .45 ammo. Inside the wooden fenced area you can find a lockpick in the little swimming pool next to the fountain. Open the secret compartment in front of the patio for 35 credits and some .45 ammo. Enter the cafeteria (to the right of the entrance, ahead from the insurance company front gate) for 2x chemicals in the kitchen. You can lockpick the storage room for some consumables and a red biocell. Exit and enter the garage. Pick up the chemicals and use the key from the first day to open all the lockers. Inside you'll find 2 re-breathers and 2 lockpicks (you might need to close and reopen a locker to be able to pick up both). PDX players (if you want a multitool): Walk past "Sanitation". At the boxes take the firestaff potion and one crate. Place it under the ladder to the right, then climb up. Lockpick the grate at the end. WC players can just use the secret passage in the Corporate District. Enter the small fest hall for a funny conversation between 2 Goats. Enter the secret compartment under the bridge connecting both structures to find a map, blow darts, medkit and a silencer weapon mod, together with a sniper rifle and stealth pistol. Enter the Temple.

Walk to the sermon hall, then to the left. Here you'll find Dark Templar unless dead, or if you did the Holy Tablets missions for the Goats on day 1. If you knocked him out the previous day, he will attack you. Press the button on the back of the fountain, then swim (use a re-breather when low on air!) all the way down for a key. Go back up. At the small shrine you'll find Tina. She will sell you the code to the inner sanctum for 500 credits. You can't buy it if not allied to the Goats, and don't need it if you did the Holy Tablets mission. If you did the Holy tablets mission on day 1, the inner sanctum guard will give you the code for the keypad. So either enter there using the given/bought code (84591), or enter with the fountain key from the shrine. *From the shrine:* Pass through the spikes, taking damage. Go left for some goodies (medkit, PHAT-rifle ammo, biocell) and right for the continuing path. In the upper left corner of the milk pool you can find 2x darts. Get out on the middle walkway, and be careful of the 2 guards. *From the main door:* Enter, be careful of the 2 guards. You can fall in the pool for 2x darts, and then go left for some more goodies (medkit, PHAT-rifle ammo, biocell).

Everyone here will be friendly if you did the Holy tablets mission on day 1. If not, everyone is hostile. Proceed up the stairs, being careful of the camera and turrets. At the top, get up the other stairs. Turn around and hug the wall to a prod charger. Go back down and into the vent on your right. Go up the ladder and then continue down all the way (ignore the second ladder, climb the third). You'll enter the security room. Take the 10mm ammo and hack the security computer to disable the camera's. You can also toggle the security lasers off for a short while. You can hack the keypad of the storage room for darts, tranq darts, a laser mine, quad rockets and a box that can permanently disable the lasers if hacked (if you reactivate them using the console, just click the box to turn them off again).

In the main hall you'll find Athena and Dark Templar if you're allied to the Goats and have done the Holy Tablets mission. To the right are the toilets. Nothing there. To the left is Athena's room. You can either get the key from Athena, or break it open. Go right, then right and enter the kitchen. Here you'll find a lockpick and some wine (scarce compared to the chemicals on day 2).

Open the left microwave and push the button to reveal a secret room. Entering it gives you **50 Skill Points**. Use the medbot if needed. If you press the button in front of you you can have a talk with Dark Templar if he's alive, conscious and allied to you (and even if he's right next to Athena in the main hall and should know it's not her!). You can hack the security console (Advanced) to disable

the camera in Athena's room, and hack her computer (Master) for some funny emails, and a login for the easier to hack security console... (*AthenaAdmin/Melk1234*). Hack the keypad on the forcefield for an **Augmentation Upgrade Canister**. Go out of the kitchen and to the right. Under the stairs you can find some more wine and a biocell. Go up the stairs, right and right, through her bedroom. Search the closet for 2x assault rifle ammo.



A vortex grenade causes a mess if exploding in your house.

In your front of the main hall is Athena herself if she's hostile to you. In order to kill her you'll first need to turn all 4 valves on top of the stairs.

After that, she will no longer respawn when killed. Note that killing Athena makes the Goats hate you. Alliances are set on map entry however, so all inside the Templae are still friendly to you until you re-enter the map, but Goat City Goats will attack you.

PDX, day 2

Visit the main hall. If you didn't do the free subway pass mission way back, and NVS is alive, he can be found sitting here. If you also told A2 to be nicer to NVS, you can find him inside Jonas' lab. Visit Jonas' lab. His locked cabinets have a biocell and a gas grenade. On his desk you can find another biocell and a multitool. Talk to Jonas to get an **Augmentation Upgrade Canister**. Go towards the armoury. Find a lockpick at the toilets. You can find PHAT-rifle ammo on Winquman's office. Enter the armoury (in case you forgot; *1987*) and loot it from it's goods. Enter the offices and talk to Slicer (unless dead). Be careful about damaging chairs here! At Phasmatis' station you can take 2x .45 ammo and a tranq mine. At the medbot you can find a gas grenade and medkit. Slicer has 2x tranq darts. Proceed to level 2.

In the left office you can find 2 EMP grenades. In the right a medkit in the toilets. Talk to Ghand again, and take the gas grenade and 2x blow darts. You can find 2 napalm canisters in Despot's office. Go to Kashue's office. Take the plasma clip and rockets from the table. Get a lockpick from the male toilet and rice bag ammo and 3x chemicals at the holocom unit. Talk to King Kashue. You'll get 1000 credits for your work, and a next assignment. Notice how they mention Kylie even if you killed her. Bug? Or not? Talk to Phasmatis to get a new goal. Despite what Phas says, it's perfectly possible to enter the WorldCorp compound. Just need some LAWs, a GEP gun or a scrambler grenade. As soon as you leave the HQ, Abomination or Dark Templar will contact you with a new mission if you joined one of their cults.

If you so desire, enter the WorldCorp complex, otherwise go to the slums and the next whitespace. The security may look tough, but you can lead the guards to the firewalls, and a scrambler grenade on a milbot, or LAW on anything does some serious damage. Entering through the garage will have you face 2 guards and 2 large bots immediately, so it's easier to enter the main gate, where you only have to face 1 bot (scamble grenade does wonders again), and you start out a little covered. If you do, don't forget to pick up the rockets lying on the ground just before the entrance to WC. You can enter the men's room for a lockpick, and the women's for an EMP grenade. Don't bother about the grate there, if you looted everything on day 1 there is nothing to find. Inside the cafeteria you can find 3x chemicals, a pepper cartridge, shotgun ammo, a repair bot and some rice bag ammo. Inside the security office you can find 2x 10mm, 2x EMP charger and a lockpick. Travelling down to the garage yields a laser mine, and you can search Silver Dragon's former location for another LAW

(useful for the bots guarding the garage exit), 2x blow darts and a janitor who doesn't talk at all. If you feel like it, travel to level 4 (oddly enough the clearance to level 2 and 3 is also revoked for intruders). You can pick the doors to the right of the elevator for assault rifle ammo and rockets. Not worth it. If you walk past Scara's office, he will hear you, and run to check out the sound, opening the INF/INF door (he's the only one who can, the guards cannot). Scara is unarmed so no risk from him, however he has aggressive defence, so be careful with using explosives taking down turrets and guards. As long as you do not kill Scara, you can loot his office (2x .45 ammo, medkit, 10mm ammo, 3x PHAT-Rifle in the secret compartment). Exit and proceed to the slums, or the basement (11.3.0) if desired.

In the slums, go forward from the station, towards the helipad. Go around the tower just before the helipad to find Vavrek. Talk to him for your next target: Sol's bar (his reaction to Jackie's death is pretty funny). So go to Sol's bar. Talk to Jackie if she's alive. You have to enter the freezer, and you can't get there through the bar itself. So either blow up the alley door besides the bar (risky with so many firewalls) or press the left 3 button on the building besides it and use Aemer's fire-escape to get down to the door. In the freezer take the rice bag ammo, open the box, then use the keypad. Go down.

In the lowest 2 difficulties, look below the wooden planks for a **Vortex Grenade**. If you want you can lockpick the vent. Go to the left in the hallway to find a lockpick and an electric box. You can ignore it, since you will only take light damage. Proceed down the hallway, then get up the ladder, through the electricity and up another ladder. Open the desks locker for a LAM, EMP grenade and accuracy weapon mod. NOTE: You will later get the code for this computer. However, it doesn't work! When not going into the vent, or go back to it, proceed to the left and talk to Computdoc. After that, go into the first office right. Take the 30.06 ammo, and open the painting. Listen to the recording and take the shotgun ammo. Check the office for PHAT-ray ammo. Lockpick the locker for a code to TRM's computer (*TRM/Gobbledygook*). In the next door to the left, take the key beyond the pipe and turn the 2 valve's. Talk to Illuminati_IIS and take the key from his office. Lockpick Computdoc's office locker for a password (you don't need as PDX player) and a key, which is useful. Take the door left of the office, up the stairs. Talk to Mole, then go left.

If you turned the valves downstairs you'll find **Easter Egg #9** waiting for you here! Left bedroom:

- Madmax locker has soy food. Not worth the lockpicks.
- The unnamed one is empty.
- Nice but Dim only got a note (but at least it's unlocked).
- Pimp-Jojo's locker has 2 biocells and an **Augmentation Upgrade Canister**. Key can be found downstairs.

Right bedroom:

- Computdoc's locker has 2 multitools. Key can be found in his desk.
- Fender2K1's locker has a sniper rifle and a medkit.
- Illuminati's locker has shotgun ammo, and is unlocked already.
- Mole's locker has thermoptic camo.

Go right from Mole's location. Go through the lasers and talk to TRM. Now it's time for a choice affecting the ending you get. Either you take down TRM and DXO and free Kevo by force, or you return to PDX. If you decide to free Kevo, be sure to visit PDX even if your goals point you to the helipad! Loot the armoury. Inside the office locker you can find 20mm HE ammo and .45 ammo. However, TRM turns hostile if he sees you lockpicking it! Return to PDX HQ.

Go to Evil's office. If you didn't do the free subway pass mission for NVShacker and he isn't killed, you'll find him here with Evil Invasion. However, if you destroyed too many chairs they might be too far from each other to start their conversations (and NVS cannot talk to you!), hence the not destroy chairs warning earlier. Take the firestaff if desired. If you killed all DXO people Evil Invasion will be angry at you. Talk to NVS. He wants you to get him A2. You can find A2 either at Abomination in Downtown (didn't told A2 to be nicer) or at Jonas' office (If you told A2 to be nicer). After disabling A2 at any location talk to NVS. Notice how Evil mentions it knocking down Jonas, even if it was at Abomination when you knocked down Jonas yourself :D. Go up and talk to King Kashue, who calls a meeting about TRM's proposal (unless you killed him). Notice he mentions Kylie yet again. Hmm... Get down to Jonas as Kashue suggests for a **Cloak / Radar Transparency Augmentation Canister** (using the code *684061*). Also if you ask how difficult it is to make augs you get a biocell. You can knock him down (again) if you want.

Return to the DXO hideout and talk to TRM. You'll get a key. Return to Compudoc, take the door next to him and go left down the stairs. Use the key on the door. Talk to Kevo-Sama and you'll get **1000 Skill Points**. If you "happen" to knock him down or kill him, search his body for his launch codes as Evil suggests. Your ride will be a little bumpy though. NOTE: Killing Kevo will cause the cameras to go hostile on you! You can find a medkit and 3 chemicals in this room as well. Stock up on what you need at Raving's, then head for the Slums. Use the chopper, and fly off!

WorldCorp, day 2

Enter the WC compound (pick up the Rockets lying just before the entrance to WC). You can enter the men's room for a lockpick, and the women's for an EMP grenade. Don't bother about the grate there, if you looted everything on day 1 there is nothing to find. Inside the cafeteria you can find 3x chemicals, a pepper cartridge, shotgun ammo, repair bot and some rice bag ammo. Inside the security office you can find 2x 10mm, 2x EMP charger and a lockpick. Travelling down to the garage yields a laser mine, and you can search Silver Dragon's former location for another LAW, 2x blow darts and a janitor who doesn't talk at all. Travel to Scara on level 4. You can pick the doors to the right of the elevator for assault rifle ammo and rockets. Not worth it. Search Scara's office for 10mm ammo, 2x .45 ammo and a medkit, and 3x PHAT-Rifle ammo in the secret room, then talk to him to get 1000 credits and your next mission objective. If Kylie, ZeroPresence and OiNutter are all alive, Scara will also give you a side mission of finding ZeroPresence. For more on this see 13.0.1. Search the fireplace for 2x biocell and an **Augmentation Upgrade Canister**. As you leave the WorldCorp complex Dark Templar or Abomination will contact you with a new mission if you joined either of those cults.

Proceed to the Slums. Move forwards to the helipad. In the upper right corner you find Kevo-Sama. Knock him out (he's unarmed, so a tranq dart or blow dart works too). Drag him off to the right, right then left (to where Glottis was the first day). Knock on the doors to start a cutscene. You'll get **250 Skill Points**. Break the nearby crate for a clip weapon mod. If you happen to have killed Kevo instead of knocking him down That Guy will send some guys to blow up the gate. Let them do their work. If you happen to kill them too the gate becomes destroyable and you can blow it up yourself (with a LAM for example). After that firewalls will attack you. Kill them to proceed. This will have you miss out on the skill points though. Insert the code (*9843* at the helipad (interrogation) or go to the metro station (blown gate) to talk to Midashand, who gives you your next assignment and the firestaff if desired. If you have no space and talk again a goal updates, but that doesn't mess anything up so you can ignore it. Also, if you want you can kill Kevo. You cannot knock him down though. This forces you to go back to the Slums after the ATC mission though. Go left from the metro, right

from the helipad and at the end right again. Walk towards the manhole. However, do not use it, but rather the door to the left of it.

Slum Sewers

NOTE: While you can pass blockades like the one you see to your left throughout the entire sewers, there is never anything behind it, but it can take some time on trial and error to get back on the road, so don't walk past them!

Go right and then forwards to find some 20mm HE ammo. Go back and through the 2 holes in the wall. Disable and pick up the LAM on the right hole. Beware the patrolling guard behind it. Disable the patrolling bot here. Jump onto the red pipes to find a key, and there is also a napalm canister below the pipes. Use the ladder to get back up and walk back to the bot. Walk towards the green door and use the key on it. Inside you'll find 3x chemicals, shotgun ammo, another key, a biocell and .45 ammo. Go back outside and down the walkway. Beware for the patrolling guard.

Alternatively you can swim through the water, although that does some damage. However, it's minor and to your legs, so with a few medkits or the regeneration aug that's no issue. When not going through the water: The next 2 holes a LAM is on the left. Disable and take it. Take care of the two patrolling guards. At the lasers the flame turret hangs before the lasers. You can exploit this to blow it up and then simply walk through the lasers, or just use multitools to disable the lasers. Under the stairs you can find PHAT-rifle ammo, a biocell and a lockpick. To your left under the red pipe you can find 2x gas grenade. Go up the stairs and use the key you got before to open the door. Beware the patrolling guard, and take the key you already have, 3x flare darts, a medkit and assault rifle ammo. Go through the door, and disable the guard below (he has an EMP grenade). Inside the box in the water you can find a LAM. Go up the ladder and disable the guard and the bot. Where the bot patrols you can find 3x plasma clip. Go through the holes, no LAM this time and disable the last guard. Then go up the ladder, and frob the manhole exit.

Air-Traffic Control Tower (ATC)

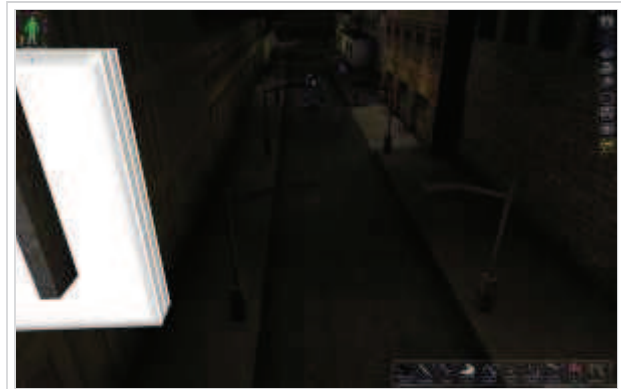
This is generally considered the best level in TNM. There are lots of different ways to finish this specific task, so it's a little hard to write a walkthrough. Also, even if 1.0.4 did a fine job of making sure you cannot get stuck, there are still some places where you can get yourself stuck unless cheating yourself out. I will make note of said locations here.

After That Guy's PM go left up the ladders, until you hit the roof. You'll have a perfect view for sniping from this location if your goal is to take everyone down. On the upper left corner go over the yellow pipe (**50 Skill Points**). Proceed until you see an opened window. Take down the guard and jump inside. At number 10, frob the small rock on the floor and take the key. Use it to open the door. Search the kitchen for a pepper cartridge, rice bag ammo and medkit. Look at the note on the bed for a code, and open the closet for 10mm ammo and an ID card. Now all bots and security guards around the ATC are friendly, unless your cover is blown. This can happen by the guards downstairs and on the roof, so leave through the window you came from and to the ATC tower. There is also an employee on level 2 of the ATC itself who can blow your cover, so ignore him! Get back out the window and follow the yellow pipe to a ladder. Go down the ladder. Go down 2 more ladders.

Be careful not to be spotted by the firewalls. If they spot you, your cover will also be blown. Go towards books & stuff and enter through the garage besides the main door (**25 Skill Points**). As long as your cover isn't blown, the camera will remain friendly to you. Open the wooden door. Same here, the camera will not turn hostile. Pick up the two multitools, then hack the security console. **NOTE:** Despite what the 1.0.3 patch notes say, the first camera is still bound to no door. The second is

correctly tied to the safe though. Go back to the garage and loot the contents of the safe: a medkit, biocell and **Cloak / Radar Transparency Augmentation Canister**.

Go back up all the way (crawl to the first ladder or you'll get spotted through the wall) to the opened window. If you do not care about all the sneaky stuff go inside and up the roof, through the garage. There, frob the hover car ;). For the stealthier players, let's proceed down to the ATC now. Return to the beginning of the level, then go right. In the alley besides the entrance you can find a plasma clip. Go near the entrance to trigger a conversation, after which the gate opens. Inside the guard shack you can find a gas grenade. If you have advanced computer skill, hack the console and turn the turret your side, as it'll help later. Walk around the building. Disable the lone guard here and open the vent. Inside you can find an EMP grenade, chemicals and **50 Skill Points**. Go up the ladder for more chemicals, .45 ammo, a multitool and a tranq mine. Ignore the keypad-locked exit, it leads to the guy that blows your cover! Go back down and outside. Further around the building you can find a LAW on some boxes, remember it. Also there is a crate nearby with an EMP grenade. Go to the front. If you have Speed Enhancement (or you stack a lot of boxes) jump on the lower building between the ATC and the one with the antennas. Then jump on the structure with the antennas, and open the door. Inside you can find 10mm ammo, PHAT-rifle ammo and a tranq mine. Alternatively, you can jump on it from the structure where you see the red pipes behind it going. Proceed inside the ATC tower front entrance.



No need to ever get down here when doing the ATC mission but to satisfy your inner explorer.

Enter the break room to the left with the password given earlier (59263). Take everything, especially not forgetting the **Augmentation Upgrade Canister** on the push-cart to the left. Take the elevator. Level 1 you are on, level 2 only has an employee that breaks your cover, so ignore that level! Level 3 has nothing but a sole guard. Level 4 has some 30.06 ammo and a private elevator to level 5. But if you haven't blown your clearance, it makes no difference from using that or the main elevator. So exit at level 5 now, go left and up the ladder (**50 Skill Points**). At the lowest two item difficulties you can find a **Vortex Grenade** here! Go back down and to the console. Press the KAT LTD button. Now you could just return to Midashand in the slums to take the chopper to ABI. However, this way you miss out on 750 skill points! So we decide here to go kill everyone, clearing the LZ. With style... Take the LAW (do not worry about dropping stuff, we will return), then go back to the apartment where you got the ID, then up to the roof. Don't mind if your cover is blown (note that That Guy will not PM you saying this now that you have unlocked the chopper). Enter the garage (**50 Skill Points**) and go up till you find the hover car. Frob it for a pretty neat cutscene.

STUCK: *Do not jump over the ledge just before the garage, go all the way to the end, then fall down with level 4 Speed Enhancement. You'll survive, but without cheating wont get up...*

Travel down to level 1 and prepare to be attacked. The firestaff does wonders here, as does an allied turret. If the Milbot passes by, use the LAW (should take care of the turret too if you didn't made it switch sides). After you killed everyone downstairs, you also have to kill the guard remaining on level 3 of the ATC for some reason. You'll get **750 Skill Points** and Midashand will land. Small bug: If you go inside the slum sewers at this point you will get a PM from Midas, but it uses the wrong voice-over. Take the helicopter to ABI.

Finding ZeroPresence

NOTE: You'll only get this mission if ZeroPresence, Kylie and OiNutter are alive and well.

After talking to Scara to get the mission travel down to level 1 by the elevator. At the exit of the compound talk to Kylie to get a key and a code: 796355. Go back to the elevator and use the key on the hatch below the "D". Then insert the code, to get to the secret sublevel. For more info see section 11.4 "WorldCorp Sewers & WorldCorp Basement, day 2" above. Visit ZeroPresence's office (upstairs in the WCID section, first office), and search his desk for a datacube with important information. Exit the sublevel and go to the corporate district again. Near the PDX HQ you'll find a door. Open it (not the one with the easter egg, it's left of it!), then use the code from the keypad on datacube on the keypad (79640). Go through the passage that reveals itself. Press the button to open the wall, then walk up. Talk to ZeroPresence. Go down (use the vent to save lockpicks). If you're allied with the Goats this is a lot easier. But be sure to destroy the 2 alarm panels (melee weapon + combat strength should work) before you set off the alarm. Then activate the alarm. Either by frobbing the alarm itself just before the door, or by hacking the electrical box to the right of the entrance to the Templae. Keep your distance and ZP will snipe OiNutter. If you're spotted, OiNutter will make a run for it. In this case, ZP wont help, you have to kill him yourself. Return to ZP. Talk to him, and you'll get 250 credits and **300 Skill Points** as a reward. You can also get a candy bar from him if you killed Jonas earlier in the game, or 20 credits if you have no space for it. If you don't really care for ZP you can kill or knock him down now for his excellent sniper rifle. Otherwise you can return to Scara for some additional fluff conversation.

The Goats, day 2

Talk to Dark Templar at the fountain or Athena in the Inner Sanctum (depending whether or not you did the Holy Tablets mission) to get the mission. If you want to skip it, with DT it's not possible (he doesn't drop the reward), with Athena you first need to turn all 4 valves and then kill her. If she respawns, she will not have her safe key.

***NOTE:** Killing either of them doesn't close the goal, and it will remain stuck in your mission goals (unless you use 1.0.4+).*

If you already killed Beefman immediately get the reward, together with 350 skill points, which is 400 less than if you kill him after getting the mission. Proceed to the Llama temple (for more info see section 11.5.0) and there kill Beefman. In order to do so first destroy his 4 turrets, or just throw a Vortex Grenade to kill him through his forcefield. This will give you **750 Skill Points**. You can also exploit a little and enter the code 648011 to open the safe containing: **Augmentation Upgrade Canister**, recoil weapon mod and reload weapon mod. Return to Dark Templar or Athena for your reward of 1000 credits, an **Augmentation Upgrade Canister**, silencer weapon mod and accuracy weapon mod, and an additional 500 credits if you killed Abomination.

The Llamas, day 2

Talk to Beefman to get your mission. Beware about his subsequents, once he hits the 0 he and all other Llamas will attack you! So better head straight for the Goat City. For more on what you find there see 11.6.0.

NOTE: Killing Beefman will not close the goal, and it will remain stuck in your mission goals (unless you use 1.0.4+). Also; once he turns hostile there is no way to make him friendly again to take the reward without cheating.

Enter the inner sanctum, and go to Athena. Turn all the 4 valves on top of the stairs, then kill her. This will give you **750 Skill Points**. Return to Beefman for your reward. 1000 credits, and the code **648011** to open the safe containing: **Augmentation Upgrade Canister**, recoil weapon mod and reload weapon mod.

Aunt Betty Industries, Exterior

First you'll get 2 cutscenes. If you disabled A2 for That Guy or NVShacker, you find it here. That Guy outfitted it with a pyro laser, NVS with a tranquilliser. It's pretty fragile, but it may help you out here and there. With level 4 Speed Enhancement you can jump over the bridge. But only tech goggles to be found there, so not worth the trouble. There are 2 paths into the main facility. Either go left through the fortified tunnel, or right through less opponents but another annoying jumping puzzle. We go right first. Quickly take down the sniper walking on the bridge above, and take care of the 2 patrolling ABI guards. Go to your left, past the green beams and take care of the 3 snow wolves. Loot the body for 100 credits. Proceed down the path. Notice the cracks in the wall to your left? There you can enter the tunnel storage for many many goodies, a medbot and a repair bot, so break the wall, but do not enter yet. Proceed the path along the ridge, then break open the small bump in the snow to reveal **Easter Egg #15**. Return past the green lasers to the "main area" again, and take the first cave to your right. When going up the ladder beware of the sniper! Go up another ladder and to the left. Take down the guards, then loot around the crashed chopper for 2x PHAT-rifle ammo, EMP rockets, an EMP charger, a recoil weapon mod and a scope weapon mod. Proceed down the path to loot the 2 snipers, otherwise go back down again all the way, then right. Sneak up on the guards for a very funny conversation.

Now, either choose to enter ABI by this jumping puzzle (jump to the second next whitespace), or return to the tunnel storage mentioned earlier.

Loot the place (do not forget to break the cardboard boxes), including an **Augmentation Upgrade Canister**. Exit the storage into the tunnel. Beware as you immediately face a large spiderbot. Also beware for aside the guards there are 2 large military bots (one back to the entrance) and 2 turrets. A scramble grenade does wonders. Take the 2x assault rifle and .45 ammo near the second turret. At the next roadblock

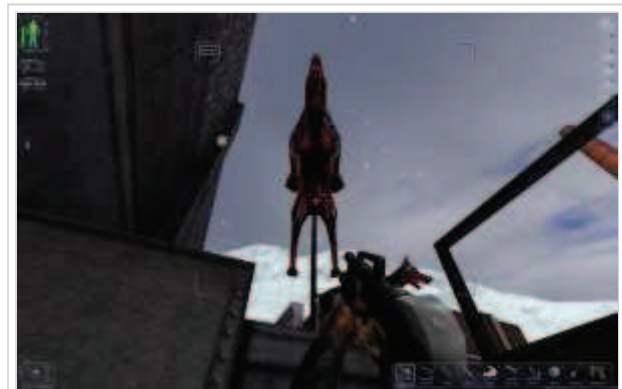
there are many laser mines mounted on the floor. Beware! After that several more guards. The gate is protected by 2 flame turrets. Disable them! If you are a WorldCorp player shoot a flare dart next to the antenna at the guard shack (if you do not have a mini-crossbow, you can find one in the storage room in the tunnel). If you're a PDX player, Evil Invasion opens the gate for you. While a WC player can repeat this, a PDX player only has one shot to get in like this. Either player can also jump on the crates to the right before the gate, and using speed enhancement get on the roof. Open the hatch on the roof and fall down to find a **Vortex Grenade!** (lowest 2 item difficulties). The roof is also an excellent point for sniping down enemies if you so desire. Otherwise fall down, cloak is efficient here. Inside the guard shack at the gate you can find a scrambler grenade, a pepper cartridge and some .45 ammo. Also you can open the gate here, if you want to get outside again for some reason...



Good thing Trestkon is a Bugs fucking Bunny.

Go inside the little structure to the right (with the trucks). This is the clothing factory. Enter through the small door left of the trucks. Take care of the 3 guards to your right and take the EMP grenade and .45 ammo. If you don't mind a bloodbath use the console to make the 4 milbots join your side. Go back and the first door right for a pepper cartridge, 2x quad rockets and sabot shells. Ignore the lasers and take the second door right. Go up the ladder and use the vent to get up the roof. Beware the two guards if you haven't taken them down already. One of them carries a Quad Rocket Launcher (It's the only "unique" weapon that is twice in the game). Go inside the little shack. There you'll find 2 quad rockets and a red biocell. Look carefully at the floor to find a secret compartment. Inside you'll find 3x assault rifle ammo, 2x shotgun shells, sabot shells, EMP rockets and an **Augmentation Upgrade Canister**! Go back on the roof. Under the tanks, break one of the hatches and fall down inside. Go down and talk to the "wrestler". If you do not want to do his mission you can just kill or knock him out for the info. Otherwise do his mission. Search the room for tranq darts, flare darts, shotgun ammo, a biocell and a tranq mine. Find the security console in the upper left corner of the factory and hack it to disable the cameras. Alternatively (if you have no computer skill for example) destroy all cameras. You can blow up the lasers or do as Hao asked and enter into the vent in the upper right corner and hack the box. Beware of a tricky placed LAM (Aggressive Defense can easily take care of it) and the spiderbot in the vent. You can also find some tranq darts down there. Return to Hao for your reward; An **Aqualung / Environmental Resistance Augmentation Canister**, the login for the ABI interior and **250 Skill Points**.

Get outside and break open the trucks doors. The first holds rockets, rice bag ammo and a GEP-gun. The second has 2x napalm launcher ammo and 30.06 ammo. The third has 2x chemicals, a multitool, sniper rifle and a clip weapon mod. Search among the pile of boxes on the other side of the building for a napalm canister and a keypad for which we get the code later. Lower the ladder on the other building and climb up. If you're a WorldCorp player walk around to find Ricemanu. Talk to him, and take the multitool. Then open the door with the code given (617497) and get inside.



Trestkon is no animal lover.

Aunt Betty Industries, Interior

(When entering from the roof)

You'll get **500 Skill Points** when entering and a new side mission. Disable the small bot, and search under the wooden planks for a lockpick and multitool. Search the room for chemicals, flare darts and shotgun shells. Go below the wooden construction near the camera. Read the book (PDX mission) and turn the valve (WC mission). When proceeding down the level as WorldCorp player, if you made Ricemanu open the gate (and he's not dead/unconscious) for you he will now be attacked. Go outside and to his position and take down his assailants. Talk to him, then go back inside. Saving him is not required though, feel free to ignore his plea for help. Proceed down the stairs to the lower level, and quickly dash past the camera. Open the door to your right for quad rockets, a biocell and an EMP grenade. Proceed down the hall. To the left is Ryan's office. You can find 2x darts and PHAT-rifle ammo. Break open the closet for a biocell, gas grenade and a very informing datacube. Use Ryan's PC with the provided login (*Ryan/ScaraSux*), and give yourself clearance. Go back to the hall. The first door right has 2x darts. The second door left has 2x flare darts, a plasma clip, .45 ammo and a firestaff mana potion. The third door on the left (the locked one) holds 2x blow darts

and an **Augmentation Upgrade Canister!** Walk along with the path to the other side of the offices. The first to your left holds breadfan. He sells you the code to the keypad outside for 500 credits (9986). Loot his office for an EMP charger. There is also some 10mm in his locker, however it's unreachable. The second office on the left holds a firestaff mana potion and some shotgun shells. The third on the left hold chemicals and an **Synthetic Heart / Power Recirculator Augmentation Canister**. The first on the right has nothing but a funny book. Search the storage room across the elevator for 2x chemicals and WP rockets, then go down another level.

You can already use the retinal scanner and go downside, but more exploring (and a side mission) to do first. Go left behind the stairs. Don't pick the door. In the kitchen take the 2x rice bag ammo and prod charger, then pick the box besides the public terminals and push the button. Enter the room that reveals for **50 Skill Points**. Use the medbot if needed, then break the crates for an EMP charger, .45 ammo, lockpick, laser mine and ballistic armor. Exit the kitchen and go left. Open the security room, and disable the guards inside. As long as the alarm doesn't sound, the turret will not fire on you. Search the room for 2x 10mm ammo, 30.06 ammo, assault rifle ammo, tranq darts, 2x gas grenade, login info we already had, quad launcher rockets, .45 ammo, 2x pepper cartridge and a LAM. Use the keypad and insert one of the code's from Ryan's note. If you use the basic game, the correct one is 7674. If you use the 1.0.4+ fanpatch the code can be any of the 5 codes mentioned on the datacube. Be careful here; as 3 incorrect answers will activate the alarm, and the turret behind you! Proceed to the stairs and pass it to the door besides it, that is now open. Search the desk for login info and a multitool, then login the PC (*Archive/Archive*) and download the information. As soon as you do this it's mission complete for PDX. WorldCorp people still need to burn down all files, the fire extinguisher should already be disabled (the valve from floor 3). Use the firestaff or LAMs for this purpose. As soon as the mission is complete you receive **500 Skill Points**. Go to the retinal scanner and proceed down into the Ruins.

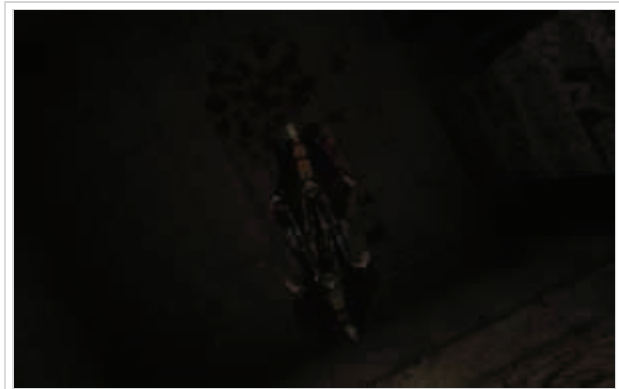
Aunt Betty Industries, Ruins

The ABI Commandos are tough, so a non-lethal takedown is difficult. However, they are re-skinned MJ12 commandos, and have the exact same weak spots as those: just below the neck, and just above the pants. Also you can obviously keep knocking on them with Stun Gloves if you can wear them. If you want to take them down lethally, remember Aggressive Defense, as they use rockets.

As soon as you enter this map you get another **500 Skill Points**. Beware; for behind the fence is a commando together with a normal guard. In the north west corner break off the edges of the broken fence and crawl through it to find a biocell, reload weapon mod and accuracy weapon mod. Proceed down the hall where another commando patrols. As you proceed Evil Invasion or Ricemanu if you saved him send you a password for a computer console. As you get to the crossing Zero or Slicer will taunt you if still alive. If not it's King Kashue or Scara asking you to log off. Go left. Beware the two guards, and you'll find the remains of some WC troopers (unless PDX and you let Zero live). Proceed through the door and beware the other guard. Inside the room at the end 2 ABI guards play cards. They have a lot of lines most people probably wont hear. Search the room for a riot prod, GEP-gun, medkit and quad launcher rockets. Return back to the crossing. To the left an ABI guard guards a door, for which you do not have the key yet. Proceed forwards. 2 more guards and a commando. Fall down into the pool. Here you can find a tranq. mine and flare darts. Swim through the hole in the floor to a room with a strange mirror (it's a little difficult to climb out, but possible). Save your game, then frob the mirror, bringing Treskton into existence! He's a clone of yourself, and pretty difficult to beat in such a small room (one swing of his Dragon Tooth Sword and you're dead) This is the fifth and last **Narcissus Event** in the game. You'll have to find 3 of these to unlock a secret ending. If you don't have 3 by now, you cannot do the secret ending.

Swim back again, and climb up the ladder. Go left through the door, up the stairs and then left. At the repair bot you can find the security computer you got the code from. Use it (*ABISecID/Fabric*) to turn 2 bots in this level friendly to you. Search the room for chemicals, a pepper cartridge, a multitool, prod charger, .45 ammo, scrambler grenade and an EMP charger. Go in the room beyond, and jump on top the fallen pillar. Climb up to get **25 Skill Points**.

Crawl around the ledges for an EMP charger and some WP rockets. Fall down again, past the next room, back down the stairs on your right. This time, go up, right from the ladder. The bot should be friendly. Go right, where you'll face another commando. Further down is a guard. All the way in the back is where you would have arrived if you took the other way into the Ruins (the code Breadfan sold you). Take the first door left for a LAM, 10mm ammo and shotgun ammo. The second door on your left holds two guards and no items. Both doors on the right lead to the shooting range, where one enemy guard resides. Here you can find some darts, shotgun ammo, 30.06 ammo, .45 ammo, assault rifle ammo and a vending machine. There are not many places left to spend cash, so feel free to spend some here if needed. Go back to the "pool", up the ladder, and this time to the right. Beware the 2 guards that stand between you and the next T-split. Take a left. Carefully walk over to the other side and frob the candle to open the compartment, holding 20mm HE ammo and a biocell. Also, on the lowest item difficulty this compartment holds a **Vortex Grenade**.



Everyone who has ever played "Prince of Persia" knows not to fight your own mirror image, but to ignore them and run straight into the mirror. Sadly for Trestkon, this is TNM and it didn't quite work.

Turn around, and keep going forward. There is a guard and a commando in the room to the right (if you approach carefully, another conversation can be overheard). Enter it, and search around for .45 ammo, a lockpick, darts and rice bag ammo. Open the painting and the wall behind it and crawl through the formed opening. Frob the wall and fall in to get **50 Skill Points**. Take the tranq mine and search the body for a reload weapon mod and an **Augmentation Upgrade Canister!** Walk outside again and take a right. Here are the common rooms, which are patrolled by 3 guards and a commando. Go forwards to find a medbot. Crawl into the small opening, and go left to find a password we already had in the water, and a red biocell forwards. At the end you can find a gas grenade and rice bag ammo. Go out, and beware the enemies. Quickly disable the LAM on the wall and take it. Search that room for an EMP grenade and a laser mine. Search the room across for an important key. Search the other rooms for 10mm ammo, a gas grenade, prod charger, plasma clip, darts and 2x blow darts. Back at the medbot crawl into the opening, fall into the water, and go out on the other side. Fall down, and follow the path to the crossing (tip; close the door behind you! It might help you later). Go left. This time you have the key, so open the door.

Turn around, and keep going forward. There is a guard and a commando in the room to the right (if you approach carefully, another conversation can be overheard). Enter it, and search around for .45 ammo, a lockpick, darts and rice bag ammo. Open the painting and the wall behind it and crawl through the formed opening. Frob the wall and fall in to get **50 Skill Points**. Take the tranq mine and search the body for a reload weapon mod and an **Augmentation Upgrade Canister!** Walk outside again and take a right. Here are the common rooms, which are patrolled by 3 guards and a commando. Go forwards to find a medbot. Crawl into the small opening, and go left to find a password we already had in the water, and a red biocell forwards. At the end you can find a gas grenade and rice bag ammo. Go out, and beware the enemies. Quickly disable the LAM on the wall and take it. Search that room for an EMP grenade and a laser mine. Search the room across for an important key. Search the other rooms for 10mm ammo, a gas grenade, prod charger, plasma clip, darts and 2x blow darts. Back at the medbot crawl into the opening, fall into the water, and go out on the other side. Fall down, and follow the path to the crossing (tip; close the door behind you! It might help you later). Go left. This time you have the key, so open the door.

Prepare to face Slicer or ZeroPresence if still alive. Just like in DXI, it makes a difference if you kill them or keep them alive. If they are dead, there are some ABI commando's and guards here. If Zero or Slicer (or any of their cronies) "kills" you you will wake up in a cell, badly injured. Use Regeneration if you have it. Bang on the door a few times and say anything you want. If you make the guard hostile, kill him with your fists. If you didn't close the door like I hinted before a guard with a plasma rifle will be on you straight away. Not good. Go left. If you took care of ABI guards here before, their items are still on the floor (unless you took them with you). Use them to disable the opposition. In the end you find the storage room. Take your arms, then return to disable the guard with the plasma rifle. Go towards where you were captured.

ITEM LOSS: Unfortunately, unlike when Phasmatis takes away your arms, not all your items will be returned to you. All grenades you had (LAM, EMP, Vortex etc.) will be 1, so it's best not to get captured at all, even if it features an hilarious conversation. This got fixed in 1.0.4+, so feel free to get captured then ;).

Search the room for flare darts and shotgun ammo, then take the elevator down.

Aunt Betty Industries, Labs

This place is a lot easier for WorldCorp players, since half the enemies won't be hostile.

As soon as you arrive you get **750 Skill Points**. If you're PDX avoid the fire fight in the middle hall. If WC talk to one of the soldiers if any survived. Go into the X1 debriefing room (right from the hall), take the .45 ammo. Overhear a funny conversation between 2 WC guards. If none in the hall survived, talk to any of the guards here. Go to the other side of the hall; there are some offices there. There is some PHAT-rifle ammo in one of those desks. Talk to the ABI employee. He will open his chest holding a medkit, riot prod and 2x prod charger. Don't close the box, you cannot reopen it! In the opposite desk space you can find another locker. Break it open for 180 credits and an **Augmentation Upgrade Canister**. Go across to some more offices where ABI and WC fight. Break open the locker in the first office for login info and a key. The second office holds some 10mm ammo. As you near X2 you get a PM from Kylie (if she's alive that is). If you're WC, lure some ABI guards to the WC soldiers. If they survive further down to the bots. In the offices on the other side you find an ABI employee selling a key for 300 credits. Put some pressure on him and he lowers his price to 200 credits. Of course you can also kill or knock him down for it. Search the offices for flare darts and a multitool, then break the cardboard boxes to reveal a passage. Crawl into it.

Shoot the green lasers to make them explode, or bypass them. Then go right, destroying the box. An ABI guard may notice, take him down. Hack the security console and take the darts. Search the desk for shotgun shells and a red biocell. You can find 10mm ammo and a lockpick in the book stand. Crawl back into the vent and take the stairs up. With careful timing you can avoid the mini-spiderbots, but it's much easier to just shoot them with the EMP-pistol. At the T-split go left. Use the key you bought/stole, then disable the spiderbot and the 2 guards. Loot the place for 20mm HE ammo, an EMP grenade, a laser mine, 2x plasma clip, a tranq mine, 10mm ammo and 2x biocell. At the computer, take the key and watch the hologram. Then use the PC with the login found earlier (*WeaponsRnD/fragthefuckers*). Print the e-mail with the login info (even though you will find it again). Crawl back into the vent and keep going forwards, down the ladder. If you're with PDX Evil Invasion will send you a PM regarding the Gibinator. At the end you can go left, where WC soldiers and an ABI large bot fight it out. On the right is the loading bay controlled by WC. If you're a WC player, take the bot down to help your allies. If PDX, let them fight it out and take care of the survivors. Search the bot construction area for a **Spiderbot Canister**, 2x chemicals, a multitool and information on the Leviathan. Use the repair bot going around if needed. Walk around the robotics. One of the corpses has a multitool and there is a napalm canister near there.

Walk down the path to X3, weapons technology. Take the LAM. In the next room you can find tranq darts, EMP charger and a LAW. The particle accelerator hurts if you turn it on and go stand in it, so don't do that. Go right into the WC loading bay. If you're a PDX player beware the many soldiers. Cloak may get you around fast and grab the key on the floor if needed. In the box to the right you can find 2x 30.06 ammo. Break open the box with the red glowing "K" to find Smike. If you're a WC employee talk to Agent Smith to find information regarding the Gibinator. Search around the bodies for a key to the space labs. However, we're going to take the long route around to find the Gibinator. Turn back, and in the previous room pass through the blue lasers. If you're WC it wont trigger the

turret. If PDX you might want to hack the power box. Break open the locked locker for rockets. In the centre of the room, on a pedestal you can find a **Gibinator Battery** (second of two in the game). The WC soldiers will attack the ABI soldiers and bots in the loading bay. Whether WC or PDX, it's best to let them fight it out with each other. As WC one wrong shot can turn all your allies against you after all.

In the loading bay, open the grate in the floor. Either toss down an explosive or shoot all gas barrels down there. After a while you can safely pass down without taking damage. Before the blue lasers go left for 2x assault rifle ammo and a plasma clip. Disable the blue lasers by hacking the box (you can reach it), or just dash past it quickly, as the turret it uncovers can not reach you where you're going, you are unlikely to take damage. Disable the LAM, and take the 2 EMP chargers. Proceed down the hall and beware the large bot. You can go left and up the ladder to end behind the ABI people in the loading bay if desired. Aside from the ammo and weaponry of defeated enemies all you find is a single biocell. Go through the wooden door and shoot the green laser. Go inside the lab (**50 Skill Points**). Either shoot the gas barrels and lay low for a while or take some minor damage looting the WC body of an accuracy weapon mod. Pick up a key at the sink, then go right. To the right you find the **Gibinator**, an extremely powerful melee weapon. However, you only got 2 shots maximum (3 if PDX) with this gun. Open the container to find an **Augmentation Upgrade Canister**. You can also find some chemicals here. Get out of the lab and to the left. Open the hatch with your key and get **250 Skill Points**. Beware of the WC commando's if you're a PDX player, otherwise roam around freely. Some WC guards talk about the bot, overhear their convo. Then open the storage room for a tranq mine, 2x quad launcher rockets and a login we already had anyway. So login the PC with the *ABI_Robotics_Temp/LeviathanTest* pass, and watch the show (**100 Skill Points**) (and yes, that it shoots all WC guys when on the WC side is intentional). Take the key (we already have it, but whatever). Keep your distance from the Leviathan until it has come to a complete stop.



ABI and WC will unite against a common foe though.

At the Leviathan's final destination you can lockpick the storage room for chemicals, shotgun shells and napalm launcher ammo. As you proceed you will get **750 Skill Points** and Endar will talk to you. After talking to Endar go right and up the elevator. Take the EMP grenade, then talk to Ryan. As long as you keep being nice he will not attack you. Threaten to kill him and he and his bodyguards go hostile. Considering you close a potential ending by killing him, it's probably best to keep him alive here. After you talked to Ryan and got his mission, all ABI guards and bots will turn friendly to you! Push the big red button on your left, then go back down. Talk to Endar or kill him/knock him down (depending on how you dealt with Ryan) to get the key to the shuttle. Go past the shuttle and use the vending machine; your very last chance to spend money. You can also travel back to the Ruins to spend it on ammunition if desired. Then go to the shuttle, open the control panel with the key, press the left button and frob the shuttle when it arrived at its destination.

HTTP GameSpy, Level 2

The sight of aliens seems to make the most pacifistic player into violent killing machines. However, it is perfectly possible to sneak past them, lockpicking the box next to the gate, pushing the button,

then falling down the hatch in front of your ship. You can try going right and up the ladder, sneaking to the goodies above, but it's pretty difficult. Straight ahead is 2x chemicals and a red biocell. Go left and in the end hack the power box. Go right and up the ladder. Proceed into the gravity amplifier room. Since you already disabled the lasers ignore the keypad and talk to Fargo. Take the gas grenade, napalm launcher canister and accuracy weapon mod. Press the right button. If you're violent proceed down back towards the shuttle, killing alien and bot alike in between. You will find a lockpick with a datacube, 2 scrambler grenades below the stairs, and 8x chemicals, 2 prod chargers and a flamethrower when going up the stairs. A good hint you can use fire very well later on (not on the big green aliens though, they are immune!). In the room just before the gravity amplifier jump up. Turn around and go towards the docking shuttle to find a control centre with a recoil weapon mod. Go back again and at the holocom projector talk to King Kashue/Scara King. Proceed with the walkthrough if you go down the PDX/WC route. However, if you want to do Ryan's ending, you will have a different path to follow. Saving/killing Deus Diablo will still have consequences though. Also see 16.4.0. Also, if you have at least 3 Narcissus events you can already do the Narcissus ending at this point. See 16.5.0.

First; let's disable the security of the station. Go right, and immediately fall through one of the hatches on the floor. Carefully fall onto the red pipe, then take the ladder up to your left. Proceed down left. At the end, break open the wall to get 2 LAMs, 2 biocells, a medkit and an accuracy weapon mod. Go back and proceed down another vent at the exact opposite side. Break the wall there to reveal **Easter Egg #16**. You should have all of them now, unlocking Radish Adventure. Fall back on the red pipe and go up with the ladder. Proceed down to the security centre, as the doors close and air is sucked out. Destroy one of the doors to restore the air again. If you have speed enhancement just jump up and go forwards. Be on your guard for the teleporting blue aliens. Otherwise fall down and use the ladder in the upper left corner to get up. Down there is 2x flare darts, but also another blue alien (Phaser alien). Go into the mess hall to find 2 pepper cartridges and some darts, then go left. The door may be open, otherwise lockpick it. There is an Alien Stalker walking around here. They are hard to see and have a poisonous melee attack. Hack all 4 security consoles (you need to have Advanced computer skill) to disable all the cameras in the station. In the middle you can find a safe containing an **Augmentation Upgrade Canister**, 20mm HE ammo, 2x 30.06 ammo, 2x tranq darts, shotgun ammo and a datacube with important login information! Return to the elevator. If you have speed enhancement, just jump on top of the machine across the mess hall. If not, and you have muscles, drag a bench to jump on it. If both don't work you have to do difficult: Fall into an opening and disable the spiderbot. Fall down and quickly pass the turrets and electricity. Then get up using the ladder to your right, jump on the red pipe, and use the ladder up.

At the elevator, proceed to "Admin". If you disabled the security cameras and opened all doors you can skip some by going up the stairs, disabling the bot there, then going through the now opened door. Otherwise, go forwards. Go right, then left. Beware the security bot. Use the wall to reveal a ladder, and climb it. Here you can find some sabot shells, 2x assault rifle ammo and 10mm ammo. Stand up and jump up through the grate above you. Search around for 3x chemicals. Go past the holographic menu into the cafeteria. Go right to find a lot of wine. In the kitchen (beware the cook!) you can find more wine, 3x chemicals and rice bag ammo, along with some consumables. Go out of the cafeteria, and left down the stairs. There, go right to "Admin". Beware the many aliens here. Go into the woman's bathroom to find login information, then go to the consoles. Search around for darts and 2x blow darts, then login any PC using the code *GSAdmin3/adfhj6456*. This will give you **500 Skill Points**. Go further down the hall to find more darts and information on DD's location and the keypad code for his quarters. Go out of admin and right to "Medical". Here you'll find Delsyn together with 2 alien phasers. You'll also find Gary Monroe (who was at PDX HQ at day 1 reporting an alien abduction. He was right after all!) and a medbot. Search around the office for 2x assault rifle ammo, 2x tranq darts and 3x prod charger. Enter the small room in the middle. No idea what the

switch does, but you can take a medkit and lockpick the desk for one more. Go out of medical, to the right and forwards till you hit the elevator. Travel down to level 3.

HTTP GameSpy, Level 3

Get out the elevator. If you don't find blow darts (3x) in the window, you're on the wrong side for my explanations ;). Go left. 2 aliens in the hall here. Proceed down, sneaking, and press the button. Go through the opened doors and overhear a conversation between 2 aliens, Tuttle and Sluggo. This will give you keypad code information. Turn around to the apartments. 3 phasers patrol here. You can find a napalm canister near a plant, and a biocell on the bench on the second level. Go to apartment 02 and use the given code (778441) to open it. Inside you can find an **Augmentation Upgrade Canister** in the bathroom, a riot prod + 2 chargers, a napalm canister, 2x 10mm ammo, 2x .45 ammo, a sniper rifle + 30.06 ammo and 2x assault rifle ammo in the bedroom, and a medkit and 2 pepper cartridges in the kitchen. Go out of the apartments and to the right. Some distance after the window are 2 more aliens. Open the greenhouse (beware the alien) and take assault rifle ammo, a medkit and a gas grenade. 2 phasers guard the apartments. Go up towards apartment 23. Just before you arrive, you can see some darts lying on a support bar. Enter the given keypad code (964132). If you're on PDX side you'll find DD here. Talk to him and extract him to continue. Although it isn't required to have him survive! You'll get **500 Skill Points** in either case. On WC's side he's not present though, and Scara will PM you your next objective (and if you use the 1.0.4+ patch you'll also get **500 Skill Points**). Listen to the datacube on the table and read the note (needed for the WC and Ryan endings if not high on computer skill). You can find 3x firestaff mana potions in the bedroom, and 2x pepper cartridge and rice bag ammo in the kitchen.

HTTP GameSpy, PDX Ending

Go to level 4. Proceed down the stairs, taking care of 2 Alien Phasers along the way. In the control room take the multitool. The purpose of the control room is to allow you to arrange the bridges so you can travel down with the ladders attached to them rather than fall down. The correct combo is (from left to right) 2, 4, 1, 2, 2. NOTE: If you press the buttons really fast, what is displayed on screen may not match the actual position of the bridge. Enter the main area, and beware the 3 hoverbots. Also quickly go right before you run out of oxygen. Shoot down the aliens from above to make it easier for yourself. Then travel down the ladder. On the second level, take the 3x darts, 10mm ammo, the prod charger and tranq darts across the walkway. On the lowest level, take the 2x quad launcher rockets, the medkit, and turn the 2 valves from offline to online to enable the oxygen pumps in the main room. Go to the room on the opposite side. Once again; shoot down all aliens from above. Lower one level and disable the hoverbot. Take the biocell and the **Spiderbot Canister**. Take the assault rifle ammo and prod charger. The buttons on the machine in the middle of this room do nothing. Go through the doors at the end of the room and disable the alien and alien stalker. Take the lockpick, tranq darts and medkit. Hack the security console to disable some security systems. Go back up to the main room, and travel down.

Inside the "Artillery Power" room you can find an **Augmentation Upgrade Canister**. But your main goal is the "Annihilation Plant". Either destroy/disable the milbot or circumvent him (difficult). Using a scrambler just to get by works too. You can find some shotgun shells in this room. Proceed forwards. Break the boxes for an EMP canister, napalm canister, 2x PHAT-rifle ammo, napalm launcher canister and an EMP grenade. You can also find a LAM and flare darts. Hack the security console to make your life a little easier again. Keep your EMP pistol ready when you climb on the boxes to the left of the console. Take down the hoverbot and press the first button. Find and disable all hoverbots before proceeding, as well as the alien stalker. Take any of the small metal boxes. Use them to climb on the first big box you see outside the control room to press the second button.

Repeat at the very end at the boxes for the third button. Go down any of two hatches in the floor and search around for the fourth button. You can also find flare darts and a laser mine down there. Pressing the fourth button gives you a new goal and **1000 Skill Points**. Go back past the milbot to the main room, and inside the "Gravity amplifier". Take the 2x napalm canister, prod charger and flare darts, then detonate the explosive boxes from a safe distance. Jump up. At the top talk to Scara on the holocom, then go to the elevator.

Proceed back to level 2. Go into the section called "AI Mainframe". Beware the 2 patrolling small bots. If you want to prevent the alarm going off go left, then lockpick the door, and hack the power box. You can also find PHAT-rifle ammo, quad launcher rockets and a tranq mine here. Continue onwards. Meet Kylie (yes, even if you "killed" her). You cannot knock her down, so it's avoiding her, or killing her. After that, walk forwards and talk to The Narcissus Entity. If you found more than 3 Narcissus Events during the game the conversation will be a lot longer, and offers you questions for the "individual subroutines". Also see 16.5.0. Beware! If alarms go off in this room 2 small bots will be dispatched (they might already be there).

There are 2 ways to your objective. Either go back a little and go left, or drop down here (at the machine that looks like the AI merger from DX) all the way with speed enhancement. In the second case proceed to the next whitespace. In the first case proceed down. You'll find an EMP charger and an important note. Open the hatch and prepare to meet the single most annoying enemy in the game: the mini-alien. To make matters worse, the Gray model's hit box is poorly aligned, so their head is really somewhere in their belly, meaning you might shoot too high if you try to make head shots. The best way to counter them is setting them on fire, or if you can, crush them under your feet. Take the PHAT-rifle ammo and a recoil weapon mod, then go down (disabling the bot). Throw down a molotov, or better, vortex grenade (save first!) to soften the opposition. Go down, then into the vent on the left for 2x 10mm ammo, a lockpick and shotgun ammo. Go back, left, through the vent. Pick any side, then when you're a little higher pass through the vent opening there (yes, you can fit in, wiggle somewhat). Throw another molotov/vortex (save first!) down the ladder, then when the effects have passed go down yourself.

Disable the 4 spiderbots (if you miss one, there is a hollow wall here were he can hide inside), then crawl into a small vent below the stairs. For this you get **50 Skill Points**, a multitool and 2 biocells. Get back out. Go up the 2 ladders and interact with the PC. Solve another Rush Hour puzzle (again, random) or use Master computer skill to skip it. Once it's done, you get **2000 Skill Points**. Proceed back up the 2 stairs, then in the following room go left. Beware the bot and any remaining mini-alien. Take the 10mm ammo and use the PC. Hack it or use the provided password (*GS_Default_User/1234567890*) to unlock the elevator. Once up, talk to King Kashue.

Go to level 1 of the HTTP GameSpy. As soon as you leave talk to Silverdawn. Go up and face many MANY aliens. Explore this section for 3x plasma clip and a biocell. Go up. Take the napalm launcher canister. Go left. At the offices you can find an EMP grenade, 2x pepper cartridge and a firestaff mana potion. Proceed further down the path, but do not go up the ladder. Here you find a medkit, tranq darts and sabot shells. Go back and up the ladder. Here you'll find a firestaff mana potion and an **Augmentation Upgrade Canister**. Get through many MANY aliens to the control room. Take the .45 ammo, and a **Vortex Grenade** in the upper left corner (on the lowest 2 item difficulties). Use the console in the centre, and the provided password (*GSMainCommand/1357gsmc*) to ban Scara and finish the game. Depending on your actions in DXO, you get one of two end sequences.

NO ENDING: Do not ban Ryan, then Scara, then make a quick dash for the elevator and leave for another level!!!

THE END

HTTP GameSpy, WC Ending

Proceed back to level 2. Go into the section called "AI Mainframe". Beware the 2 patrolling small bots. If you want to prevent the alarm going off go left, then lockpick the door, and hack the power box. You can also find PHAT-rifle ammo, quad launcher rockets and a tranq mine here. Continue onwards. After the next door beware the large bot and another small bot in addition to the aliens. Talk to The Narcissus Entity. If you found more than 3 Narcissus Events during the game the conversation will be a lot longer, and offers you questions for the "individual subroutines". Also see 16.5.0. Beware! If alarms go off in this room 2 small bots will be dispatched. Use the console behind Narcissus and the provided login info (*AIAdm/Cassandra*) to cut Narcissus from the security loop. This will give you **1000 Skill Points**. Talk to King Kashue just outside.

Go to level 4. Proceed down the stairs, taking care of 2 Alien Phasers along the way. In the control room take the multitool. The purpose of the control room is to allow you to align the bridges so you can travel down with the ladders attached to them rather than fall down. The correct combo is (from left to right) 2, 4, 1, 2, 2. NOTE: If you press the buttons really fast, what is displayed on screen may not match the actual position of the bridge. Enter the main area, and beware the 3 hoverbots. Also quickly go right before you run out of oxygen. Shoot down the aliens from above to make it easier for yourself. Then travel down the ladder. On the second level take the 3x darts, 10mm ammo, prod charger and tranq darts across the walkway. On the lowest level take the 2x quad launcher rockets, medkit, and turn the 2 valves from offline to online to enable the oxygen pumps in the main room. Go to the room on the opposite side. Once again; shoot down all aliens from above. Lower one level and disable the hoverbot. Take the biocell and the **Spiderbot Canister**. Take the assault rifle ammo and prod charger. The buttons on the machine in the middle of this room do nothing. Go through the doors at the end of the room and disable the alien and alien stalker. Take the lockpick, tranq darts and medkit. Hack the security console to disable some security systems. Go back up to the main room, and travel down.

Inside the "Annihilation Plant" room you can find an **Augmentation Upgrade Canister**. But your main goal is the "Artillery Power". Talk to Deus Diablo, then take him down.

In the control room to your left you can find an EMP charger, flare darts and a plasma clip. Push all 5 red buttons in the Artillery Power room, and take some WP rockets in the process. Then return to the control room. Use the Generator Control Terminal. Push all 3 buttons down in the first row in order, then the second row of 3. Then press Output Regulator to turn all lights on. Now press the big red button to proceed. Wait until the bar is filled. Go back to the main room, and inside the "Gravity amplifier" room. Take the 2x napalm canister, prod charger and flare darts, then detonate the explosive boxes from a safe distance. Jump up. Once upside talk to Scara, then go to the elevator.



Go to level 1 of the HTTP GameSpy. As soon as you leave talk to Silverdawn. Go up and face many MANY aliens. Explore this section for 3x plasma clip and a biocell. Go up. Take the napalm launcher canister. If you go forwards you will find the ROFL control. Use the provided code

(*GWeaponsCommand/2468gswc*) to target PDX HQ and end the game. This will give you one of two endings, depending on what you chose to do with Kylie.

Go left. At the workstations you can find an EMP grenade, 2x pepper cartridge and a firestaff mana potion. Proceed further down the path, but do not go up the ladder. Here you find a medkit, tranq darts and sabot shells. Go back and up the ladder. Here you'll find a firestaff mana potion and an **Augmentation Upgrade Canister**. Get through many MANY aliens to the control room. Take the .45 ammo, and a **Vortex Grenade** in the upper left corner (on the lowest 2 item difficulties). Use the console in the centre, and the provided password (*GSMMainCommand/1357gsmc*) to ban Scara, and take control of WC all by yourself. Your choice of what to do with Kylie will differentiate between another two ending variations. Go back down to the ROFL console and use it (*GWeaponsCommand/2468gswc*) to destroy PDX HQ.

THE END

HTTP GameSpy, Ryan Ending

Go to level 1 of the HTTP GameSpy. As soon as you leave talk to Silverdawn. Go up and face many MANY aliens. Explore this section for 3x plasma clip and a biocell. Go up. Take the napalm launcher canister. Go left. At the offices you can find an EMP grenade, 2x pepper cartridge and a firestaff mana potion. Proceed further down the path, but do not go up the ladder. Here you find a medkit, tranq darts and sabot shells. Go back and up the ladder. Here you'll find a firestaff mana potion and an **Augmentation Upgrade Canister**. Get through many MANY aliens to the control room. Take the .45 ammo, and a **Vortex Grenade** in the upper left corner (on the lowest 2 item difficulties). Use the console in the centre, and the provided password (*GSMMainCommand/1357gsmc*) to redirect the power flow. For this you get **500 Skill Points**.

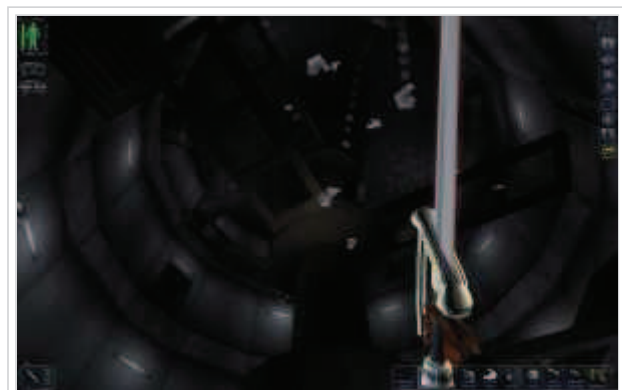
Proceed back to level 2. Go into the section called "AI Mainframe". Beware the 2 patrolling small bots. If you want to prevent the alarm going off go left, then lockpick the door, and hack the power box. You can also find PHAT-rifle ammo, quad launcher rockets and a tranq mine here. Continue onwards. After the next door beware the large bot and another small bot in addition to the aliens. Talk to The Narcissus Entity. If you found more than 3 Narcissus Events during the game the conversation will be a lot longer, and offers you questions for the "individual subroutines". Also see 16.5.0. Beware! If alarms go off in this room 2 small bots will be dispatched. Use the console behind Narcissus and the provided login info (*AIAdm/Cassandra*) to cut Narcissus from the power grid. This will give you **1000 Skill Points**.

Go to level 4. Proceed down the stairs, taking care of 2 Alien Phasers along the way. In the control room take the multitool. The purpose of the control room is to allow you to align the bridges so you can travel down with the ladders attached to them rather than fall down. The correct combo is (from left to right) 2, 4, 1, 2, 2. NOTE: If you press the buttons really fast, what is displayed on screen may not match the actual position of the bridge. Enter the main area, and beware the 3 hoverbots. Also quickly go right before you run out of oxygen. Shoot down the aliens from above to make it easier for yourself. Then travel down the ladder. On the second level take the 3x darts, 10mm ammo, prod charger and tranq darts across the walkway. On the lowest level take the 2x quad launcher rockets, medkit, and turn the 2 valves from offline to online to enable the oxygen pumps in the main room. Go to the room on the opposite side. Once again; shoot down all aliens from above. Lower one level and disable the hoverbot. Take the biocell and the **Spiderbot Canister**. Take the assault rifle ammo and prod charger. The buttons on the machine in the middle of this room do nothing. Go through the doors at the end of the room and disable the alien and alien stalker. Take the lockpick, tranq darts

and medkit. Hack the security console to disable some security systems. Go back up to the main room, and travel down.

Take the door to the "LEET Operations". You probably disabled the bots, but take care of the cameras. Also some aliens might attack you. Go left, then right to find a repair bot, flare darts, plasma clip and 2x PHAT-rifle ammo. Go back and left this time for 3x plasma clip, a red biocell, 10mm ammo, 4x chemicals, flare darts and a note with keypad info (although you probably already opened the door with the security console). Proceed back to the LEET core with the bots. If you haven't opened the door yet use the code given (51557077). You can hack the PC to make it blow up some enemies for you. Take the tranq darts, then proceed to the right. At the PC take the multitool, then login with the code found earlier (*LEETControl/3546gslc*). Overheat the LEETs, and you'll get **2000 Skill Points**. Go back to the main room, and inside the "Gravity amplifier". Take the 2x napalm canister, prod charger and flare darts, then detonate the explosive boxes from a safe distance. Jump up (tricky with all the explosions).

Jonas wrote: Though jumping up the engineering cylinder in zero-gravity while the whole place is blowing up in your face is one of my favourite scenes in the game, the main point of aligning the platforms here was actually to let you get back up again without having to blow the gravity amplifiers (getting down is a piece of cake anyway, you can just jump down from platform to platform). With or without gravity, you can climb up the ladders if the platforms are aligned. It's a hell of a lot easier (but also less ludicrous fun) than trying to jump up in zero-gravity.



Jump up without gravity, and while being blown in completely random directions!

Go to level 2, and proceed to the docking bay.

Open the door to your ship if needed at the control panel. If Kylie's still alive, you may have to fight her near your spaceship. Once that's done, frob the ship and enjoy the endgame cutscene.

THE END

HTTP GameSpy, "Hidden" Narcissus Ending

(This requires you to have found 3 or more Narcissus Events during the game) Go into the section called "AI Mainframe". Beware the 2 patrolling small bots. If you want to prevent the alarm going off go left, then lockpick the door, and hack the power box. You can also find PHAT-rifle ammo, quad launcher rockets and a tranq mine here. Continue onwards. After the next door beware the large bot and another small bot in addition to the aliens. Talk to The Narcissus Entity. The conversation will be a lot longer than if you hadn't found 3 events, and offers you questions for the "individual subroutines". Beware! If alarms go off in this room 2 small bots will be dispatched. Go to level 1 of the HTTP GameSpy. As soon as you leave talk to Silverdawn. Go up and face many MANY aliens. Besides the stairs you will find a strange looking door. Open it and talk to the "Do not place" box, called the Debugger. Tell him his existence is a lie, then ask him to destroy Narcissus. You only get this chance once! Enjoy the ending cutscene, and don't forget to bind a key to the new function you unlocked; bullet time...

THE END

Written by: Hassat Hunter, edited by Jonas.

Retrieved from "<http://thenamelessmod.com/wiki/Walkthrough>"

- This page was last modified on 7 November 2010, at 17:57.