



-FORCE



TABLE OF CONTENTS

- STORY
- CONTROLS
 - PC
 - XBOX 360
- FAQ
- ACHIEVEMENTS
- WALKTHROUGH
 - G-FORCE TEAM TRAINING
 - SABER MANSION: GARDENS
 - SABER MANSION: EXFILTRATION
 - BASEMENT: ENTRANCE
 - SABERLING OFFICES: ENTRANCE I
 - DESIGN OFFICES: ENTRANCE
 - SABERLING OFFICES: ENTRANCE II
 - COMPUTER CENTRE: SERVER ACCESS
 - SABERLING MAINTENANCE TUNNEL I
 - PACKING & SHIPPING: ENTRANCE
 - PACKING & SHIPPING: STORAGE ROOMS
 - ASSEMBLY LINES: SHIPPING CONVEYORS
 - MACHINE PROCESSING: ENTRANCE
 - CHIP MANUFACTURING: ENTRANCE
 - POWER GENERATOR: ENTRANCE
 - FBI HEADQUARTERS: ENTRANCE
 - FBI FORENSICS: MAIN ELEVATOR
 - FBI FORENSICS: COURTYARD
 - FBI COMPUTER LABS: ENTRANCE
 - FBI ARMORY & TRAINING: ENTRANCE
 - FBI ROOFTOP & HELI-PAD: ENTRANCE
 - SATELLITE CENTER BASEMENT: ENTRANCE
 - SATELLITE SECURITY: ENTRANCE
 - SATELLITE CONTROL: ENTRANCE
 - SATELLITE DISH: ENTRANCE
 - INSIDE CLUSTERSTORM
- COPYRIGHTS

STORY

The game starts when Darwin and Mooch infiltrates Saber's mansion trying to stop SaberSense launch. But things were that simple, due to some error Saberling's appliances come alive and starts attacking its owner. With the return of his old friend to the team, Darwin and Mooch manages to shut down chip production and distribution.

Blaster tries to track down Saber but FBI takes him into custody. Darwin and Mooch tries to free Blaster and infiltrates FBI Head Quarters, where they find out that Yanshu, Saber's mysterious partner is the one behind all the disaster. However, Yanshu manages to trap and capture Saber in FBI. After a long fight, Darwin frees MR. Saber, who tells Darwin how to stop SaberSense. In Saber's complex, Speckles reveals himself to be Yanshu and activates his ultimate creation, ClusterStorm, power of all the applications in one big robot. With the help of his team, Mooch and Darwin manages to bring down ClusterStorm along with SaberSense satellite.

CONTROLS

	PC
MOVE FORWARDS	W
MOVE LEFT	A

MOVE RI GHT	D
MOVE BACKWARDS	S
CAMERA	Mouse
JUMP/JETPACK	Space
DASH	Hold Shift
DROP	Shift
ATTRACT	Hold Right Click
THROW	Right Click
DRAW WEAPON	Hold Left Click
WEAPON I	1
WEAPON II	2
WEAPON III	3
FIRE/ELECTRO-WHIP	Left Click
LOCK	Hold Ctrl
MOOCH	Q
INFRARED VISION	Tab
HINT VISION	Hold H
MAP	M

XBOX 360

MOVEMENTS	L
CAMERA	R
JUMP/JETPACK	A
DASH	Hold RB
DROP	RB
ATTRACT	Hold RT
THROW	RT
DRAW WEAPON	Hold LT
WEAPON I	X
WEAPON II	Y
WEAPON III	B
FIRE/ELECTRO-WHIP	RT
LOCK	LB
MOOCH	D-Pad Up
INFRARED VISION	D-Pad Left
HINT VISION	D-Pad Right
MAP	BACK

FAQ

ACHI EVEMENTS	GAME SCORE
COUNTDOWN	15 G
Finish Mission: Countdown	
SNOWBALL UNLEASHED	15 G
Finish Mission: Snowball Unleashed	
SABERLI NG	15 G
Finish Mission: Saberling	
CENTRAL COMPUTER	15 G
Finish Mission: Central Computer	
RDV RETREAT	15 G
Finish Mission: RDV Retreat	
DI STRI BUTI ON CENTER	15 G
Finish Mission: Distribution Center	
ASSEMBLY LI NES	15 G
Finish Mission: Assembly Lines	
CHIPS MANUFACTURE	15 G
Finish Mission: Chips Manufacture	
REACTOR	15 G

Finish Mission: Reactor	
RDV ESCAPE	15 G
Finish Mission: RDV Escape	
FBI INFILTRATION	15 G
Finish Mission: FBI Infiltration	
LOCATE THE REAL SABER	15 G
Finish Mission: Locate the Real Saber	
RESCUE SABER	15 G
Finish Mission: Rescue Saber	
SATELLITE MAINTENANCE	15 G
Finish Mission: Satellite Maintenance	
CLUSTERSTORM	15 G
Finish Mission: ClusterStorm	
G-FORCE TRAINEE	20 G
Complete the game in 'Easy' difficulty	
G-FORCE RECRUIT	30 G
Complete the game in 'Normal' difficulty	
G-FORCE AGENT	40 G
Complete the game in 'Challenging' difficulty	
G-FORCE SPECIAL AGENT	50 G
Complete the game in 'Special Agent' difficulty	
DISTINGUISHED SERVICE MEDAL	50 G
Complete the game twice	
G-FORCE RAPID RESPONSE AGENT	50 G
Complete the game within 8 hours	
SILVER DATA DISK DISCOVERER	25 G
Find 25 silver data disks	
SILVER DATA DISK EXPERT	50 G
Find 50 silver data disks	
TOOLED-UP AGENT	30 G
Purchase all weapons and weapon upgrades	
MASTER AGENT	50 G
Buy all upgrades	
COMBAT TRAINEE	10 G
Destroy 100 appliances	
COMBAT EXPERT	25 G
Destroy 500 appliances	
COMBAT VETERAN	50 G
Destroy 1000 appliances	
CLUSTER RIFLE EXPERT	15 G
Destroy 100 appliances with cluster rifle	
FLAME THROWER EXPERT	15 G
Destroy 100 appliances with flame thrower	
FREEZE GUN EXPERT	15 G
Destroy 100 appliances with freeze gun	
SHOT BOLTER EXPERT	15 G
Destroy 100 appliances with shot bolter	
INCENDIARY CHARGE GRENADE	15 G
Destroy 50 appliances with incendiary charge grenade	
PLASMA GUN EXPERT	15 G
Destroy 100 appliances with plasma gun	
RDV HOMING MISSILE EXPERT	15 G
Destroy 50 appliances with RDV homing missiles	
RDV PULSE CANNON EXPERT	15 G
Destroy 50 appliances with RDV pulse cannon	
NANO HACK EXPERT	15 G
Destroy 50 appliances with nano hacked appliances	
SHARP SHOOTER	35 G
Get an average accuracy of 80% with guns	
WEALTHY AGENT	25 G
Collect more than 5000 chips	

BIG SPENDER	25 G
Spend more than 1000 chips in kiosk	
MARCHING AGENT	25 G
Travel more than 20km as Darwin	
G-FORCE WINGS	25 G
Travel more than 2km as Mooch	
INTELLIGENCE AGENT	25 G
Scan more than 100 Saber Appliances	

WALKTHROUGH

G-FORCE TEAM TRAINING

Welcome to G-Force BIO training field. Before we move onto the big part, let's do some training and get ready for the dangerous missions ahead. One more thing, in tutorials I've explained controls for both PC and XBOX 360 to make it easier if you are playing in multiple consoles. For example, use WASD/L Stick to move Darwin towards the next objective.



JUMP: First, Press and hold H/D-Pad Right to activate the hint vision, it will act as GPS and help you find objectives. Use WASD/L Stick to move Darwin towards the platform, then press Space/A to jump over it. Exit the room to complete your first objective.



DOUBLE JUMP: The platform here is higher than the previous one, press Space/A twice to do a double jump over it.



HOVER: In this room, there's a huge gap in the floor and you can't jump over to the other side. So press and hold Space/A to use your jetpack and hover over the gap.



VERTICAL BOOST: Hover towards the platform then quickly release and repress Space/A to do a vertical boost over the platform.



RANGED WEAPONS: OK time for some shooting lessons. Hold Right Click/LT to aim, then press Left Click/RT to shoot while aiming. Shoot at the vent and do a vertical boost to grab onto it.



ELECTRO-WHIP ATTACK: Press Left Click/RT to use electro-whip and destroy the enemies. You can also lock onto individual enemy by holding Right Ctrl/LB.



MOOCH CONTROL: First, press Q /D-Pad Up to deploy Mooch. Then use WASD/L Stick to move and Y and A to move up and down. Use Mooch and fly through the vent, then press Left Click/RT to fire an interference beam at the door switch and open it from inside. Switch back to Darwin and enter the room. Remember, you can deploy Mooch only to a certain amount of Time and Distance.

SLOW TIME: Hold Right Ctrl/LB to Slow Time and move past fast moving hazards, then fire at the door switch to open it for Darwin.

THE SABERLIZER: Press 2/Y to equip your Saberlizer. Hold Right Click/LT to aim at the door and press and hold Left Click/RT to scan it. It's locked. Lure the motion sensor to shoot at the door make sure you dodge it when it turns red.

SABER MANSION: GARDENS

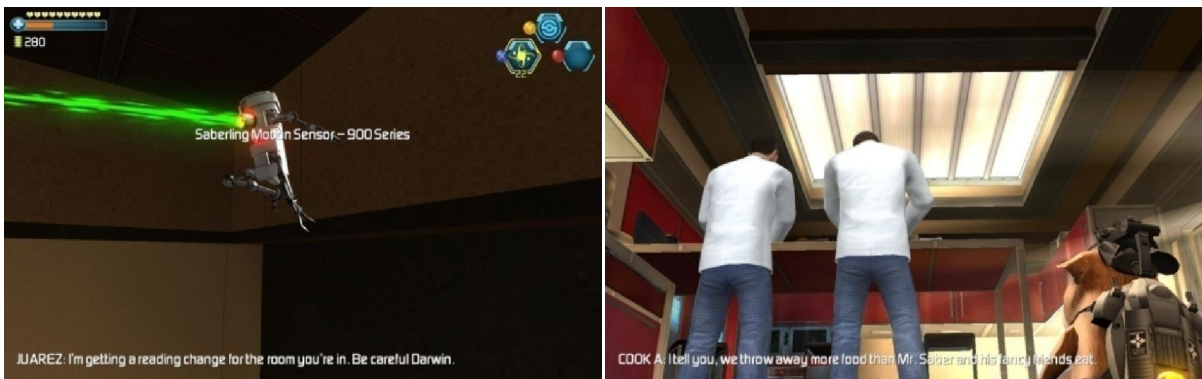
Activate your hint vision and sprint to the infiltration point. Climb onto the pipe and drop down in the balcony. Use your jetpack and jump over the glass railings. Damn, the door is locked. Jump over the right railings and hover to the next platform. Climb onto the pipe and go through the vent to enter the building. Break the vent in the end and hover to the wooden platforms. Use your plasma gun and shoot at the right vent, hover to it and drop down to the ground to enter the interiors.



Deploy Mooch and fire at the security camera to deactivate it, switch back to the Darwin and pass the camera before it reactivates. Switch to Mooch and go through the vent to enter the control room, fire at the switch near the computer to open the door. Return to Darwin and go through the door and climb the stairs in the left. Enter the computer room and hack into the computer.

Deploy Mooch and fly through the vent, pass the first fan and turn right to enter the office. Pick up the key card and turn right, fire at the switch and go through the door to enter the room. After the cut scene, exit the room and some optical mouse will attack you, destroy them and enter the left room. Sprint to the entrance and a food processor will attack, it can spit poison, oil and glue at you. So be careful and dodge its attacks. Destroy the food processor and climb onto the vent in the entrance to get a save point.

SABER MANSION: EXFILTRATION



The level will start inside a vent, drop down to the ground and destroy the crazy appliance. Break open the vent and some optical mouse come through it, destroy them and go through the vent. Deactivate the motion sensor and use the wooden planks to hover over to the other side. Drop down to the ground and clear the room out of appliances. Destroy the boxes in the left and pull the handle, climb onto the chute and drop down in the end. Destroy the appliances and make sure you take care of the food processor near the oven. Then jump to the top shelf and go through the vent to trigger a cut scene, where Blaster gets trapped in an elevator.

Go through the next vent and shoot at the climate control switch to change between the temperatures. Go left and destroy the appliances, exit the vent and destroy the appliances in the room. Once the appliances are destroyed, go through the vents to enter the computer room. Hack into the system to open the door for SWAT team. Exit the room and destroy the appliances outside, shoot at the elevator switch to let Blaster out. Enter the next room and destroy the appliances. Destroy the boxes and go through the chute to get another save point.

BASEMENT: ENTRANCE

In the beginning of the stage, you will be introduced to vending kiosk. You can use them to buy maps, ammunitions, health and as well as new weapons and upgrades. But new weapons and upgrades are only available after you find a gold or silver data disk. Go through the door and destroy all the appliances, make sure you don't step on the oil in the floor. Go through the door and stand near the fan vortex, then hover out of the vortex before you reach the fan.



You will encounter a personal computer. You can't destroy it like other appliances, wait for the CPU to open its side fans and hit its weak point to shock circuit it. Once you destroy the CPU, go inside the room and use the vortex to hover to the vent. Go through the right side and use Mooch to switch temperature in the climate control machine. Switch back to Darwin and exit the vent to get a new objective.

There's a lot of things to do here so let's get started. First, clear the basement out of crazy appliances. Then find and pull the levers in the valves to lower the temperature. Once the temperature has dropped, go back to the heating hub and enter the center room, break open the vent and toggle your infra-red vision. Follow the elevator line and destroy every appliance you see, exit the vent and another CPU will attack along with some other appliances, destroy them and enter the elevator to end the mission.

SABERLING OFFICES: ENTRANCE I



Destroy the appliance in the hall to trigger a cut scene, where Blaster brings you a new weapon. Equip your Saberlizer and shoot at the ceiling fan to transform it, use the vortex and jump to the upper level. Go through the door and save your game. Well that was easy.

DESIGN OFFICES: ENTRANCE

Destroy the appliances in the hall and watch out for the toaster, it can really do some damage on Darwin. Deploy Mooch and disable the security camera, then fire at the switch near the computers to disable the security lasers. Switch back to Darwin and destroy the appliances inside. Use the Saberlizer to activate the motion sensor, lure it to blast the wooden door and go through it. Destroy the appliances and a water cooler starts attacking, the only way to destroy it is by hitting on its head. Equip your plasma gun and shoot at its head until it falls. Go through the newly opened door and some steam iron boxes will attack [MAN, WHAT A BAD DAY]. These things have high defence but they can be damaged by attacking its interior when its plates are open.

Once the iron boxes are destroyed, break open the vent and enter the next room. Destroy the appliances and go through the left door to enter the previous hall again. Use your Saberlizer and shoot at the mechanic door. Switch to Mooch to bypass its fast moving jaws and shoot at the switch to open the door from inside. Go through the door and destroy the appliances, disable the security camera and enter the next room. Destroy the appliances and use Mooch to disable the laser emitters, open the vent door and go through it. Drop down in the next room and go through the right door to enter the locker room. Destroy the appliances and a paper shredder will come alive, you can't destroy it with your weapons so equip your Saberlizer and shoot at the motion sensor. Lure the sensor and stand behind the glass so its laser gets bounce off and hits the paper shredder.



Once the shredder is destroyed, use the laser to destroy the locker door. Then disable the motion sensor and obtain the blueprint. Go through the left door to enter the computer centre, destroy the CPU and enter the vent. Go through the heating gate and use Mooch to switch temperature, drop down in the end to enter the next room filled with more crazy appliances. Destroy them and a satellite dish will activate its barriers, open the chute and go through it before they crash Darwin. Climb onto the bookshelves and enter the vent, destroy the appliances and enter the left room to complete the mission.

SABERLING OFFICES: ENTRANCE II

Destroy the appliances and go through the newly opened door, destroy the appliances inside and enter the vent. Use Saberlizer on the mechanic door and deploy Mooch to open it from inside. Enter the room and some electric shavers will attack, these things are tough to beat. Use your plasma gun and shoot them up from distance. Then deactivate the motion sensor and use the Saberlizer to transform the ceiling fan, break open the vent door and use the vortex from

the fan to reach it. There are some laser beams in the vent, be careful and hover over them. Destroy the satellite dish and proceed towards the elevator. You will get attacked by a CD player, use electro-whip and destroy it before it makes meat of Darwin.



Enter the elevator and shoot at the switch. Damn, it requires a key card to work. Exit the elevator and go through the left door to enter the previous room. Use the motion sensor and blast the wooden door. Destroy the appliances inside and grab the key card from the shelf. Go back to the elevator and ride down to the central computer room. Destroy the appliances and use Mooch to access the vent, there are some fast moving lasers in the vent, be careful and make sure you dodge it. In the end, pass the fan and disable the satellite dish. Switch back to Darwin and enter the room, destroy the satellite dish and activate the motion sensor. Use the laser and destroy the shredders. Make sure you don't step on the glue. Once the shredders are destroyed, go down the hallway and enter the computer room to end the mission.

COMPUTER CENTRE: SERVER ACCESS

Destroy the appliances in the area and enter the vent next to the door. Drop down in the end and quickly get inside the right room before the satellite dish closes in. Wait for it pass you and destroy it from behind. Then enter the room in the end of the hallway and plant Wi-Fi transmitter in it. Pull the lever and run to the next room before the door closes. Destroy the toasters and food processor and enter the vent. Drop down in the end and another satellite dish will start coming towards you. Quickly switch to Mooch and go through the vent, exit the vent from the other side and deactivate it from behind before it reaches Darwin. Enter the next room and plant the Wi-Fi transmitter, pull the lever and rush to the hall before the door closes. Then destroy the appliances and enter the central computer room to trigger a cut scene. Lure the torch to fire its missiles at the satellites and destroy the barriers. Once the barriers are down, destroy the torch and upload the virus in the computer to trigger a cut scene.



SABERLING MAINTENANCE TUNNEL I

You'll start the mission inside the RDV, the controls are same as Darwin. Dodge the attacking appliances and jump over the glue, then pass the satellite's barrier and more appliances will start shooting. Don't worry about destroying them just dodge their attacks and you will reach an underground tunnel. Dodge the explosives and you'll see a satellite dish blocking the way. Turn right and blast through the round metal door to enter the tunnel.

When you reach the end of the tunnel, jump left and continue down the path until you see another round metal plate. Go through it and you'll enter another tunnel, press jump to switch between tracks whenever you see an obstacle blocking the way. In the end of the tunnel, shredders and pillars will be blocking the way, make sure you don't hit any one of them. Pass the laser and enter the third tunnel. Dodge the explosives and reach the end to complete the mission [OOUF, THAT WAS A NASTY RIDE].



PACKING & SHIPPING: ENTRANCE

Go through the vent and you'll enter the train station. Hover to the other side of the track and activate the motion sensor, stand behind the glass so that laser gets bounced back to the satellite dish and destroys it. Go inside the office and pick up the core generator, put it to the power generator next to the track. Destroy the food processor and enter the newly opened door. Use your plasma gun and destroy the vacuum cleaner. Clear the remaining appliances and climb onto the vent, deploy Mooch and use it to bring the power core to you. Pick up the core and exit the vent, destroy the vacuum cleaner and put the core to the generator. Destroy the electric shavers and pull the lever to use the elevator.



In the next floor, a coffee maker will attack. Keep your distance and wait until its shield closes, then use your gun and destroy it before its shield reappears. Once the coffee maker is down, access the computer to complete the objective. Then deploy Mooch and fly through the vent, disable the satellite and destroy it with Darwin. Pull the lever to open a new vent, repeat the same for the other satellite and open another new vent. Fly through it and you'll enter the control room with three spinning circles, wait for the lights to turn green and fire at them to open doors in the storage room. Switch back to Darwin and destroy the appliances.

Fly through the vent and disable the satellite dish, enter the room and use the ceiling fan to pass the lasers. Destroy the appliances and hack into the computer to activate the assembly line, hop onto the moving platforms and ride to the next room. Destroy the vacuum cleaner and hover over to the other side, remove the core generator and put it to another one. Jump to the platform and ride to the other side, pull the lever in the room to change direction. Jump back to the platforms and wait until it goes up, then hover to the opposite platform and ride to the main storage depot.

PACKING & SHIPPING: STORAGE ROOMS

At the beginning of the level, you will get attacked by a soda cooler, its entire body is protected by shield and you can't reach it with your electro-whip. So use your gun and destroy its four jet thrusters to bring it down to your height, then use your electro-whip and deal with it in the old fashion way. Then use the boxes in the depot and go to the other side and you will see two empty power generators. The core generators are hidden in the left and right side of the depot, find them and put them in the power generators to get the elevator up and running. Use the elevator and ride down to the office. Hop onto the table and hack into the computer to get the production plan. Once the cut scene is over, a fire extinguisher will attack. Dodge its laser beam and destroy it before it makes guinea pig toast.



Go through the newly opened room to trigger another cut scene. Destroy the appliances and use the elevator to ride back to the depot. Hop onto the cargo transport and ride to back to the train station. Destroy the appliances and use Mooch to disable the satellite dish. Enter the train and pull the lever, go through the newly opened door before it shuts and destroy the satellite dish. Disable the security camera and hack into the computer inside, destroy the remaining appliances and use the cargo transport to ride to the next Monorail.

Enter the train and you will see another satellite dish blocking the way. Hop onto the computer and stand on the switch to open ceiling vents, switch to Mooch and go through the vent, disable the dish from behind and destroy it with Darwin. Then disable the security camera and hack into the computer to stop the train. Destroy the appliances and exit the train, use the cargo transport to ride back to the depot. Use the elevator and ride to the assembly hub. Exit the elevator and destroy the appliances. Take out the core generator and enter the vent, switch to your thermal vision and follow the heating pipes until you reach the power generator. Exit the vent and destroy the appliances, then hop onto the conveyor and ride to the assembly hub.



Climb onto the pipe and destroy the satellite dish, then destroy the food process and the remaining appliances. Enter the right room and step on the computer switch, fly through the vent and Mooch's Slow Time to discover the sequence numbers. Then fly back to the computer and enter the numbers [4231] to activate the alternative power supply. Go outside and hack into the computer to start the conveyor, jump down to the conveyor and pass the traps until you reach the pipes in the end. Climb onto the pipe and jump to the upper conveyor, destroy the appliances and use the mechanical wheel to raise the door. Climb onto the platform and destroy all the satellite dishes. Enter the next room and destroy the appliances inside, access the computer to activate the conveyor. Use the motion sensor and destroy the paper shredder, then disable the sensor and use the conveyor to ride to the next room. Activate the motion sensor here and lure it to destroy the satellite barrier, enter the vent and climb onto the pipe.

Drop down at the end of the vent to trigger a cut scene. Destroy all the appliances and satellite dishes in the room, then pick up the key card and go through the force field. Use the key card and access the room, activate the motion sensor and lure it to destroy the paper shredder. Destroy the water coolers and pull the lever to open the mechanic wheels. Use the wheels and arrange the platforms, then jump from platform to platform and reach the control room. Pull the level inside and go through the door before it shuts. Access the computer and use the platforms to go back to the previous room. Enter the room, where Hurley is trapped and destroy the appliances. Pull the lever to start the conveyor in which the satellite dish is standing, then destroy the remaining appliances to rescue Hurley.



Exit the room and go back to the assembly hub. Equip your new grapple and aim at the speaker, press the attack button when the light turns green to grab a hold of it. Then destroy the vent with your gun and hover to it, switch to Mooch and take off the core generator from the other side to stop the fan. Switch back to Darwin and pass the lasers, hover to other side and climb onto the pipe. Hover to the vent and use the grapple and speakers to go back to the assembly hub. Climb on top of the conveyor and use the grapple to jump from speaker to speaker until you reach the top conveyors.

ASSEMBLY LINES: SHIPPING CONVEYORS

Jump down to the cargo conveyors and move in the opposite direction until you reach the end. Jump to the left platform and go through the door. Destroy the appliances and use the Saberlizer to transform the walling speaker, equip your grapple and use the speaker to reach the vents outside. Go through the vent and destroy the satellite dish. Then transform the speaker and use it to get to the next vent. Enter the room and pick up the key card from the rack, use it to open the door to the next room. Transform all the speakers and use them to safely cross the fire. Use Saberlizer on the door and deploy Mooch to open it from inside, switch back to Darwin and destroy the appliances inside. Equip your grapple and charge your jetpack, when you are in mid-air jump to the speaker near the door and hover to the room. Destroy the appliances along with the satellite dish protecting them. Take off the core generators and put them into the three power generators to open a new door, go through the newly opened door to complete the level.



MACHINE PROCESSING: ENTRANCE

The level will start in a moving platform, you have to dodge all the obstacles until you reach the end. First a wooden panel will come, jump over the gap and dodge it when it falls. Then another four panels will fall, dodge them by jumping right then again to the left. Pass the laser and some air fresheners will attack, destroy them. Next two wooden panels will fall in the middle and starts moving to the edge, stand at the edge and jump to the centre when they start moving apart. Dodge the laser and another panel with a big hole in the middle comes, jump over the hole and safely land back on the platform. Dodge the laser and some iron boxes come, destroy them. Next a metal drum will come, jump to the large hole in the door and wait until the metal falls. Jump back to the metal drum and wait until the top of the washing machine to fall to reach the end this jolly ride. Destroy the remaining appliances in the entrance and pull the lever to remove the satellite dish, then hop onto the conveyor to end the mission and to get a save point.



CHIP MANUFACTURING: ENTRANCE

Break through the vent in the left and drop down, destroy the appliances and use motion sensor to destroy the shredder. Climb onto the mechanic wheel and use it to turn the crane. Destroy the appliances and use your Saberlizer to transform the speaker, jump to the speaker and hover to the vent. Go through the other vent and destroy the appliances, break open the top vent near the fan and climb onto it. Switch to Mooch and destroy the satellite dish, switch back to Darwin and finish it off. Then go through the security door and destroy the appliances inside, use the wheel to open the door and go through it before it closes.



Destroy the appliances and use the Saberlizer to transform the table fan, use the fan and hover to the key card. Use the key card to open the door and clean the room out of appliances. Use Mooch and disable the security camera, switch back to Darwin and get inside the room before the camera reactivates. Pull the lever inside and use the mechanic wheels to remove the satellites protecting the robotic arms. Use your electro-whip v2 and destroy the robotic arms, if you don't have electro-whip v2 then purchase it from the kiosk. Destroy the appliances and go through the mechanic door. Destroy the appliances inside and use the mechanic wheel to open the door. Damn, it's blocked. Transform the speaker and use it to hover to the vent, use Mooch and switch temperature to open the cooling gates. Drop down and destroy the attacking appliances. Hover over the poison and you will see a micro oven. You can't destroy it your weapon, wait until it opens its door and throw an explosive to destroy it. Switch to Mooch and go through the vent, pass the obstacles and remove the core generator to stop the second phase of production.

Go through the newly opened door and use Mooch to disable the camera. Enter the next room and destroy the appliances inside, then go through the door and hover over the poison until you reach the pipes. Deactivate the fans with your weapon and go through the vent to enter the computer room. Use the pneumatic tube and travel to the next destination. Destroy the appliances and go to the computer room, stand behind the glass and lure the motion sensor to destroy the shredder. Exit the room and go through the vent to enter phase 3 production hall. Activate the motion sensor and use it to destroy the satellite dish protecting the power generator. Remove the core to stop the laser from the robotic arms, then use the motion sensor and destroy both the robotic arms to shut down phase 3 of production. Destroy the remaining appliances in the area and go through the door to complete the mission.

POWER GENERATOR: ENTRANCE

Pass the lasers and destroy the satellite dishes and the appliances, then switch to Mooch and disable the satellite blocking the way. Destroy the satellite and pull the lever to activate the first turbine. Destroy the coffee maker and pull the lever to open the door to the second turbine, destroy the appliances inside and use the moving platforms to reach the other side. Destroy the appliances and jump to the upper level of the vent, drop down in the end and destroy

the appliances in the hallway. Pull the lever and remove the core generator near the conveyors, hop onto one of the conveyor and go through the vent in the right side. Destroy the appliances inside and put the core to the power generator, go through the right vent and pull the level to activate the second turbine.



Pull the level to the third turbine and destroy the appliances, use the moving platforms and head to the third turbine. Destroy the appliances and activate the fan, use the vortex and reach the upper level. Destroy the appliances and pull the level to open the door, use the vortex from the fan and hover to the vent. Remove the core and put it to the opposite power generator. Then use the pipe and climb back outside, remove the core and use Mooch to take it to the third turbine through the vent near the turbine. Pull the level to activate the third turbine and watch the scene. Open the door to the cooling system and hop onto the platforms. You will see four cooling rods around the laser in the center, use your gun and shoot at the weak spots to destroy them. Then go through the newly opened door and exfil the overloading turbines.

RDV time. Dodge the bombs from the torch and drop down to the tunnel, go through the metal gate and jump from track to track to pass the obstacles. Then pass the motion sensors and jump to the metal pipes, ignore the appliances and concentrate dodging the satellite's barriers. Go down the tunnel and use the ramps to jump over large gaps, pass the laser blocking the tunnel and go through the metal gate to end the mission.

FBI HEADQUARTERS: ENTRANCE

Watch the scene and drop down at the head of the vent, switch to your thermal vision and follow the heating pipe to the security room. Transform the right ceiling fan and use it to reach the upper level. Hop on the mechanic wheel and turn it to bring down the ladder, climb onto the ladder and hover to the balcony. Destroy the appliances and enter the vent above the door, destroy the appliances and exit the vent from the other side to enter the FBI interiors. Disable the laser and go through the door, destroy the appliances and clean the room. Enter the left room and switch to Mooch, fly through the fans and disable the satellite. Enter the next room and hover over the laser to trigger a cut scene, then destroy the appliances and get the key card from the locker. Ignore the attacking appliances and get to the elevator, put the key card and enter the next room. Destroy the appliances and use the motion sensor to activate the terminal, then hop onto the computer and turn ON the power. Enter the elevator to end the infil mission.



FBI FORENSICS: MAIN ELEVATOR

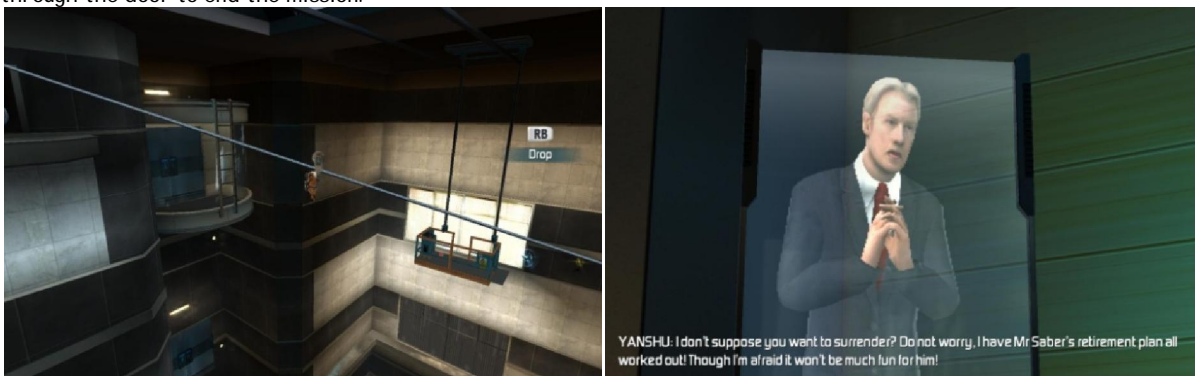
Pull the level and destroy the appliances, use the speaker and get to the upper level. Go through the vent and drop down to the ground, destroy the appliances and use Mooch to remove the satellite barrier. Destroy the satellite dish and go through the vent near the toilet room. Drop down to the forensics and destroy the appliances. Hover over the lasers and go to the entrance door, it needs a key card access. Damn. Destroy the appliances and use Mooch to disable the

satellite. Then lure the motion sensor to the optical lens to open the door to the supply room. Retrieve the key card and access the entrance door, destroy the appliances and lure the fire extinguisher to melt the ice. Once the vacuum is freed, follow it to the outside of the building. Destroy the appliances and use Mooch to open the door. Switch back to Darwin and go through the vent. Exit through the left vent and hover to the next one, drop down in the end and destroy the appliances. Then hack into the computer and disable the security measures, jump out of the window to end the mission.



FBI FORENSICS: COURTYARD

Proceed right and destroy the appliances on the way, make sure you don't fall off the ledge. Jump down to the ledge below and destroy the alarm clocks, then hover to the top of the elevator to trigger a cut scene. Destroy the appliances and hover to the platform, where the food processor was standing. Use the mechanic wheel to bring the zip line near, jump onto the zip line and go to the next platform. Destroy the appliances here and use the mechanic wheel, jump to the zip line and ride to the balcony. Get inside the building and you will see a hologram of Leonard Saber. Go through the right door and get ready for a big fight, use the kiosk if you ran out of supplies. Once the appliances are dead, go through the door to end the mission.



FBI COMPUTER LABS: ENTRANCE

Destroy the appliances and try to open the door, its blocked. Drop down to the ground near the stairs and use the vortex to reach the vent. Go through the vent and drop down in the end, destroy the satellite along with the other appliances. Use the holo scanner and make a holo disk copy of you, throw it at the shredder to distract it. Then sneak behind it and go through the door before the holo disk gets destroyed. Switch to Mooch and disable the security camera, go through the door and destroy the appliances inside. Make a holo disk and use Mooch to carry it through the fan, leave it near the door to lure the motion sensor to destroy the door. Switch back to Darwin and destroy the appliances outside, then Saberlize the fire extinguisher and lure it to destroy the ice blocking the room and the key card access.

Destroy the appliances and lure the fire extinguisher to melt the ice blocking the key card. Take the key card and put it to the key card access, go through the door and destroy the appliances inside. Go through the vent and follow the heating pipes to the crime division. Destroy the appliances along with satellite dishes, then use the speakers and hover to the walkway in the upper level of the room. Lure the motion sensor and adjust it so that the beam gets reflected to the terminal, then drop down to the ground and use the computer to open the door. Destroy the appliances and use the motion sensor to destroy the wooden door, retrieve the key card from inside and put it to the door. Destroy the appliances and use the Mooch to disable the satellite. Go through the next room and destroy the appliances inside, make

a copy of you in the holo disk and put it in the projector. Then activate the motion sensor and lure it to destroy the second satellite barrier.



Go through the door and destroy the appliances, then activate the fire extinguisher and lure it melt the ice blocking the Infra-Red Uplink. Hack into the uplink machine and go back to the office room, use the ceiling fan to reach the door in the upper level. Destroy the appliances in the office and jump out of the window. Wait for the vacuum to turn around and use the pipe to climb down, then safely hover to the window to get inside the building again. Enter the vent and drop down to the ground in the end to complete the objective.

FBI ARMORY & TRAINING: ENTRANCE

Destroy the appliances and go through the first door, turn right and enter the next room. Destroy the CD player and pick up the key card, go back to the bathroom and put it to the key card access. Pull the level inside and go through the vent. Destroy the appliances and enter the next vent, turn ON your thermal vision and follow the heating pipes. Destroy the appliances and go through the vent to enter a dark room, go through the doors and destroy all the appliances. Use Saberlizer on the fire extinguisher and lure it to melt the ice in the room. Then activate the fans and use the vortex to get up to the vent. Destroy the appliances and use the incendiary charge to melt the ice, Saberlize the speaker and use it to jump over the lasers. Go through the hole and destroy the appliances along with the satellite dish. Turn left and more appliances will attack, destroy them and use the explosives from the incendiary charge to melt the ice blocking the door.



Destroy the appliances in the office and go through the door, its blocked. Dang. Make a holo disk and put it to the projector, then lure the motion sensor to destroy the barrier. Deal with the appliances and use the motion sensor to destroy the wooden door. Then destroy the box to release the speaker, use it and go through the vent in the ceiling. Check all the vent exits and drop down in the armory room, activate the motion sensor and use it to power up the terminal. Pick up the disk and use it to buy the flame thrower in the kiosk. Destroy the appliances and follow the vacuum to the room next to the motion sensor. Use the flame thrower to retrieve the key card and access the elevator. Destroy the appliances and use the walling speakers to get behind the satellite dish, destroy it and use Mooch to disable the second satellite. Destroy the satellite and use the explosives from the incendiary charge to melt the ice. Destroy the appliances inside and use your flame thrower to melt the ice blocking the holo scanner. Make holo disk and leave it in front of the satellite barrier to distract it, then go behind it from the other side and destroy it to access the elevator. It's not working NOOOOOOOOO. Activate the speaker near the elevator and use it to reach the vent, clear the ice and use the mechanic wheel to get the elevator moving. Destroy the attacking appliances and melt the ice blocking the elevator, hop on the wheel again and ride to the next floor. Clear the ice blocking Mr. Saber's elevator to get a save point.



FBI ROOFTOP & HELI -PAD: ENTRANCE

Jump down to the ground and go through the left window. Refill your supplies in the kiosk and climb the stairs to trigger a cut scene as well as a big nasty fight. The appliances will attack from all directions so keep your eyes open, deal with the minions first and then go for the big ones. Once the battle is over, you will get another cut scene.



SATELLITE CENTER BASEMENT: ENTRANCE

Drop down to the ground and destroy the appliances, follow down the hallway and you will see a gold data disk and three empty power generator. The core generators are scattered all over the place with vacuums patrolling around them. Use Darwin to get the first two core generators, then switch to Mooch and go through the vent to get the third one. Once the core generators are in place, retrieve the data disk and buy it in the kiosk. Nano Hacker v2, cool. Use it on the vacuum to take control of it, attach yourself to the vacuum and go to the next destination. Use the motion sensor to destroy the barrier, then use the vacuum to launch yourself to the balcony. Go through the door and climb upstairs to get a save point.



SATELLITE SECURITY: ENTRANCE

Pull the level to draw bridge to the computer, then destroy the appliances and access the computer to raise the platform to the upper level. Go through the door and destroy the appliances inside. Use the mechanic wheel to remove the barrier and go through the door before it comes. Destroy the appliances inside and proceed towards the computer

to trigger a cut scene, where you'll get trapped in a barrier. Destroy the appliances and use nano hacker on the motion sensor, use it and destroy the satellite's barrier. Go through the window, where the satellite dish was standing and you will see a huge fan. Switch to Mooch and remove the core generator from the outside to stop the fan. Return to Darwin and exit the vent. Free the vacuum and nano hack it, use it to pass over the lasers and access the computer to get the key card. Destroy the appliances and use the key card to access the elevator.



SATELLITE CONTROL: ENTRANCE

Enter the room ahead and destroy the appliances, then melt the ice bergs in the room and climb downstairs. Destroy the appliances and go through the door, nano hack the vacuum and use it to reach the other side. Destroy the satellite dish and the remaining appliances, take the core through the vent and put it in one of the three generators. Switch to Mooch and use Slow Time to discover the sequence number, then enter the number [3214] to open the door.

Go inside and destroy the appliances, take the core and put it in the generator. Next, head for the other room and destroy the appliances inside, then make a holo disk and put it in the holo projector. Use the mechanic wheels and adjust the glasses so the laser gets reflected and hits the door. Go through the door and destroy the appliances. Enter the vent and you will see the final core generator, take it back to the satellite dish and put it in the power generator to get the power back and running. Go back to the control room and use the motion sensor to destroy the wooden door, go through the door to complete the level.



SATELLITE DISH: ENTRANCE

Enter the next room and go through the left door, destroy the appliances and hit the circular switch when the light turns green. Go through the newly opened door and stand on the switch inside, then use Mooch and fly through the vent. Remove the core from the generator to shut down the first power supply. Go back outside and destroy the appliances, go downstairs and hit the switch to open the door to the computer room. Stand on the computer switch and use Mooch to remove the second core generator. Once both power supplies are down, head back to the satellite dish room and destroy all the appliances. Then destroy the satellite dish blocking the mechanic wheel and use the wheel to bring down the pylons, repeat the same for the other wheel and climb onto the pylon. Clear the appliances in the top and destroy all the pylons to shut down the satellite along with Saber Sense. After you destroy the satellite, you'll see a cut scene, where you'll find out Yanshu is non other your old pal, Speckles.



INSIDE CLUSTERSTORM

In this mission, you will play as Mochi. There's no Time and distance bar, so play carefully and make sure you don't hit any traps. Wait for the electric waves to disappear and go through them, then use Slow Time and pass the infra-red lasers. Dodge the shredders and continue down the path. Go through the laser gate and use Slow Time to pass the traps. Hit the green switch and adjust the laser so that it hits the optical lens, go through the door and pass the infra-red gate to enter the core. Remove the core and put it in the generator, then a bunch of clock bombs will try to destroy it. Use your inference beam and detonate the bombs before they reach the core. Repeat the same for all the three generators to bring down ClusterStorm's defence. Then Darwin uses the satellite and destroys ClusterStorm. Well that's it guys, save the game and watch the final cut scene. Bye. J



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THE END