

strategy & Tactics: **Flashback**

Note: This is a complete walkthrough for Flashback

PLANET TITAN
(Code: HICK)

Your first priority is to recover the holocube you lost when you fell. Climb straight down three levels to the screen below. Pick up the holocube. View it. Climb up one level to the screen above. Go right. Shoot the robot watchdog (referred to hereafter as "droids"). You can only shoot these droids when their electrified arms are extended, and you'll have to kneel to hit them. Climb up two levels and shoot the second droid from across the gap. Go right one screen. Drop down one level, draw your gun, and drop down another level onto the mutant standing below. You'll land in a crouch, and you'll have a moment to fire before the mutant can take action. Make a running jump across the gap to the left, and pick up the 10 credits you find. Drop down one level to the screen below and pick up the rock. Walk right one screen. Make a running jump over the droid below, and onto the short platform at the right of the screen. The green trigger device will open the door between you and the mutant. You'll have to turn, draw your gun, and fire, and you'll probably take a hit. Don't worry about it. Shoot the droid. Go over to where the mutant was, and you'll find a cartridge. Pick it up. Go back to the right and drop down one level. Shoot the droid that approaches you. Climb down one screen. Make your way down to either of the second level platforms, draw your gun, drop down, and shoot the mutant on the right. Go right one screen. Climb up on the middle platform (watch out for that disintegrator zone!), and make a running jump up to the short platform on the left (if you haven't perfected running jump ups, now's a good time to practice). Don't worry about the mutant, he can't shoot you because there's an obstruction rising up from about waist level. Draw your gun, kneel down, and shoot the mutant (cleverly shooting UNDER the obstruction - no one said mutants were smart). Climb down and go right one screen. Jump over the first piece of electrified ground and onto the trigger, which will bring the elevator down one level. Climb onto the elevator, walk right, and use the energy generator to recharge your cartridge (and shield, if necessary). Take the elevator up one level and go left one screen. Climb up one level to the screen above. Jump across the gap to the right and step on the right trigger, which sends the elevator up one level. Go back left, avoiding the left trigger, which brings the elevator back down. Climb up one level. Walk to the right trigger, which brings the elevator down one level. Avoid the left trigger which sends the elevator back up, and ride the elevator up. Go right one screen. Jump down and talk to the wounded man. Retracing your steps, go left one screen, down one screen (remember which trigger is

which!), right one screen, down and left one screen, left another screen. You should be back on the screen with three wooden platforms. Go left one screen. Insert the cartridge in the cartridge lock. Shoot the droid, cross the glowing green bridge, and go left one screen. Avoid the electrified ground, and take the elevator up one screen. Go left one screen. Climb up one level and drop the stone on the trigger you find, which brings the elevator down (the elevator won't stay down unless something is on the trigger). Climb over the hump, take the second stone, walk to the elevator and take the teleporter. Go back right and remove the stone, then go back left, climb down, and take the bottom elevator down one screen. Save your game at the save terminal. Retrace your steps to the wounded man, and give him the teleporter (don't worry, you'll get one of your own later). Take the ID card he leaves behind. Retrace your steps back to the save terminal and save. Go right one screen, and climb down through the elevator shaft. Climb down one level, draw your gun, and drop down to the bottom, between the two mutants. You'll probably take a hit, but don't worry. One of the mutants should shoot the other - you finish the job, and recharge your shields (if necessary) at the energy generator at left. Go right one screen. Activate the vertical switch to turn off the disintegrator. Avoid walking on the trigger, which turns the disintegrator back on. Beware that you will walk right into a droid on the next screen. Since it can't hurt you until it extends its electrified arm, you have a chance to run past it to the edge of the platform, turn, draw, and shoot before it can hit you. Draw your gun, drop down, and shoot the mutant. If you're not feeling lucky, you can pick up the stone (or use one of the two you already have), and throw it past the mutant, which will make him turn around, giving you an extra chance to shoot him. Either way, pick up the 100 credits you'll find and go right one screen (being careful to avoid the dripping waste products). Pick up the key you'll find on the middle platform of the screen, pick up the 50 credits you'll find at the right of the screen. Beware that there is a mutant waiting for you on the next screen. Draw your gun and go right one screen. Shoot the mutant. Climb up the two right levels and pick up the 500 credits. Stop to recharge your shield if necessary. Be aware that the trigger by the energy recharger sets off two automated guns on the screen to the left. Go left one screen. The two guns fire slightly asynchronously, so if you wait, a chance will come for you to climb up the middle platform without being hit. Once you're on it, kneeling down will put you below the guns' reach. Go left three screens. Climb up two levels and go left one screen. Use the key on the key lock to open the door. Go left and drop down one level. Shoot the droid. Use the ID card in the card lock. Go right, draw your gun, drop down, turn, and shoot the mutant. Climb down one level to the screen below. Climb down another level. Throw one of your stones to the right. Both mutants will walk over there to examine the stone, and be shot by the automatic gun in the process (no, they're not getting any brighter). The gun is on a timed circuit, so wait for a chance to drop to the ground. Once you're down, you can kneel and roll across the screen to avoid getting hit. Go right one screen. Avoid the dripping waste and go right one screen. Talk to the old man. Give him the 500 credits. Jump into the hole. Optionally, you can jump across the gap and visit the screen to the right, where there's an energy generator, but you won't need it, since you're done with the level, and you start each new level with full shields.

NEW WASHINGTON (Code: FRGO)

Look at the fan. It's cool, isn't it? Go right one screen. Climb down one screen. Not the energy generator, and take the elevator up. Climb up two levels (if you haven't perfected the running jump up by now, you'll really need to), and go left one screen. Climb up one screen. Be aware that you're going to be attacked on the next screen by two guards, so draw your gun and go right one screen. You need a force field to really effectively fight guards, and you'll get one soon. For now, just keep firing. Each guard will take three hits. You'll probably take a couple yourself, but you can run back to the energy generator if you need to. Once you've killed the guards, talk to Ian. Sit in the chair and enjoy the

movie...the rest is history. Talk to Ian. Test out the force field he gave you. Go right one screen. Make a running jump across the gap, and climb down one screen. Draw your gun, drop down one level, and shoot the mutant. This mutant has a force field. Force fields only last a couple of seconds, so just keep firing and you'll have him as soon as his force field drops. Walk left and pick up the fuse you find. Climb back up one level, make a running jump up to the left platform, climb up one screen, and use the fuse on the switch. Now use the switch. Take the elevator up one screen. Use the switch to bring down the top elevator, and take it up one level. Go right one screen. This is the spaceport. There's nothing to do here now, but remember where it is. Go left two screens. Talk to the man at the checkpoint, and examine the map he gives you (for future reference, I'll be referring to points on the map without giving explicit directions, so check your map if you're unsure of where you're going). Use the switch. Take the elevator down one screen. Trains run periodically, so don't worry if you've just missed one. To enter a train, stand at the right side of the platform, just to the right of the safety bar, and press the fire key once the train stops. Take the train to America station. To get off the train, just press the fire key once the train stops. Take the elevator up one screen. Use the right switch to bring down the top elevator. Take the top elevator up one screen. Step on the trigger switch to bring down the next top elevator. Take the top elevator up one screen. Go left one screen and talk to the barman. Go right two screens, and talk to the man on the platform. Retrace your steps back down to the train station and take the train to Europe station. Take the elevator up one screen. Take the next elevator up another screen. You're standing in front of Death Tower. There's nothing to do here now, but remember the location. Go left two screens and talk to the man behind the Work Agency counter. Remember this location. Retrace your steps to the subway and take the train to Africa station. Take the elevator up one screen. Take the next elevator up another screen. Go right one screen. This is the travel agency. There's nothing to do here now, but remember where it is. Go left two screens and talk to the men behind the Administrative Center counter. Take the elevator up and talk to the three women upstairs. Talk to the boss. Give him your ID card. Retrace your steps to the Work Agency (Europa station). You don't need to speak with the man behind the desk...just go right one screen. There are six job terminals, with only one active at any time. Use the active terminal and read the job description. Use your working papers on the job terminal. Now is a good time to recharge your shields (if necessary) and save your game.

Mission 1: Courier 100 Credits

Once you have accepted the job by inserting your working papers in the active job terminal, go to the spaceport (Asia station). Talk to the woman behind the desk. Go to the Travel Agency (Africa station). You will be attacked by a guard one screen before you reach the Travel Agency. The force field is most effective against guards. Kneeling down, shoot once...the guard will levitate, raise his gun, and fire back...when the guard rises into the air, that's your cue to use your force field...once the guard has fired once, shoot him again, and repeat the pattern until he's dead. Once you've killed the guard, go right one screen and use the parcel on the woman behind the counter. Now go back to the Work Agency (Europa station) for your next mission.

Mission 2: Escort 300 Credits

Once you have accepted the job by inserting your working papers in the active job terminal, go to the entrance to Restricted Area 2 (Africa station). That's one screen up from the train station, if you haven't already noted it. The security door will be open. Talk to the VIP. Note that the VIP won't jump, climb, etc. You must make the path accessible for him.

Raise the elevator so he can step on. Go one screen right. Climb up two levels, walk over the middle wall, and climb down one level. You'll step on a trigger that seals off the way you just passed and open a door below you. Don't worry if your VIP walks away to the left - you can get him back. Go right one screen. Climb up one level and jump over the exploding device. Drop down two levels (make sure you hang first - jumping two levels will kill you) and go left. If your VIP has wandered off, go left again. Bring him to the elevator on the screen with the exploding device, and take the elevator down one screen. Climb up two levels, draw your gun, drop down, shoot the mutant, and take the key you'll find. Climb over the left wall and use the key in the key lock. Be aware that there's a mutant on the screen to the left. Draw your gun and go left one screen. Shoot the mutant. Go left one screen. There are two probes on this screen, but they won't act until they see you. Climb up the left side of the leftmost platform and draw your gun immediately. Keep firing until the probe explodes. Now climb up the right side of the top platform and shoot the remaining probe. Pick up the key you'll find, climb back down, and go two screens to the right. Use the key on the key lock. Lead the VIP back one screen left to the elevator and bring him down one screen. When the VIP reaches the left side of the screen, you'll be teleported back to the Work Agency. Now's a good time to recharge your shields (if necessary) and save your game.

Mission 3: Elimination 400 Credits

Once you have accepted the job by inserting your working papers in the active job terminal, you'll be given a photograph of your target. Show the photo to the guy pacing by the photo booth one screen to the right of the Work Agency. Because you were teleported back from your last assignment, some elevators are not where you expect them to be. Once you've talked to the man by the photo booth, walk one screen right and step on the trigger. Wait a moment for the elevator to arrive, and take it down one screen. Use the left switch to bring up the bottom elevator. Take the elevator down to the subway and go to the bar (America station). Talk to the man sitting at the left end of the bar. Go to Restricted Area 1 (right one screen, down two screens) and talk to the guard. Go back to the bar, then go one screen left. You'll be attacked from the right by a mutant. After you've killed the mutant, talk to the man on the left. Go back to Restricted Area 1 and kill the guard. Take the key he drops. Go back to the screen to the right of the bar and use the key on the key lock. Climb down the right side of the gap that opens, to the screen below. Use the save terminal to save your game (unless you're feeling brave). Climb down two levels and go right one screen. You'll be attacked by two cyborgs. While cyborgs may initially seem to be formidable opponents, they're actually quite easy to beat. Draw your gun, kneel, and fire. The cyborgs will use their acceleration ability to zip past you. Just roll towards them, turn, and fire. Cyborgs will almost never fire their weapons, so just keep repeating this tactic until the cyborg is dead. Once you defeat both cyborgs, you will automatically be teleported back to the Work Agency. Now is a good time to recharge your shields (if necessary) and save your game.

Mission 4: Maintenance Check 500 Credits

Once you have accepted the job by inserting your working papers in the active job terminal, stand beneath the teleporter (the blue device to the left of the energy generator) to be sent on your mission. If you check your inventory after you've been teleported, you'll find you have a terminal card and a timer. You have only a minute and a half to perform this mission, so timing is crucial. Go two screens to the right - your path is clear on these screens. On the third screen, there are three platform, and the middle platform has two electrified patches on it. Stand on the edge of the left platform and make a standing jump,

which will put you between the two electrified pieces. Another standing jump will take you out. Go another screen to the right and use the switch. Drop down two levels, and go one screen to the left. You'll have to kneel and roll under the electrified wire. Go another screen to the left. Jump over the gap full of disintegrators, duck under the wire, and go another screen to the left. Take the elevator down one screen, then take the next elevator down one level, and go one screen to the right. A running jump will take you across the three pieces of electrified ground. Go one screen to the right, and climb up to the middle platform, which puts you in the view of the camera at the top left of the screen, which activates the elevator below. Take the elevator down one screen, and go one screen to the right. Use the terminal card on the third terminal (the terminals look like pink squares). Once you successfully complete your mission, you will automatically be teleported back to the Work Agency. Now is a good time to recharge your shields (if necessary) and save your game.

Mission 5: Cleanup 600 Credits

Once you have accepted the job by inserting your working papers in the active job terminal, go to the entrance to Restricted Area 3 (Europa station). That's three screens right and one screen down from your current location. Once inside Restricted Area 3, use the save terminal to save your game (and no arguing this time - this is one of the hardest parts of the game). Draw your gun and drop down to the right platform...if you're lucky, both mutants will shoot each other. If not, you'll have to take out the remaining one. Climb down the left platform onto the screen below. You'll have to drop down to the mutant below, so be ready to draw your gun immediately. He'll probably use a shield, so just keep firing until he's dead. You can repeat the process with the mutant below, but this guy is much harder, because he can see you climbing down, so he has more time to react. Try using your shield while you're climbing down. If he shoots you, you'll be knocked down a level, but he's standing on a key you need, so you'll just have to climb back up anyway. Once you've got the key, drop down one level to the screen below. If you drop down between the two mutants below, one should shoot the other, leaving you to shoot the remaining one. If you're lucky, they'll both shoot each other. Go one screen left and use the key on the key lock. Go one screen left, pick up the stone you'll find, and put it on the trigger at the left. Notice the exploding device hanging above the platform you need to climb up. There's no way to avoid being hit by this device if you climb now, but oddly, there's a way to trick it. Go back one screen to the right and climb up one level. Now climb down and go back, and the device should explode when you pass under it. Climb up and shoot the mutant on the left. Draw your gun and slowly go left one screen. There's a bomb about two steps into the screen, and a mutant on the left side who will fire at you immediately. Try to shoot the mutant without stepping on the bomb. Once he's dead, make a standing jump, making sure you're holding the action key. You'll clear the bomb and end up hanging from the level below. Climb back up and kill the remaining mutant, staying clear of the second bomb. Climb up two levels and activate the trigger on the left, then climb back down to the screen below. Be careful, because the trigger opened a horizontal doorway below you. Drop through the doorway and shoot the mutant, then climb back up one level and go right. There's a hidden trigger on the right of the screen that turns on the automated gun at the left, so be wary. Go one screen right. The guard should come up to you. You can take him out in the method described earlier. Once he's dead, climb down two levels and pick up the 100 credits and the key you'll find. Climb back up, go left one screen, climb down, go right one screen, and then drop down one screen. Take out the guard. Climb down and use the key on the key lock. Shoot the probe. Once you've destroyed the probe, you will automatically be teleported back to the Work Agency. Now is a good time to recharge your shields (if necessary) and save your game.

Now that you've finished all the missions, go talk to the man behind the counter at the Work

Agency. Go to the bar (America station) and talk to the forger again. Give him the 1500 credits he wants. Go to the Death Tower Show entrance (Europa station) and talk to the man at the front desk. Give him your ID card.

DEATH TOWER SHOW (Code: JERK)

Level 8

From your starting point, go one screen to the left. There's one cyborg on this screen. Don't climb up after him, let him come to you. If you play it right, he'll trip over the bomb on the level above, doing some damage to himself and clearing the way for you. Once he's dead, go right one screen, where you'll find another cyborg. Once he's dead, make sure you've on the second level, and go right another screen. Two drones will attack you. Shoot them and go right another screen. You'll be attacked by another drone. Shoot it, and then use the right switch. Go back five screens to the right, and recharge your shields if necessary. Go another screen to the right where you'll have to take out a cyborg and a probe. Go another screen to the right where you'll have to take out three probes. Climb up one level and go right another screen. Take the elevator up to Level 7. If you've lost any shields, you might want to recharge before going up.

Level 7

From your starting point, climb up two levels and go one screen to the left. Use the switch and drop through the trap door. There will be one cyborg to take out, though he may be on the screen to the left when you enter this screen. Go one screen left and drop down a level. Once you step across the left laser beam, the left door will open, giving you access to the cyborg (and vice versa). Go left another screen and take out the cyborg you find there. Go left another screen, climb two levels (avoiding the bomb on the floor) and go left another screen. Again, stepping on the left beam will open the left door. You can take out the cyborg and the two probes, but there's a save terminal one more screen to the left, so you might want to make a run for it if you're low on shields. However, there are two doors on the next screen that won't open until you destroy the two probes, so you'll have to do it, regardless. From the save terminal, go left one screen and take the elevator up one screen to Level 6.

Level 6

From your starting point, climb up one level and go one screen to the left. Use the switch you find there and go back to the left. You'll need to climb up the middle platform, but the floor beam beneath it sets off an automatic gun. Step on the beam and quickly kneel. The gun fires on a regular circuit, so climb when you've figured out the timing. Climb up another level and then go one screen to the right. Watch out for the trap door! Recharge your shields at the energy generator if necessary. You'll find one cyborg on this screen. Go right one screen, where you'll find another cyborg and a bomb. Let the cyborg take out the bomb. Once you've dispatched him, go left another screen. Be careful to avoid falling into the bomb pits, and go left another screen, where you'll find another cyborg. Once you've dispatched him, take the elevator up to Level 5.

Level 5

From your starting point, go left one screen, where you'll have to take out a cyborg and a probe. Climb up one level, but be careful, as the beam on the middle platform sets off the

automatic gun at the right. Unfortunately, it also opens the trap door above, so you'll have to trip it off. The gun only fires while you're standing on the beam though, so just roll through it. Climb up another level and use the save terminal. Go left one screen and examine the screen layout. You'll see lots of bombs. This one takes a little planning. Go back one screen to the left, and stop the moment your character reaches the next screen. Then turn around to face left. Standing at the exact leftmost part of the screen, make a standing jump, with the action key held down. You'll end up hanging from the lower right platform on the screen to the left. Drop down, and jump over the middle of the three bombs on the floor. Climb up to the lower left platform, and make a running jump up to the top left platform. Walk one screen to the left, where you'll find a cyborg and a whole mess o' bombs. Keep firing and try to knock the cyborg down into the bombs. If you fall into any of the bombs, climb back up immediately, because you can't fight cyborgs in close quarters. Go left another screen, where you'll find two more cyborgs. Drop down to the ground level immediately, because you don't have enough room to fight them on either of the two right platforms. Once you've dispatched them, go right one screen and take the elevator up to Level 4.

Level 4

From your starting point, go right one screen. Climb up the middle platform. The beam on the platform will open the door above, freeing the imprisoned cyborg, while at the same time the probe on the right side will spot you. Your best chance is to drop back down to the left and let them both come after you. Once you've dispatched them, use the switch on the right side of the screen, climb up to the top left platform, and jump over to the top right platform. Go one screen to the left, where you'll find two cyborgs and a bomb. Let the cyborgs climb up and set off the bomb. Once you've dispatched them, you can recharge your shields at the energy generator if necessary. From the middle platform, go right one screen, climb up one level, and trip the beam switch, which opens a trap door below. Then go back one screen to the left, down a level, and back to the right. Trip the lower beam switch to open the door above. There's no avoiding setting off the two bombs in the middle, so you might as well walk into them and then go recharge your shields. Once you've done that, climb up and take the elevator up to Level 3.

Level 3

From your starting point, go right one screen. There's a save generator on the second level, so go straight for it if you can. There are three cyborgs and four probes which will try to stop you. This level wraps around at the edges, with no left or right boundaries, so your seven opponents will come at you from all directions. You'll need to destroy everything to open the door to the elevator that goes up to Level 2, which is one screen to the left of your starting point.

Level 2

At your starting point, you'll immediately be faced with a cyborg and a probe. The second cyborg will be released when you use the switch on the left platform. That's it for Level 2. Take the elevator up to Level 1.

Level 1

Level 1 is just one cyborg. Take him out and you're on your way to Earth! (Sit back and enjoy the film.)

EARTH
(Code: KOIK)

Spaceport

From your starting point, take the elevator down and talk to the man behind the counter. Give him your ID card. Go left one screen and take out the guard. Go left another screen, where you'll find another guard, and a nearly hidden droid on your level. You might want to step on to this screen and then retreat back to the right, where you can see the droid coming at you. Once you've dispatched guard and droid, drop down and take out the second droid. Take the elevator down one screen, and be on your guard. Here you'll find a guard, two probes, and a droid. As soon as the elevator hits the ground, you should already have your gun drawn, and roll to the left, moving away from the droid. Turn and shoot the droid, by which time the guard will have descended. Kill him next, and then destroy the two probes. Climb up the platform on the right and go one screen to the right, where you'll find an energy generator. You'll also get the attention of another guard. Once you've recharged, go back left, down, and right. Take out the guard. Climb up one level and go one screen to the right. You'll find two guards waiting for you. One of them, upon dying, opens the door to the right, but beware, as another nearly hidden droid is waiting on the other side. Once you've taken out the two guards and the droid, a third guard will enter the screen. Kill him and go right one screen, where you'll find a guard, a probe, and a droid. Wait for the guard and take care of him first. Some of the guard's shots may actually hit the probe, if the probe is close enough to you. There's also another probe hidden in the little blue room below. Once you've dispatched everything, go one screen right and use the taxi station switch. A taxi will appear. Once it's opened it's door, you can board by pressing the action key. Sit back and enjoy the film.