

PROLOGUE

1.-

ORBITAL STATION

You are at the **Chimera Orbital Station**. Head for the door, indicated by a YELLOW ARROW ↴ on your radar, and press **ACTION** to talk to the **Gatekeeper**. You can cycle through the options with the **NEXT OPTION** button and/or the **PREVIOUS OPTION** button. Speaking with the Gatekeeper you'll know about Scrapland, its inhabitants and their fear of viscous beings. Choose "*I have no more questions. Open the door.*" to make the doorkeeper open the door.

Follow the YELLOW ARROW ↴ towards the **teleporter**. Activate it with the **ACTION** button.

Follow the YELLOW ARROW ↴ to the **Decontamination Chamber**. Activate the decontamination sequence pressing the **ACTION** button.

Follow, again, the YELLOW ARROW ↴ on your radar to go to the Reception. You'll find a **Beholder** in the corridor. You can talk to him pressing the **ACTION** button to know about the **Alarm System** in Scrapland, and how Police react. Throughout the game, you can always talk to any character to know about his abilities and his function in the game.

As soon as you arrive at the **Reception**, a cinematic sequence will introduce you to the **Bishops** and the **Great Data Base**.

Talk to the **Functionary** at the end of the room. He'll give you a job as reporter, and authorize your access to the city of Chimera, via the geostationary elevator. Activate the **geostationary elevator**.

2.-

TOWN HALL





As soon as you arrive in Chimera, a cinematic scene will introduce you to **Berto**, another journalist. He'll take you to Rusty's garage.


3.-

RUSTY'S GARAGE

As soon as you arrive at Rusty's, a cinematic will introduce you to **Rusty**, an scrap dealer, and **Spoot-Nick**. Talk to Rusty, indicated with a YELLOW ARROW ↴. Then follow the YELLOW ARROW ↴ to the **ship-building machine**. Activate it and follow these instructions:



1. First of all, choose an *available hangar*, and click on it. You must choose a chassis (there's only one). Materialize it clicking on the *ship button* above the hologram of the chassis.

2. Click on *ENGINES*. Here, you can choose an engine for your ship from a huge array. Well, there's only one at the beginning. Click on it to mount it on the ship.
3. Click on *WEAPONS*. Each ship can be equipped with 6 different classes of weapons, with a maximum of 4 slots for each one and 2 upgrades. Right now, you only have the *Vulcan gun*. Click on the icon. The slots available on that ship for that weapon will appear. There's only one. Click on it. Now, you have 1 Vulcan gun mounted on your ship. You haven't got any upgrade for the Vulcan yet, so you can't mount it.
4. Click on *HULL*. Your minimum hull (life) on this ship is 55. Click on the  button or directly hold on the bar between the  and  buttons to make your ship's hull thicker. The maximum is 155, but you are out of cash, so you only have 95 points of hull.
5. Click on the  button. Your ship, the *Ultralight Patrol*, is built.

Go to the ship and use the  button. Before going out, Rusty will give you **Spot-Nick**. This robot will regenerate your hull when damaged, and will allow you to exchange from the ships of your garage without having to go to Rusty's.

4.-

OUTSKIRTS

You are at the Outskirts. After receiving **a call** from the Crazy Gambler, head for his gambling den. Just follow the YELLOW ARROW  on your radar not to get lost. Park your ship simply on one of the  icons. Come in using the elevator.



5.-



GAMBLING DEN

The **Crazy Gambler** introduces himself. Talk to him. He'll ask you to try his **crazy bets**, mini-games where you can use your driving skills to get interesting prizes. The first one is **destroying 2 police ships**. Go outside through the elevator.

6.-


OUTSKIRTS

Use your ship (or steal any other one parked outside) and seek for the 2 ships marked on your radar. Use the  button to make aiming a lot easier. Destroy the 2 ships and you'll get the **Swarm missiles**. You must escape from Police. Use the  button to get an instant (and short) impulse, so you can outrun the cops. Elude them so they cannot see you. This will make the alarm level to decrease until it reaches zero, making the cops give up the hunt.

Berto will call you to remind you that you must go to the Press building. You can go to Rusty's to mount the swarm missiles you've got, following the WRENCH  on your radar, or you can go to Press, through the public transportation following the YELLOW ARROW  on your radar.


7.-

PRESS

You are at the Press building. Follow the YELLOW ARROW  to go where Berto is waiting for you; you can talk to any **cop** and ask him for the way. He'll take you to the mission point.

Talk to **Berto**. A cinematic sequence will introduce you to **Betty, the Boss** and **Sebastian**.

Sebastian will activate your photography program and your **OVERWRITE** button, which allows you to transform yourself into other characters and use their abilities. Now, you can hack the **Great Database**, using the **GDB terminals** that you can find in all indoor places.

You need energy to activate your new abilities. Follow the YELLOW ARROW  to get a **nuclear battery**. All abilities consume energy, but you can collect nuclear batteries, or use a GDB terminal to refill it.

The **Crazy Gambler** calls you. Go to the press room and use the right communicator. He will ask you to make 3 crazy bets.





The first one is **overwriting Berto**. Just approach him and press the **OVERWRITE** button. Avoid the Police using **Berto's ability** to blind other characters; just press the **SPECIAL ACTION** button.

The second one is **hacking a GDB terminal** to recover your original form. Just go to the terminal indicated on your radar and use it. Choose D-Tritus.


The third one is a **race against Humphrey**. Talk to him.


7.-

DOWNTOWN

Follow the BLUE ARROW  or the YELLOW ARROW  to reach the starting point (the BLUE ARROW  indicates the starting buoy, and the YELLOW ARROW  the main mission point: your rival **Humphrey**). The first one to collect 15 buoys, wins. Use the **BOOST** button to gather momentum, so you can outrun them. The boost recharges in a few seconds. You can use the accelerators located all over the map too: they look like flying rings and small tunnels with flashing lights.

Go to the platform indicated on your radar and use the communicator. The **Crazy Gambler** bets you to a super crazy bet whenever you want. He gives you the plans of the *Fire Knight* chassis and engines. The **Boss** calls you too, ordering you to go to the **temple** and interviewing the **Archbishop**.

You can go there with your ship, or just taking the public transportation (usually the fastest way). The YELLOW ARROW  on your radar indicates the fastest way (the public transportation), but if you decide to use your ship and going to the Commercial district, where the temple is located, it will indicate the way right to the temple (in this case the fastest way is not the public transportation).

As usual, follow the YELLOW ARROW  to reach the teleporter. Use it. A cinematic sequence will introduce you to the **Archbishop**.

FIRST MURDER

Head for the public transportation and go to the temple. You can use infiltration and try to make your way to the teleporter without being spotted or just turn into any policeman (a cop, a beholder, an armed Cop or the Chief of Police).

Use the teleporter transformed into an ordinary **cop**. Go to the 3 traces indicated on your radar and use the **ACTION** button to take pictures.

Deep Throat will introduce to you. Go outside using the elevator indicated on your radar.

Head for the **communicator** with your ship and talk to **Deep Throat**. It tells you to talk to a cop called Ficus. Go to the Press.

Meet **Ficus** on the second floor of the Press building. You must be turned into **D-Tritus**, or he won't recognize you. He will ask you to make 3 missions to gain his confidence.

The first one is **killing Scrapus**, a banker, and retrieving Ficus' check. You can make it in several different ways, directly (using your offensive abilities to kill him) or indirectly (making other characters kill him, so Police don't accuse you). For example, you can use D-Tritus ability and go through Scrapus -the alarm will go off-, or you can use a beholder's ability to accuse him and thus make Police believe Scrapus is a criminal, chase him and punish him. After killing him, retrieve the **check** and talk to Ficus.

In the second one, Ficus asks you to **beat Multiplus in a race**. Go outside, to the Downtown.

4.-

DOWNTOWN

Locate the starting point. It's a **buoy race**. The first to collect 15 buoys, wins. After winning the race, go to the communicator and talk to Multiplus.

The third mission consists in **killing the functionary Stupidus**, as many times as needed to make him run out of extra lives and go to jail. After killing him twice, he'll call two functionaries to help him. Remember to use the **LOCK** button to aim easier. Press the **SPECIAL ACTION** button to use your countermeasures. Destroy Stupidus seven times and mission accomplished. Get rid of his colleagues and go to the Police Headquarters.

5.-

POLICE HQ

Head for the teleporter at the basement. You need to be a cop. Press the **ACTION** button over Ficus. He's dead. Deep Throat calls you.

Go to the communicator located in the press room and call **Deep Throat**. Turn yourself into a cop and go outside.

6.-

OUTSKIRTS

Steal a police ship or use the one you already have, and drive to the meeting point. You must help police to destroy some Functionary ships. **Eliminate 15 functionaries**. Return to the Police HQ. You can find **6 plans** (*Light Patrol*, *Medium Patrol* and *Heavy Patrol* chassis and engines), hidden at the Police HQ.

7.-

POLICE HQ

Talk to **Ficus' friend**. He'll tell you there are 4 clues, and the Chief of Police has hidden them. Now, use the teleporter to enter the room where **the Chief of Police** is playing poker. Take a **picture** of him when he throws the cards and picks new ones; just press the **ACTION** button.

After awakening, go to the press room and call the **Crazy Gambler**. Go to the Town Hall to meet the Chief of Police.

8.-

TOWN HALL

You can obtain the location of the **first clue** paying 50,000 \$craps to the Chief of Police, or making him believe you are the Mayor (the only one he trusts). In order to do that, you must avoid that the real **Mayor** sees you. As he is in the

same room as the Chief of Police, you must distract him, scare him, sleep him, or destroy him. Once discovered where the first clue is, go to the Scrapyard

9.-

SCRAPYARD

You must find which **mosquito** has eaten the clue. Go to the first nest and destroy all the mosquitoes. Go to the next one and do the same. And so on. When you locate the **clue**, retrieve it and call the **Chief of Police** from the communicator. Now, go to the Bank.

10.-

BANK

In order to find the second clue, you must find a Functionary called **Rudolph** and talk to him. He runs away every time you get near him, so you must use the functionary's ability to distort time or messenger's to catch Rudolph. After talking to him, go outside.

11.-

OUTSKIRTS

You can run the race if you want, but remember your goal: destroying **Rudolph's ship** to get the second clue. After getting the clue, call the **Chief of Police**, and go to the Town Hall.

12.-

TOWN HALL

Locate **Trurl the messenger**, and run after him to talk to him. Before telling you what he knows, he wants you to **photograph the plans** of the Devastator Gun and the Mayor's ship engines and chassis. The plans are kept by 3 functionaries. You must destroy them. Use your abilities to catch them, because they will run away from you.

After getting the 3 plans, talk to Trurl again. He wants you to steal the Mayor's ship and destroy 20 Police ships. Go outside.

13.-

DOWNTOWN

Go to the Press, where the **Mayor's ship** is located. Steal it and attack the cops. Once you have **destroyed 20 police ships**, go to the platform indicated on your radar and call Trurl to give him the Mayor's ship. **Deep Throat** will call you. You need a weapon capable of destroying the armoured transport; take another ship and go to the Gambling Den.

You need the Mercenaries antimatter weapon, their AnTi Proton Cannon - **ATPC**-, to destroy the armoured transport. You must trick the **Stupid Mercenary**. Talk to him until he agrees to show you the plans of the ATPC. Go outside, to the Scrapyard.

Follow the Stupid Mercenary to the mercs hideout, protecting him from **mosquitoes** and **mad hunters**. When you arrive to the place, park your ship and **photograph the plans**. Go to Rusty's to mount the **ATPC** on your ship and head for the Outskirts.

Locate the transport. As soon as you attack it, the alarm will go off, so you must fight against the Police as well as pursuit the transport and destroy it. If you run out of energetic ammo, look for ammo items. When the transport explodes, it will drop the **third clue**. Pick up the clue and run away from the Police. Go to the communicator and call the Chief of Police. The fourth clue is in possession of the Bishop Igor. Go to the Gambling Den.

Talk to the Crazy Gambler, and then talk to **Igor**. He won't fight against you until you have done 2 jobs for him.

The first task is taking pictures of the plans of the **Evil Axe** engines and chassis. Trick the Stupid Mercenary once again. Go outside, to the Scrapyard.

You must follow the Stupid Mercenary to his hideout always protecting him from Mosquitoes and Mad Hunters, but this time his buddies will try to destroy you before you can photograph the plans. Destroy as many Mercenaries as you can, and avoid the Stupid Mercenary being killed. When he spots the hideout, park your ship and **photograph the plans**. Go to your ship and destroy the remaining Mercenaries. Call Igor.

The second task is perpetrating a massacre in Igor's honour. Head for the Downtown.

19.-

DOWNTOWN

You must kill at least **one life every 20 seconds**, or the counter will reset and you'll have to start over. Destroy anything that moves, especially the Police Ships, as they make the bar grow faster than traffic ships. When Igor is satisfied, avoid the Police and go to the Gambling Den again. The **plans** of Betty's ship, the *Harpy*, and Berto's ship, the *Freewave*, appear hidden at the Press.

20.-

GAMBLING DEN

Talk to the Crazy Gambler to **fight against Igor**. You must destroy Igor 10 times at the Crazy Arena.

After defeating Igor, talk to him. He'll give you the **last clue**. Call Deep Throat and talk to the Chief of Police. He'll ask you to participate in a super crazy bet against the Bankers, and taking pictures of the plans of the *Green Vampire*, the Bankers' ship, chassis and engines, once the combat is over.

The super crazy bet is a team combat at the Chimera Foundations. The first team to get 20 shot downs wins. After winning, locate the plans on your radar, avoid the Bankers, get off your ship, and photograph the plans of the Bankers' ship.

SECOND MURDER

1.-

PRESS

The **Mayor** wants to teach you a lesson. Go outside to fight him.

2.-

DOWNTOWN

Destroy the Mayor and flee from the Police. Call **Deep Throat** and go to the Town Hall.

3.-

TOWNHALL

You must find the **Mayor** without being discovered by the Police. Turn into another character, and when you find him, talk to him quickly as D-Tritus. He'll ask you some proves of your honesty.

The first one is **destroying 10 staplers**. You can make it the way you want. When you have destroyed all of them, talk to the Mayor again.

The second task is **protecting a transport** from the Mercenaries. Stay close to the transport and destroy any Mercenary that approaches it. Use the **LOCK SHIP IN CROSSHAIR** button and you'll be able to see its life, and not losing it. You can save the transport or not. Anyway, you must **destroy 10 Mercenaries**. Once you have done it, the plans of the Acid Alien engines and chassis will appear at the Press. Go to the platform indicated on your radar and talk to the mysterious Functionary. Go to the Scrapyard.

3.-

SCRAPYARD

Go to the platform and call the mysterious Functionary. It's a trap and you'll be surrounded by Mad Hunters. Run away and destroy the **probes** that control the Mad Hunters. Use your countermeasures (like the Cloud from the Vulcan, or the Sonic Mine from the Swarm) to slow down the enemies. Once you destroy the last buoy, the Mad Hunters will stop attacking you.

Go to the platform and call Deep Throat. The mysterious Functionary is called Traitorius. Go to the Outskirts to give him a lesson.

4.-

OUTSKIRTS

You must give **Traitorius** a scare, but don't kill him. Your objective is keeping his life under 30 points for 60 seconds. He'll try to escape from you using his countermeasures and picking up items to recover life. When he'll be in fear for his life, he'll call the Police. When the time is 0, he'll surrender. Flee from Police and you'll be able to call Traitorius from the communicator indicated on your radar. After talking to him, go to the Police to gain his trust.

5.-

POLICE HQ

Locate Traitorius and introduce yourself as a Functionary. To infiltrate **Traitorius' clan** you must pass 3 stages.

The first stage is beating up the Functionary **Pickus**, who's in jail, and has hidden the plans of the *Piranha* chassis and engines. You must hire the Hitcops. Find them following your radar and talk to the leader as D-Tritus. Guide the Hitcops to the jail. After the beating up, talk to Pickus and he'll confess. Photograph the plans and talk to Traitorius as a Functionary.

The second one is finding the transport piloted by the Functionary **Mickus**. Once found, you must destroy it and take the money it drops. Go to the Commercial district.



6.-

COMMERCIAL

There are a lot of transports. Get close to them to **scan Mickus' ship**. When you locate it, attack it quickly, because if it escapes, you'll have to find it again. Take care of the *Piranhas* sent to eliminate you and destroy the transport. Pick up the **loot** and go to the Gambling Den.

7.-

GAMBLING DEN

Talk to Traitorius as a Functionary. The third stage is a super crazy bet you must help the Functionaries to win. It's a **capture the flag against Bankers** at the Forbidden Zone. The first team to get 5 flags wins. Locate their leader with the YELLOW ARROW , and destroy him to steal his flags. Follow the BLUE ARROW  to find the flags.

After winning, talk to **Traitorious** at the Gambling Den. Go outside, to the Outskirts.

8.-

OUTSKIRTS

After the sequence, get on your ship and pursue **Traitorious' killer**. You must identify him, so stay close to his ship and scan it. Use the Laser countermeasure to trap his ship, so he doesn't escape. When you have done it, go to the communicator and call **Deep Throat**. Go to the Commercial district.


9.-

COMMERCIAL

You must protect **Bishop Gus**. The Lone Mercenary will try to kill him until he runs out of lives, so you have to destroy all the Lone Mercenary's lives and he'll go to jail, but do it fast. When everything is over, call Deep Throat from the communicator. You must recover **Gus' matrix**, so go to the Temple.

10.-


TEMPLE

Follow the YELLOW ARROW  and you'll find a teleporter. Use it as a Bishop to enter the Great DataBase.

Get on your ship and scan **Holly Gooses** until you find the Bishop carrying Gus' matrix. Destroy him fast, because all other Bishops will attack you. Pick up the matrix and follow your radar to find a platform. Get off your ship and reinsert Gus' matrix in its place. Get on your ship and fly to the platform. Park and use the teleporter to come back to the Temple. Locate **Gus** and talk to him. He'll give you the plans of the *Holly Goose* engines and chassis. Go to the communicator indicated on your radar and call **Deep Throat**. Your own matrix has been stolen and hidden. To retrieve it you must locate the Lone Mercenary's hideout, so you need his ship. Go to the Scrapyard.

11.-

SCRAPYARD

Get off your ship and take the **Rusty Skull**. As soon as you take off, the **Lone Mercenary** will go after you. Don't even try to fight against him, he's terrible. Just use countermeasures so he can't hit you, and follow the YELLOW ARROW . Park the ship, photograph the plans of the Tesla gun and the *Rusty Skull* chassis and engines. **Retrieve your matrix** and fly away. Go back to the Temple.

12.-

TEMPLE

Enter the Great DataBase. Be careful, because the Bishops are now hostile. As soon as you get on your ship, they'll attack you. Don't dare to fight against them. Run avoiding their shots and park at the platform. Reinsert your matrix and go out the Great DataBase. Call **Deep Throat** from the press room. Now, go to the Town Hall.

13.-

TOWNHALL

Locate the **Mayor** and talk to him. You must help him with his electoral campaign against Bishop Porkins.

Porkins is bribing Functionary Corruptus so he votes against the Mayor. The first task is leaving **Functionary Corruptus without money**, so he comes back to the Mayor's side. Turn into a Banker or the Chief of Bankers, and steal all Corruptus' money before he asks Porkins for more. You can directly rob all Porkins' money, so Corruptus can't ask for more. Talk to the Mayor again.

The second task is **making the Mayor more popular** than Porkins. Go to the Commercial District.

14.-

COMMERCIAL

Destroy the **propaganda ships** of Bishop Porkins and protect the Mayor's ships. When you destroy a rival ship, the Mayor's popularity increases, and when a Mayor's ship is destroyed, his popularity decreases. Attack the *Holly Gooses* and the electoral propaganda ships until the Mayor's popularity is full. Call **Deep Throat**. The **plans** of the *Assault Patrol* are now hidden at the Police HQ.

THIRD MURDER


1.-

[PRESS](#)

Talk to **Humphrey**. He'll order you to go to the Police HQ.

2.-

[POLICE HQ](#)

Call **Deep Throat**. To enter the human's cell, you need a pass. Turn into a Messenger and get a data tube. If the tube is full, empty it at the Functionary desk indicated with the YELLOW ARROW . Avoid other Messengers and follow your radar. Go to the tube room and fill the tube with the **authorization**. Get the full tube and go to the Functionary desk.

Turn into D-Tritus and enter the jail. Talk to the Gatekeeper and enter the **human's cell**.

You must get **Bill**, the human, out of there, and take him to the Press. He'll follow you, but don't run too fast or he'll get lost. Use the public transportation and go to the Press.

3.-

[PRESS](#)

Head for the press room, waiting for **Bill**. **Hide** him there. **The Boss** will call you. Go to his office and talk to him. He wants you to get some data. Go to the Commercial district.

4.-

[COMMERCIAL](#)

You have to attack Functionary transports and pick up all the **data** they release, without destroying them. The Police won't bother you, as long as you only shoot down Functionaries. **Piranha squadrons** will try to stop you. Be careful, because they will attack the transports too, before you can get all the data. When

the Boss has enough data, head for the Bank. The **plans** of the *Obliterator* engines and chassis appear at the Police HQ.

5.-

BANK

Find the communicator and call **the Boss**. He needs more data. You have to download it from 3 **Functionary desks**. The problem is that as soon as you begin to download the data, the Functionaries will try to cut off it. Turn into a Functionary to run faster. Start the downloading, and make the Functionaries not getting to their desks. The easiest way is killing them, but this will make the alarm going off. Distract them, talk to them, block their way, or simply make the Police destroy them. When the download is complete, go to the Commercial district.

6.-

COMMERCIAL

Call the **Boss** again. The last data he needs is held by elite Functionaries. You must destroy the leader and pick up the data before the rest of the *Piranha* squadrons do. The Police won't bother you as long as you only shoot down Functionaries. Destroy all the **Piranhas** and get all the **data**. Call **Deep Throat** from the communicator. Then, go to the Downtown.

7.-

DOWNTOWN

Call **Humphrey**. You have to distract him with a bet, allowing Deep Throat to hack his terminal. The combat implies shooting down 10 ships before the other does. Humphrey's shot-downs take points away from you and yours subtract points from his. If you destroy him or leave the map, you lose. You must distract him for **5 minutes**, so neither he nor you can win or lose the combat before those five minutes. Avoid the Police and destroy ships whenever it's necessary. When the time is over, finish the combat and call **Deep Throat**. Go to the Press.

8.-

PRESS

You must access the **restricted area**. Turn into an Armed Cop before entering or the alarm will go off. Activate 3 **switches**. To activate the fourth one, turn into a flying character (like the Messenger); push it and avoid being seen for 30 seconds.

Get out of the library and go to the press room. The desk where the human was hidden has disappeared! Talk to Humphrey. **Trurl** has taken it away. Find him and talk to him. He'll give you the desk in return for winning 3 **races**. Go to the Commercial district for the qualification race.

9.-

COMMERCIAL

The first race is a **buoy race time-trial**. You must collect all the buoys before the time ends. Use a fast and small ship, like the *Piranha*.

When you have won your qualification, go to the Outskirts for the second round.

10.-

OUTSKIRTS

The second race is a buoy **race against other ships**. The first ship to collect all the buoys, wins.

After winning, go to the Gambling Den. The last race is a mortal race.

11.-

GAMBLING DEN

Talk to the Crazy Gambler to begin the third race at the **Crazy Arena**. The first buoy is a **baton**. Only the ship with the baton can collect buoys, so you have to collect the baton quickly. If a ship gets it, destroy it and pick up the baton. Run really fast avoiding enemy shot and collect all buoys. The prize for winning is the Inferno missile **plans**.

Call **Deep Throat** and go outside to the Outskirts.

12.-

OUTSKIRTS

Find the meeting point to start the mission. You must help the Chief of Bankers to **collect unpaid loans** from debtor transports. You have to destroy transports and make the Bankers collect 10,000 \$craps.

The Mercenaries will attack the Bankers soon after beginning the mission. Protect the Bankers, and destroy the Mercenaries and transports.

When the mission is over, the Chief of Bankers will give you the **plans** of his ship, the *Predator*.

Now, go to the Bank to discover the mystery of the Crazy Gambler.

13.-

BANK

You must enter into the Chief of Bankers' room. Only the Chief of Bankers can use the teleporter, but you can't turn into him using the GDB terminals. Find

the Chief of Bankers, who's taking a stroll, and overwrite him. Avoid the Police and use the teleporter. A cinematic sequence will show you the **Chief of Bankers' secret**.

Go to the Scrapyard to meet Berto.

14.-

SCRAPYARD

Use the communicator. Deep Throat tell you it's a trick. Berto has **stolen your matrix**... and what's worse: hundreds of Bertos are heading to your position to destroy you with their *Freewaves*. Get on your ship and **run away of the Bertos** to the Commercial district.

15.-

COMMERCIAL

You must locate Functionary **Stupidus** and destroy him. Pick up the amplifier, so you can locate the Berto that has your matrix. Head for the Downtown. Don't face the Bertos; just use your countermeasures to run away from them.

16.-

DOWNTOWN

Destroy Bertos until the one that has your matrix appears. An easy trick is allowing a lot of Bertos pursuing your ship, then, enter a tunnel, and quickly, use the **Inferno** against them. You'll exterminate dozens of Bertos that way. But be careful, because if you aren't fast and far enough, even you can be destroyed.

Once the matrix is located, destroy the *Freewave* indicated on your radar and pick up your **matrix**. Head for the Temple immediately.

17.-

TEMPLE

Enter the **GDB** as a Bishop. The *Holly Gooses* won't attack you if you don't shoot. Reinsert **your matrix**, get out of the Great DataBase and go to the Press.

18.-

PRESS

It looks like the **Crazy Gambler** is the bad guy. Go outside to fight against him. You have to take all of his lives away; that way he'll go to jail.

19.-

DOWNTOWN

The Crazy Gambler has 12 lives left. After you've destroyed him three times, he **escapes** to the Scrapyard.

20.-

SCRAPYARD

The Crazy Gambler has 9 lives left. He's controlling a battalion of **Mosquitoes**. Kill as many as you can, but don't forget about the *Predator*. Destroy him 3 times and he'll escape to the Commercial district.

21.-

COMMERCIAL

There are 6 Crazy Gamblers. Try to meet them one by one. The last one is carrying the **Boss' matrix**. Get the matrix and go to the Press.

22.-

PRESS

At last you discover who **Deep Throat** is at the Boss office.

EPILOGUE

1.-

POLICE HQ

After the cinematic scene, run after **Humphrey**. You get the **plans** of the Archbishop's ship, the *Inquisitor*. Use the elevator and go outside.

2.-

OUTSKIRTS

You must destroy **Humphrey** until he has no extra lives. That way, he'll go to jail. Use the **ATPC** to shoot down the *Acid Alien* with one shot, because Humphrey's accuracy is almost infallible. When you have done it 10 times, it's over. Go to the Press.

3.-

PRESS

At the **Boss** office, he'll undercover his plan. Run to the press room. The **human's** not there. Run away to the Gambling Den. Don't face your enemies, they are too many. Just make your way to the Gambling Den avoiding fighting and using your countermeasures.


4.-

GAMBLING DEN

Bill will explain his plan to install his software in the **Boss' machine**. The Crazy Gambler will take Bill to the Press, but you have first to destroy the buoys the machine uses to control Scrapland's inhabitants. The Mercenaries will help you. Go to the Outskirts.


5.-

OUTSKIRTS

Destroy the **buoys** as fast as you can. Follow your radar to locate them fast. The YELLOW ARROW  will help you to find the buoys on screen. Attack only enemy ships if it's necessary and only if it's possible (there aren't too many). The **Mercenaries** will take care of them. When you have destroyed all the buoys, head for the Commercial district.


6.-

COMMERCIAL

Destroy the buoys really fast. Follow your radar to locate them, and use the YELLOW ARROW  to find the **buoys** on screen. Attack only enemy ships if it's essential. The Mercenaries will do it for you. When you have destroyed all the buoys, go to the Downtown.

7.-

DOWNTOWN

Destroy the buoys as fast as you can. Follow your radar to locate them, and the YELLOW ARROW  to find the buoys on screen. Attack only enemy ships if it's absolutely essential. The Mercenaries will try to do their best. When you have **destroyed the last buoy**, enter the Press.

8.-

PRESS

Everybody attacks you, so guide Bill to the machine quickly. Don't run too fast and wait for Bill, or he'll get lost. If that happens, go get him. When **Bill installs his software**, the Boss' control over Scrapland's inhabitants will cease. A cinematic sequence will take you to the Gambling Den.

9.-

GAMBLING DEN

Before using the teleporter to the Asteroid Belt, make sure you have your **best combat ship** with a fast weapon (like the Vulcan with the speed upgrade, or

the Tesla with any upgrade), a powerful weapon (like the ATPC with any upgrade), and the Inferno with the huge explosion upgrade (essential).

10.-

THE ASTEROID BELT

Both **the Boss and you** are trapped inside a force field. You must destroy him before the field fails. You can use his ship, the *Genocide*, if you want.

The Boss has 2 **energy shields**, and you must destroy them before making him real damage.

The first shield is not very strong, but regenerates very fast. Use a fast weapon to weaken it. Watch out, don't run out of **ammo**, or you'll have to start all over again. When the shield is weak, change to a powerful weapon and destroy it. The Boss will activate his quantic shield.

The second shield is really strong. Only the **Inferno** can destroy it. Wait until the Boss stops moving, and shoot him not too far away. If the Inferno doesn't hit him, destroy it with the **ATPC**. When the shield is destroyed, the Boss will be really pissed off with you and he'll attack with all his weapons.

Stay close to him so he won't shoot you Infernos. If he does, destroy it fast with the ATPC or you're doomed. Use a fast weapon like the Tesla or a powerful one like the Devastator with the bigger explosion upgrade.

Avoid his attacks and use the asteroids to take cover. Pick up ammo and life when needed. Good luck, the end is near!

After the end, you can return to Scrapland to finish unfinished bets, or just for fun, or get on your space bike and see other worlds.