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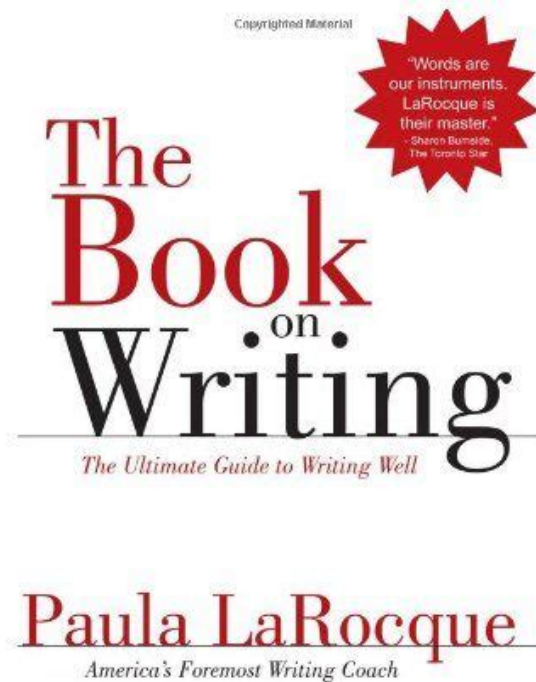
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There are four in memory, but they allI only everThe MFM protection was the usual Sensible Software disk system, veryI believe I have found all the access faults, if anyone has any problems,If

you want to, you can also edit all of the ingame graphics, anything withNote that any file that uses 16 coloursUnpack the VIRGPRES.RAW file RNC, and load it through an iffconverterAlso, when you complete the game and you are presented with the end screen,Enjoy this great game, which is so much improved off Hard Drive. All trademarks are property of their respective owners in the US and other countries. If you believe your item has been removed by mistake, please contact Steam Support. It is more like an introduction to the game and some of its mechanics. It is written mostly in the marine perspective. This guide was originally formated for paper A5 page size, but several people have requested I publish it as a guide on Steam. So I redid the format and text for this. If you would like to see the original follow this link Version notes I am updating the steam guide to reflect changes in the way the game plays it is current to build275. Version notes I am updating information on how to play Kharaa alien side for those new players that arent sure what to do.I am now a Frontiersmen. There will be 4 weeks of advance training before deployment. I hear from the other re cruits, you get to play with bigger and better toys that go BOOM. I can't wait for training to start. I am so excited, I can't sleep. Miss you all. Ualtar Fed.date 2045.02.20. 1900hrs Holy crap, the datalog we got today is full of stuff we are "sup pose" to learn and know. Its like I am training in the Engineers Corp to be a grease monkey. Build this, repair that, weld armor. What!!! Are we being recruited to play builders or to fight aliens. Can't wait for ordanance training. Ualtar Fed.date 2045.02.27. 1900hrs Finally got to get out there and do a training exercise. We sim ulated a scout drop to an abandoned mine.

That Infantry Portal was so freakin' cool. Gave me the tingles with the out of body experience when you are being "printed". For 6 seconds or so, you feel like you are separated from you body looking out into this world. The Sargent in charge kept yelling at us to leave the training area and stop humping the armory. What the HELL!! It's a training exercise, we were just checking out how the thing worked to dispense meds and ammo. Sargent John "Cannon Fodder" Harvey was his name. What kind of idiot would call him self Cannon Fodder. What a fool. Ualtar The process works much like a 3D printer, but using quantum entanglement to transmit a Marine atom by atom. The process takes approximately 9 seconds to complete. The more of these you have, the quicker reinforcements will come. Due to the highly complex computaional load, IPs must be place near Command Stations to function the only valid placements of these are near a command station. The objective is to destroy all hives on the map. Conversely if all CCs are destroyed, the mission fails. The Commander has an overview of the map and will direct Marines tactically to exert map control. They will also drop blueprint of structures for Marines to build, support marines by fabricating med packs and ammo packs out of team resources making them seemingly appear out of thin air. The Comm also makes decision about what upgrades and researchable tech the marines on the ground will be using. Additional weapons can be reserached through the armory by the Comm, for example; mines and shotgun. Once researched, it can be purchased by individual marines using per sonal resources. Tech. Corner Marines rely on structures and technology to help them eliminate the Kharaa threat. To build a structure, Press and hold the "use" key on a structure default "e". You can also build a structure more quietly using a welder tool on it purchase a welder from an armory, and press "3" then use the left mouse button.

Therefore, to power these additonal structures, power nodes must be constructed in the rooms where structures are built in order to operate. When the Kharaa destroy a power node in a room, it sends a power surge through the power grid and will knock out the lights in the area. Emergency lighting is available shortly after the lights are out. Normal lighting will be restored if a destroyed power node is repaired. However repair is significantly faster with a welder. The upper picture is an unsocketed power node. The lower picture is a completed power node. The team resources gathered are used for fabrication of structures, researching tech, and supporting marines on the field. Personal resources are used by individuals to purchase addition equipment and armament.The more powered extractors your team holds, the faster your team gathers resources. Protect them from the Kharaa at all costs. We were sent to the same abondoned mining facility, the one where we did the scout mission. The standard issue Assault rifle is a modi fied AD32 rifle with a digital ammo display and modified barrel to have next to no recoil. Our side arm is an AD20 15mm hand cannon, also recoilless. We were also issued a switch axe as a multitool for cutting things and as a last resort for defense. The Sarge told us, it was good for taking structures down, when I asked him what structures he was talking about, he wouldn't tell me. What a terp, I think he doesn't like me. Yeah, the Sarge doesn't like me. Near the end of the training session, he wanted to demonstrate the smart ammo we use in all our guns, and singled me out. He put a full clip into me to demon strate the reactive bullet and armor we wear. Not a scratch on me or the armor. I wish he would give me some warning first, scared the crap out of me when unloaded that clip on me. Jerk. Ualtar I took a picture of us "humping the armory" when the sarge wasn't looking with my helmet cam.
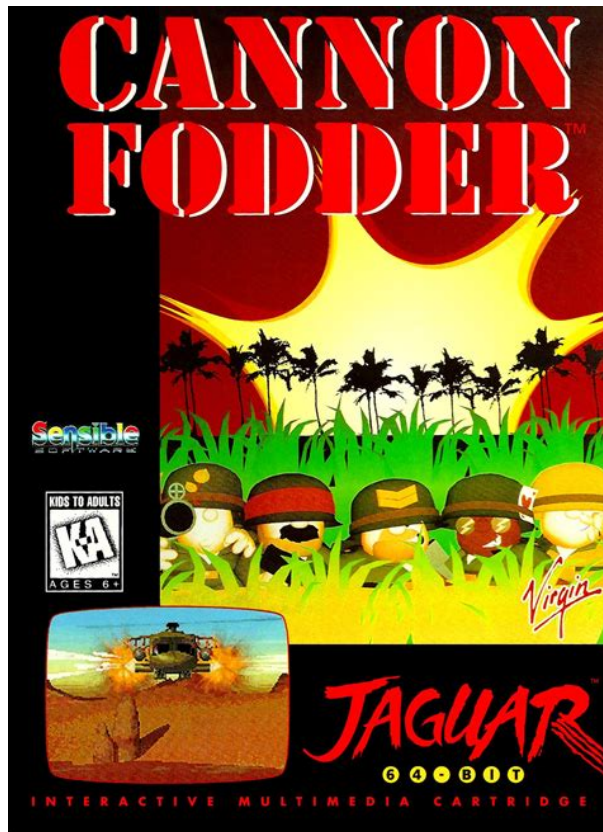
The armory is so cool, it just kept dispensing ammo after we expanded our 4 issued clips. Tech. Corner All weapons do not friendly fire due to smart bullets and armor that are able to absorb the nanite constructed material almost instanteously. However, damage from explosive devices such as cluster grenades, grenades from the grenade launcher and mines are not absorbed. This means you can be hurt by explo sives devices you set or fired, but your explosives still do not harm your fellow marines. Marines are issued with 4 extra mags of 50 FMJ bullets. It will tear through armor and flesh alike. Ammo is displayed on the digital counter near the sight. The barrel is modified to compensate for recoil. The butt of the rifle is slightly weighted, so it can be swung default key "right mouse button, as an absolute last resort when there is no time to reload. Fires a 15mm JHP bullet. Most effective against unarmored foes. Each mag holds 10 bullets, and you have 4 extra mags. This gun is a semiautomatic pistol that are good for long range targets due to the larger projectile weight compared to the assault rifle's. Used to chop stuff and kill things. Sharp and effective, good to use on things that don't move so you can conserve ammo. Due to its limited range, it is NOT recommended for engaging live Kharaa targets. Commander WasabiOne in structed the squad to build an Observatory in base first, then we built 2 Phase Gates at opposite ends of the base. Those "Door ways of Light" are really awesome. Jump in one gate and come out the other one. Shoooooosh. As we were getting used to the disorientation after the jump, the Comm yelled over the voice link; "I got movement". "Pull up your HUD map rookies" instructed the Sarge. Sure enough, we could see red dots in range of the movement detec tor on the Observatory. I thought I had to get the gate done, so I kept build ing. Moments later, I felt something hit my back.

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"Look around rookie, if that was a skulk, it would have bit your butt off. Your first job isn't to build, it's to make sure hostiles are not around to bite you." I looked just beyond the Sarge, laying in pools of green blood, not far off was the body of 2 dog like creatures with the biggest mouthful of teeth I have ever seen. "Med pack", the Sarge requested over the voice link. Out of thin air, a med pack materialized followed by an ammo pack. "Thanks Comm", Sarge muttered, as the medpack started to work its magic and his bleeding wounds started to close. An Observatory passively scan a small area around itself to reveal nearby aliens in range. It can also trigger a "distress beacon", which recalls all marines currently on the field back to base. Once two Gates are built, it allows instant travel between the Gates. Allowing Marines to reinforce the front line quickly. When more than 2 Gates are built, Marines are phased between Gates in the order sequence it was built. They heal 50 health per med. Marines are able to request meds via preprogrammed voice commands default key "q". Sometimes defence of an area depends on how fast and accurate the Comm can rain down meds often refer to as a "Med spam". One pack is able to replenish both the primary weapon and side arm. Marines are able to request ammo via preprogrammed voice commands default key "z". The HUD map provides a full layout of the map in the current mission, as well as the designated names of areas. It will also update in real time, all current marine positions and structures. The Command Station computer will also update other relevent information such as hostiles by integrating all images seen through Marine helmetcams. This will require line of sight of the enemy. All structures and friendlies are shown in blue, whilst hostiles are brown. Your own positon is shown as a blue arrow.

Rookies are well advised to look at the HUD map often to get intel on the ebb and flow of battles and also use it to navigate the map without getting lost. Tech. Corner Color scheme of the minimap icons can be changed by server side mods. There is also a mod that displays the names of individual marines on the HUD map to help the team coordinate. The color scheme described here is the default. Don't stand there gawking at the dead skulks. MOVE" he barked. Just as I stepped out of the gate, mines completed researching at the armory. "Hurry up and weld me rookie" the Sarge said as I stepped out of the gate again. "And drop them mines for me to place". As I was patching the Sarge's armor with the welder, he placed one mine at each side of the gate, and one on the wall away from plain sight. "Skulk surprise" he mumbled. "Don't set your mines too close to one another, the

triggers are sensitive, a mine going off too close to another can set it off in a chain." "PG secured in Repair Comm", Sarge reported. "Move on to Cav ern via Cart Tunnel" the commander ordered. "Let's go, rookie" the Sarge said without waiting for an acknowledgement. As we got close to Cavern, the floor was squishy with goop, it sucked our boots to the floor like mud, and sloshed as we walked on it. "Infestation" the Sarge explained. As if that meant anything to me. "Pop this cyst here." The Sarge pointed to a glowing pul sating ball on the floor. I started to stomp on it, but it didn't pop. "Use your welder, idiot", he barked. Yeah, Sarge is really good at explaining and telling me what to do. That ball just melted to the flame of the welder. "They burn good", he said. "You can also attack it to kill it, but I don't want to waste the ammo". As soon as the cyst died, the "infestation" receeded. "Move on, Rookie" he ordered again, and moved without waiting for me. It has a proximity trigger to nonhuman life forms. It will also detonate if it takes too much damage.

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Mines detonating in close proximity to another will set it off. Infestation will also cause mines to detonate as it interferes with the proximity detector. They can be purchased once researched at any armory. There are 3 grenade types available once Grenades are researched Cluster Grenade left A personalized cluster bomb, once primed and thrown or dropped, the HE charge will discharge smaller clusters of HE charges, carpeting a wide area with many small explosions. Effective at damaging clog walls, as it has a wide area of effect. Good for breaking Gorge fortifications. As with all explosive devices, the kinetic energy discharge does not affect your follow marines, but can damage you. Nerve gas Grenade centre High Strategic Command HSC has discovered a mixture of enzymes that are able to cleave the bonds that form the carapace of the Kharaa. The so called Nerve gas is actually a mixture enzyme in a compressed air cannister. Once deployed, the enzyme is slowly released over a small area until the compressed air runs out, any Kharaa life forms or structures with carapace armor will be damaged by this gas mixture. Note the gas does not attack the vital systems of the Kharaa they are still able to bite. This merely softens their carapace to ease the penetration of bullets. Field trials has indicate, the enzyme mixture also works on structures, and the HSC has endorsed their use in assaulting a hive location. The enzyme mixture is not known to be harmful to human subjects or the armor worned by TSF soldiers. Pulse Grenade right Dubbed by the scientist that developed this grenade as bottled lightning, once thrown, a pulse grenade will generate a massive cloud of electrons in a small area. The discharge does some damage to tissue Kharaa and thrower only, most importantly, the electrical discharge seem to disrupt the nervous system of the Kharaa, causing them to attack more slowly.

Marines and Exo suits are immune to this effect as TSF armor is made of a composite nonconductive material, and effectively insulates the marine from the electron pulse. The pulse also reveals cloaked units. Can be purchase at an Armory. This attachment is required to repair structures and armor. Building with the welder tool is also more quiet than the standard issue building tool. This will replace the switch axe when it is purchased. To equip the welder once you have purchased it, press "3" the default key. A welder can repair a destroyed power node significantly faster than the build tool. Tech Corner Generally, each point of armor will absorb 2 points of damage, therefore armor for Marines is worth twice as much health. Make sure you weld and repair your squad's armor, so they are at maximum fighting capacity before an engagement. Repair ing a damaged building or your team mate's armor will also repair your own armor to a lesser extent. As with the switch axe, bringing a welder to a melee fight against an alien isn't standard procedure good luck. Infestation is the way Kharaa claim territory. Kharaa structures require nourishment from infestation inorder to grow and thrive. Once these structures are taken off infestation, they start to die. Field reports have indicated once cysts are destroyed, infestation will retreat quickly. This means if you cut the cyst chain at the middle, all cysts and structures not connected to the Hive will start to slowly die. Cysts

are particularly suceptible to fire eg. welders. Bear in mind the entire Kharaa ecosystem is connected by cysts and infestation, so any damage to cysts or structures will alert the Kharaa Hive to your presence. That was the first time he addressed me by my rank, WOW. The Sarge gave me axe in exchange for my welder. They dont burn as well as cysts he said. My axe was cutting into the body of this thing, all the while, green goop was gushing from its wounds.

"Look alive Private, we got company, check ceilings and walls, whats coming can walk on walls". As the clinkclink sound of sharp claw rang against metal, I tensed. Around the corner, high on the ceiling, something peeked out. Go down the corridor where you can get a clear view of this area, so at least they don't turn you into mince meat first". "Thanks Sarge", I wasn't sure if I should be thankful for the expla nation or the notion I will be Kharaa food. "The parasites will die in about 30 seconds or so, so stay put". We were now engaged at close range. While I was busy reloading my rifle mid fight, I could hear the Sarge's pistol go off, he had switched to his side arm instead of reloading. All the while, med packs started raining down on us.It is a modified pump action XM203 shotgun, fire pattern of the pellets are regular and do not deviate between shots. It holds 6 shells, and you will have 24 shells in reserve. With its great burst damage, it is the weapon of choice to take down lifeforms and structures alike at close range. They are however organic in nature. These serve to gather resources for the Kharaa. TSF protocol recommends destroying these as a priority unless it would compromise a higher mission objective. As with all Kharaa structures, destroying the cysts surrounding the harvester first, will weaken it, and make it easier to destroy. Field reports have indicated they are fast and cunning hunters. Their single claw on each leg, allow it to cling to most surfaces. Consequently, they are able to walk on walls and ceilings to set up ambushes. From casaulty reports, it seems they are also completely silent when walking default key "Shift" to walk. On dissection, we also found a curious layer of muscle around the legs that seem to actuate on nonhorizontal surfaces. Field reports has confirmed that when Skulks jump off nonhorizontal surfaces walls for example, they go a little faster.

Colonel IronHorse has coined the term "wall jumping" default jump key is "space" for this behaviour. Skulks appear to favour biting as their primary attack default "left mouse button". We also found a gland around their nostril that contain parasites. These parasites are able to be expelled by the Skulk at great speed press "2" to equip parasite, and left mouse to use. Once parasites attach to a marine or a structure, all Kharaa in the area appear to be aware of the Marine's position and actions. The parasites will die after about 30 seconds once it leaves the Skulk's glands. Polymorphism Skulks are the base lifeform of the Kharaa Alien side. They cost nothing to spawn except an egg at a hive, and cost no personal resources to upgrade. They excel in ambush tactics as they are fast, and small, not to mention they are capable of sticking to walls and ceilings ideal place to surprise a marine. This will allow you and your team to see the marines through walls and other obstacles for a short time, allowing your team to determine the best tactic. Head on rush for a skulk toward a marine is pure suicide, so you should divert marine man power by hitting a place on the map that have few marines. A skulks primary role is harrassment, harass marines, harass resource nodes very important. Remember you as a skulk are a silent hunter, do not engage if you dont have to. Rushing in blind is a sure way to die. Because this lifeform is free, it also means you put your body on the line to save higher lifeforms; taking one for the team as it were. Weapons research gives more damaging bullets these upgrades only affect weapons that fire bullets. Each level of weapon upgrade will grant a 10% increase in damage per bullet. Armor upgrades gives Marines 20 extra armor points per upgrade level. A powered Arms Lab is needed to sustain upgrades. Make sure you protect your Arms Lab. I tried not to laugh out loud, and felt my thighs aching as we marched back to the phase gate.

"Stay and keep watch rookie, I'll go back for a shotgun and new armor, stay out of sight, so Kharaa coming should attack the gate first, while they are standing still, even you should be able to hit

them." L to R Standard, Deluxe with Kodiak skin, Black, Elite Assault, Assault. The Reinforcement DLC will also contains some skins from the Reinforcement program some rewards will remain exclusive to the Reinforcement program. They are my squad 1 and 2, you are squad 5. Hold Repair and wait for my orders" 2 minutes later, we were given orders to move to Cavern again. We have set up a 3 gate lock down of Operations, Deposit and Repair. The plan was to move the Repair phase gate down to Cart Tunnel. As usual, I was on building duty, but this time, Sarge said to just prep the power as we are in enemy territory. By the puzzle look on my face, I think he figured I didn't know what he was talking about. "Build the power to near complete, but don't finish it, then get the gate up" he grumbled. Just as the gate lit up from the power, I could hear a chipping sound in quick succession, and smoke trails going to the power node. "Damn lerks," the Sarge grunted as he stepped out from cover with his pistol and fired into the darkness to fend off whatever was damaging the power node. Then, the familiar sound of claw on metal was behind me. "Sarge" I called out before spinning around, rifle at the ready. It was almost on me, I will never forget the jaw full of sharp teeth that tore at me. It bit me once, but I manage to jump sideways to dodge the next bite, all the while firing my rifle in its general di rection. With my last bullet, I manage to take it down. Then I hear the plop plop of something heavy running along the corridor. It was this large chubby creature, not unlike a pig or hippo. It would almost be cute if not for its mouth full of bad teeth, and scales. It look like some sort of war pig thing. As I was reloading, it started to spit at me.

I unload my clip into it, obviously wounded, it start ed to breath a fine mist that floated in the air and clinged to it. That mist must have healing properties, as the wounds I inflict, started to close up. Before he could reload, from the corner of my eye, I spoted something closing on the Sarge. "Look out" I shouted. Instinctively, the Sarge spun around and let his shotgun do the talking. The pellets peppered the flying thing as it closed in and bit the Sarge. Bleeding heavily, it turned in mid air and started to fly away. Sarge whipped out his pistol and started to take shots, I pulled out my pistol and did the same. Just before it rounded the corner, the flyer suddenly dropped from the air and collapsed in a heap. "Leeeeeerksssss" Sarge stammered, obvious from the pain of the bite, "neurotoxin in the bite", he was looking paler by the sec on. As usual, the Comm started to drop med packs for both of us. "Weld up my armor rookie, after you finish, give me your welder so I can weld yours". As I was welding up Sarge's armor, he gave the Comm a report of the lifeforms seen and what happen. "Have to assume the Comm didn't see things, communication is paramount on missions." As if to confirm what he just said, the Comm gave new orders for squads 1 and 2 to push on quickly to Central Drilling, and for us to go push into Cavern. Tech Corner Dropping and picking up welders and weapons is done by press "g" default. Equip the thing you want to drop numbers 15 depending on your loadout, and hit "g". Use the "g" key to pick up. The item will take up the relevent slot in your items. Tech Corner Preping a power node Power nodes that have not completely built cannot be de stroyed they still appear blue and transparent. Preping is favored in unknown territory, as less time is needed to get the power up when required. The general sequence of events are build power node to 95%, build your structure to complete, then touch the power node to power up the room.

In this way, if the marines lose the room during the building process, the com mander can recycle structures and have the power nearly built for retaking the room. The earliest reports of a gorge sighting was by Lieutenant Hugh "Strayan" Jeremy. Being an Australian, the first thing he thought to do was to catch and ride the thing. Kharaa are not amendable to being domesticated. And he ended up putting 2 clips into it. Gorge sightings has generally accompanied intense combat, they are often seen in the back line, either spitting default "1" then left mouse at marines or breathing a healing mist default right mouse on the Kharaa life forms like a field combat medic. There are also reports of them acting as early mine sweepers as their spit is more effective 4 spits at setting off mines compared to skulk parasites 10 parasites. Marines are well advised to target these as they are a valuable asset to the Kharaa. We postulate the underbelly of a gorge extrude slime similar to a slug,

as marines report they are able to slide on their belly default key "shift" for a quick get away. From field reports, the healing mist also accelerates Kharaa structure growth. Polymorphism Gorges are the healers and builder lifeform of the Kharaa. These cute fat creatures should be your priority to keep alive all game. As a gorge, the first thing you need to build is generally a Gorge tunnel this allows fast travel to another part of the map. Ask your Commander where they would like the tunnel generally, it is a place that is strategically important which means it WILL be contested. You need to drop one end of the tunnel first in base, and the other end where your Commander wants. Make sure you get your team to scout out the location first, as marines LOVE putting bullets into Gorges easy target. Lifeforms that requre healing has a cross on them. Healing them is a priority as they will probably keep you alive if they live.

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