

Turok 2 - Seeds of Evil PC Walkthrough

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General information

The aim of this game is to eliminate the evil Primagen and prevent his release before he and his brood destroy everything. You will receive tips from a certain Adon, who will inform you about the situation and give you orders along the way.

Before you enter a Level, Adon usually gives you three tasks for each world, which you must complete in order to enter the next Level. In the Levels themselves you will find Keys for the higher Levels, of which you need three. For example, in Level 1 there are Keys for Levels 2 and 3... After you have completed the first world (Port of Adia), you will end up in a dimension that is connected to all worlds. From here you can enter any world/Level, but only if you have the corresponding Level Keys!

This way, you can also use this dimension to enter a world you've been to before and search for forgotten Level Keys (or Primagen Keys) there... In the walkway itself, from which all the corridors to the Level lead off, there is a platform in the middle that, when touched, sends you a message that you need a certain Primagen Key (you need six in total). You can only open this platform with the Primagen Keys, which will take you straight to the very last boss!

The Primagen Keys are distributed throughout each Level. In order to collect a Primagen Key, you must first learn a certain skill. You can obtain this ability from a Talisman by donating an Eagle Feather. You must find the Eagle Feather, activate the appropriate Warp Portal and then enter the Warp Portal. There you will receive a Talisman as a reward for the donated Eagle Feather. These feathers and the matching Talismans are available from the second Level onwards. In the Levels you will see Talisman tiles with the corresponding Talisman symbol. You can use the matching Talisman there; sometimes you also have to enter the tile.

You can only collect the first Primagen Key once you have obtained the first Talisman in the second Level. At the end of the second Level in the HUB in the dimension, go back to the first Level. Collect the first Primagen Key there. As there is no entrance Portal in the first Level, you will have to go to the end of the Level to reach the HUB.

From the second completed Level onwards, the entrance Portal in the Level can also be used as an exit on a later visit.

Once you have completed Level 5 - Hive of the Mantids, you can then go from the HUB to the start of Level 5 and refuel HEALTH and AMMO there.

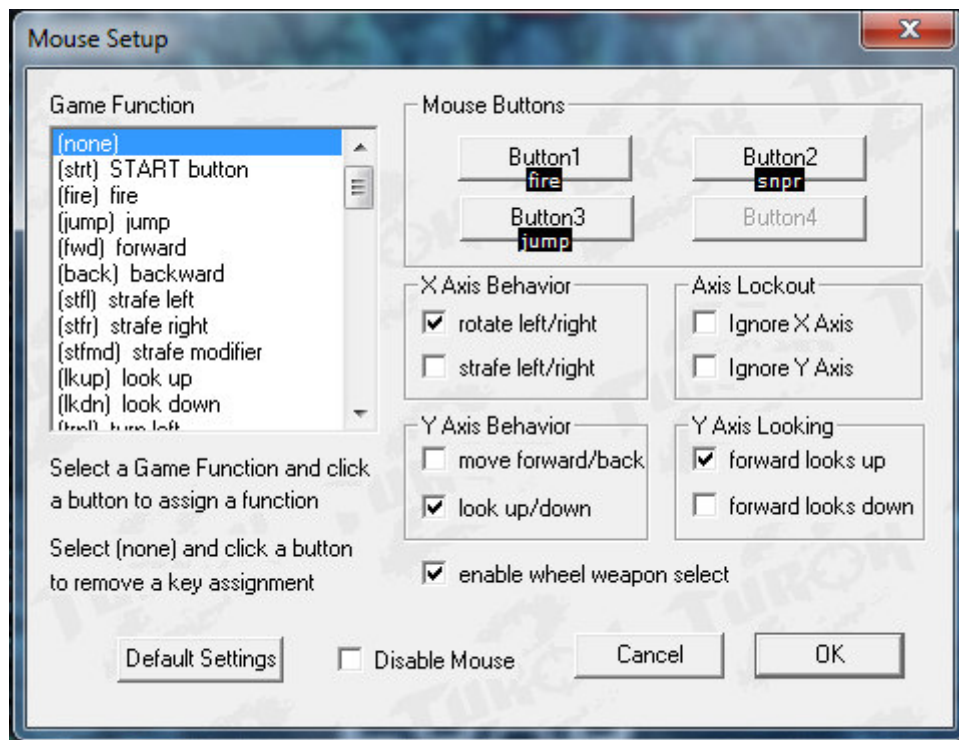
In the sixth Level, you use the fifth Talisman both for the sixth Primagen Key and for the path to the fifth Primagen Key in the fifth Level. After completing the sixth Level, you can also use the fifth Talisman to go to the third Level and find secrets near the third ammunition depot.



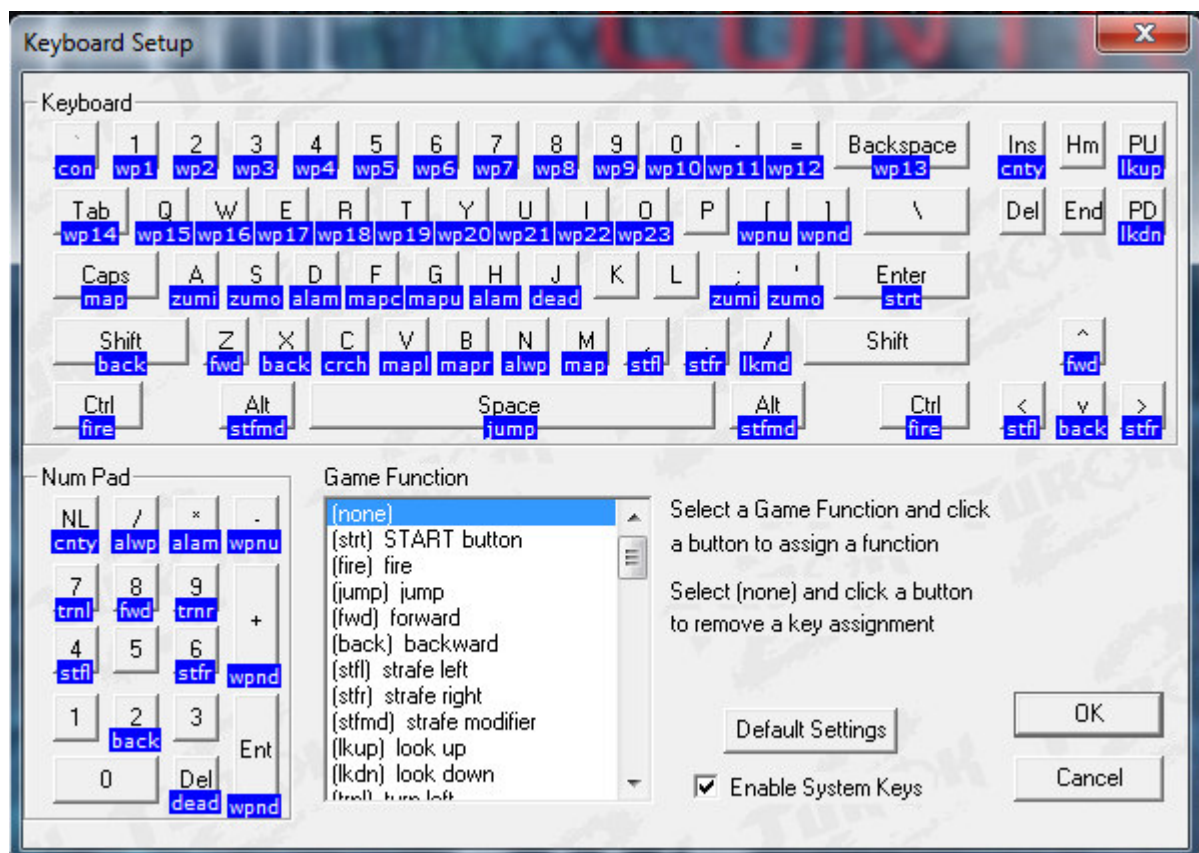
To increase the accuracy of hits on special targets and boss fights, go to START GAME -> Menu -> OPTIONS -> AUTO AIM -> OFF.

For weapons with an aiming device, such as TEK BOW or PLASMA RIFLE, you can zoom in and out using two buttons.

Go to START GAME -> Menu -> OPTIONS -> SETUP CONTROLS -> MOUSE. For example, select **Button1** (fire) and **Button2** (snpr) and then click OK.



Now click on KEYBOARD.



Select two buttons, for example **A** (zumi) and **S** (zumo) and then click OK.
Now click on GO BACK and wait for circa 10 seconds.
In OPTIONS, select GO BACK (to the Menu) and then START GAME.

Select TEK BOW or PLASMA RIFLE in the game. Then press the Mouse **Button2** (snpr) for sniper mode, as well as **A** (zumi) to zoom in and **S** (zumo) to zoom out. To exit sniper mode, press the Mouse **Button2** (snpr) again.

In the game you will find crosses in different colors, these are health pickups to refresh your health. The silver cross (Health) stands for 2 health points and the blue cross (Health) stands for 10 health points. The orange cross (Full Health) gives you 100 health points and the gold cross (Ultra Health) gives you an additional 100 health points. For example, if you find a gold cross while you still have 100 points, you will now have 200 health points. This is the maximum amount of health.

You will also see gold diamonds (Gold Life Force) and red diamonds (Red Life Force), which are life force boosters. Gold Life Force stands for 1 life point and Red Life Force stands for 10 life points. If you have collected 100 life points, you will receive an extra life via reincarnation.

There are Save Portals in the game, mostly with HEALTH and AMMO, but you can save at any time with Esc -> SAVE GAME -> SAVE GAME -> OK. If all save slots are occupied, delete a savegame with DELETE SELECTED GAME -> DELETE? -> YES -> OK to save.

Level 1 - Port of Adia

Mission Objectives:

- Activate three warning beacons
- Free four children
- Activate the warp portals
- Protect the energy totem at all cost

Secrets in Level 1

- Three Life Force diamonds in a sunken boat
- Pistol in a tunnel
- Three blue Health in a hidden room near a pillar with a switch
- Refueling area for AMMO and HEALTH above a ladder near a wooden platform
- Refueling area for AMMO and HEALTH in a hidden room near a teleporter
- Shoot three white seagulls in the sky and climb up a ladder to an Ultra Health with eight Red Life Force diamonds
- Climb a ladder near two palm trees to four Red Life Force diamonds and a blue Health
- Refueling area for AMMO and HEALTH in a hidden room opposite a teleporter
- Refueling area for AMMO and HEALTH behind a gate with a switch
- Refueling area for AMMO behind crates and a gate by a switch

Section 1

After a ship explodes in front of you, you can move. Turn right and run forward over the ramp. Turn left behind it and discover a hole on the right side of the wall, behind which there is a switch. You can only activate this with an energy cell. Run back to the left to the long ramp and discover a barrel on the wall to the right of it. Hit/shoot it, whereupon the barrel explodes and opens up a hidden room. Go into this room and climb up the ladder.

Once you're at the top, go through the first tunnel and then jump into the second tunnel. Get the energy cell in the space behind it and go back outside through the two tunnels. Turn left into the hole in the wall and stand in front of the switch, whereupon you will automatically use the energy cell and activate a warning lighthouse. Now go back to where you found the energy cell and climb up the ladder immediately to your left. Drop into the large room and run left around the middle raised platform to find a ladder that leads to this same platform. Climb up this and go into the teleporter in the middle of the platform.

Section 2

You are in a different place and now you have to keep running. Take the path to the left into the corridor and in the next room on the right you will find the Level 2 Key on a pyramid-shaped platform. Continue straight into the tunnel and turn right. In the next room you can see a barrel in the back right in a lit place that you have to shoot. After it has exploded and opened up a corridor, you can enter it. Behind it turn left into the large hall and you will see two pools of water to the left and right in front of you.

Jump into the right pool and dive backwards to the end. There you can see a small ramp on the right that you have to jump onto to get to the Level. Press the switch on the right in the room to release a mechanism and then climb up the ladder to the right of the switch. Cross the long tunnel and carefully let yourself fall forward. You will land on a raised outer ring that is at the top of the large hall! Turn right and run along the wall until you see an alcove in it.

Activate the switch there, turn around and continue to the right until you reach the end of the outer ring, where you have to climb up the ladder.

Run into the dark tunnel and pick up the flashlight in the space between so you can see better. Then find the ladder on the left side and climb up it.

Cross the long tunnel and drop down into the next room. Press the switch on the wall to the left, and a wall will open to your right. Run in there and in the next room on the middle platform you will find the first trapped child that you must free. To find the switch for the cage, you must run backwards into the tunnel from your platform (be careful not to fall into the ravine that surrounds the middle platform!). Inside the tunnel you can choose whether to run up the ramp to the left or right, as both paths lead to the same room!

Once you have reached the top, you must go to the middle room, where you can press the switch and open the cage.

Climb back down the ramp and run around the middle platform, where you will see that a bridge has been lowered, making the middle platform accessible.

Touch the child so that you can free it. After you have done this, turn around and run back to the front into the large hall with the raised outer ring. Drop down to the ground Level and run through the open door to the left of the entrance to the room. At the end of the room you will find the next teleporter, which you should now stand in.

Section 3

Run straight past the rubble until you can see a closed black gate at the back left. Turn right and run around the corner to the back where you will find a switch on the wall that opens the gate. Press this and then go through the open gate. Follow the corridor behind it until a door opens automatically in front of you, revealing a room. Climb up the ladder on the left and press the switch at the top on the right. Then drop down and run through the open gate. Behind the corner is the next ladder that you have to climb up to press the switch on the left. Once you have done this, drop down and turn right through the open grate.

Climb up the ramp here and cross the small curved bridge outside. Behind it you will notice that you are back in the starting area. Turn around at this point and run back to where you climbed the ramp. Continue straight ahead from here and follow the path until you reach a place where a gate opens on the right. Jump onto the small elevation in front of the gate and go into the long corridor that you pass through to the other side of the area. Here there is an elevation with four supports on the left.

From the corridor you just came from, turn right and climb up a ladder. You can refuel AMMO there.

Go to the next area at the back left, where you can see two bridge parts above you. Turn left and continue into the next area, which is also a bit foggy. Here you will see a big boat standing on a few supports. Run past it and shoot the enemy in the back right corner so that a door opens behind it.

Don't run through it yet, but discover a barrel to the right of the door that, if you shoot it, will blow up a corridor! Do this and get the energy cell from there. Turn around, run back to the boat and from there turn left to the boxes. You now have to jump up these until you are on the upper platform where there is a ladder. Climb up this and use the energy cell on the top of the platform on the right to activate the second warning lighthouse!

After you have done this, drop down, pass the open door at the back right where you shot down the enemy and go into the teleporter behind it.

Section 4

Run out of the starting room and turn right into the path. Behind it you will find yourself in a large area with two boats. Run past them and find a ramp in the back corner, in front of which an enemy is shooting at you. Get him out of the way and pass the open door behind him to press the switch there.

Turn around, let yourself fall straight down from the platform and get the energy cell from the open room immediately to your left. Turn around and run left into the opposite room, where you don't press the switch yet! Instead, turn right in front of it and you will see a few boxes on the left.

Run between them so that you can use the energy cell on the switch there! This will display the message that you have completed the warning lighthouse mission! Now run right back to the switch, which you can now press.

Then turn around and run right through the open door. Turn right into the corridor and follow it to the back. Climb up a ramp there and follow the corridor further until you come to the area where the bridge parts that you saw from below are put together. Cross this and turn right in the back corridor to the first Save Portal with HEALTH and AMMO.

After you have saved here, press the switch on the other side of the Save Portal. You have now opened a gate at a different location. Run back onto the bridge and jump from there to the right onto the lower Level. Pass through one of the two archways and jump into the tunnel behind it. Drop into the water behind it and run around the platform to the left where you can find a ladder. Climb up this and press the switch. You may be able to hear the whining of a child from this point.

Turn left and jump over the hole into the tunnel. Drop down behind it to land next to the child in the cage. After the doors have opened on all sides, you have to kill the enemies that have been released and then go to the back room where you flip the switch to open the cage. Once you have done this, touch the second child to free him! Then climb the ladder back up into the tunnel and jump onto the platform opposite. From here, run around the corner to the right and go into the teleporter. Climb up the long ladder in front of you and collect the Level 2 Key from the pedestal.

Then jump into the tunnel and carefully stand at the end. From here, look directly down and you will see the narrow platform that you must carefully drop onto. Once you have done this, turn left and run backwards through the open door. Once you have passed the corridor behind it, you will find a teleporter behind it that you must now go into.

Section 5

Run out of the teleporter and turn around. Shoot the barrel in the corner. You will see a gray room where you can refuel HEALTH and AMMO.

Go forward into the open area. There is a fountain in the middle, which you walk past on the right. Turn into the right corridor at the back and run into the building.

Inside, climb the ramp up and enter a room with a deactivated teleporter. Go to the back left corner of the room, where you will find a switch. Press it immediately to activate the teleporter. Since you shouldn't use it yet, turn around and run right into the next corridor, which you have to climb up.

As soon as you reach the next large area, run straight along the right wall to the back until you find an entrance on this side.

Run in there and press the switch, whereupon a door opens on the right as soon as you turn around. Don't run past it yet, however, but run along the boxes on the left and turn right into the path behind them.

Pass the gap and take the path behind it to the left. From here, go straight to the large archway and from there to the left to the edge of the platform.

If you now take a look at the opposite side, you can see an alcove a little further below you where there is a switch. Jump in there very carefully and press the switch to open a door near the waterfall.

Drop down from the alcove and run to the right into the large area. At the very back you can see the waterfall that you have to run to - behind it you will find an open corridor. Enter this and get the Level 3 Key inside. Then turn around and run to the left out of the room the whole way you went before (past the teleporter and further up to the large area, where you run to the back left to the large archways). You will now be able to run through the large archways and behind them you will find a teleporter and a Save Portal with HEALTH and AMMO on the right. After you have saved your adventure, you can go into the teleporter on the right.

Section 6

Run out of the teleporter and shoot at the barrel on the wall opposite. You will see a gray room where you can refuel HEALTH and AMMO.

Turn right into the next area. There you have to run past the fallen pillars on the right and you will find two large winged predator statues behind them. Turn around and you will see a higher ladder on the left wall that you just ran past. Now run back to the first lowest pillar and jump up bit by bit until you are opposite the ladder. Take a running jump onto the short ladder and climb up it. After you have flipped the switch there, a corridor opens up to the left of the fallen pillars from your field of vision when you turn around. Go into this corridor and stand at the back with your back to the hole so that you can climb down the ladder there.

Wait a short while and the side walls will open and enemies will jump out. Kill them and run into the corridor where the switch is. After you have flipped it, you have to turn to the right and activate the new switch on the left side. Two more walls will then open behind you and enemies will come running out of them.

Go to this side and run into the left corridor where you have to press the switch. Turn around again and see that the walls on the left and right on the other side have opened.

Press the last switch on the left at the back so that the wooden gates open. Go through one of the two gates and find the third trapped child in a room behind it. Stand in front of the cage and opposite you behind the ravine you will see a lever that you must press. After you have opened the cage, all you have to do is run to the child and touch it to free it. Turn around, run back to the right into the previous room and go to the ladder in the middle at the back to climb up it. When you are back upstairs, turn left at the pillars and go to the large area with the two winged predator statues. Run past them to the back and right walls and find a switch next to the waterfall - turn both of them.

A corridor will then open up in the waterfall that you can walk through. Do this and follow the corridor until you are automatically teleported to another location. Exit your corridor and see a huge explosion take place next to the house.

Then enter the house and find a switch inside, which you press. Turn around and turn right around the corner outside the house, where you can see the corridor that has just opened behind the boxes on the left. Run into it and go to the other side of the corridor, where you will reach the next large area. Run straight past the stairs and find an entrance on the right side of the building, which you run into.

Follow this to the end, where you will find a switch and have to press it. This will open a gate outside and connect a bridge.

Leave the building and turn right around the corner. Opposite you will see a ramp that you have to walk up. Pass the open corridor on the right and cross the bridge, behind which the door opens automatically. Pass it and go to the teleporter behind it.

Section 7

Run forward and turn right out of the building. Climb down the ramp just a little way, take a running jump to the right onto the roof of the other building and turn to the right where you can see a niche in the wall. Jump carefully into it and press the switch. Drop down and run to the right around the house where you can see a hole in the back wall.

Press both switches there, then a gate will go up and a raptor will attack you. You can refuel HEALTH and AMMO in the raptor's room.

You can also hear the wailing of the fourth child. Then run out of the room again and turn left at the corner. Jump over the boxes at the back to the highest one and press the switch there. Do not jump off the boxes, as a hole has opened up to the right of the switch. Go into this and stand at the end of the corridor with your back to the hole so that you can climb down the ladder. When you get to the bottom, turn around and see the fourth trapped child on the middle platform. Drop down into the lower room and go into the back left corridor. Inside, climb up the ramp and go behind it to the left into the next corridor.

Follow this until you see two openings in the corridor on the right. Go into the first opening and watch as the bridges to the middle platform descend. Now run to the ladder that is on the raised area and jump onto it so you can climb up. Once you've done this, there is another bridge to the left of the cage with the child, which you first cross. Follow the long corridor to the end and press the lever there. Then turn left, take a running jump onto the raised area with the cage and touch the fourth and final child to free him. Behind the cage on the lower Level another wall has opened. There is a teleporter there. Go there and be teleported to another location.

Section 8

You are back at the place where you climbed down the ladder that led to the child. Run forward past the boxes and go straight to the opposite wall, where you can turn left into a corridor.

Follow this around numerous corners, where you will eventually find another switch. Flip this and turn left to the open gate. Pass this and run left behind it to the ramp, which you climb up. Turn left into the room and press the switch that opens a gate behind you. Turn around. Drop down and run straight into the corridor that has just opened, from where you have to go to the next teleporter.

Section 9

Run around the corner to the right, where a gate opens automatically, and press the switch behind it again while running to the right. Turn around and turn left around the corner, where you press another switch.

Then run through the open gate to your right and go behind it in the large area with the house in the middle to the back left corner where you will see a few barrels. Stand up to these and turn around, where you will see the building entrance to your left. Run in there and press the switch inside. Then leave the building again and run back to the entrance area where you will find the second entrance to the large house. Run in there and go into the back room where the bookshelves are.

Walk around it and find the next switch behind it, which you have to press. Then leave the building to the right and find a newly appeared ladder behind the corner, which you climb up. To your right, a wall will explode, revealing a corridor. Before you enter, however, get the Level 2 Key next to the ladder and then run in. Press the switch inside at the end of the room and then run out again.

Let yourself fall straight forward and go into the open alcove with the teleporter that you enter.

Section 10

Run out of the room and turn left. Jump onto the crates in the back corner and press the switch at the top. Behind the wooden crates is an area to refuel AMMO.

Turn around and go through the door opposite. When you have crossed the long corridor and made your way to the end of the path, you will find a Save Portal with HEALTH and AMMO on the back wall at the end. Save your game and then turn into the next corridor. Follow this to the other end and find yourself on a narrow platform. Take the path to the right and run to the end of the platform.

From here, jump forward onto a lower platform where you will land safely. Follow this too until you find an entrance on the right. Run into the long corridor and go through it to the other end.

In the next area, turn left and climb up the ladder. Behind it, climb two more ladders. Continue through the next building and climb up the next ladder on the opposite side. Now you have to follow the long path on your platform until you reach an opening. Look down on the Level and you will see a ladder on both sides.

Now drop down there and first climb up the left ladder. Press the switch and then drop down again.

Turn right and discover an exposed hole next to your ladder, behind which there is a ladder. Climb up this and get the Level 3 Key at the end of the tunnel. You can also refuel HEALTH and AMMO here.

Go back to the open area and now climb up the two ladders opposite. Pass this corridor and run down the ramps until you get to the next area. There you will see a ladder on the left, which you climb up to press the switch. Drop down again and climb up the ladder on the other side. Behind it, follow the ramp up and cross the bridge.

The black gate will automatically open in front of you and you can then go through it. Run down the ramps behind it and drop down from your corridor onto the Level. Run straight along the long path until you find a ladder on the left that you can climb up.

Cross the bridge here and pass the fountain on the left, behind which you can go onto a ramp. Turn left into the building and find a switch in the left area of the room, which you then press. Then go back to the ramp and go to the other part of the building opposite. There you will also find the switch in the back room, which you also have to press.

Once you've done that, leave the building back to the well and find an open corridor on the left and right sides of the ramp. Enter the corridors one after the other and activate the switches inside. Once you've done that, climb the right ramp again and enter the right part of the building. Run to the other end where you'll find a ladder that you have to climb up.

Run forward a little and find the Level 3 Key in an opening on the left wall. Drop down to the lower Level behind it where the fountain is and run forward to cross the bridge to the other side.

Make your way into the middle open passage and climb up the long ramp until you reach a room with a Warp Portal, which is locked. Stand at the left edge of your platform and carefully look down to see a narrow platform. Drop onto it and press the switch to activate the first false Talisman Warp Portal (Oblivion). Then turn around, climb up the ladder and enter the opened Warp Portal.

Section 11

You are in an anteroom and have to go forward into the hall, where a long sequence starts. During this you will see a frightening number of enemies waiting to finish you off!

As soon as you can move again, run straight ahead to the opposite side where you will see a weapon in a corridor. But as soon as you try to enter the corridor, it closes and several enemies appear that you have to defeat.

Look around and run to the places where you can refill your HEALTH and AMMO. Once you have cleared all enemies out of the way, the corridor will open again and you can enter it this time. First fill up your HEALTH and AMMO and then walk to the corridor.

Run to the teleporter at the back and take part of the NUKE weapon. In front of the teleporter, Joshua Fireseed meets Adon, who informs him that more false Talisman Warp Portals have been set up to lure him into a trap.

Section 12

After that, you will find yourself in front of the teleporter again, which you must now use. You will end up back at the place where you entered the Warp Portal. Go into the corridor and walk down the long ramps into the area with the fountain.

Drop down to the lower Level between the two bridges that lead to the other side, turn left and follow the path to the back of the room, inside of which you have to press a switch on the right. Then turn around and press the next switch opposite you. This opens the middle corridor, behind which there is a round Portal.

Run into it and you will find yourself on a platform from where you have to protect the energy totem! The green power bar shows your power, while the red bar shows the power of the enemies. The red power bar also decreases depending on the number of enemies you have killed.

When you have killed so many enemies that the red power bar is used up, you have finished the mission and landed in another place, the dimension. First turn left and discover the Save Portal. Save. You are in another dimension that connects you to all Levels of this game. Behind you is the Portal of the first Level (Port of Adia) and a little further up the walkway are the entrances to the different worlds, which you can only enter with the corresponding Level Keys. Since you already have the Keys for the third Level, you should still open the gate to the second Level (immediately on the right) and go into the Portal behind it. A sequence with Adon begins.

Level 2 - River of Souls

Mission Objectives:

- Destroy two soul gates
- Destroy the three sisters of despair
- Protect the energy totem at all cost

Secrets in Level 2

- Destroy four high watchtowers to unlock a room with Ultra Health and Red Life Force diamonds
- Full Health behind the left wall at the start of the path
- Full Health behind the right wall at the start of the path
- Full Health behind a wall near a tunnel
- Full Health behind a wall near a large archway
- Full Health on a platform near a wall
- Gate switch in a cave under water
- Underwater passage to a Level Key in one of four water basins

- At the Level Key, jump down to a platform with Red Life Force diamonds
- Refueling area for a blue Health on the right after the entrance to the cemetery to the second Sister of Despair
- Ultra Health at the top of the railing at the second Sister of Despair
- Life Force diamonds and four weapons in a hidden room by a Leap of Faith Talisman tile
- Hidden access to a Breath of Life Talisman tile for the second Primagen Key

Section 1

You are now in the second Level of the game. Run forward and discover a dinosaur (riding cannon) in a stable in front of you, which you can climb on! You must now complete the course on your riding cannon.

You have various weapons: the normal cannon (with one of the top buttons) and the rocket shot (triggered by the fire button!). You can also use this vehicle to simply trample enemies without wasting your ammunition! Now turn left and run into the corridor. In the back right corner you can shoot the wall to reveal a corridor. Go in there and run twice to the right around the corner, where you should end up in a dead end. Return through the hole and go straight to the opposite wall, which you can also blow up. Then pass through this hole and go to the area behind it, where you shoot the stationary guns aside. Run back right into the path and follow this long corridor around the following corners to the end, where you end up in a dead end. Turn to the left wall and shoot the destructible wall to be able to go through it.

Turn right at the front and follow the path to a gate that opens automatically in front of you - then pass it. Behind it is a locked gate that you can only open if you destroy the stationary gun that is standing on the roof of a building from behind and shooting at you. Aim at it carefully and eliminate it with a few well-aimed shots (your crosshairs must be a little above the stationary gun because your cannonballs do not fly straight ahead in flight, but rather make an arc). Once you have destroyed the stationary gun, the gate in front of you opens automatically. Pass this and shoot the dark boxes behind it on the left to be able to continue walking. Climb up the ramp and discover two more stationary guns on the archway that you must eliminate.

Then enter the passage through the archway and follow it to the other end, where you will end up outside again. Run forward to the ravine and discover a lowered bridge. Stop here and look up. Discover a cannon on each of the two buildings at the back. Shoot them both to pieces and the lowered bridge will connect for you. Cross it and pass the open gate behind it. There are two cannons on the floor directly in front of you, which you also have to clear out of the way to move on.

Turn right behind it and go up the next two ramps. Cross the next bridge at the top and go down the ramps into the next area.

Turn right here to the boxes and shoot the dark box on the right to be able to pass it. Run straight ahead and discover the next gun on a building at the very back (straight ahead of you). You will find it. Once you have done this, turn left and run back to the right into the corridor. Follow this to the other end and stop in front of the lowered bridge, where you first have to shoot the two guns to connect the bridge.

Once you've done that, you can cross it and go into the stable behind it. At this point, you leave your vehicle again and have to continue on foot! Turn right into the corridor in front of the stable and climb up the wooden ladder. Up there, turn right and walk forward into the room with a teleporter on the right and a Save Portal with HEALTH and AMMO on the left. After you've saved, you can then go into the teleporter.

Section 2

Run forward out of the tunnel and stop at the ravine in front of the lowered bridge. You can connect these by shooting the switches on the right and left towers on the opposite side. If you hear a clicking sound, you have hit the switch. Once you have managed to connect the bridge, cross it and immediately behind it, shoot the barrel to your right to blow a hole in the wall. Run in there and climb up the ladder.

You are now on a platform above the bridge and can see another barrel in the corner on the opposite platform to the left. Shoot it from here and make sure that the lower wall opens there! Climb down the ladder again, cross the bridge and turn right and jump into the opened hole. Climb up the ladder behind it and get the items here and a War Blade.

You can then drop down again and cross the bridge again. This time, however, run straight through the archway and find yourself in a large area. Take the path to the back right and you will find a broken gate that you can run through. Go through the long tunnel and go outside to the right to the opening in the right wall. Opposite you can see a castle with a bridge attached to it. To the left of the bridge, shoot the switch to lower the bridge and then run across the bridge to enter the castle building. Take either the left or the right path here, both lead to the same corridor. Go to the next teleporter in the middle at the top.

Section 3

Run out of the teleporter and look up a bit to the other side where you can see a Key. Now drop down and turn left into the corridor.

When you get to the next room, you have to run up the ramp in front of you. First take the path to the right and then climb the ramp further up. Stay on this until you get to the top and see the Key at the opening. Take this Level 4 Key and turn around again. Now run down two ramps and go straight into the back left corridor, which is filled with Gold Life Force diamonds. Go through it and you will come to an opening.

Drop down here and go to the middle to the raised bridge, which you first have to lower. Now run to the right at the ravine in front of the bridge, where you can find a ladder on the wall. Climb up this and kill the enemy. Turn to the right and from here shoot the enemy on the other tower, whereupon the bridge will lower. Now cross it and take the path to the right, where you have to run down a ramp. Follow the path into the next area and shoot the barrel on the wall to reveal a corridor.

Press the switch inside and turn around again. Now run further to the left into the corridor and cross the bright corridor at the back into the building. Climb up the ramp here and follow the path to the end over a small bridge.

On the opposite wall you will find a switch that you have to activate by shooting at it. Then turn around again and run forward onto the bridge.

Drop down to the left and leave this area back to the right to the place where you pressed a switch. Turn left here and discover that a bridge has been lowered. Cross it and go behind it into the teleporter.

Section 4

Run forward to the edge of your platform and turn right where you can see a Save Portal with HEALTH and AMMO on the wall behind you. Run there and save your journey. Then run up the ramp on the side of the Save Portal and follow it to the left all the way up to an area where there are some Life Force diamonds that lead to a ladder to the left. Follow them and climb up the ladder, where you will pass the open gate behind it. Run straight up the ramp and stop in front of the closed gate. Turn left here and follow the railing to the back where you will find a switch on the wall, which you of course have to press.

Now go back to the still closed gate and go to the ramp in front of it, from where you let yourself fall down to the left. Turn left and you will see an open corridor there. Enter this and follow the long corridor to the end into a room where you will find a closed teleporter. When you enter this room, turn left and press the switch on the wall. Now leave the room to the back right to the balcony and let yourself fall back down to the Level on the right. Run past the waterway on the left and turn right immediately behind it. You can now see a low hole with spikes in the wall on the right side of the wall, behind which there is a Key. Get this gate Key and then run to the other side to the left of the middle ramp, where you will find a second gate Key.

Now climb up the middle ramp with the two Keys in your luggage and place the objects on the two pieces of wall on the ramp with the square golden Keyholes (just touch them). The large gate will then start moving. When you approach it you have to wait a little while until it opens. Then go through the gate and turn left, where you have to press the switch next to the gate. It will open and you have to go through it. Jump up the boxes at the back left and press the switch on the wall that activates the second false Talisman Warp Portal (Oblivion). Now run back out of the building and make your way to the Warp Portal. Drop down the ramp to the left at the front, enter the corridor there and go to the end into the room with the Portal. Stand inside and let yourself be transported to Oblivion.

Section 5

Run forward into the hall and immediately turn left into the room with the enemy. Kill him so you can climb up the ladder behind him. Use the wheel there and turn around. Now run into the opposite room and do the same again. Then go back into the hall and run to the right up the middle ramp to the closed door. Now turn around and kill two enemies on each side so that the door opens. Take HEALTH and AMMO in the alcoves.

Once you have defeated the four enemies, go through the door and kill two more enemies behind it (be careful not to fall into the lava!).

Once you have killed them too, fill up your HEALTH and AMMO and go into the open corridor. Get a part of the NUKE weapon there and go to the teleporter at the back.

Section 6

Leave this room to the right onto the balcony and drop down to the right. You will find yourself in the area with the long ramp and the large gate. Run up the ramp and jump into the pool of water behind it.

Dive straight down and you will find a tunnel that you must dive into. Swim to the back wall and dive up from there! You will come to a small room where you will find a switch on the back wall and you must press it. Now dive back the whole way and jump out of the water. Now run left through the open gate and go to the teleporter in the back left corner.

Section 7

Run forward and turn right until you reach a ramp. Run down this to the very bottom and turn right into the area where you have to activate a switch on the left side of the wall. Then turn around and run forward through the open door. Turn left behind it and run into the next room, from where you go into the opposite corridor. Follow this up another ramp and turn into the rear left corridor behind it. Follow this over a bridge and run up another ramp behind it, where you will find the next bridge. Cross this and then another one. Go back into the building behind it.

Now follow the entire path on your platform to the end, where you will come to an opening with a niche with a weapon on the opposite side. Jump over there and then drop down onto the path. Run back to the left across the platforms and turn right twice, back into the opened corridor.

Pass this and go back into the opposite corridor. Run up the ramp and this time turn right into the corridor behind it. Follow the path into the next corridor and follow this up the ramp. Before the second ramp, press the switch on the wall in the right-hand room and then run further up, where you will pass an open door. Run down the ramp on the right behind it and turn left at the next two corners. Here you should find a bridge behind the middle building, which you cross. Press the switch there and immediately turn around so that you can see the door opening opposite you. Run into the building and press the switch on the back wall.

Turn around again and take the path behind the building twice to the right. Then go up the ramp at the back left and run straight ahead into the wide corridor opposite. Go down the ramp here and enter the room at the front where there is a Soul Gate. Shoot it until it is destroyed! Pistol ammunition and green Shotgun ammunition can be refueled in the entrance area at the Soul Gate. This still works even if the Soul Gate has been destroyed.

Once you have successfully eliminated it, you can run back up the ramp from which you just came. Go to the second opening on the left and let yourself fall down.

Run forward past the building again and drop down to the right on the bridge. Go under the roof and shoot the barrel in the corner to reveal a corridor.

Pass this and run into the next corridor, where you run up the ramp. You will come to an area with a raised bridge. Stand to the left of it and shoot the switch on the opposite side to connect the bridge. Cross it and turn left into the corridor, where you climb up a ramp. Press the switch in the left room, turn around and take the path to the left through the open door. Behind it, climb up the ramp immediately to the left and turn left into the open middle door. Take either the left or right corridor, where you will find a teleporter in the back room, which you must now use.

Section 8

Run either left or right down the ramps and go to a large square behind them. Don't run down here, but balance along the narrow edge on the right until you get to the back. Turn into the right corridor and climb the ramp here.

When you get to the top, turn right and press the switch on the back wall. Turn around and let yourself fall all the way down to the floor. On the left, on the back wall, you'll see the open corridor, which you can now go into. Now follow the very long path to the end, where you'll come to a grate. Climb up the ramp on the left, run up the right landing and turn into the back right corridor. You'll end up in the next square, with a square pillar in the middle.

Now climb the stairs on the left and right one after the other and shoot a switch on the back wall so that the square pillar opens and reveals a teleporter into which you go.

Section 9

Climb up the ladder in front of you and turn right, where you have to run into the tunnel. Follow this corridor until you see a corridor on the right-hand side and go in there. Run down the ramp and jump into the small pool of water behind it. Dive down to the bottom and into the tunnel. At the end, turn left and swim all the way along until you reach a green hall. Jump out of the water here and run up the ramp to a gold-colored chamber with two entrances. As soon as you enter the chamber, the entrances close. In the middle of the chamber is a golden Ultra Health.

Go to the back to the place where there are a few arrows and turn around. On the opposite wall you will see a symbol that you need to shoot to open the entrances. The symbol also opens a hidden entrance in the green hall.

Enter this entrance and run behind it in the next room to the right into the open passage. There is also a left passage here that leads up to a Leap of Faith Talisman tile. However, this will only become interesting later when you have the Leap of Faith Talisman. Now turn right and follow the long path to the end into the teleporter.

Section 10

Get the flashlight and run into the corridor to the right. In the next room you will find a blue gate on the left that is closed. Stand directly in front of it and turn around to kill the undead that have appeared. Now pass through the open gate and climb up a ladder at the other end. Run into the next room, drop down into it and shoot the undead. Here you can refuel pistol ammunition and green Shotgun ammunition.

Stand in front of the green gate and keep shooting the undead until a Sister of Despair appears. Kill her and now run from the open gate to the back right into the corridor. Go left, right, left, left and into the teleporter.

Section 11

Jump into the water at the front and dive to the other side. Get out of the water and run through the passage until you see the green hall on the left. Run forward into the middle of the hall and jump into the water on the right where you can see a passage in the water in front of you. Dive into it and follow it. At the next intersection, just swim straight ahead until you reach the next room. Dive onto land at the round middle platform and press all four light buttons in the column.

Once you've done that, go to the back of the platform where there is a ladder - climb up it. Cross the bridge and turn right into the corridor behind it.

Follow this into the next room and continue straight ahead into the back corridor. Climb down the ramp to the left and follow this corridor to the end into a teleporter.

Section 12

Climb down the ladder to your left and go back through the opening into the next area. Run up the ramp on the left and back into the tunnel.

Cross the long corridor into another area and go to the back right into the next corridor. Follow this forward and you will find a barrel in the corner that you have to shoot. Run into this exposed corridor and turn right. Go to the end and from here shoot the switch in the wall opposite. Drop down and go through the open grate opposite. Now go left, right, right, left and press the switch there. Turn around and then run 4 times to the right around the corner and then left through the open grate into the next teleporter.

Section 13

You are in an area called the Cemetery Gate (appears). Opposite you is a closed gate from which the second Sister of Despair will come out if you have killed enough undead. After you have also finished off the second sister, pass through the gate she came out of and stand in the teleporter.

Section 14

Run out of the teleporter and turn right into the corridor. Climb up the ladder and follow the corridor to the end, where you can drop down.

Then run up the ramp to the bridge and stand in the middle, where you turn left. Take a running jump into the lower alcove and press the switch there. Turn around and go through the door that just opened. Back on the bridge, drop down and run into the open corridor where there are Life Force diamonds. Turn right at the intersection and run through the large hole in the wall. Go to the back left into the corridor and follow it to the intersection, where you turn left. Stand at the opening and shoot all the enemies aside (you can see a Key on the other side).

Go back and run up the other side. There, turn left into the room with the pools of water and jump into the pool of water at the back left. Dive to the other side and at the end you will get the Level 4 Key you just saw.

Turn around and run back into the corridor. Dive again to the other side into the room with the four pools of water and leave the room running up to the left. Go past the closed door and turn right immediately behind the exit so that you find the switch there and press it. Then run back into the building and pass the open door on the right. Kill the enemy in the next room so that you can pass through the next door. Follow the path forward into the next room and run left into the corridor where you can go into the teleporter.

Section 15

You will now see a Warp Portal in front of you. Go immediately to the left and left again. Here you will see the second Primagen Key at the top and a Shotgun and two blue Health at the bottom.

Now run past the closed Warp Portal and cross the bridge. Cross the passage there and turn right around the corner in the next area, where you press the switch to activate the Warp Portal. Then turn around and run into the passage opposite and follow it upwards.

Go straight ahead again at the intersection and end up outside, where you turn right. Take a running jump onto the lower platform and press the switch on the wall to the right. This will open the access to the exit portal to the right of the switch in the water.

Now turn left and shoot at the barrel. This blows a hole in the wall. Go through it and then right, left, left. You are now standing in front of a Breath of Life Talisman tile. To progress here you will need the Breath of Life Talisman, which you will only get in Level 3 - Death Marshes. Then you have to come back here. You will also need the Leap of Faith Talisman, which is waiting for you in the Warp Portal nearby. Then you can collect the second Primagen Key here.

Now go back through the hole in the wall, jump into the water and go ashore where the Warp Portal is. Run over the bridge again and head into the passage opposite. At the top, turn left this time and get onto the green bridge. At the bottom right is a Save Portal with HEALTH and AMMO.

Drop into the hole at the back and run into the room. Go through the door at the back, which opens automatically, and climb the long ramp behind it to the top, where you enter the teleporter.

Section 16

Run through the blue gate on the right and you will find yourself in the cemetery area. After the entrance gate, there is an area on the right where you can refuel a blue Health with 10 health points. Green Shotgun ammunition can be refueled in the middle area of the cemetery.

You now have to open the opposite gate by killing enough enemies. Then pass through it (the message "cemetery gate open" will appear) and you will find yourself in the second area. There are two closed gates on the left and three on the right, which will open if you kill all the undead that are here.

Once you have finally opened the gates (it might take a while), press a switch in one of the left gates and a switch in two of the right gates. The message "cemetery gate open" will then appear and you can pass through. Kill four strong undead behind them, which you have to look for, so that four gates open here (two on each side).

Press a switch inside each (there are four in total) to open another cemetery gate. Pass through this too and run around the pool with toxic water behind it to press a switch there.

Since nothing has happened here, you have to go back to the previous area. Run into the now open room on the left and kill the strong undead there, whereupon you will receive a cemetery Key. Get the second cemetery Key from the strong undead in the other room. Now you can go back to the area with the pool and insert the Keys in the hole on both sides. A bridge will appear, which you should then walk across.

In the back room is the third and final Sister of Despair, who you have to finish off.

Once you have finished her off, continue through to the back and get a golden Ultra Health at the top. Then run back to the teleporter you came from.

Now turn left, drop into the passage at the top of the ramp on the left and collect the brown Eagle Feather. Then leave the room downwards and go into the passage at the back on the right, where you run up the ramp.

At the top, run around the corner to the left and climb up another ramp. Turn right into the corridor and cross the bridge behind the door. When you reach a locked gate, turn around and run back into the building, where you turn right. Pass through the opening door and kill two enemies behind it so that the door opens.

Get the Level 4 Key from there and press the switch behind it. Now go back and go over the previous bridge again, where the gate has now opened.

Follow this corridor to the end, where the second Soul Gate is! Pistol ammunition and green Shotgun ammunition can be refueled in the entrance area at the Soul Gate. This still works even if the Soul Gate has been destroyed.

Shoot it until it explodes and a message will appear saying that you have completed the mission!

Run out of the building and down the ramp. Then go straight ahead diagonally to the right and drop down. Now walk up the ramp to the teleporter, then slide down to the right and go to the Warp Portal at the back.

Section 17

Run forward to the dish and watch the sequence. You will receive the Leap of Faith Talisman, which you can use to jump higher if you are standing on the matching Talisman tile. Now go into the room and get the Leap of Faith. Once you have acquired the Talisman, you can return to the teleporter.

Normally you leave the level now by going forward to the ramp next to the bridge and diving into the water there to swim straight ahead to the exit portal.

But since you're in the mood for a secret, here's what you do now.
Run to the teleporter in the passage opposite the warp portal.

Then go left through the long shallow pool of water towards the Leap of Faith Talisman tile and then right past the tile. Drop down and pick up the first Tranquilizer Gun. There are also four silver Health here. Now climb up the short ladder and stand on the Leap of Faith Talisman tile.

Then fly in a high arc with lots of Gold Life Force diamonds to the other side to the orange Full Health. Now run to the ladder and climb up to the teleporter.

Continue to the bridge and jump into the water. Swim around until you see the tunnel and then dive straight ahead, right to the end, left, right into the green hall with the gold-colored chamber. Get out of the water, go to the opening in the wall and then up the long ladder to the left.

At the top, go right, left, right, left and then up the second long ladder. At the very top, shoot an Endtrail and then enter the Leap of Faith Talisman tile.

Then fly in a high arc to the other side to the golden Ultra Health. Now collect all the Red Life Force and Gold Life Force diamonds. Then turn right and shoot at the barrel in the corner.

Go through the hole in the wall and collect more Red Life Force and Gold Life Force diamonds. At the end of the path you will find four weapons in a room. Now step back a little and shoot at the next barrel. Leave the room through the hole and return to the Leap of Faith Talisman tile to get back to the other side.

Climb down the ladder and then go right, left, right, left to the slope with the next ladder. Climb down this ladder too, turn right, go to the middle of the green hall below and jump into the water at the tunnel.

Swim straight ahead, left, right to the end, left and then surface at the pillar in the middle. Jump over to the ladder and climb up. Run over the bridge and up the passage to the next bridge and through the passage to the teleporter.

Then jump down from above and run to the entrance on the left. Cross two courtyards until you come to a place where you have to decide whether to go up the left or right ramp. Choose the right ramp here and go up until an open green door appears on the left.

Go through the door and continue until the long shallow pool of water at the Leap of Faith Talisman tile appears on the right. Turn left here and run to the teleporter.

Go past the Warp Portal to the ramp next to the bridge and dive into the water. Dive straight up on the other side and go forward to the end into the Exit Portal. You will land at the energy totem, which you must now defend from the attacking enemies.

Again, there are two power bars (the green is that of the energy totem and the red is the power of the enemies). If you have successfully mastered defending the energy totem, you will land in the dimension that connects the worlds. Use this opportunity to save!

With the Leap of Faith Talisman you can get the first Primagen Key in Level 1.

You will only need the six Primagen Keys at the end of the journey to reach the Primagen's battle arena. You can therefore choose whether you collect the Primagen Keys in the Levels when they are accessible via Talisman, or whether you travel to the Levels at the end of Level 6 via the HUB in the dimension and collect the Primagen Keys there.

Now go into the circular path and touch the first stones on the left-hand side to open the entrance to Level 3.

Level 3 - Death Marshes

Mission Objectives:

- Free five prisoners
- Destroy three ammunition depots
- Protect the energy totem at all cost

Secrets in Level 3

- Shoot at the first wasp nest and wait, the wasps kill each other, only one survives
- Jump over to where the first wasp nest was, there is now a refueling area for AMMO
- Hidden Level Key behind a plant by a campfire
- Shoot the second wasp nest and wait, only one wasp remains
- Hidden Satchel Charge in the swamp near a teleporter
- To the right of a wall near a green wall is a Full Health at the back
- There is a refueling area for AMMO to the left of a wall by a long passage with logs
- Refueling area for AMMO opposite the switch for the third false Talisman Warp Portal
- Behind the wall by the poisonous green water on the right is red shotgun ammunition
- Next to a watchtower with a yellow-green flag is a refueling area for AMMO
- Refueling area for AMMO and HEALTH on a wooden walkway next to a building with a blue and gold flag

- To the left of the building is green shotgun ammunition and to the left along the edge to the rear is a PLASMA RIFLE
- Shredder by a watchtower with a blue and gold flag
- Full Health in a pit from which a War Club jumped
- Full Health on a prison cage and a Grenade Launcher next to it
- Two sneak paths between two walls to Tek arrows, as well as Pistol ammo and a loophole under the wall
- Shoot at the third wasp nest. Underneath is a refueling area for AMMO and HEALTH
- Jump into the yellow water at a Breath of Life Talisman tile near a teleporter and dive through the tunnel with the Torpedo Launcher. Go ashore and collect the third Primagen Key
- Then collect the Grenade Launcher and a box of Pistol ammunition
- Now jump into the water at the back of the fence with Gold Life Force diamonds and get the Ultra Health. Then return to the tunnel, collect Red Life Force diamonds on the way and go ashore at the end of the lake on the left
- Mag 60 at the top on a platform near a tree, jump left to reach the entrance portal
- If you go to the cages at the third ammo depot with the Eye of Truth Talisman, there is a cage with a Scorpion Launcher at the back left. To get back there, jump onto a raft and continue up a slanting tree trunk

Section 1

Run forward over the wooden bridge and go behind it to the left to the next bridge, which will suddenly explode in front of you! Then drop down under the bridge onto the platform and turn left towards the ravine.

You will see three platforms there that you have to jump over to the other side. There you will discover fallen tree trunks that serve as a bridge and that you can cross. On the other side, keep running straight ahead and jump from the left bridge over the hole to the other side. Turn right and run down the path to the left.

Turn right behind it and run forward over the bridge, which you have to cross quickly because it dissolves (if you fall into the water, wait a moment for a new bridge to appear). Jump over two more bridges to the other bank and immediately turn left, where you should get the Level 5 Key behind the corner.

Then run to the other side and past the fireplace, where you will cross a broken bridge. Follow this path to the other side of the river and run past the flags with blood stains. Jump over the two platforms in the water to the other side and do not run past the houses yet.

Turn left in front of the first house on the right and run left around the corner in the swamp. At the end you will find an item, the pocket explosive device, which you need to blow up the ammunition depots.

Now run past the houses, turn right here (don't go into the left teleporter yet!) and cross the bridge to free the first prisoner behind it by shooting open the cell door and touching the guy.

Then run back onto the bridge and jump to the left onto the narrow platform with the Life Force diamonds right at the beginning. Jump around the corner to the right into the path and climb up the ladder behind it.

There is now a building in front of you that you have to shoot from the left side, whereupon the door opens and the message "Arsenal found" appears. Go through the door and stand in the teleporter, which beams you into the first weapons arsenal.

Section 2

Get the flashlight and run into the tunnel and past the boxes. At the intersection, go right and you will find a large box at the top. But before you touch the box, you must be aware that you have planted the explosive device and that you should go back to the teleporter as quickly as possible and get to safety (you have exactly five seconds before everything blows up!)! Once you have managed to get back upstairs, leave the house to the left and drop back down. Jump onto the bridge and run to the back right into the teleporter you ignored earlier.

Section 3

Run forward and jump over the two bridges to the other side of the river. Go forward to the left onto the dark bridge and take the first opportunity to turn left. Follow the path along the right-hand side of the wall up a ramp and a little further on you will find the first Save Portal with HEALTH and AMMO. Then go through the crack in the rock and turn right behind it at the wasp's nest, where you can get the Level 5 Key. Then turn around and turn right from your point of view onto the path that you follow forward. Stand at the edge of your platform at the front and jump down onto the solid platform in the water, where you will find the Shredder.

Turn left and jump over the tree trunk in the water to the other side of the river. Run to the back left onto the dark bridge and follow it to the very back left to the river bank, where you enter the house from which a strong enemy comes running. Go into the teleporter inside.

Section 4

Run left around the corner and straight ahead to the bridge, which you must cross. Ignore the branches and go to the other end of the bridge, where you will see a building on the left. Enter it and follow the path to the other side.

Keep running along the left side of the wall until you come to a ravine with a watchtower and ladder. Around the corner on the left is a platform that you can reach by following the Gold Life Force diamonds to find a Save Portal with HEALTH and AMMO.

Save your journey and then run forward to the elevation where a long ladder leads up. Turn left here however and go to the bridge in front of you.

Cross the long bridge and turn right, where you will kill two Gunners and activate the switch for the third false Talisman Warp Portal (Oblivion).

Opposite the switch is a spot where you can refuel AMMO if you wait about 10 seconds. If you also go to the right behind the wall by the poisonous green water, you will find red shotgun shells.

Now go back over the long bridge and climb up the ladder at the watchtower. Then jump diagonally to the right onto the roof with four Red Life Force diamonds and an orange Full Health. Then cross the tree trunk with four Gold Life Force diamonds and drop down at the end. Now go right to the false Talisman Warp Portal.

Section 5

From the anteroom, go up over the extending walkway to the round platform and kill two Sentinels (Flesh Eaters) with the Shredder. You will now see two Death Guards in the distance. Now switch to the TEK BOW with Tek arrows, which explode with a delay.

Then press the right mouse button for Sniper Mode, aim at the first Death Guard and zoom in as far as possible, for example with the **A** key. Shoot a Tek arrow into the narrow red eye and watch as the head explodes after a short delay. Turn off the sniper mode briefly, turn to the other side and kill the second Death Guard in the same way. Now switch to the Shredder Shotgun and run into the room where HEALTH and AMMO are. Fill up here and then go back to the round platform.

In the distance you will see two Death Guards standing next to each other. Kill them with the TEK BOW with Tek arrows and then immediately switch to the Shredder because a Lord of the Flesh is now attacking you. After you have defeated the Lord, refuel with HEALTH and AMMO, then get a part of the NUKE weapon and go to the back of the teleporter. Now run to the ladder and go back to the roof via the tree trunk. Jump from the roof at the long bridge and go over the bridge to the teleporter.

Section 6

Run forward here and cross the long bridge on the left by the Gold Life Force diamonds to the other side of the river. Notice the wall on the left. Climb up the ladder on the raised area, stand on the left edge and look down to the wall, behind which you must now carefully jump! Once you have landed behind it, get the second explosive device there. Now return to the bridge and go all the way back to the teleporter from which you came.

Turn left here onto the other bridge and climb up the ladder on the raised area on the other side of the river. Once you are at the top, carefully jump onto the tree trunk on the left and go to the other side. Shoot the door on the building here, whereupon the message "Arsenal found" will appear. Use the teleporter that leads to the second ammunition depot.

Section 7

Run forward, get the flashlight and turn left into the tunnel at the front. Turn left again at the next intersection and follow the path to the right to the end, where you will find the large box.

Touch it and run back into the teleporter as quickly as possible (you have exactly five seconds before everything blows up)! You now have to go back to the place where you found the second explosive device.

To do this, simply go to the back left side of the arsenal and jump down onto the platform where you will find the wall. Continue your way next to the raised area with the ladder to the right and jump over three floating tree trunks in the water to the other side. Then run up the next bridge on the left and jump to the ladder at the end to the left! Climb up this and drop down onto a wall on the right side. Drop down into the new area behind it. Run through the building and stand in the teleporter behind it.

Section 8

Run forward onto the bridge and cross it to the other side of the river, where there is a beehive, which you clear away.

Turn right and jump over the small gap in the ground on the path covered with Life Force diamonds! Run forward past the buildings and enter the house at the back left.

Leave through the other exit and climb up the ramp opposite. Go forward into the area and discover a Save Portal with HEALTH and AMMO on the left and a teleporter on the right. Save and then go into the teleporter.

Section 9

Run forward and turn right. There you go past the flags onto the bridge and make the long way to the other side. Here you will find a building from which two enemies are shooting at you from their niches. Kill them both one after the other so that the gate in the building opens! Don't go through it yet, but turn right and run to the edge of the platform, where you can already hear the screams of a prisoner. Drop down and turn right to the prison. Stand at the front and shoot open the left door with the Shredder. Touch the cage to free the second prisoner! Now climb up the ladder next to the prison, go through the opened gate in the middle and stand behind it in the teleporter.

Section 10

In front of you there is a grate that you cannot pass through. Turn to the right side of the wall and you will find a small gap that you can go into. Behind it, turn left through the hole and go left to the front of the prison. Shoot open the left door and free the third prisoner by touching him. Then turn around and run to the opposite side, where you have to free the fourth prisoner. Then go back to the other prison and run past it on the left onto the path that is covered in Life Force diamonds.

Follow this until you reach a tree with a beehive a little further back. Shoot it to pieces and jump onto the ladder behind it, which you climb up.

Then run through the hole in the wall on the right and turn left behind it. Then pass through the archway, find the next prison there and free the fifth prisoner. After you have managed to get the last prisoner to safety, run to the right of the prison along the right side of the wall until you reach a teleporter. Don't enter it yet, but climb up the ladder directly opposite the teleporter.

Continue along the wall to the left and climb up a small ladder. Drop down behind it and follow the wall a long way until you can see an explosive device on a prison cell on the left. Carefully jump over there and get this item. Jump back onto the wall and continue on your way. Turn left at the intersection and run back to the wall. Turn left and run back to the entrance of the area.

Turn right here and jump up onto the wall via the small steps covered with Life Force diamonds. At the end, press the switch to activate the Warp Portal.

Then drop to the right of your wall onto the lower one and turn left at the front, where you will get the blue Eagle Feather at the end.

Drop down and jump directly opposite you over the small steps (with Life Force diamonds) up onto the wall. Cross the tree trunk there and go to the Warp Portal.

Section 11

Run forward to the dish and watch the sequence. You will receive the Breath of Life Talisman, which you can use to stay unharmed in poisonous water if you see the matching Talisman tile there. Once you have the Breath of Life in your possession, you can leave this area again via the teleporter. Jump onto the tree trunk and go to the other side. Let yourself fall down to the right and go through the archway at the back. From here, keep running along the right side of the wall until you find the teleporter and can use it.

Section 12

Run up the path ahead and turn right behind it, where you pass the archway. Go left behind it in front of the beehive and shoot it. Turn around and see a ladder on the wall that you climb up. Don't run forward to the teleporter yet, but turn left behind the ladder onto the wall. Behind it you will find the next arsenal, where you shoot the door open to use the teleporter behind it, which leads to the third ammunition depot.

Section 13

Run forward, get the flashlight and go into the tunnel. Turn right and place the explosive device on the large box at the end. Now quickly run back and turn left towards the teleporter before everything explodes. Cross the wall on the right and finally go into the teleporter at the back.

Section 14

Run forward along the wall and turn right. Get the Level 5 Key from a hill there. After you have acquired this, four gates will open and a dinosaur will appear in each one. You must kill all the enemies. Once you have killed them, a large gate will open opposite the entrance, which you can now pass through. Shoot the two enemies behind it from their hills so that the next gate opens and you can go into the teleporter.

Section 15

You land in front of an energy totem that you have to protect from the enemies! Now shoot at the approaching enemies until you have defeated them!

You will end up back in the dimension, where you can use the option to save in the Save Portal to the right of the Portal for Level 1.

With the Breath of Life Talisman and the Leap of Faith Talisman you can get the second Primagen Key in Level 2.

You can also use the Breath of Life Talisman to get the third Primagen Key in Level 3.

Now go to the walkway and open the gate to the fourth Level.

Level 4 - Lair of the Blind Ones

Mission Objectives:

- Destroy three ventilation shafts
- Protect the energy totem at all cost

Secrets in Level 4

- Ammunition at the start on the left and right behind plants
- After the start, climb up the sloping tree trunk on the right to the orange Full Health
- Climb up the climbing wall, turn around and make a running jump onto the stone below, then jump to the PLASMA RIFLE
- Before the left passage to the Save Portal, there is a refueling area for AMMO behind a large stone on the right
- After receiving the red Eagle Feather, go back to the teleporter -> Save Portal -> open gate -> teleporter -> lake with orange Full Health -> underwater cave -> switch -> tunnel -> logs -> cave -> cave -> footbridge -> Talisman Warp Portal -> Heart of Fire Talisman -> back to the lake of the Eagle Feather
- From the lake of the Eagle Feather two lakes further to a small island with a refueling area for AMMO and HEALTH
- Dive into the water from the island and take the Harpoon Gun in the alcove
- At the end of the lake, shoot the switch above the water to open the underwater gate
- Shoot the barrels in a niche near the lava area to reveal the switch for the fourth false Talisman Warp Portal
- Shortcut from the Warp Portal to the rotating wooden platforms, simply drop down behind the Warp Portal
- Go to the back of the large lava lake and collect an Ultra Health and ammunition
- At the top near to Sunfire Pods and next to a Save Portal with HEALTH and AMMO, touch a grid to attract and kill giant spiders, whereupon the grid opens
- From the right side, jump to the left onto a platform with Full Health and Red Life Force diamonds, on the way to the Cerebral Bore
- Behind a large stone is a Whispers Talisman tile

Section 1

Run straight into the water, through the cave arch and turn right behind it - run down a ramp here. Behind it you will find yourself in front of a ravine with waterfalls. Let yourself fall down forward and go to the very back right to the waterfall, behind which there is a hidden path. Enter this tunnel and let yourself fall into the hole at the end, where you will land on the lower floor.

Section 2

Run forward a little (ignore the teleporter at the back!) and turn into the left path where there are a few Life Force diamonds. As soon as you get closer to the back wall, it will move aside and you can pass through the open wall. Run down the tunnel behind it and let yourself fall into the water. Dive straight back and turn right. Don't swim into the left passage yet, but continue to the right into the other pool and there you will find a switch on the wall at the back left, which you have to press! Now turn around and swim into the other tunnel that you dived past. Go ashore at the opening and leave the tunnel.

Turn right behind it and follow the platform to a tree trunk that connects your platform to the one opposite. Run over the next two tree trunks and stop on the last pillar. If you think you can't go any further at this point, you're wrong. Look closely at the tall pillar opposite and spot tiny wooden stakes on it (you don't necessarily have to see them)! Now take a running jump onto the tall pillar and, how can it be possible, you get stuck on the pillar! Now climb up onto the platform and cross the bridge to your left into the tunnel behind it. Cross it and let yourself fall down to the lower Level behind it. Enter the next tunnel below and cross it to the other side. There are lots of holes in the walls from which spiders crawl out.

Go to the left towards the wall and discover brown wooden stakes that invite you to climb up.

Do this and follow the tunnel into the next area, where there are more holes in the wall. Climb up the wooden pegs in the wall on the right and go into the tunnel. Pass it and run behind it into the path between the walls. Ignore the ladder on the right and continue running through an archway out of this area. Follow the long platform here until you run through an archway on the other side. There is a teleporter here, but don't go into it yet.

Instead, turn around and let yourself fall forward into the water! Look for the place where you can go onto land via a ramp. Go to the switch on the left side of the wall and activate it. Then climb up the wooden stakes to the left of the switch and go through the tunnel there. There is a teleporter here, which you don't enter yet! Turn around in front of it and run back into the tunnel, turning right into the corridor. Turn right again at the next intersection and let yourself fall into the hole at the back.

Section 3

After a long flight down, you land on a lower Level. Now run forward and stick to the right side of the wall. As soon as you leave the tunnel, the tunnel closes behind you and a giant spider appears in front of you, which you have to kill!

After that, two corridors open up, where you take the corridor with the blue Health. Go through the corridor to the other side and notice in this area that the earth is shaking! Run straight ahead past the stone in front of the gate, which requires a Key, to a skull switch in the ground, which you press. Then enter the tunnel to your right and follow it to the end into a dead end. Stand to the right of the cave entrance and from here look to the top left, where you can see a switch! Shoot it so that it flips over and pulls a weight up next to it!

Leave this tunnel again and run left around the water hole, where you have to enter the other tunnel. Follow this one into a dead end and now stand left at the exit of the tunnel and look up to the right! Shoot the switch there, whereupon the second weight will be raised and the message "Underwater door open!" will appear! Now leave the tunnel and let yourself fall into the water hole. You will notice that the water Level has dropped thanks to the weights and you are able to pass through the cave arch! Climb up the ladder out of the water at the back left and watch out for the hole in the ground behind it so you don't fall in! Then climb up another ladder at the back and cross the bridge.

Pass through the tunnel, stand very carefully at the ravine behind it and get the cave door Key from there. Then let yourself fall forward and insert the Key into the stone. When the gate has opened, you have to pass through it and shoot the barrel behind it. Jump onto the exposed bridge behind it and carefully cross it to the other side. Before you step onto the other platform, you have to realize that lots of boulders are flying from above! Now get ready and quickly run forward into the tunnel. Pass the next bridge as well, being careful that boulders fall down. In the next cave, climb up two ramps and pass the next bridge. Now follow the path until you reach a ravine.

Turn to the right here and you will see the narrow path that you must now walk along carefully! If you find an entrance on your side of the wall, enter it.

Get the Level 6 Key from the room and prepare for all the doors around you to fall! Two doors will then open and slimy monsters will come out of them, which you must quickly kill. After that, a corridor will open up, which you should go into.

Stand in front of the grate and wait a moment until it opens. Then cross the bridge and enter the tunnel on the other side. Cross it to the other side and you will find a giant spider that you have to eliminate. Then shoot the barrel and jump onto the makeshift bridge behind it, which you cross. Turn right behind it, climb up two ramps and find the first Save Portal with HEALTH and AMMO behind it on the right-hand side!

Before the passage to the Save Portal, there is a small area for refueling AMMO behind a large stone on the right.

After you have saved your journey, turn right and walk across the bridge platform.

At the other end, to the right of the closed gate, shoot the switch in the wall to open the gate. Pass it and run through the tunnel behind it over the next bridge. Behind it you will find another bridge where you have to shoot the switch on the right in front of the closed gate to open the gate.

Then run into the tunnel at the back and turn right into the branch inside. Now drop into the hole at the end, where you will land in another area.

Section 4

Run forward and turn right into the passage. Follow it to the end towards the opening, where you will land in front of an area with many floating platforms! Now jump over the following six platforms to the other side and jump into the cave! Turn right into the passage and follow it upwards to the exit.

Make your way to the edge of your platform and drop down into the water. Turn to the right and you will see a feather on a floating platform, which you must jump to carefully! Take the red Eagle Feather.

To donate the Eagle Feather and receive a Talisman, you have to go back almost to the beginning of the Level. Turn left on the platform and jump down to the lowest platform. There, jump into the tunnel and run back to the teleporter. Then go straight ahead until you see the Save Portal with HEALTH and AMMO at the bottom right. Jump down there and run back to the bridge with the rock crystals. Jump down here as well, go through the open gate and run back through the winding tunnels to the next teleporter with purple rings. Then continue through the tunnel with spiders and at the end turn left to the teleporter.

Turn right and then run left to the lake with an orange Full Health on the other side. Jump into the water and dive into the cave on the right, where you activate the switch for the Talisman Warp Portal at the end. Then swim right to the short green tunnel and surface. Follow the path over the logs and jump up at the wooden stakes. Continue and drop down onto the small meadow.

Run through the next tunnel into the cave with the spiders and climb up the wall at the end. Run through the second cave and also climb up the wall. In the third cave there is an orange Full Health at the top right, then run out onto the walkway and at the end turn left. Now turn right and you will see the Talisman Warp Portal.

Enter the Portal, run forward to the dish and watch the sequence. You will receive the Heart of Fire Talisman, which you can use to walk across seas of lava unharmed, if you see the matching Talisman tile there. Take the Heart of Fire with you and then make your way back to the place where you found the red Eagle Feather.

If you still need HEALTH and some AMMO, make your way back from the Portal through the caves and over the logs to the lake with the orange Full Health. Get out of the water, go up and run through the hexagonal hole, whereupon you will end up in another lake. If necessary, take the pistol ammo in the water and shoot the end trail. Then climb up the wall.

Otherwise, go back from the Portal to the walkway, look down and shoot the end trail from above. Then jump down and climb up the wall.

Go through the tunnel with spiders at the top left and then drop down the shaft on the right. Continue through the winding tunnels to the open gate. You can refuel HEALTH and AMMO in the corner by the switch.

Cross the crossings, run along the rock wall, pass through the cave with the first Level Key and continue to the Save Portal with HEALTH and AMMO. Kill the enemies there as you did the first time, then cross three passages and drop into the shaft on the right. Now go right into the tunnel until you reach the cave with the floating platforms.

Make your way to the hole in the water. When you have landed at the bottom, run forward. There you will see a Satchel Charge on a passage diagonally to the left. Drop down two more waterfalls. Here you will land underwater. Surface and pull yourself up to the small island. There you can refuel HEALTH and AMMO. Then swim from the island to the right and get the Harpoon Gun underwater.

Now dive further along the wall to the left until you see three Gold Life Force diamonds in the water at the end.

Dive upwards at this point. Turn towards the wall and you will find a switch that you have to shoot! Once you have hit the switch, the message "Underwater door open" will appear. Then dive down into the water in front of the switch with the Harpoon Gun and find an open passage in the wall, which you can dive into. Look carefully in the water so that you can emerge safely at the other end. Cross the tunnel there and you will find yourself on a wooden bridge behind it. Turn left and walk along the bridge into the other tunnel, which you will also pass through. Behind it, take the path to the right and enter the tunnel.

Follow this to the end and you will find yourself in a new area behind it. Run to the back left to the tunnel entrance, which will suddenly close in front of you. Turn around and kill the three giant spiders that have appeared. Once you have done this, the tunnel will open again and you can enter it. Pass this corridor with the many spider caves and stand in front of the closed gate at the end, which will open automatically after a short time! Cross the bridge and turn right into the branch behind it in the tunnel.

Stand at the edge and look down at the platform, which you must now carefully jump onto! Pick up the cave door Key and turn back to the tunnel you jumped out of. In front of it you can see a few wooden pegs on the wall that will allow you to climb back up into the tunnel.

Jump up to it and climb back into the tunnel, where you continue your way, turning right. Kill the enemy in the next area so that the closed gate opens. Follow the path behind it to the second bridge and get the pocket explosive device there. Then go into the next tunnel and cross the bridge behind it. Follow the long corridor here, turn your back to the bridge at the end and look to the right at the wall. This way you can see enemy shooting arrows at you to the right of the cave entrance!

Eliminate him with a few well-aimed shots and then look at the wall in front of the tunnel (from which the enemy shot). You can see a few wooden stakes on the wall that you have to carefully jump towards at an angle! Then climb up into the passage, follow it and turn right at the back, where you can drop into the hole.

Section 5

Run forward, ignore the teleporter and turn right into the corridor. Follow this to the end and you will find a closed gate behind it. Insert the Key to the right of it to open the shaft chamber. Pass through the open gate and turn right into the tunnel behind it, which you climb up. There you will find yourself on a wooden platform and see a large boulder hanging in front of you. Stand a little to the left of the tunnel entrance where there is no fence blocking the way to the boulder and touch it so that a countdown starts and the message "ventilation shaft sealed" appears. Now quickly run back into the entrance tunnel where you ignored the teleporter and use it this time! Run forward a little, whereupon a stone will roll out of the way and clear the corridor.

Turn right at the front and follow the corridor to the end, where you will see that you have been here before (it is the corridor you jumped into from the bridge!). Look to the right at the bridge, which you have to go to again. Be prepared for a long walk there! Now drop down into the water. Go left here and drop down another platform into the water at the back. When you can dive down in the pool, go underwater to the back left into the tunnel with the switch above.

Go back on land and set off on a long path: over two wooden bridges; through the area with the giant spiders that have already been eliminated, and pass four bridges on the way.

On the fourth bridge you can look back and see the corridor on the right that you just jumped out of!

Now run into the next corridor and turn right at the intersection inside, where you drop into the hole. Run forward, ignore the teleporter in front of you and turn left into the corridor. On the way you will see a hole in the ceiling that is marked with Red Life Force diamonds. Look up and you will see an explosive device there, but you can't get to it yet!

Run forward and let yourself fall down into the water. Before you dive down, be prepared for a complicated diving journey, as you will no longer be able to see in the deeper water area.

So follow the path below (be sure to switch on your map so you can recognize the paths!): follow the Gold Life Force diamonds and dive down into a room with a few locked gates and turn right into the tunnel (look very carefully and find it!) - go to the water surface at the end.

Jump onto the lowest platform, hop onto the rotating platform and from there onto the wall in front of the tunnel, which you can hold onto thanks to the small wooden stakes. Now climb into the tunnel and activate the switch there, whereupon the message "Underwater door opened" will appear.

Now jump into the water, dive back into the underwater room (switch on your map), take the Torpedo Launcher on the right to move around and dive into the passage behind it.

Dive through it to the first intersection, where you will get the cave Key. You have to find another Key here in the labyrinth: swim straight ahead to the next intersection and take the opposite path.

Turn left at the next junction and take the left path at the intersection. Dive past the left path here and find the second cave gate Key on the path behind it!

If you run out of air, see if you can find a shaft in a corner to swim up.

Turn around and find the next water exit by swimming along the right side of the wall! When you reach a square room, you have to dive up to the surface of the water and jump onto the lowest platform.

Behind it, hop over the rotating platform to the wall with the wooden pegs and climb into the passage. Follow this to the end and get the pocket explosive device you saw before in front of the hole!

After you have acquired this object, turn around and let yourself fall back into the water labyrinth. Swim forward to the four-way intersection and take the corridor at the back right. Follow this to the end, where you will automatically come to a platform that protrudes from the water. Follow this to the end and go into the teleporter. Insert the Key into the stone in front of you to open the shaft chamber. Here, as in the last shaft area, run up the ramp to the right and use the explosive device in the free space in the stone. Now run back as quickly as possible and go into the teleporter. Swim forward again in the water labyrinth to the first four-way intersection and go into the corridor opposite.

Then turn left and dive forward to the next intersection of four, where you turn left onto the path. Swim straight ahead to the intersection of four and take the opposite path, where you haven't been yet! At the end of the path you can then go back on land and go into the teleporter.

Insert the second cave Key behind the stone and go through the open gate on the right. Behind it, press the skull switch on the right and enter the open tunnel at the back left. Follow this into the new area, where sunlight is coming through a few holes on the side.

Section 6

Drop down to a Level behind it and stand on the edge of the platform. Drop down further and go to the edge of the platform, where there are Gold Life Force diamonds that pave a path. Follow this path until you land on the lower Level after quite a while.

Turn right here and run backwards to the alcove where you can spot a giant spider. Shoot it out of the way and activate the switch it was guarding. The switch has opened a passage on the right, from which a Magmite rushes towards you. Kill it and go through the passage.

Behind it you will find yourself in a room with lava. On the left you will see Heart of Fire Talisman tiles at the front and back. With the matching Talisman, you can walk across the lava here.

Jump over the three platforms to the other side and run into the tunnel. Behind it, jump over three platforms with Heart of Fire Talisman tiles to the other side and follow the tunnel to the other exit. Here you have to cross a bridge and go through the tunnel behind it into a new area.

Run along the narrow platform to the left and go to the alcove where there are a few barrels. Shoot them aside and press the switch behind them to activate the fourth false Talisman Warp Portal (Oblivion).

Turn around and go back to the entrance, where you now run up to the other narrow platform side. You'll find wooden pegs in the wall that you can climb up! Run forward to the Warp Portal and take the Sunfire Pod with you.

Section 7

Go from the anteroom to the start of the round tunnel and touch the gate. Then kill two charging Sentinels (Flesh Eaters) with the Shredder and carefully enter the tunnel with the TEK BOW with Tek arrows. As soon as you see a Death Guard at the back, press the right mouse button for Sniper Mode, zoom in on its head and shoot a Tek arrow into the narrow red eye.

Then switch off Sniper Mode, switch to the Sunfire Pod and climb up the ladder. Blind the attacking Death Guard with the Sunfire Pod and shoot him with the Shredder. Now turn two wheels and a gate will open.

Climb down the ladder, go back through the tunnel, then turn right through the gate to the platform and left into the dangerous room with a wheel. Two Sentinels (Flesh Eater) and two Death Guards await you there. Take the Grenade Launcher and gain respect. Then turn the wheel and fill up on HEALTH and AMMO.

Now leave the room and turn left, where a Lord of the Flesh will attack you. Calm him down with the Shredder and refuel HEALTH and AMMO again. Then get a part of the NUKE weapon and go to the teleporter at the back.

Now drop down at the back of the Warp Portal.

Go down here to the left edge with the Red Life Force diamonds and stand in front of the lowest platform, which you now have to jump onto! Your platform will then rotate upwards. As soon as it has stopped, turn around to the next platform and let it take you over the next three platforms to a tunnel, which you now have to jump into.

Section 8

Follow the path behind it over a long bridge and run into the hole in the tunnel to the right. Run forward a little and turn left in front of the teleporter room until you come to a room with lava. Turn left here and run across the narrow platform on the wall to the opposite side, where you stand in front of the second tunnel entrance. Now turn around towards the lava and discover a switch on the opposite side that you have to shoot! Then turn around and run into the tunnel here, where you turn right at the intersection.

As soon as you have reached the next lava room, walk along the narrow platform up into the next tunnel. Follow this into the next area, which closes behind you, and kill the giant spiders so that a corridor opens up at the back left.

Go into it then follow the long path behind it over a bridge and another. When you are in the next tunnel, you will see a few Red Life Force diamonds on the ground that lead to a path to the left. Follow them and turn left behind them and drop down into the hole.

Section 9

Run forward and turn right into the corridor in front of the teleporter. Go into the area behind it that closes behind you and start killing the following worms. After that, the next corridor opens up and a few more enemies come out of it.

Kill them and then follow the corridor out into the next area, where you will see a narrow path on the wall on the right.

Don't run down this path, but turn left around the corner behind the corridor you came from and you'll find a narrow path behind the rock!

Run down this carefully and, as soon as you're on the lower Level, turn right and shoot the enemy blocking a corridor out of the way. Then go into it and in the next area go left to the wall where you can see very small wooden pegs. Climb up these, run forward into the next area, where you deal with the giant spider and then climb up the next wooden pegs on the left side of the wall.

Then go to the long stone bridge, cross it to the other side and go into the tunnel. Go through this as well and turn left onto the bridge outside. Follow this, turning right to the other side, where you can see a grate in the wall on the way.

Continue left and follow the entire platform to the end, where the platform suddenly ends. Now take a few steps back and you will see a lower platform at the back right with Red Life Force diamonds that you have to take a running jump onto! Once you have done this, go through the tunnel and kill the enemy behind it so that you can run through the left grate. At the end, shoot the enemy so that the grate opens and let yourself fall down again. Run straight down the bridge a bit, go back to the wall at the intersection (hard to see, so look down a little at the back edge of your bridge) and turn right to the platform where there are crystals.

Follow the path with the blue Health to the left and kill three giant spiders that are there. After you have eliminated the last spider in front of the grate, the grate behind it will open and you can pass through it. Go into the yellow room behind it and get the Level 6 Key from the middle!

After you have picked up the Key, the room you are in will close and the side walls will explode, releasing a few enemies at you! After you have easily eliminated them, run further forward into the open corridor and follow it until you reach a grate that you pass. When you are behind it on the bridge turn left and discover an enemy in front of the tunnel entrance, which you can shoot from here so that it cannot push you off the bridge!

Then enter the tunnel and go to the next bridge behind it, follow it to the end and then look down to the right. Now jump forward and get the pocket explosive device! Two corridors will then open up on this side of the wall, from which four enemies will storm. Kill them and then go into the right tunnel, which you follow along the right side of the wall until you end up in front of a hole near a giant spider. Get them out of the way and let yourself fall into the hole.

Section 10

Ignore the teleporter here again and turn right into the corridor. Climb up the wooden platform on the right and go into the room with the many cocoons. Run into the cocoon opposite and get the cave gate Key from there. Then turn around and cross the bridge to the opposite side, where you get the second cave gate Key from the cocoon at the back right.

Then leave this room, drop down to the left and run into the tunnel on this side of the wall. Behind it, on the right side, insert your Keys into both stones and enter the shaft chamber. Run up the ramp to the right and touch the stone at the top to set up the explosive device. The message "Blind hunters trapped; mission completed" will appear and you must make your way back to the starting area as quickly as possible, where you use the teleporter! You will land exactly at the spot where you jumped down to the pocket explosive device.

Turn around and prepare yourself for a long way back: run forward into the second tunnel and pass the room with the Level 6 Key. Then go left around the corner back to the platform with the crystals and turn left onto the narrow platform to the intersection.

Now run straight back (notice the open grate at the top of the wall) and stand on the platform on the right that ends at the wall.

Drop down here and get the cave gate Key to your right. Then enter the tunnel at the front left and go through it. Cross the next bridge to the opposite side and go behind the next tunnel to the back area. Turn right here on the right side of the wall and insert the Key into the stone to open the gate. Behind them you have to kill a few giant spiders so that you can go through the next gate on the left. Eliminate more enemies so that a tunnel opens up at the back. Now run into it and drop into the hole.

Section 11

Turn left into the corridor in front of the teleporter and follow it into the next room. Before you enter it (or rather jump into it), be prepared for a difficult jump: in front of you there are six rotating platforms that you have to jump over to the other side!

Since you can't move very well while on the platform, you always have to turn to the next platform and then jump over from a standing position! After you've survived this difficult part, you'll end up in the other cave.

Follow the corridor into the next area, where you have to shoot the barrels aside and carefully walk over the makeshift bridge. Kill the giant spider behind it and go into the room with the Level 6 Key!

A message will appear on the screen that you have completed the mission and found all the Keys in the Level! Once again, all the doors around you will close and you will have to get rid of the following enemies. After you have done this, a corridor will open on one side, which you must go into.

At the end of the corridor you will see a Portal, which you should go straight into. You will find yourself in front of an energy totem that you must protect at all costs! Now kill the attacking enemies until their power bar is used up and the message "Mission completed" appears! If you think the Level is over, you are mistaken! You are facing the first boss of the game! Run forward and drop down onto the battle area: now stand in the middle of the platform and make sure that the platform is flooded with small worms from all sides. Now shoot at them until you have killed enough and a short sequence starts. In this you will see a giant eye emerge from the wall above you and four tentacle arms appear around you.

After that, you can move again and now you have to shoot all four tentacle arms one after the other. Once you've done that, wait a moment and pass the time by clearing your platform of the incoming worms! After they die, new energy appears in the final boss's power bar and you now have to look up! There you will see four newly appeared organs on the ceiling next to the giant eye, from which green slime is being shot - these must now be eliminated too!

After your victory, you have to kill a few more worms from the water until a long arm sticks out of the wall and hits you! After you have destroyed this too, more arms appear which you also have to shoot out of the way.

Once you have done everything, focus on the easiest thing and look up at the giant eye, which you shoot at until it explodes and you have thus overcome the final boss!

You then end up back in the dimension.

The Heart of Fire Talisman, which you can use to walk across seas of lava unharmed, is not required for a Primagen Key.

Now go into the round passage and open the gate to the fifth Level.

Level 5 - Hive of the Mantids

Mission Objectives:

- Destroy three queen embryos
- Destroy the main computer
- Protect the energy totem at all cost

Secrets in Level 5

- Behind a wall by the first Force Field Generator lies in a hidden alcove PLASMA RIFLE ammunition

- To the left of the second Force Field Generator in a hidden niche is a refueling area for AMMO
- To the left of the hidden alcove behind a door are six Gold Life Force diamonds and a blue Health
- In a room with baskets, jump onto two baskets in succession to reach the Firestorm Cannon at the top
- Shoot a Force Field Generator behind a door in a blue room
- In a green room on the right behind a dark wall paneling is a refueling area for AMMO
- In a purple room with a Level Key, you will find the switch behind a dark wall paneling for the fifth false Talisman Warp Portal
- In a room with a teleporter near a purple corridor, there is a refueling area for AMMO and HEALTH
- In a thick round tower with four Gold Life Force diamonds, a wall must be shot open to reach a Force Field Generator
- In a purple-green corridor with a Cerebral Bore at the end, a dark wall panel on the left must be shot open in order to reach the round elevator through the corridor
- Jump from a platform over two floating platforms to a door and shoot the middle basket in the room behind it to activate the switch for the Warp Portal for the Whispers Talisman
- At a spot with a platform that floats back and forth and four Mantid Soldiers on small islands in the water, jump into the water and dive with the Torpedo Launcher through an underwater passage to a room with a Force Field Generator
- Jump from a corridor down to a large platform and destroy eight Force Field Generators
- At the back in the corner near a Level Key is a refueling area for AMMO and HEALTH
- In a large room with access to a Save Portal, AMMO and HEALTH can be refueled in two opposite niches
- Shoot open a dark patterned wall to reach a teleporter
- Three out of four Satchel Charges are located in the area with the underwater teleporter. To get to the fourth Satchel Charge, the underwater teleporter must be used
- There is an island with five weapons in the large lava lake

Section 1

You are in front of your Level Portal on an outer ring that is connected to the middle platform, on which there is a locked teleporter. On the outer ring itself there are four automatic shooting devices that will shoot at you right from the start. Destroy these immediately so that the teleporter in the middle is released and you can enter it.

Section 2

Shoot the rotating column in front of you, whereupon the message "Force field deactivated" will appear and a blue corridor will open to your left. Pass through this blue corridor and turn right into the corner behind it, where you will destroy the next rotating column. Then return through the corridor you just passed and run into the opposite, also blue corridor. Turn left in the area behind it and jump onto the isolated platform at the end, which will take you up.

Jump into the corridor and follow two long bridge tunnels to the other side into a large room, where you continue straight ahead. Climb down the ramp behind it and shoot the enemy at the end of the path so that the area opens up behind him. Run into the middle of the room and destroy the guns in the upper corners at the back so that a corridor opens up on the right-hand side of the wall. Enter this and press the green switch in the wall at the end of the room.

Now return to the previous room and see that you have activated the platforms. Now jump over the lowest platform up to the middle platform and get the Level 6 Key there.

After you have dropped down from the high platform, you will discover another open corridor here, which is marked with an orange Full Health. Follow this corridor over a tunnel bridge to the end and go into the teleporter behind it.

Section 3

Run forward through the door that opens automatically and turn left at the intersection. Go through the door and turn left into the large room behind it. Shoot the obstacles out of the way and go to the end of the path where you will see two Gold Life Force diamonds. Stand exactly where the Life Force diamonds were and look down where you can see a platform!

Now jump down onto the platform with a lot of momentum and shoot the two enemies from the upper niches. Then turn right and jump onto the next lower platform and then onto the bottom one.

From here, jump over the small floating platform to the side of the wall and you will find a locked door. Turn around and notice that a gun is shooting at you from above! Shoot it out of action, turn around again and notice that the door has now opened! Now run through the opposite door in the next room and destroy the rotating power column there.

Then return to the room and turn left into the next room. There is a huge pillar here that you can enter from the right side. Wait for the lift at the entrance, then quickly jump on it and let it take you up. Turn right during the ride and then run into the corridor at the top. When you have entered the next room behind it, stop immediately behind the entrance and shoot the firing devices to the left and right at the top to disable them.

Then run to the opposite side and discover a large enemy guarding a door. Shoot him down, stand in front of the still locked door and turn around to destroy the two upper guns! Then you can pass the door behind you and go to the next intersection. Turn left through the door here and go to the other side in the large room behind it, where you run into the back room. Inside, press the green switch on the wall and return to the previous room, where a few platforms have been activated.

So jump onto the lowest platform on the left and let it take you up. Hop onto the upper platform and press the green switch there. Turn around and jump onto the manipulated platform that will take you to the next corridor.

Hop into it and go into the next room, where you carefully jump forwards over the small platforms to the other side. Then follow the long corridor to the end and let yourself fall down from the opening. Go through the door down here and turn left into the section with the Red Life Force diamonds in the corridor behind it. Enter the next room and go into the opposite area, where you will find a teleporter - stand in it.

Section 4

Run forward and sprint through the next room into the corridor opposite. As soon as you've passed the next door, you'll find yourself in a large room. In the middle of the room there is a large pillar that you have to approach from all four sides to activate the green switches there.

Once you've pressed all of these, go to the back wall (opposite the entrance) and jump onto the activated platform that moves up and down. Jump forward into the corridor at the top and follow this very long path over a tunnel bridge to the end. Pass the door behind the bridge and find the first Save Portal with HEALTH and AMMO behind it! Save your journey and then go through the other exit. Now follow the long path to the end and go into the teleporter there.

Section 5

Run forward through the door and you will find yourself in a large room behind it. At the entrance, make a running jump forward into the ravine (where the two Life Force diamonds are) and land on a lower platform.

Jump further down to the next platform and go through the next door. Stop immediately behind it and destroy four shooting devices at the top.

Then go into the opposite corridor and shoot the next rotating power column! Then go back to the previous room and turn left into the open corridor. Take the lift up there and turn right during the ride so that you can jump into the corridor! Follow the tunnel here and turn right at the first opportunity.

Now run along the right-hand side of the wall until you reach a ledge. There are several Mantid Mites below you, which you can eliminate with the PFM Layer and its proximity mines, for example.

Then drop down, go into the room on the right and get the Level 6 Key inside! Shoot the dark wall panels and activate the hidden switch for the fifth false Talisman Warp Portal (Oblivion).

Now go to the closed door opposite, which can now be opened, and follow the path with the Red Life Force diamonds upwards. Run along the top edge to the right and jump down to the platform on the left at the end.

Turn left there, take the PLASMA RIFLE and carefully approach the edge. At the bottom left you will see a Mantid Drone. Zoom in on its head and kill it with one shot. Then jump down, go through the corridor and turn left to the corridor with the Gold Life Force diamonds.

If this is your first time entering this area, you will have to zoom in and deactivate the automatic firing devices at the top with the PLASMA RIFLE.

Take the Gold Life Force diamonds and then shoot the dark wall panels with the Pistol. Get the ammo and then enter the Warp Portal with the Shredder.

Section 6

Go up the ramp in the anteroom and shoot the attacking Death Guard. Then run to the machine, turn around and kill two Lords of the Flesh standing above. Now you can go up the left ramp.

Shoot two attacking Sentinels (Flesh Eaters) on the ramp and then switch to the PLASMA RIFLE. Go up far enough so that you can see the Death Guard behind you. Zoom in on his head with the PLASMA RIFLE and shoot him in the eye.

Now fill up on HEALTH and AMMO in the room with the hanging hook. Then go into the next room and kill a Lord of the Flesh. Now turn the wheel and return to the machine.

Eliminate a Sentinel (Flesh Eater) on the way and go up the right ramp. Here you will meet another Sentinel (Flesh Eater) and two Death Guards. Immediately retreat a few steps and fight the enemies at the foot of the ramp. Then go back up the ramp and use the PLASMA RIFLE with zoom to take care of the Lord of the Flesh. When he falls, a gate opens behind him.

Now run back to the room with the hanging hook and refill your HEALTH and AMMO again. Then go back to the right ramp and stay at the top. Kill two Lords of the Flesh patrolling in the distance with the PLASMA RIFLE and then carefully approach the gate. Here you can see the last Lord of the Flesh through the zoom of the PLASMA RIFLE, who is guarding part of the NUKE weapon. Take him out, get the part of the NUKE weapon and go back into the teleporter.

Section 7

Now run to the other side and take the round elevator to the top. Get out on the right and follow the passage up to the end, where you can drop down. Now turn left, then left again and now right into the purple passage.

A Mantid Drone awaits you here. Behind it are two more Mantid Drones hidden behind dark wall panels. If you kill the first Drone without damaging the wall paneling, you can continue unchallenged until you reach the ledge where you looked down on Mantid Mites earlier.

Now there is only one Mantid Mite roaming the room. Kill it, drop down and then go straight ahead into the passage with the blue Health and basket-like obstacles. Make your way through, shoot two Mantid Drones and go through the door to the teleporter. Don't get into the teleporter yet, but take the opportunity to refuel HEALTH and AMMO in the corners behind it.

Section 8

Run forward into the room and turn left. Follow the long path until you reach a ledge. Look down here and you will see a ledge on the opposite side of the wall.

Jump down to it and run forward through the door. Shoot the two enemies behind it on the left and in front of you and then go left where you have to press the green switch (by the way, remember the corridor on the left that is blocked off with a shimmering blue protective layer!). Then stand on the right side of your platform and jump onto the activated platform, which will take you to the other side.

At the top, run straight ahead and jump onto the lower platform.

In the front room, press the green switch on the wall, whereupon the door closes behind you and the room is flooded with Mantid Mites. Now kill one enemy after the other until the door opens again! Jump onto the platform at the front, which takes you back up. Then turn to the left opening and jump over the floating platform into the corridor behind it. When you are in the large room behind it, run to the left and discover four Gold Life Force diamonds that are adjacent to the middle pillar.

Now shoot the wall of the middle pillar to reveal a hidden room! Destroy the rotating power pillar behind it and then run out again. Turn right and go to the room on the back wall (from the entrance) where there is a green switch. Press it and run back into the large room. Go to the opposite exit. Jump over the floating platform to the middle platform and shoot the enemy opposite you.

After you have cleared it out of the way, you have to wait behind it for the lift that will take you to the next corridor. Follow it to the intersection and shoot the left wall so that you can pass through the hidden door behind it. Behind it, take the lift up in the tower and follow the long path over three tunnel bridges into a large room. There are three floating platforms here.

Now jump forward onto the second platform and turn to the right. Then jump over the other two floating platforms backwards through the door and destroy all the nests so that a switch appears at the back. Press this to activate a teleporter and turn around again. Now jump back over the two floating platforms and from here hop straight down onto the following lower platforms. On the second to last platform you will find a purple Eagle Feather!

Jump down into the corridor and follow it to the first opportunity on the left, which you turn into. Turn left again behind it and let the platform take you to the middle platform.

Now stand at the opening on the right and let the platform take you carefully to the other side. Then run backwards to the green switch and see that the shimmering blue shield on the left has turned off! Follow the path to the end and enter the Warp Portal.

Section 9

Run forward to the dish and watch the sequence. You will receive the Whispers Talisman, which you can use to call upon ancient voices, to lift you over areas that may not be crossed otherwise. A suitable Talisman tile must be entered for this.

After the sequence, go to the room at the back, get the Whispers Talisman and then go back to the teleporter.

Now run back into the large room and use the platform on the right to take you to the middle platform again. From here, use the left platform to take you back into the corridor and turn right. Then take the left path behind it and go into the teleporter behind it.

Section 10

Walk through the long corridor in front of you and behind it you will find yourself in a large room with lots of pillars. There are enemies on these that you have to shoot down!

After you have killed them, walls will explode and new enemies will storm out. Now go into the corridor opposite the entrance and run down it. Continue straight ahead into the next large room and go through the right corridor on the back wall. Behind it you will find a moving platform that leads over a river. Now let yourself fall down and note the place directly in front of you with the platform that you can use to get back up!

There is a secret tunnel in the water that you can get into as follows: jump into the water from the platform that takes you up and dive to the right along the middle wall. Now switch on your map and you will see a round green platform on it that is covered in Red Life Force diamonds. Now swim to the second round platform and dive down into the water, where you will find the secret tunnel in the middle wall! Dive through to the end and destroy the rotating power column there.

Once you have done this, go back to the platform that takes you up, do not jump onto the moving platform to your left yet, but turn right back into the corridor.

In the large room, go immediately to the right on the same side of the wall into the other open corridor and follow this long path until you can drop down from the tunnel at the end. Turn around here and destroy all the rotating power columns, whereupon the middle one, the Force Field Generator, will explode! Once you have done this, go to the back onto the floating platform and let yourself be taken to the other side, where you jump into the corridor. In the large room, then run back to the right into the previous corridor with the floating platform and use this to take yourself to the middle platform. The opening at the back left is now exposed, through which you have to jump over three floating platforms into the back corridor.

Turn right behind it and run into the new room. Run to the back wall and a little forward, where you will see a corridor on the left.

As soon as you want to enter it (you can see a Key from a distance), the door slams shut in front of you and enemies appear that you have to get rid of.

Once you have done this, the door will open again and you can get the Level 6 Key behind it! Now go back to the previous room with the glowing pillar and turn right. In the next room, keep running straight ahead and you will reach a rotating tunnel. Pass three of these and go into the teleporter behind it.

Section 11

Run forward through the very long corridor until you reach a large room. Stick to the right-hand wall until you reach an alcove from where you will be shot at. Climb up the net into the alcove and go through the door. Turn right behind it and run straight ahead in the next area to the next net, which you climb up. Then cross a glass bridge and follow the corridor behind it to go to the next teleporter.

Section 12

Run forward into the large area and cross it to the opposite side, where you will find a corridor and enter it. Shoot all the nests out of the way and fight your way along the middle wall until you find a path that leads inside.

Shoot the cocoon in the middle and a caterpillar will fall out. Shoot the queen's embryo and this message will appear on the screen. Now run out of this room and turn right. Then turn left at the first opportunity and stay behind it in the large area on the right side of the wall, where you will find a door a little later. Go through this and go into the teleporter behind it.

Section 13

Run out of the tunnel and drop down behind it. In the large area, go to the back left corner where you will find the next net on a wall. Climb up this and then go onto the glass bridge. Turn right at the intersection and go into the room behind it. Stand in front of the closed door opposite and kill the two enemies so that the door opens. Behind it you will find a Save Portal with HEALTH and AMMO that gives you the opportunity to save your journey! Then return to the glass bridge and continue straight ahead at the intersection. At the end, shoot the wall to reveal a corridor. Go through the next door behind it and go into the teleporter.

Section 14

You are now in a new area where the second queen embryo is at the back left. Now go forward into the large area and run to the back left corner where you will find a corridor. Pass this and turn right behind it. While you are now on your way to an entrance in the middle wall, you should remember the corridor that is on the right side. Now run into the middle of the walkway and discover the second queen embryo there, which you also destroy!

After you have successfully eliminated it, leave this middle room and go back to the right into the left corridor (it is the corridor you should remember). Turn left behind it and follow the platform to the back, where you will find a corridor with a teleporter, which you can stand in.

Section 15

Follow the corridor into the next room and jump forward onto the glass bridge, where you turn left at the intersection. Pass the corridor into the next area where there is water and jump in. Now swim along the left side of the wall and find a tunnel that you can dive through!

Get out of the water at the other end and follow the corridor into the next large area. Jump over the two floating platforms onto the solid platform and drop down to the right, where you will find a pocket explosive device.

To find the next pocket explosive, you have to run forward from this point along the right side of the wall until you find the next pocket explosive far back at the end of the platform! Now turn around and run forward, where you will find a water source on the Level. Jump in there and dive down into the teleporter.

Section 16

Follow the path here on a glass bridge, where you will find the third pocket explosive device at the intersection! Then drop down from the bridge and run forward again on the right side of the lava lake.

Behind it you will see the water hole that you just jumped into and you must now pass it. Turn left immediately after that and you will find the fourth pocket explosive device in front of the bridge behind the tree! Now turn around again, run back to the right into the water hole and let yourself be transported further up. Now cross the glass bridge to the other side and go into the next teleporter behind it.

Section 17

Run forward into the large area and follow it along the right-hand side of the wall until you see the next door that you have to pass through. Stand at the edge of your platform and jump forward onto the lower platform in the lava. Run forward here and you will discover a net on the high platform opposite that you have to take a running jump to! Climb up this and let yourself fall onto the next platform. From here, climb up the next net on the right and go to the back wall, where you press the green switch! Turn around and run forward to the right to the end of the platform, where you will find an activated platform.

Jump up over this to the next platform and press the green switches to the left and right of the door to open the middle door. Pass this and follow the corridor behind it into the next large area.

Drop down into the water where you can stand and go to the back left to the wall where you have to climb up the net. Then run forward through the corridor and find yourself in the next corridor where the third embryo is in the middle. Find it and shoot it from the ceiling to finish off the third queen embryo!

Now leave the tour through the corridor you came from and drop down behind it, where you climb up the net again on the opposite side. Pass the corridor and go to the very back right of the lava room, where you entered this area earlier. Run through the door here, find the other corridor at the back of the large area and stand in the teleporter there.

Section 18

You are now back on the glass bridge where you found the third pocket explosive device!

Drop down from the bridge and go into the corridor (at the very back) from where you entered this area at the beginning! At the end of the corridor you will find the room with the water again. Jump forward to the net and climb up the platform. From here you then jump to the next net on the left side of the wall and climb up this. Pass the corridor and go into the teleporter behind it.

Section 19

Run forward into the room, which turns out to be the one where the main computer is located! Now run forward across the glass bridge to the middle platform with the main computer and place your pocket explosives in the four pillars on all four sides!

After you have placed all four explosives, you have to quickly run back into the teleporter and see the screen saying that you have completed the mission! Run through the corridor and drop down into the water behind it. Turn right here and swim forward to the corridor, which you jump into.

Follow this into the next large area and walk along the right side of the wall to the water hole, behind which you turn left (remember, you found a pocket explosive device behind the tree here!). Cross the bridge here and go into the Portal behind it! Your task is to protect the energy totem from all enemies again! Now kill as many enemies as possible until their power bar is used up and you have successfully completed the Level!

After that, you'll see a sequence in which everything shakes and you'll be confronted with the next boss! The giant ant: Now kill the following Mantid Mites until the giant ant appears! Now shoot at its front arms until the ant no longer loses any strength from them. Now it only has one point where you can hurt it: its rear end (the rear part from which it sometimes shoots green poisonous balls!).

Now shoot at the back (if you hit it, it will light up brightly!) until the power bar is half used up. After that, her front arms will be vulnerable again.

Now shoot at them until she lands helplessly on her stomach with a little more force. Shoot at her vulnerable head until the enemy is finally finished!

After that, you will find yourself in the dimension where you should save first!

With the Whispers Talisman you can get the fourth Primagen Key in Level 4.

Now open the entrance to Level 6 and go to the teleporter.

Level 6 - Primagen's Lightship

Mission Objectives:

- Destroy three automated robot factories
- Purify the river of souls

Secrets in Level 6

- Some ion capacitor crystals and bridges can only be reached with a trick.
Drop very briefly and then jump over in the air
- At the spot with the winds, drop down at the blue Health and jump then in the air to the passage with the blue Health
- At the Whispers Talisman tile, let yourself be carried upwards and head forward to the passage
- At three of the four Power Generators, you can collect Red Life Force diamonds in the water or collect blue Health
- Jump into the tube with the silver Health, let yourself drift and fall into the shaft. Turn around and go against the current to the Gold Life Force diamonds.
On the left at the edge is an ion capacitor crystal
- Now go back, then left, right, straight ahead, right. Shoot at the gun and jump out at the Cerebral Bore. Climb up and navigate through the tube to the two computer consoles
- Here you will find the Razor Wind
- At a barred tube there is a console with a red switch, which you press and then quickly run to the right, where you will enter an open shaft on the left
- In the room with the two ion capacitor crystals, press the red switch and then quickly run to the left. At the edge, drop down briefly and then jump over in the air
- In the other room, press the switch at the back right and pick up the second ion capacitor crystal
- At an ion capacitor crystal in a tube, press a switch, turn around and use a floating platform as a springboard to the crystal
- An ion capacitor crystal is in an armory with lots of computer desks.
- Go into the tube at the three Red Life Force diamonds and then right, up, left, right, left, down, right, left, left, up, right, straight ahead. Outside go left to the teleporter
- Behind the Assembly Plant Computer is the gray Eagle Feather
- Opposite the Assembly Plant Computer, in the left corner, there is a refueling area for AMMO
- At the fourth Power Generator, there is a tunnel in the water that leads to a switch that deactivates a Force Field Generator

Section 1

Now follow the corridor in front of you and you will find yourself in the large round room behind it, in which there is a Primagen Key in a protective cover in the middle (you will gradually turn off this protective cover over the course of this Level. If the message "Force Field Generator deactivated" appears after pressing a switch, this means that one of the four locks on the protective cover has been turned off!). Ignore it for now and turn left into the corridor. Follow this and turn into the corridor on the left at the first opportunity. Follow this to the end and you will see a locked door on the left. Turn around and run into the other corridor, where you will find a computer desk at the end. Look at the left side and press the red button there, where a teleporter will appear to your right. Use this.

Section 2

Run forward into the corridor and turn right through the door. Now follow the long corridor, always running along the left side of the wall, and at the end pass the door into the large room. Stand at the front inside the room and look down at the laser beams, where you must not fall under any circumstances! Run along the platform to the left until you can go down the stairs to the lower Level. In the middle you will see a fan that you have to stand on. Now hold down the jump button until you are blown up to the upper platform.

Jump onto it and immediately turn around, whereupon you will see a blue crystal in the air! Go forward again onto the updraft of the fan and jump forward just before the crystal so that you can pick it up as it falls. This part then turns out to be an ion capacitor crystal!

Let yourself be blown up again and go into the right corridor.

Turn left immediately after that and follow the corridor (it doesn't matter which of the two paths you take) into the large room. Run back to the back wall and climb the stairs up to the middle platform.

Run along the platform to the right until you are above the entrance to the room and stand in the middle. Turn right and discover two more blue crystals on the other platform!

Since you can't jump directly onto the platform and the distance is too far, you have to use the following trick:

Run and drop forward to the platform with the crystals (downwards) and press the jump button at the last moment before this platform, after which you will land on this platform! If you don't make it the first time, just try again! After you have acquired the two ion capacitor crystals, you have to run back up the ladder and go back to the place from where you turned right to the crystals.

This time turn left and jump onto the platform that will take you up! Run forward around the round computer desk and press the red switch on the computer desk on the other side. Press the switch and turn around, and you will see the door open (nice to see).

Now follow the long path until you see a path on the right. Keep going straight and you will find a Save Portal with HEALTH and AMMO behind the door.

Save your journey and run out of the room, where you then turn left. Follow the corridor to the end and turn right in front of the locked door into the next room. There are many laser beams in the middle on the lower Level.

Go down the stairs to your left and turn around on the platform below. Carefully walk past the stairs on the left and stand on the Whispers Talisman tile behind it, whereupon you will automatically be taken to the opposite side via the laser beams into a tunnel!

Follow it to the other end and stand on the next Whispers Talisman tile so that you can be carried across!

Follow the corridor into the next room and go to the left behind the computer desk, where you press the red switch. A message will appear saying that a Force Field Generator has been deactivated.

Kill the enemy here and then run through the open door. Turn left behind it and go through the door into the room with the laser beams. Stand immediately to the right behind the entrance at the blue Health and look down to the opposite side, where you will see an open corridor with blue Health. Now take a running jump into this corridor (always steer forward when flying!).

When you are in this corridor, go through the next door and turn into the left corridor. At the end press the red switch on the right so that a bridge extends over the laser beams to your left. Get another ion capacitor from this and return to the corridor, where you turn left. Follow the corridor to the next branch on the left and walk into a room with a Power Generator in the middle.

Place your ion capacitors on each of the four sides of the Power Generator, and a message will appear saying that you have recalibrated a Power Generator! Then return to the corridor you came from and turn left into the room. Press the red switch on the left and go into the teleporter.

Section 3

Run forward into the corridor, where another corridor will open to your left. Don't run through it, as you've already been here once, but run straight ahead! Climb the stairs and press the red switch on the computer desk. A message will appear saying that a door has opened. Drop down to the left of the computer desk and run forward, where you turn into the middle open corridor. Follow this to the end and press the red switch on the left so that you can go to the next teleporter.

Section 4

Run forward into the next room and let yourself fall down. Then stand on the fan to the left and press the jump button to float up. Go to the platform above and jump onto the bridge in the room behind it.

Run to the right, press the red switch in the computer desk and notice to your right that the floating platform has moved to the right. Now drop down to the right and quickly float back up over the fan to get onto the floating platform that has been moved before it moves back! If you don't manage it (which is very difficult because you only have very little time!), you have to press the red switch on the bridge again and try again!

Once you've finally made it, press the red switch on the computer desk on the other side and let yourself fall back down. Pass the open door on the right and turn right. Behind it, take the left corridor and press the red switch in the room behind the computer desk so that a wall opens to your left!

Now in this room, on the right-hand side, you will find a rotating fan in the floor that you must jump onto! Hold down the jump button so that you can float up and get onto the pillar!

Let yourself fall further down behind it and immediately hold down the jump button so that you reach the opposite platform with the Red Life Force diamonds. Run around the platform here and jump forward onto the platform with the blue crystal (hold down forward while flying, otherwise you won't make it!).

Take the ion capacitor and press the red switch to your right. Jump back into the previous room (carefully!) and pass the open door opposite. Cross the corridor to the next intersection, where you have to turn right. You will find yourself in front of a long tunnel that you can drop into. You will notice that you cannot fall down because of a fan! Now press the jump button so that you float up into the corridor. Follow this to the end into the next room and find the next Save Portal there.

Save your journey and go back into the tunnel. Here, point your crosshairs downwards and use the D-pad to move forwards so that you slowly float downwards. Go to the bottom of the next corridor and follow it into a large room. Stand at the edge of your platform and look diagonally down to the left at the platform with the computer desk.

Now carefully jump there and press the red switch, whereupon an activated platform will appear behind you. Jump onto it and turn around as you go up. Jump onto the upper platform and press the next red switch there. Now go to the right and look to the left at the wall, where you will discover a corridor with silver Health!

Jump into it and follow it, where you will automatically be drawn in by a fan wind. Let yourself fall into the first hole and turn around immediately. Run through to the end and find the ion capacitor there. Don't let yourself be pushed out at this point, but always steer against the fan wind and get this ion capacitor with the utmost caution so that you don't fall out of the tunnel! Then follow the tunnel to the place where you fell down and continue forward, where you turn left.

Run to the next junction and turn right there. Pass the red room with the closed bars on the side and take the path to the right behind it. When you are in the next red room, you will see an open corridor on the right that you must now jump into. Stand on the fan behind it and let yourself fly up by pressing the jump button. At the top, then run forward into the room with two computer desks, each with a switch.

Now first press the right switch to extend a bridge (make sure to remember this spot when you go looking for the 6th Primagen Key at the end of the game!) and then press the left red switch.

Turn around and walk through the open door. Walk straight ahead through the door opposite and press the red switch on the left so that you can stand in the activated teleporter.

Section 5

Run forward into the corridor and stay on the right side of the wall, where you will find a locked door. Now run further and notice a switch for the locked door on the opposite side. Once you have pressed the switch, quickly run through the door on the other side, as it will close again! Once you have made it through this door, let the platform behind it take you up.

While driving, turn left, run into the next corridor and follow it through the next door. To your left, above the hole, notice a blue crystal that you can't reach yet and run to the right to the large computer desk. Stand in front of the red switch in the middle and prepare yourself to have to jump through the open door at the back left to get the ion capacitor before the door behind it closes again (it's one of the hardest parts of the entire game!!) Once you've managed to get the first crystal, you have to go to the back right in the room behind it and press the switch there. Then quickly jump through the opening door back into the previous room and get the second ion capacitor in the air.

Press the red switch in the middle again so that you can go back to the back room! Once you have survived this very difficult part, you can turn your attention to the two middle switches behind them. A door has now opened to the right and left of these. Now go through the right door first. Insert all four ion capacitors into the column there so that the second Power Generator is recalibrated and return to the previous room, where you go through the other corridor. At the end, press the red switch on the left side in the computer desk and go into the teleporter.

Section 6

If you now enter the front corridor, a door opens opposite you. You shouldn't go through it because you've already been there! Instead, turn left into the room and press the red switch on the computer desk. After the message appears that a door has opened, you have to fall down at the back (incidentally, this is the beginning area with the Primagen Key in the middle). Run left over the steps to the other side and turn left at the next opportunity. Go through the door that has just opened and follow the corridor until you end up in a room where the doors close around you. Press the red switch here and pass the open door to the right of it to press the switch and go into the teleporter.

Section 7

Run forward into the corridor and turn right. Take the opposite corridor and follow it into a large room, where you go down the steps on the left. Let yourself fall down onto the platform and ride it up. Then immediately jump onto the middle platform and press the red switch there.

Turn around and discover an activated platform here. Now jump back onto the first platform, which will take you back to the starting platform, and run to the right on the round platform to the end. Wait for the activated platform here and jump onto it. Now turn left and discover a blue crystal as you travel through a tunnel.

Now stand facing the crystal and jump forward into the tunnel while it is moving (jump forward before the platform passes the tunnel - you may need several attempts - otherwise you will miss it!). Once you have got the ion capacitor, quickly run out of the tunnel again so that you don't get sucked into the fan! Now go back over the thin platform to the other side and take the lift up. Run back to the right to the other activated platform and let yourself be taken to the other side.

Jump onto the platform there and follow it into the next corridor.

Here you press three switches on the left and then run behind the third switch to the right through the open door, whereupon it closes and locks you in. Another door opens, behind which you can get another ion capacitor! Then press the red switch in the previous locked room and then run through the door (left) that you came in through. Turn through the right door behind it and follow the corridor to the end, where you pass through the left door.

Keep running straight ahead and you'll find the next Save Portal with HEALTH and AMMO at the end! Now run back into the corridor and turn to the right. Go into the tunnel you were in before and follow the following path sequence if you don't know the exact way to the other side (only the intersections or the tunnels that go up or down are shown; switch on your map if necessary!): right, up, left, right, left, down, right, left, left, up, right, straight ahead. If you follow this sequence exactly, you will end up in a corridor outside the tunnel! Turn left here and follow the path into the next room, where you have to press the red switch on the computer desk to use the teleporter.

Section 8

Run forward through the door and stay on the right side of the wall where you will pass another door. Keep running along the right side of the wall until you reach an opening. Stand on the Whispers Talisman tile here and let yourself be carried across automatically!

Press the red switch behind the computer desk, which will deactivate a Force Field Generator. Then let yourself be carried back to the opening via the Whispers Talisman tile and turn right here.

Enter the next large room and run straight back to the two steps that you climb up. Press the red switch on the back wall and turn around. Now run back, climb the steps on the left and follow the platform through the door that has just opened (be quick, as the door closes after a while!). Get the ion capacitor behind the computer desk and, when you press the red switch here, hurry up a bit!

Run to the other side in the previous room and go through the other door before it closes! Once you've done that, get another ion capacitor behind it.

Press the red switch here, and the message 'Door open' will appear. Return to the previous room and walk left into the middle lower corridor, where you will pass the open door. Press the switch behind the computer desk and walk through the left open door.

When you are in the next room place two ion capacitors by standing on each extending bridge.

To use the other two capacitors, you have to stand on the right extending bridge and quickly jump back onto the rear extending bridge (difficult, but doable!).

Then use the other two ion capacitors here so that the message appears that the Power Generator has been recalibrated! Once you've done this, go back into the corridor and go through the other door opposite (it's a normal door). There press the red switch on the left to use the teleporter.

Section 9

Run forward around the corner and ignore the door that opens, as you have to turn right! Press the red switch, whereupon the message 'Door open' will appear. Then drop back down into the room with the Primagen Key and turn left. Run past the first left corridor on this side and turn into the last corridor on the left. Follow the corridor to the end and press the red switch there to be able to use the teleporter.

Section 10

Run into the large room and go through the door at the back left. Go straight into the next room and get the ion capacitor from the middle platform. Press the red switch on the right and then the red switch on the left to be able to run through the door that opens at the back. Press the red switch on the left and go into the teleporter.

Section 11

Run forward into the large room and pass through it to the next intersection. Turn left to press the red switch there. Turn around and run through the open door on the opposite right side.

Follow the underpass into the next corridor and press the red switch on the right inside to open the two doors in front of you.

Pass them both and press the red switch on the right behind the second door. Then run on and let the platform take you up at the back, where you jump into the room to the right.

Climb up the steps on the right and press the red switch in the computer console. Then turn around and run backwards in front of the blue crystal, which you have to grab by jumping!

After you have received this ion capacitor, turn right again and go to the platform you just activated. Let yourself be taken up and turn left to get to the other Level.

Run forward here and turn right around the corner at the square box, where you have to press a switch for a Warp Portal. Then stand in front of the square box and shoot the lock in the middle so that the doors open! Then shoot the machine parts, which will immediately explode and you will receive the message that the robot factory has been destroyed!

Turn left, walk up the steps and press the red switch. Turn around again and pass the newly opened door on the left, where you will find yourself on a fork in the path.

On the left is the open Warp Portal, but you shouldn't enter it yet. So keep walking straight ahead and use the teleporter at the back (press the red switch).

Section 12

Run forward into the room with the windows and pass it to the other side with the door.

Turn right through the door and get the ion capacitor from the middle alcove behind it. You are now directly in front of the computer factory control panel (will appear)! Shoot it, whereupon it will explode and the message 'Factory destroyed + door open' will appear!

Run around the alcove and find a grey holy Eagle Feather there! Go out of the room again, turn left back into the corridor with the windows and go into the teleporter you came with. Run forward and turn right to run into the Warp Portal there.

Section 13

Go to the dish here and watch the sequence. You will receive the Eye of Truth Talisman, which allows you to see things that were once invisible to you.

After the sequence, get the eye of truth from the room at the back and leave this location again via the teleporter.

Section 14

Run into the other teleporter again and cross the corridor with the windows, where you should turn left through the open door this time! Run down the corridor and find yourself in the room that you could see into from above!

Go down here to the two pillars that have something blue in them and take it out - it turns out to be a blue laser cell! Then climb back up the path and turn left twice, where you press the red switch at the end to use the teleporter.

Run forward out of the room to the intersection and look to the right where there is a locked teleporter. Remember this spot anyway and keep running straight through the door into the next room.

Follow this to the left to the end where you can see a wall with lasers running through it!

Take a closer look at the pillars from which the laser beams come and discover a red laser cell on each one! Touch each of these spots twice to pick up the red cell and then use a blue laser cell in its place! After you do this, the color of the wall with lasers running through it will change and become blue!

You can now pass through these unhindered! But don't do that yet, instead turn left into the corridor. Follow this and press the red switch on the left side to pass through the door behind it. Get the two blue laser cells from the pillars here and use the red laser cells, whereupon the laser beams will destroy the last robot factory!

Now return to the room with the wall that the harmless laser has passed through and take the ion capacitor with you.

Section 15

Follow the corridor and you will find the last Power Generator behind it!

Jump into the water to the right and hop onto the low platform to be able to jump onto the rear platform from there. Use the blue laser cell in the column so that the red laser wall is replaced by the harmless blue one!

Then discover two rotating platforms behind the pillar, over which you can run onto the middle platform!

Insert all four ion capacitors here, whereupon the message will appear that all Power Generators have been recalibrated and you have completed the mission! Then jump backwards onto the platform where you see a Breath of Life Talisman tile and let yourself fall into the water. Dive down and find a tunnel, through which you can swim with the Torpedo Launcher. Behind it, climb out of the water via the small platform and press the red switch at the console above.

Now dive back through the tunnel into the previous room and go through the exit on the other side.

Press the Warp Portal switch on the side of the wall with blue laser beams to activate the sixth false Talisman Warp Portal (Oblivion).

Now follow the stairs up and go all the way to the back. There, turn first right and then left to the false Warp Portal.

Section 16

Go up the ramp in the anteroom and watch the sequence. Joshua Fireseed is surrounded by an army of enemies who want to convince him that he has no chance against them.

After the sequence, a Sentinel (Flesh Eater) will attack you, which you can kill with the Shredder, for example. It's best to save here with Esc and SAVE GAME, because the action is about to start.

Stand in the top right corner of the gate and shoot at the Death Guard at an angle to the left. When he goes down after one or two hits, fight off two charging Sentinels (Flesh Eater). Now stand in the left corner of the gate and shoot at the Death Guard diagonally to the right. Two Sentinels (Flesh Eaters) will soon attack you here too.

When these enemies are silent, go to the center and take the PLASMA RIFLE. For example, turn to the left, zoom in on the Death Guard's head and shoot at its red eye. Then turn to the right and shoot the Death Guard on the right.

Now run to the right and turn the wheel, then go to the other side and turn the second wheel. A gate will open in the middle.

Now move towards the center with the PLASMA RIFLE, switch on Sniper Mode and move carefully sideways until the head of the Lord of the Flesh appears in your aiming device. Shoot him in the eye and then go through the angular tunnel into the next room.

Make sure you are not seen and then run to the elevator on the right. Ride up and shoot a Death Guard on the right. Now observe the Lord of the Flesh below and shoot his head with the PLASMA RIFLE's aiming device. This also works for the back of his head. When he falls, jump down and refuel HEALTH and AMMO at the column in the middle.

Now go to the elevator on the other side, ride up and shoot a Death Guard on the left. Then turn the wheel by the grate and a gate will open below.

Jump back down, walk carefully to the gate and shoot the Death Guard in the head.

Then take the elevator up again on the right-hand side and turn the wheel here too, whereupon another gate opens below and another Death Guard has to be killed.

Jump down and go to the first open gate. Take the PLASMA RIFLE and shoot the Lord of the Flesh in the eye with the aiming device at the back. A gate will open behind it, through which two Sentinels (Flesh Eater) will come.

Now go to the second open gate and do the same as with the first gate.

Then run through the first gate at the back, where there is a wheel in the left-hand corner guarded by a Lord of the Flesh. Approach the wheel carefully and then shoot the lord diagonally in the eye.

Now go through the second rear gate, where there is a wheel in the right-hand corner and do the same as with the first rear gate.

Finally, run to the gate with four frames. Stop at the gate and switch the PLASMA RIFLE to sniper mode. Zoom in and look into the distance. There you will see two Lords of the Flesh standing next to each other, as well as a Death Guard and a Sentinel (Flesh Eater) patrolling. Aim with a steady hand and hit them in the eye or head. Then a third Lord of the Flesh appears, which you also kill.

Now you can see the last part of the NUKE weapon. Before you get this part, look around and fill up on HEALTH and AMMO here. Then take the part and complete the NUKE weapon. Conveniently, you can refuel the NUKE weapon right here, with 5 warheads in the magazine.

Go now to the teleporter at the back, where a sequence with Adon starts. She asks Joshua Fireseed to stop the Primagen with all his might.

Section 17

Now go back to the wall with blue laser beams and turn right in front of it. Press the switch here to activate the teleporter and go into the teleporter.

Run out of the room to the right and turn right behind it. You have been in this area before (do you remember?). Run to the back into the middle corridor and stand in the teleporter there.

Section 18

Run straight ahead into the corridor with the blue Health and press the switch at the computer desk at the end to open the door to the one-eyed monster.

Before you go to the monster, get the sixth Primagen Key.

The protective cover is currently only powered by a Force Field Generator. Look in which direction the last glowing box is pointing and go to the corresponding gate. Then run through this area to the platform where the switch for the extending bridge is located. Pass the door behind it and turn right.

At the end of your platform, find an Eye of Truth Talisman tile and discover a previously unseen bridge! Cross it to the top and press the red switch at the end to finally reveal the 6th Primagen Key. Run back to the starting room and get the 6th Primagen Key there!

Now fill up on HEALTH and AMMO here and then go to the back, where you descend the steps to the middle open door. Pass through this door and get all your weapons again in the corridor before you enter the very last monstrous portal behind it! After you have entered it, you will land directly in front of the next boss!

The one-eyed monster

To start with, you can only damage the top two arms! Keep shooting at them (they should glow red so you know you hit them!) until a sequence occurs where you see the arms you shot off grow back!

The next part is a bit harder: you have to shoot the new arms again (remember that they should glow red so you know you hit them!) until they fall off again, but this takes quite a while!

The next sequence occurs after you have hit the enemy's arms often enough. You will see that more arms are now sprouting from the monster's body, eager to kill you! This time it is the beast's head that you can injure! Now shoot at it as long as possible (it must glow red!) until you finally succeed and can see in a sequence how the monster retreats. After that you will find yourself back in the dimension.

Save in the Save Portal to the right of the Portal for Level 1 and collect the fifth Primagen Key in Level 5.

If you feel like it, you can go to Level 3 first and find secrets at the third ammunition depot with the Eye of Truth talisman.



Primagen Key Locations

If you think you've completed the game after completing the sixth Level, you're very much mistaken! You have to go back to each of the six Levels and look for the Primagen Keys there!

Since it wouldn't have worked to collect the Primagen Keys on the first visit to each Level, you have to go through this unavoidable part again and look for the Keys in all six Levels.

The following directions are very brief, as you have already been through these places. If you don't know how to get to the said place from which you can get to the previously unreachable Primagen Key, just look at the directions for each Level (see above). Generally, the Primagen Keys are at the end of each Level (oh no!).

Primagen Key 1

Port of Adia

Go through the first teleporter and continue the path behind it into the room where the outer ring is above.

Go onto this ring (jump into the water and climb up the ladder at the back). Drop onto the outer ring and go through the open door into the teleporter on the left. Run back into the corridor to the right and cross the corridor past a teleporter into the next area. Run past the building on the right and find a niche to the right of the dark boxes with a lever that you have to press (it may already have been activated).

Then pass the adjacent corridor and go to the end where you will find a locked door. Stand right in the middle of the square, where you will notice that you are being shot at. Look up and you will see an enemy on top of a building far away who is shooting at you. Shoot him down so that the locked door opens! Follow the corridor up and stand on the Leap of Faith Talisman tile at the end, where you will be carried across and receive the 1st Primagen Key!

Primagen Key 2

River of Souls

Look at the directions for this Level above and go almost to the end of the Level (it will take at least 30 minutes) to the teleporter that led you to the Leap of Faith. Once you've arrived there, follow the following path from the teleporter: Run over the small, wide bridge at the back right and go into the corridor opposite. Continue straight ahead at the intersection and jump outside to the right onto the lower platform, which you can't reach from any other place (because you can't get out of the water!). Run through the hole in the wall at the back and turn right behind it.

At the end you will see a Breath of Life Talisman tile on the ground where you can drop down into the water. Climb up the ladder on the other side and stand on the Leap of Faith Talisman tile to be carried to the other side!

Follow the corridor here and stand on the next Leap of Faith Talisman tile to land on the other side. Turn right here and do a running jump onto the platform. Follow the corridor to the end and climb up the ladder, where you will find the 2nd Primagen Key on the platform!

Primagen Key 3

Death Marshes

Go to section 4 (see above) and discover a Breath of Life Talisman tile on the right-hand side in front of the long bridge (with the many branches). Jump down into the water at this Breath of Life Talisman tile and find a secret tunnel in the water that you have to dive through! Go back to land on the other side and climb up two wide ladders, where you will find the 3rd Primagen Key on the top platform!

Primagen Key 4

Lair of the Blind Ones

At the start of the Level, run forward through the water and through the archway. Behind it, turn left in front of the ravine and discover a Whispers Talisman tile at the end of the platform! Let this carry you to the other side and use the next Whispers Talisman tile at the back left! Here, make a running jump down onto the platform with the next Whispers Talisman tile, which you ignore as it will take you back up! So let yourself fall forward into the large hole in the ground and turn left towards the wall below. Find the passage there and discover a skull switch in a hidden niche that you have to press!

Run out of this passage and go into the passage opposite you that has just opened, from which a few spiders are coming. Get the cave gate Key from a small niche there and use it to run back to the area you dropped into. Insert the Key into the stone and go through the open wooden gate behind it. Kill the giant spiders behind it so that the wooden gates open and go into the teleporter at the back right. Run forward here and get the 4th Primagen Key at the edge!

Primagen Key 5

Hive of the Mantids

Almost at the end of the Level, go into the room where there is a hidden tunnel in the water on the left (see above)! Dive through it and go through the corridor behind it. Outside you will see two platforms that lead to a glass bridge. Cross the glass bridge up into the corridor and follow it into the next teleporter. Run forward along the corridor and find an Eye of Truth Talisman tile on the platform behind it.

If you have the corresponding Eye of Truth Talisman, you can see a previously invisible bridge in front of you! Follow this long, narrow bridge all the way to the top and get the 5th Primagen Key at the top!

You will only receive the Eye of Truth Talisman after you have completed Level 6.

Primagen Key 6

Primagen's Lightship

You will remember that the message Force Field Generator Deactivated appeared three times while going through the 6th Level (already described in the directions!). In this Level, you already know where the Primagen Key is. However, since it is locked and you have to press four switches (the message "Force Field Generator Open" appears at this particular switch) to reveal it, here's what you have to do.

Go to the locked Primagen Key and discover four square boxes on all four sides of this protective cover (they are the Force Field Generators!), pointing in all four directions to the four areas of this Level (seen from the entrance: left-front, left-back, right-back, right-front).

Each individual box will now either light up or not. If the box does not light up, this means that you have already pressed the switch in the area to which the box points!

Now look at the following: three of the boxes should no longer light up, as you have already pressed the switches in three areas during the first go through (if you have followed my directions exactly!). But the box pointing to the left-back should still be lit (as the switch was not mentioned in the directions above).

Go now to the area to the left-back through the gate that the green glowing box is pointing to, then turn right and then right again to the teleporter.

Then turn right to the room with lots of computer desks. Press the red switch here to open the right door. Jump through the opening by letting yourself fall for a moment and then jumping across in the air. Then go straight through the door to the right and then left to the round shaft. Jump down and leave the shaft to the left to the teleporter.

Now go straight ahead and then left through two doors until you see the Eye of Truth Talisman tile. Run up the originally invisible bridge and deactivate the last Force Field Generator on the computer desk. Then go back the way you came and get the 6th Primagen Key in the starting room.

The last step.

Once you have all six Primagen Keys, enter the dimension and use all the Primagen Keys in the middle platform in the walkway! After you have done that, you can watch a sequence in which Turok jumps into the opened hole and lands directly in the Primagen's battle arena! He will now say a few words to you and attack you!

The Primagen

Before he sets off to attack you himself, he will send a few bombs and planes at you, which you must destroy. After a while, he will fly out of his computer center and attack you personally! Behind his head you can now see four feelers, which you must shoot at until his power bar is used up.

When the Primagen stops in the middle of the fight and gathers itself to gain new strength, you have to shoot its head, which will then glow red.

After you have shot down all feelers (this works best with the Shredder weapon!), his power is used up for the time being, but it will replenish itself!

After the enemy has hidden in his computer center and throws more bombs at you, you have to dodge them.

Kill the flyers he releases at you, then prepare for the next fight with the Primagen: you will now notice that he has a new arm on his left side, with a spike at the end (looks like a fly's hand!). Shoot this arm until the power bar is half used up, and the Primagen will then be flying on the ceiling.

Look up and shoot at him with heavy weapons until he lands on the arena again. Use this opportunity and keep shooting at his arm until the power bar is used up. When he then stops to gather new power, you have to shoot at his head, which is glowing red.

After that, the Primagen has full power again and retreats to its computer center. After it sends more bombs and planes at you, which you destroy one after the other, the final part occurs: when the beast flies out of its computer center, its head is now vulnerable. Shoot it with your Shredder and you'll have an easy time killing it!

After his power bar is depleted, a sequence will occur showing the destruction of the Primagen by the energy totems and you will have successfully completed the game! Sit back and watch the ending sequence.

This Walkthrough was created by **spieletipps** and supplemented by me.

Have fun

Roland Philippi