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INTRODUCTION

Perhaps no other region of the globe is more shrouded in mystery as the Bermuda Triangle. Ships, airplanes, and naval carriers have all gone missing in this mysterious grey zone of the globe. Of course, that may be because when things go in, they rarely come out. But what of the people on those lost vessels? What happens to them once they venture into the unknown? Everyone assumes that once people are lost in the Bermuda Triangle, they are dead. What if that isn't true? What if there are survivors?

Welcome to the Void.

How to Use this Guide

There is no precedent for surviving the Bermuda Triangle. No one has ever gone in, gotten lost, and come back. We are confident, however, that with the help found in the following pages you will be able to thrive in your new surroundings. You see, once you're taken in by the Bermuda Triangle, you're transported to a parallel universe that no one knows exists! It is here that you will need every tool at your disposal to survive. Read the following pages, and we're sure you'll thrive inside the Void.

Tip

These tips contain valuable bits of information. Whether they tell you how to acquire a particular weapon or how to best approach a dangerous situation, the sole purpose of these boxes is to make you a better adventurer. You can skip these if you want to do things your own way, but chances are you'll miss out on some pretty cool bits of info.

NOTE

Like tips, notes will contain bits of information. Unlike tips, however, these aren't necessarily here to help you. These tidbits of info may shed light on the game, this book, or even something in the world of *Dark Void*.

CAUTION

If you pass over tips and notes, be sure to stop and read the cautions. The sole purpose of the boxes is to keep you alive! A caution may warn you about anything from an enemy's tactics to dangerous pitfalls, so pay attention!

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Skyjacking



Of all your abilities, skyjacking is the most useful technique in aerial combat. It simultaneously removes an enemy from the combat area and grants you a huge advantage once you've taken over an enemy's disc. To skyjack an enemy, approach a Watcher disc; when you get close enough, an onscreen prompt pops up. As soon as it does, press the onscreen prompt to zoom in and land on the disc.

The Watcher pilot will try to shake or blast you off. Do as you're told onscreen to grip the ship and slide left and right along the vessel to avoid getting shot. Stand on the ship's control panel and rip it off to force the pilot to emerge from the cockpit. Once it does, wrestle its gun away and take the disc! Once you've skyjacked the disc, you will be able to execute aerial maneuvers and even gain access to missiles (secondary weapons)!

NOTE

You will be prompted at every stage in the skyjacking process. The prompts will differ according to which version of the game you're playing, but they will almost always follow the same pattern:

- Grip the ship so you don't get shaken loose (this might take place several times)
- Begin tearing off the control panel (this will take more than one attempt)
- Slide left and right to avoid getting shot by the blaster (this will take place several times)
 - Finish tearing off the control panel
 - Wrestle the Watcher's weapon away
 - Take control of the disc

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Pro

Very high-powered weapon

Con

Extremely short range; long charge rate before firing

Upgrade 1

Improved heat sink allows the weapon to inflict more damage and cool down faster.

Upgrade 2

Ionized liquid coolant allows the weapon to inflict more damage and prevents overheating.

Magnetar



The Magnetar is another one of Tesla's original designs. It's an experimental gravity nullifier that forces projectiles to ricochet off nearby surfaces. Use this in conjunction with the Liberator for a great follow-up attack to

a Magnetar blast! When used, a Magnetar blast will render most Watchers useless as they float in midair unable to attack!

Pro

Unique weapon capable of rendering enemies temporarily harmless

Con

Very poor long-distance accuracy and slow projectiles

Upgrade 1

Resonance multiplier causes projectiles to bounce toward enemies and inflict more damage.

Upgrade 2

Harmonic intensifier causes projectiles to ricochet off all enemies and inflict greater damage.

Reclaimer



This is the Watcher's version of a sniper rifle. The long-range Watcher rifle has a 10x holographic scope, allowing the user to zoom in from great distances and maintain impressive accuracy! Use this while perched high above the enemy to pick off your targets from afar.

Pro

Extremely accurate at great distances

Con

Not great in close-quarters combat

Upgrade 1

Inertial dampener reduces recoil and improves accuracy.

Upgrade 2

Improved particle intensifier reduces recoil and makes projectiles rip through armor.

Oppressor



This Watcher assault rifle has an additional particle destabilizer that causes enemies to explode when they die. As you might expect, this weapon is extremely useful against Watchers. When upgraded, it can shred

through a Watcher with extreme ease. Pair this with the Liberator for an amazing one-two punch.

Pro

Explosive rounds can inflict splash damage on nearby enemies

Con

Accuracy isn't great at long distances

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Chapter 2: Crash Site



One week later, at a Nassau Airport base, Will and his best friend, Cooper, are busy loading crates into a plane. Will runs a business flying freight out of the Bahamas. With their flight preparation near complete, Will's former flame shows up at the runway. Her name is Ava, and she is as surprised to see Will as he is to see her. They haven't spoken in years. After the initial awkwardness passes, she explains that she is under contract with Athanor Industries to personally ensure that the crate they just loaded reaches London.

Two hours after takeoff, Will and Ava are in the cockpit of the cargo plane and Cooper is in a second plane flying lead. Outside, the world is on the brink of war, and Cooper explains over the radio that he had to plot an unusual flight plan to avoid entering disputed airspace. It is a flight plan that unfortunately takes them through an enormous tropical storm and into the center of the Bermuda Triangle.



As the airplane enters the Bermuda Triangle, they quickly begin to experience turbulence. Lightning flashes all around and the airplane begins to shake as if it's going to fall apart. Suddenly, a dark disc with blue lights zooms across the cockpit! The engines give and the airplane crashes into the side of a tall peak. When everyone regains consciousness, they find themselves crashed in a lush jungle.

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The airplane has been torn in half, and only Will and Ava made it through okay. As the duo assesses their condition, a mysterious man slams onto the cockpit's window. He warns that they must get away because something, or someone, is rapidly approaching their location. Before Will and Ava could find out more, the man is ripped away from the cockpit by an unseen assailant! The pair exit the plane to find the strange man dead. They've got no choice now. They must explore their new surroundings, whatever they may be...

Out of the Pan...



With no weapons to defend yourself and a mysterious, murderous "thing" on the loose, you've no choice but to get on the move. Whatever it is that killed that man knows where you are. Luckily, Ava spotted a village nearby as the plane went down. Get stepping and follow your beautiful guide into the lush, green jungle.

As you go, you can hear the sounds of a loud, blaring horn in the distance. With no way to tell whether it's a friendly sound or not, you've no choice but to continue toward the village. Keep up with Ava's brisk pace as she nimbly navigates past bushes, trees, sharp cliffs, and across fallen tree trunks. When you reach a long, thick trunk bridging the gaps across a small river, an earthquake shakes your jungle surroundings! Cross the makeshift bridge and enter the cave across from you to find a ghastly sight!

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On the other side of the cave is a small drop-off with several dead bodies on the ground. When you jump down to investigate, a strange man dressed like the frightened man earlier urges you to be careful.



As the strange man searches ahead, he's suddenly ambushed by a tall robotic-looking man! It's a silver Watcher Pawn! The Watcher stealthily sneaks up behind the strange man and snaps his neck, leaving the man's weapon on the ground.

Into the Fire



Walk up to the fallen body and grab a weapon. The soldier was carrying a Liberator, a high-powered machine gun capable of doing great damage to those walking robo-looking creeps. Ava grabs a Liberator for herself and prepares to set out deeper into the jungle.

Ava takes a few steps ahead and another earthquake rocks the area, bringing a rockslide down between you and Ava. With no way past the fallen rubble, she must continue without you and you without her. Luckily, you've both got radios that you can use to keep in contact with each other.

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Make a right and slowly explore the cave. When you reach a fallen column, hug the column as if you're going to take cover from enemy fire, then leap over it to trek deeper into the cave.



When you round the corner, you spy another one of those metal monsters crawling around a tall tree in the distance. The Watcher sees you immediately and drops down to open fire! Hug the left wall and wait for the Watcher to come out of its cover. When it does, pop out of the corner cover and open fire.

Take close aim at its head and let the Liberator loose! Take down the Watcher and collect the orange Tech Point Cache it releases. After examining the Watcher's body, you remember hearing about some black book technology that the Fascists were developing, but this is far too complicated to be theirs.

Tip

Before leaving the fallen Watcher, grab its weapon, the Oppressor.

NOTE

100 Point Caches

500 Point Caches

Journal Location

The icons shown above will be used on maps throughout the walkthrough for Tech Point Caches and Journal Entries.



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Tech Point Cache

There's a red Tech Point Cache on the left, just behind the tree trunk.

NOTE

We point out the Tech Point Caches you'll find throughout your journey, but not all of them will have screenshots provided in the walkthrough. For areas with several Tech Point Caches, we'll provide descriptions of where they are but not necessarily screens for them all. All Tech Point Caches are, however, listed with their respective areas in the Secrets of the Void chapter. If you are having a hard time finding one in the walkthrough, you'll be able to find its location in that chapter.



Make a right and follow the long tree-trunk bridge across the chasm. As you go, several Watchers will be engaged in a firefight with Ava from the cliffs above you. Allow her to distract your targets while you rush up the tree trunk and take them out. Run across the bridge with your gun blazing until you reach your enemies.

If any of them are still standing when you reach them, let them have it with a few well-placed melee attacks. Finish them off before continuing up the hill into a series of ruins.



Journal Location

After crossing the tree trunk, examine the small niche on the left, near the ruins. It contains a Journal Entry.

Tech Point Cache

Once you've collected the Journal Entry, hop onto the large boulder on the left, after going up the small hill. A red Tech Point Cache is sitting atop the boulder; jump up to draw it toward you.

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Several more Watchers wait to ambush you at the top of the hill. As you reach the top, take cover behind the small fallen column on the left. Wait for your robotic rivals to reveal themselves, then open fire from your covered position!

If the Watchers are only slightly in the open, use your zoom-in function to get a better shot. If the Watcher is completely out in the open, however, you can also use blind fire from your cover. You'll be less accurate with blind fire, but you'll be more protected from incoming fire.



Round the corner atop the hill until you reach another fallen tree bridging the chasm. This one leads to Ava's previous location earlier. Slow down as you cross the bridge and carefully leap across the hole in the tree trunk until you reach the other side of the chasm.



As soon as you cross the tree trunk, rush to the fallen tree ahead of you and take cover. Several more Watchers entrenched in the area ahead of you immediately open fire. While taking cover, slide left and right along the trunk and take note of their positions. When you're ready to retaliate, pop out of cover and fire on the metal menaces perched high along the far ridge, above the other Watchers.

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Take out the Watchers on the ridge, then duck back behind cover. Reload your weapon, then emerge from your covered position and eliminate the Watchers nearest you, behind the tree stumps.



Slowly move toward the remaining Watchers, using their tree stumps as cover. To eliminate the chances of taking fire, use evasive rolls away from cover to make yourself difficult to hit. As you land, re-establish your aim and let 'er rip!

Tip

Be sure to grab the orange Tech Point Caches as you go from stump to stump!



Drop into the ditch at the far end of the area and make a left. As you enter the cave, several columns and rocks will block your path. Leap over them and continue following the long winding cavern until you emerge in a large area with ruins. A Watcher waits for you on a turret and immediately opens fire!

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Sprint across the passageway ahead, stopping only to take cover from the turret on your left. When you reach the end of the walkway, turn left and open fire on the foolish Watcher Pawns hiding behind the rubble. Make short work of them before proceeding, and stay out of the line of fire from the turret.



Follow the walkway on the left. You can either go forward and sweep around the turret's backside, or make a sharp left about halfway up the walkway and take it from its left and blindside it. Both paths, however, require you to act quickly and keep a steady aim.

Rush the turret from either side and blast through two Watchers protecting it. When you reach the creep manning the turret, either blast it at close range or drop it with a few melee strikes.

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Journal Location

Before crossing the long bridge, examine the left side. A Journal Entry is hidden in the shrubbery.



Tech Point Cache

There are two Tech Point Caches near the turret. The purple one is atop a gate structure on the far right path leading to the turret. Hop from the large boulder onto the top of the gate to reach it. The second, a red Tech Point Cache, is on the ramp leading down directly in front of the turret.



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Man the turret at the top of the ruins and take aim at the door across the bridge to your right. Blast open the door on the opposite end, then keep the turret trained on the entryway as Watchers attempt to pour out and attack. If you keep a steady aim on the door, all the Watchers should fall easily.

If you want more of a challenge, blast open the door with the turret, then walk down to the bridge and take the Watchers head on, using the bridge sections as cover. Once all the Watchers are dispatched, cross the bridge and enter the door at the opposite end.

Tip

This turret is a good place to earn your Killing Spree Achievement or Trophy.



The door leads to a long, winding cave. Creep inside and explore the cave as it wends left and right, past a waterfall, and to a cliff on the opposite end.



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Journal Location

As you explore the cave, stop at the waterfall on the right to collect the Journal Entry and the Ammo Cache!



Tech Point Cache

The next red Tech Point Cache is directly on the path leading out of the cave. You can't miss it.



At the end of the cave, walk out onto the small rickety platform and follow the onscreen prompts to drop onto a platform farther down the cliff. Drop onto the next platform, then turn left and hop across the small gap onto another ledge. Follow the cliff wall to the left, jump across another small gap, then drop onto the rocky ledge below.



Continue moving down and to the left until you reach a long, curving ledge leading back into the jungle.

NOTE

When in doubt, always follow the yellow checkpoint marker on your screen.



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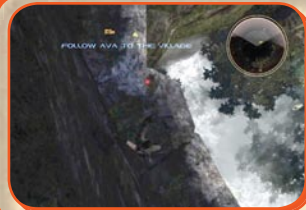
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Tech Point Cache

The next Tech Point Cache is on the final long ledge after the series of vertical drops. You should automatically grab it as you drop onto the ledge from above.



Sprint to the left and follow the tall cavernous path toward the checkpoint marker. Just before you emerge from the dark path, a Watcher attempts to ambush you. Open fire and obliterate it before it can do any damage. The path leads to another sharp drop-off with several wooden platforms going down the side of the cliff.



Tech Point Cache

The next Tech Point Cache is on a small ledge on the right side of the cavernous path, just before you reach the next series of vertical ledges.



Edge up to the side of the platform and peer over the side. This time, the ledges below you are crawling with silver Watcher Pawns! Before dropping from ledge to ledge as you did before, take aim over the edge and pop the Watchers in your way. Once you've taken out a Watcher below you, drop onto its ledge and peer over the edge again. Carefully blast your way down the ledges until you reach the bottom.

CAUTION

Watchers are fearless! They will not hesitate to rush up the cliff and attack you at close quarters on your own platform. If you're slow in taking them out and moving down the ledges, they'll rush up to meet you head on.

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At the base of the cliff, turn left and approach the rope bridge nearby. Cross the bridge and follow the checkpoint marker to the other side of the chasm.

Tech Point Cache

There is a red Tech Point Cache on the left side of the bridge, nestled near the far left wall in the ruins.



Journal Location

There is a Journal Entry to the left of the rope bridge near the ruins. Grab it before you cross! Once you're on the other side, grab the next Journal Entry near the Weapons Locker to the left of the bridge.

Tech Point Cache

You should automatically grab the next red Tech Point Cache as you pick up the Journal Entry after crossing the bridge. It's sitting to the right of the Weapons Locker.



Pick up the grenades on the left side of the bridge, near the Weapons Locker, then turn to the far wall against the cliff. Hurl a grenade at the wall and blast it down! When you do, several Watchers will try to rush you, so toss another grenade at them and take them down immediately.

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If the Watchers manage to rush out of the hole in the wall before you can take them out with a grenade, take cover behind the broken pillar and pick them off with your Liberator or the Oppressor. You can also still toss grenades at them from your covered position. Once you've taken them all down, go through the hole in the wall and into the next section.

Tip

Cook your grenade a little bit and toss it at the Watchers as they pour out of the door. If you get them all with the grenade, you'll unlock the Blue Light Special Achievement or Trophy!

Reload on grenades before you continue! Simply walk up to where you grabbed the grenades in the first place and they'll automatically refill in your inventory.



Tech Point Cache

Before crossing the bridge, creep out onto the ledge on the right to grab the red Tech Point Cache.



Rush across the next small rope bridge and make a right to enter the torchlit cavern.

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Journal Location

There's another Journal Entry between the two torches on the right side of the wall in this cavern. Grab it before proceeding.



The torchlit cavern is home to one Watcher. As you pass by the first two torches, make a left and it'll come storming out at you. Blast through it and follow the dimly lit passageway out to a large swampy area. Grab the Tech Point Cache in the tree trunk on the right as you enter the swampy area, then carefully sweep the area for Watchers nearby.

Use the large trees as cover and move stealthily between covered positions to avoid getting surrounded. Since the swampy area is wide open with only a few areas for cover available, it's easy to lose your bearings and find yourself surrounded. Instead, stay behind cover as long as possible and don't move from one location to another until you're certain you've destroyed your target. Once the area is clear, walk up the large tree root at the far left side of the swamp.



Tech Point Cache

There are two Tech Point Caches in the swampy area. The first, a purple one, is inside a tangle of trees on the right side just as you enter. The second, a red one, is on the large tree root you must climb to exit the area.

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Journal Location

The final Journal Entry in this chapter is located near a large tree on the left side of the swamp, just after you enter.



Make a right at the top of the tree root to find yourself on a short bridge. As you cross, several Watchers will spill out of the passageway at the end. Open fire as you rush for the nearest cover and duck! Stay behind cover and keep the Watchers at bay with blind fire. Wait for them to take position on their side of the bridge, then open fire as they pop out to shoot at you.

Move across the bridge slowly as you eliminate the Watchers in your way. Once the bridge is cleared, dash across, grab the Ammo Cache at the end of the bridge and enter the next section. There you're met by two white Watcher Sergeants and several Watcher Pawns!



As soon as the Watcher Sergeants spot you, they blast the bridge section at your feet, making it crumble. This forces you to drop to the area below, giving them the position advantage! Luckily, there are two small ramps on the left and right, leading up to their position.

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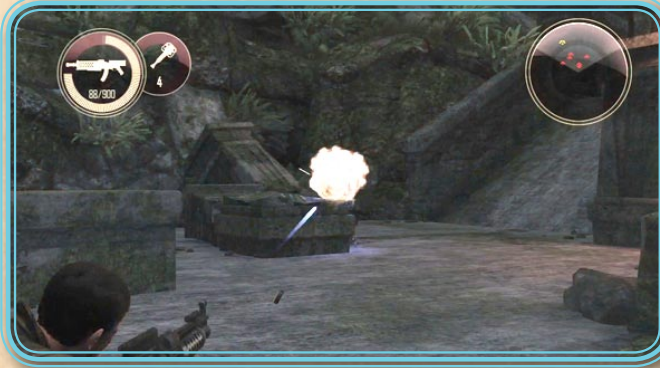
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Take cover immediately, then take aim at the Watchers flanking you. Stay behind cover and open fire on the nearest enemy. Pick it off with several well-placed shots, then rush out of cover as you blast the other rust-loving pile of bolts.



Tech Point Cache

The final Tech Point Cache is sitting atop a small pillar on the left in the lower area of the Sergeant encounter. Stand near the pillar, then jump up to draw the glowing orb toward you.



Strafe away from your enemy as you fire on it and make your way up one of the two ramps on either side of the area. Your goal is to take out the Watchers on the lower level, then rush up the ramp to flank the two Sergeants above you.



After taking out the Watchers on the lower level, rush up the ramp with your finger on the trigger. If there are any Watchers in your way, simply mow them down or drop them with a melee attack while up close.

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EPISODE 1

- | | |
|-------------------|----------------|
| Prologue | Spare Parts |
| Crash Site | Village Attack |
| The Village | Into the Void |

EPISODE 2

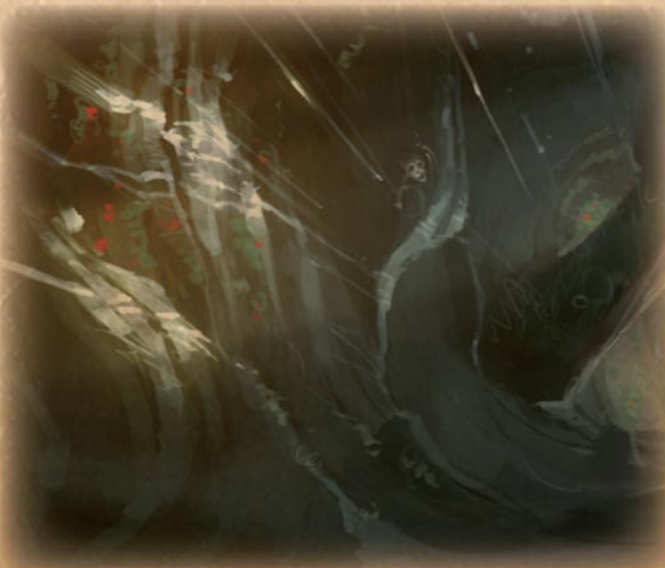
- | | |
|----------------|---------------|
| Prophesied One | Prison Escape |
| The Survivors | Breaking Camp |

EPISODE 3

- | | |
|-------------------|---------------------|
| Defending the Ark | The Revolt |
| The Collector | The Tower of Return |

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Hide behind the small wall atop the ramp and locate the two Sergeants on the upper level. Before rushing out of cover and letting them have it, toss a grenade ahead of you to weaken them. If you get the grenade close enough, you might even be able to take out one of them!



Otherwise, stay behind cover and open fire on the Sergeants as they try to locate you. The Sergeants are just as susceptible to melee attacks as the other Watchers, so don't hesitate to sock 'em if they get too close. Finish off the remaining Watchers on the upper level and the gates to the village will open up.

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EPISODE 1

Prologue	Spare Parts
Crash Site	Village Attack
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EPISODE 2

Propheesied One	Prison Escape
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EPISODE 3

Defending the Ark	The Revolt
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After you pass through the large gates, a Watcher manages to get the jump on you! It pounces and knocks you on your back. Before you know it, the metal monstrosity has wrapped its cold, hinged fingers around your neck and is beginning to squeeze the life out of you.

Just when it seems that everything is about to end and your last sight is going to be the Watcher's metallic blue stare, its head explodes in a gush of blue liquid! Ava hops down from her hiding spot, rifle in hand, revealing herself to be your savior. Not only will you probably never live this down, but she was also right about the village being nearby. At least now you're both at the village entrance.

Chapter 3: The Uillage



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Mission	Journal Entry
Episode 2: Chapter 3: Prison Break	
Left of beginning canyon, on plateau over ridge	Frenelli #1 of 3
In the room with the Magnetar	Frenelli #2 of 3
Second hangar section, above transport on platforms way up	Frenelli #3 of 3
Episode 2: Chapter 4: Breaking Camp	
On ledge below and left from Hypercoil room	Lionsigh #10 of 11
On ledge below and right from Hypercoil room	Lionsigh #11 of 11
On table near tents closest to the Ark	Delacroix #3 of 3
Near north pump, on platform beside pump	Anonymous #1 of 2
Episode 3: Chapter 1: Defending the Ark	
Plateau before two AA turrets, on left side	Tuddlefingers #7 of 7
Near the base (with the spires), near the first Archon	L.M. #1 of 1
Episode 3: Chapter 2: The Collector	
On transport in belly	Anonymous #2 of 2
Episode 3: Chapter 3: The Revolt	
Shield blast door room behind cover	Marks #1 of 2
After first vertical down section, in the back corner tucked away on one of the far ends	Marks #2 of 2
After last elevator, opposite elevator up one level; use boxes on left to jump up	Kasel #1 of 1

Tech Point Cache Locations

To get the absolute most out of your game, locate every Tech Point Cache using the following table. The numbers correspond to the labeled maps found in-game. To make sure you've found every cache, use this table in conjunction with the labeled maps in the walkthrough.

Cache Number	Mission	Points
Episode 1: Chapter 2: Crash Site		
1	Behind log near first bot encounter (combat)	100
2	On a rock above second bot encounter	100
3	After first turret reveal, run along the path; just above the second to the last gate before the turret	500
4	On the ramp leading down from the first turret	100
5	Directly on the path from first turret to first vertical down	100
6	On a platform at the bottom of the first vertical	100
7	Between the first and second vertical, on a small ledge just to the right of the path	500
8	After the second vertical, off among the bushes and ruins to the left of the rope bridge	100
9	Next to Weapons Locker	100
10	From Weapons Locker, go through door, to the right of the rope bridge	100
11	As you enter swampy area, turn to the right; inside a tangle of tree trunks	500
12	On the log leading from swampy area to stone bridge	100
13	Atop a pillar in the final bot encounter area	100
Episode 1: Chapter 3: The Village		
14	On the left side of the path just before the bridge	100
15	On the right side of the path just before the bridge	100
16	On the right side of the bridge leading to the village	100
17	When facing the pyramid, in a hut to the right	500
Episode 1: Chapter 4: Spare Parts		
18	From the spawn point, turn left and follow the stream to the edge of the waterfall	500
19	In midair, during the first long jump in the level	100

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Written by Leslie Castillo

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Roseville, CA 95661
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Product Manager: Todd Manning

Associate Product Manager: Sean Scheuble

Copyeditor: Cinamon Vann

Design & Layout: Melissa Smith and Jamie A. Knight

eProduction: Suzanne Goodwin

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