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Mark H. Walker with
Kenneth "Spear" Hwang
of Gamers Extreme

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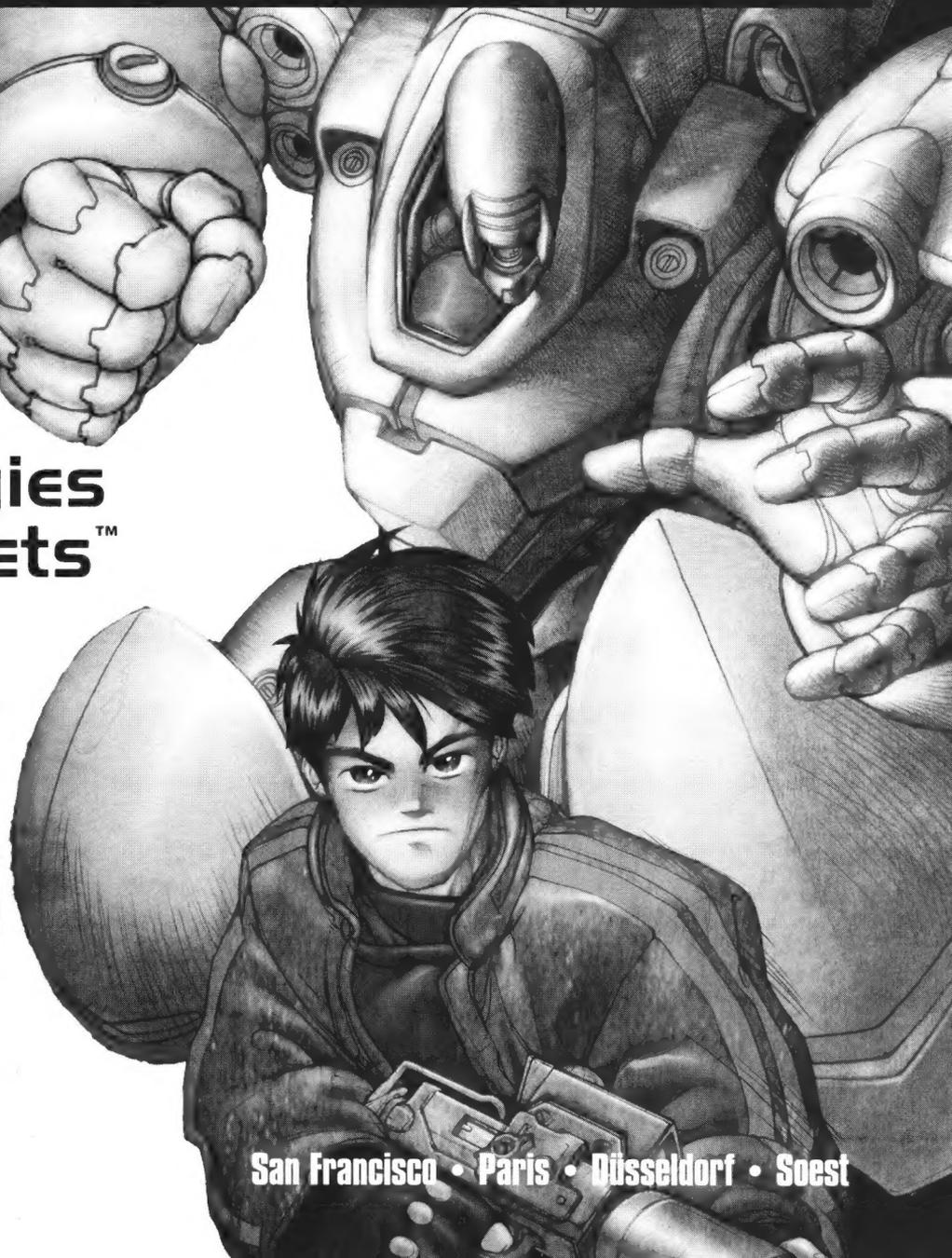
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Strategies & Secrets™

Mark H. Walker
with Kenneth "Spear"
Hwang of Gamers
Extreme



San Francisco • Paris • Düsseldorf • Soest



Associate Publisher: Roger Stewart

Contracts and Licensing Manager: Kristine Plachy

Acquisitions and Publications Manager: Dan Brodnitz

Managing Editor Game Books: Tory McLearn

Editor: Sam Mills

Production Editor: Kari Brooks

Proofreader: Andrea Fox

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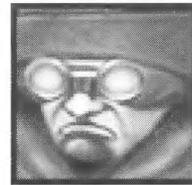
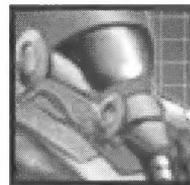
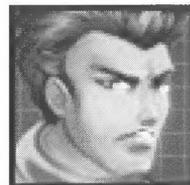
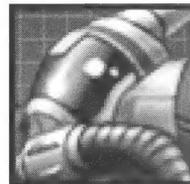
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To Mark, Sammy, Roger, and Babe

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Elvis has left the building. Did I mention the email threads? Karla, can I have that Red Claw now?



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Introduction

The expressions “The truth is out there” and “Trust no one” apply no less to events in *Shogo: Mobile Armor Division* than to the *X-Files*. They aptly convey the mystery, intrigue, and uneasiness just under *Shogo*’s surface. Betrayal and uncertainty lurk everywhere.

In this first-person shooter, you play the young Sanjuro Makabe, commander in the United Corporate Authority Security Forces (UCASF), whose mission is to find and eliminate the mysterious rebel leader Gabriel. To appreciate this mission’s importance, you must understand the intricate history behind it. And so we begin.



The Origins of the Shogo Universe

Sometime in the distant future, Earth's corporate entities have expanded to interstellar levels. Private-sector business runs everything. Corporations seek and exploit valuable raw resources on distant planets in remote solar systems. Even in this future time, the race continues for advanced technologies and economic wealth.

While exploring celestial objects for resources, the Shogo Deep Space Probe (DSP) *Katoki* makes a discovery that will change the course of history—an intriguing organic material on the desolate planet Cronus. Dubbed “Kato,” after the probe that found it, this substance exhibits a number of surprising properties.

Although Kato at first seems similar to petroleum, it differs in a radical way: It's alive. In addition, the tachyon field it emits when it's burned speeds interstellar travel and renders it far more efficient.

Realizing the potential of this new resource, companies in fields from cybernetics to computer technology run to the tables. Only three, however, manage to form an alliance capable of exploiting the Cronian material. The Russian entity Andra Biomechanics and American company Armacham Technology Corporation team with the Japanese firm Shogo Industries to form the United Corporate Authority (UCA). Together, these three became the major players in developing and exploiting Kato technology. They begin by establishing subterranean colonies on Cronus.

The three franchises have developed their own varieties of mobile combat armor (MCAs)—giant anthropomorphic robots, also known as Mechas, with both the grace and precision of a human body and the killer weaponry of a platoon of main battle tanks. Shogo Industries and Andra Biomechanics also utilize human-like mechanisms called mobile engineering vehicles (MEVs) for mining, construction, and demolition purposes. The UCA's MCA technology enables it not only to regulate interstellar commerce, but eventually also to form a military arm called the UCA Security Forces (UCASF).



All Is Not Well on Cronus

The underground city of Maritropa is the jewel of Cronian civilization. With its lush greenery and full-spectrum artificial light, Maritropa is the colony most reminiscent of Earth.

After a series of seismic temblors devastate another Cronian colony, Avernus, most of its populace migrate to Maritropa. Only a stoic few remain behind, among them “stragglers”—former miners traumatized by inhuman working conditions and the side effects of prolonged Kato exposure, including rashes, respiratory ailments, and even blindness.

These side effects and the devastation at Avernus were just the beginning of troubled times on Cronus. The Cronian Mining Consortium (CMC), the planet’s governing body, secretly stockpiled weapons from Andra Biomechanics, eventually declaring itself independent from the UCA with a surprise attack. When the UCA retaliates, the CMC agrees to negotiate with its enemy.

But just who *is* the enemy? A third—anarchist—faction calling itself the Fallen threatens both UCA and CMC authority. Led by the mysterious Gabriel, the Fallen seeks to rid the planet of government in any form.

Thus, *Shogo: Mobile Armor Division* begins. Everything is in place for Sanjuro’s showdown with Gabriel. Now all you need is the lowdown on this action epic’s key figures.

Up-Close and Personal

Orphan brothers Sanjuro and Toshiru Makabe grew up in a military academy, befriending classmates Baku Okata and the twin sisters Kura and Kathryn Akkaraju. After graduation, Sanjuro was leading his best friend Baku, his girlfriend Kura, and his brother Toshiru on a mission in Avernus when a tragic accident led to the disappearance of his three comrades.

Held accountable for this incident, Sanjuro undergoes therapy to cope with his personal loss and military failure. He recalls little of the event at Avernus, and what he does remember is hazy and vague. But, thanks to Kathryn’s resolute presence in his life, eventually Sanjuro regroups and prepares for a special assignment from Kathryn’s father, Admiral Nathaniel Akkaraju.



Cronus itself has undergone profound changes. Since the Avernus incident, a new leader and his resistance have risen to power. A mysterious and charismatic figure known only as Gabriel has taken over the band of fanatical terrorists called the Fallen. His goal is to end negotiations and halt the healing process between the UCA and the CMC.

Having already recruited over a third of the CMC militia, Gabriel poses a serious threat to the UCASF and the CMC. Admiral Akkaraju, commander of the UCA flagship *Leviathan*, must resolve the matter. His solution: order the young Commander Sanjuro to find and assassinate this new and dangerous leader.

About the Game

Shogo: Mobile Armor Division is the long-awaited first-person shooter from Monolith Productions. In conjoining Mecha combat with the Japanese animation genre “anime,” Monolith has produced one of the first PC games of its kind. Complex characters, an intricate and elaborately structured plot, and branching missions are rare in first-person shooters—but *Shogo* smoothly incorporates them all.

Anime is key to *Shogo*’s appeal. Far more than simple children’s cartoons, anime features themes and plots that are both sophisticated and complex. The genre addresses almost any subject and a variety of audiences. In fact, its preoccupation with death, war, and other grim subjects now gears anime mostly toward adults.

Unlike other shooters, *Shogo* is character-driven, presenting a broad spectrum of morally ambiguous themes. Influences from such anime sci-fi staples as *Evangelion*, *Akira*, *Macross*, and *Ghost in the Shell* combined with the game’s dark undercurrent of uncertainty make for anime at its best.

But *Shogo* is more than a story. Monolith has also created an outstanding first-person Mecha shooter. Although Sanjuro must complete many missions on foot, often he finds himself in an MCA cockpit as well.



The Book

As Sanjuro, you must journey through Avernus and Maritropa in search of the rebel Gabriel. Along the way you'll face difficult decisions and numerous plot twists. This guide provides the tactics, hints, tips, and background information you'll need to survive this journey and make mincemeat of your opponents..

There are two ways to read any strategy guide: First, you can read it from cover to cover, taking each chapter in order. I don't recommend this. If you like to read strategy guides this way, however, I won't stop you—but take heed: This is not a science fiction novel.

Second, you can use this book as a reference, consulting sections that apply to a given situation as you play the game. This is how most people do it, and for their convenience I include the following brief synopsis.

The Introduction

... is what you're reading now. *Shogo's* complex characters and intricate plot demand a bit of explanation. Be patient, however, we're almost through.

Chapter 1: Sticks and Buttons

Chapter 1 acquaints you with the *Shogo* interface and environment. Here you'll learn to maximize your *Shogo* environment, from monitor height to keyboard configuration.

Chapter 2: The Units and Cast of Shogo

If knowledge is a weapon, then this is the armory. This chapter runs down every unit available in *Shogo*, from MCAs to Tanks to infantry. Know your enemies—*and your friends.*

Chapter 3: The Tools of War

In Chapter 3, you'll learn the difference between a Melee Weapon, a Pulse Rifle, and a Kato Energy Rocket, among other things. It offers detailed insights into every weapon in the *Shogo* universe. Wonder how many hit points a Bullgut round inflicts? You'll find out here.



Chapter 4: Fighting Alone

This chapter is your source for *Shogo* single-player combat tactics. It addresses everything from choosing the best weapons (and knowing when to use them) to walking across the buildings. Whether you battle in the Cronian outlands or the streets of Avernus, this chapter's information will get you out alive.

Chapter 5-II: The Missions of Shogo

These seven chapters go to the heart of the game—the missions. Don't know where to find the Squeaky Toy? Hate walking on live power lines? We got yer walkthrough right here, folks. For your perusing convenience, each section covers from four to seven missions.

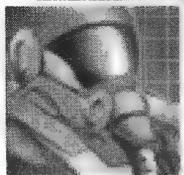
Chapter 12: Multiplayer Strategies from Gamers Extreme

Any good first-person shooter needs plenty of multiplayer action, and *Shogo* comes through in spades. In this extensive chapter, Kenn "Spear" Hwang of Gamers Extreme shows you how to join the fray and then takes you through his version of Basic Training and Officers School. By the time you graduate, you'll be a pro at multiplayer *Shogo*, whether you're slugging it out on foot or strapped into an MCA.

Are You Ready?

You say you love first-person shooters? And you've been waiting for a totally new experience, one incorporating fast-action shoot-'em-ups with complex plots and fully formed characters? Then you're ready for *Shogo*—and this book.

Let Sanjuro's mission begin.



Cheat Codes—Stop the Press!

As we got ready to ship this guide out, Monolith gave us the green light to hand over a set of potent cheat codes. Add 'em to your arsenal when you find that even pure skill and thumping adrenaline aren't quite enough to get the job done.

To activate these codes, press T to talk, then type the following:

- | | |
|----------------|---|
| mpgod | toggles God mode on and off, granting instant invulnerability |
| mpkfa | gives you all weapons/ammo/armor/health (you may need to type this in a few times when you're in MCA mode to get full armor and health) |
| mptears | grants all ammo |
| mpclip | lets you clip through anything in your path (enemies can see you but won't fire) |
| mppos | shows your position (this one isn't really that useful for gameplay—it's mostly used by level builders) |



WARNING!

- **God mode can sometimes switch off when you move from mission to mission. As a result, the game may tell you God mode is on when it's off and off when it's on. Don't worry—if God mode is off, you'll know soon enough....**
- **Clipping at high speeds is an easy way to get lost—if you clip outside the level, there's a good chance you ain't coming back.**
- **As with all cheat codes, caveat emptor!**



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Chapter I

**Sticks
and Buttons**



Shogo: Mobile Armor Division isn't an easy game. Heck, if it were, it wouldn't be as much fun. Gunning down a couple of Cronian Mining Consortium Shock Troopers while leaping through an air vent is challenging, at best, and darn near impossible without practice. We're all time-challenged, and we probably don't get as much quality time with Sanjuro, Kura, and Kathryn as we'd like. But the trick is to maximize the quality time we do have, and get good quick.

Part of speeding up that learning curve is enhancing your environment, whether that means positioning your monitor, anchoring your joystick, or slaving Sanjuro's actions to the proper—or at least convenient—keys. Let's take a look at some of these enhancements. Some are simple, but for every eight people who say "I knew that," two say "No kidding!"



The Gaming Environment

I don't mean the streets of Avernus. I'm talking about your computer room. As with any endeavor, optimizing your tools (so to speak) will enhance your performance. There's a lot you can do to improve your *Shogo* game without pumping buckshot into a single Fallen trooper (Figure 1.1). What follows are a few tips to maximize your *Shogo* gameplay.

The Monitor

The monitor provides you the vast majority of input from *Shogo: Mobile Armor Division* (or any other game). Smart gamers (such as you) will want to maximize that input. What follows are a couple of tips for doing that.

Positioning

Laugh if you will, but the fact is you just can't play as well with an ache in your neck. Everybody from the gal who wrote your monitor user manual to your family doctor will tell you monitor placement is critical for folks who work (or play) at computers for extended periods. And you do play for extended periods, don't you?





NOTE

I'm not saying you need to buy a new computer workstation. We recently toured a major development house. To a person they subscribe to the eye-level monitor philosophy. Their method of leveling? They used books to raise their monitor to the correct height.



Place your monitor so you look it dead in the eye when your gaze is level—neither above nor below your level gaze. If you must tilt your head to sight your monitor, you'll stress your neck muscles. Maybe not today, maybe not tomorrow, but sooner or later.

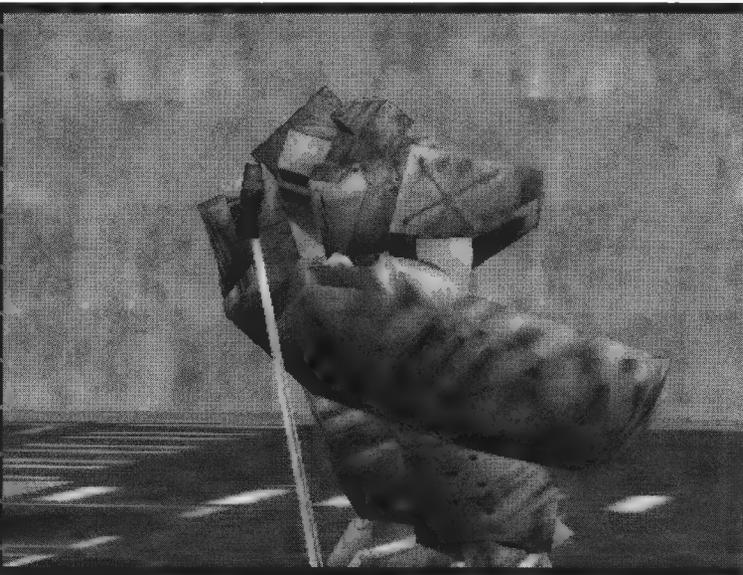
Lighting

OK, you're looking that monitor square in the face. Can you see? Is there glare?

Improper lighting can distract you, hide opponents, and reduce your effectiveness. Lots of folks play in total darkness. Although this certainly eliminates glare, it can hamper your keyboard dexterity. I don't care how good you are, there will be times when you must access an obscure key, and you'll waste time hunting for it if you can't see your keyboard.

I recommend playing in a dimly lit room. Keep your monitor out of direct light, but ensure there's enough diffused light to see that keyboard. If you're doing it right, you won't miss the action (Figure 1.2).

Figure 1.2:
These Mechas
are hard to see
through a glare



The Controller

The controller and how you use it is perhaps the one critical element to playing *Shogo: Mobile Armor Division* well. Again, it's a personal choice, but, nevertheless, some personal choices are better than others.

Mouse and Keyboard Combination

Of course, in one form or another, this is the most popular combination in the first-person shooter world. Most folks use a mouse to move their in-game persona, fire with their in-game persona, and explore with their in-game persona.

The following recommended mouse slaving and hotkeys isn't the only list that will work, but it's a darn good one.



NOTE

Unmentioned keys are left at their default settings.

For example, I don't mention "Forward," so you should conclude that this key is left at its default "Up Arrow" setting.



NOTE

Controls are a personal thing. These control configurations work for me. For example, I use a mouse for moving and aiming. Most gamers do. On the other hand, I've met solid players who use a keyboard or joystick. You gotta do what you gotta do.



NOTE

It's interesting the way many "newbies" shun the mouse for the familiarity of the keyboard. The "Free Look" feature seems especially confusing. Nevertheless, this is one of the most effective ways to play.



Action	Keystroke
Step Left	S
Step Right	D
Turn Around	W
Duck	C
Next Weapon	A
Tractor Beam	Q

Slaving the keyboard is only half the battle; you also must set up your mouse properly. Here are some suggestions. Again, only changes and significant buttons are noted.

Action	Mouse Function
Mouselook	On
Sensitivity	User Preference (typically about midway)
Smoothness	User Preference (typically third of the way from left)

Joystick

Joystick folks can be quick on the trigger, and some folks swear by it. What follows are my recommendations for the best way to configure it (Figure 1.3).

Action	Joystick Function
Joylook	On
Joystick Up	Look Up
Joystick Down	Look Down
Joystick Left	Turn Left
Joystick Right	Turn Right
Button One	Fire
Button Two	Next Weapon
Button Three	Run
Button Four	Duck



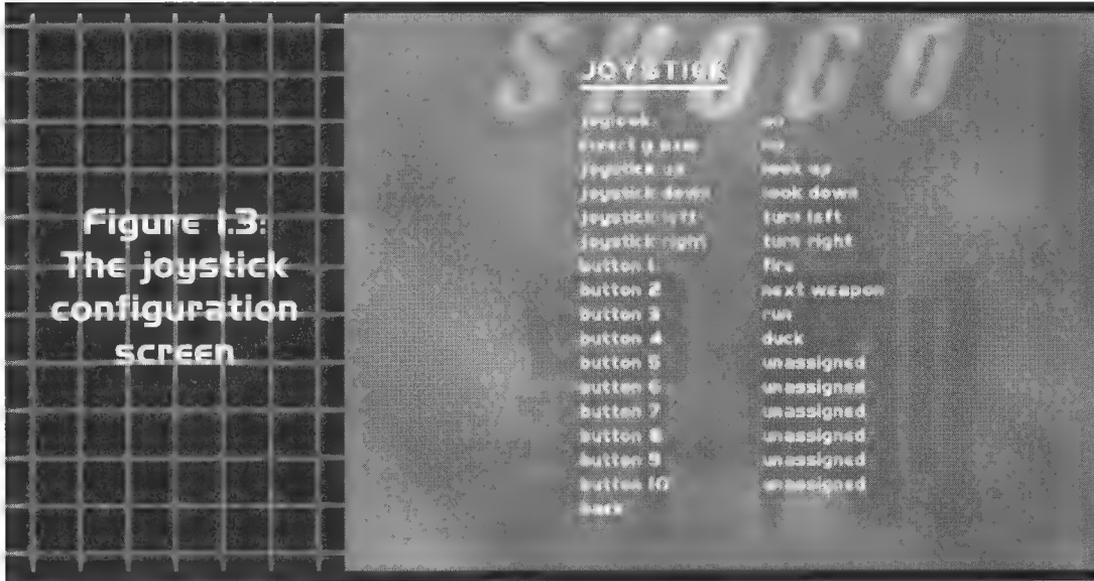


Figure 1.3:
The joystick
configuration
screen

But it won't matter how adroitly you slave the buttons on your joystick if the doggone stick won't sit still when you twist and turn your character. Wobbly joysticks won't work. If you anchor the joystick with your left hand as you work it with the right, you're fresh out of hands to tap those commands slaved to your keyboard.

Don't fret. The problem is solvable. If you have a slide-out keyboard tray, tape your stick to the tray. (I use priority mail tape from the post office because it doesn't leave a residue when you remove it *and* it's free.) If, however, you're keyboard-tray deprived, partake of the following exercise in construction: Buy an 18-by-18-inch piece of half-inch plywood. Affix your joystick to the plywood, 6

inches from the right edge.

Plop the puppy back onto your desk. Place your keyboard on the plywood's left end. This should anchor your joystick *and* let you pound those keyboard keys.



NOTE

Of course, the less time-consuming, but quicker, alternative is

to tape your stick directly to whatever surface you're playing on. It'll pop up every now and again, but it's better than doing nothing.



Optimizing the Game

You can be the best MCA pilot this side of Cronus, but you'll never get past the first mission if *Shogo: Mobile Armor Division* isn't running like a top. The programmers at Monolith have done their share: The game runs well, considering its beautiful depth of graphic detail (Figure 1.4). Nevertheless, your computer may not have all the speed you'd like.



A Brief Explanation of Frame Rate

"Frame rate" is how often, in instances per second, your screen is refreshed. If frame rate is 26 frames per second (FPS), the screen refreshes 26 times each second. Poor frame rate is the bane of action gamers. The problem makes sense: To accurately shoot a Shock Trooper you need constant input. Without it, even the best gamers are inept gunners. Bad frame rate means sporadic screen refreshing—and pitiful gameplay.

Frame rate results from three factors—the power of your computer, the efficiency of the game's code, and the amount of work your computer must perform. You can upgrade your computer (make it more powerful), but that can be expensive. And you can bet Monolith has done everything in its power to streamline *Shogo: Mobile Armor Division's* code.

There is, however, a lot you can do to lighten your computer's workload. The good news is the less work the computer must do, the more rapidly it will refresh your screen.





Here are some suggestions for increasing that frame rate (along with your frag count).

Reduce the screen resolution The smaller the size of your screen, the less work the computer must do.

Turn off the sound Well, not *all* of it. You still need to hear footfalls, weapon blasts, and the like. But turn off the music. It uses valuable processor power.

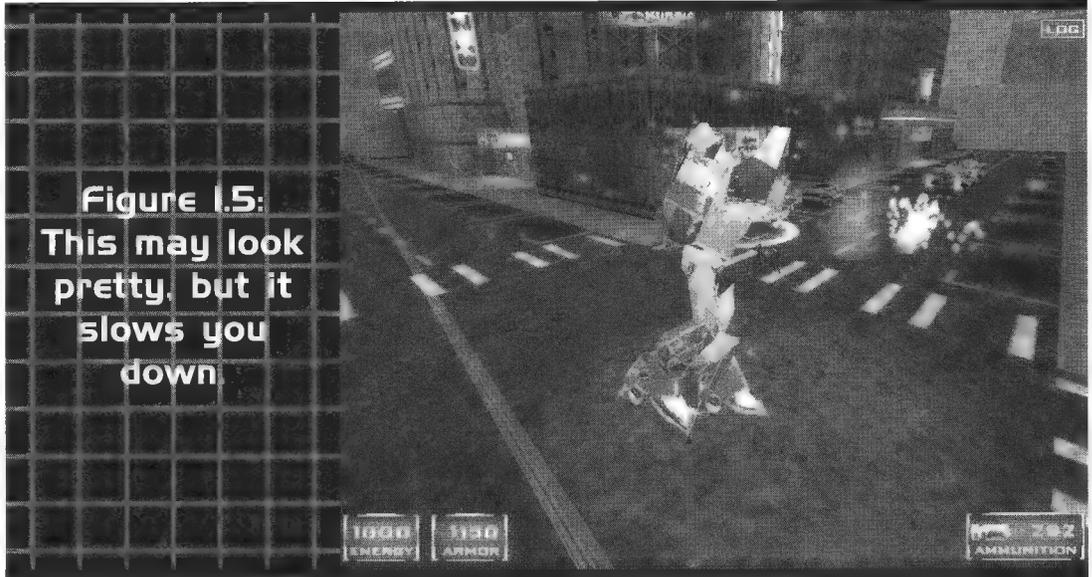
Choose the low-resolution graphical option Yeah, we hate to lose those beautiful explosions, too, but you can't play a slide show—no matter how pretty it is.

Don't play from third-person perspective Playing from outside your body or MCA (Figure 1.5) increases the number of pixels your computer must refresh. After all, it must draw *you*. Stay inside your body. It's easier on you and on your computer.

Get the latest drivers for your video and sound cards This goes without saying. The more up-to-date your drivers, the better the game will run.

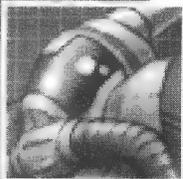
The trick is to increase your frame rate. Sadly, often this increase will come at the expense of graphical splendor.





The Last Optimization

That's about all I can tell you about increasing the game's performance. There is, however, one last thing you can do to increase your *own* performance: Practice. "Mouse time" is a critical factor in how well you play, so get in front of that computer and have at it.



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Chapter 2

**The Units and
Cast of Shogo**

This chapter examines the key elements and people that make Shogo: Mobile Armor Division unique. Here you'll find details on main characters, foot soldier units, Mechas, combat vehicles—everything but the weaponry. Which MCA should you choose for heavy combat? Just what motivates Admiral Akkaraju, anyway? This chapter gives you the answers. You'll also learn what's up with enemy forces. How lethal is that Raksha? What's the Elite Trooper's weapon of choice? Check it out here.

The armor and hit points provided with each of the following descriptions apply to the total defense each unit has until its death. First, armor will be destroyed bit by bit. Next, hit points will be depleted. For example, say you're firing at a Shock Trooper, worth 100 total points. Pelting ammo into your enemy eats at the armor until only 50 points remain (in hit points only). Now all your shots will subtract from this category. In essence, that's how Shogo's point subtractions work.

Read on, now, and become wise. Remember, knowledge is always your best weapon.



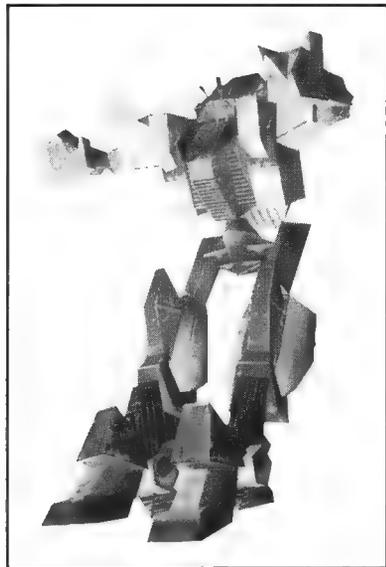
The Units

When you've finished looking over this cornucopia of unit descriptions, you'll be ready to face the best (or worst) the CMC, Fallen, and Shogo, Inc., have to offer.

Your MCAs

Your array of weapons includes four Mecha types. Manufactured by the United Corporate Authority, Shogo Industries, Andra Biomechanics, and Armacham Corporation, you (as Sanjuro) have an assortment of Mobile Combat Armor units to choose from for your assignments. Each varies in maneuverability, finesse, and protection. It's up to you to decide which is right for a given mission.

UCA Enforcer



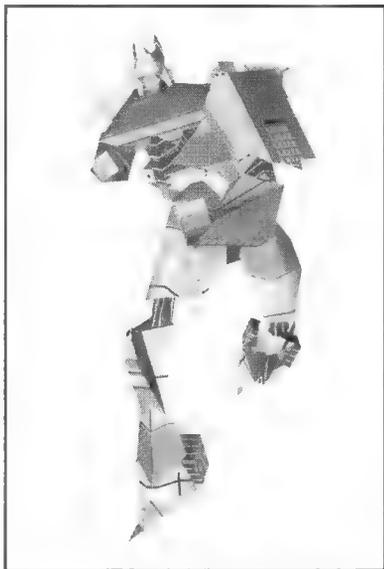
The UCA's Enforcer Mark VII is one of the most reliable and well-rounded MCAs available anywhere, and furnishes sufficient speed and power. Take this Mecha along on missions when you're unsure of what lies ahead.

Hit Points: 1000

Armor: 2000



Shogo Akuma

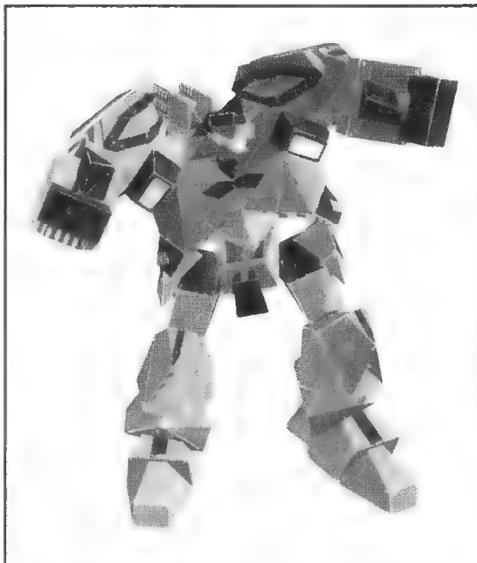


Shogo's Akuma Series 12 is the lightest and quickest of your MCAs. Although inappropriate for missions involving lots of combat, the Akuma is effective for quick, task-oriented missions.

Hit Points: 1000

Armor: 1600

Andra 25 Predator



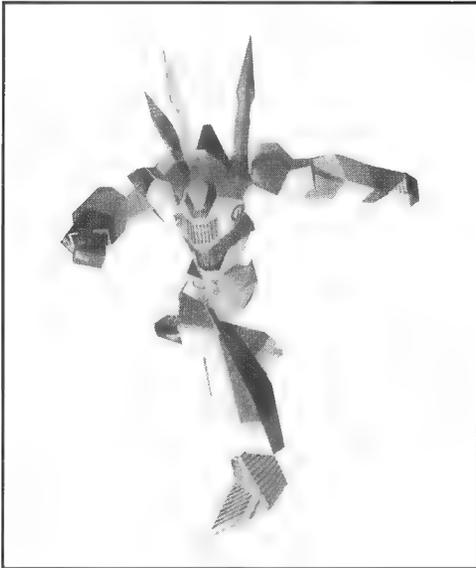
Forget the bulletproof vests; Andra's ultimate MCA is perfectly suited to combat missions. Although it's the slowest MCA (because it supplies a heavy load of armor), it's your best bet if you need plenty of protection. And in a first-person shooter, who doesn't?

Hit Points: 1000

Armor: 2400



Armacham Ordog



Armacham's Ordog Advanced Series 7 is roughly equivalent to the Enforcer. Combining both speed and power, the Ordog is another safe bet when you're in doubt about what your assignment will turn up.

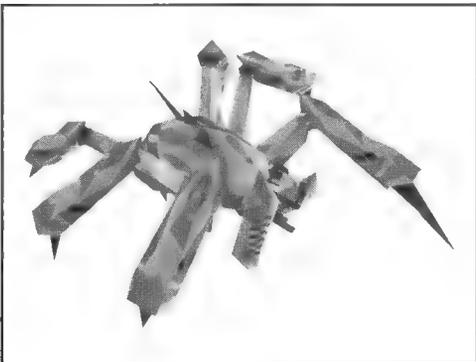
Hit Points: 1000

Armor: 2000

Enemy MCAs and Vehicles

Although you have four MCAs from which to choose, the corporate worlds of *Shogo* have numerous others on their assembly lines. Unfortunately, the enemy has access to these, in addition to more pedestrian mechanical units.

Uhlan A3



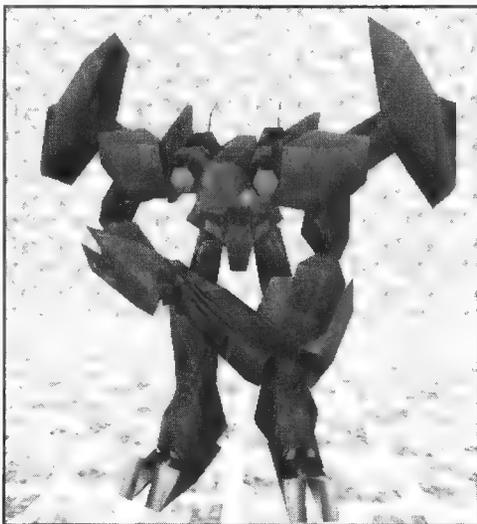
A Spider tank, the Uhlan A3 is used primarily for urban crowd control and ground attacks. It fires TOW rockets and a Machine Gun, and although it offers nice hit points and armor, its attack isn't that potent.

Hit Points: 1500

Armor: 1500



Assassin

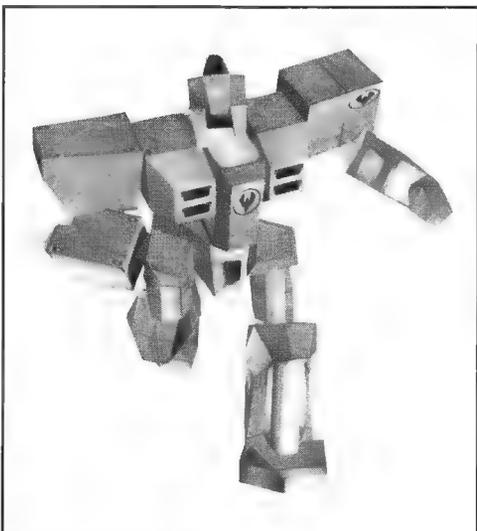


This killing machine is one of the toughest MCAs in the *Shogo* universe. It's very large and offers more hit points and armor than any other MCA. Gabriel pilots an Assassin in the game's final mission.

Hit Points: 4000

Armor: 4000

Andra 5



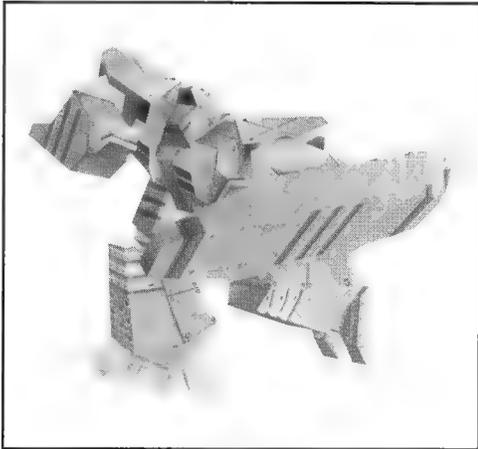
The Andra 5 is a staple on Andra Biomechanics' assembly lines. The industry standard, it's the most inexpensive MCA to produce. Although it's not top of the line, the "5" can still put up quite a fight.

Hit Points: 600

Armor: 600



Andra IO

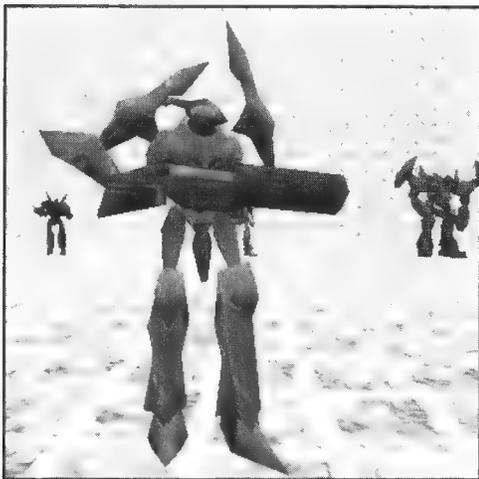


Meet Andra 5's brother: Stronger and more durable, it remains a far cry from the Andra 25 Predator, with its shields. Still, Godzilla would have his hands full against this one.

Hit Points: 800

Armor: 800

Raksha



Only elite soldiers use this MCA. A level up from the Andras, it's slightly quicker overall.

Hit Points: 2000

Armor: 2000



Tenma

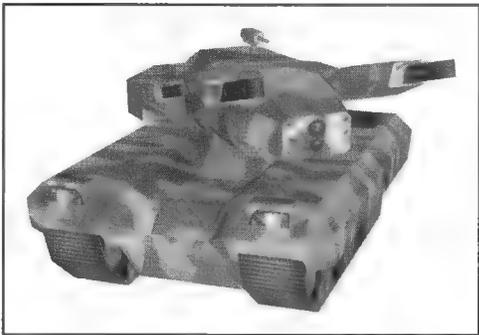


Tenma is a heavily armored MCA. Don't worry, just pull out your Red Riot and melt this Mecha down.

Hit Points: 3000

Armor: 3000

Ruin 150

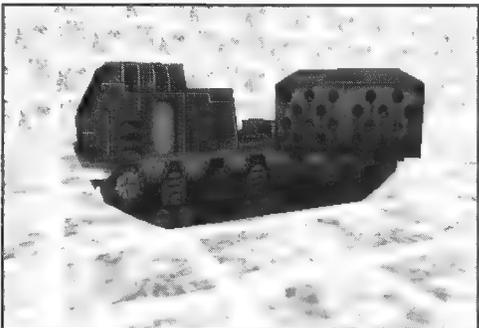


The Ruin 150 Main Battle Tank is one of the chief urban combat vehicles on Avernus. Its twin turrets give it a distinctive look.

Hit Points: 800

Armor: 1000

Vigilance



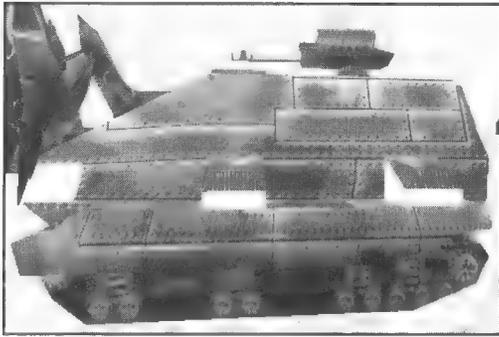
This unit fires a salvo of rockets. Each does TOW-type damage. The Vigilance is used primarily to back up MCAs and other tanks. Its low armor makes it easy prey for heavy weapons.

Hit Points: 500

Armor: 500



Hammerhead

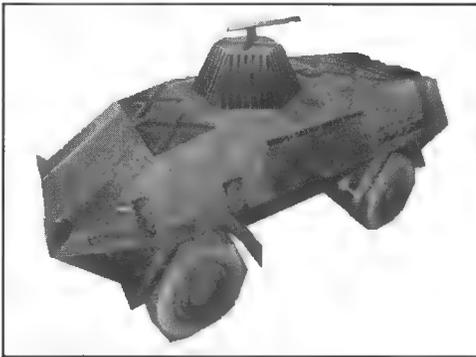


This single-turret, lightly armored antipersonnel tank fires single-shot MCA Sniper Rifle rounds. It does some damage but fires infrequently

Hit Points: 500

Armor: 500

Vandal



A lightly armored tank that shoots Machine Gun rounds in bursts, this unit is uncommon due to its outdated design. It's not very effective against MCAs, and so is used mostly for personnel backup.

Hit Points: 300

Armor: 300

Sparrowhawk



This single-turret armored tank fires Juggernaut rounds. Its low hit points and thin armor make it vulnerable to opposing MCAs.

Hit Points: 400

Armor: 400



Rascal



This unarmed HMMV look-alike poses no real threat to an MCA. These jeeps often reveal important armor power-ups when destroyed, however.

Hit points: 300

Armor: 300

The Human Element

These male and female humans are basically the same. They differ in hit points, skins, and armor, but they're all skilled in lethal warfare. Some happen to appear in MCA missions, but without a Mecha they're about as dangerous as sugar ants. However, they can be quite a handful in on-foot missions.

The Other Side

To defeat your enemy, you first must meet your enemy. If you don't understand the opposition's strengths and weaknesses, you won't know how to exploit them.

Civilians



You'll encounter onlookers and bystanders, innocent or otherwise, throughout your time on Cronus. Often they cower in corners, pleading for mercy in whiny voices. You may be tempted to silence their sniveling (and doing so can be singularly satisfying).

Hit Points: Not applicable

Armor: Not applicable



Officers



Better trained than other enemies, officers have less armor and hit points because of their lighter equipment. Default weapon—Pistol.

Hit Points: 50

Armor: 25

Troopers



These guys are the lowest-level enemy after civilians. Default weapon—Machine Gun.

Hit Points: 50

Armor: 50



Elite Troopers

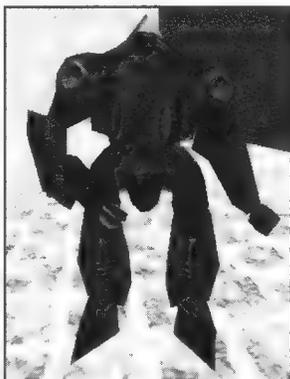


A step above the Trooper, these are some of the best-trained men and women in the trooper forces. Default weapon—Assault Rifle.

Hit Points: 125

Armor: 125

Shock Troopers

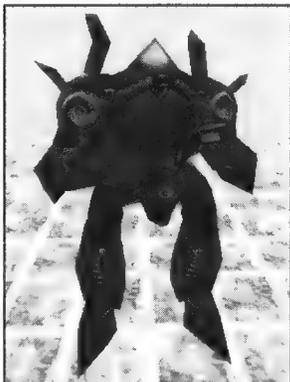


These heavily armed assault forces lug about as much armor as they do guns.

Hit Points: 150

Armor: 150

Elite Shock Troopers



“The best of the best, sir.” That’s the Elite Shock Troopers, well-trained and equipped with a penchant for making Swiss cheese out of adversaries. Default weapon—Assault Rifle. More hit points than the garden variety Shock Trooper.

Hit Points: 250

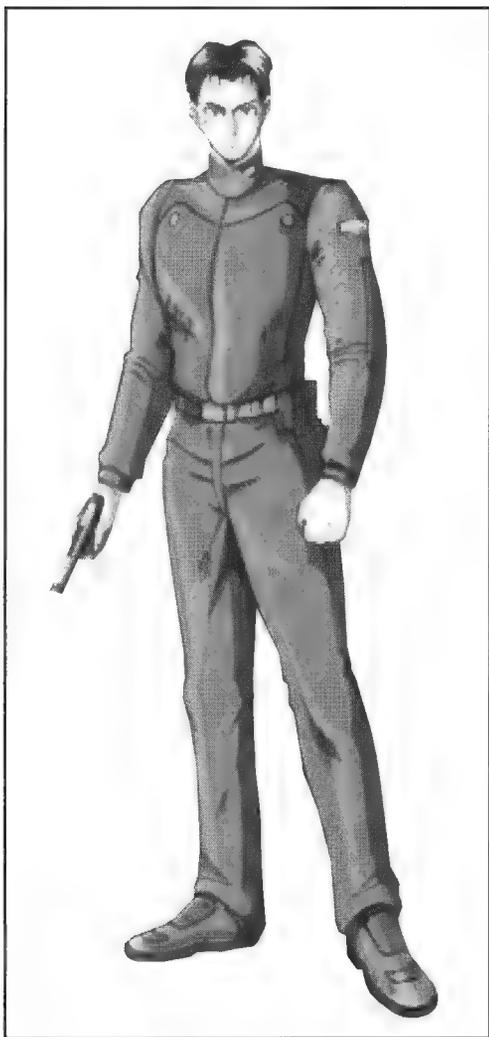
Armor: 250



Major Characters/Bosses

Characters were never so integral to game plot as they are in *Shogo*. Fully formed and complex, these very human beings are developed here to levels unheard of in the genre. What follows are descriptions and stats for *Shogo's* central figures.

Sanjuro Makabe



The game's primary character and the one you assume in single-player, Sanjuro was held accountable for the disappearance of his three squadmates during a UCASF mission he led in Avernus. The distraught lieutenant had just come to grips with the tragic loss of his brother, his best friend, and his girlfriend when Admiral Akkaraju gave him a pivotal mission: Find and assassinate Gabriel, leader of a rebel faction gathering power on Cronus.

Hit Points: Vary (mission-dependent)

Armor: Vary (mission-dependent)



Kura Akkaraju



Kura was renowned for her skilled marksmanship and tactical expertise, and was a member of Sanjuro's squad until the incident in Avernus. As the game begins, she's missing in action, presumed dead by UCA Security Force officials.

Hit Points: 200

Armor: 200

Hank Johnson

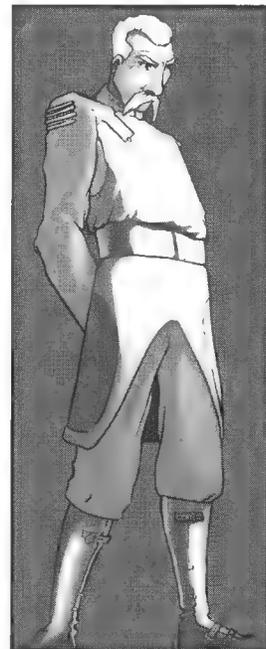


Hank runs a geothermal monitoring station for Andra Biomechanics in Avernus. He failed his physical years ago, and that ended his dreams of becoming a UCASF pilot. But he's remained loyal to the UCA to this day. Hank's presence and advice will be critical to your success in several missions.

Hit Points: 200

Armor: 200

Admiral Nathaniel Akkaraju



Father of Kura and Kathryn, Admiral Akkaraju is known for his extreme sense of honor and duty. In fact, he lost his wife during a terrorist attack when he refused to abandon his post. Akkaraju is Sanjuro's commanding officer, the man who chose you to deal with the Fallen and the chaos they've wrought on Cronus.

Hit Points: 200

Armor: 200



Kathryn Akkaraju



Kathryn remains part of the UCASF, although since her mother's death she's vowed never to use a weapon against a human being. She's Sanjuro's informant and guide during his missions.

Hit Points: 200

Armor: 200

Ryo Ishikawa



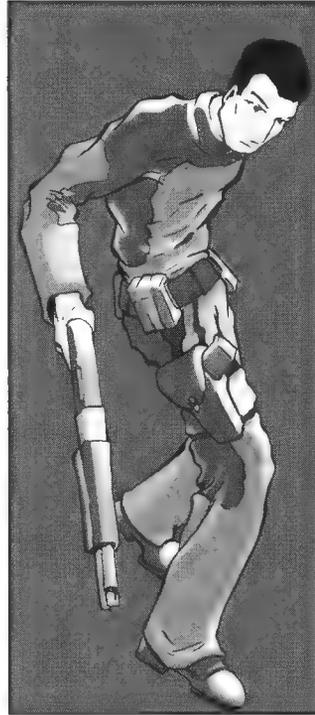
Ishikawa is heir to Shogo Industries, the most powerful business empire in the *Shogo* universe.

Known for his ruthlessness, deceit, and cunning, Ryo is a man who knows what he wants and how to get it. When you deal with Mr. Ishikawa, eliminate "trust" from your vocabulary.

Hit Points: 200

Armor: 200

Toshiro Makabe



Toshiro is Sanjuro's older brother. Envious of Sanjuro's success and laid-back attitude, his jealousy was inflamed by his brother's relationship with Kura. Like Kura, Toshiro, too, is missing in action and presumed dead by the UCASF.

Hit Points: 200

Armor: 200



Baku Ogata



Scrawny and weak, Baku was Sanjuro's best friend in military school. He has loved Kura secretly since childhood. During a mission with Sanjuro in Avernus, he disappeared mysteriously during a tremor, along with Toshiro and Kura.

Hit Points: 5000 (in MCA)

Armor: 4000 (in MCA)



SHOGO 昇岡
mobile armor division



Chapter 3

**The Tools
of War**

As a carpenter is only as good as his or her tools, a warrior is only as good as his or her weapons. To be an effective soldier, you must understand not only how to aim and shoot, but which weapon to aim and shoot with.

Shogo: Mobile Armor Division packs an armored division's worth of weapons on the ROM, and part of the fun is learning about each and when to use them. From the Armageddon-like Red Riot to the Woo-like twin pistols, each weapon has its place. OK, almost each weapon. I never really used the Tanto, except when I was slashing innocent civilians. (Just kidding. Really.)

Nevertheless, if you're at all weapons-challenged—and we all are at some point in our Shogo-ian existence—you've come to the right place. This is your one-stop Regional Diagnostics for Shogo's weapons.



Weapons Characteristics

Here's a brief explanation of weapons characteristics and how they relate to the game.

- **Range** covers the distance at which each weapon is effective against its target. Vector weapons (indicated with a "(v)") are ineffective beyond their range. That is, projectiles will explode if they haven't hit anything when they reach their maximum range. Note that the Shotgun "fans out" its vectors, so the farther away you are, the less likely they are to hit you.
- **Hit Point** values represent the amount of damage each weapon produces, adjusted randomly between 80 and 120 percent. All damage values use the same scale; 100 points of damage on foot pretty much kills you, but 100 points of damage in MCA mode is just a scratch. Note that enemy and player hit points per weapon are identical except when affected by difficulty setting. These settings affect the hit points as follows:

Easy: base hit points x .5

Normal: base hit points x .75

Hard: base hit points x 1

Very Hard: base hit points x 1.5

Damage is based on the following:

Head: base hit points x 2

Arms/Legs: base hit points x .5

Torso: base hit points x 1

- **Blast Radius** (in game units) is calculated from the base hit points for each weapon, scaled linearly from 25 percent of the value to 100 percent from the perimeter to the center. This damage applies to all objects inside the radius every tenth of a second.
- **Blast Duration** is, simply, the duration of each blast explosion, in seconds.



- **Critical Hits** are random (there's a 5 percent chance one will happen every time damage is applied). So the probability increases for explosive weapons and multiple vector weapons (such as the Shotgun). The damage for a critical hit is four times the damage for that weapon (taking into account the random damage factor of 80–120 percent).
- **AI Firing Rate** figures are given as "Avg. Time to Fire" and "Avg. Pause between Shots" due to the random nature of each. The first is the average length of time the AI takes to prepare to fire on you; the latter corresponds to the average length of time the AI pauses between firings.

On-Foot Weapons

What follows are descriptions for each weapon in your arsenal when you're not in your MCA.

Tanto (v)

This is the knife-like thing Sanjuro carries with him. It's great for killing innocent civilians who won't stop whimpering, and for hacking through crates.

Range: 128

Hit Points: 100

Blast Radius: None

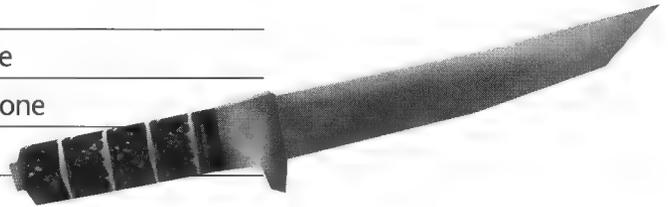
Blast Duration: None

Critical Hit: No

AI Firing Rate

Avg. Time to Fire: None

Avg. Pause between Shots: None



Kawamori A74 "Pistol" (v)

Sanjuro packs two of these. They're not very powerful, but as the sergeant in *Aliens* would say, "They're better than harsh language." They're also good for busting open crates.

Pros: The A74 Pistols have a high rate of fire. Cons: They require a long reload time and frequently miss their mark. In most cases, you'll need a more effective weapon.

Range: 3000

Hit Points: 20

Blast Radius: None

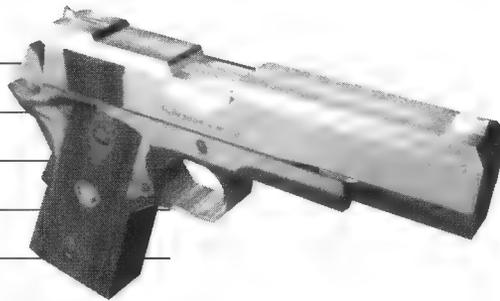
Blast Duration: None

Critical Hit: No

AI Firing Rate

Avg. Time to Fire: .4

Avg. Pause between Shots: 1.5



Vollmer GA-I4 Close Assault Weapon "Shotgun" (v)

The CAW is extremely powerful at close range, but because of its long reload you could be in trouble if you don't hit your target with the first shot. A chief advantage to using the CAW is its critical hits probability—higher than most weapons' due simply to the number of pellets the weapon fires.

Range: 2000

Hit Points: 20

Blast Radius: None

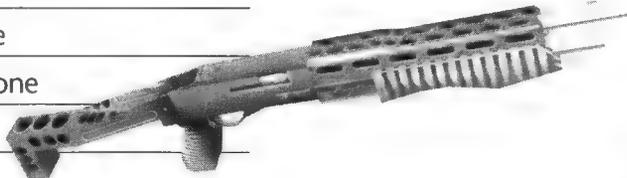
Blast Duration: None

Critical Hit: Yes

AI Firing Rate

Avg. Time to Fire: .75

Avg. Pause between Shots: 2.5



Aegis AT-S4 Assault Rifle with Underbarrel Grenade Launcher (v)

A.k.a. "Assault Rifle," this weapon has a high rate of fire, excellent accuracy, and impressive stopping power. It also comes equipped with a sniper scope, making it one of the game's most versatile weapons.

Range: 6000

Hit Points: 25

Blast Radius: None

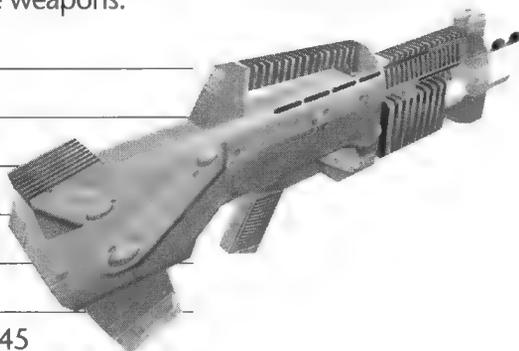
Blast Duration: None

Critical Hit: Yes

AI Firing Rate

Avg. Time to Fire: .45

Avg. Pause between Shots: 1.5



Skalla Arms M25 "Machine Gun" (v)

The Machine Gun has a high rate of fire and can wreak havoc quickly. Unfortunately, though, its accuracy is fair, making it undesirable at long ranges. Still, it's quieter than the Assault Rifle, and often you can get off quite a few shots at your targets before they figure out where you are.

Range: 2000

Hit Points: 30

Blast Radius: None

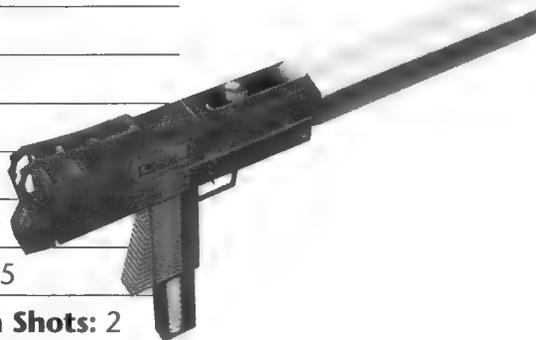
Blast Duration: None

Critical Hit: No

AI Firing Rate

Avg. Time to Fire: .55

Avg. Pause between Shots: 2



HEDP Implosion Grenades

Energy grenades travel in an arc and explode on impact. Their damage radius is moderate, but a decent rate of fire and impressive damage make them desirable in many combat situations.

Range: 10,000

Hit Points: 50

Blast Radius: 200

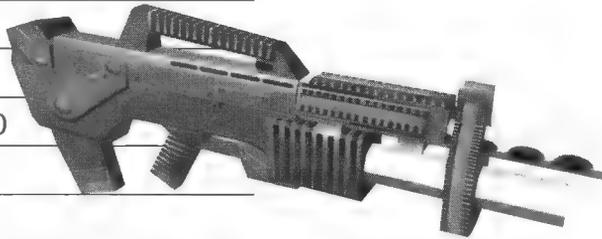
Blast Duration: 1.0

Critical Hit: Yes

AI Firing Rate

Avg. Time to Fire: .75

Avg. Pause between Shots: 4.5



"Wump" KI2 Flash Grenades

Wump grenades (a.k.a. "Kato Grenades") are tough to use but highly satisfying. They bounce with undiminished velocity for five seconds, and then explode in a powerful flash of kato energy that dissolves opponents. They'll also explode on impact with a living or mechanical target.

Range: 5000

Hit Points: 50

Blast Radius: 200

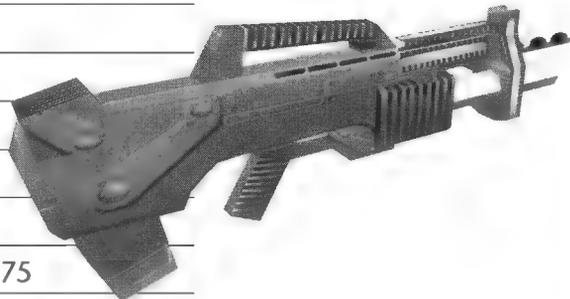
Blast Duration: 1.0

Critical Hit: Yes

AI Firing Rate

Avg. Time to Fire: .75

Avg. Pause between Shots: 4.5



TOW Missile Launcher

The TOW is very powerful, with high projectile velocity, but requires a long reload time between shots. This is without a doubt one of the most powerful on-foot weapons.

Range: 10,000

Hit Points: 120

Blast Radius: 300

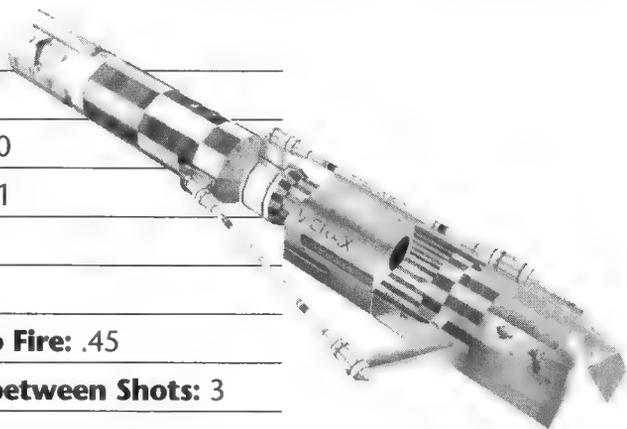
Blast Duration: 1

Critical Hit: Yes

AI Firing Rate

Avg. Time to Fire: .45

Avg. Pause between Shots: 3



Squeaky Toy

Shogo meets the Three Stooges. This little gadget will cause opponents to freeze for 10 seconds as you pelt them with it 10 times in a row. Great for laughs—and for disabling your opponents.

Range: 3000

Hit Points: 0

Blast Radius: None

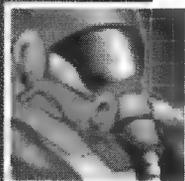
Blast Duration: None

Critical Hit: No

AI Firing Rate

Avg. Time to Fire: n/a

Avg. Pause between Shots: n/a



MCA Weapons

The following weapons are available when you're roving in your MCA. Some are Mecha-specific.

"Predator" Energy Baton (v)

The Energy Baton accompanies only Predator Mechas. It's a large energy saber geared for close combat. Use it conservatively, preferably when you have nothing else left for defense.

Range: 128

Hit Points: 600

Blast Radius: None

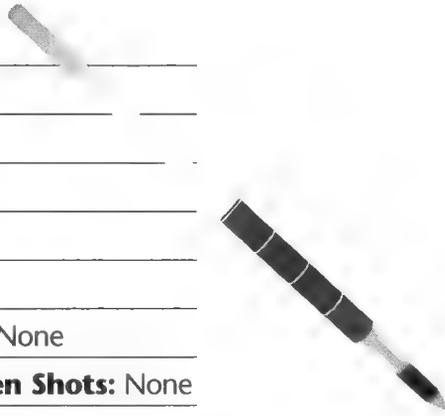
Blast Duration: None

Critical Hit: No

AI Firing Rate

Avg. Time to Fire: None

Avg. Pause between Shots: None



"Enforcer" Energy Blade (v)

The Energy Blade is to the Enforcer what the Energy Baton is to the Predator. A last resort, use it only when you run out of all other combat resources. Down the stretch, you can pull the thing out if it comes down to a fencing match. Otherwise, stick to the guns.

Range: 128

Hit Points: 800

Blast Radius: None

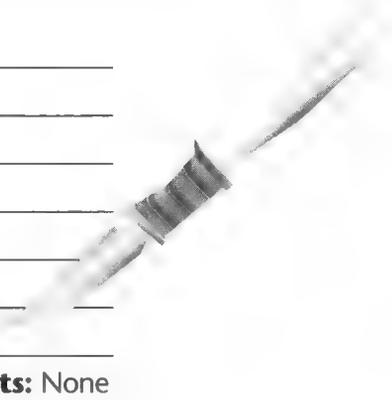
Blast Duration: None

Critical Hit: No

AI Firing Rate

Avg. Time to Fire: None

Avg. Pause between Shots: None



"Akuma" Katana (v)

No, this isn't a song from *The Lion King*! The Katana is another type of energy sword. Use it as a last resort.

Range: 128

Hit Points: 1000

Blast Radius: None

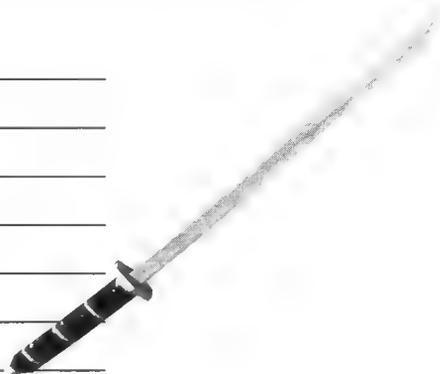
Blast Duration: None

Critical Hit: No

AI Firing Rate

Avg. Time to Fire: None

Avg. Pause between Shots: None



"Ordog" Monoknife (v)

The Monoknife, despite its name, is the same size as the other energy sabers. Suited only for close combat, again, rely on it as a last resort.

Range: 128

Hit Points: 700

Blast Radius: None

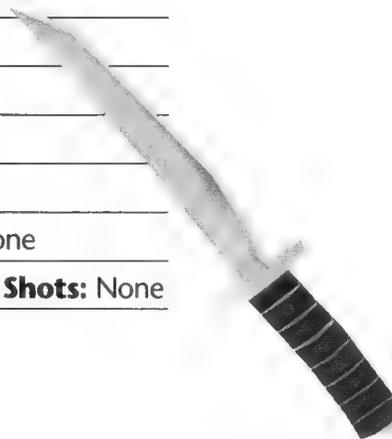
Blast Duration: None

Critical Hit: No

AI Firing Rate

Avg. Time to Fire: None

Avg. Pause between Shots: None



Celsior AS-10 Standard Pulse Rifle

The Pulse Rifle has a good rate of fire, high projectile velocity, and provides decent damage in a small radius. It's acceptable in a pinch, but you should think about looking for a tougher weapon.

Range: 10,000

Hit Points: 150

Blast Radius: 100

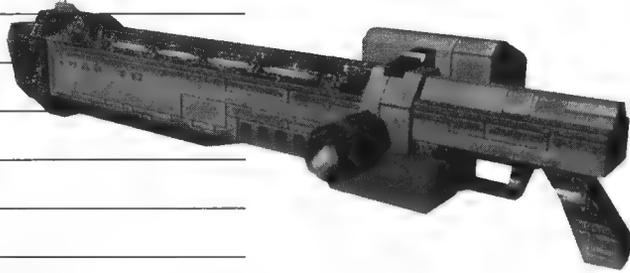
Blast Duration: .5

Critical Hit: Yes

AI Firing Rate

Avg. Time to Fire: .6

Avg. Pause between Shots: 1.5



Vollmer VK-75 Laser Cannon (v)

The Laser Cannon has a high rate of fire and does a decent amount of damage, making it a suitable upgrade from the Pulse Rifle, especially because its beam is instantaneous. For best results, aim for the head.

Range: 6000

Hit Points: 300

Blast Radius: None

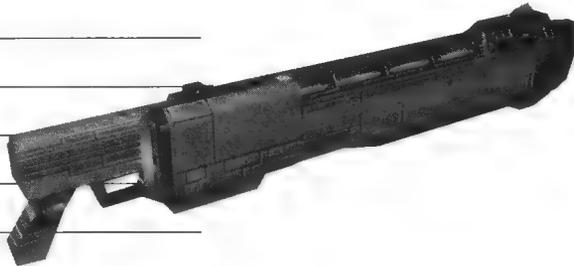
Blast Duration: None

Critical Hit: Yes

AI Firing Rate

Avg. Time to Fire: .55

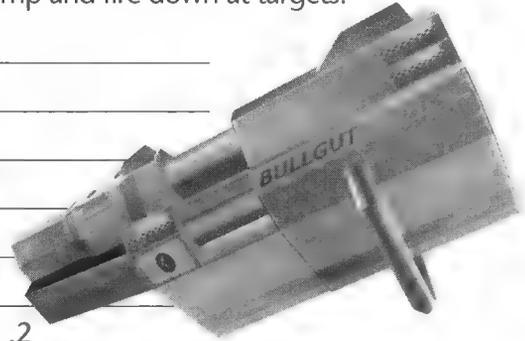
Avg. Pause between Shots: 1.5



LudenArms MOD-4 Missile Launcher "Bullgut"

The Bullgut's drunk missiles are powerful but difficult to use on distant targets. The ideal strategy is to double jump and fire down at targets.

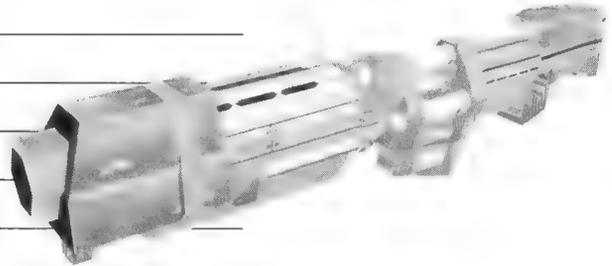
Range: 10,000
Hit Points: 125
Blast Radius: 300
Blast Duration: 1.5
Critical Hit: Yes
AI Firing Rate
Avg. Time to Fire: .2
Avg. Pause between Shots: 4



MT-IOI "Juggernaut" (v)

The Juggernaut is an instant-hit explosive weapon with a moderate radius, decent damage, and an above-average rate of fire. Aim for targets' feet and whittle them down with splash damage rather than attempt to nail them directly.

Range: 8000
Hit Points: 300
Blast Radius: 200
Blast Duration: 1
Critical Hit: Yes
AI Firing Rate
Avg. Time to Fire: .75
Avg. Pause between Shots: 4



Shogo MV4 "Spider"

The Spider fires a timed projectile mine that sticks to anything it hits and explodes after five seconds. Because explosions can detonate Spider mines, group them to increase the size of the blast and the amount of damage done. It's also possible to shoot Spider mines out of the air or after they latch onto a surface. If someone hits you with a Spider mine, look for a crowd to dive into so you can take someone with you.

Range: 10,000

Hit Points: 500

Blast Radius: 300

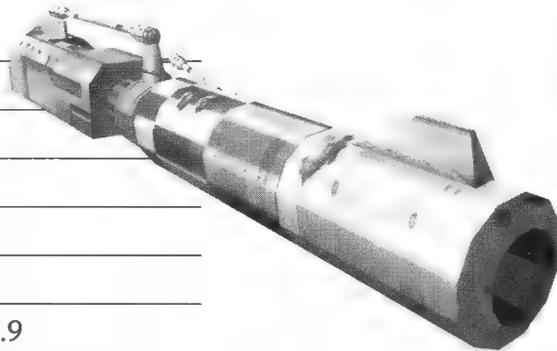
Blast Duration: 1

Critical Hit: Yes

AI Firing Rate

Avg. Time to Fire: .9

Avg. Pause between Shots: 3



Baksha XM-248 Sniper Rifle (v)

The Baksha is the MCA equivalent of the on-foot Assault Rifle, with a high rate of fire, stellar accuracy, and impressive damage. When zoomed, its rate of fire is greatly reduced, but it dishes out quite a bit of damage (especially with headshots).

Range: 10,000

Hit Points: 100

Blast Radius: None

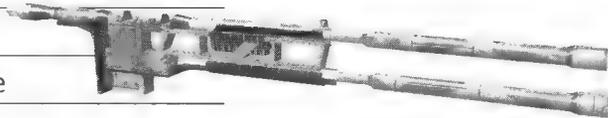
Blast Duration: None

Critical Hit: Yes

AI Firing Rate

Avg. Time to Fire: .65

Avg. Pause between Shots: 2.3



Armacham MP-200 "Shredder" (v)

The Shredder is an instant-hit weapon that dishes out impressive damage in a small radius. Because of its high rate of fire, nailing a target is a practical tactic.

Range: 6000

Hit Points: 400

Blast Radius: 150

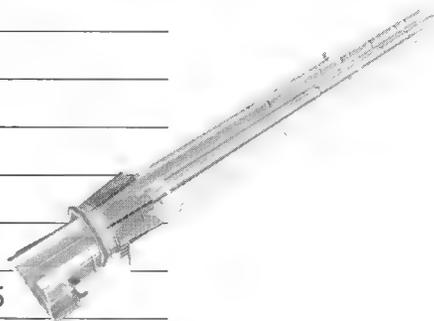
Blast Duration: .3

Critical Hit: Yes

AI Firing Rate

Avg. Time to Fire: .75

Avg. Pause between Shots: 2



"Red Riot" Prototype Kato Cannon (v)

The Red Riot is incomparable. After a brief charge-up, it unleashes an insanely powerful explosion that dissolves any opponent caught in its sizable radius. Ammo for the Red Riot is scarce, so don't rely on it exclusively.

Range: 10,000

Hit Points: 1000

Blast Radius: 700

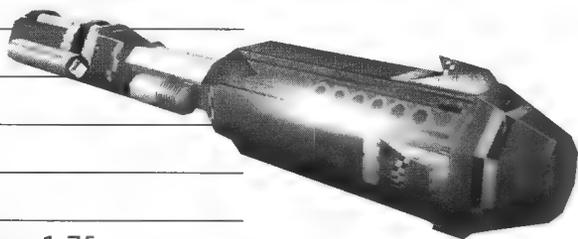
Blast Duration: 2

Critical Hit: No

AI Firing Rate

Avg. Time to Fire: 1.75

Avg. Pause between Shots: 3.5



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mobile armor division



Chapter 4

**Fighting
Alone**

Shogo: Mobile Armor Division is a unique game. No other title I can think of allows a gamer to fight outdoors in a 10-meter-tall MCA and then duck inside for some on-foot action. Cronus is a big planet and missions occur in the close confines of hallways littered with crates and corpses, on the streets of Maritropa and Avernus, and in the canyons and windswept hills of the outback.

This chapter explores single-player strategies for winning Shogo: Mobile Armor Division. In the following pages I'll provide some basic strategies for keeping your MCA functioning, your Pulse Rifles blazing, and your body in one piece as you traverse the hostile terrain of the planet Cronus.



Hand-to-Hand

One-on-one encounters seldom occur in *Shogo: Mobile Armor Division*. It seems you're always fighting a *herd* of people, whether MCA-enclosed or on-foot Shock Troopers.

Nevertheless, you want to be ready when they do take place. After all, if you can't win the one-on-one battles, how can you expect to win the *many-on-ones*?

The Approach

Getting close enough to do serious damage is the purpose of the early part of a confrontation. The Bullgut, for instance, is a serious weapon, but it's seriously out-ranged by the Spider. If you want to kill someone with the Bullgut, you'll have to get in close.

When closing, don't head straight in. We all know standing still is a quick way to die in any shooter or battling-'bot simulation. If you're moving directly toward your enemy, you're "motionless" in their gun sights, and if you're motionless in their gun sights, you're a goner.

Always *angle* toward your next victim (Figure 4.1). To do so, press S or D in our suggested keyboard configuration as you advance. This moves you left to



TIP

Often your goal when fighting numerous enemies

is to turn that "many-on-one" scenario into a series of one-on-one confrontations.

Always look for ways to divide and conquer your adversaries.



right (or vice versa) across the bad guy's sights and makes you a difficult target to hit.

One advantage of the angled approach is the ease with which you may target the bad guys. This is a fairly stable pattern, so it's simple to lay down a destructive pattern fire.

One advantage of the angled approach is the ease with which you may target the bad guys. This is a fairly stable pattern, so it's simple to lay down a destructive pattern fire.



TIP

Varying your course is not the only way to throw off an adversary's aim. All MCAs can jump. Bounding in adds yet another dimension for your opponents to worry about.



Another method of closing is to zigzag toward your target. A zigzagger is very difficult to hit, but remember, it's also much tougher for *you* to fire accurately as you scurry to and fro.

"Vehicle mode" is too cool (Figure 4.2). Transforming from Mecha to "hovercraft" opens a world of tactical possibilities. Perhaps the only time a head-on approach is practical is in vehicle mode. The point is, you get there so fast, it's hard for the enemy to target and destroy you.



TIP

Use every undulation the terrain provides when you navigate in vehicle mode. A 3-meter rise doesn't supply much cover for a 10-meter MCA, but it goes far to conceal the much smaller vehicle mode Mecha.



Figure 4.1:
An MCA angles
in on its prey.





Close-In Fighting

Sooner or later the approach ends and the bloodshed begins. This is where the subtlety stops and the devastation starts. But make no mistake about it, there's still plenty of room for maneuver and tactical flair—even after the Juggernauts start blasting.

It's always tempting to stop, take a few seconds to aim, and pop off that killer shot. As a matter of fact, the *Shogun: Mobile Armor Division* damage model would even seem to support such precision.

Consider the information below.

Hit Location	Damage Modifier
Arms/legs	Damage x .5
Head	Damage x 2
Torso	Damage x 1

As you can see, head shots are richly rewarded: Anything to the noggin doubles the hit points. So a case can be made for hanging back and taking out enemy MCAs with your Laser Cannon.





TIP

Sniper Rifles are the only exception to the rule of constant movement. Their extended reach and telescopic sight make them the perfect long-range weapon.



Don't try it. To stay alive you have to *move*. Perhaps the most common way to keep moving is the "Dance of Death." The concept is simple: Target your opponent with your weapon as you circle him or her by sidestepping constantly.

Make sure you use any cover available. If you're fighting in the city, duck in and out of alleys, hop onto overpasses to get a tactical advantage, and crouch behind low walls. The point is to minimize the damage you take. This is particularly important at the higher AI settings, where the computer already inflicts more damage on you, than it was at the easier settings.

The AI's weapon damage adjusts based on difficulty setting:

AI Level	Damage Multiplier
Easy	Normal damage x .5
Normal	Normal damage x .75
Hard	Normal damage
Very Hard	Normal damage x 1.5

Finally, don't forget vehicle mode, even in the middle of combat. Often, enemy forces are separated slightly. Punching up vehicle mode allows you to sprint to a new firing position.



TIP

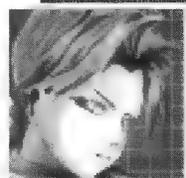
Again, don't forget that vertical dimension. Often you can close with your opponent, double-jump over his or her head, and then blast from above—virtually assuring yourself a head hit.



Fighting Against Many

Despite your best efforts, often you'll have to fight multiple enemies simultaneously (Figure 4.3). In general it's the same as fighting one-on-one, only way more dangerous. There are, however, a few things to keep in mind.

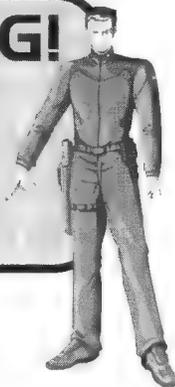
- *Always keep moving.* When multiple Spider Rockets, Bullgut rounds, and laser beams are inbound it doesn't take long for the damage to accrue on a stationary target.
- Use weapons that inflict splash damage. The Bullgut is one of the best. Although the Red Riot inflicts more hit points in a larger blast radius, its scarcity relegates it to a "nice to have" novelty role.
- When on foot, Kato and Energy grenades work well. So does spraying a large area with fire from an Assault Rifle.
- Stay out of the middle of a swirling melee. Try to put all your enemies to one side: Run to the edge of the fracas and fire into it. Doing so allows you to keep tabs on all the enemies at once and limits incoming fire to one direction.





WARNING!

Grenades kill indiscriminately. If you use them in close quarters, you're as likely to die as your targets.



Shogo's Best Splash-Damage Weapons

Chapter 3 includes statistics on weapon splash damage, but sometimes it's nice to match weapons in a straight-up comparison. Table 4.1 compares the best MCA and on-foot splash-damage weapons.

Table 4.1 *Splash Damage Hall of Fame*

Weapon	Used By	Splash (Blast) Radius
Pulse Rifle	MCA	100
Shredder	MCA	150
Juggernaut	MCA	200
Bullgut	MCA	300
Spider	MCA	300
Red Riot	MCA	700
Energy Grenades	On Foot	200
Kato Grenades	On Foot	200

Using the Terrain

Few MCA fights are straight-up, wide-open, slugfests. There are plenty of huge nooks and crannies that will shelter an MCA of any size. Often the fight will go to the MCA pilot who knows how to make best use of cover.

In the City

The streets of Maritropa and Avernus offer the best protection for your MCA. It's here the Mecha portion of *Shogo: Mobile Armor Division* feels most like a first-person shooter. Heed the following advice to increase your kill ratio.



- Look for the high ground: Don't forget, your MCA's double-jump will scale some pretty tall buildings. Coupled with the current from an air vent, you can go darn near anywhere. Get high and pounce on your opponents from above.
- Sidestep as you round corners. Keep your weapon facing the direction from which you expect opposition.
- Use that Sniper Rifle. It's surprising how often you can spot a tiny bit of an MCA protruding from around a building. Use the Sniper Rifle's zoom capability to target and then destroy the unwary MCA.



TIP

Be careful on those roofs. Frequently you'll discover a couple of unexpected MCAs standing just one roof over from your perch. Scout the surrounding terrain while you're in the air, and then crouch as soon as you land, to minimize your size.



In the Hills

Not all battles are fought in the city. It's important to understand how to take cover in Cronus's great outback.

Slopes and rolling hills are useful not only for getting a better view of the battlefield, but also to shield your MCA somewhat from incoming fire. Approach ridge lines cautiously; crouch and slowly advance until you can see what's on the other side. If the bad guys attempt to engage your MCA before you reach the crest, they'll only sight your torso. It's not much, but every little bit helps.

Canyon twists and turns can provide cover as complete as that of any alley in Avernus. Smart MCA pilots will snipe at the enemy from cover of a canyon mouth (Figure 4.4), and then retreat to the canyon interior when the incoming fire gets too hot.



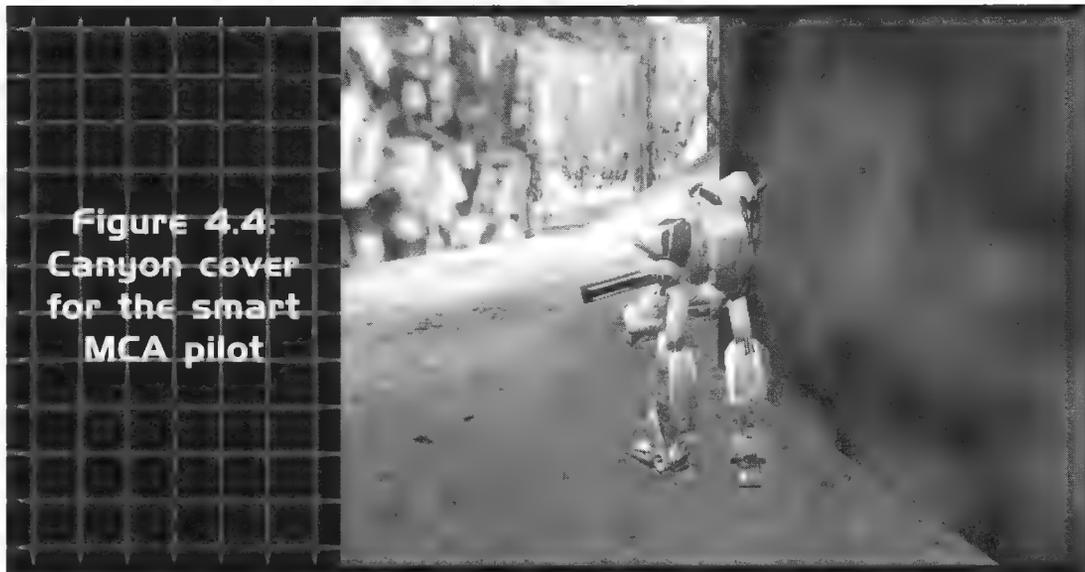


Figure 4.4:
Canyon cover
for the smart
MCA pilot

Fighting on Foot

Shogo: Mobile Armor Division is far more than just another Mecha game. But you knew that. This section covers some good strategies for fighting on foot.

Let's face it, the AI—although good—is nowhere near as smart as you are. As long as you use your brains and exercise a bit of caution, you'll be able to work your way through a level in a couple of tries.

First and foremost, never rush into an unknown space or passageway. If you have grenades, lob them into a space before you enter.

Kato Grenades are especially effective at room-clearing. Their pinball-like ricochets allows them to reach places beyond your line of sight.

Also, crouch as you turn a corner. Better yet, crouch and *sidestep* around a corner. Expose as little of your body as possible to unknown assailants.

And don't forget that the ledges and walkways can hold enemies too (Figure 4.5). Once you've ascertained there are no TOW-toting Shock Troopers pounding the pavement in the next room, scan the ceiling for sneaky folks.



TIP

I touched on the mouse/keyboard combo in Chapter 1.

But, for those who skipped that chapter, I'll reiterate: The keyboard/mouse is *the* best combination. Specifically, the Free Look option allows you to quickly scan different levels for trouble.



Finally, *keep moving*. As in MCA combat, a still fighter is a dead fighter. Practice circling your enemies as you pump lead into them.

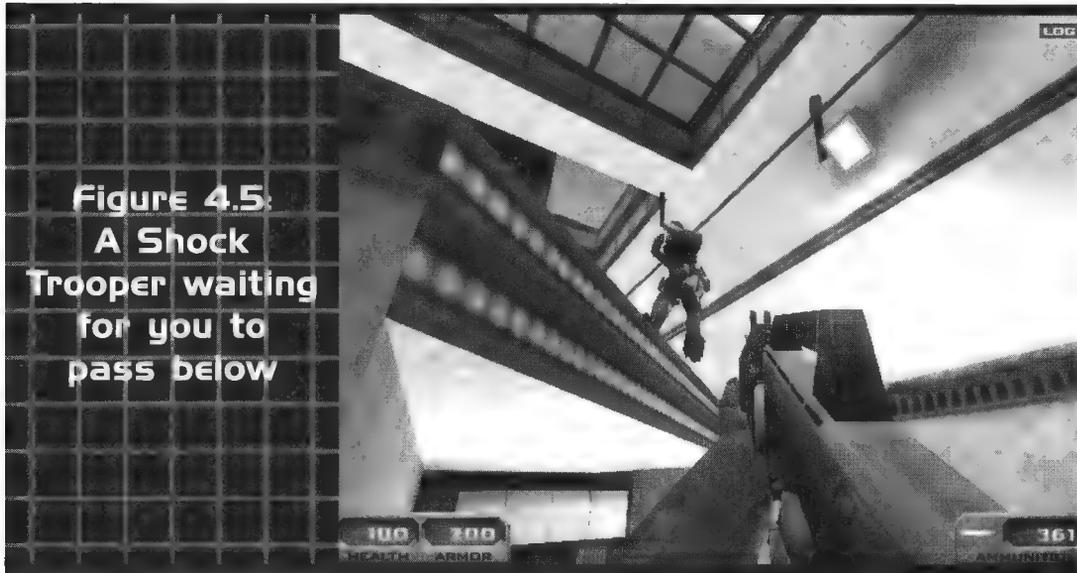


Figure 4.5:
A Shock Trooper waiting for you to pass below

Artificial Intelligence

When all is said and done, however, how well you do depends on two things—your skill and your opponent's skill. Have you ever wondered what those changes in skill level do? Well, wonder no more. I've provided a handy list of AI-induced gameplay modifications.



TIP

Read and heed; these modifications will affect how you

approach enemies. For example, on the Easy AI setting, enemies have little or no tendency to evade you, especially before you pop off that critical first shot. On the other hand, a Hard AI will move almost constantly.



AI's are scaled depending on the difficulty level the player chooses. The following values are adjusted based on Difficulty setting. (Everything is based on the current value the level designers have set, or the AI default.) Most of *Shogo's* AI units are set to the default.



Marksmanship 1-Expert to 6-Poor (Default 4):

Easy: Current value + 3

Normal: Current value + 1

Hard: Current value

Very Hard: Current value - 3

Evasiveness 1-Unreal to 6-Stands still (Default 2):

Easy: Current value + 4

Normal: Current value + 2

Hard: Current value

Very Hard: Current value - 2

Fire Delay is weapon-dependent, but it's usually between one and four seconds (see below). The Difficulty setting adjusts the min/max pause time (to make the AI wait longer/shorter between firing). Firing times/delays are the same for every AI that uses that weapon, so a Trooper using the Assault Rifle will use it the same way a Shock Trooper will in terms of firing rate and pause time. Level designers can alter this value in placing an enemy, so some variations do occur.

Fire Delay

Easy: Weapon value x 2

Normal: Weapon value x 1.5

Hard: Weapon value

Very Hard: Weapon value x .5



The Final Challenge

Data is great, and advice helpful, but if you expect to be a true Sanjuro Makabe you'll have to get in a lot of screen time. You're through with the theories and explanations. The following chapters provide hardcore mission walkthroughs—the real deal.

In chapters 5 through 11 you'll find everything you need to know to beat *Shogo: Mobile Armor Division*, from Squeaky Toys to parasailing. Chapter 12 takes things from the multiplayer perspective, courtesy of Gamers Extreme.

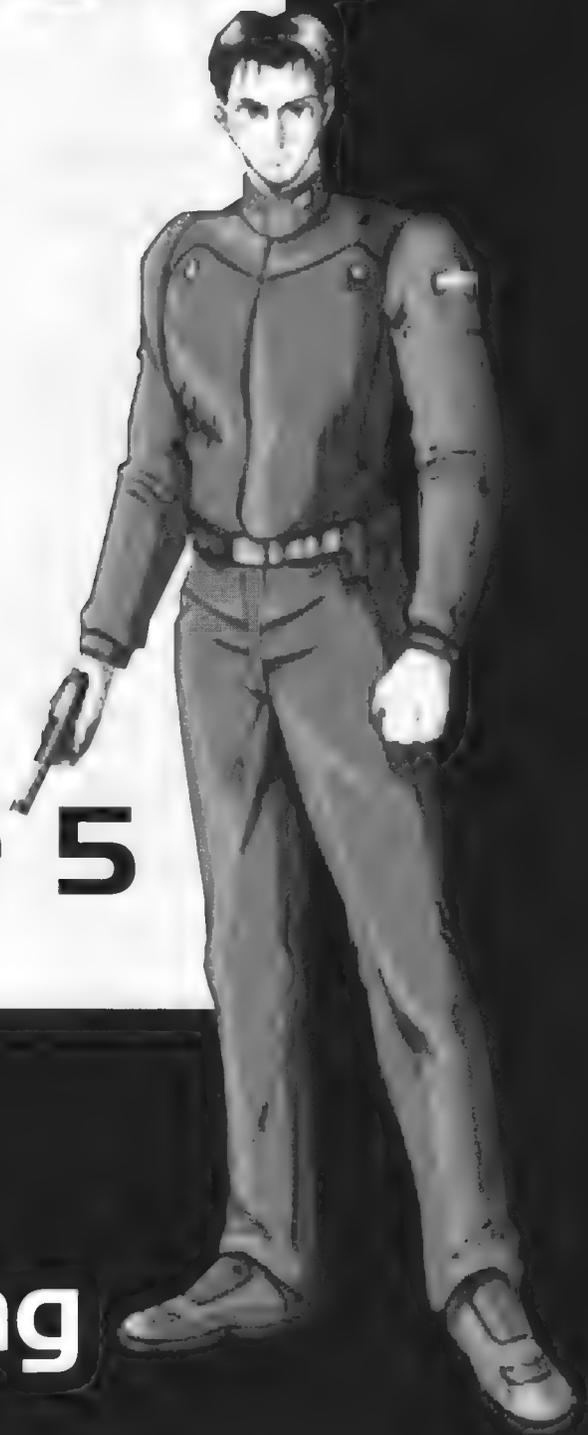
So grab your Pulse Rifle and let's go.



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Chapter 5

In the
Beginning



Now we arrive at the main course—the missions and story of Shogo: Mobile Armor Division. Make no mistake, these are intriguing missions, filled with skin-crawling tension, but they're only part of Shogo's charm. The intricate story line is so tightly woven into the fabric of combat, it will keep you running down each hall, canyon, and passageway, eager to confront what lurks around the next twist in the plot.



Mission: The Ambush

Fallen reinforcements are approaching rapidly. We've spotted two Andra-10 MCAs, a platoon of tanks, and scattered infantry. Blast through the enemy's blocking forces, and get your squad back to the Leviathan ASAP. Dustoff is in 30 seconds. Don't be late.

Objective Clear the area and get to the ship.

Exit the building and blow the trucks on your left. Stomp over the Armor Repair Unit and get busy with the shield-wielding Andra-10s ahead.

Take down the MCAs as shown in Figure 5.1 and pick up their weapons—a Pulse Rifle and a Laser Cannon. Slap the Laser Cannon in your hands and continue trotting (Shift+Right Mouse) down the valley. If you have a moment, destroy the Mobile Rocket Launcher; it's not critical, however.

A Ruin-150 Tank waits around the bend. Lase it, and then run through the gate. Two more tanks hang here. Keep moving, keep firing, and they'll vaporize obligingly. Now engage the MCA's vehicle mode (press V) and haul butt. Board the Lander and relax while the pilot flies you to the UCASF *Leviathan*, sweet Kathryn, and the deadly mission her father has for you.



TIP

The Armor Repair Unit will paste anywhere from 100 to 500 points onto your armor. On the other hand the Power Units will do nothing (unless you've fallen below 1000 Energy points already), so don't waste time on it.



NOTE

Don't cozy up to the Mobile Rocket Launcher while

engaging it. It does a tremendous amount of damage and will put a hurting on your armor.



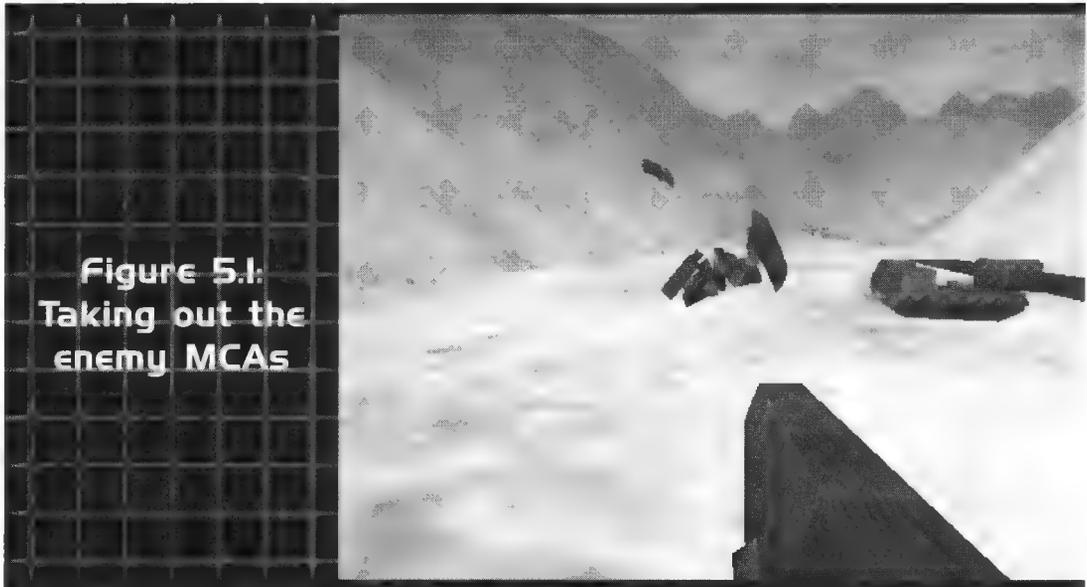


Figure 5.1:
Taking out the
enemy MCAs

Mission: Calm Before the Storm

Back aboard the UCASF Flagship Leviathan, you and Kathryn find a few precious moments of peace before you must prepare for the mission ahead. From space, Cronus seems tranquil and remote, but it's always defeated you—and the odds have never been so grim. Enjoy the brief respite; it won't last long.

Admiral Akkaraju was like a father to you, but since the loss of Kura, Toshiro, and Baku, he's grown increasingly distant and preoccupied. His determination to defeat the Fallen borders on obsession, as though by crushing them he can somehow restore what he's lost. It's no secret that UCA High Command ordered your mission, and that the Admiral's personal wish was to employ the Leviathan's Kato Cannon to eradicate the Fallen, whatever the consequences.

Objectives (1). Find your ID. (2). Report to Regional Diagnostics.
(3). Report for duty. (4). Select your MCA.



Mission: The Calm Before the Storm

Your large, blue ID sits on the nightstand. Pocket it and leave the room. Take a right and head down the hall. Turn left at the dead end and bound up the steps. Turn right and follow the walkway to the Regional Diagnostics administrator—the guy who welcomes you and briefly explains the system.

Enter the main room and activate the four different computer terminals by standing directly before each. They supply a bit of history about Kato, Cronus, the Fallen, and its leader, Gabriel. After the briefing, retrace your steps to the ladder. Descend and pull a U-turn at the bottom. Pass through the Section 56 door, and hang another left. Follow the ramps to the shuttle bay and catch the shuttle.

Walk forward, but not into the bluish force field. Tap the button on the wall to the left of the force field. This lowers the cobalt film; you may stroll through the door. Take the first set of stairs on your right. Go through the door, head right, walk down the next hallway, and you'll find the silver-haired Admiral Akkaraju. Speak with him (Figure 5.2).



TIP

Don't mess around: Listen to the briefings, and then head straight to the shuttle bay. Admiral Akkaraju doesn't like to be kept waiting.



Figure 5.2:
**Speaking with
the admiral**



After Akkaraju speaks, take the right-hand passage (as you face the control center) off the bridge and select an MCA.





NOTE

You must activate the briefing computer for each mobile combat

armor suit before you may select that suit.



The following is a list of available MCAs. Any of the four will work. I recommend the UCA Enforcer Mark VII. The ensuing missions will require a mix of speed, agility, armor, and weaponry, and the Enforcer is the best 'bot for the job.

- **Shogo Akuma Series 12.** The Akuma is a light, fast, highly-maneuverable MCA designed for situations in which subtlety and speed are more important than durability. It's an excellent choice for pilots who prefer running from trouble to diving headlong into it.
- **Armacham Ordog Advanced Series 7.** The Ordog is a highly-refined piece of engineering. With its sleek design and solid balance of speed and toughness, it makes a formidable adversary to just about any opponent. Although its vehicle mode has a faster maximum speed than the UCA Enforcer has, it doesn't handle quite as well.
- **Andra 25 Predator.** Andra's ultimate MCA is perfectly suited to combat missions. Combining tough armor with intimidating design, the Predator is an incomparable war machine. Unfortunately, such strength comes at the cost of speed and versatility.
- **UCA Enforcer Mark VII.** The Enforcer is a hardy, well-rounded MCA that balances responsive movement with strong armor. It's ideal for pilots who want a machine that's reliable in any situation.

After choosing your MCA, go to its corresponding shuttle bay. Open the door and climb aboard. The camera switches to a third-person view of your departure from the *Leviathan*.



Mission: The Storm

The LZ Minotaur places you 15 clicks southeast of an access road into Avernus. The entrance is poorly defended; nevertheless, expect moderate resistance. Larger diversionary strike forces are harrying Fallen defenses farther north and east to tie up possible reinforcements.

Protect your squadmates; their added firepower will prove useful at the perimeter wall, where you'll encounter the heaviest concentration of defenders.

Objectives (1). Infiltrate the distillation plant. (2). Lower the drawbridge for your squad. (3). Proceed to the southwest entrance.

Follow the canyon as it bends left. You must wax a platoon of four Fallen tanks and a lone Andra-10. Be aggressive: If you don't take the destruction of the enemy units into your own hands, they may atomize your squadmates.

Behind the Andra-10 lies the entrance to the distillation plant. Before entering, light up the trucks beside it and pick up the power-ups and Laser Cannons. Inside, follow the tunnel to the reservoir. Another enemy will try to get rowdy here; destroy it and hop into the water. Drain the tank by passing over the activation square on the floor.

Take either underwater door into the next room. Jump out of the water (Space Bar or Z), towel off, and follow the hall to your left. At the end is a lift; ascend to the second floor. Again, take the hallway to the left. At its end is another switch (Figure 5.3). Stomp it and the bridges lower. Your comrades will swarm across and sprint down the hall.



TIP

After you jump out of the water and before you activate the switch to lower the Drawbridges, you'll see three Forklifts driving around. Two of the Forklifts will race off around the corner on your right. Carefully hug the wall until you can see that the two Forklifts have parked right next to the Andra-10 Mecha! Shoot the leftmost Forklift to start a chain reaction that will destroy the Andra-10 and leave you untouched!



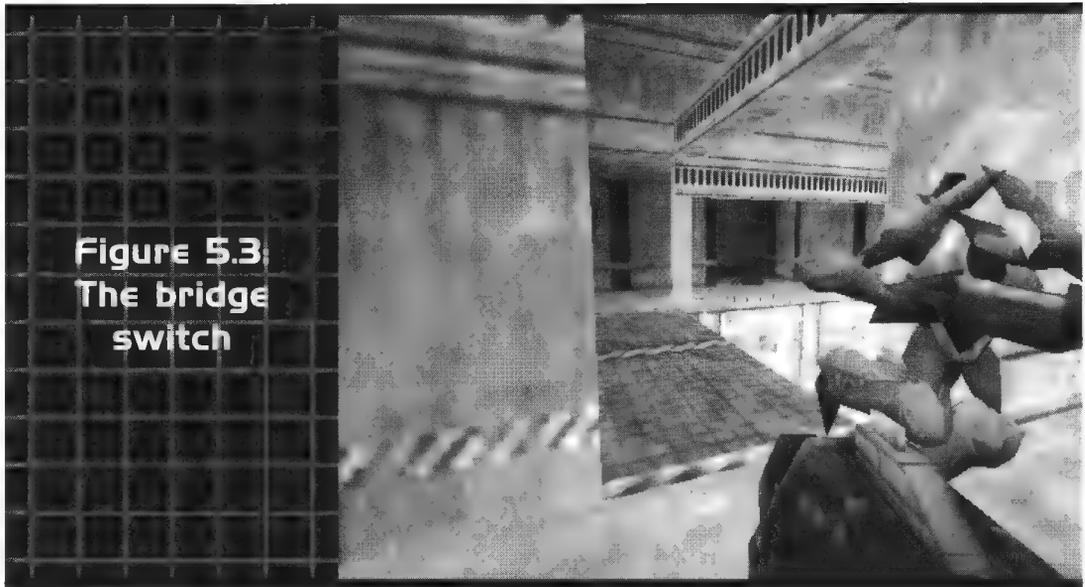


Figure 5.3:
The bridge
switch

Follow them to the second distillation pool. Run down the other hallway—the one you *didn't* take the first time. A Juggernaut-wielding Andra-10 awaits you. Usually it will take down at least one of your teammates. Destroy it and grab its weapon. Continue down the hall to a new room—and an enemy with an attitude. Fortunately, harsh language is no match for your Juggernaut. Take her out, and dash up the ramp behind her. Turn right and cruise up the incline on your right. Follow this ramp to the exit doors. Outside, an enemy Lander will drop three MCAs in front of you. Again, they're no match for your big gun. Keep moving to avoid the worst of their fire and melt them with the Juggernaut.

Follow the canyon to the next entrance. En route you'll encounter four more Fallen tanks. One shot to each will turn them into fit decor for a trailer park. Now blow the trucks to the left of the entrance, scoop up the power-ups and guns, and then stroll into the door, and the beginning of Level Four.



Mission: Approach

The perimeter wall lies just ahead of your position. The battle only gets tougher from here. Eliminate any resistance and proceed to Avernus

Objectives (1). Gain access to Avernus. (2). Cripple Fallen defenses.

As the scene opens, three Andra-10 MCAs wait for you and your squad. Take them out and scoop up the Laser Cannon and Pulse Rifle. As you come around the left bend, two MCAs charge you. Watch the right-hand MCA; he has a Spider. Take out both 'bots or they'll follow you into the tunnel.

Change guns; no need to waste ammunition. At the tunnel entrance, take out the two trucks and pick up the Armor Repair and Power Units.

Enter the tunnel, as shown in Figure 5.4. Approach the doorway slowly and exit firing at the two MCAs. The third 'bot you encounter has a Spider. Approach the building by taking cover at the right edge. Take out the MCA at the edge of the fortress and eliminate the tanks. Head toward the fortress, taking out the MCAs on the ridge as you go. Conserve your ammo; it's easy to waste it all en route to the fortress.

Enter the fortress, blow the trucks, and pick up the power-ups.



WARNING!

Spiders are awesome weapons. Although not quite fire-and-forget, these rockets have a long range. Once it locks onto its target, only a sudden juke by its victim will throw it off. Just remember, if you hear a beep-beep-beep, run-run-run, because a big, hairy Spider Rocket is headed right for you.



WARNING!

The MCA at the doorway has a Spider. Use care on approach.

Kill him and enter the tunnel.





Figure 5.4
The tunnel
entrance



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Chapter 6

Into Avernus

The plot, to use an age-old expression, thickens. Sanjuro enters the ghost city of Avernus in search of Gabriel. You must master a new type of dodge-and-duck fighting to claim the streets, tunnels, and ventilation shafts there.

Shogo's cast expands in these streets. There's the wannabe MCA pilot, Hank Johnson—friend of a mysterious friend. Listen closely to his advice; it's critical to your success. Samantha, the angry girl from the Storm, returns. And you meet someone with a gun as big as Samantha's attitude—Uziel, Gabriel's right-hand man.

This also is the first time you'll fight out of your MCA. You'll find it as tense, challenging, and fun as your in-cockpit experiences. Now chamber a couple of Bullgut rounds, and let's head out.



Mission: City of Ghosts

Avernus was largely abandoned following a disastrous series of earthquakes, but it continues a kind of twilight existence. It was here that Toshiro, Kura, and Baku perished in a massive earthquake during the mission to assassinate Ivan Isarevich, the Fallen's original leader. The geothermal energy infrastructure filters air, collects condensation, and powers streetlights, which makes it a viable habitat for Cronus's dispossessed and disenfranchised—and an ideal "fortress" for Gabriel's fanatical army.

Objectives (1). Reach the Madison Tunnel. (2). Override the security lockdown. (3). Proceed to CMC headquarters. (4). Locate the central ventilation shaft.

When the mission opens, you get advice from both sweet Kathryn and a new ally, Hank Johnson (Figure 6.1). This "friend of a friend" will guide you through this section. Follow his advice closely; it's invaluable.

When you arrive in Avernus, Ruin-150 Tanks and soldiers lie ahead and to your right. Advance to the rear! Back up to the entry doors and pull out your Sniper Rifle. Press 6 to zoom your targeting reticule and pick off the tanks in front of you.



Switch to a power weapon (Bullgut or Juggernaut). Ease down the left side of the road and wipe the troops and tanks on your right. Turn right and pick up a Sniper Rifle from a fallen MCA. Take your first left, stomp two blocks, stop, crouch, and look right. You'll see two MCAs. Pull out the Sniper Rifle and off them. Move to their wreckage, vaporize the three civilian vehicles, and nab the Armor Repair Units.



**TIP**

The first part of this mission is all about two words—"Sniper" and "Rifle." Sneak up on your adversaries, use buildings to partially conceal your MCA, and pop the bad guys with your long-range projectiles.



Duck into the tunnel on the left; vaporize the tanks. Follow it to the first intersection and hang a right; vaporize the vehicles. Continue to the next intersection. Peek over the building to your right and snipe the two MCAs. Move out into the street. Destroy the MCA in the right alcove at the end of the street and scoop up its Juggernaut.

Listen to Kathryn's instructions. There are trucks beyond the farthest right-hand tunnel. Stand off and blow the trucks. This knocks a hole in the wall.

Enter the breach, drop through the hole in the floor, and waste the two MCAs. The Juggernaut works well for this. Go straight, turn right, straight again, and then left. Take out the two enemy MCAs, and then turn left at the tunnel. Two more MCAs await you there. Destroy them, turn left, and wait for elevator.

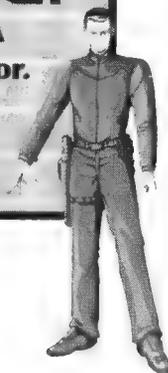
Ride the elevator; destroy the two MCAs at its stop. Mosey forward and stomp the lighted square. Jump through the wall onto the street. Pivot right, nail the MCAs (one has a Spider). Nab the Spider, go straight, and then left; light up the trucks and nab the power-ups.

Follow the ramp to the top and fry the 'bot. Keep moving and killing. Turn right at the overpass and right again into the Madison Tunnel entrance. Follow the road until you encounter Uziel.

Turn around and retrace your steps. You'll walk into a Ruin-150 Tank party as you exit the tunnel. Unfortunately, you're not invited. You know what to do. Move on until you reach the "Hayes and Nova" sign. Take a left and jag right to confront—Samantha. Waste her MCA ("You're so mean," she says) and scarf the Juggernaut.

**WARNING!**

Watch out: An MCA waits on the elevator. Shoot it before the elevator stops or it will take you down.



Mission: High and Low



TIP

Here you meet Gabriel's right hand-man, Uziel. This dude carries a

serious (we mean *serious*) gun. But fear not: He lets you go with just a warning, but blocks the path to your destination.



Zig right and then zag left. Head up the ramp on the right (before W. Maritropa Tunnel). Turn left, head down the ramp, and then turn left again. Fight the steroidic Uhlan-class spider Mechas, then walk forward, and the mission will end.

Whew!

Mission: High and Low

The trap has sprung. The Fallen have jammed your communications with the Leviathan and blocked your path to downtown Avernus. Your only hope is to navigate the city's central ventilation system and get to the communications center on the surface. There you might be able to restore your link to the UCA and get out alive. Hank Johnson will help you. Pay attention to his advice if you want to survive.

Objectives (1). Reverse the air flow in the secondary ventilation shaft. (2). Turn off the heat to the main ventilation shaft. (3). Jump into the main shaft.

Move forward to activate the gate. Enter and move left, jag right, and then turn left. Prepare to take out a few human soldiers after you turn right.

Continue straight ahead. Step up on the lighted square. The gate will open and you can head into Airshaft One (Figure 6.2). Creep forward until you spot the MCAs at the entrance to the other hallways. Crouch and take out each with the Sniper Rifle.



TIP

You can snipe the Uhlan on the right without taking fire from the one on the left. Do it. This reduces both the odds and the damage you take.



**WARNING!**

Stay on the walkway. If you step off, the air flow will carry you up the shaft. If this happens, a gate over a walkway. This reduces the air flow (the walkway blocks it) and allows you to drift down and land on the walkway.



Head straight across the airshaft. Follow the tunnel until you come to Airshaft Two. Head into the shaft on your left; walk down the ramp and take a left into the next room. You'll find a walkway there. Follow it into the Air Control Room. Take care, two MCAs wait here—one on the right as you enter, and one on the far right, next to the control buttons. Subtlety won't work. Slap a Juggernaut or Bullgut in your hands before you enter and wipe 'em slick.

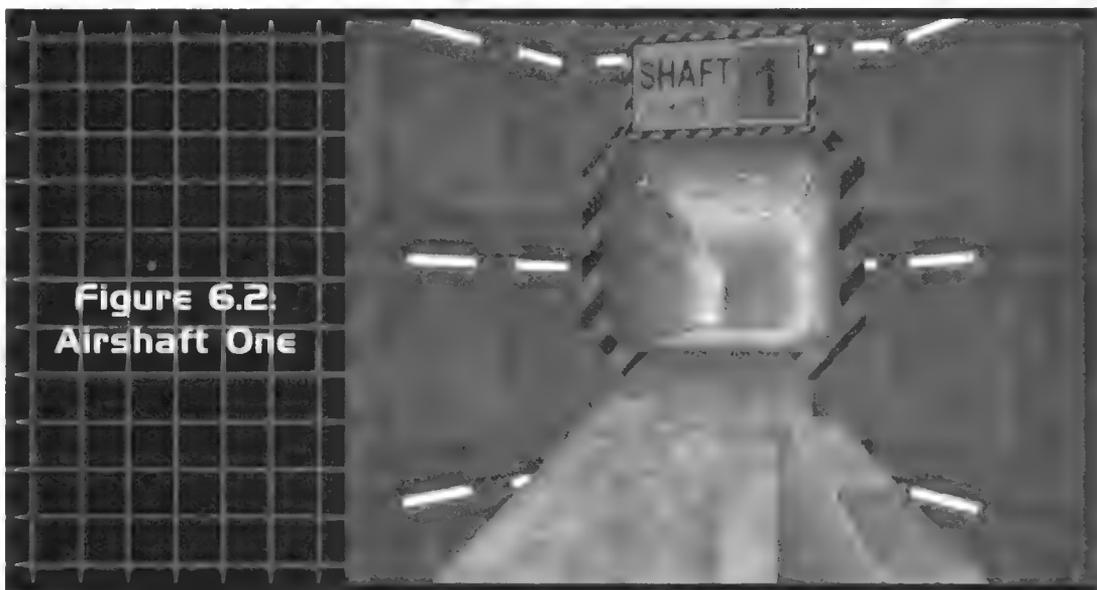


Figure 6.2:
Airshaft One

Activate the wall switch to reverse the air flow in Airshaft Two, and then retrace your steps into the main room. Unfortunately, you must deal with more Fallen MCAs. Do so, and then follow the left ramp into the next hallway. Follow the walkway through Airshaft Three. Heed Hank's words: These heating coils are deadly. Follow the tunnel to the top of the heating coils. Enter the room cautiously. An MCA stands guard at the lift at the far end of the room. Take him out with your Sniper Rifle.



Step on the lighted square. Ride the lift to the bottom. To disable the heating coils, destroy the two control panels on either side of you. Take a breather, get on the elevator, and ride it to the top. Turn left and follow the tunnel. A Laser Cannon-toting Andra-10 waits for you. Waste it and move on. Continue along the tunnel to Airshaft Four.

Activate the lighted square and ride the lift to the top. Follow the hallway to the next big airshaft, drop off the edge, and "parasail" to the bottom, where you'll find a small platform to land on. When you're settled, trace the hallway into another airshaft.



TIP

Weapons are a personal thing. Some folks are Bullgut people, some aren't. Nevertheless, there's an ideal time and place to use each weapon. Long-distance encounters, such as the skirmish in Airshaft One, are ideal for Sniper Rifles and patience. Clearing out a room, however, demands a power weapon such as the Bullgut or Juggernaut—at least at this stage.



WARNING!

Watch out: Sometimes an MCA will sneak up behind you as you engage the Andra-10. Use the Backspace key to flip about rapidly and destroy the intruder.



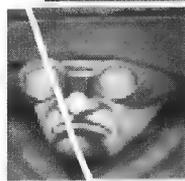
Jump up and catch the serious air to the top; enter the hallway and follow it into yet another airshaft chamber. Dive into the left hallway and dash its length into the final room.

Open the green door, and you're done.



TIP

After destroying the two computer terminals in the Heating Coil room, shoot the bluish object attached to the far wall and a Full Restore Power-up will appear in the far-left corner of the room. Grab it to fully restore your Mecha's health and armor!



Mission: Infiltration

UCA soldiers from Strike Force Carnivore have established a foothold against Fallen troopers near the security station on Level K. Meanwhile, Hank is attempting to infiltrate the facility and create a diversion so that you can get inside. Assist the UCA strike team and then proceed to the main facility.

Objectives (1). Reach the Madison Tunnel. (2). Proceed to CMC headquarters. (3). Locate the central ventilation shaft.

Ah, so you think you're a pretty bad MCA pilot. Now you get a chance to show off your foot-soldier skills. As the mission starts, you have nothing but yourself, a couple of six-shooters, and Lt. Cloud's small contingent of troops (Figure 6.3).

You begin in a hallway. Go left and open the door. Enter a large room, blow the boxes, pick up the weapons, and continue left. Move into the hallway and turn right. At the doorway, you meet up with one of your guys. The room is filled with Fallen troops. Be quick, use the strafe keys, and crouch. Pick off a couple of troops and then run for cover. Re-enter, off a couple more, and keep at it until they succumb. Grab their weapons; you need them. Climb the stairs and hang a right.

Follow the hallway. Hank directs you to the elevators. As always, follow his advice. Open the first door on your right with the control panel on the wall. Two very unobservant guards and a couple of Shock Troopers stand to your left. This is a good thing. Killing the Shock Troopers gets you more Assault Rifle ammunition. Continue straight ahead (past the corpses) to the bathroom entrance; turn right. You'll encounter three guards as you enter the room—two on the steps and one on the floor below.

Clean the guards' clocks and climb the stairs. Enter the door on your left. A steroided Shock Trooper will attack, guns blazing. Crouch and take him out. Face right and eliminate the other guard. Go straight ahead; turn right at the end of the hallway. Another Fallen trooper awaits you at the foot of the stairs.

On the right, you'll see a half-wall overlooking the lower level. Eliminate the guards below, blast out the rail, and hop onto the lower landing. Skip down the stairs, spin right, crouch, and take down the Fallen freaks waiting at the right-hand hallway entrance. Cruise down the hall, take your first right, and junk the waiting troops. Zip down the hall, kill the guard that attacks from the hall on the



Mission: Infiltration



TIP

A trickier than normal Shock Trooper is hiding on a landing behind the trees in the foyer. Use the low wall for cover and snipe him with the Assault Rifle.



Hop down the steps on the right and then enter the garage through the left-hand door. Sprint across the garage and enter the employee lift—you're going to work aren't you?



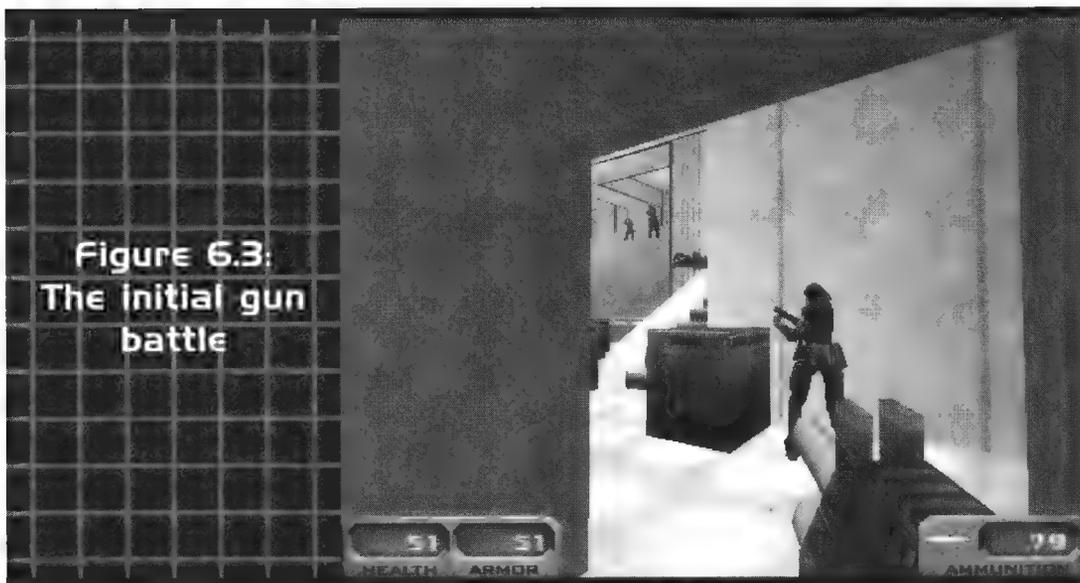
TIP

You needn't expose yourself to the guards on the lower level.

Hide behind the half-wall at the top of the stairs, pop up, and off a guard. Duck down to avoid the hail of fire from the second guard. Then pop back up and kill guard number two. No fuss, no muss.



Figure 6.3:
The initial gun battle



Mission: A Familiar Voice

To restore communications with the Leviathan, you must disable the Interference Array, and then contact Kathryn through a tight beam link-up. This facility is well-defended, however, so it won't be easy. Perhaps with a little help from Hank you can take the Fallen off guard and meet your objectives.

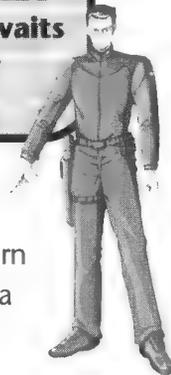
Objective Locate the central ventilation shaft.

Enter door 18. Head to the window on the left. Shoot the switch on the right wall in the control booth to open the other door into the main room. Kill the waiting guard.



WARNING!

Get ready: A guard waits for you on the other side of the door.



TIP

It's a good idea to approach each corner cautiously. Crouch and use the strafe keys to peek into the hallway you're approaching. You'll save a lot of health points that way.



Climb the stairs. A guard and a Shock Trooper wait there. Kill them. Turn left and continue up the stairs. There's a guard on the balcony, to your right. Don't stress on him; Hank will help. Follow the hallway on your left.

Watch to your right as you approach the ramp. A Shock Trooper and two guards wait to work you over, and another foe is coming up fast from behind.

Enter the door on your left and follow the hall. Open the door; waste the unarmed human (sorry), the guard ahead, and the one to the right. At the far end of the room is another Shock Trooper; take him down and ride the lift.

Two guards await you at the top—one on your left and a Shock Trooper straight ahead, at the end of the hallway. Shoot straight, keep moving, and pick up the first aid kit once the resistance ceases. You'll need it.

Run forward to the boxes at the end of the room. Pick up the TOW, but don't use it yet. Stick with the Assault Rifle. Enter the room on your left. Turn left toward the Interference Array.



Mission: A Familiar Voice

Handle the guard and spare the civilian (or not). Proceed to the end of the room, turn right, and enter the doorway. Turn right and follow the hall.

Approach the open bay doors carefully: There's a guard on the right-hand balcony.

Now, it's TOW time! Arm yourself with the TOW and head into the next room. Take the lift up. Watch out for the TOW-armed Shock Trooper. Put a TOW round between his eyes and pick up his weapon. Go to the panel. Hank Johnson will give you further instructions. Retrace your steps. You'll encounter two guards at the door. Kill them and open the door. You'll find more bad people there. Eliminate them and move on.

Head toward Communications Control. Kill when you must, but keep moving. In Communications Control, the real battle begins. As you enter, two guards fire from the left. Neutralize them and mosey down the hall. Turn right, hop



TIP

You should have 10 to 12 rounds of TOW ammunition by now.

This is a great time to use them. Slap the TOW in your hands and relax. This is no Assault Rifle. The TOW is one shot, one kill, so make each shot count.



TIP

Don't forget to light up the boxes at the end of the room.

They hold valuable power-ups.

down the stairs, and then turn left. Crouch and take down the waiting Shock Trooper. Continue forward under the walkway. Follow the hallway to the left; kill the guard. Follow the hallway to the left and climb the stairs.

Enter the Communications Nexus doorway (Figure 6.4) and put a TOW missile into the waiting Shock Trooper. Walk over to the control panel and establish communications with the *Leviathan*.

Surprise! You hear Kura

Akkaraju's voice. She's the good friend Hank alluded to. A major player in the Shogo story, she has deep feelings for Sanjuro. Kathryn knows this and is less than excited at your discovery. The admiral orders you to get the heck out of Dodge—and then things get dicey.

Go back out door. Watch for the guard on your left at the bottom of the stairs. Turn right and follow the hallway across the bridge. Go to the wall and activate the door switch.



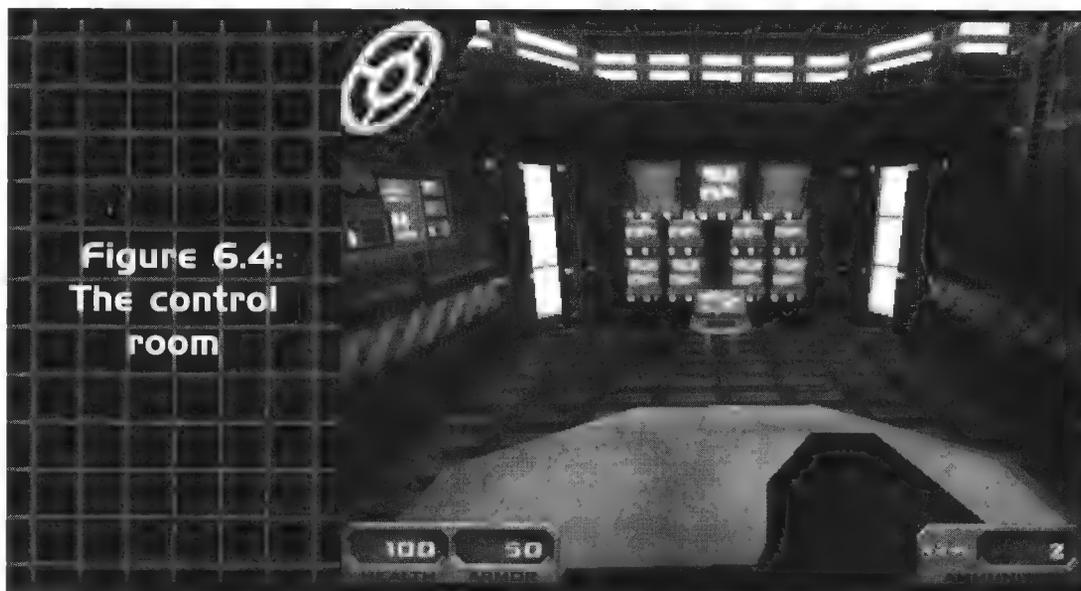
Head directly toward the Interference Service Access. Follow the hallway and run up the ramp. Enter the door on your left and take out the Shock Trooper. Follow the hallway to another door. Open it carefully: A two-guard, three-Shock Trooper welcoming party waits on the other side.

Turn right and kill the level's last guard. Enter the Service Access door, activate the wall switch, and climb into the tunnel to complete the mission.



WARNING!

A bit of caution goes a long way here. That door opens on a room filled with MCAs and guards. Get ready to run-and-gun.



Mission: Escape

Your orders are clear: Fall back to the LZ Minotaur for immediate extraction. But the situation disturbs you. Kura's alive and waiting for you in Maritropa with information about Toshiro and Baku. It's safe to assume the admiral knew about them, as well. What else hasn't he told you? Regardless, with Fallen reinforcements pouring into the facility, your first priority is to get back to your MCA in one piece.

Objective Meet Hank Johnson in the parking garage.

Head left and descend the ladder. Over your right shoulder you'll spot two guards and a Shock Trooper. Follow the walkway around the corner and take out the Shock Trooper on the right. Pick up the TOW and descend the ladder to the bottom. Open up the three crates with your Assault Rifle. Save the TOW; you'll need it later.

Follow the passages to the underground garage access. Turn each corner with caution. You'll encounter plenty of mean folks in this mission, but you can take them out if you just *keep moving* during engagements.

In the underground access, Hank Johnson tells you to meet him in the garage. Climb the ladder and get ready for a big firefight. The garage centerpiece is a Ruin-150 Tank—no big deal when you're in an MCA, but they can slap a hurting on your currently lightly-armed self. Use the pillars for protection and take out all the guards. Keep moving, or the tank will vaporize you. Now pull the TOW from your inventory and empty it into the tank. With luck, it will blow (Figure 6.5).

Now the garage door opens and Hank drives in. Jump into the back of his truck to end the mission.





SHOGO 昇岡
mobile armor division



Chapter 7

**Maritropa:
City of Cats**

The missions get a bit tougher now. Sanjuro finds himself assigned a variety of tasks that range from stealing an MCA to locating kitty-cats. To meet such disparate objectives, he must master many new skills. The odds are stacked against Sanjuro. He finds himself struggling to beat them, and to unravel more of the mystery shrouding those closest to him.

This also is a great time to sharpen the skills you'll need to beat the Shogo endgame. Some of these missions—"Once a Thief," for example—will put you on foot, struggling against swarms of Shock Troopers, guards, and the occasional tank and MCA. Others, such as "Public Nuisance," are classic Mecha fights against some of the CMC's best MCAs. Either way, you must keep your wits about you, and your mouse hand limber, if you expect to survive in Maritropa.



Mission: Once a Thief

Fate has made your decision for you. With no way to get back to the LZ Minotaur without an MCA, your only sensible option is to go with Hank to Maritropa and rendezvous with Kura. Admiral Akkaraju won't be happy, but what choice do you have? Hank is convinced he can get you into an old CMC pumping station where you can steal an MCA, but the rest is up to you.

Security should be light, so reaching the MCA dock will be straightforward. Or so you hope.

Objectives (1). Cover Hank Johnson until he can override the security systems. (2). Proceed to the MCA docking area.

A multitude of guards lie between you and the door. Use care and keep your eyes open as you climb the stairs. Hank seems to get in the way, but he takes out his share of bad folk. Two guards wait on the stairs and you'll encounter two more inside the door.

Turn left and follow the path. Hop down three steps and turn left. You'll find one guard and a Shock Trooper in the control room. Follow the hallway left and take out the Shock Trooper. Follow the steps, where a lone guard waits. Turn and go down the steps. Move cautiously; there's a guard in the window on the right and two Shock Troopers on the left as you come to the end of the stairs.

Continue following the hallway; another guard appears in the window. Stay in the hall until you come to a room filled with crates and boxes. Take out the two Shock Troopers. Continue following the hallway around to the left. Watch over your right shoulder: A guard stands at the top of the stairs.

Follow the hallway up the stairs. Open the door on your left and enter the small room, where you'll find two unarmed people covering in fear. Activate the lever on the panel to your left.

Leave the small room and jump off the ledge to the ramp below. Descend the steps to the floor area. Pick up the TOW.



TIP

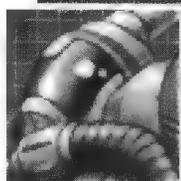
Get in front of Hank. If he dies, you'll never get into the building.

This is not the time to choose discretion over valor.



TIP

If you're tired of walking, shoot out the grill in the floor. Then step into the hole to fall into the crate room.





TIP

The TOW is a very powerful weapon. Unfortunately, its ammunition is limited. Use it only on Shock Troopers and vehicles.



Turn right, and then turn right again. You'll spot a guard to your right. Continuing down the steps, you'll encounter a guard and two unarmed humans. Go through the room and turn left; two guards and a Shock Trooper now block your path. Wax 'em and you're home free (Figure 7.1).

Hank Johnson directs you to choose an MCA. After you do, Kura Akkaraju tells you to hurry to the Shinara District to meet her in a club called the Mecca (get it?). Hank Johnson says he's got help for you, but it still won't be easy.

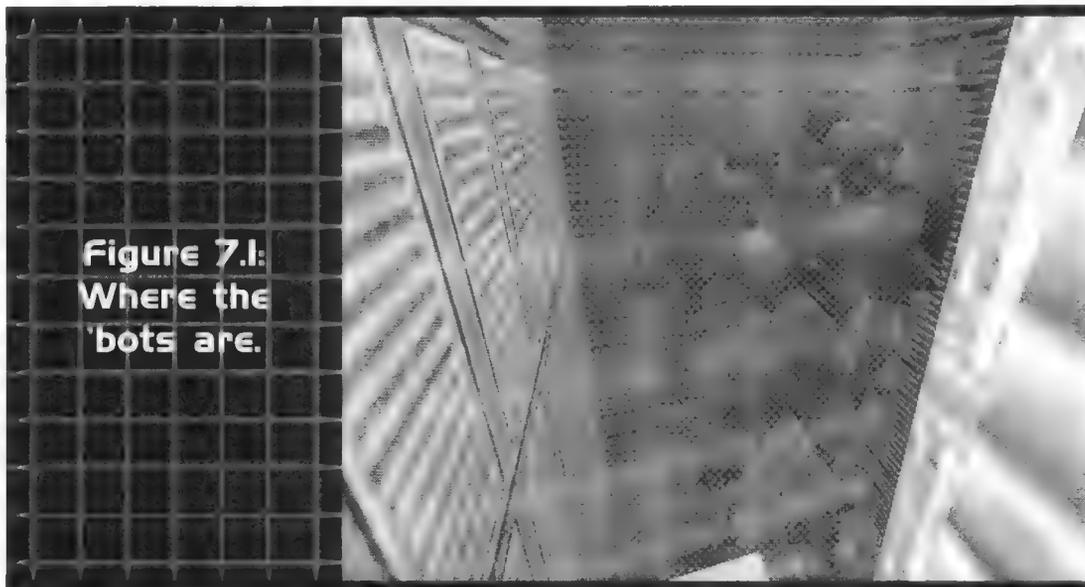


Figure 7.1:
Where the
'bots are.

Mission: Public Nuisance

Much of Maritropa has been under martial law since the Cronian Mining Consortium fragmented and the Fallen gathered power. Thus, CMC security forces are likely to regard a heavily-armed MCA with more than a little suspicion. Still, there's no better way to get where you need to go quickly.

Hank has convinced his friends Maurice and Toshi to back you up. Together, you must fight your way to MEV Dock 17 at Angel Station, in the slums. Kura will contact you once you've docked.



Objective Reach MEV Dock 17.

Follow the street forward and to the right. Welcome! Three MCAs and two Uhlan Spiders on the ground and an Andra on the overpass greet you (Figure 7.2). Deal with them.



TIP

Stay ahead of Maurice and Toshi or they'll sprint to their deaths.

They seem to live longer if they stay behind you.



Figure 7.2:
The Andra on
the overpass

Run under the overpass and turn left. Waste the MCA at the top of the ramp, pick up the Juggernaut, and trip the security force field. Go back down the ramp and take a left.

Follow the street forward and turn right. You'll confront a Spider and some infantry. Use the pillars as cover. Take a left at the next street, turn left again, and head up the hill. Two Rakshas wait on the street. Move ahead and proceed down the hill on your left.

Look up: Two guards stand atop the building directly ahead. Continue down the road to the right. You'll spot five armored guards on the ground and two more on the building. Stay on the road, ascend another hill, jump onto the overpass, and then enter the tunnel to trip the force field. Turn and pick up the Juggernaut. Step off the edge and fall to the road below. Turn and face an Uhlan Spider.



Go forward and enter the door on your left. Destroy the trucks. Doing so creates a hole under the force-field door. Go to the back of the room and climb the rubble. This places you on the far side of the force field.

Look over your left shoulder: An Uhlan approaches. Proceed straight ahead. Turn right at the end of the street. You'll confront a Spider; destroy it and duck into the alley marked "MEV Dock 17."



TIP

There's a quicker way to do this. After wasting the Andra on the overpass at the mission's start, use the Z key to jump onto the overpass and snap up its Juggernaut. Then run up the ramp to trip the force field and trigger the Uhlan below.



Mission: MEV Depot 17

Catching the train to Crescent Square Station should be relatively simple. It's facing Kura again that gets complicated. After all, as far as you knew, she was dead. Your feelings for her have been compounded by grief and magnified by loss. To lose her was to lose a part of yourself. But now she's alive. And you're dating her sister.

Objectives (1). Catch the train. (2). Get to the street below.

The mission opens with a reminder from Commander Kura Akkaraju: "Don't miss the train, Sanjuro," she says. I'd take her advice, if I were you.

Walk forward into the room with four large posts. Shoot the box in the middle of the room and pick up your prize (an Assault Rifle). Head toward the "Employee Entrance" sign. Turn left, head up the ramp, and turn right at the top. Enter the room, stay on the ramp, and follow it to the right. You'll find three boxes. Shoot them and pick up the Assault Rifles and Kato Grenades. Switch back to pistols: It's time for some box-busting.

Follow the ramp out of the room and head into the room directly across the way. Enter the door on your right, labeled "5." Blow all boxes and pick up all weapons. Turn, leave the room, and go straight—toward the room with a box in it. Blow up the box and pick up the body armor.

Now shoot out the window and jump onto the ledge. Switch weapons to Kato Grenades. Move close to the window and fire out three rounds. Move to the side. When you hear the last grenade explode, go back to the window and fire your remaining two grenades. Move aside again and switch weapons to the Assault Rifle.



Jump out the window, shown in Figure 7.3. Start firing before you hit the ground: The two guards on your right will be on top of you before you know it. Pick up the weapons.

Follow the sidewalk toward the train: It leaves without you! After some ribbing, Kura describes another way to get out.

Turn around and blast the two Shock Troopers at the foot of the steps and pick up the weapons. Follow the sidewalk back to where you jumped from the window. Enter the window marked "Laboratory." Don't bother with the boxes in this room.

Go through the door on the other side of the room. Proceed down the hall. Turn left cautiously: Two Shock Troopers and a guard are waiting. Kill them, and then back out of the room. Reenter. If you have any Kato Grenades, lob them onto the balcony. A couple of guards are up there. Continue through the room and head right. Descend the stairs.



TIP

Here's another way to handle the window operation: Shoot out the window and grab the Kato Grenade Launcher. Hop up and down in front of the sill until you locate the guards below. Use one hop to aim and the next to loose a grenade. Repeat for the second guard. Then jump out the window.



Figure 7.3:
The window
hop-and-shoot



Turn left, and then turn left again. Three Shock Troopers and two guards wait on the other side of the large square in the middle of the room. Kill them and exit through the door at the far-right wall.

Mission: Maritropa Slums (A)

According to Kura, a selective curfew is in effect in the Shinara District. Only citizens with the proper ID may go outdoors. You don't belong to that select crowd, so you must be especially careful. Kura will guide you as best she can, but be prepared to improvise.

Objectives (1). Find the open-air market. (2). Proceed to the Mecca. (3). Locate the tunnel in front of the hotel.

Follow the road to the right and approach the gate left of the Fish Market. The gate at the end of the street is closed. Kura leads to you the tunnel just left of the market.

Before heading into the tunnel, wait for the two guards to come up. Neutralize them and pick up their weapons. Head down into the tunnel, ready for the guard at the bottom. Pick up his weapons. Turn right. Another tunnel lies to your left, before Dirty Dann's Drug and More. Two more guards want to get rowdy. Head into the tunnel. A guard will jump you just before you get to the first alley on the left. Eliminate him. Turn left and head down the alley. The guard at the end has Kato Grenades. Get 'em. They'll come in handy later.

Turn left into the last stall. Face forward and take out the guard ahead. Wait there for another. Leave the stall and head left toward the street where you just shot the two guards. Continue down the path. As you turn right you'll spot two guards and a Shock Trooper on the left.

At the end of the path, turn left. A Shock Trooper with a TOW Rocket Launcher stands atop the building at the end of the path. Stay to one side of the path, and then open up on him. When he lets fly with the TOW, zip to the other side of the path to avoid it.



Mission: Maritropa Slums (A)

Turn left at the end of this path to confront a Shock Trooper. Jag left around building. Go past the first gate on your left. As you enter the second gate, a truck crashes through. Two guards and two Shock Troopers pile out. Eliminate them.

Run past the truck and into the street. Enter the St. Michael Hotel on your left. Go around the front desk and enter the room behind it.

Shoot out the fuse panel on the wall. Return to the hotel lobby and turn right. Go down the hallway and ascend the stairs on the left. Go to the fourth floor, shoot out the window in the stairwell, and jump down to the roof on your right. Carefully walk across the power lines to the far side, and then jump across to the balcony on your right.

Shoot through the window and enter the apartment. Head down the hallway on your right. Enter the first room on your left. Shoot out the window and jump out onto the balcony. Turn left and climb the ladder to the roof. Head right and jump through the window of the next building. Leave this room, turn right, and turn right again. Now head downstairs and jump out the window.

Turn right at the end of the building. Head down the stairs and turn left. Watch over your left shoulder for a Shock Trooper and prepare to confront a couple of guards as you turn right. Pick up the weapons.

Head forward into the door marked "Pumping Station 6." Inside, continue forward into the tunnel. Nail the guard at the foot of the stairs. Crouch and take out the guard and Shock Trooper at the far wall before you exit the underground passage. Then face left and come out strafing to fire up the final Shock Trooper.



TIP

This is a great opportunity to use your Kato Grenades.

Rapidly withdraw, pumping grenades at your enemies. It usually takes only three to neutralize this threat.

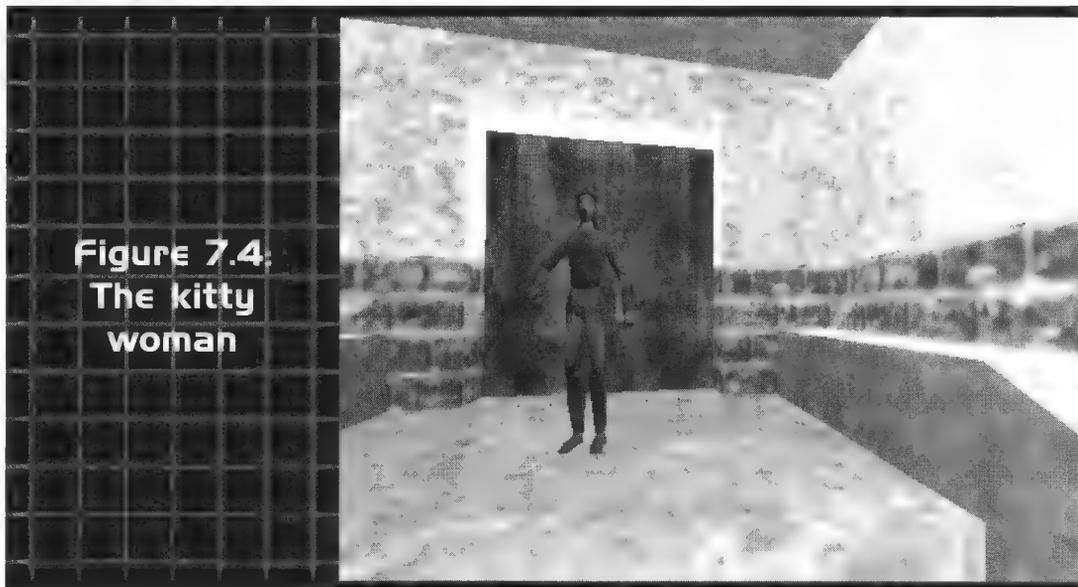


TIP

If you have a couple of Kato Grenades, you can take out all three soldiers from the landing before the stairs. Just lean over the edge and pump a couple into their midst.



Turn left and zip through the door ahead. When it opens you'll find two guards and a civilian. Turn right and blow up the boxes. The power-ups increase both your health and armor. Climb the stairs and enter the door. Follow the hallway around to the left, pass through the door, and head outside. Head left and talk to the woman on the stairs (Figure 7.4): She'll lower her electric gate if you find her kitty.



Turn around and re-enter the door on your left. Follow the walkway to the end, and then enter the next door. Head down the stairs. Enter the area on your right to find the abandoned building. Go inside to complete the level.

Mission: Lost Cat

Mrs. Haddam's cat is somewhere in the building. You'll have to find its Squeaky Toy before it will come to you. Run-down facilities such as this are ideal lairs for stragglers—men and women whose sanity has been eroded by harsh conditions of Cronus and the constant rigors of kato harvesting. In packs, they can be dangerous.



Objectives (1). Find the Squeaky Toy. (2). Retrieve the cat.

Proceed forward, and then head right and ascend the stairs. Approach the top warily: A guard and a Shock Trooper await you. Blow up all the boxes, and pick up the weapons, upgrades, and enhancements.

Enter the small room. Blow up all the boxes and pick up the items. Knock down the door. Two guards stand at the end of the hall. Turn left and enter the doorway to your immediate right. Walk down the slope and drop into the next room. Blow up the boxes and pick up all the items. Enter the doorway—carefully!

This room is crawling with Shock Troopers and guards. Run-and-gun if you want to stay alive. Pick up all the weapons. Move to the back of the room and around to the left. Pick up the Squeaky Toy from one of the guards. Go up the stairs and head left. Drop into the hole in the floor, and then head back into the hallway.

Take a right and follow the hallway back into a small room. Jump to the upper level and follow the sloping pathway to the top. Stay left. Then follow the hallway to the left, all the way to the end. Take the left, sloping hallway to the top. This room is filled with Shock Troopers and guards. Blow up the boxes and pick up the weapons and armor. Go past the staircase to the back of the room and ascend the stairs there.

Follow the hallway to the big double windows. Then shoot them out and hop onto the roof. Walk left and head up the next roof. Carefully enter the building. This room, too, offers you lots of company. Be sure to look up to the overhead walkway. Head right and go to the back of the room. Activate the lift switch and ascend to the walkway above.

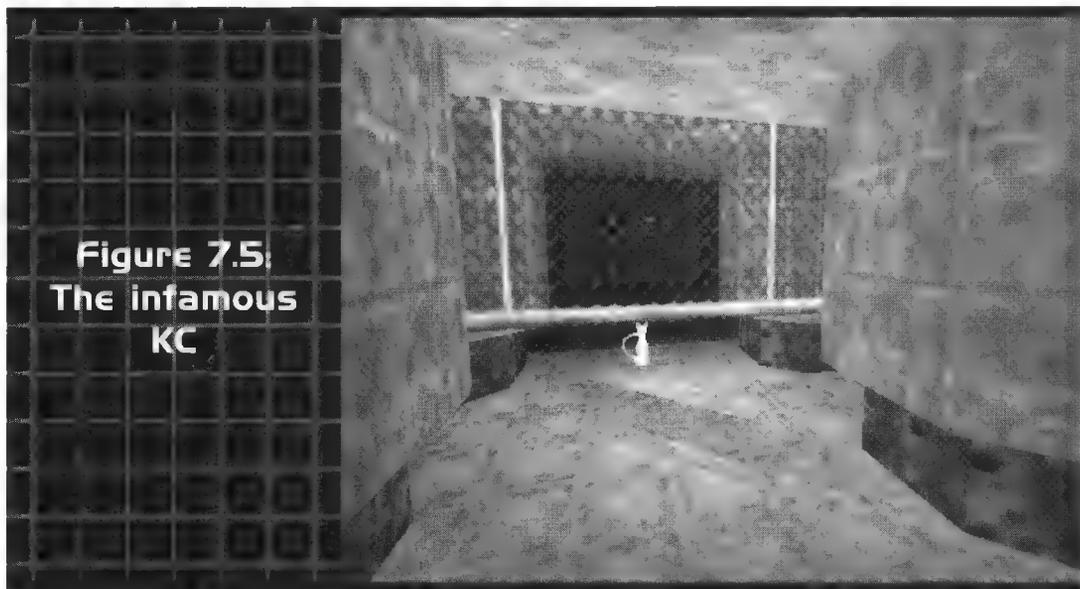


TIP

If you want, you can kill Mrs. Haddam and then enter her house to shut down the breaker yourself; just watch out for her pissed-off husband and his Shotgun! Keep in mind that if you do this, you won't receive the Health Power-up that you would have received from rescuing the cat!



Follow the walkway into the next room, where a guard awaits you. Then follow the hallway until you get to the lost cat (Figure 7.5). Crouch and give the Squeaky Toy to the cat. Return to the beginning of the level and leave the building.



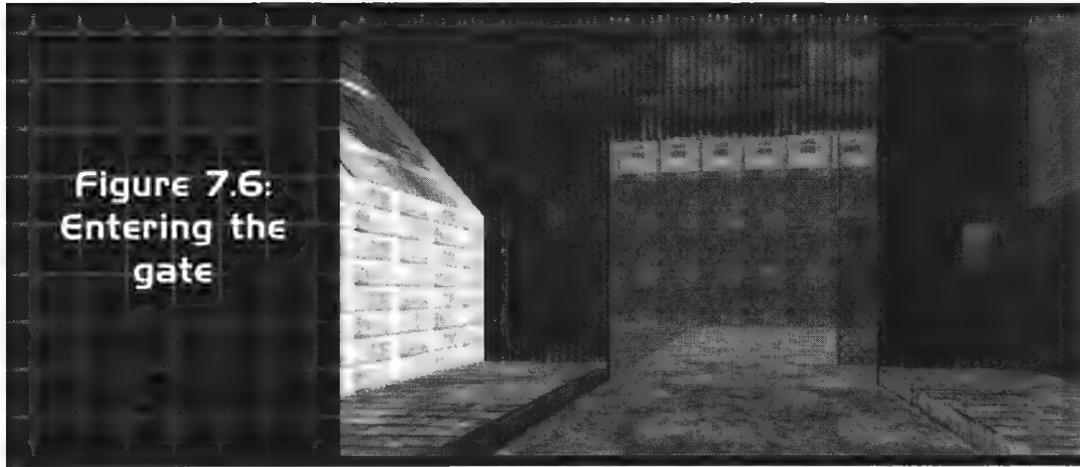
Mission: Maritropa Slums (B)

Objective Return to the Haddam residence.

Gee, it's nice to have a simple mission every now and again. This is one is as simple as its objective implies, although the ending is fraught with tension.

Enter the alley ahead. Disintegrate the boxes. Pick up the armor and Shotgun. Climb the steps and enter the door at the top. Follow the gray brick road and exit through the door on your left. As you do, angle right, until you spot the weird woman. Listen to her rant, pick up the Health Power-up, and then head back down the steps and through the gate on your right (Figure 7.6).





The frantic message from Kuru rings in your ears: "*Toshiro* is Gabriel!" Her transmission ends in midsentence. What's up?



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Chapter 8

**The Mecca Club
and Beyond**

I should call this "Kura's Chapter." Not only does she return from Sanjuro's past, but she is the linchpin of one of the game's most exciting missions.

Again, Sanjuro must fight enemy MCAs, defeat enemy troops, and solve a myriad of puzzles to accomplish his missions and rekindle his old fire with Kura. But now the MCAs are bigger, the enemy troops badder, and Kura more desirable than ever.

This chapter also introduces the first branching mission. Ryo Ishikawa is a major player in the struggle for Cronus. You're not sure how, you're not even sure why, but you must decide whether you trust him to help you rescue Kura, the girl you love. Or is it her sister your heart desires?



Mission: The Mecca Club

Kura's in trouble. Somehow the CMC have figured out where you were headed. She can't hold them off for long. The thought of coming this close only to lose her again is too much to bear.

You've almost forgotten that you're still dating her sister.

Objectives (1). Find Kura. (2). Fight off CMC security. (3). Catch the train.

Head down the alley and enter the Mecca nightclub on your right. Keep the red hall on your left as you circumnavigate the club. Take the third stone-framed doorway to the right and bound to the upper walkway. Follow it to the end and scarf up the ID.

Meet Ryo Ishikawa. Sanjuro has heard of this shifty character. Ryo knows where the CMC have taken Kura, and promises to break you in—if you do him a favor first.

Whatever his misgivings, Sanjuro has no choice: He must help Kura.

Retrace your steps. Two guards stand on the upper walkway. Eliminate them. Dash to their position and take down the three men below. Now walk to the computer terminal and validate your ID (snag the box that pops up).

Leave the club, turn right, and pass through the chain-link gate. Follow the alley to the train station. Approach the ticket counter—the attendant will validate your pass—and then sprint up the stairs to the train.

But nothing is ever that easy. The CMC knows you're about. Two Shock Troopers wait at the top level (Figure 8.1), and two more charge as soon as you fire. Keep moving, keep strafing, and take them all down. Catch the train to end the mission.



TIP

After you pass the Ticket Counter and head up the stairs, do not shoot the two Shock Troopers at the top! They'll walk right past you and go about their business. If you do shoot them, four more Troopers will appear to make you pay!



Figure 8.1
Train security



Mission: Shinara District

CMC security has captured Kura. Ryo Ishikawa, head of Shogo Industries on Cronus, has offered to help you infiltrate CMC security headquarters in exchange for a favor once you get inside.

Hank believes the Fallen will do everything in their power to eliminate Kura before she can reveal her information. You must reach her before they do.

Objective Get to the roof of the Maritropa DMV building.

It's stomping time again. You're back in an MCA. Head down the narrow alley. Pause. Hear the stomp-steps? An MCA passes in front of the alley entrance: Take it out. You'll spot another on the left as you exit, and yet another across the street.

Pop off the MCA across the street from the safety of your alley; then sidestep into the street, pick up the Bullgut from the first MCA you slagged, and then take down the MCA to your left (Figure 8.2).

Turn right and stride to the first intersection. Hang a left and take out the trucks at the end of the street. This blows a hole in the door down there. Enter it and traverse the tunnel. Exit, turn right, and waste Samantha for the third time.

Take the next left, and then wax the MCAs to the right at the next intersection. Double-jump onto the building with the yellow sign embossed with Asian writing. Crouch and eliminate the MCA across the street, on the yellow-striped





Figure 8.2:
The bigger
they come...

building. Face the striped building and kill the MCA on the roof to your right. Double-jump to the roof of the building to your right.

Now jump to the roof of the yellow-striped building. Run-and-gun: A lot of MCAs hang out on these roofs. Next, jump in front of the Maritropa DMV building sign, then over the sign, then cross the “walkway” in front of you, and, finally, hop to the building roof to end the mission.



TIP

That’s a lot of jumping *and* a lot of shooting. If you’re a good jumper, try this: Ax Samantha and the MCA behind her. Follow the street until it ends, turn left, and ax MCAs as necessary. Follow to another end and turn left. Turn right into the first gap between buildings. Look up. Walk forward until you see the green-green sky. Jump to that overpass and walk toward the building to end the level.



Mission: City on Fire

The only way to Canopy Station is through heavily defended downtown Maritropa. You’re on your own this time, against even tougher odds. Prepare for fierce resistance.



Something tells you the struggle for Cronus is far more complicated than you'd thought. Ryo Ishikawa is a longtime UCA ally, but his motives never have been clear. What does he have in mind for you once you reach CMC headquarters?

Objective Get to the tram terminal and dock.

Head down the street and take out the Andra-10. This draws the immediate attention of a *very bad* Raksha (Figure 8.3) who appears at the head of the ramp. Take the Raksha out quickly with the Bullgut from the Andra's wreckage or this enemy will sprint down the ramp and hound you mercilessly until you're a pile of slag.



Figure 8.3:
A bad Raksha

Look right and take out the two tanks with your new-found Spider. Follow the road and enter the tunnel on your left. Make sure you're holding the Bullgut; you'll need its firepower to take out the two MCAs there.

Pick up the Sniper Rifle. Ease around the building at the end of the street and pick off the MCA. A couple more wait at the crest of the hill.

Knock 'em down from long distance and move up the hill. Just before you reach the top, turn right and jump to the street below. Head left.

In and around the next intersection you'll encounter several MCAs and two tanks. The MCAs trickle in, so they're no problem, and the tanks only hurt if you ignore them. Continue along the road, take a right at the Maritropa Transit



Authority—an Andra-10 pops up—and a left—watch out for the MCA on the building ledge—and then get ready: It gets tougher.

As a matter of fact, after you take the final left turn (next to the Bobby Digital building), three Uhlans block your path. Pick them off one at a time, sliding behind the corner after each engagement to catch a breather.

Continue following the road. Take a left just before the tunnel, and trace the road down and right—wary of Uhlans and Rakshas—and back up (yet another Uhlan waits at the crest).

Take care: No fewer than four Rakshas wait at the center-right of the tunnel. Using the Sniper Rifle, you can pick off most from inside the tunnel. One hides on the overpass, however, and you must get to the very edge of the tunnel to pick her off. Note, too, the Mobile Rocket Launcher or two on your left. Don't ignore them.

Once you've thinned out the bad guys, pop off the civilian autos and collect some great power-ups. This puts you at the Lindbrook building.

Move out on the street to your right. Watch that first intersection! An Uhlan waits down the street to the left. Continue to the wall. Two Spider 'bots (Uhlans) wait to the left and an Andra-10 to the right. Kill 'em all, and then hang a right. Watch out for the Andra's buddies on the right-hand side of the first intersection.



TIP

When approaching corners, it's a good idea to face toward

the unseen threat, crouch, and then sidestep around, guns blazing. Or you can creep to the corner and try to take out unwary victims with your Sniper Rifle. Two paths to the same destination—dead enemies.



Follow the road to the end—almost. Stop just before you hit the wall a second time. You'll see a street light ahead and a building with yellow trim to your right. Behind the yellow-trimmed building is a very bad, Shredder-toting MCA. Have your Shredder at the ready before you engage the beast.

Follow the road to the end—almost. Stop just before you hit the wall a second time. You'll see a street light ahead and a building with yellow trim to your right. Behind the yellow-trimmed building is a very bad, Shredder-toting MCA. Have your Shredder at the ready before you engage the beast.



TIP

Make darn sure to forage the Shredder from the Raksha wreckage. You can find a use for this awesome weapon, can't you?



After eliminating the Shredder MCA, blow the generators (often the blast from the MCA's destruction will do it for you). Now head into the tunnel just behind you.

Exit the tunnel and turn right. Take the first left. At the top of the hill, wax the Mobile Rocket Launcher and a tank, and then take out the three MCAs on the overpass above the street to your right. Head down the street under the overpass until it ends at a building. Take a right and cruise up the hill.



TIP

Don't waste good Bullgut or Sniper ammo on civilian vehicles. Switch back to the Pulse Rifle for car-killing.



NOTE

Blowing the generators lowers the force field, so entering the tunnel should be no problem.



Trace the street to the end, and duck into the tunnel on your left.

Zig out of the tunnel to the right and you'll be on the docking station street. Unfortunately, so is one of the biggest MCAs you've ever seen. Pump a few Shredder rounds into it and dock your MCA to end the mission.

Mission: Rescue Attempt

Ryo has kept his word. The ID he supplied got you into CMC security headquarters without incident. Kura is imprisoned on Level 2, but Ryo first wants you to make your way to the building's lowest level and disable the network safeguards in a secure server room. Afterward, he'll help you get into the heavily fortified holding area.

So far, there's no sign of the Fallen, but time is precious.

Objective Find the main elevator.

(Following a brief interlude on the tram, you arrive at CMC headquarters. En route, Kathryn apologizes for her pouty behavior.)



Mission: Rescue Attempt

This is one of those branching missions: Taking Ryo's advice—holding your fire—leads to "The Favor," and then back to continue the "Rescue Attempt." Ignoring his advice leads straight to the "Rescue Attempt."

If you accept Ryo's help: Enter the door to your left. Ignore the guard (Figure 8.4) and head to the elevator at the end of the hall to complete the level. Continue at "The Favor."

If you decline Ryo's help: Skip to "The Rescue Attempt."



The Favor

Your ID will be useless in the high-security area you're entering. Ryo has helped you get this far without firing a shot, but there won't be much he can do once you're detected.

Objective Get to the Server Control Room.

Move down the hall and through the force field. As soon as you pass the first room, all hell will break loose, so be ready. Take out the bad guys and pick up their weapons. Enter the first room on your right and pick up the armor. Exit the room. Continue down the hall.



Take a right at the end of the hall. Crouch and take down the Shock Troopers in the bottom room. Be careful, these folks be tough. Hop down to the room and get a soda (just kidding about the soda).

Exit through the right hall. Ryo tells you to continue to the elevators. Do it. Descend and head for the room's right corner. Crouch and off the guard who walks by. Take the walkways to the next room, wax the operator, and activate the switch at the far end of the room. This turns on the energy bridge.

Trot across the bridge. After crossing, look left. A guard stands in the doorway of the room to your left. Eliminate the nuisance, but don't get cocky—another waits just inside the room, and a couple more around the first left turn. Continue left and hop down the stairs into the control room. Off the operator and deactivate the security matrix.

"Thanks for your assistance, Commander," says Ryo. "You're no longer useful to me." Darn. Move over to the other console and activate the switch. Follow the platforms to the bottom of the air intake tube (Figure 8.5) and jump into it.



Figure 8.5:
The air intakes

From your new location, take the lift up to the ledge above. Get ready: Four enemies wait to take you out. Continue to the crate room. Blow the crates in the middle; they have health and armor.

Take the wooden steps up (watch for the two Shock Troopers who try to stop you). Two more guards wait in the upper hall. Take your first right, and then



Mission: Rescue Attempt (Continued)

take the staircase to the top. Beware, more baddies hang out up there. Follow the hall to the end and hop on the elevator.

Skip to "Rescue Attempt (Continued)."

The Rescue Attempt

Fallen assassins are en route. Even if you reach Kura before they do, expect them to be close behind. Reaching the holding cells will be far more difficult now that Ryo has set off alarms throughout the building.

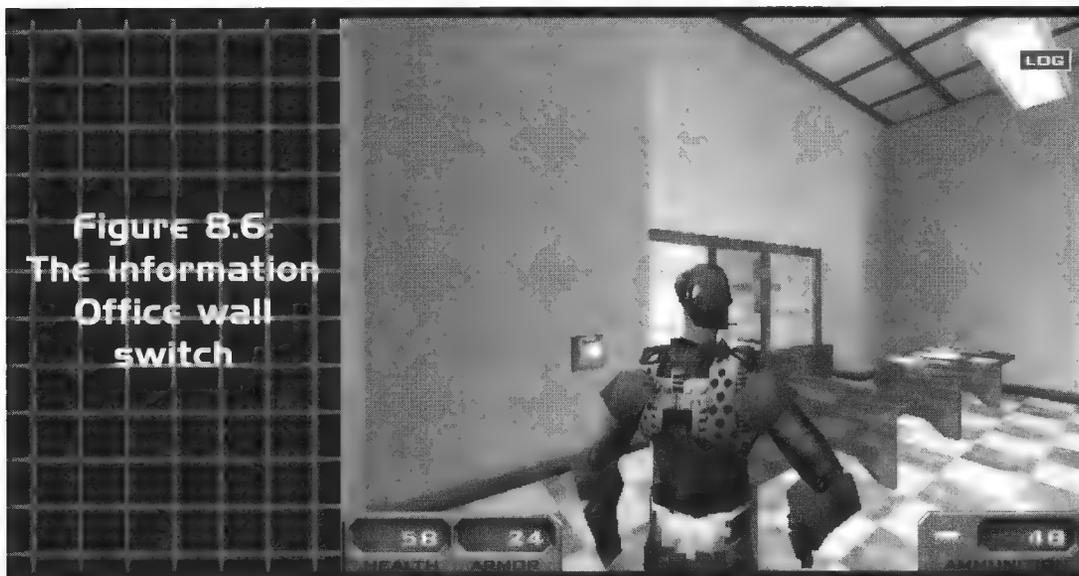
You must thank him for that—personally.

Objectives (1). Free Kura. (2). Get out of the building with Kura.

Follow the hallway, and then open the next door to your left.

Mission: Rescue Attempt (Cont.)

Walk into the office and activate the switch on the wall (Figure 8.6), which opens a door in the lobby. Return to the lobby and enter the newly opened door. Follow the hall to the stairs at the end. There are several guards in the vicinity, so be careful. Continue following the hallway, and then enter the monitoring station.



A bad Shock Trooper awaits you here. Take him out with a head shot. Activate the wall switch. Exit. Head downstairs. Ax the three guards and the single Shock Trooper. Ascend in the lift.

**TIP**

When you exit the office, try this: Blow out the air-vent grill

to your right and use a crouch/jump to hop in. Don the night-vision goggles. Follow the vent until you find a way down. Blow out the lower grill, and then drop into the Crime Lab. Exit the room.



Exit the lift and move left. Blow out the side window in the guard shack. Use the crouch/jump to hop in. Activate the wall switch to drop the force field and open the guard shack door. Exit the guard shack and kill the guards down the hall.

Trace the hall to the staircase; eliminate the three guards below. Descend the stairs, turn right, and shoot out the barrier. Enter the room and activate the switch. The holding cell door will open. As you'd expect, a couple of Shock Troopers are waiting for you. Feed 'em lead. Duck into the hallway, crouch, turn right, and neutralize the other folks. Head to the end of the hall. Blast your

way into Prisoner Control and push the yellow square to drop the force fields. Now hop downstairs to meet Kura.

Something's happening on Cronus, something bigger than you'd imagined. Kura begins to fill you in...

Exit the cell area—beware the Elite Shock Troopers at the exit—and head up the stairs to the right. Move ahead, board the lift, and ride it down. Kill the three waiting CMC types, get out, and bound up the stairs on your left. More Shock Troopers await you there. (This is a good time to use Kato Grenades, if you have any. Back up the stairs and lob them over the rail.)

Zip past the offices—killing two more Shock'ers as you go. Run into the lobby and blast a couple more. Finally, walk down the hall to your left-center (if your back is to the information desk). When you reach the door Kura breaks the news about the Cothineal life form, Toshira, and Baku.

Then she pops the question.

"Sanjuro, are you seeing anybody?"



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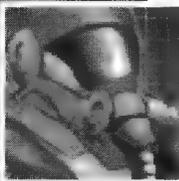


Chapter 9

**A Friend's
Demise**

Kathryn gets suspicious of you. You get suspicious of Admiral Akkaraju. Everyone is suspicious of Ryo. And the beat goes on. People fight, people die, and you're right in the middle. There are good times and bad times. On one hand, it's great to know that Kura is alive. On the other, you get some very bad news about her good friend, Hank.

But emotional discomfort is not the only challenge you must face. Again you must best Uziel. He truly is, as Sanjuro says, "an angry, angry man." Anger aside, you must deal with him before you can see Kura again, and convince the admiral to stop his foolhardy plan to destroy Cronus.



Mission: Runaway Train

Admiral Akkaraju intends to target Avernus with the Leviathan's Kato Cannon, delivering a killing blow to the Fallen in their well-fortified home base. But the power of a kato weapon has never been tested on a populated world, and the blast's side effects could affect Maritropa and Constantine, as well.

You must arrange to meet Toshiro and try to talk sense into him. If Kura is right about Cothineal, there may be hope. Meanwhile, Ryo's trap guarantees you'll run into Shogo soldiers sooner or later. It's safe to assume it will be sooner.

Objective Brake the runaway train.

This is what you might call a conceptually easy mission. The goal is simple: Move forward, bound up the stairs to the second level, sprint to the tram's Control Room, and stop the tram. Unfortunately, there's a herd of bad guys between here and there.

When you finish your conversation with Kura, duck behind a bench. Three guards enter the train; dodge, duck, and kill them. Head forward. Three guards wait behind the next door. Kill them and continue forward. Four guards wait in the next car; eliminate them. Again, the next car has four bad guys—two at the far end of the car and one on either side as you enter.

There are four more in the next car. Kill them and run forward to the lift. Ride it down to the Control Room and saunter forward to the chairs (Figure 9.1) to end the mission.



TIP

Try slinging a couple of Kato Grenades into the tram cars.

They ricochet off the walls and "splash" most of the car's inhabitants, making your job much easier.





Figure 9.1:
This is the
place

Mission: A Bullet in the Head

Kura waits for you at the Oshii Research Station, where she hopes to find conclusive evidence of Cothineal's existence. But first you have to get there. Hank's plan is simple: The two of you will stow away aboard a CMC cargo transport and reroute it for Avernus.

There's only one small complication...

Objective Meet Hank.

Take the stairs to the top. Hang a left and run for the door. Your beautiful nemesis, Samantha, makes yet another appearance. If you have a TOW, take her out. Otherwise, just sprint past and up the stairs to the left.

Sidestep into the hallway and feed the guards some lead. Follow the hall, watch for guards—especially the oh-so-tough Shock Trooper at the head of the stairs—and brace yourself for an emotional jolt. At the top of the stairs you'll witness poor Hank's demise: Ryo offs him with a Shotgun (Figure 9.2).





Figure 9.2.
Hank's demise

Follow the hall to the site of Hank's murder. Along the way you'll meet a total of five guards, but they're Machine Gun-toting weaklings; eliminate them and move on.

After speaking with Kathryn, retrace your steps to the MCA bay, choose an MCA, and the mission will end.

Mission: An Old Friend

As long as Ryo is alive, everyone you care about is in danger. He'll pay for killing Hank, but vengeance must wait. Kathryn can help you reroute the airship's automated navigational system once you're aboard. Perhaps Kura is right, and proof of Cothineal will convince her father to reconsider his lethal plan. If not, you'll have to reach Avernus and confront Toshiro before the admiral issues the order to destroy Avernus. The first trick is to get aboard.

Objective Reach the air transport.

Walk forward to the edge of the tunnel. Look up. Uziel waits on the top platform (Figure 9.3). Snipe at him from your present position. Retreat into the tunnel when he fires back. Return to the tunnel edge and engage him again. Destroy him or score a critical hit to take him out of the way. After besting Uziel, ride the lift to the top and approach the remaining plane to end the mission.



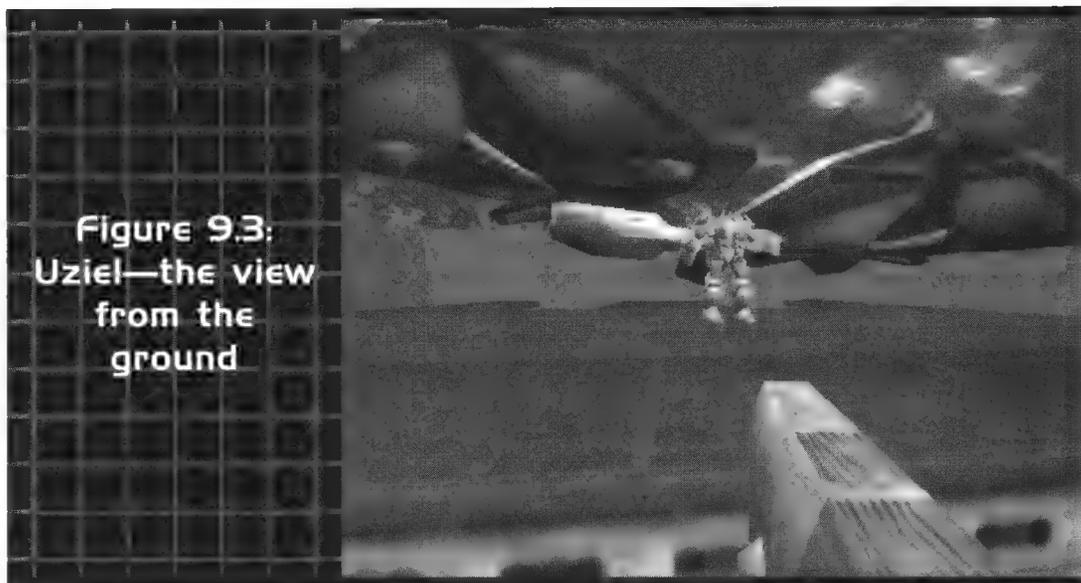


Figure 9.3:
Uziel—the view
from the
ground

Mission: A New Insight

With your MCA safely docked aboard the transport, it's time to make your way to the forward cabin and locate the primary navigational system. A detachment of CMC soldiers is aboard to defend the ship's precious cargo of munitions, so take care. Getting past them won't be easy.

Objective Reroute the navigational systems.

Walk forward and turn left (a civilian runs ahead of you). Beware as you reach the top of the ramp; you'll encounter two guards as you turn right. Take the stairs to the left. Open the door cautiously. Shock Troopers and guards wait on both sides. Enter the small room on your right and activate the switch controlling the force field. A civilian stands in front of the controls, but he won't be a bother. You'll hear a beep when the force field deactivates.

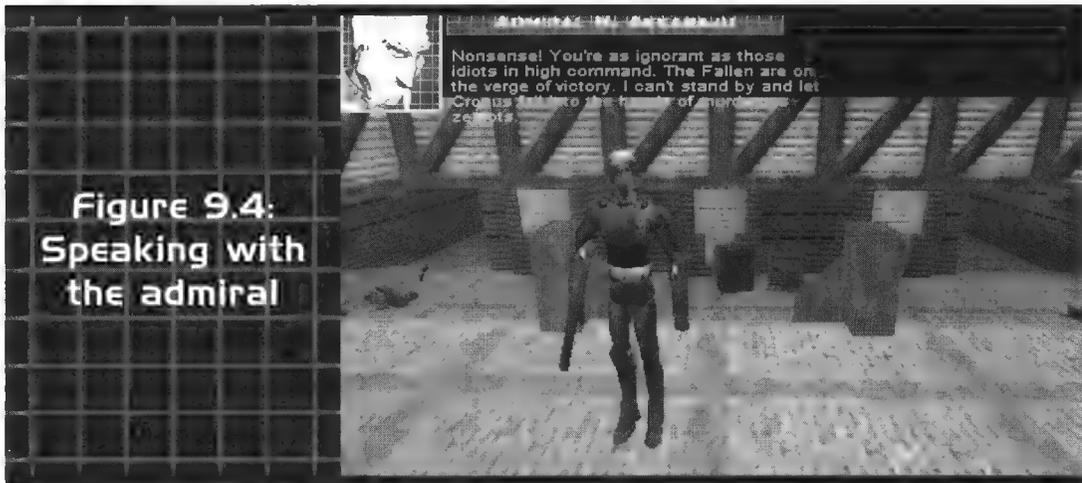


Mission: A New Insight

Leave the room the way you entered. Jump down off of the stairs and turn left. Head toward the ramp, looking up and to the right at the balcony. A Shock Trooper and an officer stand in the alcove. Turn left at the top of the ramp; two guards wait there. Follow the hallway, turn right, and continue forward. As you turn right again you'll encounter one guard and three Shock Troopers.

Jag left and up a short ramp; there's a guard on your left. Listen to Kathryn, and then head left, where you'll meet a Shock Trooper and a guard. Head toward the window and speak with the admiral (Figure 9.4). He'll deal with your insubordination later, he says. For now, he's confined Kathryn to quarters. *Do not proceed to Avernus*. The Kato Cannon is heating up and will be ready in two hours. There will be no delay.

The admiral sings Ryo's praises: He's been a valuable UCA ally for more than a decade. He calls Toshiro a traitor and those at High Command fools. You insist that Ryo is a murderer, a traitor, and in Hank's words "a mother-lovin butt monkey," but to no avail.



Mission: Oshii Research Station

Shogo forces have attacked the Oshii Geological Research Center seeking information on Cothineal. Once you meet up with Kura, she'll guide you to the main database. From there you should be able to upload to the Leviathan. This information may be enough to convince Admiral Akkaraju to let you resolve matters your way.

Objective Locate Kura.

You know Shogo is up to something: They're amassing a war fleet as you ponder. As you tell Kathryn Kura's take on the Cothineal being, you realize that *this* is what Ryo is after. You'd better hurry.

Go forward through the doors. There's a guard in the room across from them. Go out into the hallway, turn left, take out the guard, and pick up the TOW. Jag to the right before turning left into the storeroom; send in a round from the TOW. Enter the storeroom. Switch to your Shotgun and fire at the boxes on the top shelf. Jump and retrieve the goodies.

Look up and shoot the overhead grate. Climb the ladder. Crawl to the end, blow out the grate, and descend the ladder. Open the door, and wax the guard on the right. Activate the switch in the small room to raise a walkway in the lava room.

Go back up ladder, activate the door switch, and enter the hall. A guard waits on the right. Follow the hallway left and ride the lift to the bottom. Open the door. A guard stands on the other side of the lava.

Cross the bridge and follow the walkway through the next door. Continue through the hallway and meet Kura at the computer console. Speak with her, and then continue along the hallway to the left. Climb the stairs to the top, where a Shock Trooper awaits you. Take a left and enter the door at the end. Go forward, follow the hallway to the left, and walk to the big computer console at the end.

After you and Kura discover you're missing the Data Disk (Figure 9.5), you're on your own. Drop into the room below. Continue through the door into the courtyard. Two guards are waiting. Continue out the door to the left, blow up the boxes on your right, and pick up armor and health points.



Mission: Oshii Research Station

Enter the hallway and cautiously look over your shoulder to spot a Shock Trooper and a guard; kill them. Follow the hall to the lift on your right at the end of the hall.

A Shock Trooper waits behind the box as you get off the lift. Head to the doorway on your right. Before you reach the end of the hall, look up for a balcony; two guards and a Shock Trooper wait there. Turn right and take the lift up to the next big room.

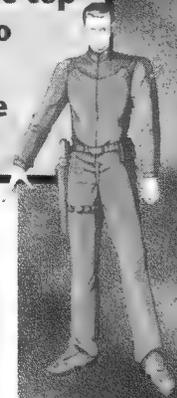
Go forward down the hallway. Two guards hang on the left as you approach the room. Take the hallway on your right. Enter the room—one guard to kill. Run through the hallway to the stairs. A Shock Trooper greets you. Hello. Take the stairs two at a time and then follow the small steps up. A guard stands on the platform above and to the right. Go straight ahead and pick up the Data Disk.

Turn and follow the walkway to the left. Two guards and a Shock Trooper hang out in the hall. Drop to the bottom of the next room, and then head through the narrow hall and walk into a large room. Take the stairs to the bottom and meet a guard. Then head to the doorway on your left.



WARNING!

A guard waits at the top of the lift. Switch to your TOW, stay at the bottom, and fire up to the floor above to clear the area.



Now ride the lift down—you'll confront two more guards at the bottom—and head left; activate the door to the computer room. Walk up to the console and upload the Data Disk to the *Leviathan*. When you open the door you'll find a Shock Trooper waiting.

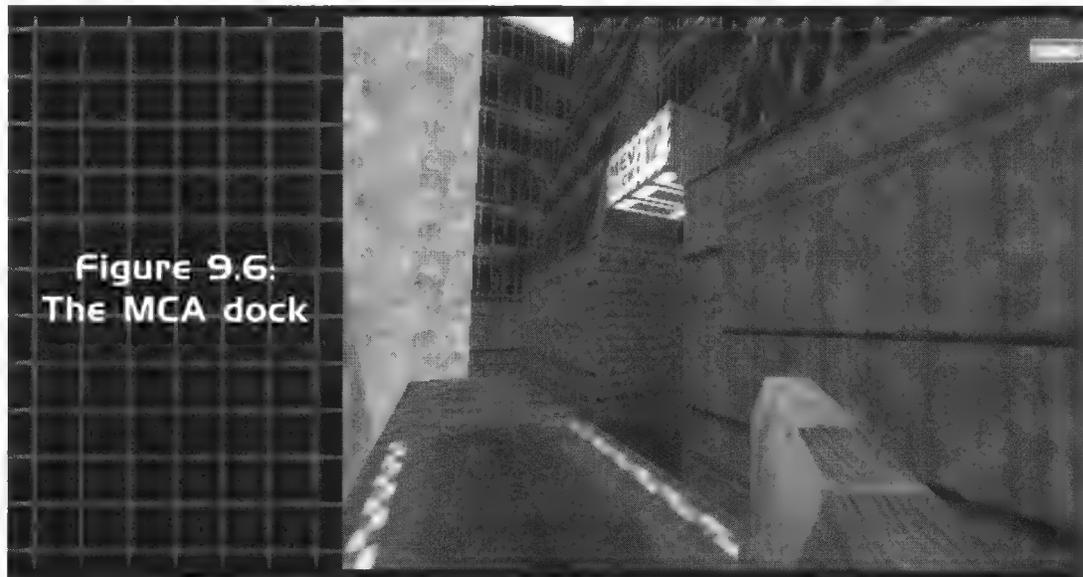
Finally, return to where you began the level to complete it.

Mission: The City of Hope

Toshiro guarantees you safe passage to the History of Warfare museum in Avernus—provided you don't attack his soldiers. Aggression will be considered a decision to challenge the Fallen without hearing what your brother has to say for himself.

Objective Proceed to the History of Warfare museum.

Follow the street to the right. Trace it to a tunnel leading right. Follow the tunnel downhill, move straight ahead, and then zigzag. Walk toward the wall, and then head into the alley on your right. Dock your MCA in the building (Figure 9.6) and the mission will end.



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Chapter 10

**An Alliance
with Gabriel**

Okay this is it, the really big show. Gabriel's true identity is revealed, and Sanjuro triumphs over his adversaries. Those who've sided with Gabriel will be here for only the first mission. Then you'll scoot on to Chapter 11 (I'll tell you when).

These missions are unique, featuring feats of athleticism along with the fighting. From swimming to leaping tall buildings in a single Z-jump, you'll really improve your MCA piloting skills as you play this chapter. There are on-foot excursions, as well. And, of course, the plot never takes a break. Kathryn and Kura vie for Sanjuro's affections. And the Admiral? Well, the Admiral is the Admiral.

Now cinch down that MCA's five-point harness and let's get ready to rock. It's finally time to decide this thing.



Mission: The History of Warfare

The time has come to face your brother and decide your fate.

Objective Confront Toshiro.

Enter the room, veer left, and nab the Assault Rifle. Plunge down the ladder in the corner and wade over to the switch in the wall. Tap the switch to retract the grate over the hole in the floor.

Swim down and through the tunnel behind you (not toward the fan). Ascend when the opportunity presents itself and pound the yellow switch. This cuts power to the fan. Swim toward the fan and surface through the jagged hole. Hop up, enter the door, and take the lift to the top to meet Gabriel.

After your *tête à tête*, three bad guys appear. They might be bad girls; it's hard to tell in this armor. Off them, regardless of their gender. Head left and take the door left. A guard sprints toward you and another snipes from the second level. Kill them; harsh language doesn't seem to work.

Follow the hall to the broken stairs. Climb the highest piece of rubble, and then leap to the stairs. Vault up the stairs, take a left, and follow the walkway into a new (gray-and-white tiled) hall. Turn left and jog to the end. Scoot past the turretless tank and then hop onto the cornice bordering the right-hand stairwell. Creep around the ledge until you see, and consequently kill, the Shock Trooper. Pick up his stash of Kato Grenades and jump to the bottom of the stairwell. Slide right and pick off the guard. Leap over the hole (Figure 10.1).



NOTE

Whether or not you decide to join Gabriel, the mission

plays the same until just before the end.



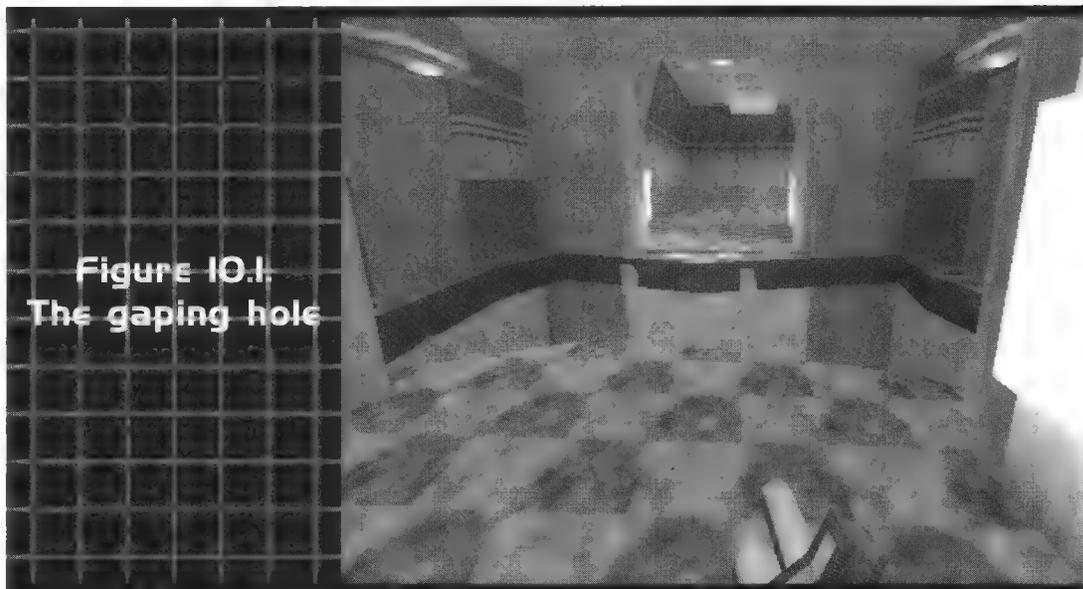


Figure 10.1:
The gaping hole

Follow the hall; a guard waits at the next right. Trace the hall to the end. Crouch and fire the magazine of Kato Grenades into the room. This should adjust the attitude of the folks in there. Forage the TOW from the Shock Trooper on the right. Don't sweat the MCA, and it won't sweat you.

Blast out the right-hand air-vent grill. Follow the vent to another cracked grill, blast it apart, and then enter an open area. If you joined Gabriel, a drop ship appears. Move on to Chapter 11.

If, on the other hand, you're fighting the G-man, hustle over to the right side of the courtyard and drop down the jagged hole into the icy water. Retrace your strokes through the flooded tunnel to the beginning of the level, and for those who chose to fight Gabriel continue on the next page.



TIP

That beam is plenty tempting, but it won't hold your weight. Looks like a broad jump is in order.



Mission: The City of Hope, Revisited

Admiral Akkaraju has agreed not to employ the Kato Cannon against the Fallen so you may pursue Toshiro and attempt to free him from the influence of Cothineal. If you can't free him, you must destroy him. Now you must locate the Fallen temple and face Gabriel, Cothineal's puppet General, who stared back at you through your brother's eyes when you refused his offer of allegiance. It is Gabriel you must conquer if you hope to save your brother.

Your first objective is to return to the Madison Tunnel. Now that the debris has been cleared, you should be able to reach the downtown area.

Objective Get to the Madison Tunnel.

All hell breaks loose when this part of the mission opens. No fewer than three MCAs are lasing you. Jump, sidestep, whatever, but keep moving and keep gunning. Head down the street on your right. Light up the two cars and snatch the power-ups.

Use care as you round the first building. A bad, Shredder-wielding MCA waits for you. Head shots work nicely here. Don't get cocky; his Bullgut-toting brother waits to your right at the first intersection. Destroy the Bullgutting MCA and take that right.

Mission: Unexpected Complications

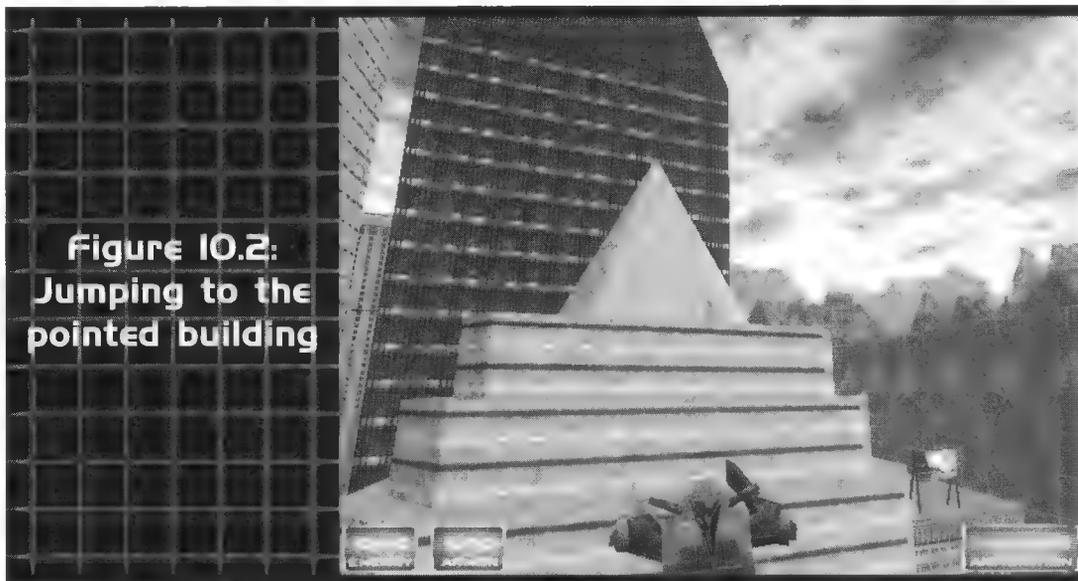
You've arrived at the midtown bridge without incident. However, the bridge is heavily fortified. It won't be easy to get across. Unfortunately, the streets of downtown Avernus are blocked by earthquake debris. An MEV maintenance lift allows you to bypass the most heavily damaged areas. Use the rooftop vents to jump from one building to the next.

Objectives (1). Cross the bridge. (2). Reach MEV Service Lift 7.



Blast your way across the bridge. You have five tanks and five MCAs to get through. Melt metal and move on. Take the lift up to the next level. Waste the MCA above and head toward the bluish building's roof. Jump to the tan building, and then to the highest part of the building and wax the red MCA to the right.

Now jump to where the MCA was standing and pick up his Shredder. Hop down to the air vent below and guide yourself to the building with the pointed roof (Figure 10.2).



Creep to the right side of the building and eliminate the two MCAs standing three buildings away to the right. Hop to their wreckage and use the air vent to soar, with a single bound, onto the tall building ahead. Use its air vent to go to the next, and *its* air vent to go to the one after that. Jump to the ledge of the building across the way. Follow it to the gray building with the vent on top. Jump to that roof. Use the vent to jump to the roof of the brown building (beside the grayish building with the pillars).

Jump from there (using vent power) to the building with the landing pad. Neutralize the MCAs; pick up the Bullgut and Shredder. Find the rooftop pull and jump to it. (On the way you'll discover you can tell by the walk you walk that you're a woman's man. No time to talk. You'll get it when you land.) Kill the guard, saunter across the walkway, take the lift, and you're done.



Mission: The Hidden Fortress

The entrance to Cothineal's lair is heavily fortified, but there's no choice if you're to confront Gabriel. Find the entrance and board the main MCA lift.

Objectives (1). Locate the Fallen fortress entrance. (2). Gain access to the fortress.

Follow the canyon forward as it twists and turns. Through the gap ahead is a Fallen fort (not *the* Fallen fort) defended by some tough dudes and dudettes. Take out the first before you venture into the open, and then rush the fort. Explode out of the canyon and continue to slide left, aiming at first the dominant MCA, and then at the towers on the right side of the fort. Take out both right-hand towers and take cover next to the wall. Take care! Some of these folks have Red Riots, and those puppies will waste you with one shot.

Slide out and waste the other MCA (Figure 10.3), and then take down the towers one by one. Head on down the valley. Two more MCAs come at you; ax them. Another waits around the corner.



TIP

Or, instead, follow the canyon to the right as the scenario starts. You'll find a couple of MCAs down there. One has a Sniper Rifle. Use the rifle to take out the right-hand guard towers from afar, circle back to the left canyon, and then execute the foregoing attack plan.



TIP

Save any Red Riots you appropriate for the main Fallen fortress. You'll need the heavy artillery there.



You're getting close now. Neutralize the two MCAs on the overpass and duck underneath. Follow the trail to an underground entrance where two more MCAs stand guard. One totes a dreaded Red Riot.

Entrez vous. You must off four Shock Troopers—one on the right, one on the left, and two ahead.



Figure 10.3:
Kill these guys



TIP

Don't forget to destroy the trucks. They have armor power-ups.



Follow the walkway left. Kill the waiting MCA. Take the lift to the bottom. Go straight, and then head up the second ramp on the left. Now head right and take the lift to the top. Exit the tunnel and kill the MCAs. Tread the path to the left until you find the main fortress.

This is a tough one. Five MCAs guard the entrance. All are armed with Red Riots. It's time to get out your own. Shoot and move, shoot and move. When the exterior guards are history, you must eliminate a tank and an MCA inside the gate. Sprint forward to the underground tunnel and bully through both doors to end this mission.



Mission: Baku

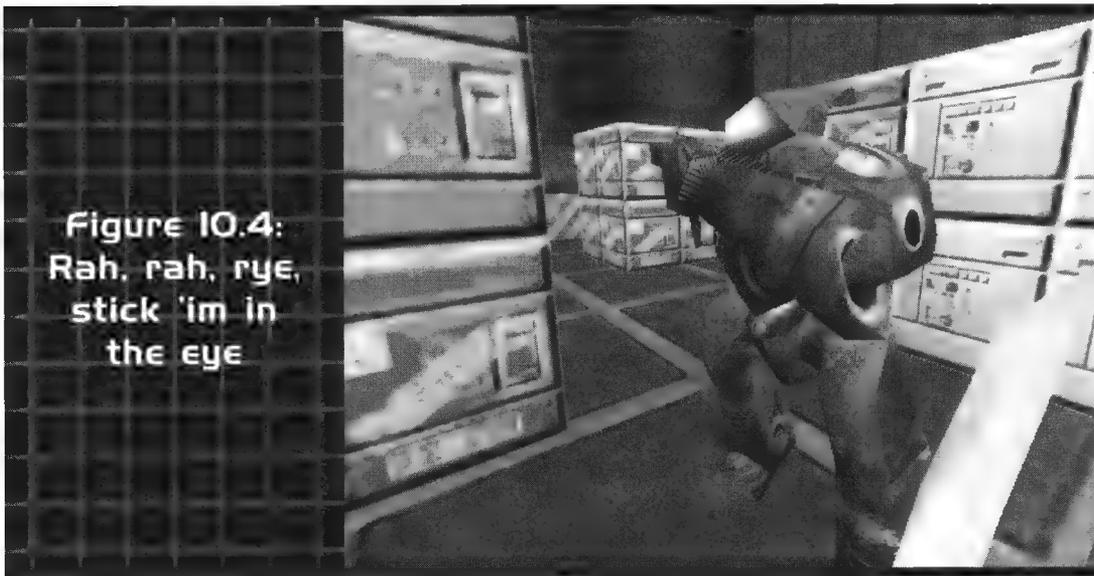
Somewhere below Gabriel waits. You can feel Cothineal's presence around you, snaking beneath the planet surface for kilometers in every direction. Everything you've lost to Cronus was taken from you by a creature desperate to preserve itself. However understandable its motives, one thing remains clear: Toshiro's life hangs in the balance.

Ultimately, Ryo Ishikawa must answer for the chaos the Fallen have unleashed, but you'll deal with him another time. The important thing now is to defeat Gabriel and free your brother from Cothineal's influence.

Objective Defeat Uziel.

Slide over as the mission opens. Pick up the armor; every little bit helps. Use the boxes for cover and keep moving. Aim for Baku's head. (Remember, head hits inflict double points.) When you lose some health, zip around and run over the health power-up.

Don't panic when you run out of ammo. Pull out your trusty Energy Blade (Figure 10.4) and finish the job. Now on to Gabriel.



Mission: Brother's Keeper

The battle ahead will not be easy to win: Cothineal's power protects your brother. But if defeating your brother defeats Gabriel, then that is what you must do.

Objective Defeat Gabriel.

Gabriel is one bad dude (Figure 10.5). Cothineal is constantly spitting that energy shield thing at him, and his sword does more damage than a bad review. Taking him out will be hard.

Zoom around the outer edges and grab the Sniper Rifle, Juggernaut, and armor. Put a sniper round into the "eye," when you can see it—when the skin is withdrawn—and then pump Juggernaut rounds into Gabriel. Often you'll run out of Juggernaut rounds before Gabriel goes down. In that case, pull out the

Pulse Rifle, and then your Energy Blade—whatever it takes—but leave the Sniper Rifle for the eye.

After Gabriel goes down, pick up the power-up. Now it's time to battle Shogo. Two spider MCAs come through the door. Destroy them, and then take care of Ryo, who awaits you behind them.

You've won the game.



TIP

Actually, you don't have to kill the spiders to win. If you can

sneak behind them (lotsa luck) and off Ryo, you'll win.



Figure 10.5:
Gabriel



SHOGO 昇岡
mobile - armor - division



Chapter II

**My Brother,
My Enemy**

The alliance with Gabriel leads here: You're in big trouble. The admiral wants your butt, and you're virtually without allies (Kathryn excepted).

If you're a first-person shooter fan, you'll love these missions. They're tough, they're complex, but most of all, they're fun. From crawling through ducts to blasting MCAs, there's a bushel basket full of stuff to do. But you'd better do it right: The people of the planet Cronus are counting on you.

So grab that TOW, gamer. It's time to go fragging.



Mission: Prodigal Son

Admiral Akkaraju has defied UCA High Command with his decision to destroy Avernus. He's placed the Leviathan under military control, forced all civilian personnel to their quarters, and relieved dissenting UCASF officers and troops of duty. His loyal elite guard controls the ship's command sections with orders to execute rebels with extreme prejudice.

Your first order of business is to liberate Kathryn. She's locked in your quarters under guard.

Objective Liberate Kathryn.

Follow the hall left. Two guards wait at the first right. Kill them and liberate their Machine Guns. Hang a left at the Sector 56 sign, kill another *Leviathan* guard, and sprint down the hall. Turn right at the end; blast the Shock Trooper and head up the ramp. Pick up the dead Shock Trooper's Kato Grenades and continue forward.

Two more guards will charge down the ramp. Eliminate them and move on. Caution is the byword for the next intersection. There are a couple of Shock Troopers and one is packing a TOW. Who authorized armor-piercing weapons onboard this ship, anyway?

Continue past the still-warm Shock Trooper corpses and slide into your next right, killing the guard as you go. This is crew quarters. Trot to the end of the hall and take a left into your room. Talk to Kathryn, (Figure 11.1) and collect the power-up. You'll need it. Open your door and kill the Shock Troopers waiting to either side in the hall. Now face right and kill the guard at the end of the hall. Turn left and eliminate the charging guard.

Follow the rooms to the end. Watch the bar exit: There's a Shock Trooper on the right ledge and two guards in the passage. Turn right at the ramp, near where you decimated these last two guards, and pull out the TOW. Use it to vaporize the Shock Trooper near the translucent display you passed at the beginning of the mission. Walk forward toward the end of this passage (not toward the recently waxed Shock Trooper) and into the next door to end the mission.



TIP

Just before you take the next ramp, stop and look right to spot a guard on the balcony. Kill him.





Figure II.1:
Talking with
Kathryn (or is
it Kura?)

Mission: Belly of the Beast

The Main Computer Core is accessible only in the event of an emergency—so create one. Follow Kathryn’s instructions. After you gain access to the computer core, you can shut down all remote operations for the Kato Cannon, delaying the admiral.

Objectives (1). Increase the power supply to Engineering Station Sublevel 5. (2). Increase the power supply to Electronics Grid 1701. (3). Increase the power supply to Kato Processing Control. (4). Increase the power supply to Life Support Control. (5). Increase the power supply to Computer Systems Control. (6). Proceed to the Kato Allocation Center. (7). Cut power to all stations. (8). Shut down remote Kato Cannon operations. (9). Proceed to the bridge.

Move out; kill the three guards who charge you. Loot them. They’re worth at least one TOW and a health power-up. Head for the stairs. You’ll encounter two guards at the first left (Figure 11.2), in front of the room labeled “Kato Control.” Kill them; two more charge out of the room. Man, these guys just won’t quit. Next, two more guards hop down the steps to your right. That’s OK, you’ll find plenty of weapons and an armor power-up on their corpses.

Enter Kato Control and activate the control to increase power to Kato Processing Control. Leave the room and climb the left staircase. There’s a small alcove on the left after the second set of stairs. Kill the two guards who live there and get their power-ups. Take giant steps back and ascend the next flight of stairs, killing two guards in the process.





Figure 11.2:
The guards

Push open the door, sprint right, and duck behind the console. Face left and eliminate the officer and three Shock Troopers.

Activate the control panel switch near the "Computer Systems Control" sign to increase power to Computer Systems Control.

Follow the connecting tunnel into Engineering Command to increase power to Electronics Grid 1701. Exit through the door on your left (as you face the "Electronics Grid 1701" sign). Severely maim the soldier who meets you; pull out your Shotgun and exit through the other door.



TIP

You can see the Shock Troopers' legs under the console. "Leg 'em" 'til they die. It's not pretty, but it's easier on your health points.



NOTE

After each successful flip of the switch, Sanjuro speaks.

Nothing witty, just "That's two," or something like that.



You enter a large room. There's a guard to the left of you, a guard to the right—there you are, stuck in the middle with yourself. Duck, spin right, kill a guard, hit Backspace (to reverse the direction you face), and pump buckshot into the other guy. Sprint right and line up on the far-right door. More obnoxious types enter. Kill them and get their TOWs. Exit through the door they just used to rush to their 3DFX-enhanced death.

Follow the steps; follow the hall. A Shock Trooper waits ahead. I like to buckshot him. Hang a left into Life Support Control. Two more Shock Troopers hang there, probably talking to the girls. Kill them all; one of the girls spits up an armor power-up, and the other—well, you don't need any witnesses. Move to the center of the U-shaped console to trigger increased power to Life Support Control.

Return to the Engineering Command Electronics Grid 1701 station and enter the door on the wall opposite the overhead sign (mash the green triangle on the left wall). Ride the lift to the top and trace the hall to the next door.

Run through the door on the left side of the hall. There are three Shock Troopers to waste there. Pick up their weapons and trip the final control.

Bound up the ramp out of the room, TOW at the ready. When the door opens, kill the TOW-launching Shock Trooper on the scaffolding to your right. Walk the passage right and ride the lift. Enter the door to the right. Again, a TOW Shock'er waits. Killing him gives you some health. Back up and launch a TOW over the balcony to kill the gray-plated dude up there. Go to the ramp. Back up the ramp and kill the next-to-last Shock Trooper when he comes into view. The last one waits in the foyer to the right. Pump a couple of TOW rounds at him. After he dies, enter the room marked "Kato Storage Reservoir."

Two more Shock Troopers watch over the Kato Allocation Center door (on your right). Blow them away and enter. Turn left and stride to the big red switch. Pull it and flip around: Three guards want to die.

Return to Kato Processing Control.



TIP

It's a good idea to off the guy at the head of the elevator. Doing so draws out a Shock Trooper. Killing that Shock'er gives you one fewer to kill in the next room.



Mission: Central Command

Enter the Main Computer Core. Run to the far end of the room, hit the switch, and descend the ladder. Grab the TOW and destroy the onrushing Shock Troopers. Move to the first console and shut down the computer.

Return to the Kato Storage Reservoir room. Trace the walkway to the left. Kill the three Shock Troopers and enter the door at the far end of the room. Kill everyone (do you sense a pattern here?) and walk out the door to end the mission.



NOTE

The second elevator is out. You can, however, shoot out the glass floor and drop into Engineering.



Mission: Central Command

It may be possible to intercept the admiral on the bridge before he discovers what you've done. Not likely, but it's worth a shot.

Objectives (1). Override emergency lockdown. (2). Get past the security station.

Go forth, ascend in the lift, and engage the Shock Troopers at the top. Pry the Energy Grenade Launcher from their cold, dead hands. Pop into the right-hand room. Hop through the window into the hall. Kill the bad guy, but don't waste Energy Grenades on him. Move left and cruise into Storage Room A. Clean the guard's clock. There's another to the left. Wax her and she rewards you with armor.

Shoot out the grill over the right-hand guard's dead head. Climb the boxes; jump into the air vent. Go left; shoot out the left grate at the end of the hall and jump into the new tunnel. Walk forward and descend the ladder until you can see the guards below. Blow them away and continue down. Follow the long corridor—eliminating the officer and Shock Trooper at the crook in the corridor—to the MCA thoroughfare. Waste the MCA with your Energy Grenades, hop into the thoroughfare, and exit, stage right (er, Sanjuro's left).

The maintenance hatch appears on the left. Blow it and climb inside. Scramble up the ladder and crawl left all the way. Descend into the Security Grid



Power Core. Stop at the first bunch of computer consoles and destroy them. Climb back up, go to the other end of the tunnel, and climb the ladder there. Move forward and hop over the hole in the floor. Now drop into the conduit below.

Here's the Environmental Power Core (Figure 11.3). Waste it.

Head back to the first security station (where you confronted the Shock Trooper and two guards at the beginning of the level). When you arrive, take the left door (when your back is to the lift) to Central Command. Kill any opposition. Follow the hall to defensive operations; enter, kill folks, run up the stairs on your left, and work the console to override the emergency lockdown.

Retrace your steps to the power core's former location. Head down the tunnel opposite that location. Drop to the hall below. Blow out the screen at the end of the hall and swing into the intersecting passageway. Kill the Shock Trooper on the left. Head to the left and enter Central Command.



TIP

On the other hand, you can take out the officer and his

Shock Trooper valet with the Energy Grenades, wait until the MCA passes, jump on the thoroughfare, and sprint to the end.



Figure 11.3:
The
Environmental
Power Core



Shuck and duck: Several Shock Troopers need wasting here. Kill 'em all and head for the lift at the end of the room. Take the lift up and kill the three Shock Troopers you'll find in the new room. Exit through one of the doors at the far end of the room, go through another door, and then take the hall left, axing two Shock Troopers en route. Open the door, kill the Shock Trooper, and go through the next door.

Follow the arrows to the right, killing two Shock'ers and two guards. When you hear the guards' voices, slide left, crouching, and take them both out with Shotgun head shots. You're not out of the woods yet. A Shock Trooper stands on the balcony over your head. Now back toward the door the Shock Troopers were guarding and waste the man. Pick up the TOW and enter the room.

Some serious bad guys hang here, so be ready to move. After you kill them, head upstairs to the right. Take the lift to the top floor and move forward on the bridge to speak with the admiral. This guy is a jerk; you've got to get to the cannon!

Leave the bridge and take the lift up. Take the walkway left and enter the second door (not passageway, but door) on your left. Take the left stairs and follow the walkway to the end: Meet, and best, four Shock Troopers on the way. Enter the door to complete the mission.

Mission: Countdown

Admiral Akkaraju has initiated the firing sequence for the Kato Cannon. To prevent it from firing you must get the override control from him and enter it manually into the three main control terminals. You have two minutes to shut down the firing sequence. If you fail, the surface of Cronus will be devastated—and all will be lost.

Objective Enter the override code into all three terminals.

Go forward and left and ride the lift to the top.

If you haven't killed the Shock Trooper, do it *now*. Pick up the TOW and fiddle with the computer console to open the door behind you. Run through the door and across the bridge. Approach the next door. Kathryn talks to you. The race is on.

Enter and turn right. Blast the folk coming toward you. No time for fancy footwork; just blast and run. Follow the path. Kill another man, run to what looks like a computer, and flip the switch (Figure 11.4).



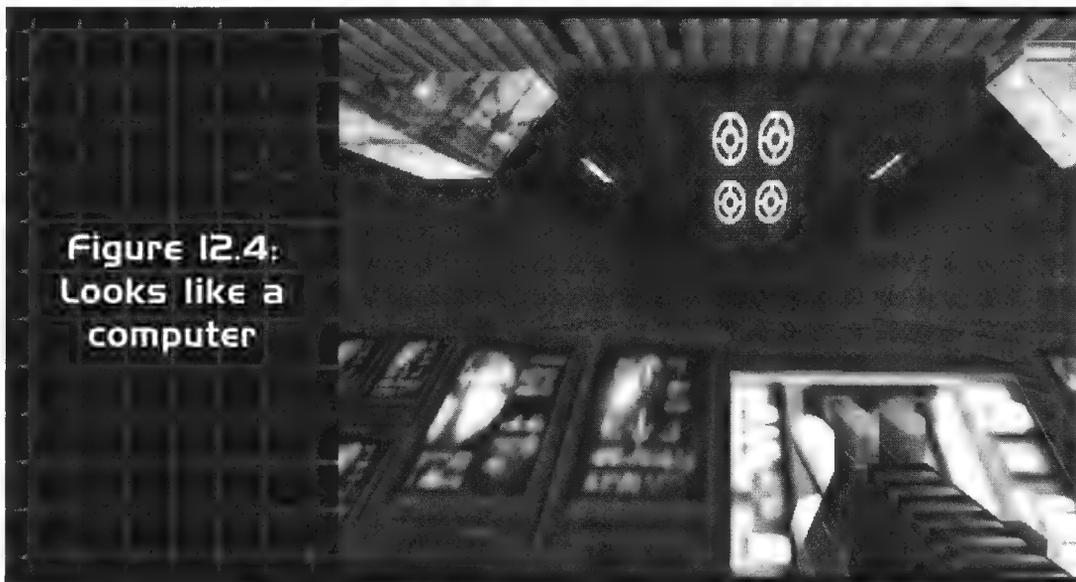


Figure 12.4:
Looks like a
computer



TIP

Move fast, there's a Shock Trooper up high and to the right.

His TOW will peg you if it gets half a chance.



Continue around the room to the stairs. Descend and enter the next floor, killing three men on the way. More Shock Troopers here. Head to the right. Find the second switch, throw it, and come back to the stairs. Descend one more level. When you reach the third level, head right and activate the third switch. You must find the admiral. Return to the stairwell and hop through the broken window. Pick up the power-ups. Run left through a doorway and get the Kato Grenade Launcher on your right.

Ryo appears in an MCA. It's TOW time, boys and girls! Let loose with all the heavy stuff you have. Keep moving, always moving. Once the MCA goes down, Ryo appears. Kill him, and the mission ends.



TIP

Save any TOWs or other heavy weapons for the endgame, when you'll encounter Ryo in an MCA. You'll need the heavy stuff.



SHOGO 昇岡
mobile - armor - division



Chapter 12

Gamers Extreme Multiplayer Strategies

by Kenneth "Spear" Hwang

You've shot, rocketed, and smashed your way through the forces of the Fallen, Shogo Industries, and even the UCA, taking down entire armies single-handedly as you reveal your own destiny. You've discovered the secret of Cothineal and the fate of your lost comrades. You've then had to choose between them, weighing the consequences of vengeance and discovery. In short, you've experienced it all—or have you?

Think of single-player action as an extended tutorial on aim and Mecha control. You're about to be thrust into the real heart of Shogo—multiplayer madness versus human opponents, whose adroitness and cunning far surpass that of the computer's artificial intelligence. They move faster and play smarter, and if you're going to compete, you must know the tricks of the trade. This guide gives you the lowdown on the weapons, strategies, and schemes of multiplayer Shogo so you can talk the talk—and back it up with some real firepower.



Gear Up!

To experience *Shogo* multiplayer, you've gotta do a little more work than just select "New Game" from the menu. For one, you've got to decide whether you want to play over the Internet against dozens of people, or hook up several computers in the same room or building and duke it out over a LAN (Local Area Network). When you do start, you'll probably notice a few differences in how the game plays, especially with regard to speed (Figure 12.1). The following paragraphs offer hardware-tweaking advice to help you get the most out of the game.



Networking: Not Just for Propeller-Heads

When you're ready to make the leap to multiplayer, you're committing to a new level of gaming—the networked PC. Whether it's the Internet, 10baseT, or serial cable, two or more connected computers makes up a *network*, and that network is what allows you to play *Shogo* against other players. This section covers various networking arrangements for getting online and into your MCA quickly.

The Net

It's likely you're already on the Internet in one way or another. If you check e-mail or surf the Web, you can play *Shogo*. Ninety percent of *Shogo* multiplayer takes place over the Internet, where players from around the country duke it out over hundreds of independent servers.

You may already have the prerequisites: You'll need a 28.8kbps modem or better (the faster your modem and connection speed, the smoother your game



will be), an active account with an Internet service provider (the number you call through the modem to connect to the Internet), and *Shogo*.

All you need now is the Internet address for an active *Shogo* server near you. Several resources on the Net will provide this information readily. Launch your Web browser and head over to <http://www.shogo-mad.com>, the official *Shogo* Web site, or <http://www.planetshogo.com>, one of the largest *Shogo* resources on the Net. You'll find a list of all active *Shogo* servers, updated automatically. Copy down the address of the server you choose; it will either be in the form of an IP (for example, 128.92.31.232) or a domain name (something like shogo.gameserver.com). Next, follow these simple steps to connect to your desired server quickly:

WARNING!

If you're accessing the Internet through an online service such

as AOL, you probably can't play online *Shogo*. Get an account with a dedicated Internet service provider. Online services focus on accessibility, not speed, and speed is what you really need!



1. Make sure you're still connected to the Internet.
2. Launch *Shogo*.
3. Select Multiplayer from the main menu.
4. Select Internet TCP/IP Connection For DirectPlay and Join an Existing Session (Figure 12.2).
5. Choose your name, color, and preferred MCA.
6. Enter the IP address or domain name of the *Shogo* server you wish to join.
7. Click on the server.

Your computer will launch *Shogo* and connect to the server. After a few seconds, you'll find yourself in the middle of a battle in progress, where it's everyone for themselves! If the controls feel a bit sluggish, don't fret: It's called *lag*, and it's the unfortunate nature of the Internet. You can get better performance by using a faster modem (such as 56kbps or ISDN), but most of your fellow players must deal with the same lag you are.



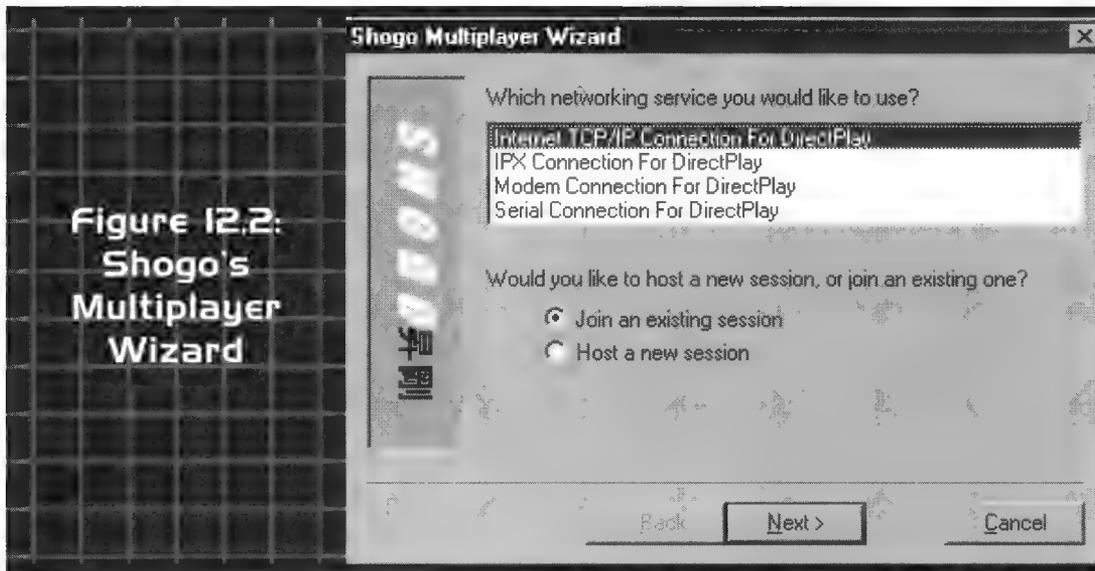


Figure 12.2:
Shogo's
Multiplayer
Wizard

The Internet Is Passé—Give Me LAN

Playing over the Internet is great fun, and if anything, it gives you a place to play virtually 24 hours a day. However, many feel that the best part of a multiplayer game is that it allows you to kick your friends' butts, taunting them ruthlessly as you do. If you're lucky enough to have two or more computers set up in a LAN, this section is for you. If not, feel free to skip down to the next section.

There are a number of advantages to playing over a LAN. The biggest is speed. A local network virtually eliminates the lag you can experience via Internet play. A local game also allows you to control which maps to play and when to switch maps (either through max frags or a time limit).

Joining a LAN game is simple. If you know a local *Shogo* server is running somewhere on your network, just launch the game and select Multiplayer. Choose IPX Connection For DirectPlay and *Shogo* will search for any active servers automatically. Select the session you wish to join (Figure 12.3), and you'll pop into the game.

It's also very easy to start a *Shogo* server on your local area network. Here, you have two options—running a dedicated *Shogo* server or starting a server from within the game. If you have only two machines available, you must host a game from the Multiplayer menu. One of the machines (preferably the faster machine or the one with more RAM) will function both as server and client. This



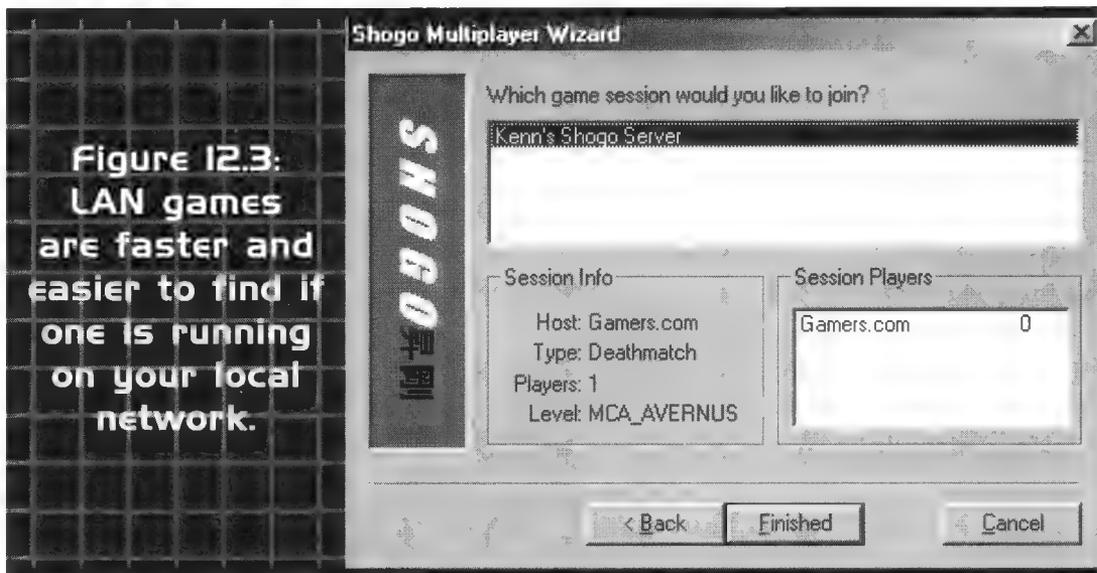


Figure 12.3:
LAN games
are faster and
easier to find if
one is running
on your local
network.

arrangement is usually called a *listen server*. The other machine(s) then can connect to the listen server using the procedure described.

If you have access to an extra machine (which won't be used to play the game), a more attractive method becomes possible—running a *dedicated server*, a stand-alone server application that runs and manages multiplayer games. With a dedicated server, one machine functions solely as server, and any number of clients can connect to it. The server need not be powerful (it won't be displaying any in-game graphics or sound). Because a dedicated *Shogo* server isn't resource-intensive, it can be left running in the background, freeing up the machine for further use. To start a *Shogo* server, go to the Start menu and select Programs>Monolith Games>Shogo>Shogo Server. Figure 12.4 shows a sample server.



NOTE

The machine acting as server will have a slightly better connection to the game, usually 1/20 of a second better than any of the connecting clients, which must funnel information to and from the network. It's not much, but it's enough to cause many players to demand play over a dedicated server.



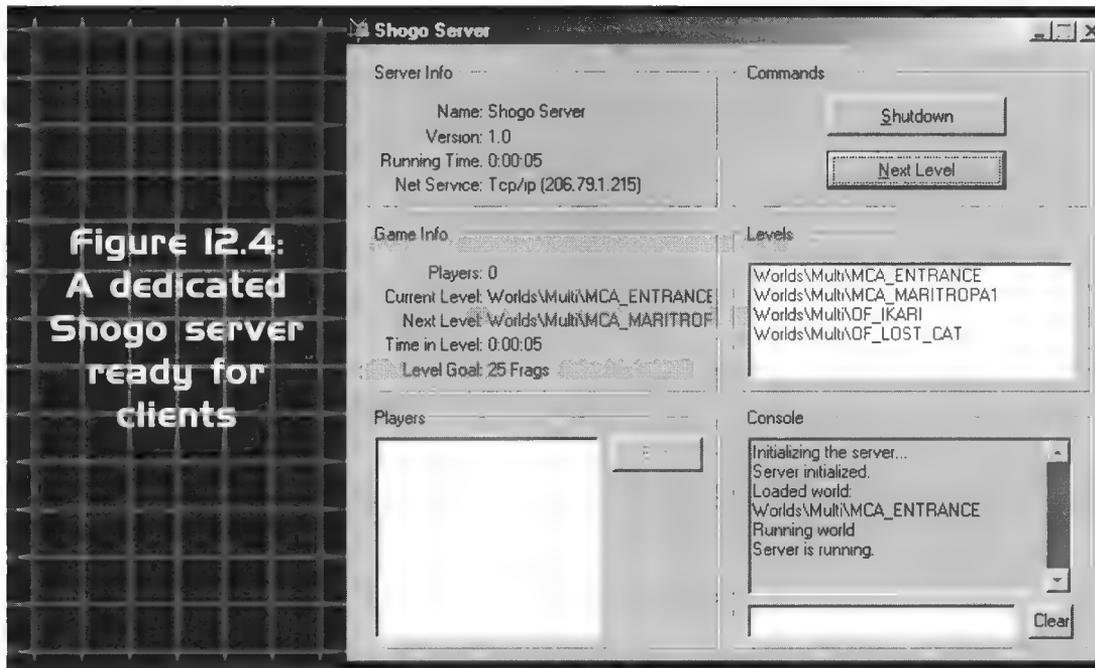


Figure 12.4:
A dedicated
Shogo server
ready for
clients



NOTE

As you might imagine, a dedicated server eliminates the slight connection advantage of a listen server because all clients must connect to it through the network.



Serial Cable

Shogo supports one more version of local networking—hookup via serial cable. This is the cheapest way to connect two computers, but the higher speed, expandability, and accessibility of LAN network cards (not to mention the low prices) have displaced the serial

cable connection. If you have a *null-modem cable*, you need only plug each end into a free serial port on each PC. Start *Shogo*, and select Serial Connection For DirectPlay from the Multiplayer menu. Serial connections are faster than modems, but not quite as fast as LAN networks, and they limit you to two computers playing each other via listen server. This isn't a problem if you play only one-on-ones, but any third person who wants to enter the fray is out of luck.



Modem

Along with serial cables, *Shogo* supports a direct modem-to-modem connection for one-on-one matches. Simply select Modem Connection For DirectPlay from the Multiplayer menu and choose either to host or join a game. Hosting a game makes you the listen server and sets up your modem to receive an incoming client. Selecting Join an Existing Session prompts you to enter the phone number of the host server you wish to connect to.

Although a direct modem connection may seem like the easiest way to play Multiplayer *Shogo* versus your neighbor, I discourage it for serious play. The host machine, running as a listen server, would be unencumbered by the heavy latency the connecting client experiences. This player would have instantaneous response to all commands and actions, while the other would experience lag of at least one-fifth of a second per keystroke. This difference can easily determine the winner of a match between two equally skilled opponents. If you're both on modems, the best way to play against (or with) a friend is to find an Internet TCP/IP server where your connections are comparable.

Technical Details

Although *Shogo* runs great on a high-end Pentium system with a 3DFX Voodoo2 or equivalent 3D accelerator, speed is a major factor when playing online. You can go through the single-player game slowly and methodically, saving the game where you need to, or stopping for breathers, knowing few enemy units are tenacious enough to give chase. Multiplayer is a different story, however. The word that best describes multiplayer action is *chaotic*. If you stand still for more than a few seconds, you're dead. You must stay alert, glancing constantly in many directions every few seconds. Suddenly, that smooth game seems a little chunkier than it used to.



TIP

To most people, a game is considered "smooth" when it can maintain a consistent 30 frames per second (fps). To check *Shogo's* realtime performance on your machine, bring down the console (~) and type "framerate 1." Then press "Shift-~" and "Ctrl-~" to scroll the console image as you play.



Luckily, *Monolith* created *Shogo* with versatility in mind. Numerous features can be toned down or shut off for faster gameplay. The easiest option is to select a lower preset detail level. This will display fewer particles and explosion graphics and smaller weapons models, effectively removing much of the eye candy that looks great, but isn't absolutely necessary. To change detail settings, select Options from the main menu, then Display, and Detail Setting. You can choose from High, Medium, or Low detail and see which offers the best compromise of speed and detail (Figure 12.5).



In addition to the preset detail settings, *Shogo* also allows you to tweak each graphic element individually by selecting Advanced Settings from Display Options. Major settings that should give slower systems a boost are:

- Model LOD
- Shadows
- Lightmapping
- Dynamic Lighting
- Model Fullbright

Beyond graphics, you also can eke out a few more frames per second by using lower-quality sound effects. You'll find this setting in Options> Sound. Sound FX Quality. By default, sound is set to High Quality.



NOTE

Low detail displays only the tip of your weapon—a drastically different representation of the gun you hold.



Combat Academy: The Basics

OK, exactly how different is multiplayer *Shogo*? You'd be surprised. First and foremost, how well you perform in a multiplayer game depends not only on your own skill, but also on that of the opponents you play against. Now that we've gotten all the nasty technical stuff out of the way, it's time to train for the big time.

Shogo multiplayer takes two forms—on foot (OF) or from inside your mobile combat armor (MCA). You'll run, jump, and shoot other players in both, but the skill set you need for MCA combat diverges rapidly from that for standard on-foot deathmatch. This section outlines a few differences, as well as basic techniques you should master for both.



What You Won't See in Multiplayer

- You'll rarely see an enemy stand still in a multiplayer game. Your opponents will duck, run, sidestep, and leap with all of the agility of Hollywood action stars.
- Expect to engage constantly in massive firefights, with participants frantically emptying their clips as they try to score a frag. It takes more than a steady aim to win in this situation.
- Seldom will you have an opportunity to advance slowly through the map, scoping out hostiles. Multiplayer maps are cyclical: Most rooms and areas will have more than one entrance and exit, and there are cutoff points and shortcuts where you can ambush opponents (or be ambushed).
- To stay alive, you must be very aware of your surroundings. If an enemy isn't present when you enter a room, check the doorways constantly so no one sneaks up on you.
- Above all, remember that *Shogo* is a fully 3D game: Enemies can attack from above and below, as well as from behind.



MCA and On-Foot

As in the single-player game, multiplayer *Shogo* can seem to be two games—one with a human protagonist, the other featuring giant robots. Although the same engine is used for both types of games, deathmatch can differ drastically. However, many basic techniques work for both types of deathmatch.

Controls

The mantra of the first-person shooter, since the days of *Doom*, has been *use the mouse/keyboard combo!* Understandably, those using keyboards or joysticks wonder how much of a difference this can really make. Well, let it be said that the mouse/keyboard combination is *unparalleled* for the entire first-person shooter genre, and is ideal for both MCA and OF levels. The mouse allows for slow, precise aim as well as instant, accurate flick-turns in any direction, and the keyboard provides more than enough keys to handle basic and advanced movement or selection functions.

There are many standard configurations for mouse/keyboard control and, honestly, there is no best solution. In general, you should set mouse movement along the 'x' and 'y' axis to look/aim in a certain direction. The mouse buttons and keyboard should be used for firing, movement, and weapons selection. Figure 12.6 illustrates a sample configuration many gamers use.

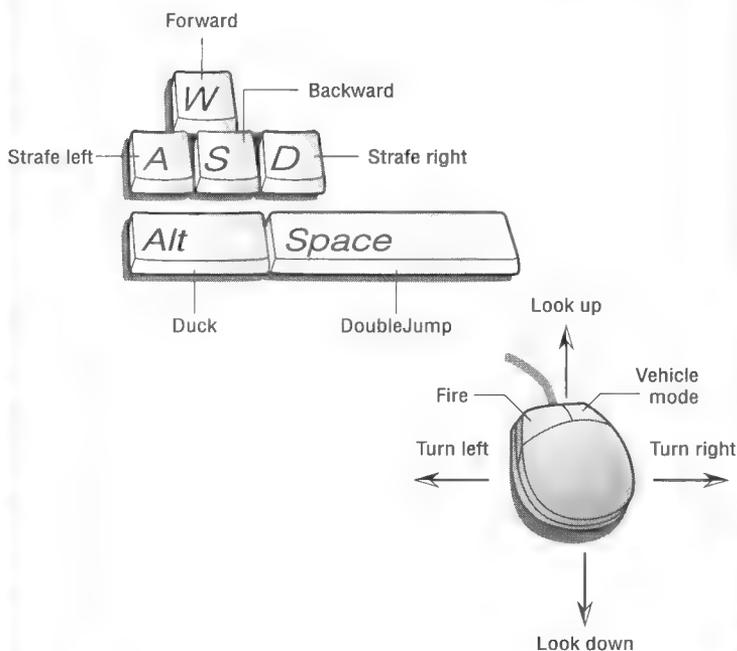


Figure 12.6:
Mouse-
keyboard
configuration



In this case, the WASD keys can be considered the “home” keys, where your left hand will be 99 percent of the time. Ideally, your configuration should allow you to hit four crucial keys simultaneously: fire; move forward or backward; strafe left or strafe right; and jump (or, to a lesser degree, duck). The keys should be comfortably in reach. Using the foregoing configuration, keys such as ‘W’ or ‘R’ might easily be set to “jump” or “tractor beam,” and thus be activated without having to stop moving. Beyond this, everything is up to personal preference. Some gamers prefer the right mouse button to be “forward” so they can move and shoot as they type or reach for keys away from the home keys.

The movement of the mouse itself translates into looking/turning/aiming in any direction. Moving the mouse forward shifts your view upward (those who prefer the flight-sim forward = down style can reverse this); moving it left turns you to the left. The main advantage of the mouse is speed: The faster you turn the mouse, the faster you turn onscreen. If the mouse seems disorienting at first, it may be because its sensitivity is set too high. Go to the Options>Controls>Mouse>Sensitivity slider to lower it. After just a few games, some people find mouse movement becomes second nature. Once it does, it’s virtually guaranteed to improve your game.

However effective the keyboard/mouse combination, many people just don’t like it. Fortunately, Monolith has built-in support for keyboard-only and joystick controllers, and has provided a function that mimics one of the mouse’s most important features—the quick 180-degree turn. Labeled “turn around” in Options>Controls>Keyboard, this feature instantly faces you in the opposite direction, a lifesaver if someone suddenly starts shooting at you from behind.



TIP

While you’re adjusting your mouse buttons and sensitivity, set Smoothing to a low value. Although it reduces mouse jerkiness, smoothing the mouse delays response time, negatively affecting the precision of your aim.





TIP

If you're using a keyboard or joystick, assign "turn around" to a key or button that's easy to reach. You'll use it a lot in fights, or even just to check your "six."



Whether you're using a mouse, keyboard, joystick, or a combination thereof, remember one important fact: to get the most from your controller, you must be able to run and strafe independently as you turn. Strafing (along with jumping) is the most effective way to avoid fire while continuing to face your opponent and return fire. Many beginners simply hit the Backspace key when in they're danger. This moves them farther from their target, but they're no harder to hit.

Advanced Movement Drills

Bearing in mind everything you've learned about turning, strafing, and running, try a few of these exercises: They're not just useless drills. Become proficient in them and you'll find yourself using them constantly!

The 180-Degree Flick

If you're using a mouse, you can still take advantage of the turn-around key, but most gamers will opt to perform this manually because it's so simple to do. Flicking by hand also saves a key or button, and the act of turning (instead of instantly switching direction) allows you to see if there are any enemies within that 180-degree arc.

To perform a quick 180, simply snap your mouse an inch or two to the left or right and see how far you've turned. Then adjust the distance you flick depending on whether you've overshot or undershot 180 degrees. You might also adjust mouse sensitivity (Options>Controls>Mouse>Sensitivity), but be aware that it may take time for you get used to the new sensitivity.



TIP

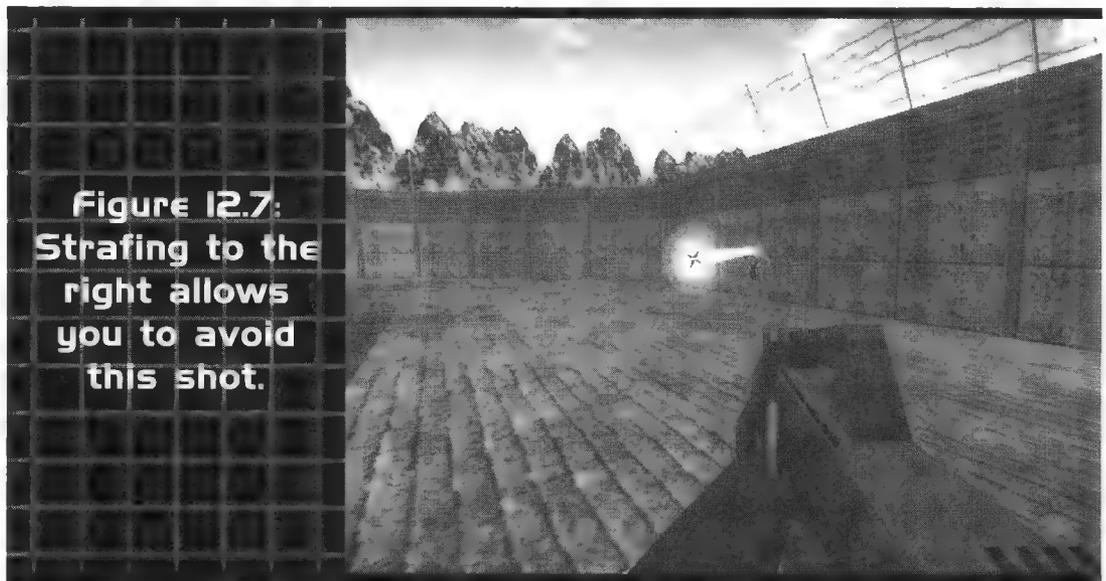
Practice flicking the mouse both left and right. Most people usually settle on a preferred direction, so find out which direction works best for you.



When you can perform a 180-degree flick easily, it becomes a simple matter to check your back quickly in a multiplayer game and prevent anyone from sneaking up behind you. And once you've got the 180 down, it becomes second nature to flick 90 degrees (or any angle) to take full advantage of the mouse as a controller.

Circle Strafing

The "circle strafe" is one of the oldest techniques in the book, but its usefulness can't be understated. Simply put, circle-strafing is the act of running around an object (or player) in a circle while turning in the opposite direction, keeping your crosshairs centered firmly on your target. Strafing is the most effective way to avoid fire, as it forces your opponent to adjust his or her aim constantly. Circle-strafing allows you to perform two important actions at once: It keeps your opponent fully in view and targeted for attack and makes you a very hard target to hit (Figure 12.7).



The mouse is ideal for circle-strafing because you can define an arbitrary turn speed with it; it allows you to alter the speed of your circle-strafe easily by choosing the distance you stay from your opponent. Once you've mastered the circle strafe, add forward and backward motion to it to vary your movement speed and remain unpredictable (Figure 12.8).





Shooting Ground

Shogo contains a number of explosive-based weapons that impart partial or splash damage from a near-miss as well as a direct hit. These weapons are ideal choices for many combat situations because it's much easier to land shots *near* a target consistently than it is actually to hit the target, especially when the target is trying its best not to be hit. This means, obviously, that it's very much to your advantage to try and land your shots as close to your opponent as possible.



TIP

When you're circle-strafing an opponent, remember to change direction randomly. Circle clockwise, then counterclockwise, and then back again. Staying random and unpredictable will keep your enemy from learning your pattern and adjusting his or her aim.



Shogo's On-Foot Explosive Weapons

Weapon 6: Energy Grenades

Weapon 7: KATO Grenades (cannot shoot ground)

Weapon 8: TOW Launcher

Shogo's MCA Explosive Weapons

Weapon 2: Pulse Rifle

Weapon 4: Spider

Weapon 5: Bullgut

Weapon 7: Juggernaut

Weapon 8: Shredder

Weapon 9: Red Riot





WARNING!

Don't aim for your opponents' feet if you're using a nonexplosive weapon. Hits to arms and legs only count for .5x damage, so aim high and shoot for the head (2x damage), instead.



In a normal situation, if you miss your opponent, your shot will sail off and explode far into the distance. However, if you aim low and shoot at your opponent's feet, a near-miss will explode nearby and deal at least partial damage, to make every shot count (Figure 12.9).

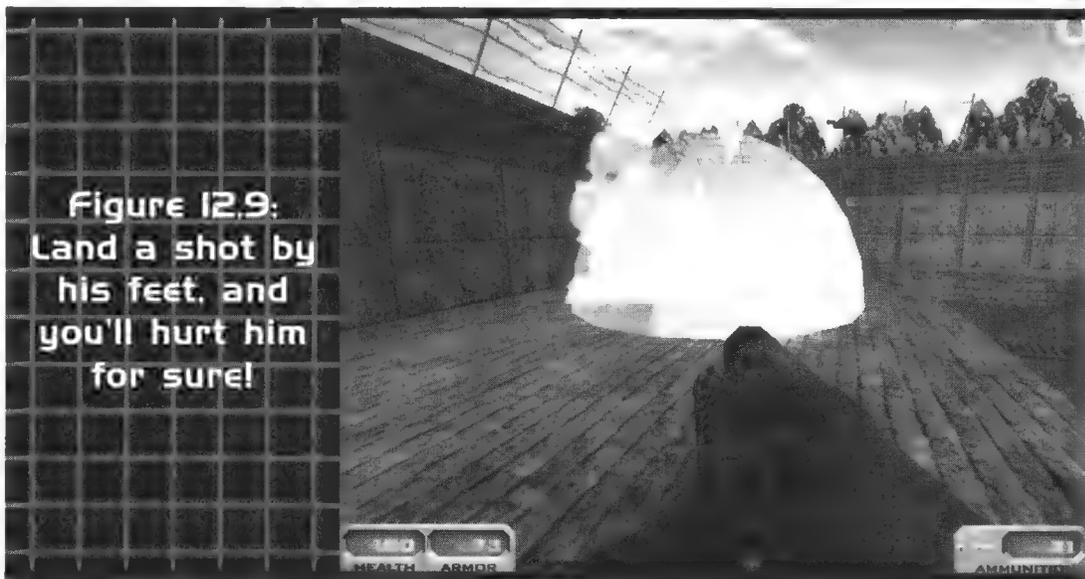
Shooting the ground requires a great deal of precision, especially with regard to the vertical: You must aim off-axis to hit the ground, even if your opponent is level with you. As you can imagine, this is one technique that benefits greatly from the mouse, but it's possible with a keyboard/joystick setup.



TIP To further exploit the splash damage effect, gain an elevation advantage on your opponent and make every shot a ground shot. If you're below your opponent, you can do the same by hitting a low ceiling above or a wall directly behind your foe.



Figure 12.9:
Land a shot by his feet, and you'll hurt him for sure!



Officers School: Advanced Tactics

The foregoing basics provide a firm foundation for good offensive and defensive strategy. However, no matter how well you learn the basics, you can't succeed if you don't excel. It's time to take on the advanced lessons.

Here, you'll learn where real strategy comes into play—situations in which quick thought and decision-making abilities determine victory or defeat on the battleground. We'll cover which weapons to use in which situations and, more importantly, when it's wiser to stick it out to the end, or run away. These decisions will directly affect the outcome of each of your fights. If you master them, they'll become your greatest allies.

Weapons Glossary

Previous sections defined the nature and benefits of explosive and nonexplosive weapons. This section introduces yet another category—hitscan versus projectile weapons. It also covers damage and how those seemingly random critical hits apply.

Hitscan Weapons

Simply put, a hitscan weapon has no real travel velocity. Barring a prefire delay, the instant you depress the trigger, a line is calculated from the origin of fire, straight down the line of sight of the crosshairs. A hit scores on the first solid object that intersects that line at the exact time of fire, whether opponent, wall, floor, or ceiling. Nonexplosive hitscan weapons require precise aim. The obvious advantage is that you can hit an enemy instantly at any range, point-blank or a mile away, as long as you have line of sight (Figure 12.10). The drawback is that in OF levels, the closest near-miss will rob you of a hit. Understandably, hitscan weapons are a marksman's best friends, and the only weapons you'll see in any game where they're used as sniper rifles.



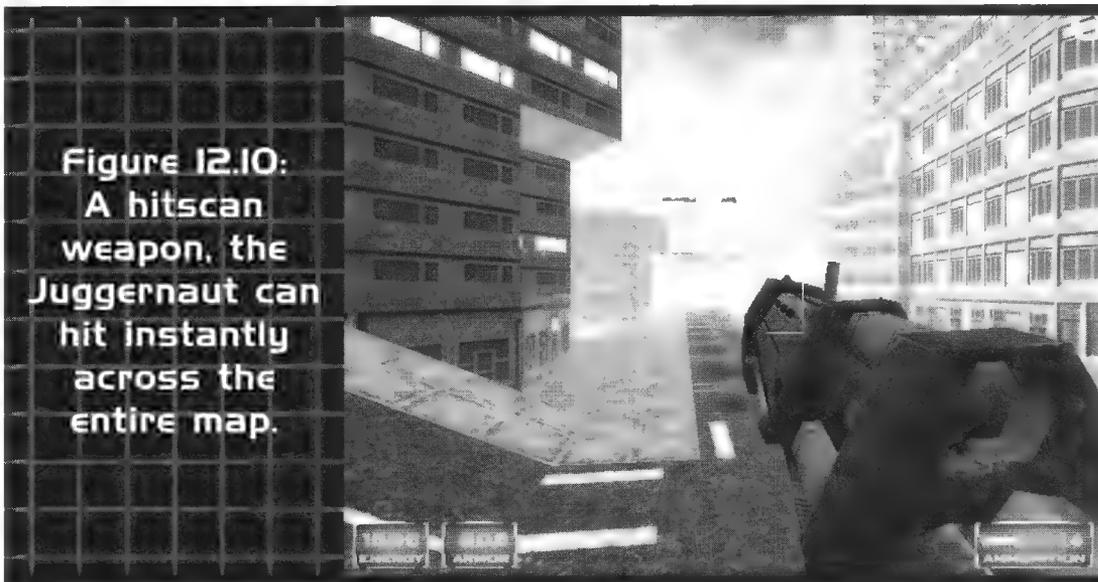


Figure 12.10:
A hitscan
weapon, the
Juggernaut can
hit instantly
across the
entire map.

Shogo's On-Foot Hitscan Weapons

Weapon 2: Pistols

Weapon 3: Shotgun

Weapon 4: Machine Gun

Weapon 5: Assault Rifle

Shogo's MCA Hitscan Weapons

Weapon 3: Laser Cannon

Weapon 6: Sniper Rifle

Weapon 7: Juggernaut

Weapon 8: Shredder

Weapon 9: Red Riot



NOTE

Ironically, in most games, bullet weapons (handguns, machine guns, and the like) are usually hitscan, while laser or energy weapons are glowing, slow-moving projectiles. Thankfully, *Shogo* gets the latter part right.



As you can see, many of *Shogo's* most powerful weapons are hitscan, and many of the more powerful MCA weapons are both hitscan and explosive. This reinforces the need for quick and accurate aim, and those still shunning keyboard/mouse controls might consider rereading that section after a few punishing deathmatch sessions.

Projectile Weapons

Conversely, a projectile weapon shoots out a physical entity with velocity, which then deals damage after a specified time, or when it comes into contact or proximity with a target. Weapons such as rocket/grenade launchers, and the Spider gun, use projectiles. In *Shogo*, projectile ammunition is always massively explosive, which makes up for the added difficulty in ranging and hitting targets.

To use such a weapon effectively, you must learn to lead targets based on distance, speed, and direction of travel. In other words, you must take into account the time it takes for your rocket to travel toward a moving target and compensate accordingly (Figure 12.11). This may sound difficult and complex, but it's really a matter of experience and familiarity with each weapon. It's rewarding to lead a shot dozens of meters on a distant target, and then seconds later see them meet in a giant fireball.



Shogo's On-Foot Projectile Weapons**Weapon 6:** Energy Grenades**Weapon 7:** Kato Grenades**Weapon 8:** TOW Launcher**Shogo's MCA Projectile Weapons****Weapon 2:** Pulse Rifle**Weapon 4:** Spider**Weapon 5:** Bullgut

After looking at these lists, you may conclude these weapons are among the game's least used. Although their direct offensive capabilities may not match the game's hitscan weapons, the timing situations they create, along with their preventive firepower, make possible some of the most advanced weapons strategies possible.

The Math and Aftermath of Damage

Weapons damages and random elements that apply in single-player hold for multiplayer, as well. A quick review: Shots directly to the head with any weapon count for double the damage of regular hits. Shots fired to arms or legs count for half of standard damage, partially negating explosive splash damage (and rewarding true aim). Torso shots do full damage. Critical hits still apply for multiplayer (5 percent chance for every hit), as do the critical hit health bonuses (you gain 25 percent of your opponent's total possible health) (Figure 12.12).

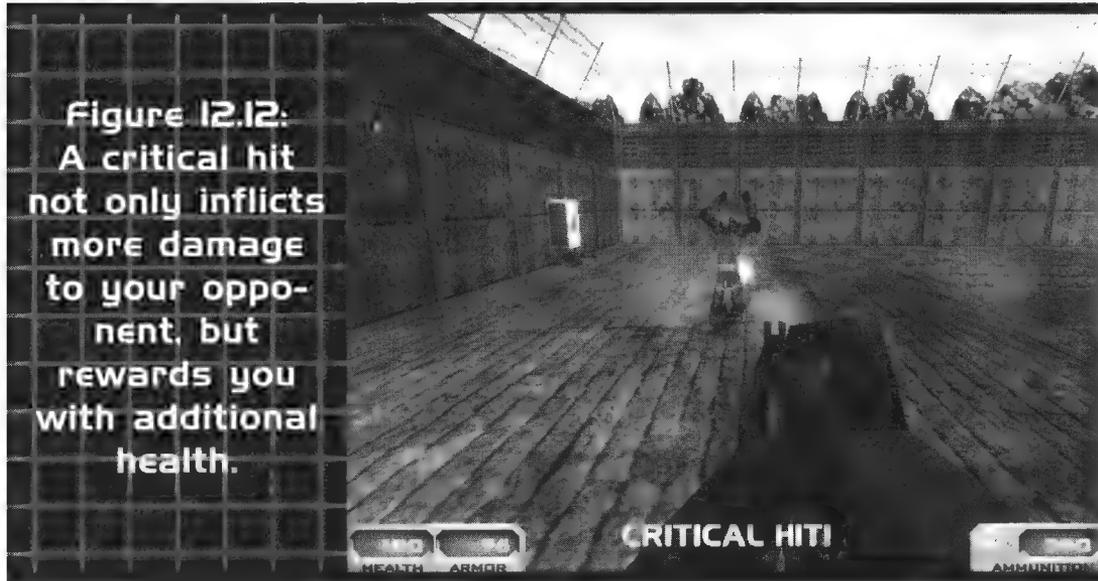
In other words, try and hit your target as much as possible, and aim for the head if you aren't going for splash damage. Simple, huh?

In the Trenches—Strategy On Foot

Some players may find *Shogo's* on-foot deathmatch similar to classic first-person shooters they've played before. But what *Shogo* does so well is to refine the elements of pure action, ensuring an adrenaline-pumping experience each and



every time. Although the same game engine is used for both OF and MCA multi-player, the differences in speed, player physics, weaponry, and level design make them essentially two separate, discreet games.



On-Foot Weapons

Tanto (Knife) The Tanto is your standard out-of-ammo, close-range weapon. Unfortunately, it acts like a neon “Kill me, I’m unarmed” sign blinking over your head. It does give you *something* to hurt an enemy with, but don’t expect anyone (except someone else with only a knife) to get close enough to let you use it (Figure 12.13). Instead, make a beeline to a real weapon, *any* weapon, and hope you’re not intercepted on the way. If you must fight with a knife, aim for the head, where your blows will hit with double the damage.

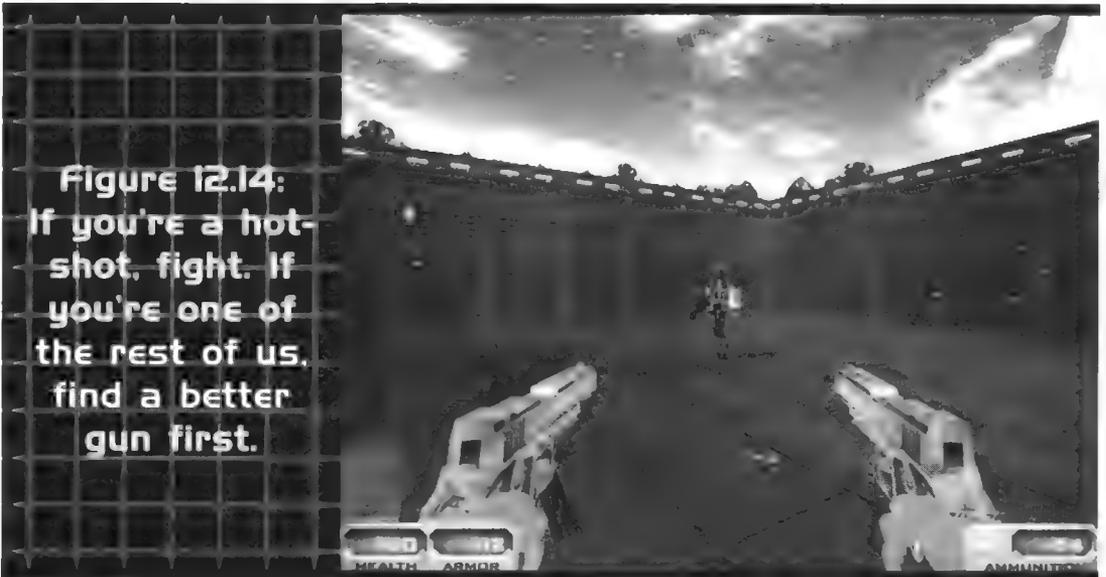
Pistol Your default spawn weapons, these John Woo-esque two-handers (Figure 12.14) make you a dangerous foe to anyone. They have a high fire rate (about half that of the machine gun), and allow you to peck away at an opponent constantly, provided you can train your sights on him. However, their long reload time and low ammunition soon encourage users to find more lethal weaponry.



Figure 12.13:
Run!



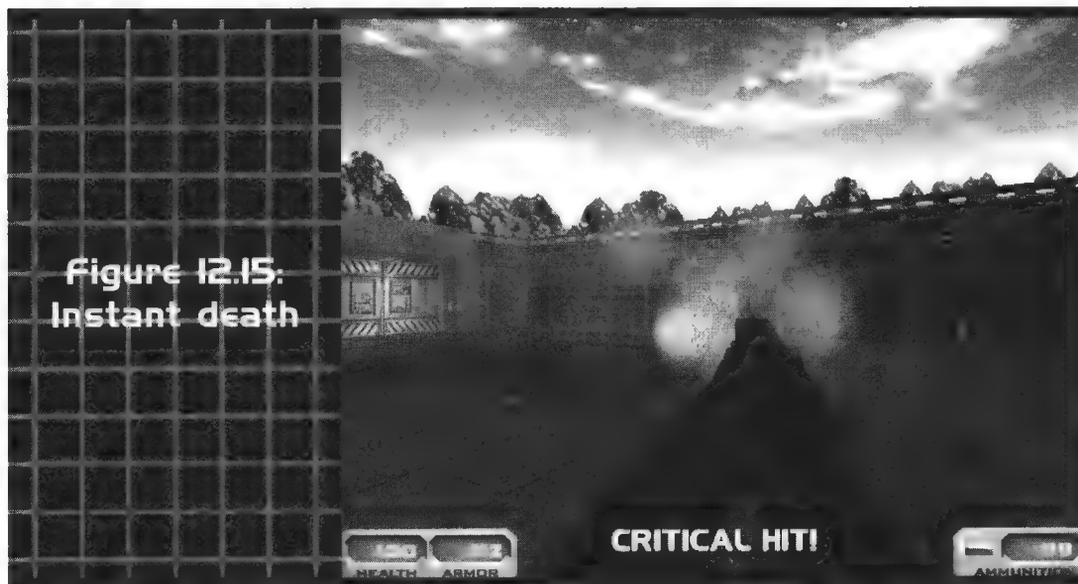
Figure 12.14:
If you're a hot-
shot, fight. If
you're one of
the rest of us,
find a better
gun first.



Shotgun One of *Shogo's* best on-foot weapons, the Vollmer Assault Shotgun is deadly at close range. A direct shot can kill an opponent instantly without substantial armor upgrades. The Shotgun fires multiple shots with one round in a compact spread, making point-blank shots deadly, but long-range shots far less damaging. Taking this into account, the Shotgun is best used at close to medium



range, when you expect to get the jump on your opponent, or need only one good shot (Figure 12.15). If you're entering a wide-open area with jumping and running space, consider using a weapon that's more accurate at long range.



Machine Gun The Machine Gun is an excellent alternative to the Shotgun—it performs exceptionally well at close and medium range. Combining a rapid fire rate with a narrow spread (at medium range, between that of the Shotgun and the Pistols), it's the ideal weapon for mowing down opponents who insist on weaving and dodging your slower shots (Figure 12.16). Like the Shotgun, its modest spread makes head shots ideal, and its quick reload means you won't be undefended for long.

As with the Assault Rifle, there's an excellent tactic for getting the most out of *Shogo's* automatic weaponry. Most opponents you run into will attempt to dodge your shots by strafing return fire side to side. Instead of using the mouse to turn, attempting to keep up with their reckless sidestepping and strafe with them, turning only slightly to adjust your aim. With a little practice, you'll find yourself able to strafe in the same direction as your opponent with little effort; each kill will be quicker and with less health lost.



TIP

The Shotgun's spread makes it ideal for head shots: If your aim is steady you're almost guaranteed a few 2x damage hits.



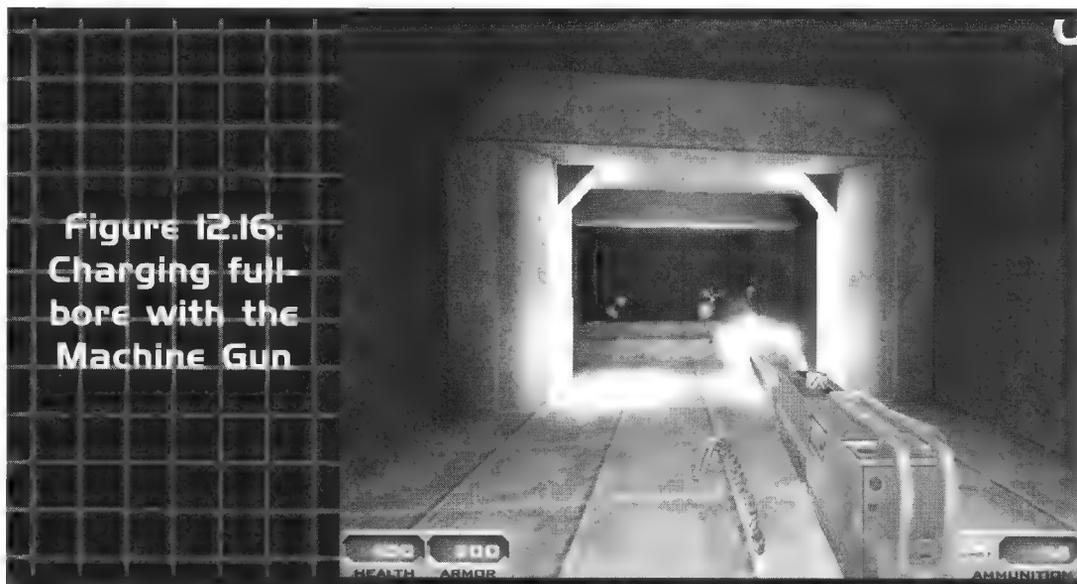


Figure 12.16:
Charging full-bore with the Machine Gun

Consider the Machine Gun a guaranteed-hit weapon. If you wave it near an opponent, even recklessly, the rapid fire rate will grant you at least a few piddly hits. The key is to recognize the times when all you need may be those few piddly hits. If you score a direct hit with the Shotgun or hear the *oomph* of your opponent taking a rocket blast, it's a good sign your enemy's down to only a few health; whether he or she opts to suicide-charge you or run for health, you have the advantage. Switch to the Machine Gun or Assault Rifle and riddle your foe with bullets. It will put them out of their misery.

Assault Rifle The Assault Rifle is akin to a second-generation Machine Gun—with both improved accuracy and additional features from last year's model. Figure 12.17 shows the shot dispersion. The fire rate remains equal to the Machine Gun's, but the spread is tiny—each bullet from this automatic weapon hits the bull's eye so accurately a sniper mode was built in.



TIP

Use the Assault Rifle, like the Machine Gun, to get those guaranteed hits if you know you've injured your opponent. It's the fastest way to ensure a kill on someone with low health.



Figure 12.17:
From left to right, the shot spread of a round of clips from the Pistols, the Shotgun, the Machine Gun, and the Assault Rifle.



However, given the speed and pace of on-foot multiplayer, don't expect to spend too much time using sniper view. Doing so effectively makes you a sitting duck, and other players will know better than to stand still if they know a potential sniper is holed up on the level.

As with the Machine Gun, learn to strafe with your enemy's dodge pattern to maximize hits with the Assault Rifle. Its accuracy is a double-edged sword, in this regard—if your aim isn't utterly true, you'll find yourself missing more with this weapon than with the less accurate Machine Gun. Aim the Assault Rifle by centering your target between the top and left muzzle flares as you fire, and remember to aim high: You want to get as many head and body shots as you can, and minimize the less damaging arm and leg hits.

Energy Grenades These grenades lob out of their launcher in a shallow arc, giving them a deceptively long range. Aim straight for your opponent and they'll only fly a few meters before exploding on the ground. However, aim up at a 45-degree angle, and you can hit a distant enemy.

Aiming Energy Grenades can be tricky. For range, they require high vertical clearance. Given that, you'll still have a hard time judging distance, because you'll have to adjust the angle of fire depending on your distance from your opponent. In most situations, a more conventional gun would be more effective.



**WARNING!**

Use care when aiming up with the Energy Grenades: Point too high at a low ceiling and you might blow off your own head!



Energy Grenades excel in elevation differences. If you're on a ledge looking down, you can pelt the ground below with grenades and confuse and panic your opponents—they won't be able to stand still and aim for you while as they run from your salvos (Figure 12.18). In this case, pay close attention to the exits they may dash for, and cover them with grenades.

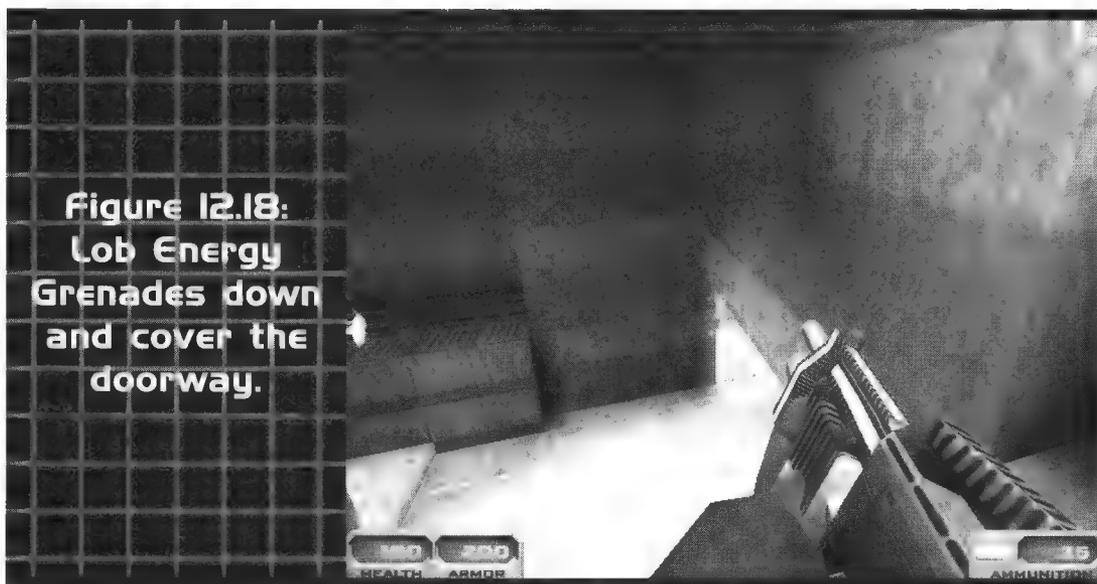


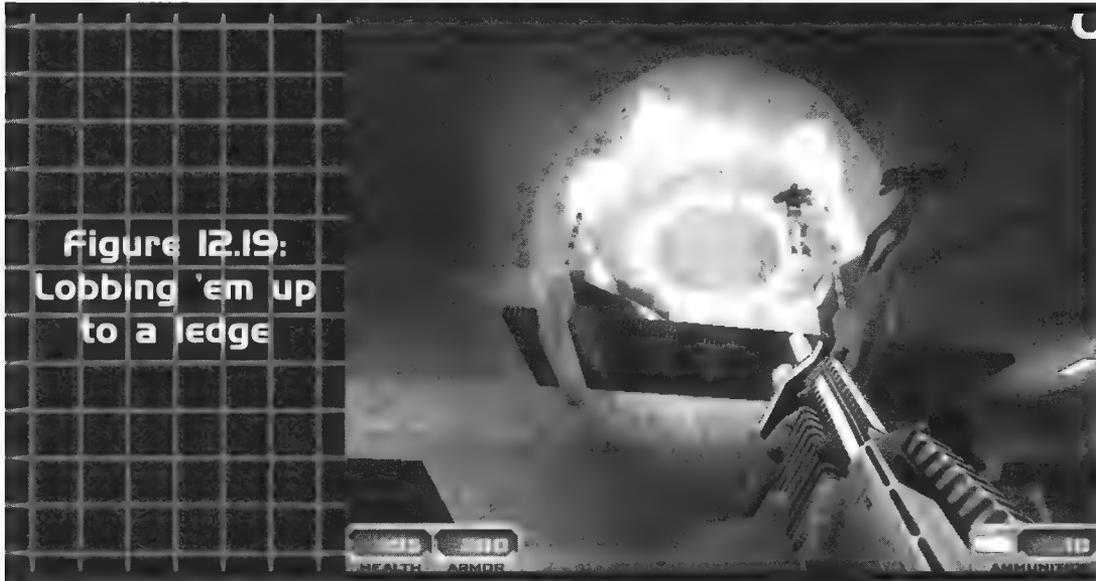
Figure 12.18:
Lob Energy Grenades down and cover the doorway.

The Energy Grenade also can be the weapon of choice when you attack from lower elevations. If your opponent is hailing fire on you from above, you'll have a hard time shooting past the ledge. However, if you can angle your shots to explode on a wall or ceiling near your enemy, you can do enough damage to either force him or her from the perch or knock the foe off completely (Figure 12.19).

Kato Grenades The bouncing Energy Grenades can be a handful, even if you're the shooter! A Kato Grenade will explode in a massive fireball after bouncing off the walls for four seconds or directly impacting another player. Timing these grenades can be difficult, and aiming them even more so: Often, the Kato



Grenade will bounce right back to where it was shot from. You'll find the Kato Grenade more useful from a height advantage. Shower them into a lower room and you'll set off a few alarms. Then quickly switch to your TOW or Shotgun and aim for the lower room's exit. Few people will feel comfortable remaining in an area with two or three bouncing Katos.



Rather than use this weapon for a primary assault, keep it as a deterrent if you're low on health or ammunition. Firing grenades from the end of a long corridor can keep your assailant at bay long enough for you to grab some health and armor. Similarly, if you run through a doorway or escape through a narrow hall, fire Kato Grenades directly at your feet. This keeps the grenades from bouncing away, and they'll remain as timed sentries, preventing even the most aggressive enemies from charging after you. Figure 12.20 illustrates a hallway shot and stationary ground shot.



NOTE

Unhindered, a Kato Grenade will bounce about four times

before it explodes.





Figure 12.20:
Firing to deter
pursuit

TOW Launcher The TOW rocket launcher provides accurate, massive fire-power at the expense of fire rate. In most situations you'll get in only one or two shots before your opponent's shots force you to retreat. Its slower rate of fire gives new meaning to the phrase "Make every shot count." Using the TOW, it's especially important to *lead your shots*. It's an extremely powerful explosive weapon, so you'll want to aim at your opponent's feet rather than their head or body. The best time to hit them is when they have little room to evade (Figure 12.21). Hitting them as they run through a narrow corridor or doorway works well. Just remember that narrow hallways make dodging harder for both parties!



Figure 12.21:
Lead your
shots for a
surefire kill.



Double Jump

A feature not allowed in the single-player on-foot levels, double jump adds a new facet to multiplayer. Most of the time, you'll want to use the double jump as your

primary jump key and reserve the standard jump for where the extra height can keep you from making a jump with a low ceiling. Except for these rare cases, double-jumping can give you a great advantage—elevation. Although instant access to an elevated position is a more direct advantage in MCA combat (due to the usefulness of its explosive weapons), it can still be important on foot. Those who prefer the TOW Launcher or Energy Grenades will find their projectiles hitting closer to the mark, and your opponents will have a far more difficult time adjusting their view and aim toward someone who pops out suddenly above. Most players have stronger horizontal aim than vertical, and jumping allows you to exploit that weakness (Figure 12.22).



TIP

While in the air on a double or regular jump, use the forward/backward and strafeleft/straferright keys often to keep your opponent from predicting where you'll land: Randomness (with method) is the key.



Ladders

One unique architectural feature you'll find in on-foot levels is the ladder. Ladders allow you to reach a higher level quickly without having to look for a staircase. You can climb ladders two ways. The slowest way is to run to the ladder and look up while pressing forward. The faster, more desirable method is to hold down the jump or double jump button as you stand near the ladder.

Most ladders you'll see in the multiplayer levels are relatively short. They bring you up about one story, to a ledge you'd barely miss with a double jump. You can use this to your advantage by making ladder climbs almost instantaneous: Instead of starting at the ground, do a double jump to the ladder,



instead. You can catch it at any point during your jump, and with just a couple of rungs left, you'll emerge at the top with no time wasted (Figure 12.23).

Ladders make possible another interesting tactic. If you're being chased atop a ledge, run to a corner with a ladder and jump down. Instead of landing on the ground, curve back around in the air and hold onto the ladder. With any luck,



TIP

If you jump up a ladder, you don't actually need to be facing it. Instead, look around as you climb to make sure no one is behind or around you.



Figure 12.23:
Jump toward
the ladder to
climb it faster.

you'll fool your pursuer into thinking you're ground-based. In this case your opponent will either start scouting for you from above or jump down to give chase. Either way, you now have the advantage.



TIP

To descend a ladder, look up and press backward. Better yet, just jump down and save yourself the trouble.



MCA Method—Mecha Combat

While on-foot deathmatch can be fun and exhilarating, *Shogo's* core appeal lies in its MCA combat—in great cityscapes where 30-foot-tall armored robots blast away at each other with immensely glitzy and powerful weapons atop war-torn streets and skyscrapers (Figure 12.24). As you might imagine, there are more than a few differences between running on foot and piloting a giant Mecha. Through the initial stages of play, it's evident Monolith has taken the effort to ensure that MCA combat is as thrilling a ride as it sounds. Beyond pure action, the nuances and variety in MCA gameplay will allow for new strategies to emerge long after you've mastered the tactics this book presents.



Choosing a Mecha

Before you join a multiplayer game, you're given the opportunity to choose your Mecha from the Multiplayer menu. The lightweight Akuma is a speedy, agile machine with reduced armor, while the Predator is behemoth, slow and loaded with armor. The Ordog performs like the Akuma, but with slightly more armor and sluggish handles, and the Enforcer is the jack-of-all-trades, a balanced compromise of all factors. Figure 12.25 shows the Predator, Enforcer, and Akuma.





Figure 12.25:
Choose your
MCA well.

In the dynamic world of multiplayer *Shogo*, you'll find that in more than 90 percent of the maps and combat situations, speed and agility are a much greater benefit than extra armor. The faster vehicle and running speeds allow for quick potshots and fast getaways, and ensure a safe escape to round up extra armor and health (which accumulate faster, as well).

The Predator's additional armor, while substantial, doesn't do it much good against a competent Akuma pilot who can outrun and catch it in any situation. What's more, even with extra armor, it's *energy* that really matters: Once that's depleted, the Mecha explodes. Unless you can keep energy levels up in a fight, you're going to be cruising around in a slow, hurt Mecha chasing limited energy cells while your opponents chase you down.



WARNING!

If your Energy levels are low, armor won't help you much.

Strike a balance between picking up energy cells and armor, keeping a rough parity between them.



Paradoxically, this causes the good Predator pilot to rely more on stealth and camping technique, as the Akuma pilot, with superior speed and handling, will scour the map without fear of any single hit. Also, it's easier to avoid the dreaded Red Riot gun with a fast MCA, which can round a corner and get out of sight instantly. A smaller Mecha armed with the Red Riot is the slow pilot's nightmare: An Akuma or Ordog can skim into sight and prepare the gun before the Predator can safely amble to cover.

Preferred MCAs, from first to last:

1. Akuma
2. Ordog
3. Enforcer
4. Predator

Vehicle Mode

The most innovative and useful feature in multiplayer *Shogo* is the *vehicle mode* built into each MCA (Figure 12.26). This mode almost instantly allows each Mecha to increase its movement speed by more than a third, at the expense of completely losing weapons-fire capability. Assign this key close to your home movement keys (something like Q or E, if you're using the standard WASD keys), as you'll spend most of your cockpit time in vehicle mode on a fair-sized level.



Vehicle mode's added speed presents some great advantages. First, it's far less likely that an enemy will sneak up on you when you're in vehicle mode, especially if you take to heart the advice on using 180s or the turn-around key to check your six every few seconds.



Switching to vehicle mode after you respawn allows you to round up weapons and armor quickly: You'll be back in fighting shape in a few seconds, and without the anxiety of having to commit every time you step out into the open. Vehicle mode also is silent. It eliminates the pounding footsteps of your MCA as you cruise around the map.

Just remember to keep your eyes sharp—when you see your enemy, he or she probably will be in vehicle mode, as well (Figure 12.27).



Figure 12.27: There they are!

Vehicle Mode Tactics You can't fire your weapon in vehicle mode. In fact, you can't even switch weapons. When you pick up an acceptable weapon, switch to robot mode and switch to that weapon. Then immediately switch back to vehicle mode. You don't have to wait for the weapon cycle animation to complete, and the entire process should only take a second or so. When you do encounter your opponent, you'll have your weapon of choice already selected as you transform back to robot mode to fight.



TIP

Use this trick if you're approaching an area more suited to using a different weapon. Anytime you might need to switch weapons, do so before progressing!



Usually you and your opponent will spot each other at the same time. Perform a double jump and change to robot mode simultaneously: Your gun should be drawn near the apex of your ascent, and the height advantage will serve you well with most of your MCA's weaponry.

Flee in vehicle mode. Duck behind a corner; then switch to vehicle mode and hightail it out of there! Don't let your opponent see that you've run off, and you'll leave your enemy thinking you're still trapped, a perfect opportunity to find more health or to launch a surprise attack.

Ram an enemy Mecha if you appear in close range (I am the unfortunate victim in Figure 12.28); as a vehicle you'll damage it severely and take little damage yourself.



Figure 12.28:
Ramming and
the element of
surprise

Double-Jumping

As in on-foot maps, the double jump should be your primary jump key. The extra height and ability to control your direction slightly in midair is an advantage too good to pass up. In MCA combat, you'll be engaged in a number of fights in which both parties will be jumping around like madmen, each missing shots as the other dodges. In these situations, keep a cool head and a harness on your trigger finger. Actively delay your firing, and keep your eye on where and when the enemy lands. The instant the opponent touches the ground, ignite it (Figure 12.29)! Weapons with large blast radii, such as the Juggernaut, are



ideal for these situations. Don't forget to keep your own movement patterns unpredictable.



Figure 12.29:
Hit your oppo-
nent from
above

The Big Guns: MCA Weapons

The big difference you'll see between human and Mecha weapons is how huge, energy hitscan weapons are combined with explosive damage. This adds to the anime consistency of huge giant robots tearing apart cars and whole buildings in their battles. More importantly, it shifts the advantage to the attacker, promoting the heavy action and lightning-quick fights that are hallmarks of the game. MCA weapons usage requires a completely different set of skills from human weapons, and mastering these techniques will ensure you a top position as both a pilot and an infantryman.

Melee Weapons If you're not convinced that melee weapons are for last-ditch efforts, Mecha combat will change your mind. While the damage for each weapon is respectable (the smaller the Mecha, the greater the damage from its melee weapon), getting in close while in robot mode isn't easy, especially once your enemy knows you're coming. Most levels have enough weapons strewn around them to guarantee you needn't rely on that Katana (Figure 12.30) or Energy Baton for long, and it's unlikely you'll see many true melee kills in a real deathmatch, unless someone has made it their sole mission in life to ram you in vehicle mode.





Pulse Rifle This is your default weapon. A slightly explosive projectile weapon, this gun is very weak, in both damage and splash terms. As an exception to the projectile/explosive rule, the Pulse Rifle works best aimed directly at the head or upper body of your opponent: Its small radius effect and weak blast make limb shots all the more ineffective (Figure 12.31). Better yet, switch to vehicle mode and race for a more powerful weapon!



**TIP**

If you've got the **Shredder (Weapon 8)**, use it instead of the **Laser Cannon** for your guaranteed hit. With its greater damage and explosive rounds, it's the weapon of choice.



Laser Cannon The Laser Cannon is a hitscan weapon with a rapid rate of fire. Although it's outclassed by a number of more powerful guns, its fire rate makes it useful as a guaranteed hit weapon if you know you've dealt a few big blows to your opponent and you need to finish them off (Figure 12.32).

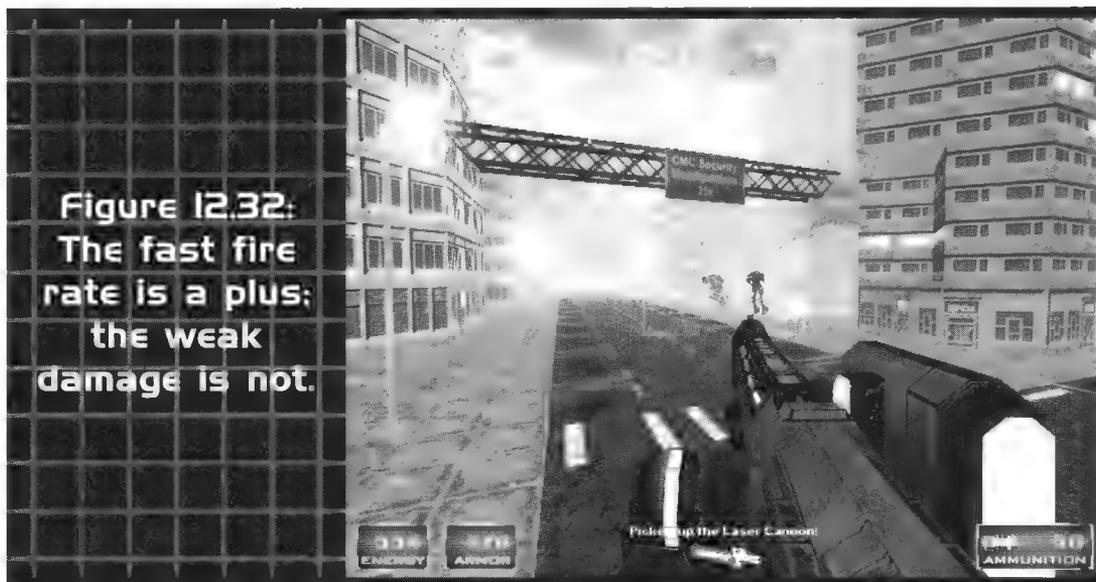


Figure 12.32:
The fast fire
rate is a plus;
the weak
damage is not.

Spider The Spider gun is one of the most amusing and useful weapons in the game. Although a frontal confrontation with the Spider guarantees unpredictable results, intelligent use will allow you to keep your opponent trapped as you advance or trick him or her into venturing into a heavily mined passageway. The Spider shoots a small mine that affixes itself to any target it touches, whether building, street, or MCA (mine, in Figure 12.33). A few seconds later, it explodes with a huge radius effect. A Spider mine that attaches itself to an enemy Mecha almost always will destroy the target (and if it doesn't, a couple of shots from any gun will do the trick).





However, the best use of the Spider isn't to aim it straight at an MCA. Instead, use it against injured or retreating opponents. Throw a Spider or two toward a possible escape route, and then switch to a more accurate gun and charge. They'll either have to stay and fight you with reduced health, or attempt to run away. If they didn't know about your Spider trap, they'll probably be caught in the ensuing explosion. If they were aware, they'll be stuck between a rock and a hard place, with the choice of making a suicide run through mines or trying to survive your wrath until the mines time out and explode (Figure 12.34).



Bullgut The Bullgut releases a volley of four dumbfire missiles that streak haphazardly toward their targets. Although the missiles travel in the general direction they're aimed at, it doesn't get much better than that. Most likely they'll veer and careen through the air, hitting nearby structures randomly. This, in fact,



makes the Bullgut an incredibly dangerous weapon: There's no guarantee that swift judgment and accurate movement can dodge the entire barrage. You can use the Bullgut much like the Spider this way: Fire off a few volleys at a potential exit, and then run around back and surprise your opponent.

The Bullgut's rapid fire rate does make it somewhat useful as a frontal assault weapon, however. When attacking with the Bullgut, the key is to keep the pressure on. Fire multiple rounds toward your opponents as you run headlong into the action. Facing a constant, unpredictable stream of fire, enemy Mechas must decide whether to chance an attack through the Bullgut gauntlet, or to beat a hasty retreat. If you do decide to attack with the Bullgut, remember that it's only useful if you keep up the pressure (Figure 12.35). Keep 'em jumping, and try to land your shots where they'll land themselves.



Figure 12.35:
Even attacking
with the
Bullgut can be
a disorienting
experience.



WARNING!

If you're set to high detail, the smoke clouds from dozens of Bullgut rounds can camouflage your opponents and give them a chance to run off and regroup.



Sniper Rifle The Sniper Rifle without the zoom is not an ideal weapon. It comes with little ammunition, and damage is minimal; it would be the weakest MCA weapon by far. However, zoom into sniping mode by pressing 6, and a single head shot is enough to kill all but the most fully armored Predator. Expect to see snipers inhabiting large, open maps such as MCA_Entrance and MCA_Spires (Figure 12.36 shows good sniping spots). To use it best, find a common choke point—a small, narrow area where your opponent must venture to seek you out or find a powerful weapon. Once your enemy sees you, switch out of the gun and start running; as a stationary target you're as good as dead.



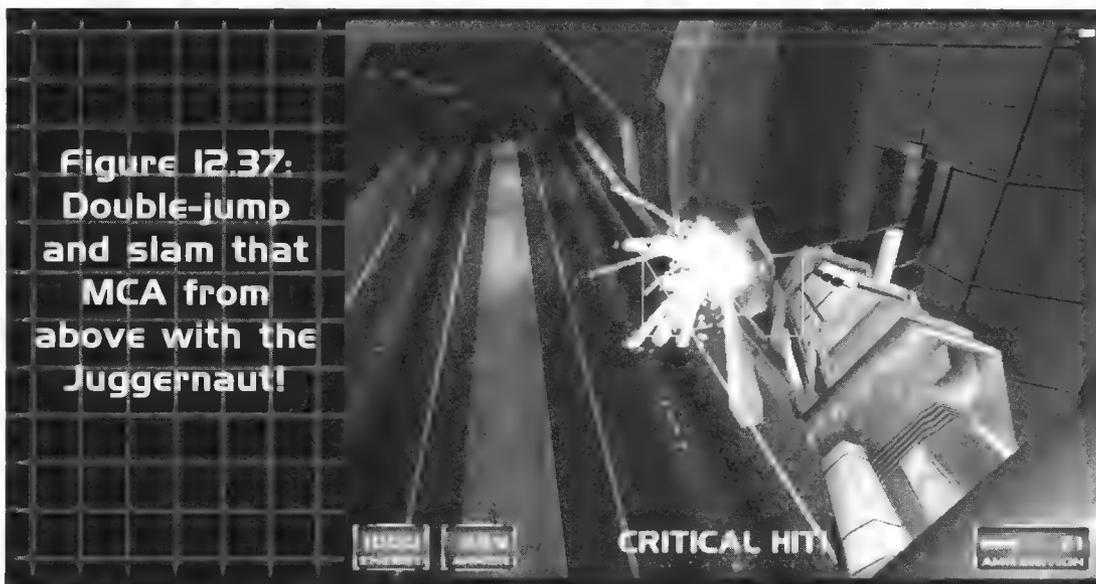
Juggernaut The Juggernaut is ideal for many situations. It has a large explosive radius, and it's a powerful hitscan weapon. If your aim is precise, you can challenge snipers easily with this gun. It's effective at any range. A shot from the Juggernaut results in a huge shower of debris, which at immediate range both damages MCAs and obscures their vision. Although slightly less powerful than the Shredder and with a lower rate of fire, the Juggernaut commands a larger and longer-lived explosion radius, making it the best weapon for open-area encounters.

When facing an enemy with equally powerful weaponry, jump-shooting becomes a necessity with the Juggernaut: Its low rate of fire requires you both to stay alive and to make every shot count. Double-jump and aim down at your opponent. If you're both jumping, delay your shot until the instant before the enemy MCA lands and *then* attack. The weapon's hitscan aspect will ensure a close, if not solid, impact (Figure 12.37).

Shredder The Juggernaut and the Shredder together may claim up to 80 percent of your core usage. Their versatility almost covers the gamut of ranged-weapon situations. The Shredder does even more damage than the Juggernaut



and fires at an increased rate. This, along with its miniscule explosive radius, makes the Shredder more useful as a direct-hit weapon: Aim squarely at your opponent's chest or head for maximum damage.



Its rapid fire rate also makes it an ideal counteroffensive weapon when the enemy has an elevation advantage. The instant your opponent peeks over the ledge to fire, pummel 'em with the Shredder. You'll either score a direct head hit or force your foe to reevaluate the safety of his or her position, giving you time to stage an attack (Figure 12.38).



TIP

As the Juggernaut is good for wide, flat expanses, the Shredder is ideal for combat in tight hallways, with little room to dodge. Its fire rate will let you cut an enemy to ribbons in a matter of seconds.



Red Riot The biggest gun in the game, the Red Riot is a sight to behold. Instantly evaporating anything within a diameter of a small city block, the Riot is an incredibly difficult weapon for any MCA to evade. Again, however, the Akuma and Ordog have a notably higher survival rate. The Red Riot is the only weapon



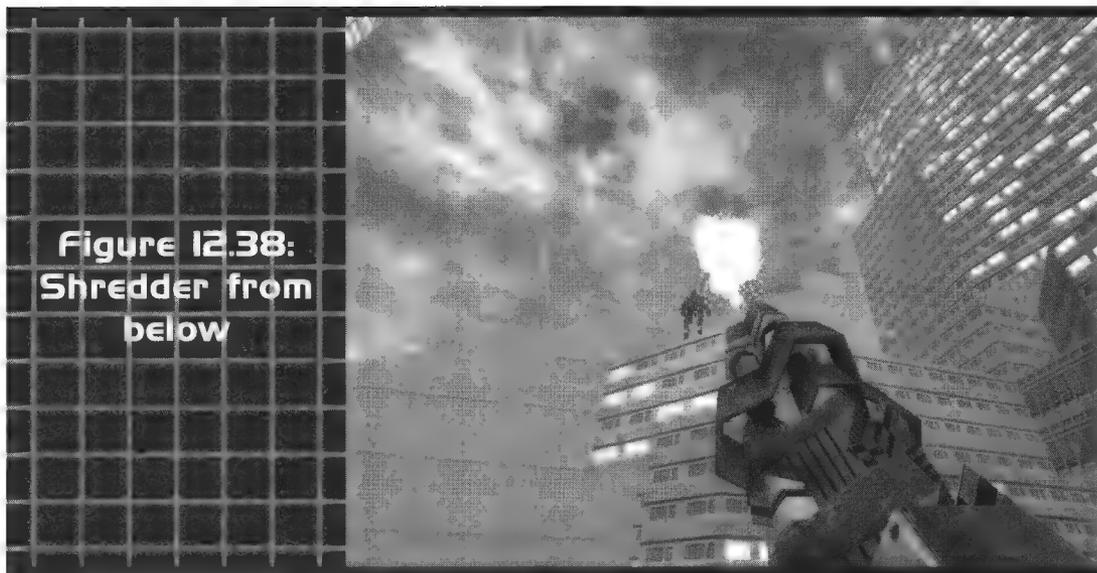


Figure 12.38:
Shredder from
below

in the game with a noticeable prefire delay. Once you depress the trigger, the Red Riot will charge up for about a second-and-a-half before firing a hitscan shot with a massive explosion radius. This delay adds a unique element to the gun: You must ensure that your opponent is in line of sight of the round's *destination* (Figure 12.39).

The prefire delay may be enough to allow an enemy pilot to deal a decisive blow to your MCA before you fire the shot, or to charge straight into you, forcing you either to discharge the weapon into the distance or suicide both Mechas.

Against the Red Riot, speed is your greatest ally. Don't try to outrun the blast; an experienced gunner can easily adjust. Instead, seek cover, behind a building either large enough to shield you from the radius, or just large enough to prevent your opponent from gaining line of sight and the appropriate distance to your MCA. If such cover is unavailable, try to reach high ground. When you hear your opponent charging the weapon, wait a split second and then jump down. With luck you'll just evade the fireball as it consumes the building you were perched on.





TIP

If you're firing at an opponent who's evaded your shots by jumping off towers, aim instead at the ground where the enemy will land and watch as your foe falls into the Riot's fireball.



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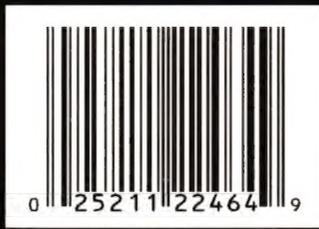


About the Authors

Mark H. Walker is a former Naval Officer and Explosive Ordnance Disposal diver. He has written nine computer game strategy guides, including ABC Sports Indy Racing Official Strategies & Secrets from Sybex. He lives in rural Virginia and in his spare time writes military science fiction and modern military adventures.

Kenneth Hwang (a.k.a. Spear) is Gamers Extreme's Chief News Editor. He was, along with Thresh, a starting member of the National Quake Team Champions, DeathRow.

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