

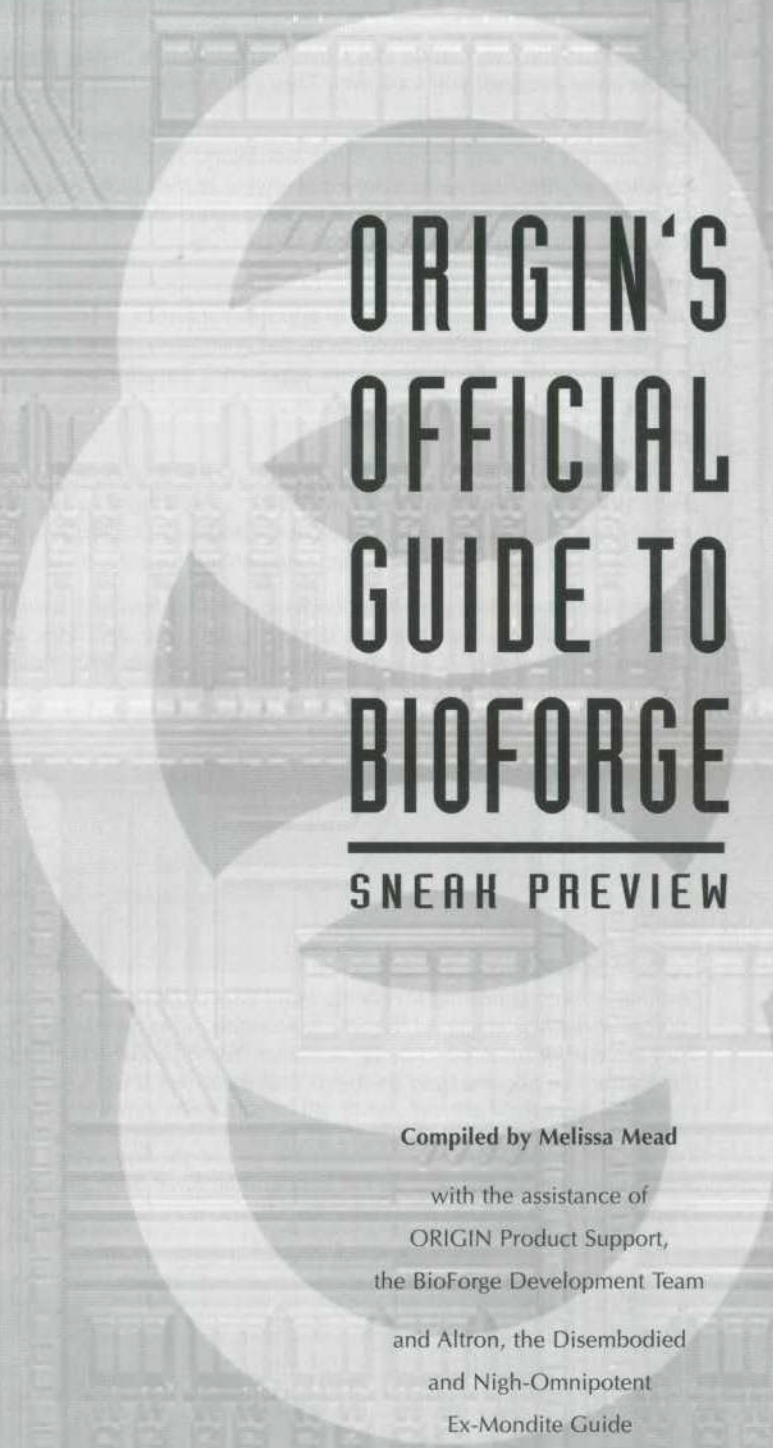
ORIGIN'S OFFICIAL GUIDE TO

B I O F O R G E™



**OFFICIAL
SNEAK PREVIEW**
WARNING: Spoiler inside





ORIGIN'S OFFICIAL GUIDE TO BIOFORGE

SNEAK PREVIEW

Compiled by **Melissa Mead**

with the assistance of
ORIGIN Product Support,
the BioForge Development Team

and Altron, the Disembodied
and Nigh-Omnipotent
Ex-Mondite Guide

HOW WE CAN WORK TOGETHER

You'll find all the information that I give you sorted in a logical format. These are the areas I suggest you look into. They can help you a great deal.

MAPS AND LOCATIONS

I can link up with any camera in the laboratory. Through me, you can see anywhere on this base — or even an overview of the entire area. Each room has at least two different angles, so be sure to take a look at every perspective to be sure you know what's going on.

INFORMATION ON OPPONENTS

I have assigned an entire database to opponent statistics. If you want to learn how fast, how strong or how well-protected your adversary is, just access this area of information. Remember, your opponent's statistics vary according to whether you are having an **EASY**, **MEDIUM** or **HARD** day.

HINTS

I've studied the base, I've got a handle on all the personalities on it and a pretty good feel for what things are useful ... and how to get them. I've probably got more good advice stored away than you could use in a lifetime. The trick is, you may not want to hear everything I could tell you.

You are just now getting your brain back on-line after having it scrambled and reconstituted. If you feel that you'd rather make the decisions yourself, I understand completely. If you ever want a little nudge in what I think would be a useful direction, just take a look in the **Hints** section. I'll give you two kinds of help. I can tell you:

- 1) what I think you should be trying to accomplish, and
- 2) what obstacles I foresee and suggestions as how to overcome them.

STEP-BY-STEP HELP

On the other hand, if you want to know precisely what to do at any point, I'm here for you, my shiny cyber-friend. My advice is the best. You'll never need to guess.

HISTORICAL INFORMATION

Nothing is more confusing than being brain-wiped. Chances are, though, that you never really understood the whole Mondite movement in the first place. They have a lot invested in being secretive. You'll probably be interested in the dossier I've accumulated on them. You might find it useful to know what you're up against.

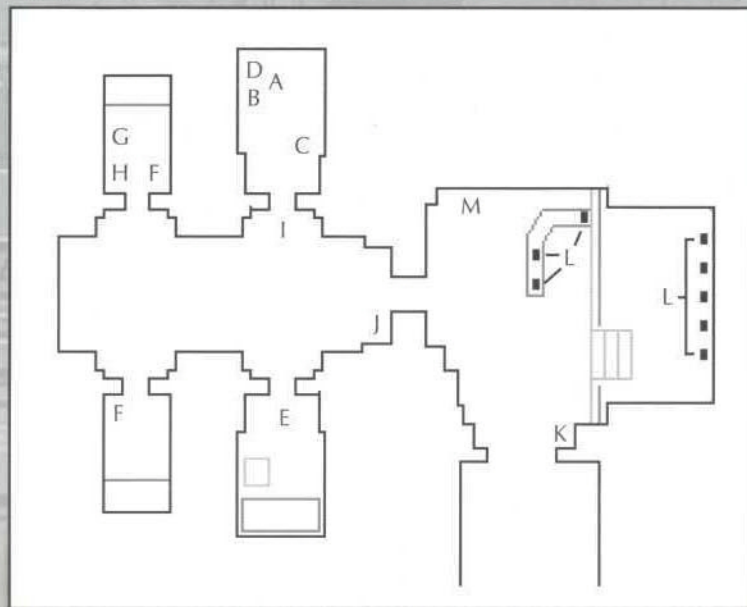
I've also included some other information you might find useful. Things like personality profiles on some of the people who have been brought in here. People that seem to have survived. After all, you may have been one of them — wouldn't you like to know who you were?

ORIGIN's Official Guide to BioForge also includes: Detailed explanations of general and combat movements, complete combat statistics for attacks, advice on how each opponent is best confronted, identity paths for all possible personality outcomes, every obstacle in the game and its solution — and much more...

MAPS

Level Maps

GUARD AREA



- | | | |
|---------------------|-------------------|-----------------|
| A. Caynan | G. Logbook (your) | Guardroom |
| B. Fork | H. Piece of Meat | K. Palm Reader |
| C. Caynan's Logbook | Corridor | L. Monitors 1-8 |
| D. Photograph | I. Caynan's Arm | M. P.A. Button |
| E. Blaster | J. Panel | |
| F. Nursebot | | |

Views of all Areas

The *Official Guide* has full color screenshots of each cell, the corridor, the Guard Room and every other area of the game. See the back cover of this *Sneak Preview* for full color views of the Guard Room.

HINTS

We agreed on no baby-stepping, right? So what I'm going to do is this ...

[GOAL]

The first thing that I tell you will be what I think you should be concentrating on. I've got a pretty good idea what things you have to do to survive another hour, and what you'll need to get out of here. My suggestions are in the order that will get things accomplished most efficiently.

[What obstacles you face]

I will also try to anticipate any questions you might have about how to accomplish your goals. I'll advise you on possible ways to attack any problems that I see you encountering. I'll try to give you a very general idea of what might help, followed by at least one suggestion that is a little more specific.

GETTING OUT OF CELL THREE

The nursebot keeps sedating me.

Don't let a robot push you around. Let me tell you something. There was a guy a while back who made a decent attempt at getting out of this place. Granted, he only got as far as the corridor outside of his cell before they toasted him, but even getting that far was a notable accomplishment. He discovered that the nursebot had a design flaw. It was not as shielded as it should have been. He found a way to short it out using pieces of metal and a glass of water. You can't do that.

You don't have water, and they've replaced all the metal with ferro-plastic. However, what they also did was to rewire the nursebot so that most of its shielding is toward the front — and programmed it so it never turns its back on you. That sounds like a whole new design flaw to me.

If you could find some way to short it out — maybe by running a current through its back panel — you might get rid of more than one problem.

Can I get through these cell bars?

All I'm going to say here is that those things have a lot of oomph, and you wouldn't want to walk into them while they are on. Focus on the nursebot first.

GETTING OUT OF THE CELLBLOCK AREA

Can the blue guy in the next cell help me?

Well, yes and no. He's not going to be your buddy, if that's what you mean. However, the things in his cell are useful.

The blue guy's name was Caynan, back before he became one of Mastaba's experiments. He used to be the Chief of Security, and was perhaps one of the more rational Mondites on the base. He was too rational for his own good — he started to doubt the Mondite cause. That's an unhealthy thing to do around here. So now you get to face a raving madman who's fixated on his eating utensil as though it were more important than a simple fork. The three points to keep in mind are that he's injured, starving — and has things useful to an aspiring escapee.

I've forced the doors partially open. Now what?

By now you've probably figured out you can't get them to open the entire way by brute strength. You'll have to do it the traditional way and hot-wire it. There's a panel to the right of the doors that overloaded when you tried to open the doors. You'll have to get something thin enough to work under the panel, and pry it open.

I've got the panel open. Am I supposed to know what to do with these lights?

I hope you get the hang of it fast. The panel is designed to give quite a shock to anyone who presses the wrong sequence. The lights carry a clue of their own, if you can get a line on the idea. Caynan probably knew all about it before he was captured.

It's like a children's connect-the-dot game. Only instead of drawing a line between dots, you put dots between the lines.

OPENING THE DOOR TO THE BASE

I have no idea where to start. There's no one to kill, and no way to open the door.

Right now you need to find a way to get access to as much as possible.

You're going to have to get very used to using monitors ... I can tell you that right now.

Most of the people on the base have been evacuated because the reactor is overheating. That's why this room isn't packed with guards as it normally would be. Now's your chance to make their equipment work for you — without having to dodge laser fire. Don't be afraid to push buttons to see what happens.

I still can't get the door to the base to open. It says I don't have the security access.

No one here does. On the other hand, someone here used to. If the security access could somehow be reinstated, perhaps we could open the door.

Caynan, the blue prisoner, used to be Chief of Security. If you could find his access code, and enter it while his hand was on the palm reader, you might be able to get through.

I've reinstated Caynan's access number, but it says there isn't any weight near the palm reader.

I bet you weigh enough.

COMBAT STATISTICS

Health measures health (surprise!). You lose Health points when you get hurt. If you lose all your Health points, you die.

Damage measures how badly you can hurt other creatures. However, the Damage points you can inflict are modified by your opponent's armor and (sometimes) by your specific attack.

Armor measures how well you are defended. *Impact Armor* reduces the damage of physical attacks; *Energy Armor* reduces the damage of power-based attacks.

When you attack a creature, your Damage points are reduced by the creature's appropriate Armor points (impact or energy). Then its Health points are reduced by the result.

That is: Health (after an attack) = Health points - (Damage points - Armor points).

Player

This is you, buddy. They yanked you out of who-knows-where, performed some creative surgery and have your shiny new body earmarked for one of their new super-assassins. This is your only chance to put a wrinkle in their plans.

<i>Health</i>	100
<i>Impact Armor</i>	None
<i>Energy Armor</i>	None
<i>Energy</i>	Varies according to battery
<i>Damage</i>	Varies according to attack (10-25; weapon damage also possible)
<i>Strengths</i>	Bio-repair system allows healing
<i>Weaknesses</i>	Healing depletes energy supply

Nursebot

The nursebot is a specially modified hoverbot with a simple role. When a patient shows signs of recovering independent thought, it sedates him. If he begins to act violently or in a manner that might become self-destructive, it sedates him. If the subject starts to move before he is scheduled to be active, it scolds him — and then sedates him.

<i>Location</i>	Cell Three
<i>Health</i>	100
<i>Impact Armor</i>	Cannot be destroyed by physical attacks
<i>Energy Armor</i>	300
<i>Damage</i>	5 pts. per hit, plus sleep toxin knocks you out temporarily
<i>Strengths</i>	Resistant to physical attacks
<i>Weaknesses</i>	Energy armor is weak at the rear

Caynan

This guy was the Chief of Security, who quietly turned against the Mondites. He was captured while trying to help an experimental subject escape, and subjected to the experimental process himself. Now stripped of his humanity, he is entirely and irrevocably insane.

<i>Location</i>	Cell One
<i>Health</i>	200
<i>Impact Armor</i>	None
<i>Energy Armor</i>	None
<i>Damage</i>	Varies according to attack (12-22)
<i>Strengths</i>	His one arm is very strong. He is also fast and trained in combat.
<i>Weaknesses</i>	He cannot defend his left side, and his arm stump is very tender. He does not use his legs to attack.

COMBAT STRATEGY

Attacks

Most characters and creatures are divided into six sections: left and right upper sections, left and right middle sections, and left and right lower sections. (Shorter creatures are divided into four sections.) Every time you attack, your actions shield some areas of your body and leave other areas of your body vulnerable.

Combat Strategy describes which areas of your body are *vulnerable* and which are *blocked* during each of your possible attacks. This *Sneak Preview* lists the same information for each of your fist attacks — see the *Official Guide* for details on all other attacks. (If an area of your body is neither vulnerable nor blocked, it is *normal*.)

Normal sections will take the damage listed under the opponent's statistics.

Vulnerable sections take 50% more damage than they would otherwise.

Blocked sections take no damage.

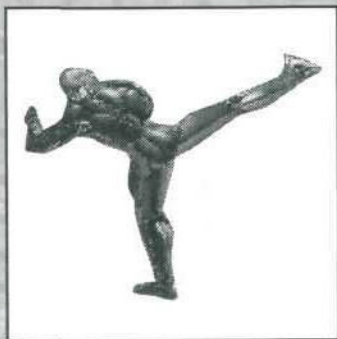
Below are examples of how body positions leave areas of the body vulnerable, blocked, normal or empty.

N = Normal

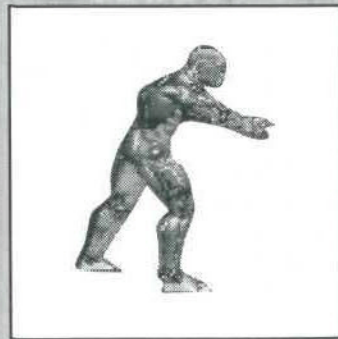
B = Blocked

V = Vulnerable

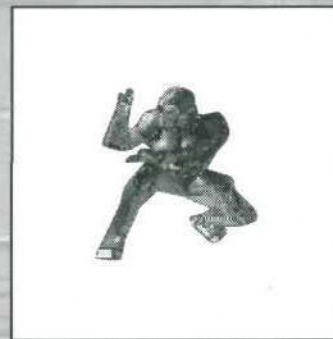
E = Empty (For example, in a crouch your head is no longer in the 'head zone' — if your opponent throws a high punch, he'll miss entirely.)



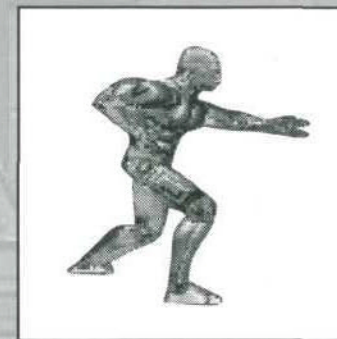
Right	Left
Head.....B	Head....N
Torso.....B	Torso....N
Leg.....B	Leg.....V



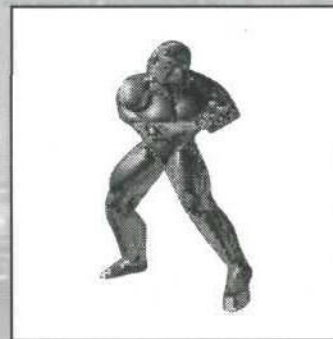
Right	Left
Head....N	Head....N
Torso....B	Torso....B
Leg.....N	Leg.....N



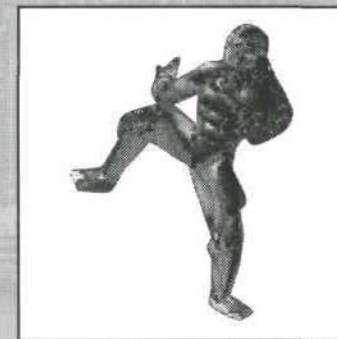
Right	Left
Head....E	Head....E
Torso....B	Torso....B
Leg.....B	Leg.....N



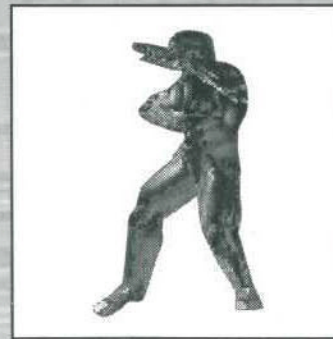
Right	Left
Head....V	Head....V
Torso....B	Torso....B
Leg.....N	Leg.....N



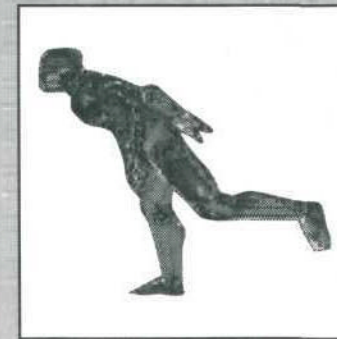
Right	Left
Head....V	Head....V
Torso....V	Torso....B
Leg.....V	Leg.....N



Right	Left
Head....N	Head....N
Torso....B	Torso....N
Leg.....E	Leg.....V



Right	Left
Head....B	Head....B
Torso....B	Torso....B
Leg.....N	Leg.....N



Right	Left
Head....V	Head....V
Torso....N	Torso....N
Leg.....N	Leg.....N

STEP-BY-STEP HELP

CELL THREE — WAKING UP

Well, good morning! Are you sure you don't want a bit more beauty sleep? I can't believe you slept through all that!

Quite a lot has happened while you've been staring at your eyelids. The creature in Cell Two, the one the guards call the Drogg, woke up. You slept through a phenomenal amount of noise. It burrowed through the steel and rock of the base walls like it was packed dirt. There were seventeen guards in here, all yelling into their headsets and firing Tonfa guns into the newly-dug tunnel, alarms were blaring, lights flashing — and you didn't even twitch a muscle. Very impressive, buddy.

The Drogg channeled through the lab infrastructure without any recognizable plan. It went right through the Cryo-Tank, effectively draining it. Then it hit the Reactor Room. That's why we're having these tremors. Oh, kid, it really did a job on the reactor. It started going critical, which meant more klaxons, more lights, more yelling and eventually those who could, evacuated. Mastaba stayed behind, though, and of course they left your shiny butt ground-side.

Then after all that, some dust sifts on your face and you wake up. I wouldn't feel too left out, though. If I had a gut, I'm sure I'd have a gut feeling that you haven't missed the real excitement.

You've noticed that hovering robot in the corner, I'm sure. You can see it has noticed you. They call it a Nursebot, because it will inject you with a sedative anytime you trigger its motion sensors. It's on to the fact that you're awake, and will try to give you a knock-out shot. You'd better do the knocking out instead.



Nursebot

Regardless of the fact that this lumpy piece of machinery is intended to keep watch over the latest Super Assassin, it shouldn't be too hard to destroy. It has a basic design flaw — they made it fairly resistant to impact damage, but a high enough burst of energy should fry it beyond recognition.

That's a pretty serious weakness for this particular robot, considering that it's located in a room with energy bars to keep you from wandering around. Knock it around until its balancing system overloads, then kick it into the bars.

[C] Enter combat mode.

[Alt] 7 and [Alt] 9 Punch the nursebot until it begins to slowly spin.

[Ctrl] 9 Kick the nursebot into the force bars.

[C] Exit combat mode.

Don't worry about someone hearing the noise. That yell you just heard was only your messed-up neighbor in Cell One. They are too understaffed at the moment to be keeping constant track of all monitors. Be careful, though. They've ordered a couple of dropships full of marines as backups.

Items

Before you go, we're going to need everything we can get our hands on. I'll tell you why. You have two serious problems that need to be addressed: getting off this moon and figuring out who you were. When they stripped your old memories out of that battered brain of yours, they didn't download it anywhere. I've got an idea of who you might be — or rather, I've narrowed the list of possible people down considerably. Still, you've got to help me out if you ever want your identity back. That means even things that look useless could eventually be some help.

[Enter] Get the logbook.

[I] Move the logbook from your left hand into your inventory.

[Enter] Get the piece of meat.

[I] Put the meat into your inventory.

[P] Access your JOURNAL.

- Select exit when you're done reading.

Remember, every time you hear a chime or see your wrist begin to blink, you have a new entry.

*Now we've got to get out of here. You've got a little bit of time, so you might want to practice walking around. If you need help, I've stored some basic How To information in a data section called **General Help, Movement** (in full-length **Guide**).*

- Go to the door.

Knocking the nursebot into the bars shorted the door — now it is flickering on and off in a distinct pattern. There is a pause when the bars are off long enough for you to walk through. You can try running through if it makes you feel safer, or if you want practice running.

[Shift] 8 Walk/run through when the bars flicker off.

CELLBLOCK CORRIDOR — LOOKING FOR WAY OUT

We're doing great, kid! Admittedly, that wasn't very hard, but then you need to give yourself credit — you haven't been functioning for very long and everything is still strange to you.

Walk toward the door at the far end of the corridor. On your left will be Cell One. It'll be hard to miss because there is a huge blue arm lying in a pool of blood just outside it.

The severed arm belongs to the ex-Chief of Security. His name is Caynan — not that he remembers. He always struck me as the most stable person on the base. In a way, I guess he was too stable. He started thinking about the experiments that Doctor Mastaba was performing, questioning the Mondite movement and his role in it. It was only a matter of time before he started to make trouble for himself. They caught him trying to help one of the prisoners, Dane, escape. I think they meant to get you out, too. I was a bit perplexed that he let himself be captured alive.

- Go to Cell One.

Pick up the arm.

Carry it away from the entrance to Cell One and put it down.

I've got plans for that arm, later.

- Look in Cell One.

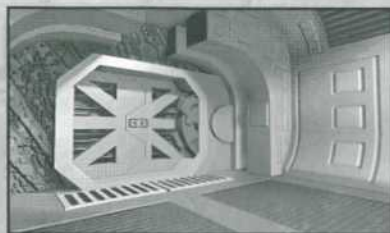
You'll notice he's not sane anymore. That's actually somewhat unusual. Usually the mental abilities get a bit sharpened by Mastaba's processes. I can tell you from experience that personality — with its associated hopes and fears — accounts for the irrationalities that lead to mistakes.

Lets see how strong you are, buddy. Remember the doors set in the wall at the end of the corridor? If you'd like, you can try to pull them open.

- Go to the cellblock doors.

Try to force them open.

Close, but not quite strong enough. You definitely shorted the panel to the right of the doors. I don't think your "new and improved" fingers will be able to get a grip on the panel to pull it off. I guess Mastaba doesn't consider assassination to require a delicate touch. At least he left you opposable thumbs, right?



Well, now we need some kind of prying tool to get that panel off. I know where we can find one, but it isn't going to be easy. Caynan's been ranting about a fork for the last week, and I think it's about time for him to share his toys.

This is a good place to try out your new SAVE feature.

- Go to Cell One.
- Drop the piece of meat near the door.

Caynan is in such a basic state that this should distract him. Wait a moment to see if he grabs it and runs off.



CELL ONE — CAYNAN

The force-bars have a distinct pattern. They turn on-off-on quickly, then turn off for long enough for you to get through. Then the pattern repeats.

- Run through the bars when they flicker off.
- Enter combat mode.
- Fight Caynan until he collapses.

Don't forget to pause long enough for you to reposition yourself during combat.

- Exit combat mode.
- Get the fork.
- Get the photo.
- Get Caynan's logbook.

I've already been keeping tabs on Caynan's entries. You can review them in a later section.

- Run through the force bars, back into the cellblock corridor.

CELLBLOCK CORRIDOR — OPENING THE DOOR

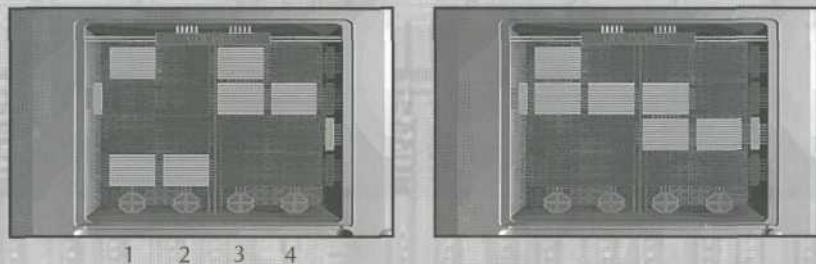
- Go to the cellblock doors.
 Use the fork to pry open the panel.

CELLBLOCK PANEL

Now you've got to enter the code. You'll get an electric shock when you hit an incorrect button. The idea is to make the lighted squares form a connection from the lighted bar on the left to the lighted bar on the right. The squares are arranged in vertical columns with a round button at the base. When you press the button, the lighted square or squares move down one place. Lighted squares must share a side to be considered "connected" — diagonal doesn't count. It's rigged to give an electric shock if you form a connection that goes to an unlighted bar on the right or left.

- Press the buttons to form a connection from the lighted bar on the left to the lighted bar on the right.

You only need to press 4, 3, 2, 2, 1 and you're out.



GUARD ROOM — ENTERING THE BASE

Monitors

The five monitors in this room are the controls for the Guard Room and Cellblock.

Use Monitors 1, 2 and 3 to turn off the energy bars in the cells.

- ✓ Spacebar Access Monitor 1, select OFF, select EXIT. This turns off the bars in Cell 4.
- ✓ Access Monitor 2, select OFF, select EXIT. This turns off the bars in Cell 3.
- Access Monitor 3, select OFF, select EXIT. This turns off the bars in Cell 1.

Now you need to manipulate the nursebot in Cell Four to pick up Caynan's arm and bring it to the Guard Room palm reader.

Spacebar Access Monitor 4, select MANUAL.



- Use the arrow keys to control the nursebot.
- Move the nursebot out of Cell Four.
- Position the nursebot over Caynan's arm, press CLOSE PINCER.
- Maneuver the nursebot through the cellblock doors.
- Position the nursebot as close as possible to the palm reader.
- Select POWER to exit.
- Go to Cell Four.

CELL FOUR

- Get Dane's logbook.
- Return to the Cellblock Corridor.

CELLBLOCK CORRIDOR

- Return to the Guard Room.

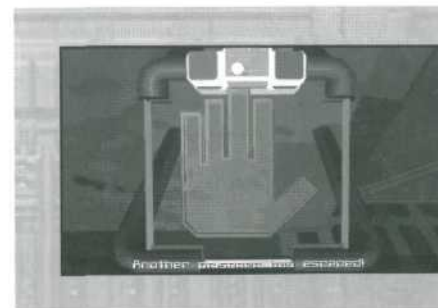
GUARD ROOM

Palm Reader

- Go to Monitor 5.

There is something unusual about Dane's logbook. There is a spot in Entry 12 that I can't read, and my guess is that it is Caynan's access code. Look it up.

- Read Dane's logbook, entry 12.
- Access Monitor 5.
- Select ACCESS.
- Enter the access code *you just read* from Dane's logbook, entry 12.
- Select EXIT the program.
- Select EXIT to leave Monitor 5.
- Put the logbook in your inventory.
- Return to Monitor 4.
- Back the nursebot away from the wall.
- Select the OPEN PINCER button.
- Select POWER to exit.
- Get the arm.
- Stand as close to the palm reader as possible.



HISTORY

Ignorance is dangerous. Doctor Mastaba erased all of your memories to ease the transition to existence as a Mondite cyborg. He took more than just the memories of your previous life. He left you as clean as a blank slate. It's one thing not to know who you are — it's something worse not to know where you are and who you're up against. I've created short summaries that might give you an idea of what's going on.

Reticulum

Centuries ago, the human homeworld, Stralea, had seemingly insurmountable problems, suffering from over-population, ecological blight and the social strains brought about by the lack of a frontier. These pressures were relieved by the discovery of faster-than-light (FTL) travel, and soon humankind was colonizing planets in nearby star systems.

How's that for history in a nutshell?

These planetary colonies are extremely autonomous. FTL travel is rare and limited enough to prevent steady and consistent contact between the colonies and the human homeworld. While many of the colonies have been tremendously successful, all but a precious few are still completely dependent upon goods, services and expertise that only the homeworld or other colonies can provide. The amount of trading required to sustain the colonies requires that an organized schedule of regular stops from starships be maintained by an interstellar government. The human homeworld Stralea is now the capital of this interstellar government — which is called the Reticulum (meaning a network or web-like pattern of hexagonal cells) — and they are the ones who support the colonies by maintaining a fleet of city-sized starships that run the established trade routes.

The Reticulum skillfully maintains a precariously balanced relationship with the colonies. The Reticulum imposes its will upon the colonies by systematically maintaining them. The colonies, meanwhile, retain their rights of self-determination and continue to grow stronger and more efficient through the benefits of the Reticulum. In the Reticulum there are utopias, dystopias and everything in between. As in any type of human society, there are elements that conflict with each other. In these situations the Reticulum is painfully impartial. At any given moment there is at least one colony engaged in casual warfare against another — and the Reticulum always comes under harsh criticism for not intervening. However, warfare invariably interferes with trading to the point where the combatant worlds must either establish a peace or leave the Reticulum. Either way, the problem is solved as far as the Reticulum is concerned. Should warfare jeopardize trade routes, it is another matter entirely. In such a case, the Reticulum will settle the matter with swift and punitive military precisions...

**Continued in Origin's Official Guide to BioForge
Available at a Software Retailer Near You.**

You could crush them like the vermin they are ...

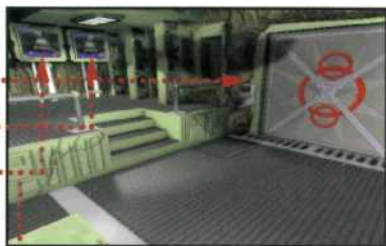
... if you only knew how.

Welcome to the guard room. In the *Official Guide*, multiple angles of every room — in full color — show you where to find every object in the game.

Palm Reader

Monitor 1

Monitor 2



Monitor 3

Monitor 4

Monitor 5

ORIGIN's Official Guide to BioForge gives the edge you need to survive — and triumph!

- Complete combat strategies and statistics for each opponent
- Checklists for critical items and events
- Detailed walkthrough as well as general hints
- Background of the BioForge universe
- All maps, plus explanatory screenshots

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