

MUTATIONS WALKTHROUGH

TBA -- MJ12 Complex WalkThrough
August 4, 2008 Added Lower Dungeon Level Walkthrough
July 31, 2008 Revised Upper Level Dungeon Walkthrough
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Mutations for DeusEx is available at <http://www.freewebs.com/dxmutations>
and <http://www.moddb.com/mods/terthos>

I decided to do a walkthrough for Mutations. I am planning on doing all the levels but, I will get done what I get done. Along the way, I will explain some of the game mechanics. There are several ways to play, but I will only provide one path. EASY/MEDIUM players will not need to deal with the all camera activation timer. Also, they can hack as many cameras as they want. However, there is a limited number of multitools available.

Monster: Defined as a Gray, Mutated Gray, Greasel, Mutated Greasel, Karkian, or Mutated Karkian.

NOTE: If you are playing with the Shifter mod, you will find some things easier to do. You will also get additional skill points for kills and non-lethal take downs. I will let you experiment with this.

Upper Dungeon Level

This level was apparently confusing to many players. My intent was to provide different approaches to game play. This walkthrough will describe how to move through this level without causing a camera to go into alarm mode thus spawning monsters for you to fight. You will also be able to do this in less than 20 minutes of game time. So you may want to pause the game as you read. This path is recommended for all difficulty levels. Besides, you can get a huge 1000 skill points awarded towards the end of the level.

After this level starts up crack open the crates to receive some weapon mods. After the infolink, enter the keycode to open the gate (9876). That was hard to guess, I bet. Go down the stairs and talk with Trooper Stevens. He will chase you all around until you talk with him. Beside, you can't get into the main section until you do. Stevens is invincible, but becomes vincible after the conversation. So you can kill him. But why? He was nice to you! Stevens might disappear simulating leaving the Dungeon through a trap door above the ladder.

At this point, grab the goodies in the nearby cabinet. Read the DataCube for some interesting information.

Go over and push the protruding block on the right to open the gate. All gates can only be triggered once. Go through the gate, crack the nearby crate and grab a medkit, then, either shootout or pick the cabinet door. Get the **Room 11 cabinet key** and the image of Phiatoselem (very creative name, I thought) plus other goodies.

Note: If you don't grab the Phiatoselem image you will never get the datalink about destroying the Phiatoselem containers.

Go back through the gate and open the door to the WEST which triggers a Datalink. Shortly after the DL, a timer will be started if you are playing in HARD/REALISTIC mode. This timer is the time to an all cameras activated condition. You will be reminded of the timer every 5 minutes. Once the timer has only 5 minutes left, notification will occur each minute until it expires. There are 14 cameras of which 7 are initially activated. Cameras you have bypassed will not be reactivated at the end of the time limit. BUT, there is a gotcha! More on that later. If you are playing EASY/MEDIUM, this timer is not activated and you only need to deal with the 7 activated cameras.

NOTE: OK, I probably overdid it with cameras. I am trying to give HARD players the impression that he's in really deep do-do if that timer expires. Besides, you are a highly skilled UNATCO agent.

Go down the stairs being sure to pick up the message cube about the map option.

NOTE: The message cubes are designed to disappear when you move your cursor off the text window you are reading. This simulates that you grabbed the contents for yourself.

NOTE: If you move the cursor off the text window to quickly you will need to check your notes for the entire text.

Press the L key to toggle the level map on/off.

NOTE: It was discovered that the player would get stuck when toggling the map while swimming, so as of Version 1.1.2, the map is no longer available while swimming the tunnels.

At the bottom of the stairs you have a choice of continuing WEST or going NORTH. But first, run into the little alcove to the left and back out quickly. This will trigger a wooden plank that comes zipping along its rails into the Alcove to kill you. While the plank is returning to its normal position, run back into the Alcove grabbing the **Room 13 cabinet key** and some 762 ammo. As you exit the alcove, the plank will again trigger. Immediately run left (WEST) and find the flamethrower and a Datacube.

NOTE: It is possible to stay in the alcove and duck into the hole of the wooden plank to avoid your death.

NOTE: As of Version 1.1.2, it is possible to sidestep the plank to avoid being killed. The cut out in the plank has also been removed.

Continue WEST into the the room with the locked grate in the floor. I call this the GRENADE ROOM as you will soon see. As you do so, both gates will close locking you in. Do not move towards the grate. YET! Shootout or pick the cabinet door. Grab the **Door Key** and other items. This door key unlocks all doors that are not assigned a room designation. I probably didn't do that all to well. Anyhow, crack the crate and get another medkit.

Depending on your inventory, there are 2 ways you can get out of the Grenade room.

Option 1. No lockpick in inventory.

Move over the Grate. As you do so, gas grenades will fall from the

ceiling and explode causing you grief and consternation. What's a dungeon without a few traps? Quickly turn looking SOUTH, you will see 2 protruding blocks and a screened panel in the center. Push the protruding block on the right. This will open the screened panel to a switch. Push the switch to open both gates.

Now run out of the room through the WEST gate and angle to the left of the torch that is left of the door and get against the wall. The camera will have started sounding, but if you are quick enough it will not go into alarm mode.

NOTE: It takes 2 seconds for the camera to go into alarm mode. This means it is possible to expose yourself to a camera briefly without it alarming.

Now move SOUTHEAST staying out of camera view. Find and Push the protruding block on the North wall. This will open the gate to the small room with a torch stand in the middle.

Option 2. Lockpick in inventory.

Slowly inch towards the grate. Pick the grate and open it. Jump into the tunnel and start swimming EAST, following the tunnel until it reaches another grate which exits to the small room with the torch stand in the middle. Get some skill points along the way.

Now grab all the goodies you can find. Be sure to get the **Room 12 door key** on the North shelf. EASY/MEDIUM players will also find 10mm ammo, a LAM, and extra medkit. Exit this room through the grate. Follow the tunnel past the grate you originally entered, to another grate which exits to a hallway. Pickup the lockpick before exiting through the grate. You are now on the other side of the door WEST of the Grenade room. If you so choose, open the door viewing where you would have come from if you had chosen Option 1 above. Note the camera above the door.

Room 11

Go up the steps to the WEST to Room 11. Since you have the **Room 11 cab key**, pick the lock or destroy the door with your pistol. Enter the room and unlock the cabinet. Be sure to grab the **Room 14 Gate Key** completing one of your goals. EASY/MEDIUM players will also find 762mm ammo and medkit. Don't stay too long, else you'll get gassed. Head back down the stairs and go left (NORTH).

You will see a camera on the North wall. This is one of the cameras that go active if playing HARD/REALISTIC. Watch out though, there's an active camera just around the corner. Use an EMP grenade on this camera, then run towards the camera. As you do, push the protruding block on the West wall after the green Exit sign. When the gate opens proceed through the gate. Immediately on your right is an alcove with a damaged toxin barrel and a door. Shoot the barrel. Toxin everywhere. While you are waiting for this to clear continue North to the grate. Open it and dive in.

Swimming EAST, continue past the first grate, eventually making a left leading to another grate. Pick up a lockpick and multitool on the way.

Exit at this grate. Go WEST through the double doors with green exit sign above it. You should have the key, if not, just destroy it or pick the lock. Ahead of you is a cabinet along the North wall. Pick or destroy the cabinet door. Get the **Room 13 Door Key**. EASY/MEDIUM players will also find a box of Mutant Posion Darts. While you are there grab the **Grate key** from top of the barrel.

NOTE: You really don't need the Grate key.

Room 13

Head back EAST through the doors, go up the stairs on the left. Down the hall will be an inactive camera. In the room beyond, there is an active camera on the right, and an inactive camera on the left, along with 4 square posts. Slip in and hide behind the post on the right. Using the **Q key** quickly check the camera view. When the camera is not pointing at you slip around the post and under the camera. Hack the camera. Unlock the Room 13 door, unlock Room 13 cabinet. Grab the goodies and the **Mirror cabinet Key**. Stay to long and you get gassed here as well. Now, go back out the door, head EAST, the direction you just came from. EASY/MEDIUM players will find Napalm ammo on the floor to the left before exiting this room.

NOTE: If you wander through the middle of the room, 2 normal greasels will fall from the small room in the ceiling. Take'em out with the flamethrower. A little action here!

Go back down the stairs and turn left. At the end of the short hallway turn right. Slowly enter the large room with 3 cabinets watching for an active camera above you. Hack the camera. Note the inactive camera across the room.

NOTE: This is the second camera you have hacked. Hacking anymore will activate all remaining cameras with no way to deactivate them later. Version 1.1.2 and later will allow player to de-activate cameras once in Room 14.

Enter the room and destroy or pick the cabinet doors. Make sure to grab the EMP grenades. You'll need them. TIMER is running, so hurry! Optionally take the **Room 11 key**, but you don't really need it now. EASY/MEDIUM players will also find extra 762mm and 10mm ammo, along with a medkit.

Go SOUTH, pushing the protruding block on the left to open the gate. Going over the manhole cover triggers the toxic barrels located on each side to explode. Yep, another little trap. Unless you're low on health this poses no problem. Just don't stop, keep going. Push the protruding block on the left to open the grate to the mirror cabinet room.

NOTE: You can step around the manhole avoiding the trap.

Mirror Cabinet Room

Pop an EMP grenade at the camera and while it's wobbling around go into the room and locate the mirror. Note an inactive camera above the mirrored cabinet. Careful, there's another trap here, so walk along the edge of the wall and unlock the mirror cabinet and grab some more goodies along with the **Room 12 cabinet key**. Hurry back out the way you came before the camera recovers!

NOTE: If you don't stay along the wall, you could fall into a pit containing a Greasel. Kill the Greasel and grab some goodies. There is a Phiatoselem container here as well. Unfortunately, you don't have any 20mm ammo so you might want to come back to destroy it. If playing EASY/MEDIUM and you have the LAM, use it to destroy the container for skill points. Sad to say, a HARD player falling into the pit, most likely won't complete the level with out being detected by a camera. I've not tried though.

Room 12

Having avoided the pit trap above, retrace your steps, heading back to the room with the 4 square posts by going through the room with 3 cabinets, and back up the stairs. Go straight through the 4 post room, going around the middle if you haven't killed the Greasels, down the long flight of stairs to Room 12. Unlock the door, then the cabinet. Grab things, along with the **Room 14 door key** completing another goal. Hurry out before getting gassed. EASY/MEDIUM players will also find 762mm ammo.

Go back up the steps, bear right and down the short flight of stairs reaching the alcove where you shot the toxic barrel. Push the protruding block on the left, grab the **Room 14 cabinet key** when the door opens completing another goal. EASY/MEDIUM players will also find 762mm ammo. All players crack the crate for some 762mm ammo.

Now back track through the 4 post room, heading EAST. Go down the short flight of stairs. STOP! The double doors with the exit sign should be on your right. Looking SOUTH, there is an active camera above the archway. Use an EMP grenade to confuse it. Run down the hallway to the crate, noting the inactive camera above. Crack it open to find a LAM. Continue heading SOUTH bearing left as you exit the hallway. do this rather quickly, else you might get caught by the EMP'ed camera after it recovers.

Room 14

Go through the double wooden doors, you should have the key. Head past the wooden plank and make a left. Go up the stairs. You are now back to were you spoke to Trooper Stevens. Go through the gate to the NORTH, past the cabinet, down the stairs. STOP! You will see a sign pointing you to room 14. Just around the corner to the right is an active camera. To the left is a currently inactive camera.

When you open Room 14 door, the 4 MJ12 troops in the room will be startled. The ultimate goal is to dispose of MJ12 and not get caught by the cameras. You also want to succeed before the camera timer expires so you can come back to disable all cameras. There may be several ways to do this but I will only describe one way. Feel free to experiment with other methods.

NOTE: Version 1.1.2 allows the player to disable all cameras, under all conditions, by hacking the security computer in Room 14.

Assault on Room 14

Before doing anything prepare the gas grenade and change the crossbow ammo to standard poison darts. Mutant toxin darts do not affect normals. You may want to put them in slots 1 and 2 respectively. Just so you can find them quickly.

Using an EMP grenade (you should have 3), EMP the camera on the right, run down and unlock the door, open the door, toss the gas grenade in, then hit as many troopers as you can with a poison dart, run like hell up the stairs before the EMP'ed camera recovers or the troopers damage you to much.

Wait for the poison to due its thing. You can determine the number of troopers you took down by watching for the non-lethal take down skill points. 50 points per trooper. Any troopers remaining may or may not come after you. It's good if they do, just harder if they stay in the room. In my case, two stayed in for quite a while, but then came out looking for me. I disposed of them using the WeaponProd by hiding around a corner. The music also helps determine if one is chasing you.

Having disposed of the MJ12 troops without alarming a camera. Go back down the steps towards Room 14. EMP or destroy the camera on the right. You can also just run by it, it may start sounding, but won't alarm if you're fast enough. Run into the room taking note if the Room 14 camera is really active. If so, stay as close to the camera as you can. Move the chairs out of the way and center yourself at a low point of the console table. Jump onto the console and disable the camera with a multitool. Remember, the goal is to not force the camera into alarm mode.

With this camera out of the way, go over to the security computer. **Hack it to disable all cameras.** You must do this before the camera timer expires, except for version 1.1.2 and later. See previous note.

You can now relax!!!

Look around, there should be 2 crates for you to smash, adding 762mm and 10mm ammo to your inventory.

Now, using Room 14 Gate key unlock the protruding block to the right of the gate and push. Gate opens, you head down the stairs and unlock the cabinet getting the exit key. On your way back up the stairs, turn and destroy the Phiastoselem container using a 20mm grenade for extra skill points.

NOTE: You can also use TNT to destroy the Phiatoselem, thus saving your 20mm ammo.

We've only destroyed 1 Phiatoselem container. So let's destroy the other 2 before exiting this level.

As you exit Room 14, head SOUTH to the double wooden doors. Unlock the door if you must. Walk directly to the mirrored cabinet. As you do, you will fall through the floor. Yet another little trap, as explained above. Kill the Greasel, pick up 10mm ammo and multitool, and destroy the Phiatoselem container. Head down the tunnel to the ladder. Push the button to open the grate above, climb the ladder and exit the tunnel. Hopefully, you know where you're at by now. Be sure to avoid the wooden plank. Go NORTH and bear left through the double wooden doors (you have a the key), then bear right. Go down the long hallway to the steps, then turn left going through the double wooden doors with green exit sign above. Turn left and go down the long stairs. Locate and destroy the last Phiatoselem container. Locate the double steel doors with the red exit sign. Unlock the door and climb or jump down the ladder, go down the stairs.

NOTE: Prior to version 1.1.2, there was a barrel in front of the Phiatoselem container. This barrel would sometimes cause a premature destruction of the Phiatoselem resulting in no skill points awarded. The barrel has been moved, hopefully, eliminating this problem.

As you go down the stairs, be greeted by a skill award bonus message of 1000 points for not alarming a camera. Push the button. Door opens, go to next door, press 3, door opens, go to next door, press 2, door opens, go to next door, press 4, door opens. Go through the doorway completing the level and starting a cutscene.

NOTE: Pressing an incorrect number will cause you to be damaged by electricity, but keep going. You can heal up at the start of the next level.

Congratulations! You have completed the level without setting off camera alarms which may have required you to defend yourself. Be treated to the level ending cutscene

CAMERA NOTES

Cameras are set to go to alarm mode 2 seconds after the player is seen. A quick player can sometimes get by a camera in less than 2 seconds.

Once a camera goes into alarm mode, a random monster spawn is triggered. the monster becomes available 10 seconds after the camera alarms. The camera will not reset until the player is out of sight for a period of time. If a camera alarms again a second monster will be spawned. No more than 2 monsters will be active at one time.

This affords the player an opportunity of running pass a second camera while the first is still in alarm mode. Meaning if one camera is alarming, a second camera alarming at the same time does nothing, except to startle the player.

Monster Spawning and fighting

You should never see a monster spawn. If you are in a zone where the

spawn takes place, the spawn is delayed until you leave that zone. In a way, this level alludes to teleporters that you can never find, when in fact there are no teleporters.

When fighting the monsters, use the mutant tranq darts against the blue grays and the red greasels. This is a sure one shot take down, but you will still need to dodge their attacks. The red greasels are also flameproof, so the flamethrower is useless against them. You can use a pistol or assault gun to kill them, but mutants regenerate over a period of time making it more difficult to kill.

You also have 1 last ditch hope of avoiding a mutant, especially if you're low on ammo. Sixty (60) seconds after being spawned, the mutants die. Kill switch indeed!

For normal monsters (Gray Grays, and green greasels) use another weapon to kill them or use the standard tranq darts to take them down. It will require 2 shots with the standard tranqs but you must not fire the second tranq until they have recovered from the first. So you will be running and gunning.

Note: The mutant tranqs have no affect on normal monsters or NPCs.

You will always get skill points doing take downs with tranqs since they are considered non-lethal. No skill points are awarded for killing.

Mutations Walkthrough - Lower Dungeon

In this level you will be introduced to the teleporters. There will be monsters in patrolling the halls and cameras, when alarming, causes a monster to spawn. There is no limit to the number of spawned monsters. There is only one location where you will find a medkit, and one situation where you will be given given medkits. So medkits you brought from the last level may become worth their weight in gold. Medbots in this level have a finite amount of healing points. Once used up, they become useless. There are no timers and easy players will not get extra equipment.

The thing that is going to be confusing is most of the teleporters will take you to another part of the dungeon. Except for one teleporter, all are bi-directional, meaning the teleporter you exit from will return you to the one entered. There is a disadvantage to using teleporters; you might need to backtrack to find a critical key. You don't need to use the teleporters. This walkthrough uses them sparingly.

As in the Upper Dungeon level, the cameras, if alarmed, will spawn a monster, either a mutant gray or a mutant greasel. You can prevent this 2 ways. Disable the camera or destroy the teleporter associated with the camera. You receive skill points for destroying teleporters.

The goal of this level to make your way to teleporter that will send you to the MJ12 complex. Along the way, find the required keys so you can continue your journey, and take out those that would try to stop you. You get skill points for non-lethal take downs. No points awarded for a kill.

I'm not going to give you a blow by blow account, but keep you pointed in the right direction, and point out some options you might want to choose.

THE BEGINNING

After the level has loaded move forward. A datalink will play. Alex advises you of some new software he has downloaded to your sensors. There's a note in your datavault, but more on that later. Pick up some mutant tranquilizers, 10mm ammo, and the LAM, then read the datacubes. There is a medbot here, so heal if you must. There are 2 dogs here. They really don't do anything now, but might be helpful later.

Going WEST to where the datacube is attached to the wall. Read it, then decide which direction you want to go. For this walkthrough we are going right. You will find 2 keys at the end of this path.

NOTE: Even if you decide to go left, you still need to get the keys. More on that later.

Follow the path until you come to a door. Look around and find a LAM and a lockpick. There are 2 crates to smash for 10mm ammo and an EMP Grenade. Move on through the door and run to the end. The explosive crates will go off destroying the toxic barrels.

NOTE: Alternatively, you can shoot the TNT and wait for the gas to clear.

Continue down the south corridor. As you turn right find a breakable container to the left. Around the corner, to the right, will be a camera. Move to the crate and smash it for standard Poison Tranq Darts. Quickly run towards the camera then make a left just before the Karkian carcass. The camera may sound but should not alarm. Search the immediate area. You should find 2 doors, a security console, breakable crate and an Augmentation Cannister. Hack the console to shut off the camera. Pick up the Aug Cannister. Smash the crate for 762mm ammo. Go back past the camera angling your way left into the corner. There is a cabinet embedded in the wall. Move the small metal crate and push the switch. Use the metal crate to stand on to get the Bioelectric Cell and **DragonHead Door Key**.

Come back around to where the 2 doors are. Open and enter through the door near the security console, pick up the weapon mod on the metal crate.

NOTE: The other door will not open from this side.

There is a cabinet in the wall. When open the cabinet find the **BlueDragon Door Key**, 10mm ammo, and another weapon mod. When you opened the cabinet, the door you entered through closes. YOU are trapped. Or are You?

Remember the infolink about your frob sensors being updated? Did you read the note? Well, approach the door and look at your frob display. You should see something like this:

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| locked: FlyinDragon Key |
| Door Str: 60% 3picks | AH!!!
ASCII ART!!
| Skill: Trained Demolitions (LAM) |
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| _____ |

You can unlock the door with the **FlyinDragon Door Key** (which you don't have), you can pick the lock with 3 lockpicks (or less, depending on your skill level) , or you can destroy the door if you have a LAM and are at least trained in demolitions.

You can destroy the door, which will destroy the teleporter due to its proximity. Then hoof it back to where you came from. You know, where you left the dogs. Of course, you would get skill points for destroying the teleporter.

OR

You can walk behind the teleporter to find the door switch.

OR

You can step into the teleporter and be transported back to the beginning. Well, pretty close anyhow.

Whatever you do, you are going to end up where the teleporter takes you, eventually.

For this walkthrough, we step into the teleporter, instantly appearing somewhere else. Don't forget about the level map (L key toggles). It will help from getting to disoriented.

OK, player has been transported. Come out of the teleporter and look around. There's a direction arrow on the wall. Now you know which way to go. You'll find these throughout the level. If you go North, you'll be back to the beginning of the level with the dogs. Don't forget you have an **Aug Cannister** to install which requires a medbot. To the south is the main gate, but it's locked, can't be picked, and requires a LAM with Master Demolitions skill to destroy. There is also a grate in the floor to the north of the teleporter which leads to a transport system.

Option 1

Use the teleporter

Stepping back into the teleporter, you're whisked away to another part of dungeon. Turn on the lights, if you wish. Locate the security console to hack the Main Gate. There's also a Gray Vault and a door you cannot gain access to until later in the level. You can explore beyond the double doors. Beware! There are 2 grays, a Greasel, and a Gun turret on the other side, as well as the Entrance/Exit grate for the transport system, and 3 breakable crates you can crack for 2 10mm ammo, 2 Bioelectric Cells and 1 Medkit. This will not be an easy fight. **SAVE YOUR GAME!** Go back through the teleporter and find the gate is now open.

Option 2

Use the transport system

Open the grate. Climb down the ladder and use the transportation system. You'll figure it out. The device will take you to another ladder to climb exiting on the other side of the double doors mentioned in Option 1. Be ready for a fight. **SAVE YOUR GAME!** You need to get through the double doors to the security console to hack the main gate. Go back using the teleporter, or the transport system.

NOTE: You can actually continue exploring more of the dungeon. Essentially, you are going backwards through the Dungeon. Originally,

the player was prevented from doing this. I would be interested in hearing about your experience using this path. You will need to jump around in the walkthrough to locate descriptions of the various rooms.

Continuing the journey

Having opened the main gate and returning via the teleporter or transport system, go South through the gate. SAVE GAME! Around the corner is a camera. You can EMP the camera, and run down the hall. As you do, a hidden door will open releasing a Greasel behind you. You will also be attacked by another Greasel in front of you. A Gray may also join the party. Another fight to the death. If, during all of this, you trip the camera, a mutant gray will join the fiasco. The dogs will try to help, but usually, they just end up getting killed. I'll let Mr. Denton decide how to handle this combat.

After successfully disposing of your combatants, slip into the hidden room. Hack the security console to disable the camera. Find 2 EMP grenades, LAM, 10mm ammo, 20mm HE ammo, Aug Upgrade Cannister.

NOTE: You might consider upgrading your environmental resistance Aug, and use it to dilute the gray radiation and greasel poison when they attack. Mutant Grays do not radiate radiation from their bodies as normal grays do.

Now run EAST down the hall past the disabled camera and bear left to the large crate. Looking up, note a vent entrance above the crate. Go down the hall to the door. Beyond the door are 2 rooms. These rooms contain some goodies to get, but more importantly the required **Red Vault Key**.

There's a breakable crate for you to smash to get a lockpick. Frobbing the door, you find you need the **DragonWell Door Key**. Of course, you can do the also blow it or pick it, if you're able. You can also access the 2 rooms beyond the door by using the vent shaft located near the large metal crate. There's another vent entrance elsewhere. We'll get to that later.

For now, we are going to find the **DragonWell Door Key**. Go back down the hall and go NORTH through the archway. Depending on how your previous combat went down, you may find Greasels (2), a mutant Greasel, and a gray in this general area. So be ready to defend yourself.

NPC reactions are very difficult to predict in this game. You should also notice a vent door here. This vent leads you to the back end of the dungeon. Remember the door you couldn't open? If you didn't take the route at the beginning of the walkthrough, here is your opportunity to get the **DragonHead Door Key** and **BlueDragon Door Key** without hoofing it back.

Head left down the stairs. Explore the rooms. The small alcove with the teleporter has a cabinet embedded in the wall. Open the cabinet for the **DragonWell Door Key**. Should you decide to take the teleporter to another part of the Dungeon, you are on your own. But feel free to do so. As I said, this level has a lot of choices. While you're here, you can destroy the Phiatoselem barrel and teleporter for skill points. The choice is yours. You will also find 2 multitools, a lockpick, a bioelectric cell, and 762mm ammo in this area.

Go back up the stairs. You could return to the DragonWell room, but

let's go straight on for now. In this area, you will find some breakable crates for a LAM and a box of 20mm HE20's. Also, a vent door which also accesses the DragonWell Room. Look for a steel door, frob it, and find you need the **DragonEye Key**.

Going west from this door, make a right into the passageway coming to another door. Push the switch, then go to the other side of door, past the toxic barrel, and push that switch. This will open the door. Dispose of the Mutant Grays and enter the room to find the **DragonEye Door Key**, a bioelectric cell, 10mm ammo, a LAM, a lockpick, and a medbot to replenish your health.

Exit the room and destroy the Phiatoselem barrel in the corner for skill points. Before opening the DragonEye Door, gain entry to the DragonWell Room. How you do it is your choice. Through the door or one of the vents. You know what needs to be done.

The following items are in the DragonWell room: EMP grenade, bioelectric cell, multitool, LAM, 762mm ammo, weapon mod, Mutant Trang Darts, the **Red Vault Key**. There are also 2 breakable crates 10mm ammo, and a few dogs to give you something to play with.

Once you are finished here head back to the steel DragonEye door to continue your journey.

When you open the DragonEye door, another door directly behind it requires the **DragonHead Door Key**. You don't have key, you say? Then re-read the walkthrough. Break the crate for a multitool. The redish water will damage you, but not severely. Make your way through the waterway, knocking off the gray and 2 greasels. Find another breakable crate for 2 762mm ammo.

In the next area are patrolling grays, cameras, landmines, 4 crates (10mm ammo, box of 20mm HE20's, a LAM, and a multitool), an Aug Upgrade Cannister, the **GoldDragon Door Key**, and maybe you'll be surprised by 2 spiderbots. So be ready. You definitely will need to get the **GoldDragon Door Key**. The landmines can be deactivated by hacking the 3 control panels. Deal with the teleporter as you wish. If you need some health, there's a medbot nearby.

Having completed sweeping this area, find the DragonEye Room. It's nearby. When you enter, be greeted by Joseph Collins. He has a task for you. The convo will explain. There is a **Silver Vault Key** you need on stage. You can try to save Sally or just focus on getting the key. There are some breakable crates for goodies and more goodies on stage. The Mutant Trang Darts will affect the mutant karks, but is slow to take them down. Watch out the mutant greasels. You get a generous amount of skill points for saving Sally. Good luck!!

NOTES:

1. When you jump to the floor, Sally will run towards the alcove. Once you open the door to the stage and go up the stairs, Sally will come on stage and enter a hidden teleporter.
2. When you grab the key, 4 mj12 troops will appear from the alcove.
3. If you kill Joseph, be sure to check the messagecube he drops.
4. Saving Sally will net you 1000 skill points when she enters the teleporter.

When you're done, exit via the alcove. Push the switch. Climb up the ladder.

Follow the direction arrow. Watch for a camera as you round the corner. May also be a Gray here.

GOLDDRAGON ROOM

Enter the GoldDragon Room. Smash crates for 10mm and 762mm ammo. Locate hidden switch behind VersaLife painting. Lion statue moves exposing a hidden room. A mutant and normal greasel reside here. Dispose of them. Find some goodies in the crates (Weapon mod, ballistic armor, 10mm ammo, and multitool). There's also a vent here you can use to get to the **Gun Turret Room**. Or go back to the GoldDragon Room and use the door to the East. You might also exit to the West and head down to the BlueDragon Room. Your choice! Either way, you need to enter the Gun Turret Room eventually.

For this walkthrough, proceed to the BlueDragon Room which is just down the hall.

BLUEDRAGON ROOM

In this room, find 2 teleporters with shields, 2 cameras, several breakable crates, Phiatoselem container, and a Silver Vault. The cameras, while active, will be set to no alarm. At least, until you smash one of the crates. If you do that then Mutant Grays will start spawning from the teleporters until the cameras are disabled.

At one end of the room is a security console. Use the code (login: Whale, Password: Jonah) you got from the messagecube that Joseph Collins dropped, when you took him out, to disable the shields and cameras. You can now destroy the teleporters or use them to move to another location. Your choice!

Destroy the Phiatoselem container. If you disabled the cameras or destroyed the teleporters, you can safely break the crates (2-10mm ammo, 2-762mm ammo, multitool, 2-BioElectric Cells).

Get the **Gray Vault Key** from the silver vault. Exit through the East Door to the Gun turret Room

GUN TURRET ROOM

There will be grays here, 2 in fact, 1 greasel and 5 gun turrets. The turrets can be shut off by breaking the glass with a crowbar and pushing the switch. One switch per turret.

In the SouthEast corner of the room is an entrance to a small room. Destroy the Phiatoselem. Go up the steps. Two (2) Grays here, plus some crates(762mm ammo, ballistic armor, 2-BioElectric cells) and a medbot.

Exit through the vent, if possible, to the next room. You can also, retrace your steps, and enter this room via a passageway in the Gun Turret Area. We will use the vent.

When you exit the vent, locate the active camera and hack it.

Locate the Mj12 carcass and read the messagecube for the access code (535911) to the MJ12 complex passageway. Explore the rest of this area

for crates (2-10mm ammo). Watch for the 2nd camera.

North of the 2nd camera is a door. Open this door, pushing the block at the bottom of the south wall. If you did some exploring in the beginning of this level, you may have already disposed of the 2 greys, the greasel, and gun turret.

Once you're finished here, go out the door to the South, past the teleporter, to the the Gray Vault. Unlock the vault and enter the code 535911. You should have gotten that code a bit earlier.

The passage way to the West will open. Some greasels here. Dispose of them. Rising above the tanks is toxic gas, so don't take long to cross over. Watch for the camera which can spawn a mutant in the teleporter. Take out the the transporter quickly. If you have the advanced rifle skill, do so with an HE20, otherwise you will need some TNT or a LAM. There is a security console near the door after the tanks. You could also hack that to disable the camera. Near the teleporter is a Phiatoselem container, so destroy it as well. Use the code 535911 to open the North door or hack the keypad.

Level Finale'

Enter into the final area. Go to the pedestal and pickup Bioelectric cell and aug cannister. Read the datacube. You already have one of the keys you will need. **Red Vault Key**. Right? You will need to get the other 3 keys from the small rooms surrounding the teleporter entrance. You will invariably take some damage getting the keys, so make sure you are at full health before starting. There no monsters here. I leave it to you to determine how to proceed.

In this area are breakable crates for a Multitool and 10mm ammo
You need to find the **Green Vault Key, Blue Vault Key, Gold Vault Key**.

Once you have entered the teleporter room, walk up the stairs and enjoy the ending cutscene followed by a cutscene introducing Level 3, the MJ12 complex.