



Chronicles of Riddick: Assault on Dark Athena Guide

Riddick is a baaaaaad man, in both senses of the word. He's bad as in bad-ass, and bad as in bad enough to get thrown into the roughest prison in any galaxy, Butcher Bay. Luckily, the first kinda bad will come in quite handy when trying to escape this hell-hole.

The events of *The Chronicles of Riddick: Escape From Butcher Bay* precede those of the movie *Pitch Black*, where the Riddick character made his first appearance. The launch of the game also coincides with the blockbuster release of the film *The Chronicles of Riddick*, which documents events after *Pitch Black*. Not that knowing the chronology will help you in any way when this game is kicking your ass.

But we will. IGN Guides has carefully crafted a guide to this dystopic adventure. We've done the hard time so you don't have to. We'll share each and every Cigarette Pack location, walk you through each vent crawl and fire fight, explain how to beat every boss, how to use every weapon, and where to stick your vent tool. From your first shiv, to your last mini-gun, we've got you covered.

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[On to Basics...](#)

Chronicles of Riddick: Escape from Butcher Bay Basics

The Almighty Action Button

For most of your non-combat needs, the Action Button (X) will serve you well. This button should be used to talk, pick up items, open doors and hatches, use items in your possession, and climb up on crates and ladders. In doubt as to what to do? Try the Action Button.. It's Action-rific!

Other Fun Controls

Once you are in possession of a weapon, it's possible to do two things--zoom in and turn on a light (assault rifle and shotgun). To zoom, press the Black Button.. You can press it twice to zoom even closer. To turn on the light, press WHITE. You can also hit others with the butt of your rifle while equipped by pulling the Left Trigger.

To crouch, press in on the left analog stick. This will allow you to creep up on enemies unsuspected. This is an essential technique when you need to strangle someone or slit their throat. To do so, crouch, approach from the rear and press the Left Trigger. To drag a body into shadow, crouch and press the Action Button while looking at the body to grab it, then move normally.

Once Riddick gets his patented shiny eyes (in the Pope Joe section of the game), he will be able to see in the dark. To make this happen, press in on the right analog stick. To give yourself an advantage, turn off light switches in rooms that have them, and creep up to guards. Don't use shiny vision in lit rooms, or your vision will get all blown out and you'll see pure white.



Healing

Scattered throughout the game, you'll see NanoMed stations on the wall, which are lit up green if they are usable. Approach them and press the Action Button to replenish your health. If they are lit red, they are out of juice. NanoMed units can be used twice... but the second time, the charge is less healing. Bigger, sit-down NanoMed stations can also be found. If you run into one of these, use it to add an extra square of energy to your health.

If you get damaged during battle, but an entire square isn't taken off, remain motionless for a second and it will replenish fully. If you continue to run around, you will not recover the square until you come to a stop, so make sure you stick close to cover at all times.



Saving

Saving is handled automatically, so you have no real option as to where you begin. Basically, if you want to continue a game, go to the last saved checkpoint and begin from there.

General Tips

- **Back up while shooting.** Sure, you'll feel like a damn coward, but you'll be a living coward in a room full of dead cowards. Retreating while firing is the oldest trick in the book. Just make sure you're aware of your surroundings. You don't want to fall off a cliff or back into a crate and get stuck in the midst of a firefight.
- **Use cover.** It's a pretty obvious tip, for those who are used to playing shooters, but it bears repeating. Whenever



possible, shoot from a position of cover... from behind a wall, or a large crate that will block most of the fire. Use the peek function to see what you're going to need to hit, approximate where you will need to be aiming, then dart out and deliver your hail of fire.

- **Use the environment to your advantage.** In certain areas, there are explosive barrels and tanks that you can shoot in order to maximize damage. Try to take down whole clusters of enemies with this type of attack to save bullets. Just make sure that you aren't too close when the explosion occurs, or your wicked little plan will backfire.
- **Crouch to aim better.** Sometimes, it helps to take a knee in order to line up a better shot. Don't do it in situations where you need to stay on the move, but don't shy away from it, especially when you have a long shot to line up.
- **Block, block, block.** When tangling with your fists, make sure you block between punches, so that you don't get trade punches and lose a ton of health. If fighting against someone with a knife or club, don't block... Instead, back up and let them swing, then charge in and hit. Repeat until your target falls.
- **Use combos when fighting hand to hand.** You can control the types of punches you're throwing while fighting by manipulating the left stick as you're battling. By moving the stick around as you throw punches, you can link them together, and get your opponent caught up in a whirlwind. This is especially helpful in the prison courtyard fights.
- **Save the NanoMed stations.** Do not use a health station unless you really need to. Instead, note their locations and come back to them when you really do sustain some damage.
- **Reload yourself.** Don't wait for the animation to do it. Step back behind cover for a second and reload when you are down to one bullet to avoid getting caught in the midst of a firefight while trying to reload.



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[On to Weapons...](#)

Chronicles of Riddick: Escape from Butcher Bay Weapons

Knuckledusters

Strap these to your mitts to make your punches more lethal. A few knocks on the gourd with some knuckledusters and you'll win any fight. Just make sure you block in between punches to avoid taking too much damage yourself.

Shiv

It's set in a prison, so of course the shiv is going to come into play. The shiv is basically a makeshift knife, but it is especially useful in hand-to-hand combat scenarios. Block, then slice, then block again. Repeat until your victim is cut to ribbons.

Scalpel

This works a lot like the shiv, except it's a little more stylish. They know you mean business when you come at 'em with a scalpel.

Screwdriver

Just like the two weapons listed above, except it can tighten screws in addition to making necks bleed. Well, in theory it can, but you won't use it as such in the game.

Club

Another melee combat weapon, the club is a bludgeoning tool that can incapacitate targets with a couple of whacks. Make sure you're in close, and swing for the fences.

Shotgun

As in most video games, the shotgun is a pretty sweet weapon. It's most effective at close range, and can cause one-shot kills if used properly. It holds eight shots at a time, and is one of the quickest reloading shotguns we've ever seen in a game. Ammo is plentiful, so don't be bashful about blasting away.

Tranq Gun

The tranq gun is a slow-loading weapon designed to stun targets. Make sure you aim well, as the charge is small (although it can travel some distance). Once you stun something, be sure to stomp on the fallen body to kill it.

Assault Rifle

For most of the game, you will be unable to pick these up, simply because they are DNA-encoded to specific soldier, and cannot be used by just anyone. When you do get a chance to use it, it is quite an effective weapon.... and ammo is everywhere, so don't be bashful about unloading clips. If you're having problems picking people off from distance, pause and let yourself heal, then charge your target while firing to make quick work (this should only be done against single targets).



Prototype Rifle

Oh sweet, sweet carnage. This rapid-fire weapon issues a vicious delivery of horizontal rain, and it chews through clips like Takeru Kobayashi chews through hot dogs. Unlike Mr. Kobayashi, it doesn't have to dip the bullets in water first.

Grenade

These potato mashers come into play late in the game, and are especially useful for dropping large enemies or clearing out multiple, swarming baddies. The longer you hold the weapon button, the harder the throw. Make sure you anticipate where your enemy is going to be, because after the throw, there is a moment pause before the explosion occurs.

Mini-Gun

What's always the best weapon in any game? If you guessed mini-gun, you guessed right. This one is no exception. With unlimited ammo, the mini-gun will pretty much mow anything and everything it's pointed at. Get one off of fallen mech suits, and have a ball!

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[On to Walkthrough...](#)

Chronicles of Riddick: Escape from Butcher Bay Walkthrough

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Chronicles of Riddick: Escape from Butcher Bay Q & A

How do I defeat Hoxie's guards in the final fight?

Just past the table on the right side is a mini-gun. Pick it up, aim where the fire is coming from (the guards will be invisible) and start spraying. They will be immobilized by the bullets and fairly easy to hose down at this point.

How do I take down a RIOT guard?

It ain't easy to go toe-to-toe with a RIOT guard, but there is a way to beat it. If you can get around behind it, shoot it in the square pack there, and it should drop. An even easier way to wax one, though, is to climb atop a crate. It's likely that it will be unable to shoot you up there, and you can take your time lining up your own shot. Aim for the top of the pack on its back and pop to take it down with one shot.

I'm missing a Cigarette Pack. Where can I find out how to get it?

Check out the Secrets section of this guide for a comprehensive list of the cig packs and where to snag them.

I've tried a counter move and it isn't working. Why?

The counter moves are all about timing. Get in close and wait for a guard to come at you with the butt of his gun, or a similarly aggressive maneuver. When you see that, press the counter button immediately to flip the script.

Who is Takeru Kobayashi and what does he have to do with Riddick?

Takeru Kobayashi is a champion hot dog eater. He eats copious amounts of sausage links and wins competitions. That's who he is. He has nothing to do with Riddick, but everything to do with digestion.

Do you think you're funny, Carle?

Not especially. But I am vain. Check out my nice mullet.



Is that your real hair?

Yes, yes it is. I was sired by vikings.

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[On to Secrets...](#)

Chronicles of Riddick: Escape from Butcher Bay Secrets

01	Hogdahl's Finest, Escape
	Past the tall stack of crates early in the level. Go through the neon crate area and through the hole in the floor, then explore the area below to find the smokes.
02	Candy Candy, TO Platform
	In the room where you last depart your Heavy Guard. Climb to the upper platform to find them.
03	Carls Blend, Recreation Area
	Complete Gulag's Red Tube mission.
04	Swift, Mining Core
	Move through the door to get to the area with a forklift. Drop the RIOT Guard and mechanic, then hop into the rail area and follow it left to find the smokes.
05	Charlies, Tower 17
	When you first arrive in Tower 17, flip the bunk in the cell to the right to find the pack.
06	Desert Air, Escape
	On a tool table near where you learn to disarm guards.
07	Dog Smokes, Feed Ward
	Buy from Gomer for 10 UD's.
08	Black Death, Feed Ward
	Buy from Gomer for 15 UD's.
09	Charlies CC, Feed Ward
	Buy from Gomer for 20 UD's.
10	Pirate, Feed Ward
	Buy from Gomer for 25 UD's.
11	Roulette, Feed Ward
	Buy from Gomer for 30 UD's.
12	Dr. Filur, Infirmary
	Inside the left door of the Infirmary, on the surgical chair. Need key card to access it.
13	Alunda Classics, Mainframe
	Atop the circular catwalk in the first service hatch room.
14	Space Cowboy, TO Platform
	Shortly after getting out of the Heavy Guard, they are laying on the ground.
15	Mount Noir, The Pit
	In a niche near the flare, shortly after using the valve.
16	OP, Pope Joe's Den
	After regaining access to the lift, ride it down and head left. In the first room (full of explosive barrels), look in the niche to the right to find the cigs.
17	Sensai, Feed Ward
	Get both halves of the Snitch List and report to Cuellas to get the cigs.
18	Yoyall, Tower 17 Base
	Beat Baasim in the ringfight.

19	Starlife, Tower 17 Base
	Beat Sawtooth in the ringfight.
20	Clemens, Tower 17 Base
	Beat Cusa in the ringfight.
21	Noname, Tower 17 Base
	Go back and talk to Centurion after beating Abbott to get these cigs.
22	Painful, Recreation Area
	Give Twotongue 10 moths you've caught, and he'll offer this pack for 10 UD.
23	Cone Puffs, Recreation Area
	Give Twotongue 20 moths, and buy these.
24	Five Fingers, Recreation Area
	Once you kill all of the Blueskins, return to Jamal-Udeen to get these.
25	Voodoo, Prison Yard
	Kill Molina and return to Waman to get these cigs.
26	The Counts, Prison Yard
	Once you smoke Rust, return to Booger and buy these.
27	The Beatle Blend, Mainframe
	Kill the RIOT Guard in Mainframe.
28	Karavan, Dark Tunnels
	In a niche near the first ladder of the area.
29	Yups, Showers
	In one of the lockers.
30	Q, Showers
	Past the locked armory door, there is a short railing. Hop over it and move to the vent and through. On the other side, you'll be able to grab the pack.
31	Gronkos Bar, Guard Quarters
	Trade the Booze you get from Jenkins with the Chancellor.
32	Old Timer, Recreation Area
	Fulfill the Nurse's Debt mission to get these cigs.
33	Guards, Guard Quarters
	Buy these from Yu, when dressed as a guard.
34	Red Frog, Work Pass
	Go in the middle door of the Work Pass area with the key card.
35	Bloss, Escape
	At the base of a ladder early in the level.
36	Tiny Tims, Work Pass
	When backtracking through the Mines and arriving at the Work Pass area, get off the elevator and search the nearby Grating.
37	Sicher, Mine Entrance
	Get the code from Valya to open the door, then search the room with the health station to find the Pack.

38	Rolles Rok, Mine Entrance	On the elevator roof, go through the vent, follow it to a hall full of guards, and sneak past them to get to another vent. Inside, you'll find the pack.
39	Nordqvist, Security Checkpoint	On the wall above the RIOT Guard.
40	Space Jockey, Upper Mines	Near the guard who coughs up the security card on a ledge.
41	Jimboro, Mining Core	...
42	Addictive M, Cargo Transport	Out in the open in front of the elevator.
43	Iron Lungs, Feed Ward	Behind the malfunctioning door. To get to it, stop at the catwalk above the Feed Ward. Go through the vent here and follow it to the room with the haywire door. Grab the pack here.
44	CA Alderholm, C Router	When the level begins, go down into the tunnel, find a ladder that comes out in a different rail area, and explore it to find the pack.
45	20 Musketeers, C Router	Go down the long ladder and explore the dark corridors below to find the pack.
46	Robot Smokes, C Router	Go to the NanoMed room near Control Station A and scale the crates to get to a catwalk above, where you'll find the smokes.
47	68th, C Router	...
48	Maestro, C Router	Once you get the power restored, climb the long ladder near the second rail power computer and search the ensuing vent tunnel to find the pack.
49	Mummy, AE Center	When heading to the storage room, get up on the crate on the bridge and move along the edge to procure the pack.
50	Count Gunther, AE Center	Search the room that contains the power cell to score the pack inside the open crate.
51	Cloud No. 17, AE Center	Kill the large creature at the end of the level and go through the hole it creates to snag a pack.
52	Enfermo, Central Storage	Go up the ladder in the big cave to find a pack near the beginning of the level.
53	Graes, Loading Docks	In the area with a forklift and upper walkways. Search the walkway above the red boxcar to find the smokes.
54	Gawd, Facility Control	On a desk in the office.
55	Lungbusters, Recreation Area	Complete the Get Drugs mission for Twotongue.

56	Yoshimi, Recreation Area
	Buy them from Pink.
57	MBryo, Aquila Territory
	After defeating Rust, talk to Blueboy.
58	Habibs, Aquila Territory
	At the beginning of the area, in the cell near the second thug you drop.
59	JR Grass, Aquila Territory
	Right after you beat Rust, go into cell A11, and speak to Moondog to get the pack.

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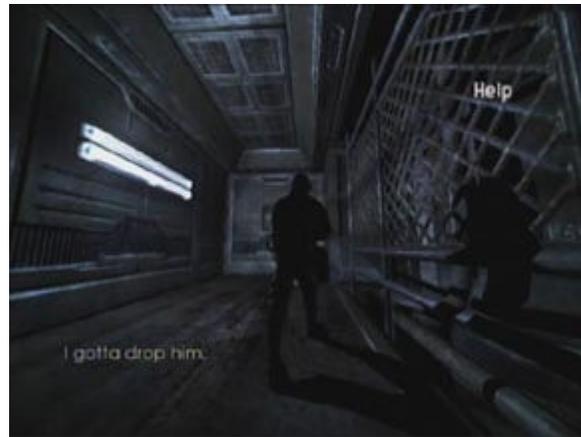
Chronicles of Riddick: Escape from Butcher Bay Walkthrough

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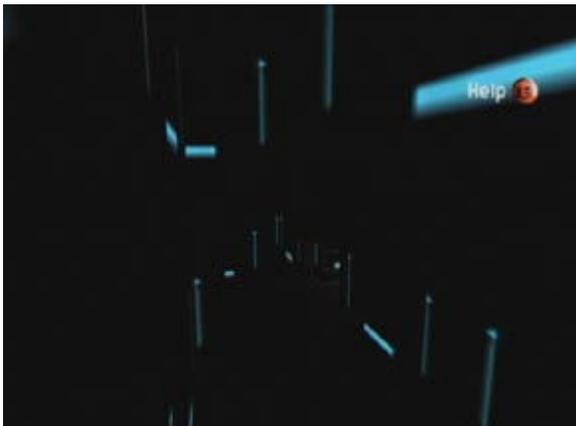
01. Escape

When you begin, you'll be facing Johns and a pair of dunderheads outside of Butcher Bay. This first part will get you used to some of the controls of the game, but can be confusing if you don't know what you're doing. Follow the instructions to talk to Johns, then read the Help message to learn how to snap his neck. Watch up when you're coming up behind him, and press the snap neck button rapidly. When Johns falls, do not head down the bridge toward the doors, or you'll get cut down by machine gun fire. Instead, turn around and head to the open hatch in the ground.

Once in the tunnel below, jump over the barrel and head to the ladder that leads further down. Pause at the edge and use the Action Button to begin to go down. Press DOWN to slide down it. At the base of the ladder, you'll find **Cigarette Pack #35**. Drop into the room below and square off against the maintenance man down there. Remember to block his punches, and drop him quickly. When he falls, he'll cough up a **Security Card**. Grab it and take it to the nearby door. Use the Action Button and you'll use the card to unlock it. Step through and into the shadow of the next hallway.



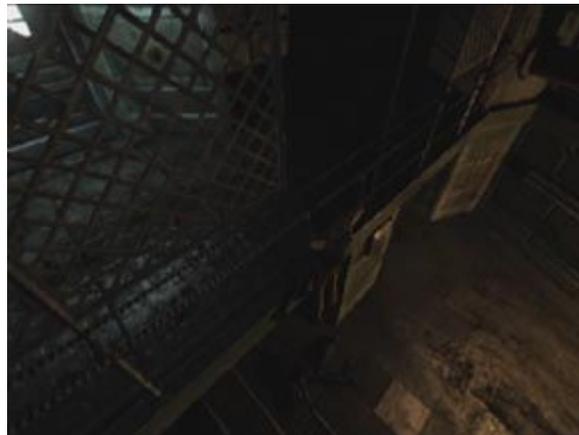
Read the Help to learn about concealing yourself in darkness and sneaking up on your prey. Crouch and creep up behind the passing guard, then stand and quickly grab him from behind. Snap his neck, but do not try to pick up his dropped weapon... it's DNA encoded to him, and will only cause you damage if you try to grab it. Do snag the **Vent Tool** he leaves behind, then crouch and drag him into the shadows (follow the on-screen instructions to learn how). Continue down to the other end of the hall, and you'll find an area with a number of crates stacked to the rafters.



Before you scale them, head around the right side. Here, you'll find some more neon-lit crates. Crouch and move between them. Drop into the open hole and search the area below to find two bundles of **UD Money** and **Cigarette Pack #1**. Head back to the crate area and climb the crates using the Action Button. Once up top, look up to see a ladder overhead. While looking at it, press the Action Button to grab ahold of it. Press UP to move across the room. Midway over, you'll see a guard enter the room below. While you are almost above him, press the Action Button again and you will drop down on top of him, instantly killing him. Once he's dead, go back up the stack of crates.



Go back across the overhead ladder all the way to the other side of the room. There is a vent there. Use the Vent Tool on it by pressing the Action Button (you will need it in your possession, so if you don't have it, backtrack to where you dropped the mechanic and pick it up). Once inside the vent, move forward to the grate on the other end, and take a left. Continue winding through the vent until you reach another grating. Use the Action Button to kick it out and drop into the room below. Pick up the **NanoMed Cartridge** from the floor and proceed to the NanoMed Machine on the wall. Place the Cartridge in the machine to refill it, then step up to the machine and use the Action Button to activate it and replenish your health.



Once you're healed, follow the path to another door and step through. You'll find yourself in the room above where you found the

hidden cigarettes. Sneak up on the baddie here... he'll notice you, so you can practice using your disarm technique to turn his weapon on him. Follow the on-screen Help instructions to do just that. Grab his **Shotgun** when he falls.

You can also find the **Cigarette Pack #6** on the tool table in this room. Once you grab them, climb up the crates nearby and get up to the walkway above. Press the Action button to hang on the bar that runs along the walkway, then shimmy over until you can get over the railing. Press UP to swing over the top.

Once up top, head through the nearby door. At the end of the next hall is an elevator. Get in and press the button to go up one floor. Exit the elevator and move through the door to the end of the hall to get outside. See the guard patrolling? Wait for him to pass, then crouch in the shadow of the near beam. When he passes, get behind him and hit him in the skull with the butt of your gun to instantly kill him. Now you've got ammo! Load it up and proceed to the ladder leading down into the sewers.

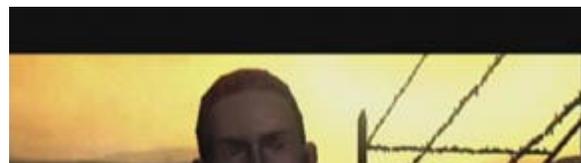


Once below, head over the short grated walkway to find a locked door. Blast it with the shotgun and go through into the vent. Activate the flashlight on the shotgun to see in the pitch black tunnel. Now it's shootin' time! Use the shotgun to thin out the guards in this winding path. Shoot the explosive barrels in the path when they are nearby to make your job easier. Use cover and be sure to fall back if you get dinged in order to replenish partial health bars. When you reach the white light, head toward it to complete the mission.



02. The Arrival

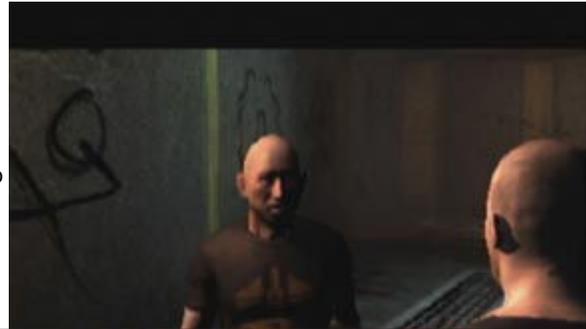
Although this is listed as a checkpoint, it is not playable... it's the movie that begins the game. Sit back, eat some popcorn and let it wash over you.



03. Prison Yard

The Prison Yard is full of all sorts of unsavory characters and tons of new objectives. When you gain control of the action, turn around and head out the open door. Talk to Barber, who is directly outside of your cell. He'll tell you to speak to Mattson, who is in the Courtyard.

Go around the right side of the corridor and speak to the inmates there. This will give you an idea of the pecking order in the prison. Go inside A37 and talk to Waman (the lounging prisoner). Agree to help him by killing Molina, and a Mission will be added to the list. Head back out to the hallway and take the first right. Talk to the two gents here and they will give you another Mission--talk to Haley.



Continue up the nearby set of stairs and proceed into the courtyard. On the left side of it, you'll find Mattson. He'll tell you about a shiv in his bunk. While you're up here, talk to Haley as well, and he'll tell you to get rid of Rust. Look like some sh*t is gonna have to go down.



Return to the cells and check out A40. When you get there, it's an ambush. Two thugs will show up and attack. Go toe-to-toe with them, and work on your punch combos. Don't forget to block in between punches. When you drop both fools, go back to find Mattson and get to the bottom of it. He'll explain it was all Rust's doing and promise to bring a shiv to your cell.

Head back there and watch the cut scene involving Mattson and Rust. When it ends, Mattson will be in a ball on the floor, and Rust will be waiting for you in Aquila territory. Before you do that, you'll need to get a weapon, and since Mattson is currently in the fetal position, he won't be helping you. Return to Waman and talk to him about Molina.



Go over to cell A38 and punch out Molina. This will yield some nifty **Knuckledusters**... the weapon you were looking for. Go back and talk to Waman, and he'll hook you up with **Cigarette Pack #25**. Then head to the courtyard and go through the newly-opened door there. As you step through, the new area will load.

04. Aquila Territory

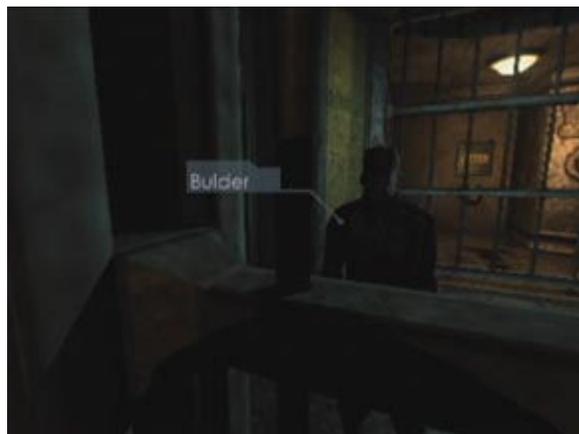
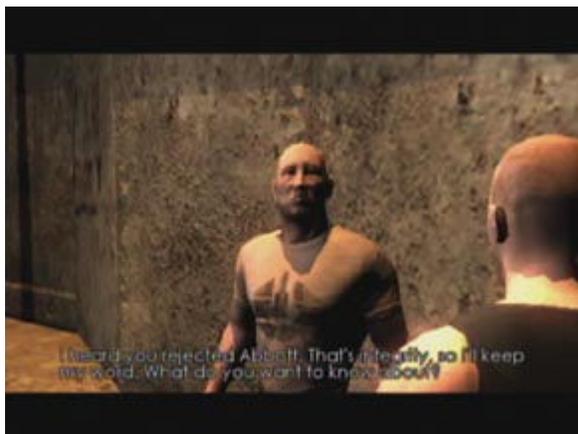
Go around the corner to find a couple of Aquila thugs shaking down a corpse. Step to them and equip your new knuckledusters. Combo them up and drop them down. When the second one drops, head into the cell that opens to the left to find **Cigarette Pack #58**, and a NanoMed station. If you don't need it yet, hold off until you get dinged up later.

Return to the hall and peek around the next corner, then fall back. One of the thugs at the other end will kick a steam canister at you, and you'll take damage if it hits you. When it explodes, take on the first thug... but watch out, because he's got a shiv. Don't let him swing it. Get in there and get aggressive with jabs and uppercuts. When the guy drops, pick up his **Shiv** and equip it.



Continue around the corner. You'll see a baddie crouching in the next hall. Approach slowly and be ready to retreat, because he's about to light off an explosion that will damage you if you get too close. Once it goes off, move down the hall and slice up the pair of goons. Around the next corner is the man himself... Rust. Use your shiv to make quick work of him, and don't forget to block his stabs! When he drops, watch the cut scene.

When you regain control, head away from the soldiers. Take a left into cell A11 to find Moondog. He'll cough up **Cigarette Pack #59**. Return past the soldiers and head back to the cellblock, watching out for guards with guns a-blazin'. On your way, talk to Blueboy near A21 to get **Cigarette Pack #57**. If you need more health, feel free to stop back in A28 to refill at the NanoMed machine. Head back to the Courtyard area, sure to unequip any weapons before doing so.



Once there, talk to Haley again. He'll give you a little history on the Pit, and how to get into the DNA Databank. Helpful guy. The next stop is Bulder, who is near the gate in the hallway past your cell. Go talk to him, and he'll let you through. Go through the nearby door and step through to the infirmary.

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05. Infirmary

There are two guards on patrol here. Use a counter attack to drop the guard with the gun, then pull out your shiv and hack up the other guy. This will yield a **Keycard**. Snag it and use it on the side doors in this room. The left one leads to a **Scalpel** and **Cigarette Pack #12**. Once you have it, go through the right door and defeat the guard inside. In the next room, you'll find a NanoMed health station that will add an extra square to your health. Use it and scale the nearby ladder.



Go to the end of the hall and through the door, then proceed along the upper walkway of the infirmary to yet another door. Hide in the shadows near this door and wait for the guard to come through. When he does, sneak behind and quietly ice him. Head through the door. Go through the service hatch to get to the next area.

Stay crouched and watch for sweeping lights, as there are guards patrolling the room above. Make your way to the opposite end of the hall and continue through the venting until you reach an area below a grated floor. Sneak past until you reach a ladder. Climb up and out, following the path to another service hatch. Go through it and creep up behind the guard here and slice his throat.

One more guard awaits outside. Use the same creeping tactic to rid the world of him. Grab the **Security Card** that he drops and proceed to the next doorway. Use the key and step through into the next area. Another guard is on patrol here. Wait until he turns his back, then creep up to him and stealthily slit him, too. When it's done, step through the final of three doors on the left side of the room. Move to the next door to get to the Mainframe.



06. Mainframe

Upon entering this area, the Weakspot mission will update. Time to find the DNA Databank. Go through the next door and skirt around the catwalk until you see a stack of crates below. Hop over the railing and land on the boxes. Slay the mechanic below, then walk up to the DNA machine and place your palm on it, which will allow you to (finally) pick up an assault rifle. Do just that. Pick up the **Assault Rifle** leaning against the computer terminal, and focus your attention on the next door.



Guards will charge in, so take up a position behind the crate near the door. Fire on them as they enter. When the first wave



goes down, move to the door and target the canisters at the end of the hall. Shoot them to create a damaging explosion, then pick off the scraps as you move into the hallway.

As you round the corner to the next corridor, the door will open and a grunt will toss a grenade through. Back up, as the residual explosion from the nearby barrels will damage a large area. This will also open a hole in the wall to the right. Use the NanoMed machine if you need to, otherwise shoot the debris surrounding the opening, and step through.



Pick off the soldier at the far end of the room, access the service panel to shut off the fan above, then climb up the crates here. Jump across to the other side and crouch to get through the immobile fan. You'll find yourself on a grated walkway looking into a hallway below. When the soldiers below you see you, they'll start open firing, so try to pick them off before they do. Plop down into the hallway to finish off the leftovers, then follow the path to an open doorway. Hose down the guard patrolling here, using the doorway as cover.



The room to the left of the NanoMed machine is teeming with baddies, most of which are on the upper walkway. Use the corner

as cover, and zoom in for a better shot. Drop them carefully, and use the med machine if you need it. Move into the big room, and scale the boxes, then hoist yourself up on the catwalk. Follow it around to find **Cigarette Pack #13**.

Drop back down and head to the left (when facing the catwalk). You'll see a hatch glowing white in the next hallway. Cautiously approach it, as there is an enemy laying in wait behind the crate here. Whack him and proceed to the hatch and through. There is a valve spewing gas into the path. Use the valve to turn it off, then move forward. A guard will toss a grenade that will light up the barrels to the right, opening a hole in the wall. Make sure you drop back, so as not to get hurt by the explosion. Pick off the jokers at the end of the corridor, then move to the hole in the wall.



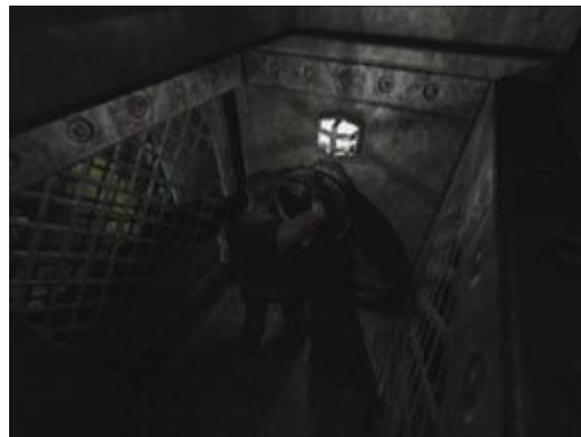
Enter the room and target the barrels at the other end. When guards come in, blow them up. Move to the opposite end of the room, and pick off the new baddies that charge in. Bend around the corner to get to another room with a NanoMed machine in it. Use it and step through to the next area.

The door will lock behind you, and an alarm will sound. The guards camped behind crates will toss a grenade at you. Retreat



to avoid the blast, then use the corners of the boxes as cover while you pick off the hiding soldiers.

When you get the last one, a mech-suited RIOT guard will appear and chase you. Get him to follow you into one of the shadowy corners, then climb atop one of the crates, and it will be unable to shoot you. From here, aim down at the pack on its back (barely visible if you're facing it). Shoot it and the RIOT guard will fall... and you'll get **Cigarette Pack #27**. Climb aboard the elevator and push the button to rise up to the next level. Go through the nearby door and head toward Cellblock A.



07. Prison Yard Riot

This is pretty much a straight up fight until you reach the courtyard. Go through the door, head forward and find the valve in the corner (near it is a NanoMed station). Turn the valve to open a door below, then backtrack. Near the door is a somewhat concealed stairway. Move to the stairs and creep down, peering around the corner and



picking off prison guards in the room below.

Be careful coming into the room. There are stationary machine guns mounted on the walls here, so zoom in and pick them off from distance, and be sure to fall back and recover health should you get hit by their fire. At the bottom of the stairs, take a right and fight through the charging soldiers. Around the next corner are two more, so tease them to come at you, then fall back and drop 'em. There is another mounted gun on the right side of the hall as well, so get that before moving on.

Head around the corner to Aquila territory. Round the corner quickly and take out the camera in the upper right corner. You won't be able to get any further for now, so head back. Move toward the gate that is across from the stairs you recently came down, killing guards the whole way. The gate will raise, and two guards will approach. Kill them and snag a **Radio Transmitter** from one of them. You'll automatically use it, opening the door near the last camera-gun you took out. On your way back there, Thor will ask to be put out of his misery. Pop him and move on up the stairs. You'll see a cut scene where you'll fall into The Pit.



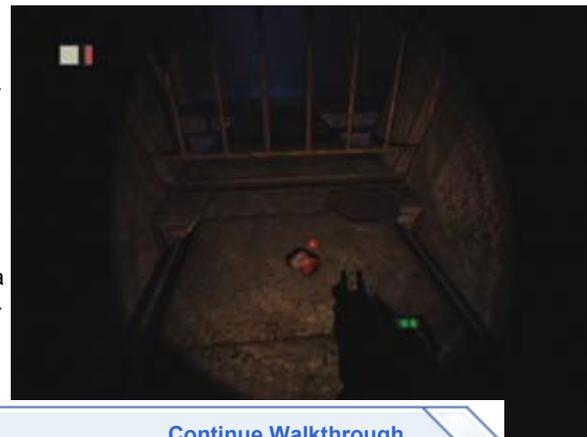
08. The Pit

As with most pits, the objective here is to get out. In this one, your light will be failing, so it's important to work quickly. There are tons of subhumanoid creatures down here, but they all come apart pretty easily when hit with shotgun shells, so make sure that's what you have equipped.



From the starting point, do a 180 and follow the path to a ramp that leads down. At the bottom, take a right then a left and follow the path to the end, turning left. At the end of this path, you'll find a **Valve**. Retrace your steps and head back up. Take the first left, and another left, battling through the slew of lowlifes. Head straight (past the pair of crates to the right) until you reach a path that bends left. Put the valve on the apparatus on the right side of the path and turn it to open the nearby gate.

Proceed across the grated bridge and follow the path until you see a flare. Instead of going through the door that the flare is next to, take a slight detour into the niche to the left to grab the **Cigarette Pack #15**. Once you have it, go through the door near the flare. Follow the path out to meet up with Pope Joe.



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09. Pope Joe

Follow Pope Joe back to his lair. Once you get back there, listening to what the man has to say, then scoop up a bunch of **Flares** from the nearby box. Backtrack to the elevator and take it down a level to look for the voicebox that Joe is looking for. Take a left once you exit the lift, and use flares to light up the path.



Soon you'll reach a room with several barrels and even more subhumanoids. Explode the barrels to drop some of the wretched beings. In a nook off to the right of this room, you'll get a **NanoMed Cartridge** and **Cigarette Pack #16**. Proceed through the room to the other exit, and you'll find the **Voicebox** laying in the path. Backtrack to the elevator and head back to Joe. After the cut scene, you will be fitted with brand new "shiny eyes." Now you can see in the dark!

10. Dark Tunnels

You begin this section in a vent... look at the Help screen to find out how to use your new eyes. Then head forward and the vent will dump into a room. Move through the only possible open doorway and continue down the path, blasting all of the vermin that gets in your way (watch for attacks from behind as well). At the next intersection, take a left, and another quick left. This will put you into an area with several niches. Search them to find **Cigarette Pack #28**. Grab them and head up the nearby ladder.



11. Showers

You're alone in the shower room. Turn off your eyes and round the corner. At the first stall, flick the lightswitch and kill the guy who emerges. Round the corner and nail the guard. Turn off the lights with the lightswitch and proceed to the locker room (use your night vision to gain an advantage). Search the lockers to the right to find a guard outfit, in addition to lots of **UD Money**. On the other side, you can find more cash and **Cigarette Pack #29**. Proceed to the next room. Use the cover of the partial wall to shoot at soldiers in the next hallway.

There is a total of four guards there. When you've cleared as many as possible from your position behind the wall, move to the doorway and get the rest, falling back if injured to heal. Once in the hallway, head right to the NanoMed station and refill. From the doorway, clean out the next room, and explore it to find a **NanoMed Cartridge**. Head to the opposite end of the hallway.



Pause at the corner and look into the room. There is a catwalk up high with several guards patrolling it. Line up a shot before they suspect you and drop one of the upper guards with the Gun. Once all the guards are dead, proceed to the right corridor and gat the fools in the room with a malfunctioning door. Continue down the next narrow hall and drop two more guards. Go into the large, open area that follows and clean it out, then use the NanoMed station on the opposite wall. Go into the hall next to the Litter receptacle and clear it of enemies.



Continue down the path, passing a large computer next to the locked armory door. Move around the corner and kill the guard near the Hangar door. Hop over the railing here and follow the path to a vent. Use your vent tool on it to get to the armory. Here, you'll score some guard threads, and be able to pick up an **Assault Rifle**, as well as **Cigarette Pack #30**.

Return to the hangar door area and use the retina scanner. Kill the guard that comes to investigate, then follow the path through a door, up the stairs, and through another door.

12. Guard Quarters

This walkthrough is written for those with guard clothes:

If you picked up the guard clothes, this level will play a lot differently, in that you will not need to kill all of the guards. Instead, you can simply walk up to them and chat. On the first level, chat with Jenkins to score some **Booze**. Then visit Yu's shop to pick up gear, including a **Rifle Case** you need to deliver to Abbott. He also has several items for sale. The only thing you really need to buy is **Cigarette Pack #33**.

Once you're done with Yu, get on the elevator at the back of the area and take it up to the next floor. Once upstairs, go right through the door. Go find the Chancellor here and he'll give you 50 UD and **Cigarette Pack #31**. Go back through the elevator room and exit out the opposite door. Follow the steps down and hang a left, crossing the catwalk that you saw from below. Move down the hall og guard quarters and take a left at the T. Keep moving until you see a vending machine and go right. Go up the stairs and continue to a large room with two guards in it. Head to the left wall and ring Abbott's doorbell. Once you convince him to open up, skip down to the next page of walkthrough...

This walkthrough is written for those without guard clothes:

As you enter the guard housing area, you'll be confronted by a large propoganda poster. On either side of this wall, you can camp and fall back for cover as you pick off the guards in the ensuing room. Watch for those on the upper catwalk especially, and be careful for others sneaking around the opposite side to drop you.

Once they're all dead, proceed across the courtyard and get on the elevator. When you arrive above, there will be three baddies waiting for you in the elevator lobby. Peg them with your rifle, dropping back and letting the door close if you need to replenish health.

Facing the elevator, go through the right door. Pause at the next corner and blast the guards that are coming up the ramp. Move through the next door to cross the ramp you saw from the courtyard below. Go through the opposite door and fight down the longish corridor that follows. If possible, target the extinguisher at the far end to deal quick damage. At the end of the hall, take a right and go



through the next room to find another guard, as well as a NanoMed unit. Use it if need be.



Move forward and access the service panel to switch off the lights. Turn on bright vision and peer around the corner, nailing the guy waiting up the stairs. Kill him and grab the **NanoMed Cartridge** he drops. Go back past the unit and head to the opposite end of the ensuing hallway. Go up the stairs there and smoke the goons who approach, then swing around the corner. Go up the next set of stairs facing backwards, as there is a goon perched up there who needs to be smoked.

Proceed carefully around the next corner, and take down the soldiers that come from the next room. When they are dead, move to the next corner, and take a look up at the walkway that lines the room. Kill the goons camped along the railing, then move into the room.



See the **Rifle-case** on the floor? It just so happens to belong to Abbott, who just so happens to be the guy you came to see. Guess what? That's his apartment in front of you. Grab the case and move to the door. Try to trick him to open the door (it's the third option down). He'll open the door as long as you possess the rifle case. When he opens up, head through the door to end the level.

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13. Abbott

When you open the next door, Abbott will immediately begin firing on you. Use the side wall for immediate cover, as you dart out and return fire. Move into the room and crouch behind the center supports, then pop up and fire on him. Try to hit him while he's reloading to make this a quick fight. When it concludes, a cut scene will play involving Johns and Hoxie. As a result of your hijinks, you will be sent even deeper into the prison.



14. Tower 17

In this area, move to the right and flip the bunk in the next cell to find **Cigarette Pack #5**. Continue all the way to the right and get in the elevator to end this very short area.

15. Tower 17 Base

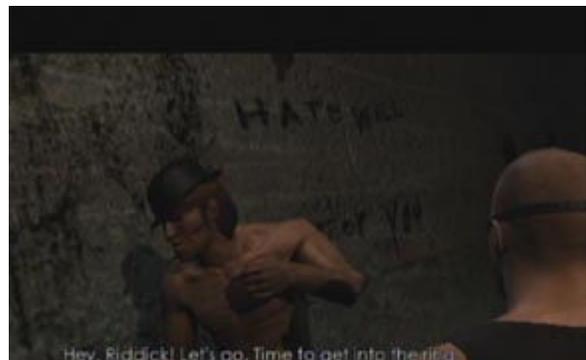
There is a whole lot to do once you arrive at Tower 17, and there are a lot of areas to explore in this double max complex. We'll try to break up the walkthrough in easy-to-chew sections, separated by missions, but since you can complete several things at once, we'll try to note that too.

When you first arrive, talk to the guy you rode down with--Rael--and get the lowdown on this new block. He'll tell you to speak to Dogbone. Go through the nearby door and down the winding stairs to get out to the Tower 17 Base. Talk to Dogbone here and he'll tell you that there are two ways to get into it with the guards--either get caught with drugs, or fight in the ring against Bam. You'll need to fight in the ring anyway, so you should go about it that way.

Talk to Centurion, the shirtless ruffian with the eight ball hat. He'll tell you about ringfighting, which is the only way out of this area. Go talk to Harman near the Rec Area door, then return to Harman and he'll set up the fight. In between fights, talk to Harman again to find out who to challenge next.

Ringfight

The rules are simple. If you get knocked out of the ring, you lose. If you die, you lose. The only way to win is to kill your opponent. Each attempt costs UD Money, but you earn a reward for winning. Here's where to find your opponents (we suggest you do these tasks throughout the course of your other missions, in order to be as efficient as possible) and what to expect in the ring:



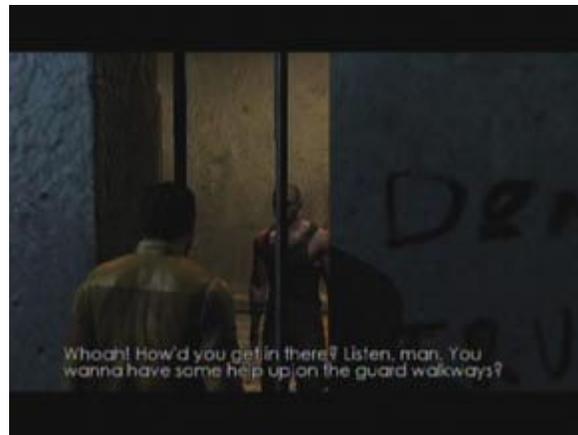
- **Harman:** Find him near the Rec Area doors. This is a straight-up fist fight. Block his blows and try to string combos together to win quickly.
- **Baasim:** Find him in Rec Area B. Baasim is all about combos. Make sure you hold your blocks long enough to deflect his punches, and fight back with the shiv that you recently bought. Winning will yield **Cigarette Pack #18**.
- **Sawtooth:** Find him in the Feed Hall. He also has a shiv, so get on the offensive quickly and poke him out of the ring. For your trouble, you'll get **Cigarette Pack #19**.
- **Cusa:** Find him in Rec Area D. He is super-powerful with his punches, so make sure you block and counter after he unleashes a barrage of blows. Use a club if you have it, or a shiv. Beating Cusa gives you **Cigarette Pack #20**.
- **Bam:** Once you beat Cusa, talk to Centurion and he'll set up the fight. Make sure you use a club for this fight and bust him up with overhand/underhand smashes (press UP or DOWN on the stick as you swing). You may want to consider going to see Ropes in this courtyard to get access to a NanoMed unit before the brawl.

Abbott Revisited

Once you beat Bam, you will see a cut scene involving Abbott. When it's over, you'll be left alone with him, and will go into hand-to-hand combat with the man. Use the shiv to score quick strikes, and fall back when it looks like Abbott is winding up. You don't want to let him land a series of blows on you, or you'll go down fast. Take your time and don't get hit. Dart in, slash, and dart out. Repeat until he falls for good.



Grab **Abbott's Card** when he dies and use it on the console near the door. You're in the back half of the mess hall room, where you'll find a NanoMed Station. Use it to increase your health by one square. Then talk to Georgie nearby. Pay him 50 UD to keep the guards busy when you pass by the area later in the level. Return to the Feed Hall area by using the other keypad. After you've dropped Abbott, go speak to Centurion one last time, and he'll cough up **Cigarette Pack #21**.



Note: Completing the ringfight stuff in order will forward the story, but there is a lot more to these areas than simply this. Read the next couple of sections to find out about all the side missions that you can complete in the Rec Area and Feed Hall.

16. Recreation Area

Once you defeat the first fighter in the ring, you'll gain access to the other areas of Tower 17. Head down there and talk to the various nefarious bastards scattered throughout the yards. It will yield many interesting side missions. Go through the Recreation

doors and the game will load. Now you'll have access to the Feed Ward and the lettered Rec Areas (A-D), once the large yellow door raises.



In Rec Area A, Asif will refer you to Cricket, the guy standing right next to him. Buy a **Shiv**, and he'll give the money to Asif to hide. Don't worry. You'll be able to get that back later, when you find the hiding spot. Head to Rec Area B.

Here, you'll find several people, including Baasim (before you defeat him in the ring) and the religious zealots Jamal-Udeen and Izz-Udeen. Talk to Jamal-Udeen and he'll charge you with the task of killing all of the Blueskins. There is also a man here named Pink who will give you information about the installation and the **Cigarette Pack #56**.

Go to Rec Area C. Here, you'll find Craps, who will allow you to gamble UDs by rolling the dice. There's also The Nurse, who is looking for someone to help him collect debts. He wants you to poison Binks to send a message that he needs to pay up. Talk to Wilkins, and he'll ask you for info about Jagger Valance. Agree to his request. The last guy here is Gulag, who also needs a favor. He's looking for a red tube and wants you to find it. After Area C, these tasks will be added to Missions:

- Nurse's Debt
- Wilkins
- Gulag's red tube

Head to Area D. Talk to Flores to get more info about the mines. Talk to Cusa and he'll tell you the PPPs are in Area A. Speak to the junky Twotongue and he'll ask for two things--his injector from the PPPs and to see Baasim dead. Now's a pretty good time to get the Baasim match out of the way in the ring. Go chat with Centurion, then return and speak to Baasim to set it off. If you need hints about facing him, check out the section above. Once he's done, find Sawtooth in the Feed Hall, and in the process, take care of some of the missions that are piling up. Head to the next page for info on the Feed Hall.

Returning to the Rec Area

Once you visit the Feed Hall and do the stuff there, return and talk to Nurse to finish that mission (and earn the **Cigarette Pack #32**). Talk to Gulag and he'll reward you with **Cigarette Pack #3**. He'll also ask you to get him a moth. You should be able to find one in the very next area. Walk next to one in the air or on the ground and press the Action Button. Once you snag it, take it back to Twotongue and he'll offer you **G-smack** or **Poison**. If you want to get caught by the guards and accelerate a fight with Bam, go for the G-smack, then walk near a Stay Away area to get the guards to search you. You can buy both by talking to him twice, which will complete the mission. To get a special bonus-- **Cigarette Pack #22** --catch ten moths and take them back to Twotongue. He'll offer you a pack for 10 UDs. You can do the same for **Pack #23**-- except you'll need 20 moths.

Note: Once you've beaten Abbott, and completed all of the possible side missions in this upper prison area, head to Rec Area D and through the Work Pass doors.



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17. Feed Hall

Go to the Feed Hall to look for Sawtooth for the ring fight and to further some of the missions. As you enter, you'll notice dudes milling around in the yard. Talk to Cuellas and he'll tell you to find the snitch list for him. Add that to your missions!



Enter the Feed Hall door, and you'll see some guards beating a prisoner near a gap in the wall. Talk to Georgie, the inmate who is watching. He tells you there is no surveillance there. That will come in handy, because when you round the corner, a thug will attack. Remain in the corner of the hall and slice him up with your shiv. He will drop some **Poison**, which you will soon need to use. He is also a Blueskin, which will further your objective to kill all of them. Step into the hall proper after concealing your shiv again.



Ringfight

You'll find your next target in the ringfight slumped on a table in the first room. Talk to him, and then next time you're in Tower 17, hit up Centurion to fight.

Nurse's Debt

Binks' food is on the other side of the same table. Use the Action Button to put the poison you got from the hall fight in his meal. Report back to Nurse when you get to the Rec Area later. He'll give you **Cigarette Pack #32** for your trouble.



Gulag's Red Tube/ Get Drugs

Head to the back room of the Feed Hall. Here, you will see Asif walk in and stow something in a secret compartment in the wall. Even if he's standing there, go to the spot where Asif stashed his stuff, and you'll find an **Injector** (for Twotongue--he'll give you **Cigarette Pack #55** for it), **UD Money**, and the **Red Tube** (for Gulag--he'll give you **Cigarette Pack #3** for it). The next time you return to the Rec Area, talk to these gents to fulfill the missions.

When you have the gear, talk to the gents seated at the table here. Talk to the man named Monster, who is a trader. He'll sell you a **Vent Tool** for 15 UD. Buy it and the **Club** for 50 UD (you should already have the shiv). On your way out of the area, talk to Gomer, who will trade for **Cigarette Packs #7-11**. Give him the money (from 10-30 UD, depending on the pack) and voila! New cigs. Return to the Rec Area to end these missions, then go to Tower 17 and complete your ringfights. Head back to **this page** in order to finish the walkthrough for that section.

Note: Once you've beaten Abbott, and completed all of the possible side missions in this upper prison area, head to Rec Area D and through the Work Pass doors.

18. Work Pass

Once you arrive below, talk to Shurik, and he'll give you a new mission... to find his glasses. Be on the lookout for them as you delve into the mines.



Head up the small ramp and use the keycard on the door here. Inside is a **NanoMed Cartridge** and **Cigarette Pack #34**. Return outside and head left to the door in the corner (where it says Power Central). The RIOT Guard will be firing on you at this point, but remain calm as you scan your card and step through. Enter eyeshine when you step into the next room, and immediately crouch.



The lights will go out and you'll see several guards on patrol. Make your way to the right side of the room and up the stairs, avoiding or killing the guards. There is a loose panel on the wall atop the platform. Pull it away to find a **List of Rats**--the first segment of the list needed to succeed in Cuellas' mission.

Head over to the other vent (on the opposite side of the room). Kick off the first grating and explore the pipe for some **UD Money**. Head further to the left to find another grate and remove it. Go inside and follow the vent to a ladder. Go up it and get on top of an elevator. When it comes to a rest, this level will end.

19. Mine Entrance

Drop into the elevator and head through the doors. If you move quickly, you can sneak up behind one of the guards on the bridge and snap his neck. The other will likely turn and fire on you at this point, so run to the shadows cast by the crates and crouch down. Once you're in the shadow, the soldiers will stop firing. As they come to explore, swing around and attack from behind. Once these two yahoos have been dealt with, move down the next path and drop the lone patrolling guard here, and go through the door.

20. Security Checkpoint

Head through the door, and follow behind the soldier who is walking forward. Get behind the stack of crates to the left and stick to the shadows to avoid detection (use eyeshine to see in the shadow).



Head forward until you get to the wall (you'll see a guard at rest to your right). Pull yourself up on the wall and look up. Avoiding the gaze of the guards, jump up to the hangrail above. Hand-over-hand it to the other side of the room and drop on to the stacked crates there. From here, hop the railing to the area above. Go through the nearby door into the stairwell. A sign will point to the Upper Mines. Take the stairs to get there.

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21. Upper Mines

Crouch and stick to the shadows as you make your way along this narrow walkway. Move around the corner to the left and drop into the area behind the crates below. Sneak and kill the guard on this side of the area. Make your way to the corner and through the door. Take the set of stairs up to another door. This will dump out to a catwalk above the Upper Mines. Enter the door here.

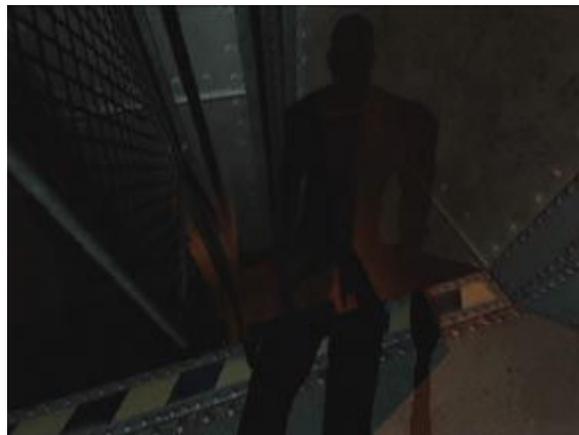


Once inside, you'll see a Blueskin and a guard. Sneak behind the guard and strangle him to death. Don't kill the Blueskin. Instead, go through the door opposite of the one you entered through. See the open doorway to the right? Go out there and find the **Cigarette Pack #40** in the corner. Grab it and fall back to the previous hall. Go through the doorway and kill the guard there. This will yield a **Security Card**. Return to the Blueskin.

When you come back, he'll be squared up to fight. Kill him and use the card to open the door. Step through to go to Cargo Transport.

22. Cargo Transport

There is a pack of smokes--**Cigarette Pack #42** sitting out in broad daylight in this area. Pick it up, use the NanoMed unit if you need to, then step on one of the transports leading down. When you reach the bottom, buy a **Tranq Gun** from the guard there. Step through the door to get to the lower mines.



23. Mining Core

There is another NanoMed unit as soon as you step through the door. Bypass it and use the tranq gun on the chap at the top of the stairs, then go up there and stomp him dead. Hop over the railing to get on the hangrail. You can follow it all the way down the hall and jump down at the opposite end, but it requires you not getting seen, and that is sometimes a pretty big feat (and there's a RIOT guard downstairs that will make your life hell).



Perhaps a better way to run this section is to head down to ground level and use the tranq gun on the guard and mechanic there. There are autoguns mounted on the walls here, so move to the corner near the far railing and use the service panel to turn them off. If you leap over the railing nearby, and use eyeshine to follow the tracks back, you'll find **Cigarette Pack #4** down here.

However you reach it, you will find yourself in a path with a **Valve** on the wall. Don't mess with it. Instead, cautiously move to the next corner. Get the guard there to see you. When he charges, use the tranq to drop him, then stomp him when he falls. There is a RIOT Guard around the corner as well. Wait until it approaches, and hit it with the tranq gun as well. When it's stunned, scoot past it and hug the right side of the path. As soon as you see a gap between the wall and a crate, dart right. Behind the crate, you will find Jagger Valance.



Speak to him and one of your missions will be completed, and another added. You have to go find a package for him right now. Head back into the previous path, where the RIOT guard was on patrol. Dart across and stick to the left wall, then go around the corner, then crouch and scoot behind the crates that continue around the corner. Stick to the shadows and edge forward. Tranq the guard in the distance, near a ramp and another stack of crates. When he falls, go there and quickly stomp him, and turn your attention to the soldier waiting atop the ramp. Tranq and stomp him, then move through the door in this platform area.

Through the door, you'll find two more soldiers down the stairs. Tranq n' stomp... it's the new dance craze sweeping Butcher Bay! Use the NanoMed machine at the base of the stairs if you need it, then move down the next hallway and use the keypad near the "Gas Leak" sign. Once the door opens, duck under to get inside the dangerous room. Immediately hop up on the crate when you enter and hop across to the next one. Duck to get through the next opening, then hop off the crate and look for a cave. Head to the back to find **Jagger's Package**. Work quickly and get out, because you could be hurt by the gas if you linger.

Return to Jagger using the same route. This will complete one of your missions, and once again, the greedy bastard will ask you to do another. Now he wants you to get a bomb for him and place it in the same gassy room you just left. Peachy. Backtrack to the area with the autoguns, use the service panel to turn them off, then move to the keypad. Use Jagger's Card to activate the lift, then head inside and press the button to go for a ride.

Upper Mines

You'll emerge back in the Upper Mines, with a ladder leading up nearby. Go up it and neutralize the three thugs here, including a Blueskin or two. One of them will drop the second half of the **List of Rats**, which you'll need to show to Cuellas when you return to the cells.

Head out the opposite door, cross the walkway and go through the next door and down the stairs. Exit to the lower portion of this area, making sure to tranq and stomp any guards that rush to meet you. Go across to the crates on the opposite rock wall and use them to get up on the right catwalk. Follow it to a door and take the ensuing set of stairs up (you're basically just backtracking here). At the top of the stairs, the game will save.

Lower Mines

Wait for the RIOT Guard below to relocate, then drop onto the crates below, and then onto the ground. Make a break for the door across the room and exit. Follow the sign to the Mine Entrance.

Security Checkpoint

More backtracking. Go through the door, through the cave and across the bridge to reach a familiar elevator. Step inside and use the controls to go to another floor... Work Pass.

Work Pass

Exit and check out the Grating nearby to find **Cigarette Pack #36**. Get out of the vent and get on top of the crate. Jump to the wall above and pull yourself up to it. Move along the edge, careful not to fall into the room with the RIOT Guard. Edge to the left and find the handrail above. On the other side, drop down and you'll be next to Shurik. Give him his glasses back. Head back to the Recreation Area from here, sure to stow your weapon.



Recreation Area

Time to finish all of those hanging missions. Chat with Wilkins and confirm that Jagger Valance is alive. Then go find Jamal-Udeen and tell him you killed all of the Blueskins. He'll sort you out with **Cigarette Pack #24**. Talk to Cuellas if you have both halves of the **Snitch List** to get **Cigarette Pack #17**.

Return back to the Work Pass area and head through the door to the right. In the control room, make your way over to the keypad door. Use your card on it to reach a room with a ventilation hatch in it. Get inside the vent. Walk forward and scale the ladder. The next vent will point you to the Feed Ward. Go there and exit.

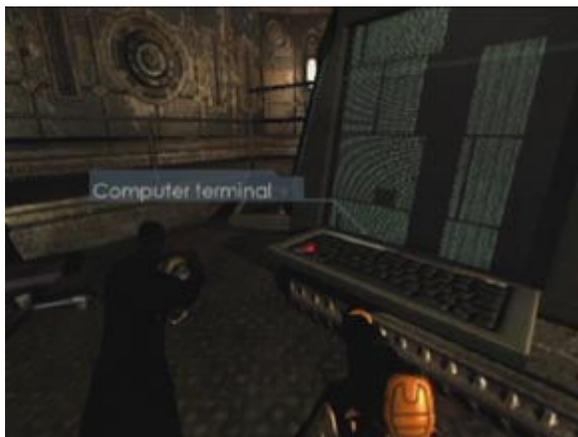
Feed Ward

This is the area behind the Feed Ward. Move around the fenced enclosures and tranq the guards you encounter. Move through the nearby door. Proceed down the stairs and make a right at the bottom. Access the service panel to shut off the lights and give yourself an advantage. Go to the other side of the stairs and go through the grating here, and follow the vent path under a grated floor. Exit into the area to the right and pull yourself out of the trench. Follow the set of stairs down to find **Cigarette Pack #43**.

Return out of the vent and move around the left corner. Wait for the guard to draw near and pop him with the tranq. Kill him, then go after the other guard. Once he's dead, move to the next area (a T-intersection). Crouch in the shadows to the left and wait for a guard to draw near to ice him. Move to the back of this area to find a malfunctioning door. You'll be coming back here, so take note. Return to the T-intersection and round the corner. Line up a tranq shot on the distant guard, then go stamp him out. See the ventilation hatch here? Climb in. Follow the arrow toward Tower 19.

24. Tower 19

Move forward and drop through the grating below to kamikaze onto a soldier in the room below. Access the computer terminal here to open all cell doors. Pick up the **White Security Card** that the guard dropped and use the NanoMed machine in the room. Although it looks like there are several doors here, there is really only one that works, and you'll need a keycard to access it. Use one and step through. Continue through the next door to find yourself back in the modular cell area. Here you will find Jupiter, who will hook you up with a bomb.



When the cutscene ends, soldiers on each sides of the platform will attack. Use the cells for cover as you tranq the guards, then stomp them out. At this point, jump down onto a cell as it's lowering down to ride it down. Watch the cut scene as you head to the next checkpoint.

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25. Controller Router

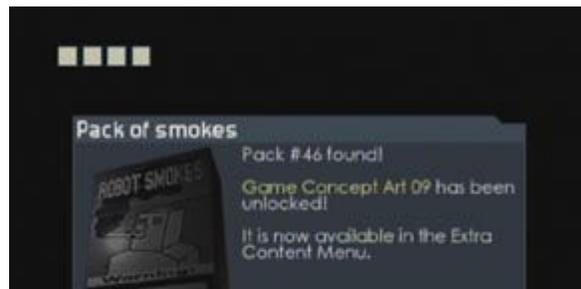
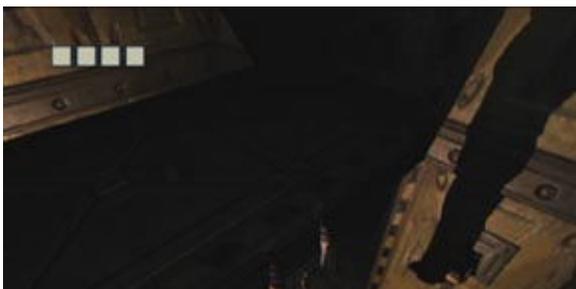
Your mobile cell will come to rest below. Hop off it and drop the two jokers under it. Go down the ladder into the floor here. There is yet another baddie in the area below. Use eyeshine to see and tangle with him. Go to the next ladder and head up. Search the area up here to find **Cigarette Pack #44**. Go back below. Move to the other end of the room, where you'll notice a **Tranq Gun** at the base of the ladder. Grab it and go up.



Slay the patrolling guard. You cannot yet access the doors here, so move to the ladder and go down. Move under the grating above and follow the path until you find **Cigarette Pack #45**. Grab them.



Return to the ladder and go all the way up. At the grating, move into the tunnel. At the other end, kick out the grating and drop to the crates below. Tranq the guard, then climb down and smash his face. The keypad door near him will not work, so move into the hallway. Follow the path to a ladder and climb it.

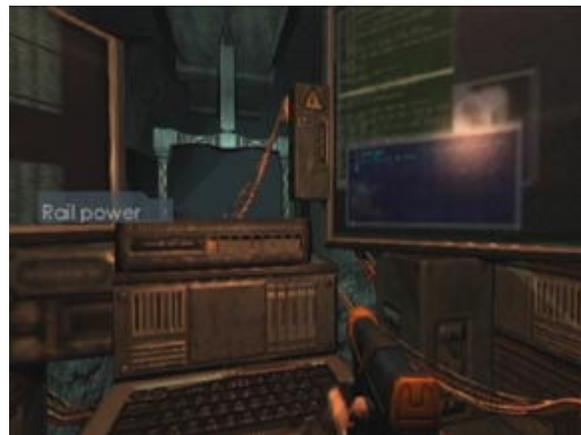


At the top, enter the nearby grating. Exit on the other side and move toward the flickering light. Drop the guard there and proceed, taking down the mechanic who rushes you. He'll drop the **Red Card**, so snag it and move to the NanoMed unit, healing if necessary. Get on the crate here and pull yourself up to find **Cigarette Pack #46**. Once that's done, move out the nearby doorway and access the rail-track computer. You still need to do one more thing to punch your exit ticket.



Return to the lower floor, follow the path around and use the new card on the door there. Head across to the opposite door and enter. Take down the guard in the next hallway, careful not to provoke the camera-mounted auto-guns. There is another guard lurking in the next corridor as well, but linger in the shadows and get him from there. Once he falls, move unmolested down the hall and to the next area. Tranq and stomp the guard there, and move down the stairs to the left. Follow the path until you find another mechanic. Drop him and access his computer. It will tell you that there is insufficient power.

Head back to the previous room and use the keycard door at the base of the stairs. Head inside and eliminate the guards in this corridor, again careful to avoid doing dirty deeds in front of the cameras. Midway down the hallway, there is a NanoMed unit. Use it and continue to the backup generator (use your keycard to gain access). Once outside, kill the two guards and move to the ladder at the other end of the platform. Go down it, then find a chute in the floor and drop into it. Once below, throw the nearby power switch. Exit by climbing the ladder. Return to the area where you dropped the mechanic and use the final rail computer to get the system back online.



Go back out to the previous room and look for a long ladder. Climb it up to a vent shaft and follow that until you find **Cigarette Pack #48**. Head back outside to the same area where you turned on the power generator. Move to the lower area and get on a cell as it begins to lower down. When it comes to a stop, get off and explore the wall for a grating. Go through to get back to the Mining Core.

Mining Core

Upon falling in, make your way back to the gaseous cave where you retrieved Valance's package. This will trigger a cut scene. Plant the bomb, then get out quick to finish the mission.

When you regain control, you'll be guarded by a single soldier. Don't try to leave the area without killing him, or he'll end you fast. The best way to do this is approach carefully. He'll tell you to back off, then take a swing with his rifle. When he does this, counter and blow his head off. Proceed out of the cell and head forward to see a short cut scene.

27. Abandoned Equipment Center

When you regain control, walk forward following the flares and fall into the large hole nearby. Once below, move out of the cave, snagging a **Shotgun** and some **Grenades**. As soon as you set foot outside, a large beast will attack. Fall back to the safety of the tunnel and chuck a grenade under it to kill the beast, then move out of the cave and to the right.



Go through the open doorway here and make sure you have that shotgun handy. Hordes of the creatures released from the explosion you created are on the prowl, and this will be your first encounter with them. Throughout this next section of the game, always be aware of all sides... these monsters can creep up from anywhere, and can climb walls and ceilings as well.

Move forward and blast the first bug you see, and be careful! It will explode upon death and harm anything in the blast radius. Kill about five of the beetles, then move up the craggy rock path on the left side of the trail. This will trigger more attacks, so keep an eye to the rear in order to get any that sneak up behind. When you drop this round of monsters, you should be good to move up the rock ramp and pull yourself up on the wall ahead.

Continue following the rocky ramp up, killing any more bugs that might come looking for a snack. Soon, you'll reach a crate-filled area. Leap up on the crates and pull yourself up on top of the metal wall. Shoot the lightswitch on the left wall (and continue to use eyeshine, of course), then drop into the room below. The old mechanical lock on the wall here needs an old-fashioned key. Head the opposite way, battling through the winding path that follows. Whenever possible, use the explosive barrels in this corridor to thin the monster numbers quickly.

When you get back outside, snag the **Vent Tool** atop the lone crate. Then go under the vent and use the Action Button to get up inside. Follow the vent to the other end and kick out the grate. Drop into the room below. Do not bother with the service panel in this room. Instead, crouch and head through the small opening near it and blast the critters in the next room. There is a non-working drill in this large area, but you can't get it going just yet. Head out the door to the right.



Make your way down the path and out to the edge of the collapsed bridge. Snag the **Tool Room Key** and more ammo here. Then get up on the support beneath the high tension wires. Look up and press the Action Button to grab them and shimmy across the ravine. Drop off on the other side and make your way back to the locked door. Use the key on it.

Use the NanoMed machine through the next door and be sure to snag the **Grenades** on the floor. Move to the left and crouch to get through the small opening. The cell recharging unit can be found in this room. Don't bother trying to turn it on yet. Instead, use the service panel to restore power to the gray door. Watch out for the monsters skittering down from the ceiling!

In the next flickering bridge, battle through several waves of bugs, keeping an eye on the rear to make sure nothing sneaks up. Get up on the crate in the center of the path and pull yourself to the catwalk above the bridge. Edge along it to find **Cigarette Pack #49** at the far end.

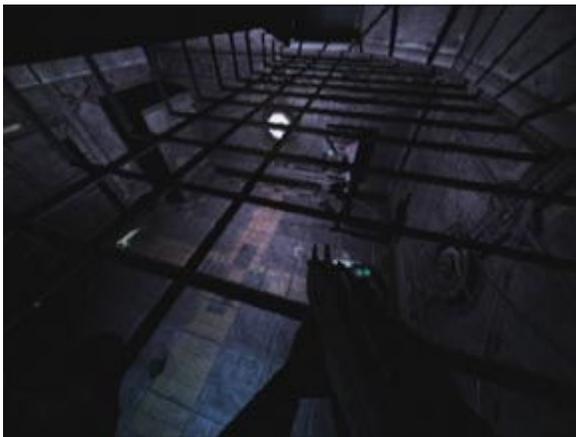


Go through the next door to find a grouping of crates, then through one more door. Inside, you'll find a ton of gear-- a bunch of **Grenades**, ammo, a **Prototype Rifle**, and the **Power Cell** you seek. In addition, **Cigarette Pack #50** is in an open crate on the left side of the room. Once you grab the cell, monsters will come through the vent ahead, so be ready for them. Once you've stemmed the flow, return the way you came, battling through several streams until you reach the regen room. Use it to regenerate the cell, then return to the ventilation duct and make your way back to the drill. Use the cell on the back of the drill to open the tunnel ahead.

Duck under the partially-open door in the next room and make your way up the slope to a vent opening on the left. There are several monsters in these vents, so keep your gun loaded and ready to blaze.

28. Central Storage

Round the corner and make your way to a cage area above a room where soldiers are battling the insectoids. Go through to the opposite vent and make your way to a grating. Kick that out. You'll find yourself above a large chasm upon exiting. Look up at the handrail above and jump (do not press the Action Button for some reason) to reach it and hang on, heading to the left. When you reach the platform, you can climb a ladder or go into another vent area.



Climb the ladder first and take a gander at **Cigarette Pack #52**, just past the spinning fan. Return to the ladder and head back down.

Go into the vent and take the ladder down to find the room with the soldier in it. Take the path to the right and battle through the bugs until you reach a sliding door. Go inside and look up and climb up into the service hatch. Kick the elevator electronics to send the car scooting down. Exit the elevator to find a RIOT Guard doing battle with several of the creatures large and small. Move to the far left corner and go through the door there. You'll find a NanoMed unit on the wall. Use it and continue down this hallway. Pass the RIOT Guard firing into an open room and make your way to the Loading Docks.



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29. Loading Docks

The loading docks are full of all kinds of trouble. As soon as you enter, you'll be pegged by auto-guns. There are plenty of monsters here as well, and even some armed guards to make it a real party. The best way to handle it is to duck inside and just starting heading left. Make sure you have a full shotgun and know how to use it... you'll need it to make sure that no bug halts your progress. Your goal is to get to the elevator at the far end in one piece. Press the button, then step on and ride it up.

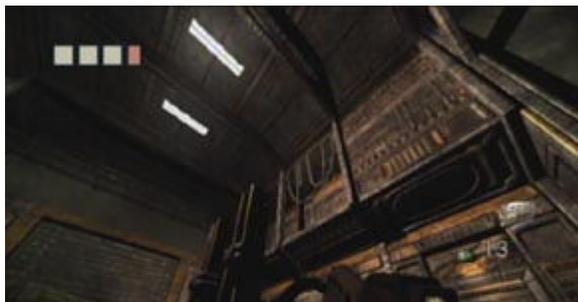
When you get to the top, blast the single soldier in your way and follow the hallway all the way down. There is a NanoMed unit through the ensuing door. There is also another elevator button. Push it and get on. In the next area, battle through a couple of guards until you reach a large room with several stacked crates inside. Once the guards are dead, step inside the large cargo elevator and press the button to rise up.

When it comes to rest, target the explosives on the right side of the room and fire. This should take out one or both of the soldiers and the RIOT Guard who is on patrol here. If it doesn't, run out and past the RIOT Guard and get on top of the crate in the left corner of the room. From here, shoot the pack on its back to end it.

Move cautiously to the hallway on the side of the room. Trigger the door to open, then target and shoot the guards on either side of the corridor. Move carefully forward and around the corner, as there are both prison guards and bugs crawling around these passages. As you move down the next hallway, be careful of guys coming out of the large, open room to the right. Once it's clear, head inside and use the sit-down NanoMed station to give yourself an extra life square.



When that's done, exit and swing around the next corner. Target the explosive at the end of the hall to easily drop the soldier there. Go through to the next room-- an open area with upper catwalks. Make sure you get the guys on the far and nearside upper railings, and the two gentlemen patrolling below. When they're all dead, jump atop the crate near the forklift and across to the large, red boxcar to get atop the railing. Up here, you'll find a **NanoMed Cartridge** as well as **Cigarette Pack #53**. Get back down and get in the elevator. Head to the back and push the button to raise up yet again.



Another RIOT Guard will be waiting for you above. Scramble over to the yellow crate and get on top of it. Here, you'll find another **Grenade**. Grab it and wait for the RIOT Guard to come close. When he does, aim down at the pack on his back and smoke him. He will drop a **Mini-Gun**, which is a joy and a privelege to use. Equip it immediately.

Make your way around the corner and follow the narrow path up a couple of ramps and through a door. Smoke the guards in the room ahead, then move inside and use the NanoMed unit. Then head to the other end and use the door button to open the nearby door. Go inside and head toward Fuel Transport.

30. Fuel Transport

Once you get through the door, you will be confronted with a large Heavy Guard. This guy really can't be taken down with conventional weapons, so you'll have to find another way. Lucky for you, the other way is pretty easy. See all the little bundles zipping around on rails above? Those are very combustibile. All you need to do is target them and time it so that they fall when he is in the area, and this fight will go quickly. Always stay on the move and don't shoot bundles if they are too close to you, or you'll get damaged by them. Use the columns for cover, and you can perhaps survive the entire fight without ever being hit. Before you leave, be sure to stop by the **Shotgun** rack on the wall to load up. Exit the room and follow the signs to get to the Hangar.



31. Hangar

Still have that Mini-Gun? Good. Take down the two RIOT Guards here with it. Don't have it? Never fear. Hop on top of the crate near the entrance and draw them near to you. Then use the trick--firing down their backs to hit the weak spot--to quickly drop them.



Either way, take the Mini-Gun and waste the prison guards that rush as you cross the bridge to your ship. Once they die, the ramp to your vessel will extend, and you'll be able to board, completing the mission, but not the game.

32. Exercise Area

When the numerous cut scenes conclude, you'll find yourself in an exercise room. Jump up on one of the chairs that appears and press the Action Button to enter the Cryo Box. Simple as that.

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33. Cryo Pyramids

You'll emerge from your walk in a Cryo Box in the Cryo Pyramids. Grab the **Club** near your feet and make your way to the perimeter. There are several bad, bad creations awaiting you on your little journey (RIOT Guards, Heavy Guards and the like), but there is one open door, so dodge the mechs as best you can (it's sometimes good to tease to the middle and get them to follow, then skirt around the edge and get to the open door). Once through, you'll be headed to Facility Control.



34. Facility Control

Head through the doors and cut right. As you do, glass panes will bar exit on either side of the hall. A hatch will open in the floor,



and several drones will attack. Bat them down with the club, then get inside the tunnel below. Club the drones that you meet in the tunnel and make your way to the far end. Climb out here and quickly deal with the guard in the hallway, grab the **Gun** and **NanoMed Cartridge** he drops, then use the NanoMed unit.

Go through the hatch at this end of the hall and battle through the drones below. When you emerge from the other side, go up the stairs. At the top, crouch to avoid detection and zoom in on the thug at the other end of the area. Pop him and move toward the computer, making sure you drop the fool in the room to the right as you go. He'll cough up a **NanoMed Cartridge**, and you'll be able to find **Cigarette Pack #54**. Head back out of the office and go to the computer terminal and access it.



This will cause guards to appear behind you. Swing around and waste them. One will drop a **Shotgun** and the other a **NanoMed Cartridge**. Grab the gear and head back downstairs and back into the tunnel under the floor. Drop the new drones here and make your way to the opposite end. Get out and head to the other tunnel and follow it back.



When you emerge in the next hall, you'll be confronted by a pair of Heavy Guards. Run towards them in a zig-zag pattern and get behind them. Then bend the corner and run to the end of the weapons storage hall. Enter the Heavy Guard that's opened up for you there. Once inside, use the Right Trigger to shoot a machine gun and the left trigger to fire rockets. The right stick turns the head of the Guard and the left moves it... moving LEFT or RIGHT on the left stick strafes, albeit slowly.

Battle through the collection of mechs in the weapons room, then move through the door on the right side of the room. As you enter this area, another door will open and an even bigger heavy guard will plow through. Vaporize it and continue on to get into the elevator.

35. Corporate Office

Head through the black doors when the lift stops. Time to wreak some havoc, Clarence Boddicker-style. Wind through the halls of the corporate offices, picking off or running over the soldiers that line them. Shoot the chandeliers on your way through... they do neat things! You know you're nearing where you want to be when you start running across bigger mechs. When the first two go down, take a left and drop the third. Proceed to the brown elevator doors and go through.



36. Take Off Platform

Once the elevator stops, head through the black doors and continue the rampage. Move left into an open bay and take a right to trigger a fight with another guard, who appears from the black door. At this point, you'll get out of the Guard. You'll find **Cigarette Pack #14** on the floor immediately upon disembarking. Make sure you don't hit the door button while attempting to pick it up. Before you do, head to the crates and climb up on the upper platform to find **Cigarette Pack #2**.



Return to the ground and press the door button. Go through the door to your left and out to the take off platform to trigger a lengthy cut scene. When you gain control again, it'll be time to end this once and for all. You'll be in Hoxie's office and he'll call upon a couple of cloaked guards to battle for him.



Just past the table on the right side is a **Mini-gun**. Pick it up, aim where the fire is coming from (the guards will be invisible) and start spraying. They will be immobilized by the bullets and fairly easy to hose down at this point. Try to trap them in a corner so you can get both at once, and just hold them in the fire until they drop. Then sit back and watch the final cut scene. Congratulations! Now you're a badass, too.

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Chronicles of Riddick Guide

Bounty Cards: Tutorial	
#35	After you meet (and preferably kill) the homeless douche colonist, climb the ladder and you should see this card in plain sight.

Bounty Cards: Cargo Deck	
#7	<p>After following Revas and her escort to the loading dock, you need to try to use a keypad to provoke a drone into investigating the disturbance. Kill the drone, shoot out the glass where it came from to escape.</p> <p>Before traversing the hangrail to encounter Lynn Silverman, check the floor of the room below for this card.</p>
#49	<p>In the upper cargo bay (after acquiring ulaks), climb the ladder in the control booth. At the roof of the booth, there are hangrails leading around the sides of the upper cargo bay (the first half anyway).</p> <p>Use the hangrail to Riddick's left (after getting to the top of the ladder), and follow it to the end to reach this card. You should go back to the ladder to continue.</p>
#9	In the upper cargo bay (after acquiring ulaks), climb the ladder in the control booth. At the roof of the booth, there is a drop off to the right with this card. Since cards auto-save to your profile after you grab them, you may opt to restart from the last checkpoint after tagging this card to avoid causing an alert in the cargo bay.
#19	After crossing the drawbridge and descending into the lower cargo bay, stay to the right (and on ground level). When you get to the back right corner of the lower cargo bay, this card is found on the ground.

Bounty Cards: Cell Decks	
#59	In the cell deck control room, there are two crawlspaces under the perimeter walkway. One of them has this card -- the other a nanomed capsule.

Bounty Cards: Crew Quarters	
#53	In the map's starting room (with the nanomed station), check out the deadend for this card. This card will not be here when Riddick visits this map in the chapter Red Alert.
#28	This card is on the table of the first bunkroom Riddick encounters when looking for Margo. Get it now, as it will not appear in the chapter Red Alert.
#24	In the hallway where you encounter Iron Lord, there are two bathrooms. Check both -- one has a nanomed capsule, the other has this card. Again, this card is something to take now, as it will be gone during the chapter Red Alert.
#47	In Margo's room. Be sure to take this card, Margo's personal code, and his gold tooth before leaving. You can use Margo's personal code to get his shotgun at the end of the chapter Data Pad (open his locker before you hop down the fanshaft).

Bounty Cards: Alternator	
#54	At the very top of the container wall-maze (complete with the damn moving spotlight), this card is on the very top container. You need to get this before entering the exit vent, or you can't come back.
	After nabbing the tranquilizer gun from the technician, you will come across a short hallway before you encounter a set of stairs leading to a nanomed station.

#6	In the short hallway, you may notice there's a small crawlspace to the side (designed to let you sneak by the patrolling drones). The card is found in that crawlspace.
#39	Riddick will enter the upper area of the cargo hold where he has to avoid a moving spotlight. Before going up the elevator, check the room's ground level. A card is atop one of the boxes in the middle.

Bounty Cards: Red Alert	
#46	<p>After getting the vent tool from Silverman, Riddick heads back into Berthing with the whole ship on alert. In the same room with the nanomed station, follow the center line of metal grating to the monitor where Spinner was broadcasting his instructions and berating the crew for being a bunch of jerk-offs.</p> <p>The differently patterned metal grate on the ground will fall off if the Tranquilizer Gun shoots it. The card is down there, underground.</p>
#29	In the mess hall, neutralize all the drones and check out the dining tables. One has this card in plain sight.

Bounty Cards: Data Pad	
#58	After the mess hall, Riddick will be able to open the door from the comm-station to the cell deck. The short hallway between the cell deck and the comm station has a card on one a box.
#30	Similar stretch of area between the cell decks and the comm station where the data pad is, but in the room just adjacent to the large astrogation room (the room with the glass view to space on its floors and walls).

Bounty Cards: Main Decks	
#11	After Dacher tells Riddick to take over the drone control room and a new alert is sounded by Revas, you will enter a short hallway to the drone control room. This hallway has a card in plain sight at one of its dead ends.
#41	In the drone control room, there is a card atop one of the boxes. Riddick can get this before or after using the drones to open the way forward.
#2	After using a drone to jam the fan, Riddick will exit through a two level rectilinear room with hordes of human mercs. This card is on the second level of this room, near the side opposite the hangrail.
#5	In the same two level rectilinear room with card #2, there is a hangrail to a dead end. The dead end has this card. It is also a good method to spawn the second squad of mercs so you can use the dark to snipe them with the tranquilizer gun.

Bounty Cards: Drone Mile	
#22	Upon entering the gravity core the first time, and before Riddick enters the hallway with the large orange vats, there is a card behind one of the consoles. Naturally, it is on the side that drops off into the gravity core, so you need to fight the current while picking it up.
#14	After the first orange vat room, Riddick goes back into the gravity core and an emergency wall will be erected to bar his path. At the core room's entrance, turn right and there is a narrow (very narrow) ledge Riddick can walk on. This ledge leads to this card.
#57	Past the second orange vat room, there is a room where you can shoot the glass porthole and use the vacuum of space to suck out all enemies. Past the vacu-suck hole is another enemy infested hallway, complete with a card is behind one of the boxes therein.
	In the drone track control room, there is a card near the giant furnace in the

#26	room's center. Check the ground all around, and don't leave without it, because you can't come back.
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Bounty Cards: Recycle	
#42	Past the surgery theater where you found Miles the drone, there is a nanomed station with a card close by.
#37	Outside the nanomed room, there is a long hallway that leads to a waste recycling room. Kill the enemies inside and explore the dark corner (on ground level) near the bottom of the right ramp. The card should be visible. You can try getting this card later when the mech is chasing you, but it's dangerous to do so.
#13	Upon coming up from the vent (from the nanomed room), you get to kill a whole squad of mercs in a large cargo room. The exit (to the drone ambush) is past three glass windows. Near these three windows, there is a card in the corner of the cargo bay. Get it before dropping down (you can't come back up).
# 8	After dealing with the drone ambush (and Revas insulting Riddick's sexuality), you need to contact Dascher on the comm-station and escape a mech (to the waste recycler room). After the ambush, but before contacting Dascher, explore the bay. In a corner, a bunch of boxes stacked up leads to a card on a small balcony.

Bounty Cards: Space Walk	
n/a	There are no cards in Space Walk, but you do have a side mission (Mile's Letter) that is carried over from the chapter Recycle.

Bounty Cards: Cell Decks Riot	
n/a	There are no cards in Cell Decks Riot, but you do have a side mission (Mile's Letter) that is carried over from the chapter Recycle. Locate Mile's letter now in the empty jail cells before you fight Jaylor, because you cannot go back.

Bounty Cards: Hangar Bay	
#40	When you enter the hangar bay, turn left to avoid the two mechs and hop down the dark hole. This card is in the tunnel below.
#16	Preferably, solve the hangar bay puzzle (gets rid of both mechs), then check out the lift platforms in the hangar. The card is on one of them.

Bounty Cards: Culvert	
#15	In the room past the broken spiral staircase, you get the chance to fight three drones. This card is in that room, near the non-spiral stairs.
#52	After Riddick uses a hangrail to traverse under a waste chute (this leads to the chute's control room), he will grab the ledge near a fence. Instead of going right to the control booth, go left to get around the fence, and to grab this card.
#33	After using the second nanomed life-upgrade, check the pipes on your level (and in the same room). There is a card on one. Take it before going down, because it'll be a one-way trip.

Bounty Cards: Crash Site (New Venice South)	
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#32	After speaking with Pavlo, head to the supply depot. This card is on its roof.
#43	After speaking with Pavlo, head to the supply depot. This card is to the depot's side. Hop over the broken walkway.
#3	At the keypad that opens the supply depot's gate, there is a small sewer alcove that hides this card. Check out the sides of nearby buildings for this one.
#31	After delivering the gas mask and getting a SCAR gun, you go over a bridge into a small fortress or gatehouse. At the very top (before dropping down), there is a handrail leading to this card. Get it before going to the next map (town square).

Bounty Cards: Bazaar	
#21	At the town square, you can kill all the enemies (including the first alpha drone in the game) before exploring, or explore as you go. There is a wooden door near the square's gate that hides a room with a card.
#1	In the town's market (near the gate), there is a wood scaffold that blocks access to this card. Blow up the scaffolding with the SCAR gun's mines.

Bounty Cards: New Venice (New Venice North)	
#27	In a caged area with a nanomed capsule next to the area's alpha drone. Use a drone grenade to breach the cage.
#48	There is a wet-dock near the comm-station house. This card is near some boxes on the wet-dock.
#20	The comm-station house's attic. Go up using the boxes found in the house.

Bounty Cards: Old Town	
#50	At the start of the Old Town, there is a sewer pit leading into a tunnel. The card is in there.
#17	There are two boxes next to an elevated walkway. Once atop the two boxes, use the mantle (Action) key to climb over the walkway's fence to get this card. You cannot jump up there, only mantle.
#38	After the arena, you will fight another alpha drone near the map's exit to the Refinery. Remember where it first appeared? Check that area from the upper level and find this card hidden behind the wooden fence.
#44	Defeat the alpha drone at the Old Town exit to the Refinery. A cage will be nearby that can be blasted open using three SCAR mines detonated simultaneously. The card is past this cage.

Bounty Cards: Refinery	
#56	At the refinery, go through the lower level until you reach a small lit area with a lone guard behind some boxes. You can mantle onto the second level by moving a metal box (this lets you bypass a small portion of the spider turrets). A long pipe on the side of the second level of this area (the first set of refinery vats) leads to this card.
#55	In the first vat area (the one with the switch to unlock the door to the Starport), there is a card on the second level of the vat group.
#25	After stopping the rail-track and fighting a second group of human mercs, there will be a section where Spinner will call up several drones to hunt down Riddick. Waste the drones and move a box in this room towards the big structure on your left (as you entered this room). You can use the box to reach an immobile conveyor belt. The card is on this belt.

#51	In the refinery map, the room where the exit to the starport is, there is a card on ground level behind a large cylinder at the bottom of a short ramp.
#36	At the room with the starport's entrance, there is a side path guarded by a single spider turret. Defeat the turret and check the dead end for this card.

Bounty Cards: Starport	
#23	At the beginning of the Star Port, check behind the first set of boxes you see for this card.
#45	Quite visible on one of the trusses on the large bridge from the starport to the Dark Athena. Use the pipes to go down and up for this card.
#12	Past the nanomed station in the hallway, you will be able to ride an elevator up to another large expanse (and fight yet another alpha drone). Before going up the elevator, use the SCAR Gun to move a box to the large structure on the bottom level. Climb up the box and find a way onto the roof for this card.
#4	After defeating the final alpha drone in Star Port (but before re-entering the Dark Athena through the ductwork -- a one way trip), use the drone grenades to blast an explosive tank atop one of the port's small sheds. This blows open a door revealing this card.

Bounty Cards: Executive	
#10	After entering the Dark Athena once more (and killed the final two alpha drones in the game and Spinner in a mech), cack the last of the mercs and search the large cargo bay before going deeper into the ship. This card is atop one of the crates in the large cargo hold.
#60	In the alpha drone control room, there is a card behind a small partition of glass.

Chronicles of Riddick Guide

Riddick gets his grubby man-like hands on a bunch of nifty weapons. His Ulaks (sometimes just referred to as Chronicles of Riddick Knife Set) are his newest toys, although there are a few more weapons you may want to know about.

Instrument of Death	W-T-F this is (and how to get it)
Bare Hands	Richard B. Riddick is a living weapon (a Furyan who isn't the assistant D.A. on Law & Order). His skills in killing are "incroyable." Merely placing his thumb on your forehead results in your untimely death. Knuckledusters from Butcher Bay no longer appear in Dark Athena.
Hat Pin	This is a unique weapon automatically acquired at the very beginning of the game. Riddick will use it as a knife or shiv, but it has no outstanding properties. It is worth to note that women, should they favor growing their hair long and adopting trestles once more, can once more use this fashion statement as a deadly weapon.
Combat Knife	A rugged combat knife. Full tang, chromium skinned blade capable of grievous injuries. Get this weapon from the various mercenary scum crew aboard Dark Athena.
Scalpel	A surgical blade designed to cut skin and flesh. It behaves similarly to the hat pin and combat knife, but shares the same slot as the combat knife. Get one from cybernetic surgeons aboard the Dark Athena.
Club	A short weighted club designed for close combat and less than lethal close quarters battle. Riddick uses lethal force with the club, and will bruise and bludgeon the enemy instead of merely restraining him. While slow, the club has enough surface area to block almost all incoming melee attacks except the most powerful ones (i.e., Iron Lord's combo, Revas' stinger, etc.). It also has one of the faster animation sequences when back-stabbing (ambushing) an enemy. Clubs are dropped by the prison guards aboard Dark Athena.
Ulaks	It's not the Turkish film being shown aboard the Dark Athena. In this game, the Ulaks refer to a pair of curved single-edged knives with serrated edges. They are capable of slicing and stabbing motions, and are designed to compliment the natural motions of a man's arms and hands in close combat. While the ulaks are extremely fast in keeping an opponent off balance and harassed with damage, they are not able to block certain melee attacks, nor are they as strong as the club in a damage-per-hit situation. Just remember to avoid blocking with it, because it won't amount to anything. Riddick gets the ulaks from slaying a special mercenary aboard Dark Athena (just before Cargo Hold).
Handgun	A 14-round magazine weapon. This hold-out pistol will see less work in Dark Athena than in Butcher Bay, since you get them so late in the game. As a general rule, handguns are useless except at ranges of less than 30 feet. Ponder this: if there is FTL space travel, one would figure there are better concealed weapons than a handgun. Surgeons aboard the Dark Athena carry these weapons. Defeat them for a handgun.
	An 8-round magazine weapon. This close range boomstick is inaccurate but

<p>Shotgun</p>	<p>powerful if all the pellets hit a single target. Since Riddick can see in the dark from the get-go, hiding around a corner and shooting enemies as they turn the corner is a deadly and effective tactic.</p> <p>Shotguns are common enough that you don't need to worry about running out of ammo.</p>
<p>Assault Rifle</p>	<p>A 38-round assault weapon. Inaccurate at long range, but fairly decent at short and medium ranges. Use the changing reticle to get a bead on an enemy head and do a 1-2 headshot. The assault rifle has decent hitting power against everything except mechs and Alpha Drones.</p> <p>Assault rifles are common enough that you don't need to worry about running out of ammo.</p>
<p>Submachinegun</p>	<p>A 60-round magazine weapon. It does less damage to enemies (for body shots, head shots still do lethal damage) and it is inaccurate at long and medium ranges. Ammunition is more plentiful than the assault rifle in some areas, so you can use this weapon to break lights.</p> <p>SMGs are common enough that you don't need to worry about running out of ammo.</p>
<p>Sniper Rifle</p>	<p>A 9-round precision rifle with telescopic sights. It does lethal damage to enemies (body shots) and is only repelled by armor and mechs. Ammunition is almost non-existent in the story mode, so those 18 shots will be all you see.</p> <p>This weapon is found by assisting the colonist on the planet. Destroy the five jammers and the colonist will make this weapon available when Riddick enters the refinery.</p> <p>There are two jammers in North New Venice, one in the Village Square, and two in South New Venice.</p>
<p>Tranquilizer Gun</p>	<p>Infinite ammunition. This weapon emits a small electric shock that forces living enemies into convulsions and droids into short-circuiting. Once an enemy is stunned thusly, Riddick can use a melee attack to kill them (except certain special enemies). In lieu of melee, a single shot to the head with any projectile weapon will also suffice.</p> <p>This weapon is found near an enemy wleding under a catwalk (after Riddick scales the huge cargo container wall with the moving spotlight).</p>
<p>S.C.A.R. Gun</p>	<p>Infinite ammunition. This weapon fires up to five small explosives designed to break apart rock. The explosions can splash Riddick, so use care in operation. Firing more than five mines will delete the first mine from play (hence you can fire mines until the ones near Riddick or ones attached to the wrong spot disappear). You need this weapon to defeat the Alpha Drones and Gale Revas. The explosives do not damage mech armor.</p> <p>This weapon will not only break open the wooden doors and move metal boxes, but it can also depress special switches (these switches can also be operated by Riddick in person but detonating a mine will allow you to be far way when the switch turns on).</p> <p>This weapon is part of the colonist's quest once Riddick is dirtside (on planet). It is found at the supply depot.</p>

Other weapons are available, but they are special case weapons. In most cases, they are attached to the drone enemies, and cannot be used far from their dead bodies.

- **Drone Gun.** This is a permanently attached pulse gun to the drone zombies on Revas' Dark Athena. Riddick can only

move backwards while holding the dead drone hostage-style. Riddick has neither zoom or the ability to reload, so once the drone gun overheats, it becomes useless.

- **Drone Grenade.** The grenades of Alpha Drones are explosive and do damage. These are weapons used to disable or destroy mech soldiers and to combust inflammables, but since Riddick cannot stock or delay their detonation, it takes practice to use them well.

Chronicles of Riddick Guide

Tactical Option	Consequences Resulting From That Option
Ambush (BackStab)	Riddick can do this so long as an enemy cannot see him or hears him (and is otherwise unalerted). Approach a medium sized enemy from the back and press the attack for a devastating take down. Riddick can backstab with any melee weapon (no guns).
Make No Sound	Riddick automatically goes silent and visually stealthed (in darkness) when he crouches. Even if he is visible (light in bright light), he still makes almost no sound when crouched and moving. The problem is for Riddick to jump over obstacles, he needs to stand up (making him visible and audible to enemies).
Lethal Drop Tech	Shadownet spies have this ability. Riddick may drop atop a medium sized enemy and instantly kill him. This works like backstabbing -- Riddick cannot have alerted an enemy, otherwise, the enemy will not be killed (only brushed aside).
Counter Move	Riddick can counter or disarm an enemy when the enemy attacks Riddick. When Riddick's palms (bare hands) or weapon is flashing, press attack to deliver a lethal counter move. It is usually better to be blocking in this case, as more of the weapon appears on the screen (making it easier to see the visual signal).
Stealth Retreat	<p>This is a technique more seen in Dark Athena due to the infinite ammo weapons and lack of DNA lock-outs. When Riddick stealths himself, he can retreat to a spot far from the searchlights used by enemies so they lose sight of Riddick and patrol.</p> <p>This Riddick heal injured life blocks and allow him to fire his Tranquilizer Gun or SCAR gun to tag enemies. Once an enemy is immobilized (or tagged), he can be dealt with (headshot or mine detonation).</p>

Dark Athena shares some commonalities with Butcher Bay, although the game is far more forgiving than Butcher Bay in certain respects. When playing Dark Athena, keep in mind the following lessons from Butcher Bay:

- **Break lights to augment stealth.** Ammo was scarce in Butcher Bay, but not in Dark Athena. Where possible, use a gun to break lights. While some lights are not breakable, most others are. Once in the dark, Riddick has an extra measure of defence (don't forget to crouch).
- **Drag or throw bodies to avoid detection.** While you only need to drag bodies in rare cases, the occasional body-hiding will help you keep enemies unalerted. While dragging a body, Riddick can throw it forwards by pressing the attack button.
- **In an emergency, Ulak-time.** The Ulaks should be used for stealth kills if nothing else. Their speed is excellent, but only against single normal-sized (and non-mech) enemies. If Riddick is surrounded or beset by powerful enemies, using the Ulaks to slice and dice is your ticket to a restart.
- **Use up all NanoMed facilities.** The game is linear, so when you can, use up the nano-med station's stores of nannites to restore Riddick's health before moving towards the objective. Most of the time, it is a one-way trip. Beware though -- restoring health at a nano-station will auto-save your game.
- **Hoard NanoMed packs.** NanoMed stations are preset and will only work if they are filled. Hoard nano-med packs to refill stations (and then Riddick) if you get into a massive screw-fest. Use up nanomedes too -- once Riddick finishes controlling the Alpha Drone, he will only need one more nano-med to finish the game.
- **Restart if needed.** Sometimes you mess up pretty bad and wind up using more ammo or nano-meds than you need. Don't be afraid to restart the map to get your leg up. In fact, use the stage checkpoints to go over an area again if you screwed up. It's the only way to have a killer list of saved checkpoints.
- **Funnel enemies.** Enemies are attracted to gunfire and noise. If Riddick has ample ammo and a small cubby where he is

protected from attacks on all but one side, use gunfire to lure enemies and kill them. Riddick's eyeshine is available from the start, so exploit it in ambushing enemies!

- **Stealth retreat.** If Riddick is only slightly wounded, he will recover his currently depleted health block. Use stealth to hide from enemies and regenerate the injure life block. When hiding, remember that enemies at close range and those who have torches on their weapons can see a crouched Riddick in the dark.
- **Shock and shoot.** The shock (tranquilizer) gun is a great weapon to use against drones and enemies. While they are stunned, they will need several seconds (about 10 to 15) to recover and attack. However, during that time, you can shoot or shock the other enemies who are active. If you are fast with your weapon switching, you can shock and head-shoot enemies before they can gang up on Riddick.
- **Pop up and fire.** The SCAR Gun is Riddick's T-Gun replacement after landing dirt-side. Use pop-up fire to pelt a few mines on enemies, then stealth-hide and detonate them. The key is to not expose yourself too long to an enemy, otherwise, they kill you.

Chronicles of Riddick Guide

Tutorial	Main Mission	Sides & Bounties
Cargo Bay	Main Mission	Sides & Bounties
Cell Decks	Main Mission	Sides & Bounties
Crew Quarters	Main Mission	Sides & Bounties
Alternator <i>(Life Upgrade found here)</i>	Main Mission	Sides & Bounties
Red Alert / Datapad	Main Mission	Sides & Bounties
Main Decks	Main Mission	Sides & Bounties
Drone Mile	Main Mission	Sides & Bounties
Recycle	Main Mission	Sides & Bounties
Space Walk	Main Mission	Sides & Bounties
Cell Decks Riot	Main Mission	Sides & Bounties
Hangar Bay	Main Mission	Sides & Bounties
Culvert <i>(Life Upgrade found here)</i>	Main Mission	Sides & Bounties
Crash Site	Main Mission	Sides & Bounties
Bazaar	Main Mission	Sides & Bounties
New Venice	Main Mission	Sides & Bounties
Old Town	Main Mission	Sides & Bounties
Refinery	Main Mission	Sides & Bounties
Space Port	Main Mission	Sides & Bounties
Executive	Main Mission	Sides & Bounties

Chronicles of Riddick Assault on Dark Athena has similar set-up to Butcher Bay; however, the powers you needed to earn from the first game are now immediately available. Additionally, there are a few differences in Dark Athena that are not immediately apparent.

- **Areas are constantly revisited.** Certain areas aboard Dark Athena and the colony planet are revisited both as a mandatory exercise and for optional sidequests. Hence Riddick can run across the same NanoMed Stations used before. Enemies also respawn (generally once, sometimes more) if you revisit an area.
- **Projectile weapons are no longer DNA coded.** Anything Riddick can pick up during his battle against Dark Athena's mercs can immediately be carried and used with no penalty. This means you can be more liberal with your gunplay than before.
- **Mechs are easier to destroy.** You no longer need to exploit the enemy's stupidity and shoot it in the back (because mechs in Dark Athena are resistant -- though not immune -- to gunfire). There are always explosives or other means to defeat them now.
- **You can (and generally must) defeat all enemies to move on.** Unlike the old game, where Riddick can bypass certain areas without laying waste to everyone, it is now possible to kill everyone that looks at Riddick wrong up to the very end of Dark Athena. It's recommended you do that to simplify things.

- **Weapon wheel layout is different (and there are additions).** The weapons are different now and may be placed somewhere else on the weapon wheel.
- **There seems to be only two NanoMed Stations.** Riddick's resistance increases only twice (to six blocks instead of eight) in Dark Athena.
- **Richard B. Riddick is more of a bad ass than Isaac Clarke.** This is truth. *End discussion.*

Chronicles of Riddick Guide

Tutorial

If you honestly need pointers at the start of the game, you're not reading the in-game tutorial. That said, you're probably too A.D.D. to read a guide in regards to your problem, hence this is an exercise in futility to click on the tutorial section of a strategy guide. Makes you think, huh?

Killing Innocent Bystanders

You can speak to certain people while adventuring in the universe (not the Underverse) of Dick B. Riddick. If you do not need to kill certain NPCs, the game will not let you attack them. However, this NPC in the tutorial serves no purpose apart from being a dying target, so press your attack button and enjoy the bloodbath.

Notice that the forwards facing finisher is possible only against NPCs with low life (at 1 hit point). Enemies will have far more than 1 hit point, but if when you are fighting them and suddenly end the fight in a violent and abrupt manner, you will have defeated that enemy and you can move on to your next victim.

Ghost Drone Trio

The drone enemies in the Dark Athena chapter are primarily idiots ported from Thief: The Dark Project. Until they nudge Riddick in the dark or see him in plain daylight, they will patrol ceaselessly and without a care. The human mercs are often found more in aggressive mode (since they are tied to events) and are assigned to a specific task, or talking.

Drones are the only ones that can be in "low-alert" mode or "hi-alert" mode. If the lights on the drone are red, they are simply patrolling. If they are white, the drone uses the artificial human A.I. and are generally pursuing Riddick to murder his bald ass. White drones are far more dangerous than red ones (although red drones will also inspect disturbances in Riddick's imperfect stealth). However, all drones are as vulnerable to Riddick's backstab attack, as they were once human.

If you check out the Disney film *The Black Hole*, you will also find a plot where humans are made into machines.

Anyway, at the top of the ladder from where you killed the hapless Assassin's Creed reject, you can hide in the dark, stealth kill the drone (primary attack will neck snap, alternate attack will backstab and operate the gun instantly) then take the gun, fire it once, and draw out the other two losers. Note Riddick cannot move except backwards and he's more lit up than a gas-soaked anti-war effigy in the middle of the White House lawn. Hence take up a drone gun when you are in dire need of a weapon and are in a position to shoot enemies as they funnel through one path.

Human Mercs

The human mercenaries are as aggressive as the prison guards were in Butcher Bay, if not more annoying. However, there're no more lock-outs for guns, so almost any weapon Riddick comes across will be immediately usable (hence the large number of drones in some areas -- because you can't take a drone's gun).

Take out the mercenaries in the town square by using stealth fire. If Riddick is injured, flee to a dark space, crouch and regenerate the lost block. Sticking around to suck up gunfire is the fast way to die in Chronicles of Riddick. Riddick is never armored enough to suck up gunfire for more than 5 seconds before he dies.

Chronicles of Riddick Guide

Tutorial

There is only one bounty card (#35) in the tutorial mission. You can find it quite easily after cacking the homeless douchebag and then climbing the ladder. At the top of the ladder, you will find this card in plain sight.



We-thinks we can put the PDF and PSP guides on this page too, once they're ready. If not, then you have the shortest page in the history of IGN guides unless you're reading the Hitman 2 Silent Assassin Guide. At least you're not furiously pushing the A button.



Chronicles of Riddick Guide

Cargo Bay

Riddick begins the Dark Athena by following Revas. Although you have the hatpin, you really want to avoid any fights right now (even if you have the Ulaks, you want to avoid fighting, as Riddick sucks up damage like a wet tissue at a snot party). Go to the following area and get ready to make your first killing.



To get by the security door, you need to trigger a drone. Once you use the keypad (incorrectly), hide in the dark and crouch move to kill your first victim. Don't worry about the humanity of the drone. Like most exotic dancers, they're dead inside already. Use the drone's gun (standing) and shoot out the glass panels in the drone bay. There are no enemies who can target Riddick just yet, so get used to abusing the drone body.

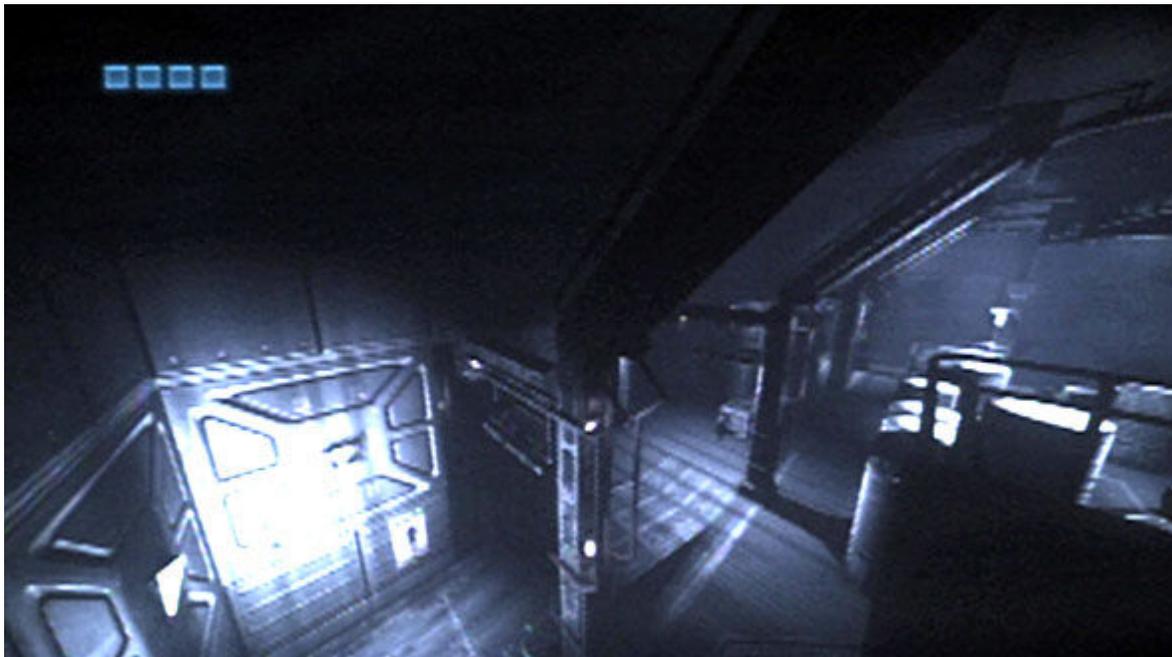
Notice that when you are hovering over the decision box of the drone's corpse, you cannot activate your eyeshine or torch (if you had a weapon). You only select the option you want to carry out (use gun or drag body). Be sure to register this oddity, as there will be cases where you need to toggle eyeshine quickly while remaining stealthed near a dead body.



Mantle atop the boxes and use the hangrail to reach the maintenance shaft and take the **nanomed cartridge** near a functional station. While you will not use it to refill any stations right now, it will be handy to carry with you when you need more than one refill. You can come back to this nanomed station should you take too much damage from the next two drones in the maintenance area.



Kill the two drones patrolling the next hallway. If injured, head back to the med station and heal (Riddick will not be coming back to this area). You can snap the neck (using alternate or blocking to grab the gun instantly) and shoot the second drone, or you can take out both drones quietly. Keep going down the hall and you will have something of an automatic sequence where Riddick arms himself with a pair of Ulaks.



Climb the ladder in the cargo hold control booth. From here, you can not only get two bounty cards, but you avoid the drone traffic downstairs. Although you can kill one drone and funnel the rest into a killzone, you get a trophy or achievement for sneaking through this area without any alerts. You may miss out on a nanomed cartridge, but you will be able to avoid any damage, so the rewards outweigh the costs.



The goal in the upper cargo bay is to reach this door (on the right hand side) to lower a drawbridge and a crane to the lower cargo bay. Riddick can then use the lowered crane arm to safely drop down to the lower cargo bay without winding up as a space-aged paraplegic. The right side of the upper bay has plenty of hiding spots (in the dark). Remember to make no sound when crouched, and to remain out of the line of sight (even in the dark) from the drones, as they have limited night vision.



The lower cargo bay is more broken up, but you can hang on the right side and stealth kill a few of the drones that get in your way. As long as there are no alerts to be caused, your trophy or achievement is in the bag. Get to the right corner of the lower cargo bay, and you can have Riddick mantle onto the upper level of the loading area, avoid the drone and enter the vent exit to the Cell Decks.

You can come back to this area after getting the Tranquilizer Gun. There are extra **nanomed cartridges** in the lower cargo bay, should you need them.

Chronicles of Riddick Guide

Cargo Bay



#7: Kill the first drone after getting Revas' hatpin and shoot out the drone bay's glass. The card is on the ground, before you climb the boxes to get the hell out of Dodge.



#49: In the upper cargo bay, climb atop the control booth (using the ladder) and use the hangrail behind Riddick and go left. Drop onto the support that has this bounty card. Use the hangrail to get back without being detected.



#19: From the top of the control booth, look over the right side and drop onto this raised section of the bay for this card. You can try to sneak back into the booth and hit the ladder again, or better yet, restart the checkpoint. Cards you find are saved to your game profile, and not your game's progress.

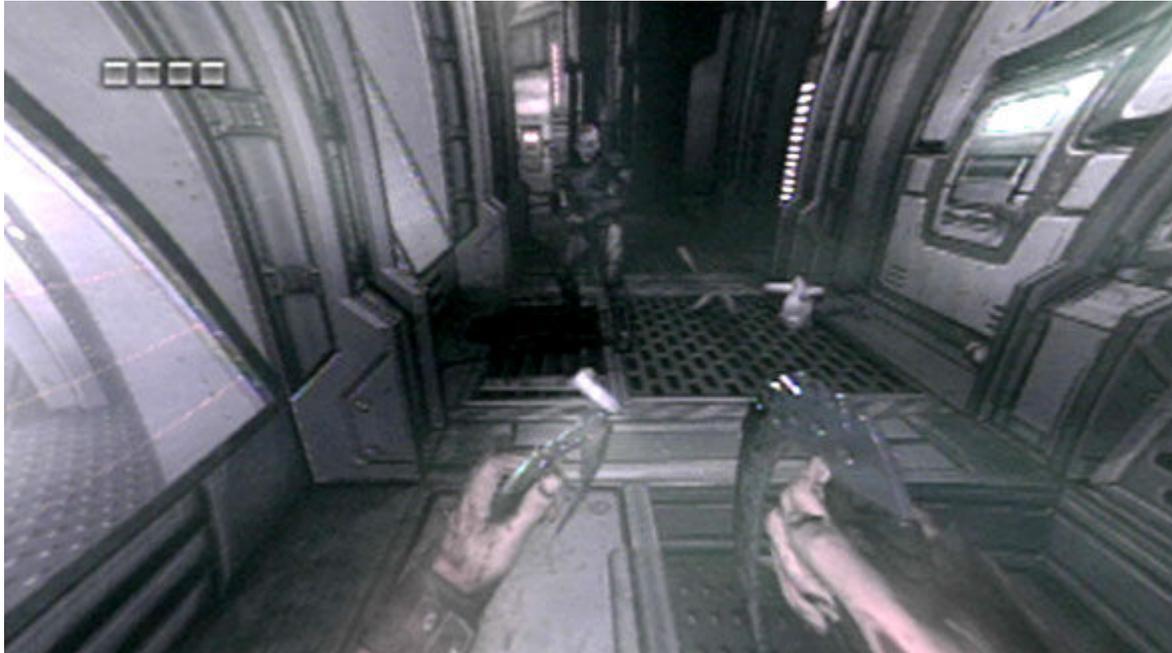


#19: In the lower cargo bay, there is a bounty card hidden among the recesses on the right side. The left side has a **nanomed cartridge**. Talk about precious cargo. For this card, if you miss it the first time around and need to come back (say during Red Alert) it will be present, as the lower cargo hold map does not change.

Chronicles of Riddick Guide

Cell Decks

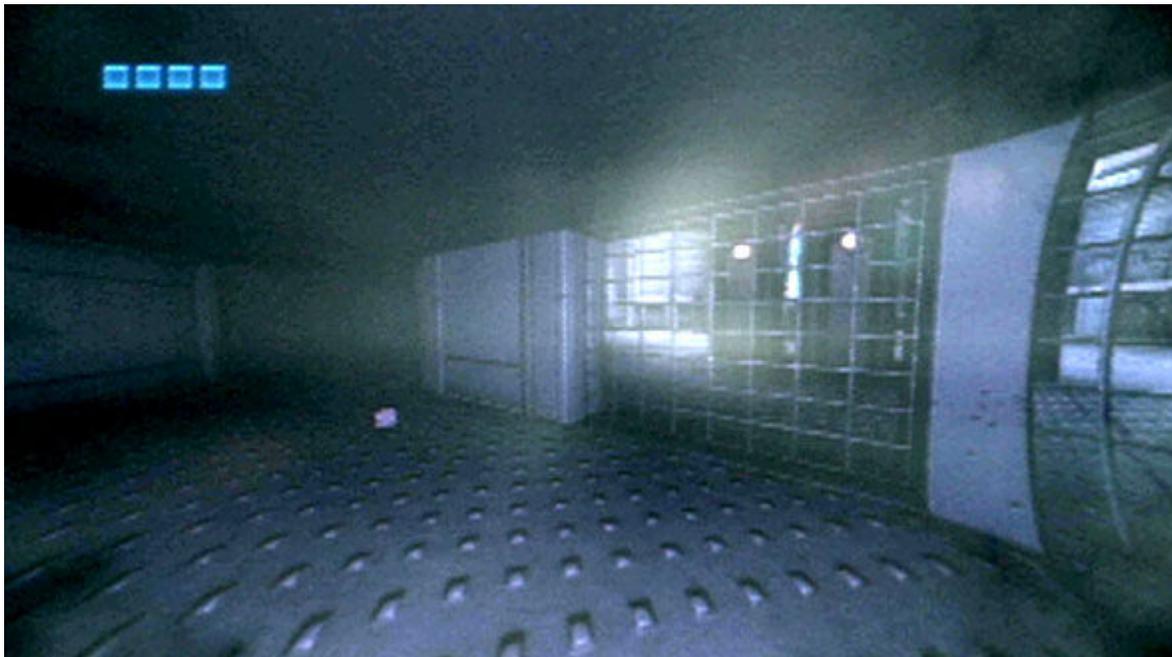
Dark Athena's cell deck 12C is like the town or gathering place for the first half of the game (much like Butcher Bay's Single Max or Double Max areas). You will come back here a few times before the population busts out and you need to move on. First thing though, is to get the drop on the retard below the nanomed station.



After you're done with the loser in the maintenance gallery, go into the cell deck control and drop into the dark area to the left. You can wait for the guards to finish or just start fighting. Use the glory hole on the upper walkway to nudge enemies away so you can heal Riddick's injured life blocks.

With some practice, you can beat all three guards without losing a single block of life (which is handy considering you only have four blocks for now). If you can single one enemy out (and one only), you can go berserk on him using the ulaks. The ulaks should be enough to keep a single badguy off balance and eventually kill him.

However, if there are more than enemies, the tactic will not work very well (especially on hard, when each hit will take away one block of life).

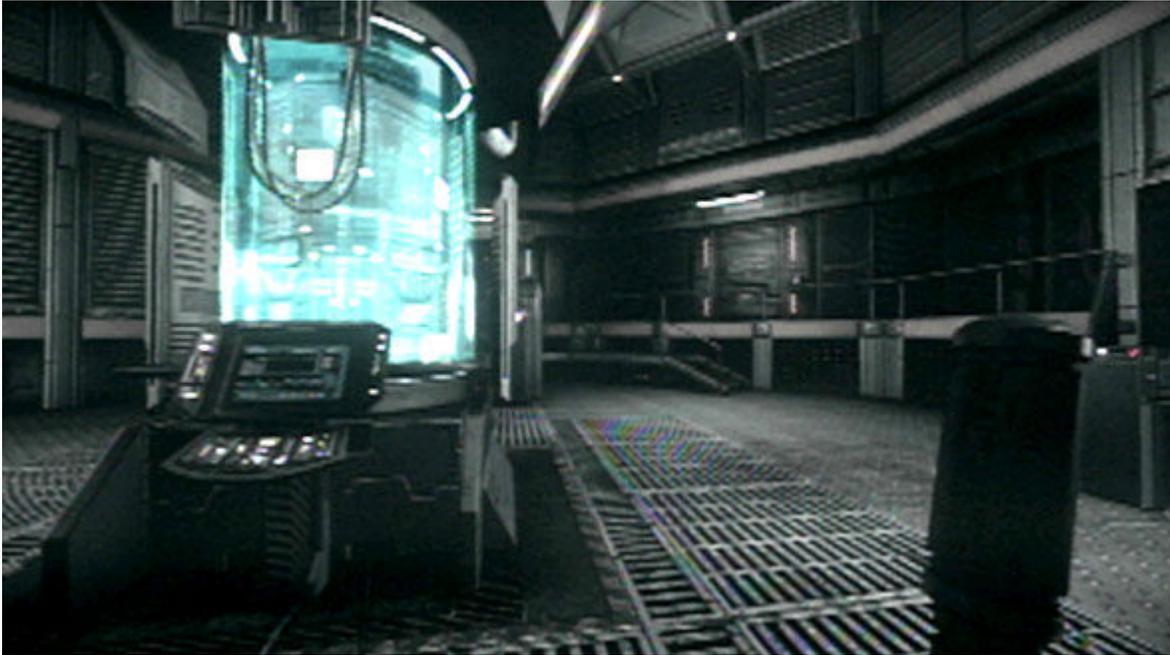


Search the dark areas under the cell deck control room for a **nanomed cartridge** and some extras. Be sure to take the clubs dropped by the enemy soldiers for use later.

Open the prison cells and speak to all the incarcerated individuals. Cole Hauser (as Johns) will not wake up during Assault on Dark Athena, so don't worry about it. From the prisoner, Dascher, Silverman, and Jaylor, you will learn that you need to get a vent tool to move on.

Chronicles of Riddick Guide

Cell Decks



#59: There is only one card in the cell decks chapter, and that's the one under the flooring in the control room. You can come back and get it later during Red Alert but not after Space walk (the map is different by then).

Chronicles of Riddick Guide

Crew Quarters

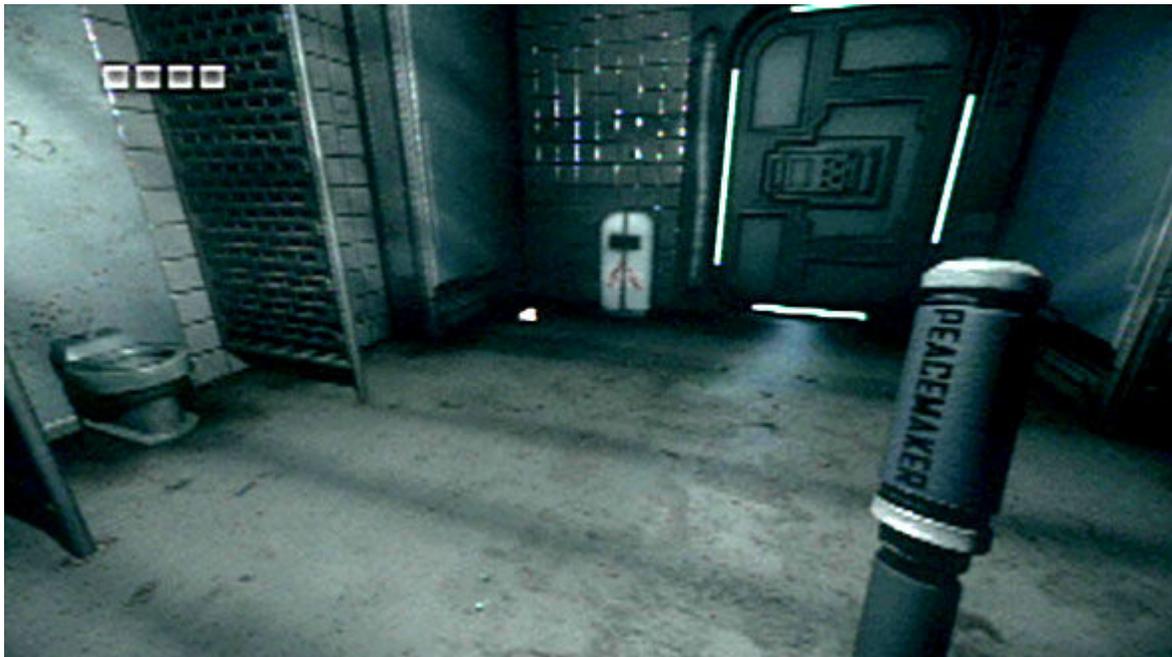
Jaylor will help Riddick only after he kills a mercenary named Margo, and brings back a gold tooth as proof of the deed.

Look for Margo the merc in the area of the map known as Berthing. There are several enemies here, and not a lot of chances to heal, so try not to take too much damage initially. There is a healing station in the lobby the crew quarters. Use it up before you move on, as it will be magically refilled the next time you come back to this area in Red Alert. Keep any nanomed cartridges you find, as you can use them to refill stations later.

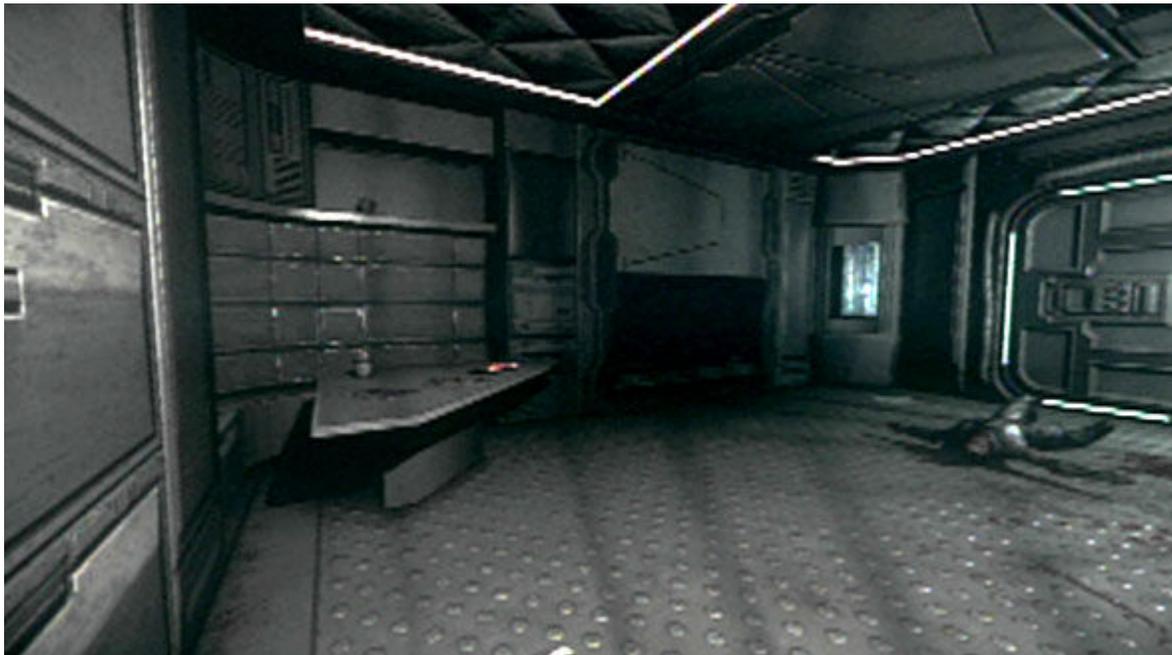


There are some combat knife using enemies in this area. There is no chance of stealth, so equip the club and counter-attack enemies until they are all dead. Remember that when enemies, *have no chance to survive make your time*, you can back away and see how far they follow.

Occasionally, the A.I. will stop at an invisible boundary, allowing you to recover life (which occurs when Riddick is not blocking, moving or attacking). Scraping by on this technique lets you defeat the hardest enemies (who only use melee) with little injury.



When fighting Iron Lord, you will need to actively counter-attack his blows or his attacks will break through Riddick's block and kill him. Although it is a cheap tactic, you can heal back at the starting nanomed station, then walk back to Iron Lord. There is a **nanomed cartridge** in one of the bathrooms. If you are low on life, heal, as the game sometimes deletes your inventory (often without warning). All those cartridges you've been hoarding may disappear.



You must defeat Iron Lord to get into the vent to access Margo's room. Once inside Margo's room, kill the fool and take his **gold tooth**. You should also bag the card and Margo's locker code before leaving. Defeat the two remaining enemies in the crew area and head back to the cell decks.

Chronicles of Riddick Guide

Crew Quarters



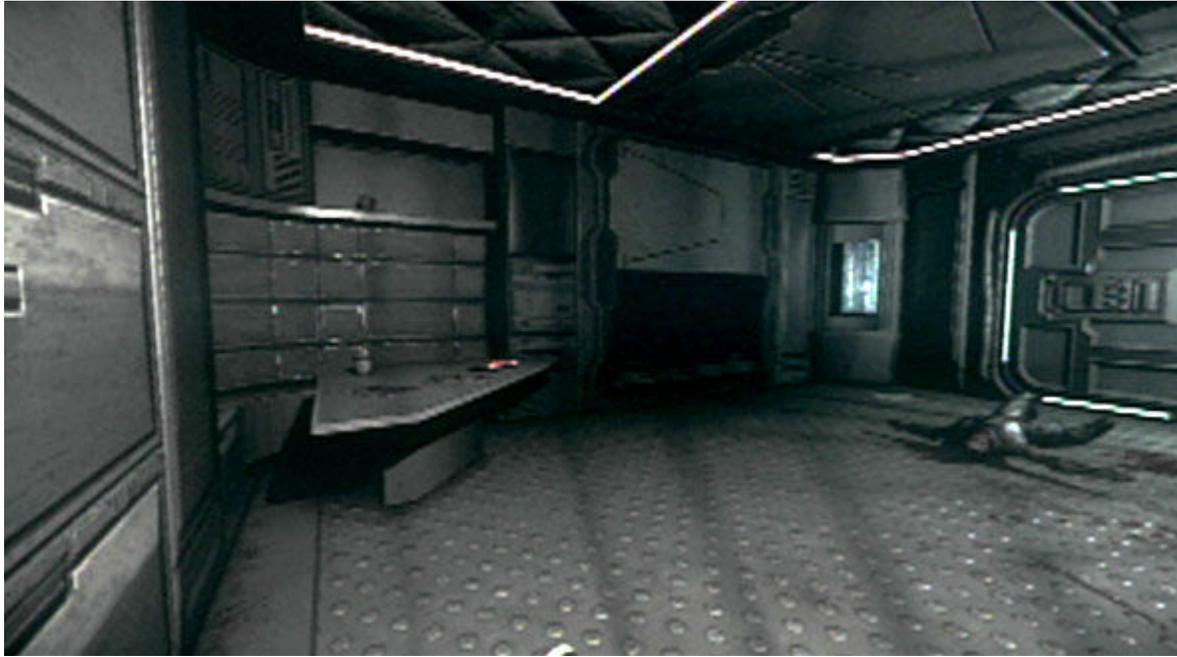
#53: This is the first card in the crew quarters. In the room with the nanomed station, go check out the dead end in the lobby, not the unlocked door to Margo's room.



#28: On the table of the first bunk area. Note you should get this card now, instead of waiting until Red Alert, when the map is fundamentally different.



#24: When fighting Iron Lord, there is a card in one of the two bathrooms. Grab it before, during, or after the Iron Lord fight. This card disappears during the chapter Red Alert.



#47: After murdering Margo, check his room for this easy to see card on the table.

Chronicles of Riddick Guide

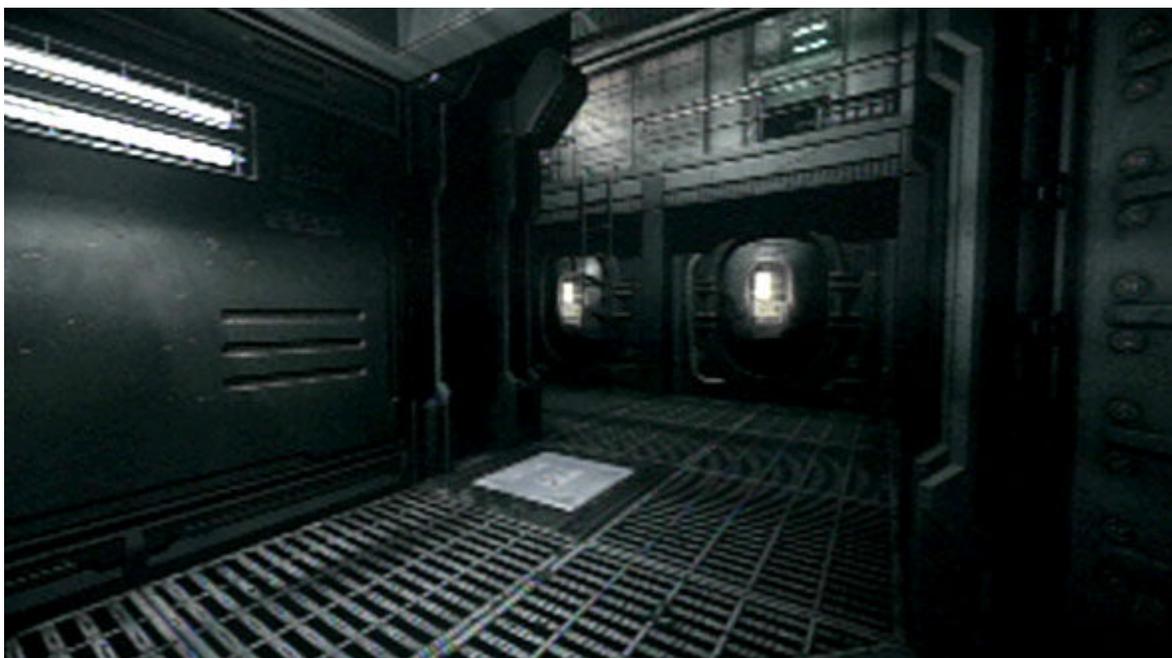
Alternator / Lower Cargo



Bring the gold tooth back to Jaylor and he will give Riddick a code to open up a cabinet for a **screwdriver**. Apparently, in Riddick's universe, entire cabinets are used to hold just one tool (and not even a self-powered multi-spanner in sight). Take the screwdriver and speak with the prisoner named Silverman.

Silverman will make a vent tool if she has a proper toolkit.

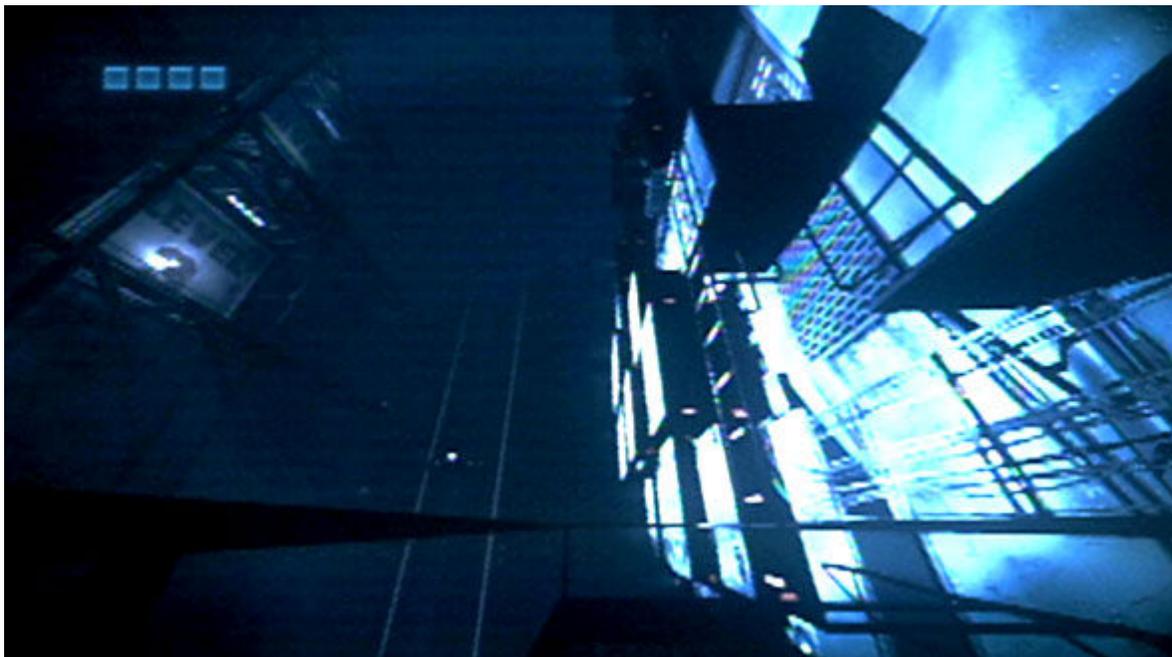
Silverman will not be able to help Riddick just yet. Dascher can be talked to again, if you would like to know his motives. Otherwise, it is safe to assume you may move on without another word.



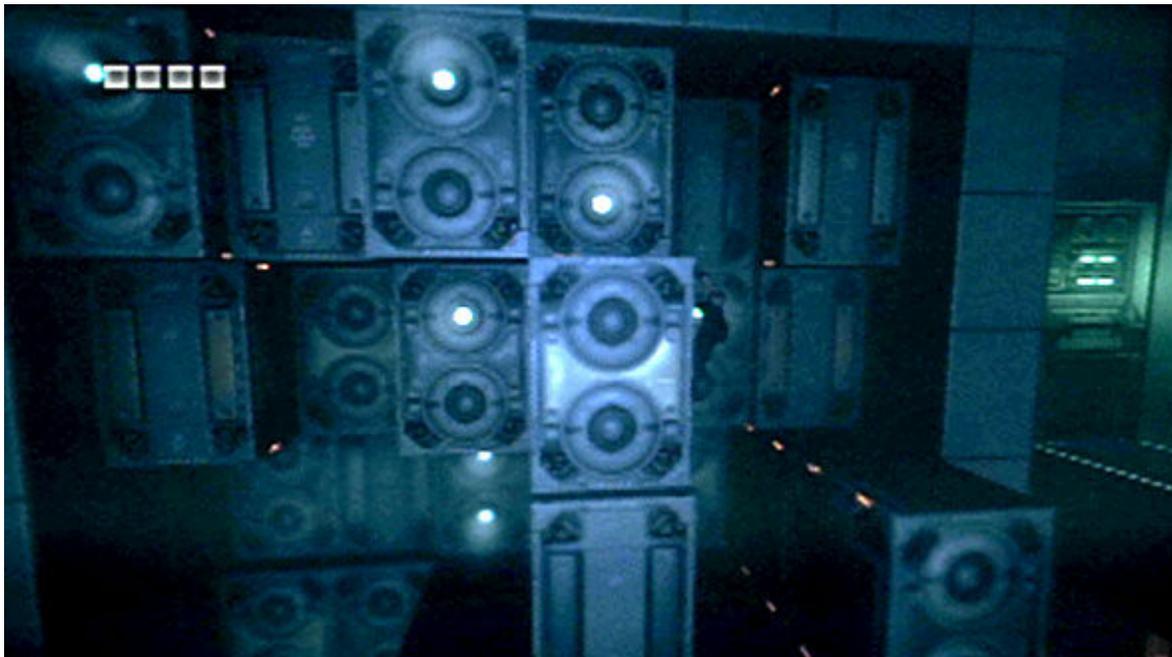
Take the screwdriver back to the area where you first dropped onto the guard (from the vent leading to the lower cargo bay) and look for a grating a screwdriver can pry open. Open the hatch and enter the chapter known as the Alternator.



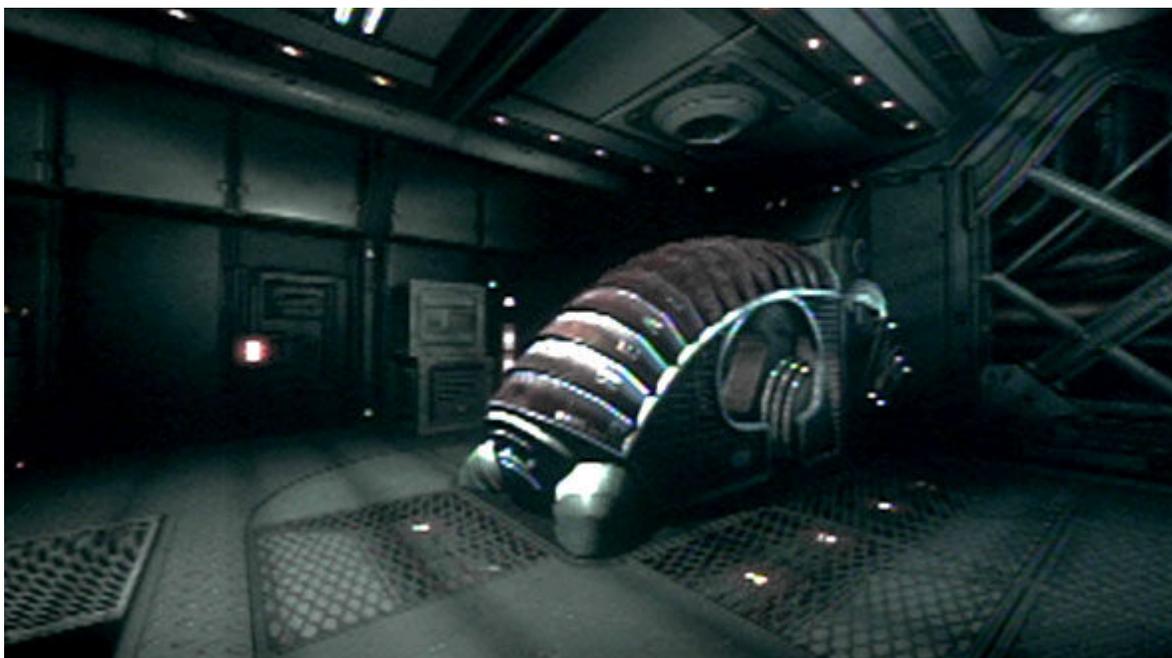
Stealth kill the patrolling drone and use its gun to shoot out the glass panels (and the light) in the control booth. You will come back to this spot after getting the toolkit, so making sure everything is nice and quiet is a good thing.



Riddick's next goal is to scale the gi-normous container wall (held by magnets) to get a toolkit. If the spotlight sees Riddick, he will be lit up and shot at. Strangely, the enemies will not sound a full alert and bathe the place in light, but maybe that's why the ship is called Dark Athena -- it's constantly in brown-out mode.



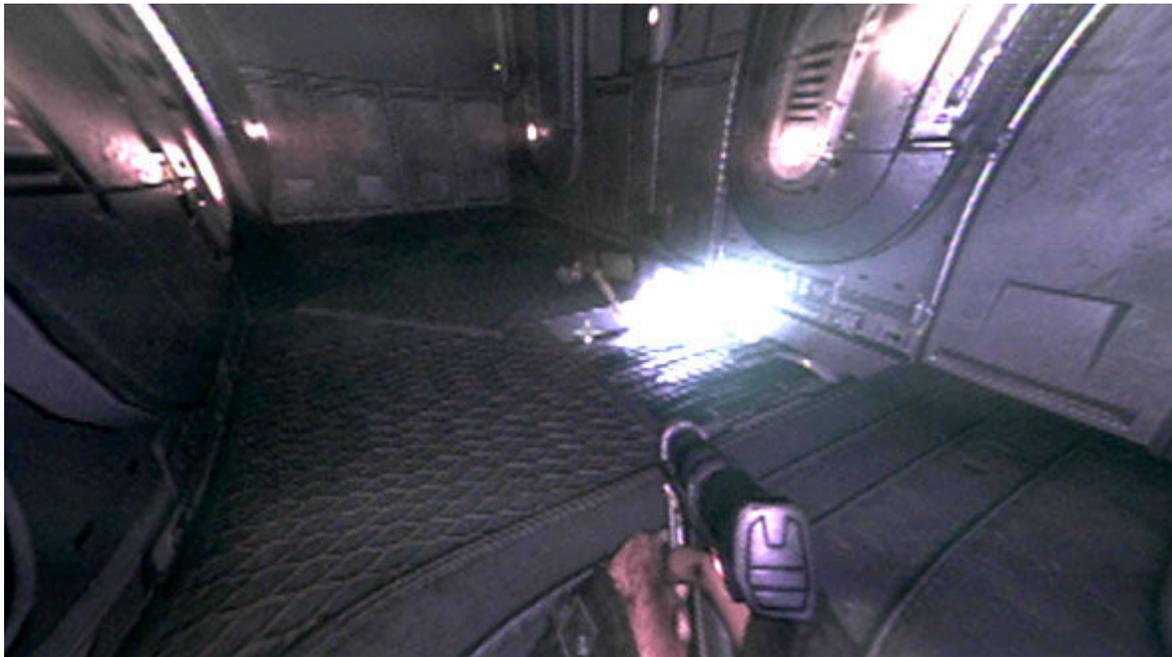
After scaling the ladder, then the boxes, Riddick needs to hide behind a container before the spotlight sees him. Do this a few times (this is box climbing, not rocket science), and locate the green exit vent (seen in the above illustration) by ducking through it.



In the next area, kill the drone, shoot out the glass and upgrade Riddick's life using the NanoMed Vitality Mastery Station. You will now have five life blocks instead of four to squander on foolish actions.



Take down the next few enemies with your weapons and look for an enemy technician welding under some stairs. A duct behind Riddick (in the above illustration) will drop him down into the maintenance gulley where he can kill the technician and take the **Tranquilizer Gun**



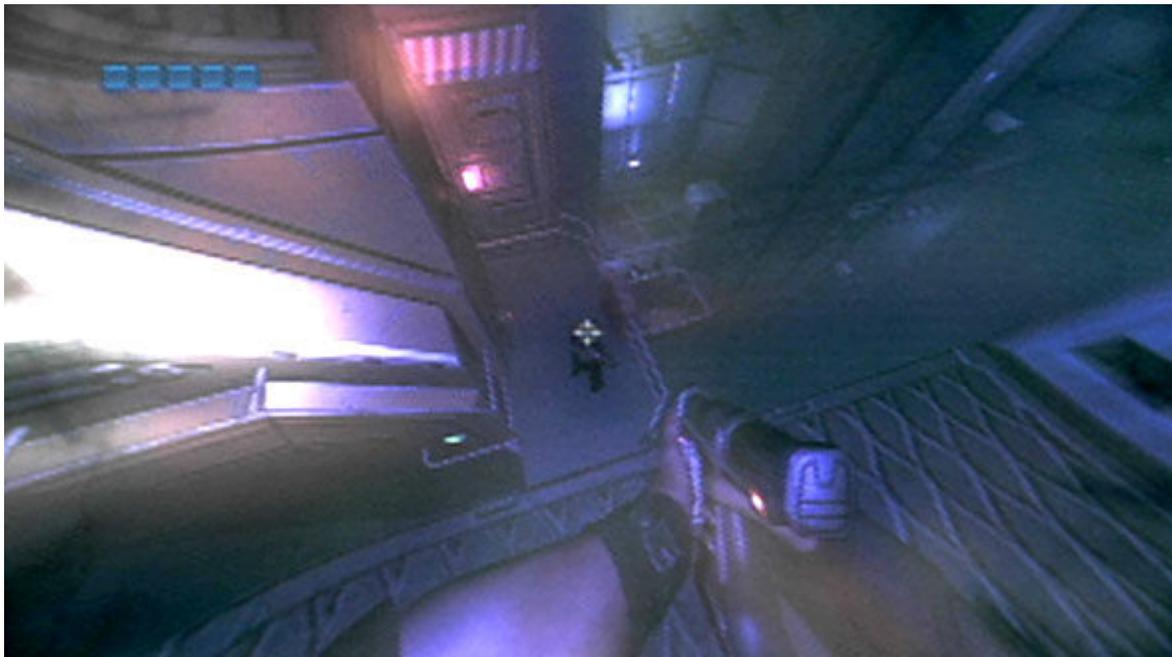
Once you have the Tranq-Gun, you will find that disabling the drones and enemies gets far easier. One shot will stun them long enough for Riddick to kill them in one melee hit. Once you have firearms, one head shot to a stunned human (not drone) enemy will kill them instantly. This saves a lot of ammunition down the road.



Try the Tranq-Gun on the drones patrolling the rectilinear area. Go through there and Riddick will be in the cargo bay, level 6.



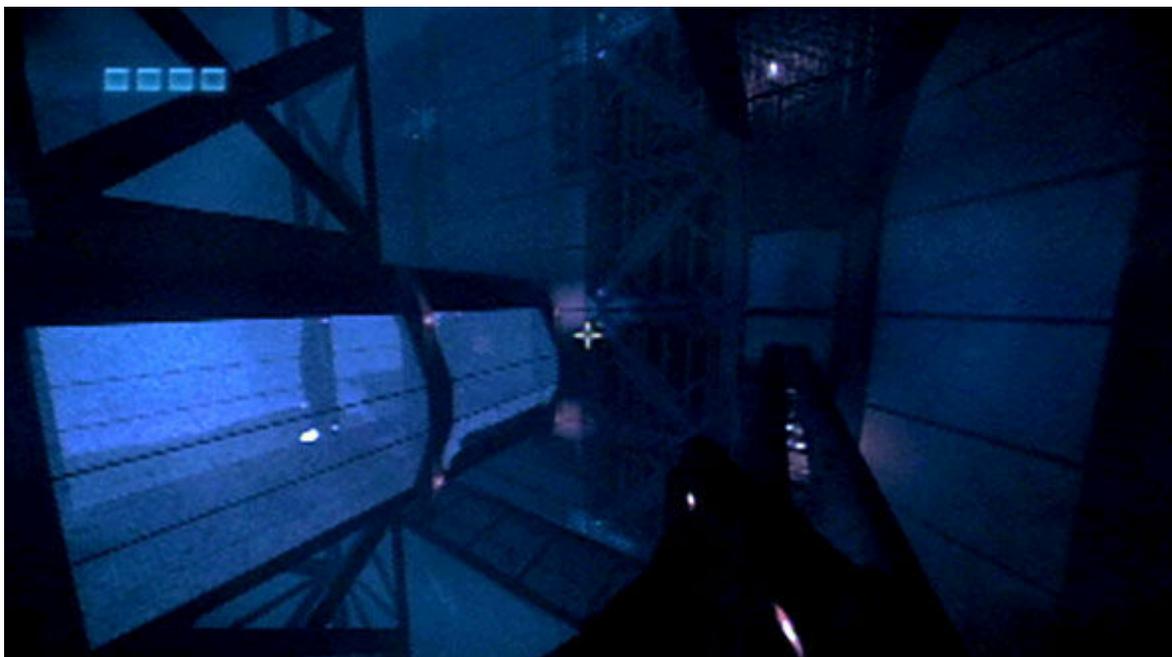
Cargo bay level 6 has some secrets, but if you're chiefly moving to the end of the game, just avoid the spotlight and locate the elevators going up. Ride them upwards, shock everyone who disagrees with your trespassing policies and you will soon wind up staring at this guy (using eyeshine);



Shock and kill the drone next to the toolkit. Once Riddick grabs the kit and starts the elevator ride down, he can only fire the drone's gun as other enemies shoot back (with greater accuracy).

The trick is to *not shoot*. At least not until you need to kill someone.

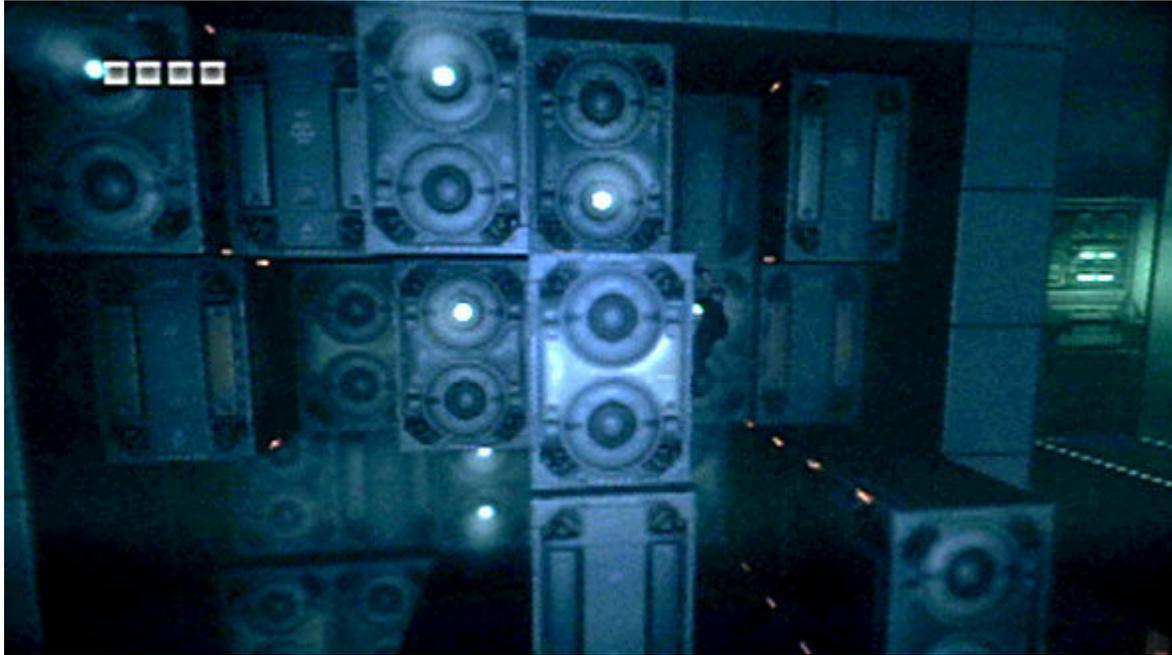
Hopefully, the A.I. will *not* have spotted you and you can continue down the elevator in peace. Remember Riddick can move backwards (but not side to side or forwards), so hug the back of the lift, stay hidden and only return fire if the situation demands it. Once the ride ends, you get to hide again and use the silent Tranq-Gun.



Take the toolkit back to cell deck 12C, speak to Silverman, get the vent tool, then to Dascher for an escape plan.

Chronicles of Riddick Guide

Alternator / Lower Cargo

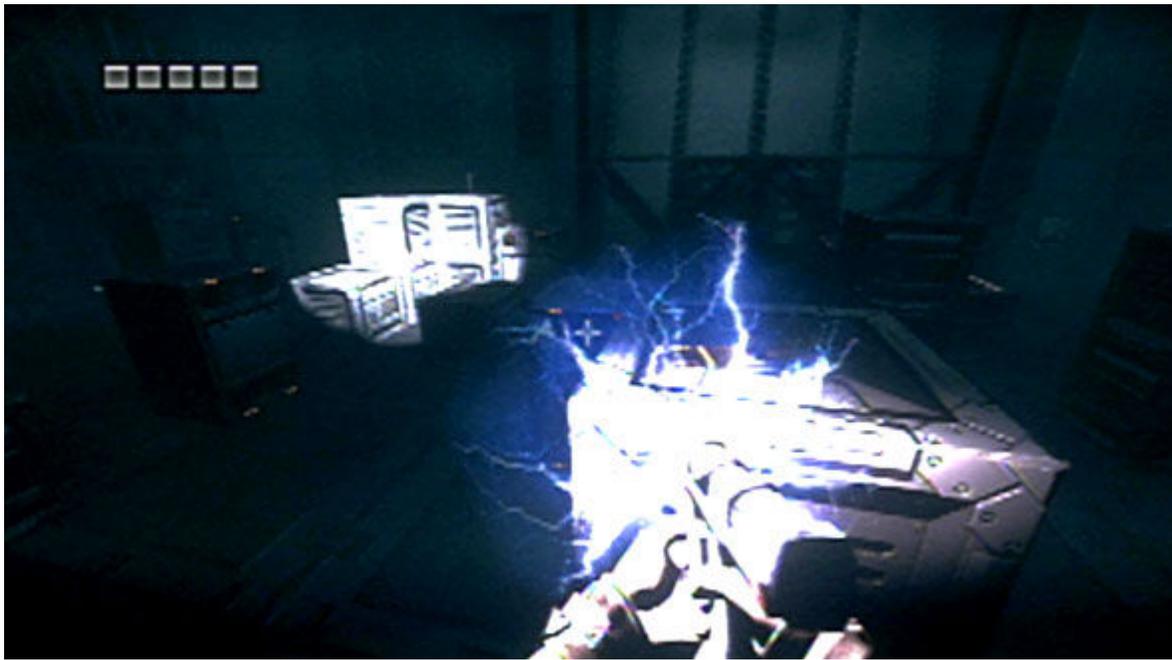


#54: At the very top of the container wall, there is a card on the top-most container. You can grab it safely when the spotlight goes back down. Keep in mind you have to jump and mantle to grab the box.



#6: After nabbing the tranquilizer gun from the technician, you will come across a short hallway before you encounter stairs leading to a nanomed station.

In the short hallway, you may notice there's a small crawlspace to the side (designed to let you sneak by the patrolling drones). The card is found in that crawlspace.



#39: Riddick will enter the upper area of the cargo hold where he has to avoid a moving spotlight. Before going up the elevator, check the room's ground level. A card is atop one of the boxes in the middle. In this illustration, the overly sensitive controller has discharged a T-Gun shot on the spot where the card would be.

Chronicles of Riddick Guide

Red Alert / Data Pad

Dascher, the ex-Space Marine, needs a Data Pad to help Riddick escape and appear on the planet in Pitch Black.



Now that you have a vent tool from Silverman, you need to have Riddick speak to Dascher. He will help you form a plan to release the prisoners and escape the Dark Athena. However, he needs a Data Pad to access the various vessel systems.

There is a vent near the spot where you fought Iron Lord you could not enter previously. Now armed with Silverman's vent tool, Riddick can go there and cause some chaos. Riddick should go through the crew quarters again to get to the vent.



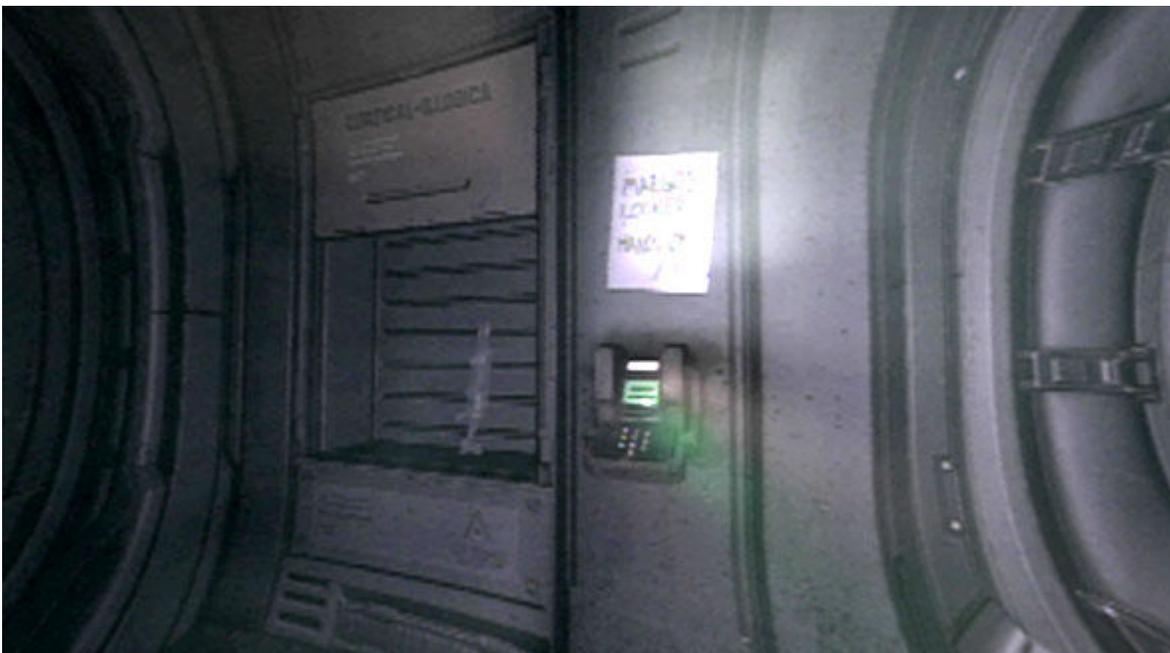
Unfortunately, all the shooting and ruckus in the cargo bay has made the mercenaries excitable and their drones are now all aggressive (white lights). Use the Tranq-Gun to tone down their aggression and to disable them (temporarily) so Riddick can get his one-hit assassination jollies.

Fight like a guerilla, by using the Tranq-Gun on enemies and then attacking them as they are stunned. Riddick still doesn't have firearms, but he can use his block button to alt-melee kill drones to instantly grab their guns. A stunned drone is not more susceptible to damage (like stunned humans), but since they are not moving, you can shoot them more easily in the head with the wobbly drone gun.



To leave the mess hall, locate the hangrail on the side of the cafeteria. This lets Riddick mantle onto a ledge where he may access the vent hatch to leave this area.

Once out of the mess hall vent, Riddick can open the door back to the cell deck 12C control room, or proceed down the hallway to the comm-stat. A few mercenaries and a **data pad** are found near the comm-stat.



Take the Data-Pad back to Dascher and contact him via the comm-stat. He will shut off the maintenance fan and let Riddick to the next area of Main Decks (and Drone Mile - they kinda merge together). Did you get Margo's personal code from his room after you killed his ass? If so, Riddick can pick up a free shotgun near the comm-stat. Although you won't be using the weapon anytime soon, this task will award you with a trophy or achievement.

Chronicles of Riddick Guide

Red Alert / Data Pad



#46: The first time you re-enter Berthing, the place will be dark and Riddick will mention the mercs are, "expecting him". Shoot the floor garting near the monitor where Spinner berates his troops to reveal a tunnel with this card.



#29: In the mess hall, there is a card on one of the tables. Clear out the place of drones (Dark Athena doesn't serve drones), and check out the table tops before leaving.



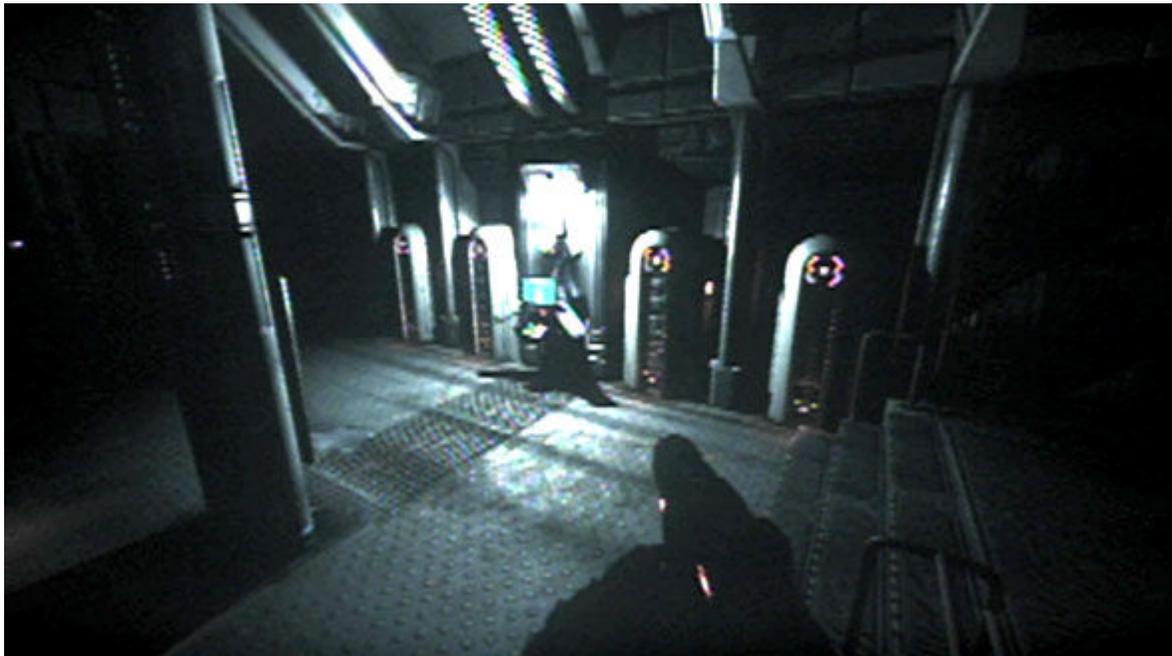
#58: After the mess hall, Riddick will be able to open the door from the comm-station to the cell deck. The short hallway between the cell deck and the comm station has a card on one a box.



#30: Similar stretch of area between the cell decks and the comm station where the data pad is, but in the room just adjacent to the large astrogation room (the room with the glass view to space on its floors and walls).

Chronicles of Riddick Guide

Main Decks



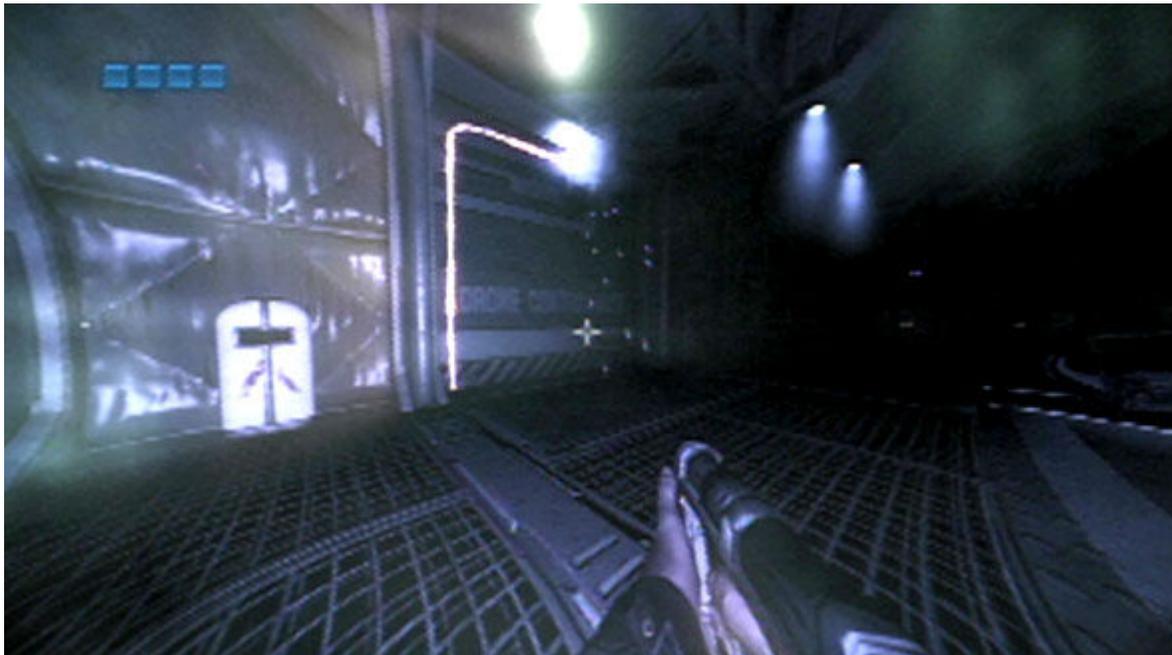
The next thing to do is to free the prisoners by causing massive chaos on the other decks. Once that occurs though, Riddick will need to get back to the cell decks via another route (which takes a few chapters). After Dascher disables the fan, Riddick can head downstairs and kill the three losers there. If he took Margo's shotgun from the previous chapter, he should finish the job against the drones sent to arrest him after contacting Dascher again on the comm-stat.



Kill the tough mercenary in the drone control room so he drops his operator keycard. Riddick can use this keycard to operate the drones in the next hallway. Use the drone to kill the enemies and remember to reload the drone's gun (when using the drone) manually using the manual reload option. Don't forget the drone gun has infinite ammo (but not an infinite clip) and it is inaccurate. Hence, splatter the enemy's heads as you close in to score headshots.



Use one drone to stop the fan (shoot the cage lock, then move the drone into the fan blades) and the second drone to kill the rest of the enemies. The second drone will be the one taking the brunt of the damage, so play it smart. If you must, back up to the fan and use it for cover. Even if you don't bother with leaning, you can still quickly strafe in and out to hit enemies. Remember the drone's weapon has infinite ammo.



There is an extra award for killing all the enemies in this section outside the drone control center with the second drone. If you manage it, you will get the Master of Drones accolade.

The cutting sound you hear is from the robo-cutter working on the door to the drone control room. If you manage to kill all the soldiers in the hallway outside the control room, you get the ultimate out of body experience. Leave the control and kill the drone (it will revert to a dead body but sometimes glitches and turns into a stationary passive drone).



Locate the stopped fan and move into the hall to go on. The way forward leads to a rectilinear two story room. Use the darkness, the Tranq-Gun, and the Assault Rifles from the dead mercs to wipe the place clear. If you have the subtitles on, you can detect casual combat dialogue and move closer to the enemies and incite them to appear. Past this room is the beginning of the next chapter, Drone Mile (and the gravity core).

Chronicles of Riddick Guide

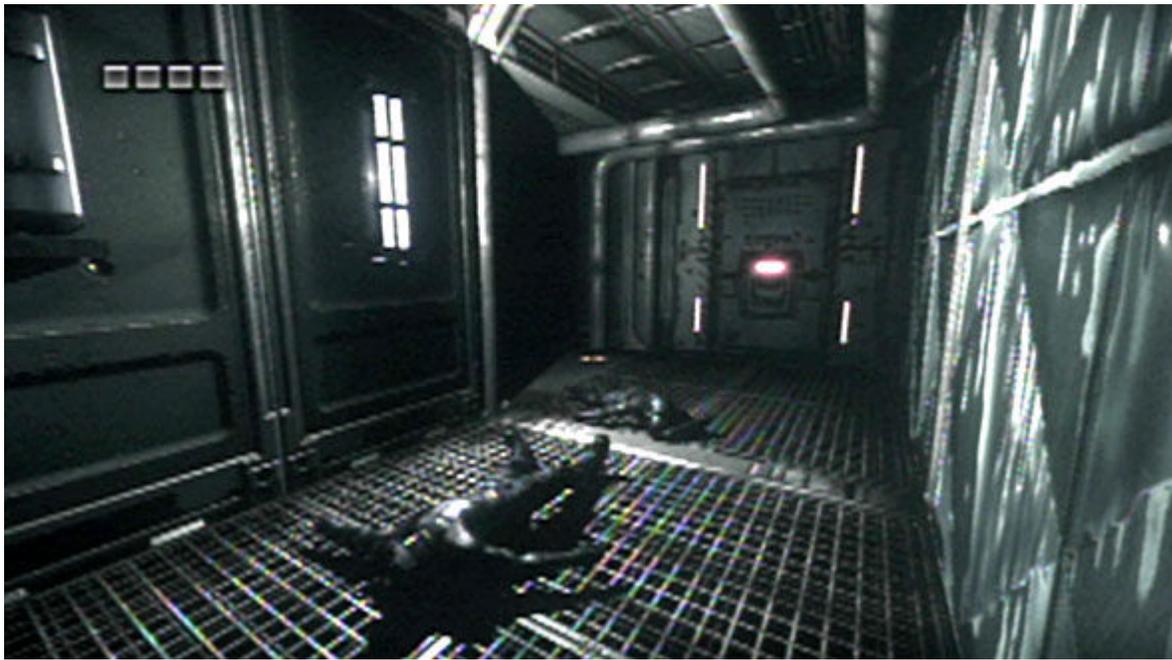
Main Decks



#11: After Dacher tells Riddick to take over the drone control room and a new alert is sounded by Revas, you will enter a short hallway to the drone control room. This hallway has a card in plain sight at one of its dead ends.



#41: In the drone control room, there is a card atop one of the boxes. Riddick can get this before or after using the drones to open the way forward.



#2: After using a drone to jam the fan, Riddick will exit through a two level rectilinear room with hordes of human mercs. This card is on the second level of this room, near the side opposite the hangrail.



#5: In the same two level rectilinear room with card #2, there is a hangrail to a dead end. The dead end has this card. It is also a good method to spawn the second squad of mercs so you can use the dark to snipe them with the tranquilizer gun.

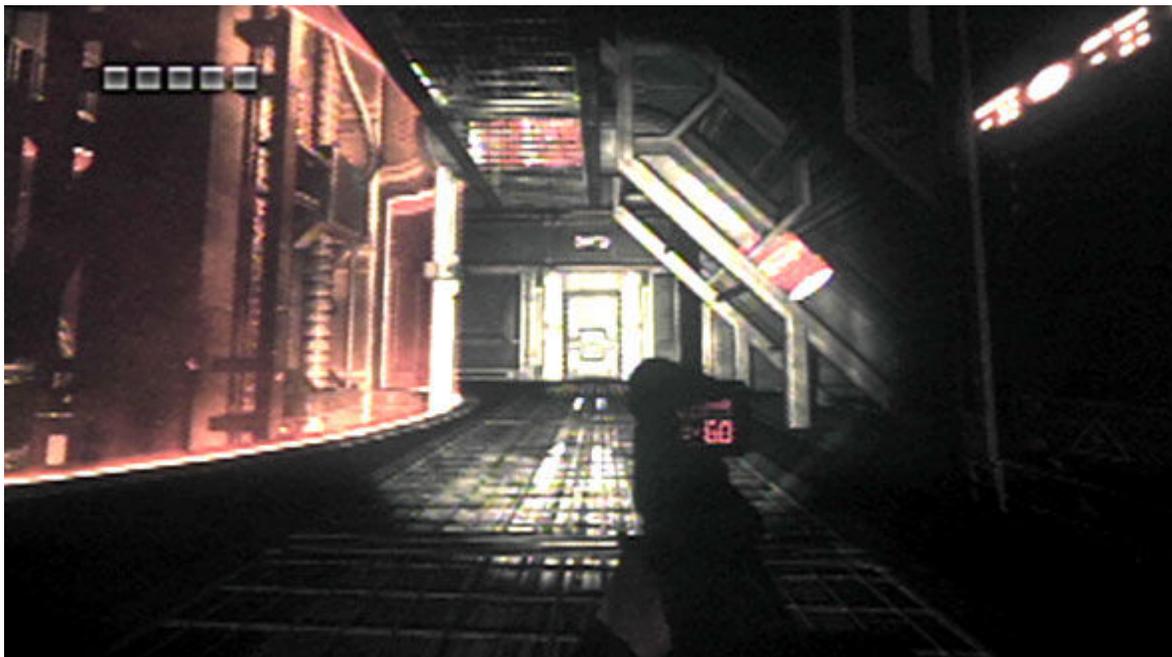
Chronicles of Riddick Guide

Drone Mile

This chapter begins once Riddick enters the map with the gravity core -- the spine of every ship. In the case of Pitch Black, that's one midget spine in that atmospheric runner.



The Tranq-Gun here is invaluable as a first strike weapon. After stunning the soldiers in the area, Riddick can fire a few shots into their bodies (or one into the head) and kill them instantly. The submachineguns the mercs carry in this section are perfect for that, since the weapon has ample ammunition and it is fairly weak if used outside the Tranq-Gun context.



Go through the next few sections of the gravity core and the orange vat area until you come to the second room with orange vats. While the enemies in this room are easy to defeat, the next room has a deadly trap. In the center of the floor, there is a circular

glass window that can be broken. Normally not a problem, unless the window opens out into empty space.



Use the window to your advantage. Shoot out the window with some automatic gunfire and retreat. The enemies who appear to get Riddick will get sucked into the void and die. You can skip their weapons, as you will have plenty more shotguns, SMGs, and rifles to pick up.



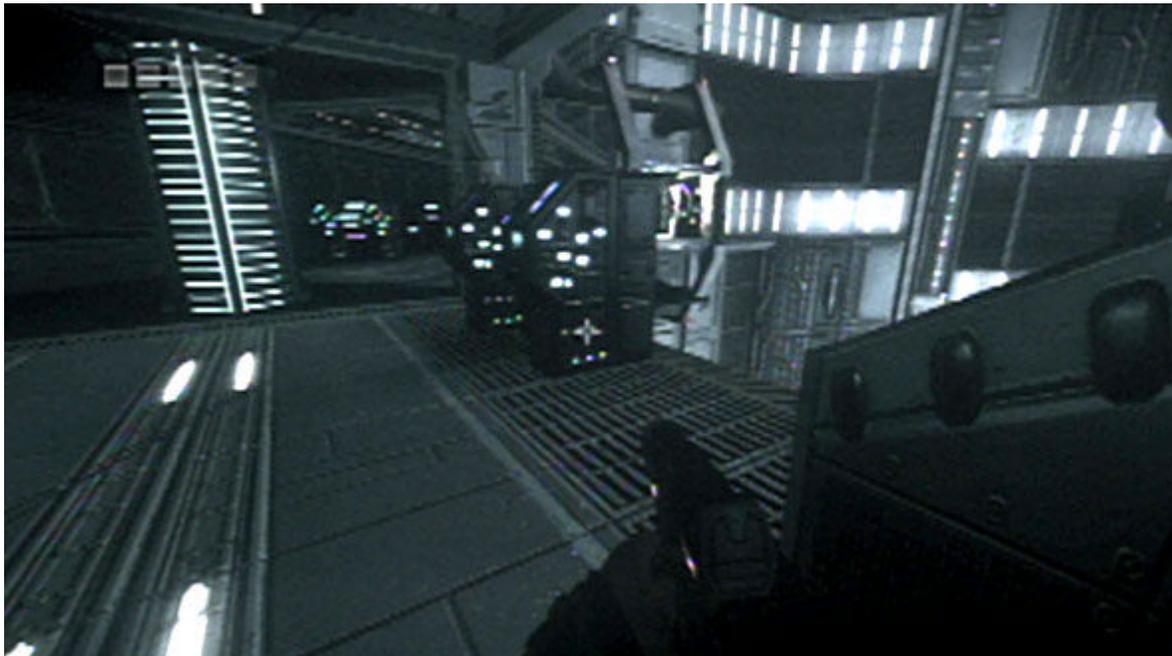
Before moving on, is Riddick seriously injured? If he is, head back to the nanomed station found just after the gravity core and use it to juice up. Riddick will not be able to backtrack once he passes through the second orange vat room (and goes past the room with the vacu-suck window). Remember to not expend any nanomed cartridges either (even if the healing is only partial), as you will waste a cartridge you can use with more freedom in the next chapter.



Once you're sure you and R.B.R. are pumped, hump over to the drone track control and waste everyone inside. Use the controls to bring up a drone carrier to head to the next chapter, Recycle.

Chronicles of Riddick Guide

Drone Mile



#22: Upon entering the gravity core the first time, and before Riddick enters the hallway with the large orange vats, there is a card behind one of the consoles. Naturally, it is on the side that drops off into the gravity core, so you need to fight the current while picking it up.



#14: After the first orange vat room, Riddick goes back into the gravity core and an emergency wall will be erected to bar his path. At the core room's entrance, turn right and there is a narrow (very narrow) ledge Riddick can walk on. This ledge leads to this card.



#57: Past the second orange vat room, there is a room where you can shoot the glass porthole and use the vacuum of space to suck out all enemies. Past the vacu-suck hole is another enemy infested hallway, complete with a card is behind one of the boxes therein.

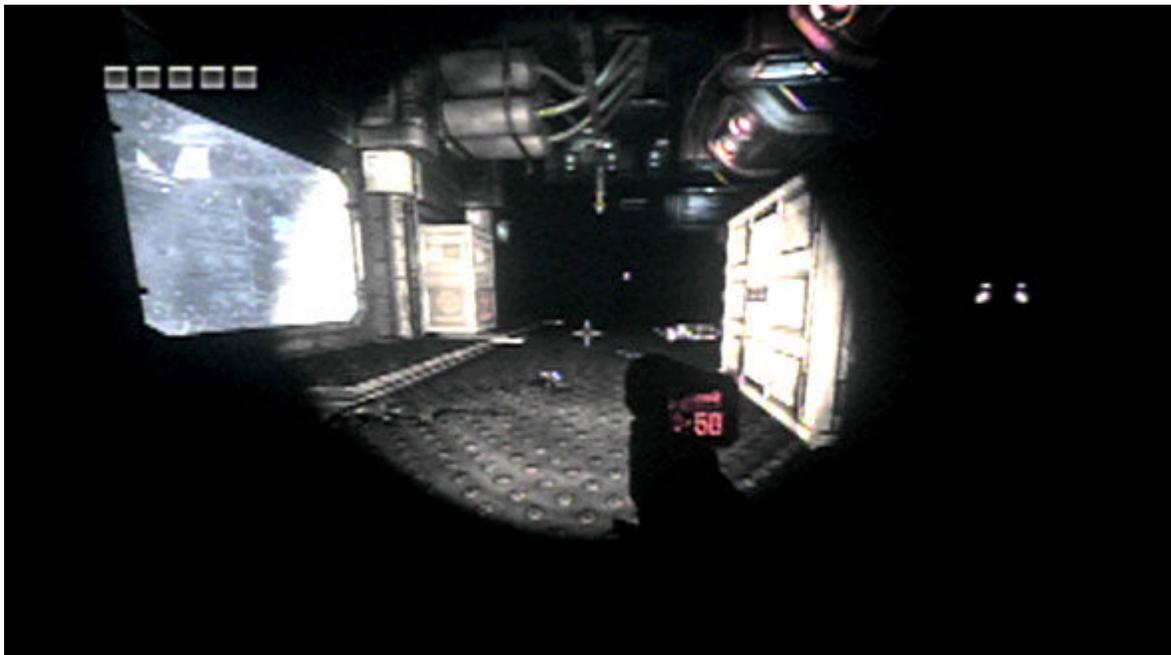


#26: In the drone track control room, there is a card near the giant furnace in the room's center. Check the ground all around, and don't leave without it, because you can't come back.

Chronicles of Riddick Guide

Recycle

This is a brutal level if you are not completely prepared for the nasty surprise (which, like the Nasty Butler, is pretty nasty). That's because there's a mech chase, followed by a fight with the same mech. If you are not prepared, you can well have a dead game (and you have to re-do this entire chapter).



When you have control over Riddick, stealth and bring out the Tranq-Gun. If you are quick, you should be able to disable all three guards (if not, then you can fight just the active guards, then take out the stunned guards later). The mech will not appear until the very end of this section, so don't worry too much about it for now. Just be sure to have a good stock of ammo by tranquilizing, then quick-shooting the enemies to save on ammo.



From the spot where you arrived in the chapter, break the glass and enter the cyborg surgery theater. Kill the three surgeons there (you can get a **handgun** but it's generally useless) and speak to Miles the soon-to-be-cyborg. This is the first of two major sidequests in Dark Athena.



Miles, seen above as a whiny bitch with tubes stuck up his butt, will ask Riddick to deliver some kinda last letter to his wife and kid. You are free to reject this request, although the letter and delivery takes about 5 seconds. Completing it will also give you an extra trophy or achievement.

Miles Whats-His-Face wants you to e-file his last will and testament to his wife and family. The file is in his cell on cell decks 12C. A comm-station is on that deck as well.

After encountering Miles the soon-to-be-drone, what you do next will depend on your inclination to explore. Should you do so before entering a vent in the room with the nanomed station, you will be able to grab a few more bonus cards. You can also get rid of some enemies in the Waste Recycler room who may attack you later.



When you are ready to bring this chapter to the conclusion, use up (but do not refill) the nanomed station in the above room (see above illustration). In the next area, Riddick will need to get rid of several guards (about 12).

Unless Riddick is being rushed, use the Tranq-Gun and then headshots to take out enemies. You should be getting a load of shotgun and assault rifle ammo. If you cannot hold any more of that type of ammo, remember to use it so the ammo you earn will not be wasted.

Among the few reasons that Riddick will get rushed will be because he's seen. Use the Tranq-Gun to break lights (its shot is silent) and remain crouched to avoid being seen. Use the pop-up action to pot-shots at enemies.



Riddick should be able to shoot out three glass windows to access a small cargo bay. In there, Revas and her soldiers will ambush Riddick with a squad of white-light drones.

Unless you're an absolute god of first-person aim and shoot, you should cut down your chances of exposure by holing up in a cubby and letting enemies walk into your line of fire.

After you drop down the hole into the cargo bay, turn 90° right and go forward. You should find a nice dark space where Riddick may duck and fire. He should be protected on all sides except his front -- this lets you cack all the drones who show up in your line of sight.

Either use a drone gun (inaccurate) or the shotgun and make short work of the drones and all the soldiers on the balcony. If you have the Tranq-Gun as a second hot-swap weapon, it can be used to disable an enemy so you can take care of a second enemy (just switch weapons and don't bother waiting for the T-Gun's reload animation to complete itself).



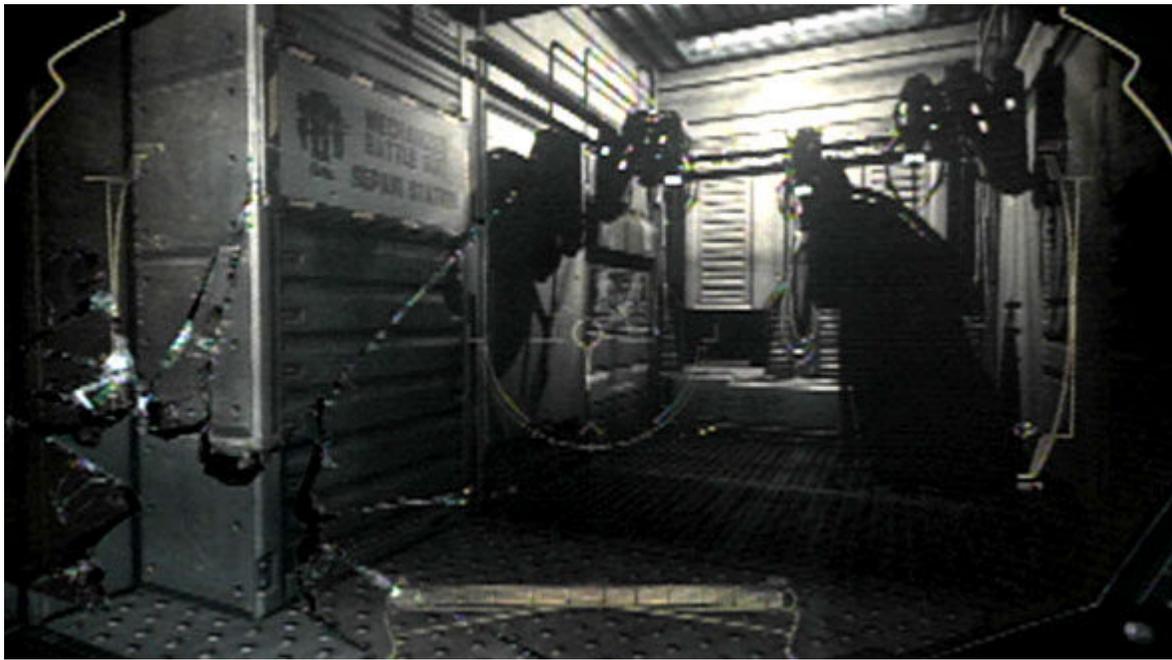
After clearing the cargo bay, **contacting Dascher on the comm-stat will trigger another ambush**, so be sure to have exhausted the nanomed station in the room, and to grab the bounty card before moving on. If you handled the two losers in the Waste Recycler and darkened the hallway outside, you should have no trouble against the mech ambush.

After contacting Dascher on the comm-stat in the cargo bay, stepping outside will have Riddick face to face against the mech officer you may have glimpsed when you started Recycle.

To escape the mech, you need to head down the hallway, kill (or avoid) the two newly spawned soldiers and trick the mech into standing on the waste pit cover. Once the mech is on the cover, press the big red button to dump it into the waste pit.



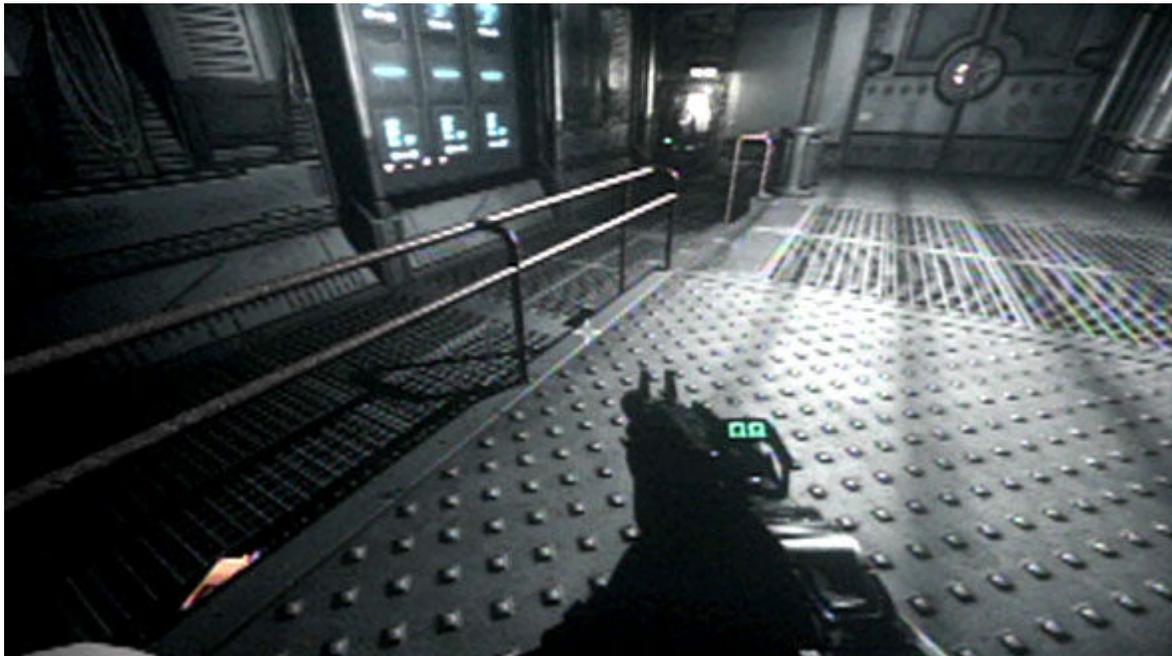
Since Riddick has a death wish, he will jump into the waste pit after the mech. To take out the mech, use a regular weapon (shotgun is best) and crouch behind the indestructible crates and barrels (which unlike the real Crate and Barrel™ - can't be destroyed by gunfire). Pop over cover and fire at the pilot in the cockpit. Once the pilot is dead, you can have Riddick pilot the mech.



Piloting a mech is much like moving Riddick except he has infinite weapons in the form of the machinegun. The mercenary mech is different from Butcher Bay's riot guard armor, because it has rockets. However, go repair the mech first and get ready for the next chapter Spacewalk.

Chronicles of Riddick Guide

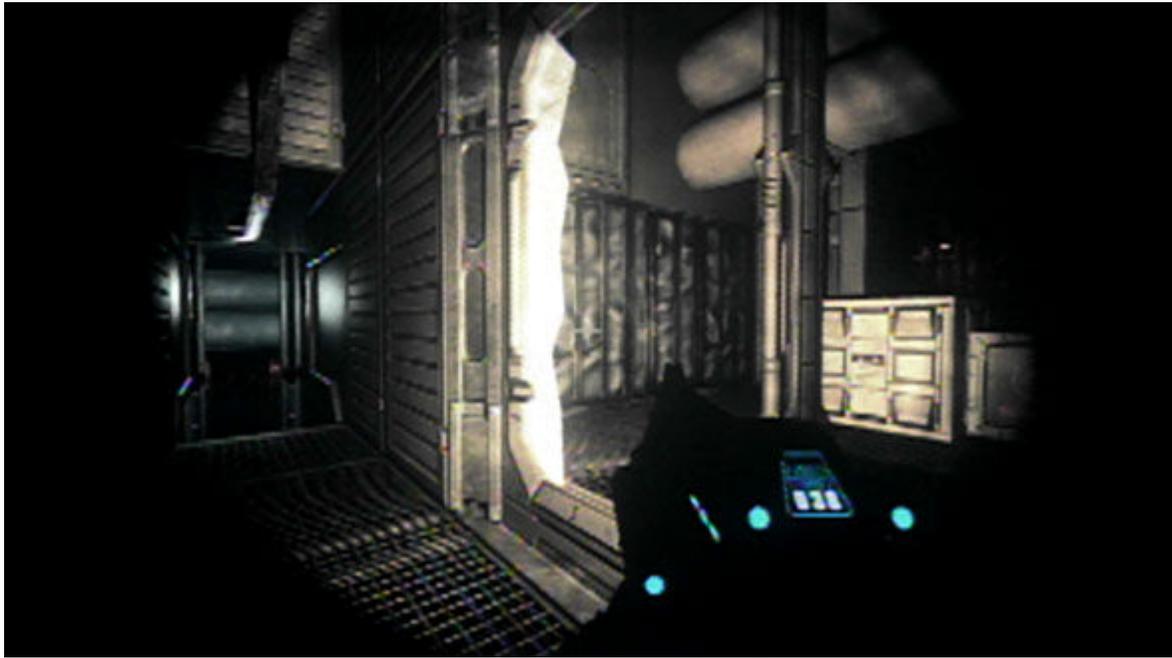
Recycle



#42: Just past the surgery theater where you found Miles the drone, there is a nanomed station with a card close by. You can't really miss it.



#37: Outside the nanomed room, there is a long hallway that leads to the Waste Recycler. Kill the enemies inside and explore the dark corner (on ground level) near the bottom of the right ramp. The card should be visible. *(You can try getting this card later when the mech is chasing you, but it's dangerous to do so.)*



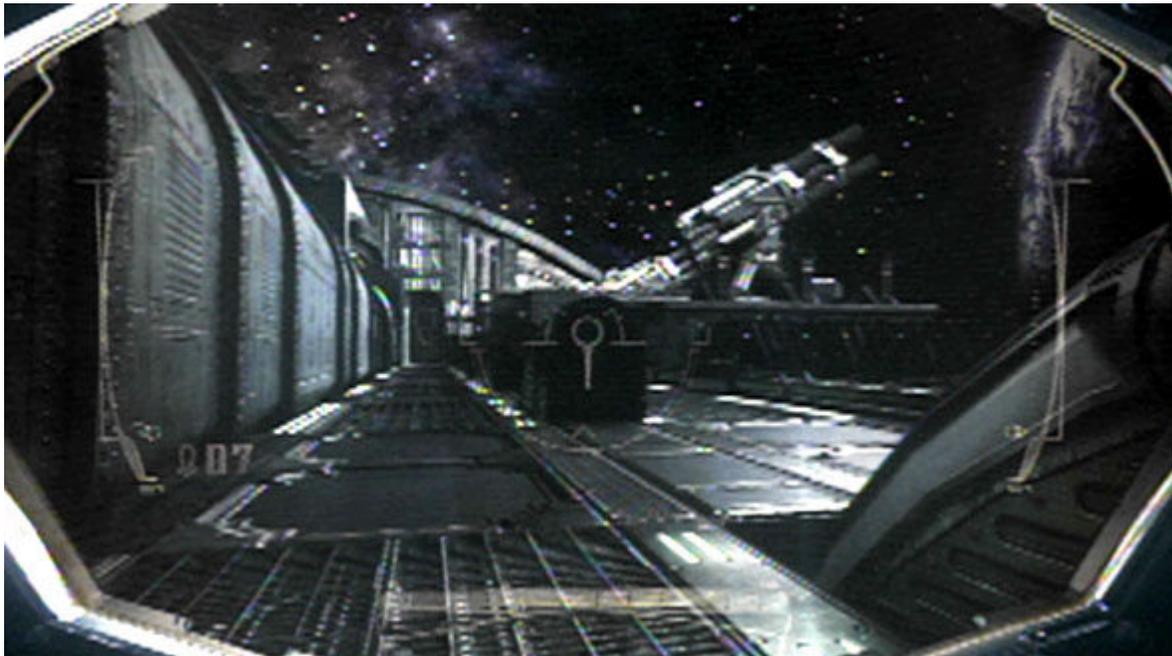
#13: Upon coming up from the vent (from the nanomed room), you get to kill a whole squad of mercs in a large cargo room. The exit (to the drone ambush) is past three glass windows. Near these three windows, there is a card in the corner of the cargo bay. Get it before dropping down (remember you can't come back to the upper cargo room after dropping down).



#8: After dealing with the drone ambush, you need to contact Dascher on the comm-station and escape a mech (to the waste recycler room). After the ambush, but *before contacting Dascher*, explore the bay. In a corner, a bunch of boxes stacked up leads to a card on a small balcony.

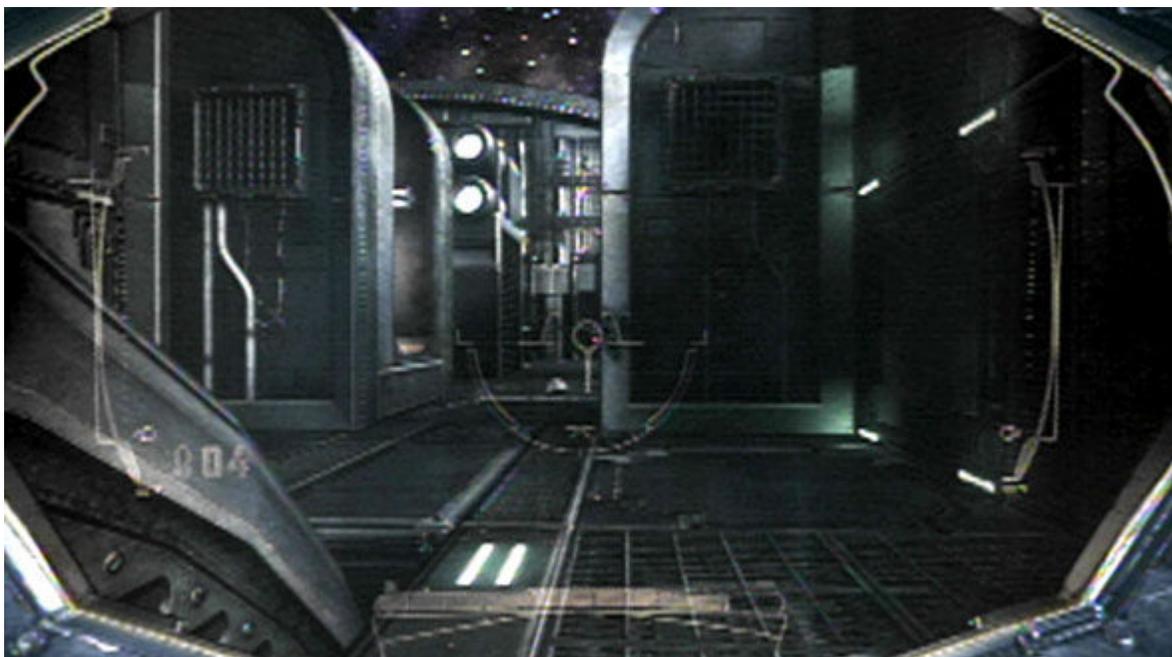
Chronicles of Riddick Guide

Space Walk



The mech will be your primary thing-a-ma-jig outside the Dark Athena. Isaac Clarke might have a zero-G engineer suit, but R.B.R. can kill you with a teacup ... or a tiny cuff key. The enemies here are fairly weak, as long as you time a full (extended) gun burst on them coupled with a rocket attack.

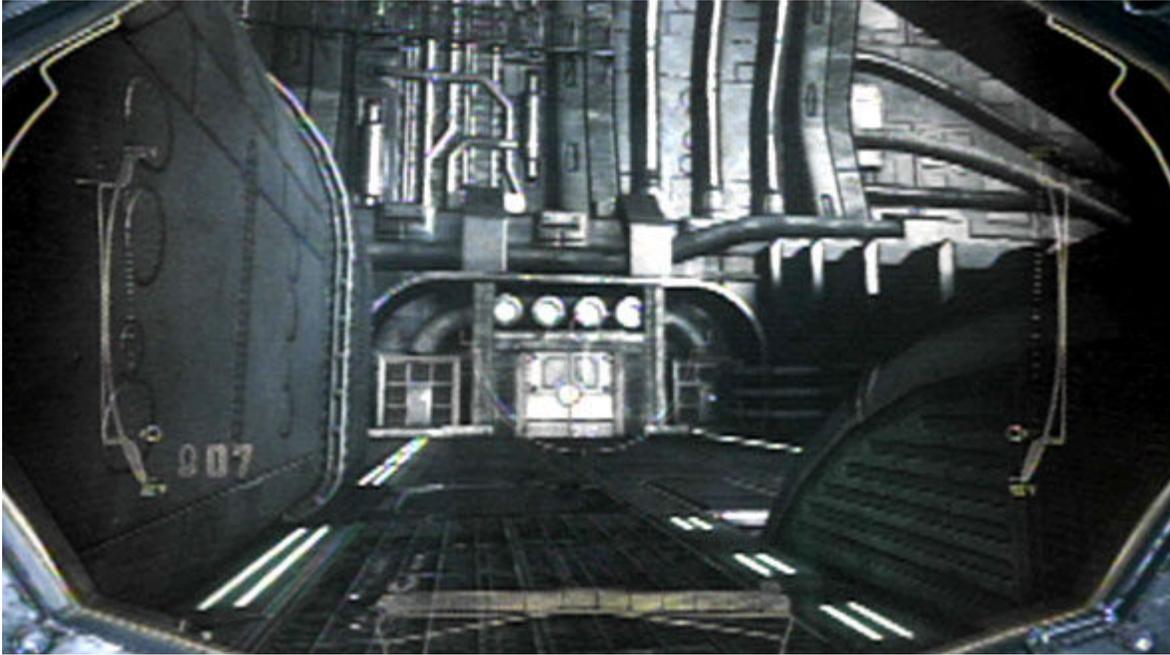
Although the mech only carries seven rockets, it can refill its ammunition an indefinite number of times. Hence you should make like a Катюша (Katyusha) rocket launcher and saturate the target with rockets until it's dead. Dead mechs will float away in space or crumple to the deck.



At this juncture of the ship's exterior (above illustration), there will be a small group of maintenance bots. Although they were

previously harmless, they will now act as deadly enemies. While each repair bot's arc gun will not do a lot of damage, all seven of them firing at your single mech will quickly wreck it.

Luckily, there is a mech repair station nearby. Use it before and after encountering the repair bot ambush. You may not come back to this station after you pass through the narrow opening.



If you're wondering about the missile alarm and ensuing explosion near the narrow corridor, it's because of a mech stationed above the airlock. A second mech will be on the ground, so you can't really spend time dividing your attacks.

Try using your own rockets to out-snipe the sniper mech. Use the repair bay as much as possible before moving on. Should the ground-level mech come up to your position, back up and use the splash damage from the rockets or lure it around a corner to take it out.

Once Riddick passes through the airlock and back into the Dark Athena, the next chapter Cell Decks Riot will start.

Chronicles of Riddick Guide

Space Walk

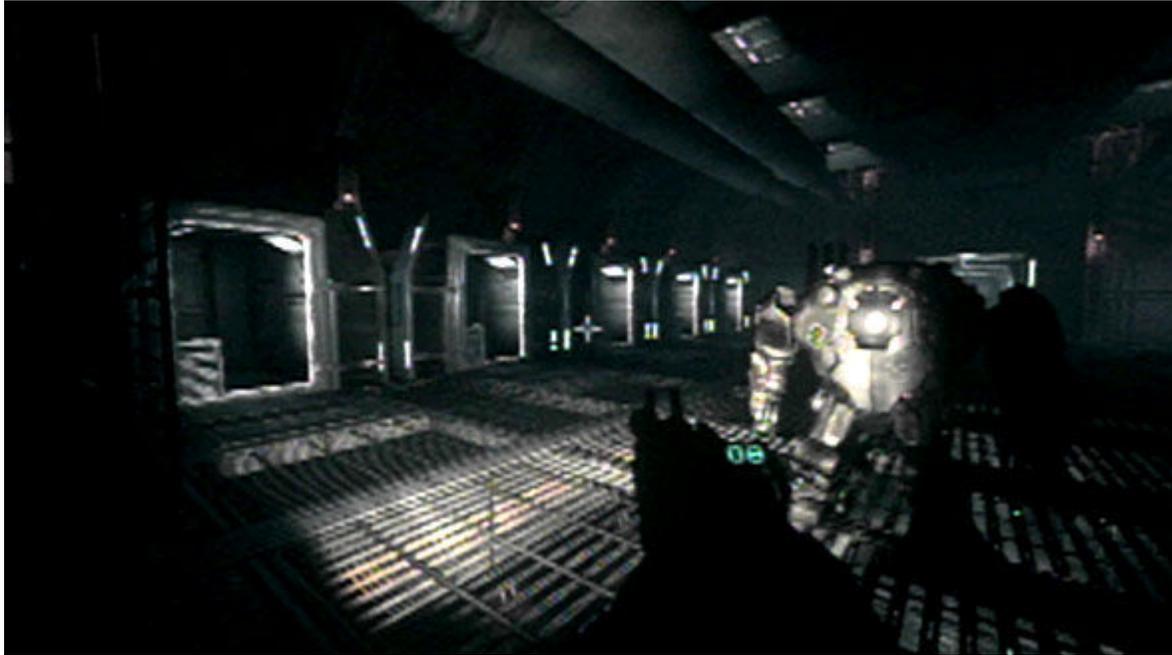
There are no bounty cards or extras in this chapter, but the sidequest offered by Miles back in the chapter Recycle is still active. If you didn't activate the sidequest and moved on, you will not be able to carry on this sidequest unless you restart the chapter Recycle and play to this one.

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Note that to get and deliver the message, Riddick needs to carry this quest to the next chapter, Cell Decks Riot.

Chronicles of Riddick Guide

Cell Decks Riot



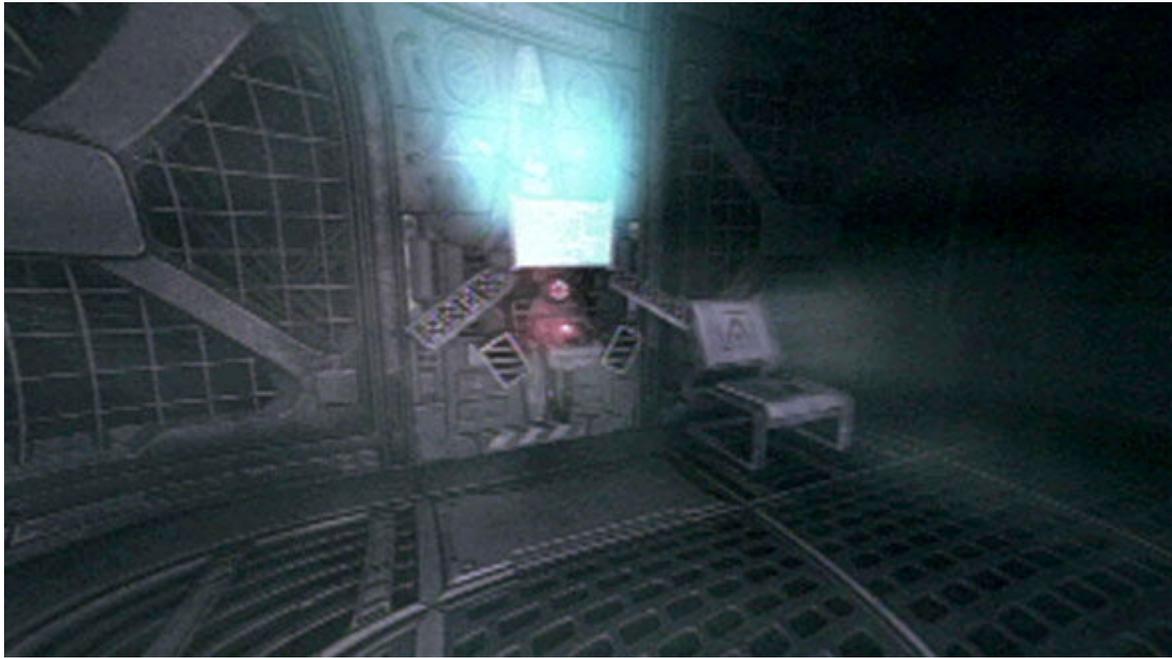
The start of the chapter still has mechs (three), so Riddick should use the repair station to waste them all. Rocket indiscriminately, as there are no friendlies in the cell deck room anymore.

After taking out all three enemy mechs, get out and check the first prison cell to the right. It is the cell where Miles had stashed his **last letter**. If you activated the sidequest, the item will appear now.

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Exit the cell deck using the grating. The next problem is Jaylor. Having revealed his panache for necrophilia, he will now challenge Riddick to a fist fight. If you enter the cell deck control room with any weapon apart from the Bare Hands, Jaylor will spawn with an assault rifle and take out Riddick.

If you want to take out Jaylor quickly, enter the room without weapons, switch to the Tranq-Gun once he appears and do the shock and kill attack. Otherwise, you can use the hole exploit to recover life blocks while slowly wearing down Jaylor.



Go towards the comm-stat and kill Sad Eyes, the psychotic woman in the hall. You may optionally contact Lynn Silverman about her mother, but that's about it. Contact Dascher from the comm-stat and he will open the doors to the hangar elevator, which starts a new chapter, Hangar. Before going up the elevator, be sure to go back to the Lower Cargo Bay (through the vent) to pick up nanomed cartridges if you need some. There is a boss fight in the next chapter.

Chronicles of Riddick Guide

Cell Decks Riot

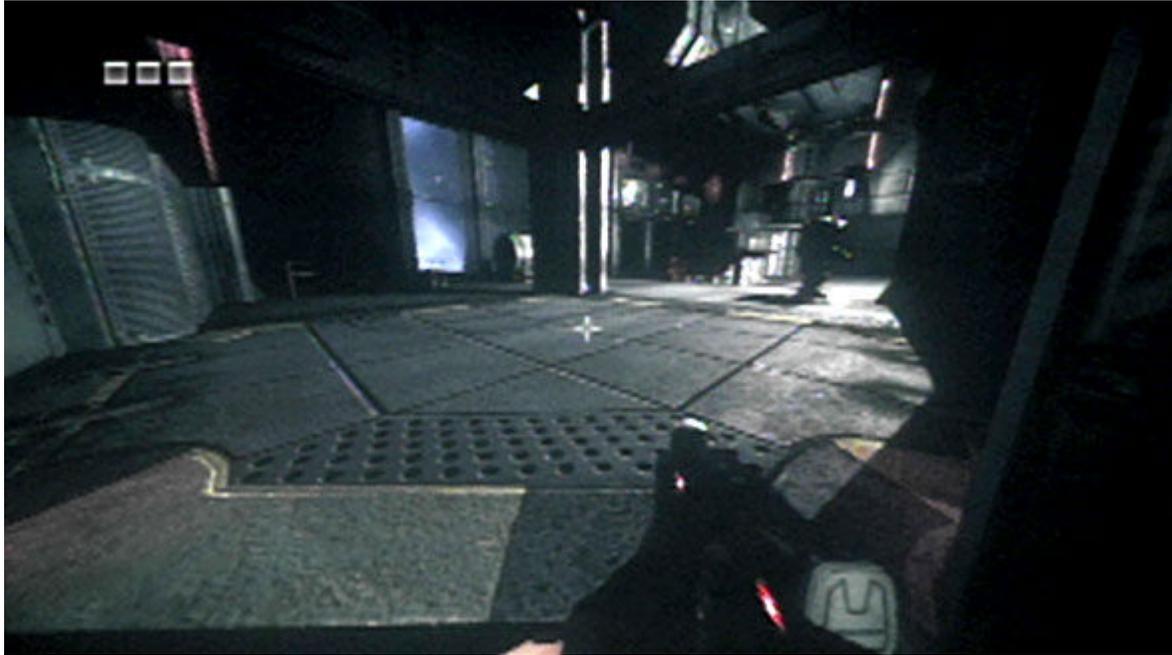
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Grab the letter from Mile's cell and deliver it using the comm stat near the maintenance fan.

Chronicles of Riddick Guide

Hangar Bay



Take the big lift the hangar and duck as soon as the door opens. While the two mechs are talking about the Dark Athena's stupid noise, go left and hop into the dark hole (this tactic is known as the *jump in the hole in the palace if you go*).

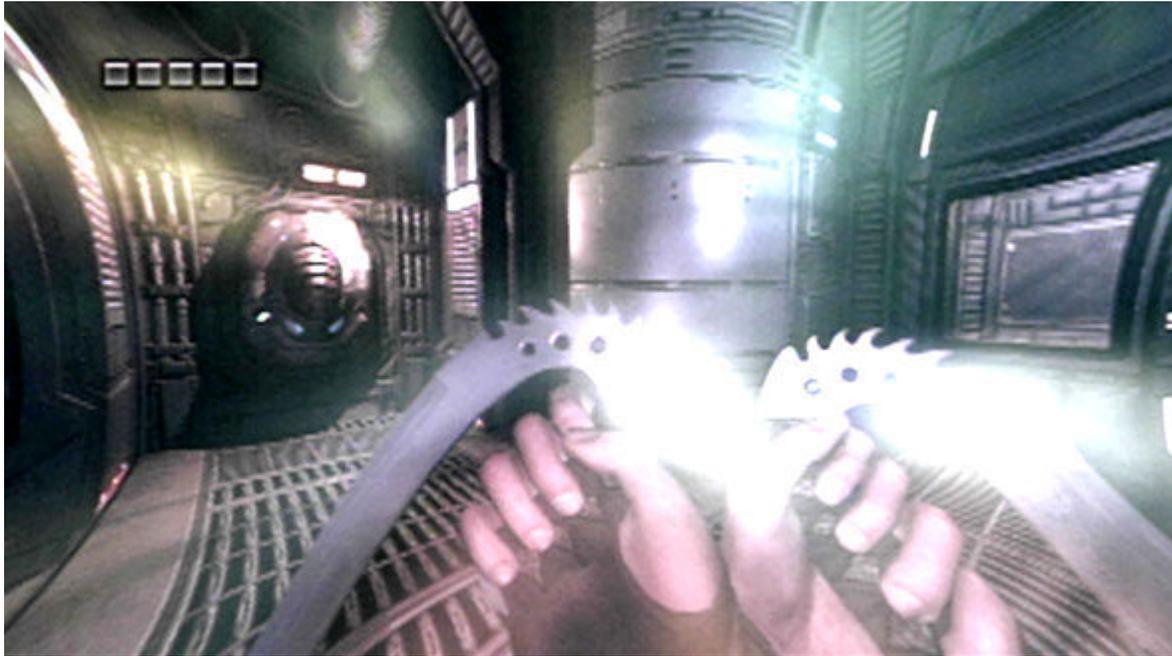


Go through the tunnel and don't make any alerts. The mech guards will stay near the elevator entrance when they're done talking. This lets Riddick move, jump and vault without trouble (Riddick makes noise when standing and moving over ground, but not when turning in place or doing jumps).

Mantle onto the landing platform and use eyeshine and acrobatics to get to the balcony where the control booth is. Kill the booth's lone operator and engage the various controls. You want to do the following actions:

- 1. Power up the escape vessel.
- 2. Raise the loading platform.
- 3. Go outside and have Riddick go underneath the ship. Re-adjust the direction of the ship's gun.
- 4. Enter the control booth once more and test the ship's weapon system.

This will clear the hangar of the two mech guards (if they are alerted, it doesn't matter). Go to the airlock to the control room and Dascher will tell you to wait a minute.



The nanomed station is here for a reason, and that's for you to heal up before fighting Gale Revas. **Notice the choice of *ulaks*.** There isn't really an option when fighting Revas, as she attacks ruthlessly and continuously.

Once you find what's left of Dascher in the control room, attack Revas relentlessly and don't let up. The goal here is to kill her before she kills Riddick. There is no way for Riddick to disarm or block against her attacks effectively, so you need to attack without hesitation.



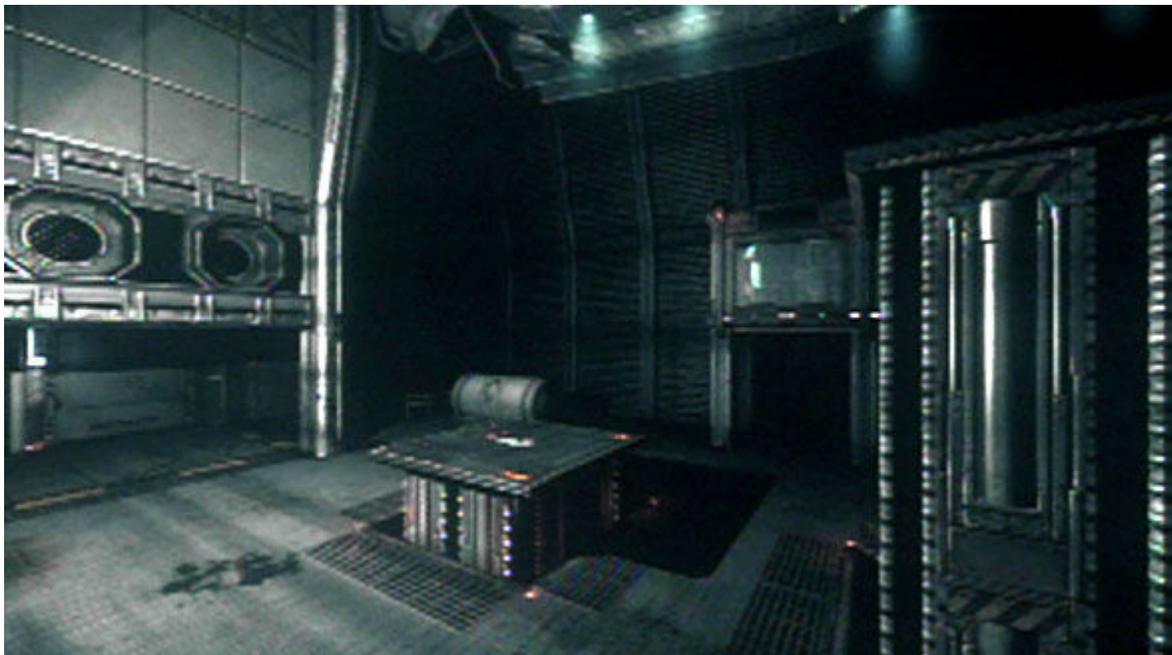
Once you're done fighting Gale Revas by returning her property to its rightful owner, you can rejoice that you're about 50% done with Dark Athena. The next chapter is known as Culvert.

Chronicles of Riddick Guide

Hangar Bay



#40: When you enter the hangar bay, turn left to avoid the two mechs and hop down the dark hole. This card is in the tunnel below.



#16: It's preferable to solve the hangar bay puzzle (gets rid of both mechs). This lets you check out the lift platforms in the hangar unmolested. The card is on one of them.

Chronicles of Riddick Guide

Culvert



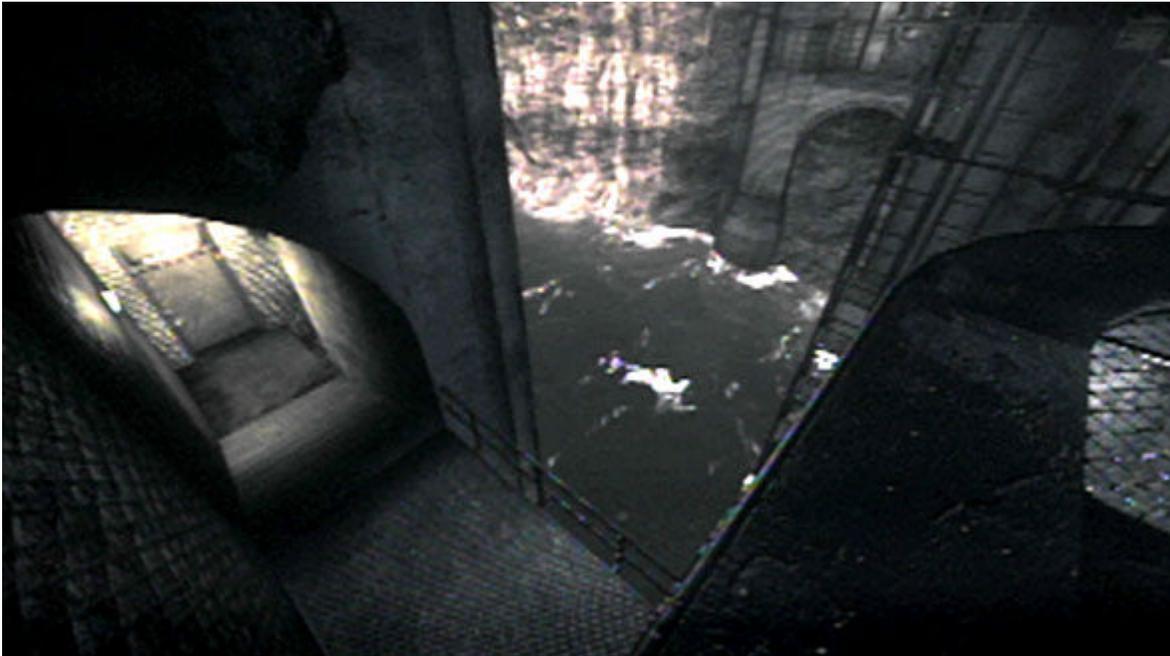
Riddick lands on a beach similar to the one in tutorial. Notice that he's lost all his weapons except the ones seen above. In short, he has the ulaks, combat knife, and club. All the other weapons -- except the ever-useful **Tranquilizer Gun** -- will need to be re-earned. The Tranquilizer Gun will not be present from this point on.



Head into the sewer and mantle where the gate blocks your path to move on. Since Riddick is unarmed, you need to be careful when engaging the drones on the planet. While you can take the drone guns, the wide open areas and sheer number of active drones mean Riddick gets easily shredded in combat.

Go past the spiral staircases and take out the three drones however you can. Using one's gun to down the others is totally

acceptable if you can suffer the injuries. There will be a few more drone encounters later, but you principally need to play stealth now, as the next chapter will not have healing facilities until near the end.



Outside, drop down and use the ledges and rocky path to get underneath (and in reach of) the waste chute. There are no enemies here (for now) but you can grab a few more extra bounty cards.



Cross over under this waste chute using the hangrail and get to the center structure. From there, Riddick can go up and walk across the top of the waste chute to the control booth.



Use the control booth to change the direction of the chute's flow. Once this occurs, a drone will be sent to this room from outside. Use a lethal drop on the drone to take it out (the ulaks risks injury). Get to the chute once more and hangrail across to the next area. Find an exit from the turbine room's lower level and Riddick will be back outside



Locate this interesting landscape. There is a way to climb that ladder to the next area instead of using the lower door. Riddick needs to drop down under the platform to reach the ladder.



Take the extra trouble of doing it now, as there is a second NanoMed Vitality Mastery Station inside. This will increase Riddick's maximum life score to six. This doesn't let you off the hook in playing things safe though. You can still be squashed with bad decisions in the long run. All this allows is for you to be slightly more careless down the road.

Drop through the wooden bridge, kill the drone and move on. Once you leave this area, you will be in the next chapter, Crash Site.

Chronicles of Riddick Guide

Culvert



#15: In the room past the broken spiral staircase, you get the chance to fight three drones. This card is in that room, near the non-spiral stairs.



#52: After Riddick uses a hangrail to traverse under a waste chute (this leads to the chute's control room), he will grab the ledge near a fence. Instead of going right to the control booth, go left to get around the fence, and to grab this card.



#33: After using the second nanomed life-upgrade, check the pipes on your level (and in the same room). There is a card on one. Take it before going down, because it'll be a one-way trip.

Chronicles of Riddick Guide

Crash Site



Coming up from the sewer, Riddick will empty himself into the middle of the city surrounded by a bunch of patrolling drones. It is possible to ambush a few drones and tackle them into the dark spot where Riddick comes out of the sewer, but a far more practical thing is to climb the ladder nearby.



Staying high and above the line of sight of patrolling drones will let Riddick get fairly close to Pavlo -- he's the colonist who gives Riddick a new permission to advance in the game. Otherwise, you can test your stalking abilities. Any enemy you kill now will not be present later when Riddick returns to the city, so it's not a bad idea to kill everyone now.



Pavlo is the guy cursing at the drones. If you have the subtitles on, you should come across the angry old colonist soon. Ambush the two drones trying to enter the old man's house. Once the enemies are taken out, Pavlo will give Riddick the keycode to the supply depot and a request to get a gasmask.

There is a powerful non-Dead Space mining tool called a SCAR Gun in the supply depot. It isn't the Special Forces Command Assault Rifle, but something else entirely.



Locate the supply depot on the other side of town. There will be a few drones here and there. Be sure to take them out silently, so you don't suffer unnecessary injury. There is a nanomed station in the supply depot (which is small, on a dock, and can't really hold that much, so we wonder how this is a supply depot for a large colony planet). Take the **SCAR Gun** and gas mask in the depot, and get ready for combat.

While the SCAR Gun can't zoom, the mines it fires are chiefly harmless to Riddick (unless you detonate three at once next to him). One or two mines will be able to kill drones and spider turrets. Because you can detonate the mines from behind cover, it is

a fire and kinda forget weapon (although you cannot miss the target since the mines travel in straight line).



On the way back to Pavlo, the SCAR Gun is best used on the drones and spider turrets who appear. **The spider turrets are the greatest danger** since they fire quickly and accurately, thus robbing Riddick of life.

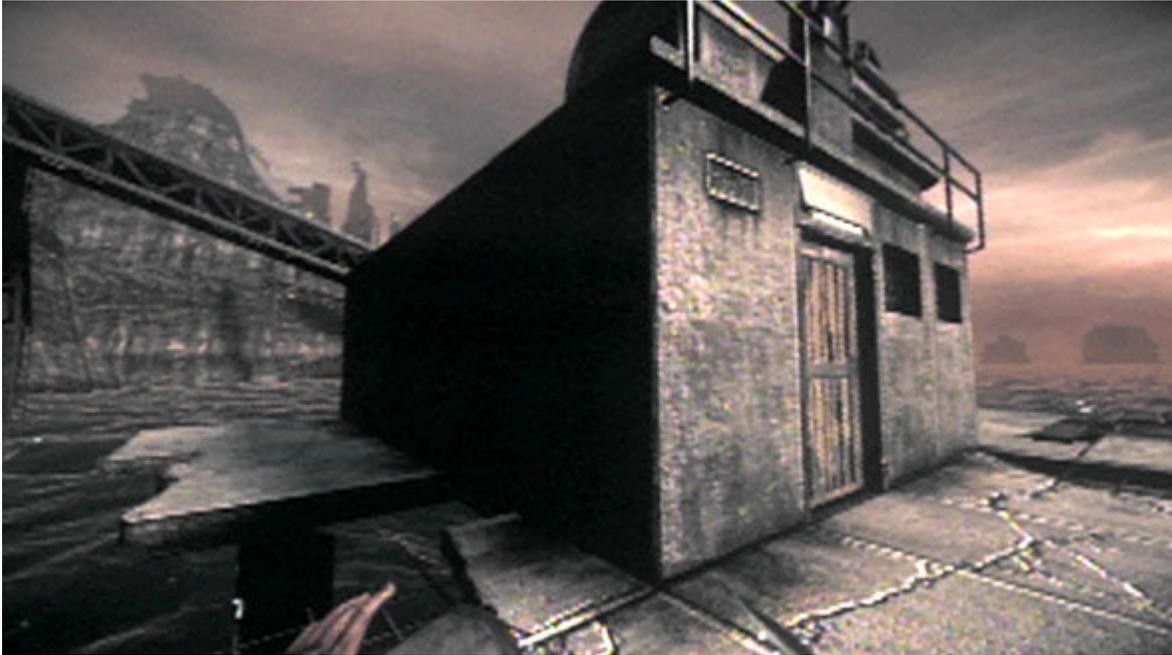
When you hear the chirp of a spider turret, retreat immediately, or you will likely suffer plenty of wounds. A chirping turret means a spider bot has sighted Riddick. If you cannot see the spider turret's targeting laser, that means you have alarmed it but it's out of your immediate sight. Generally, you can see the spider bot's laser. It is the perfect method to find these nuisances and get rid of them before they fire.



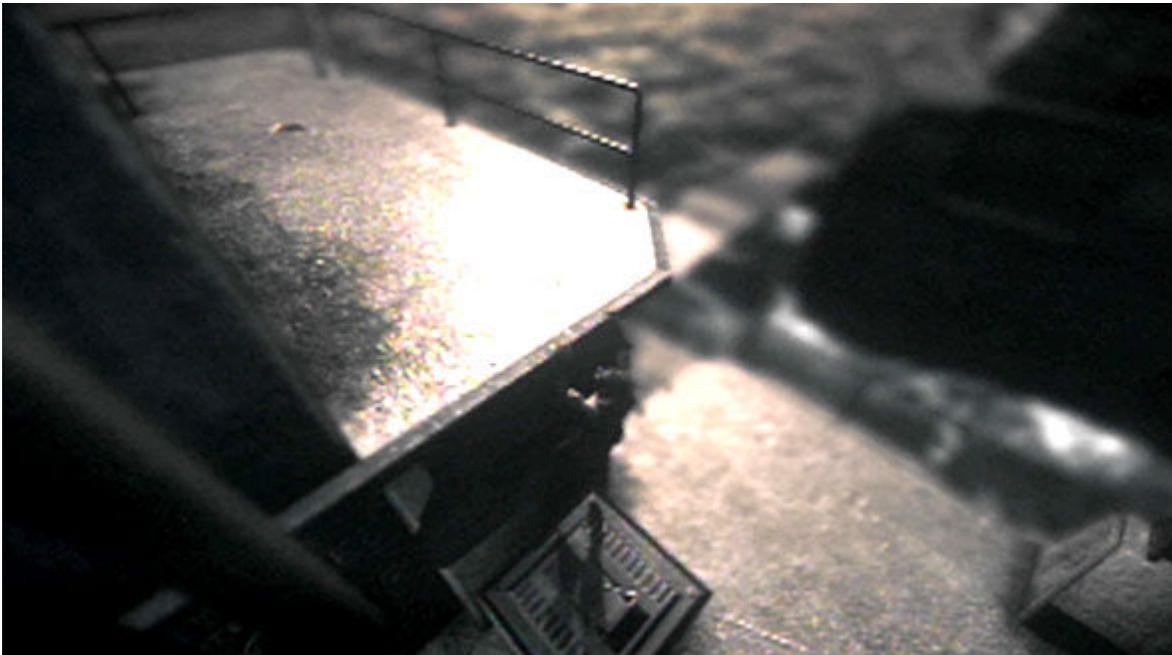
If you need healing, go into Pavlo's house for a nanomed station. Head into the stronghold by mantling to the upper wooden door, breaking it with a SCAR mine, and then killing the losers in the courtyard. Once they're all dead, you can have Riddick go to the Town Square map and start a new chapter, Bazaar.

Chronicles of Riddick Guide

Crash Site



#43: After speaking with Pavlo, head to the supply depot. This card is to the depot's side. Hop over the broken walkway.



#32: After speaking with Pavlo, head to the supply depot. This card is on its roof.



#3: At the keypad that opens the supply depot's gate, there is a small sewer alcove that hides this card. Check out the sides of nearby buildings for this one.



#31: After delivering the gas mask and getting a SCAR gun, you go over a bridge into a small fortress or gatehouse. At the very top (before dropping down), there is a handrail leading to this card. Get it before going to the next map (town square).

Chronicles of Riddick Guide

Bazaar



The town square map has plenty of drones and a nasty surprise. Open the main gate and use the SCAR gun while stealthed to take out the drones in the square. Note there are several doors and obstacles that can be destroyed by the SCAR mines. Use the new areas as cover if need be and retreat to recover life.



The nasty surprise is the alpha drone. If you are not prepared to deal with it, you will get Riddick seriously injured for no reason. The **trigger** to get the drone to appear is by climbing the stairs shown here (in the distance). Before you do that, it's advisable to break the lights in the tunnels leading to the courtyard so Riddick has dark areas to submerged into to escape the ravages of the alpha drone.



From the dark, Riddick can crouch and fire a mine or two on the alpha drone without being barraged by the grenades and guns. The mines have a shelf life of about a minute or two (before they start fading). You need to lay on the maximum of five mines on an alpha drone before detonating them to kowtow the alpha.



Once the alpha drone is keeled over, select the ulaks or simply go near it with a blade of some sort and press the context action key to finish it off. Once an alpha drone is slain, Riddick may take and throw an infinite supply of drone grenades so long as he is in range of the drone's corpse.



The grenades are needed to blow open the hole in the gate to the next area. Note that drone grenades are essentially the same as the mech's rockets. This means you can use them to destroy mechs and other armor. If you're not picking up on the vibe IGN is giving you, you're pretty dense. Go into the next chapter, New Venice (the map is New Venice North).

Chronicles of Riddick Guide

Bazaar



#21: At the town square, there is a wooden door near the square's gate that hides a room with a card.



#1: In the town's market (near the gate), there is a wood scaffold that blocks access to this card. Blow up the scaffolding with the SCAR gun's mines.

Chronicles of Riddick Guide

New Venice



Use the SCAR Gun to move the boxes slightly out (for cover) and then start luring the six or seven mercenaries to get tagged with SCAR mines. Kill them and take their weapons (assault rifles and shotguns).

Cross the bridge by using a mine on the bridge switch, then you have the chance to either take out the alpha drone or do the side quest for Gabriel. It's advisable to kill the alpha drone first, as starting Gabriel's sidequest will net you a few checkpoints.

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article_ID=971469&downloadURL=http://videomovies.ign.com/video/video/article/971/971469/riddick_five_jammers_flvlowwide.flv
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When going back to previous areas, there are a few instances where enemies will appear, so be sure to proceed slowly (and be ready to retreat). The three nanomedes in the southern area (Pavlo's house, the supply depot, and the town square) are still around, so be sure to use up all three before moving on.



When fighting the alpha drone, you can use the sewer under the staircase to get in your licks, but it's far easier to use the two entries from the nanomed house to peg the alpha drone.



Get out of the area (after killing the alpha drone) by mantling to the area show above. Descend the two ladders into a dark tunnel area. There are a few soldiers here, and it would be advantageous to drop them using stealth and eyesine.



Locate the freight elevator at the end of the tunnel. Place one mine on each of the safety clasps on the elevator and detonate all four at once. Using the lift to go up will place Riddick in the next chapter, Old Town.

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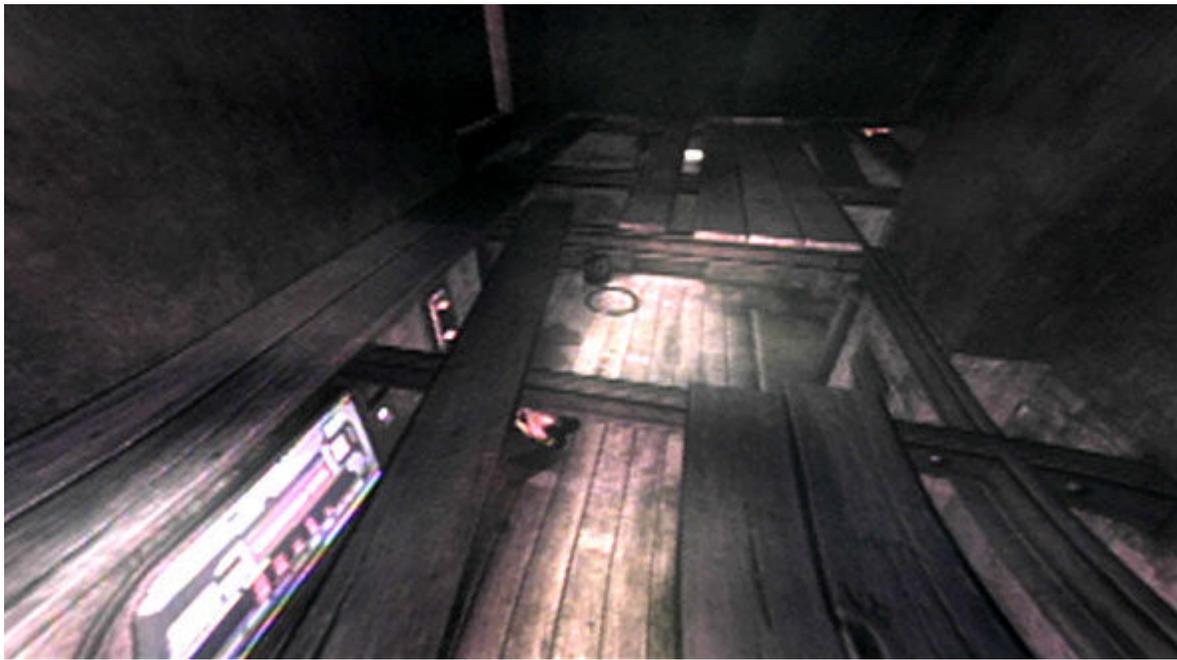
New Venice



#27: In a caged area with a nanomed capsule next to the area's alpha drone. Use a drone grenade to breach the cage.



#48: There is a wet-dock near the comm-station house. This card is near some boxes on the wet-dock.



#20: The comm-station house's attic. Go up using the boxes found in the house.

Chronicles of Riddick Guide

Old Town

You can go back through the cargo elevator, but there will be a few nanomed stations here (for the ambush) so there should be no need. What you should know is that there are no enemies in this area until you hit the arena door switch. Knowing that, you should use this respite to explore and grab stuff.



First off, given the heavy fighting you've been doing, there is a **nanomed cartridge** above where you start in the elevator in Old Town. Use the boxes to reach it. If you are desperate for healing, go back into New Venice North to heal Riddick. Otherwise, you will need to fight a few enemies before you can find a loaded nanomed station in the arena.



The switch to open the arena (and release enemies) will be in the control booth (pictured above). To avoid being chewed up by

instantly spawning enemies, try to place a mine on the switch, then moving to a spot (like on the balcony where you get the bounty card) and triggering the mine. This way, you can get the drop on enemies who appear.



The arena's interior is a death trap if you simply step in and wait for the drones to appear. Instead, take a look at the gallery to the right (or left). Behind the column is a grate you can use a SCAR mine to remove. Once the grate is gone, Riddick can duck into the duct-work to attack drones from relative safety. There is also a nanomed station to heal up if required.



Should get the attention of enemies to one side, sneak to the other side, stealth and shoot the enemies in the back (the SCAR gun's mines can break lights if required). Kill the alpha drone and the soldiers on the arena balcony and you can escape. Note that you cannot exit the arena to earlier areas, only towards the star port.



Use a SCAR gun mine on the elevator switch where the alpha drone came down from. This lets Riddick get to the top to escape the arena. At the top of the elevator, there is a second nanomed station. If Riddick is injured, use the nanomed stations in the arena and at the top of the arena (do not refill them either). You will not be coming back here.



Defeat the next alpha drone in Old Town. Check out the cage next to its position, as it has a few more weapons you may need against the enemy. Zip from the Old Town to the next map, and a new chapter -- Refinery.

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Old Town



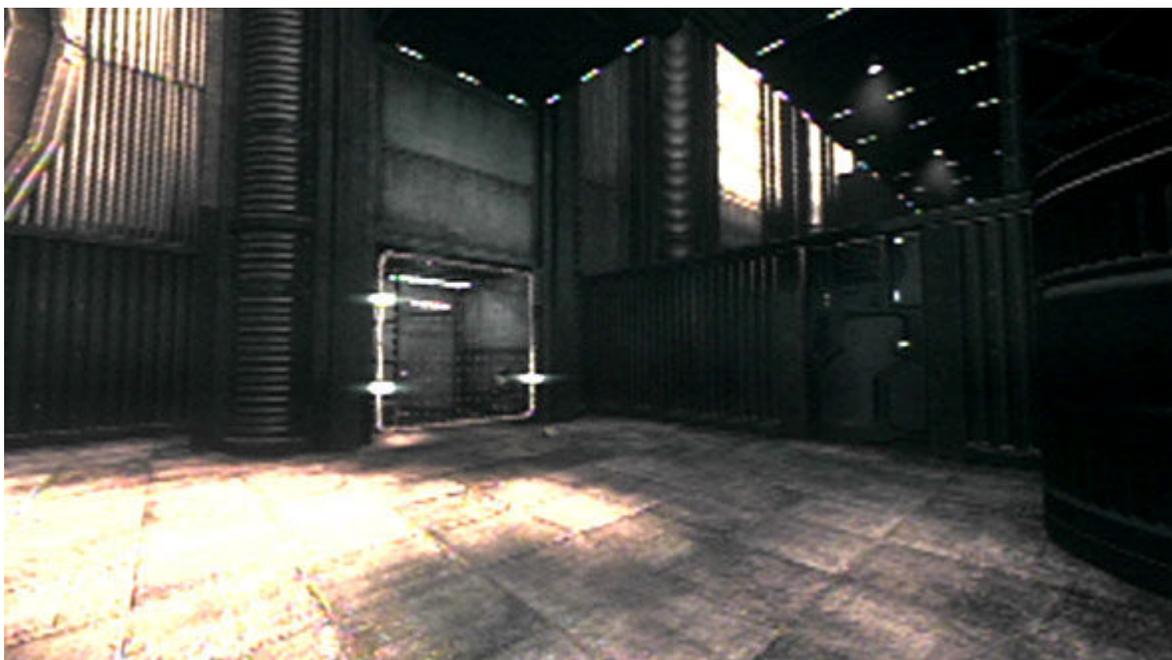
#50: At the start of the Old Town, there is a sewer pit leading into a tunnel. The card is in there.



#17: There are two boxes next to an elevated walkway. Once atop the two boxes, use the mantle (Action) key to climb over the walkway's fence to get this card. You cannot jump up there, only mantle.



#38: After the arena, you will fight another alpha drone near the map's exit to the Refinery. Remember where it first appeared? Check that area from the upper level and find this card hidden behind the wooden fence.



#44: Defeat the alpha drone at the Old Town exit to the Refinery. A cage will be nearby that can be blasted open using three SCAR mines detonated simultaneously. The card is past this cage.

Chronicles of Riddick Guide

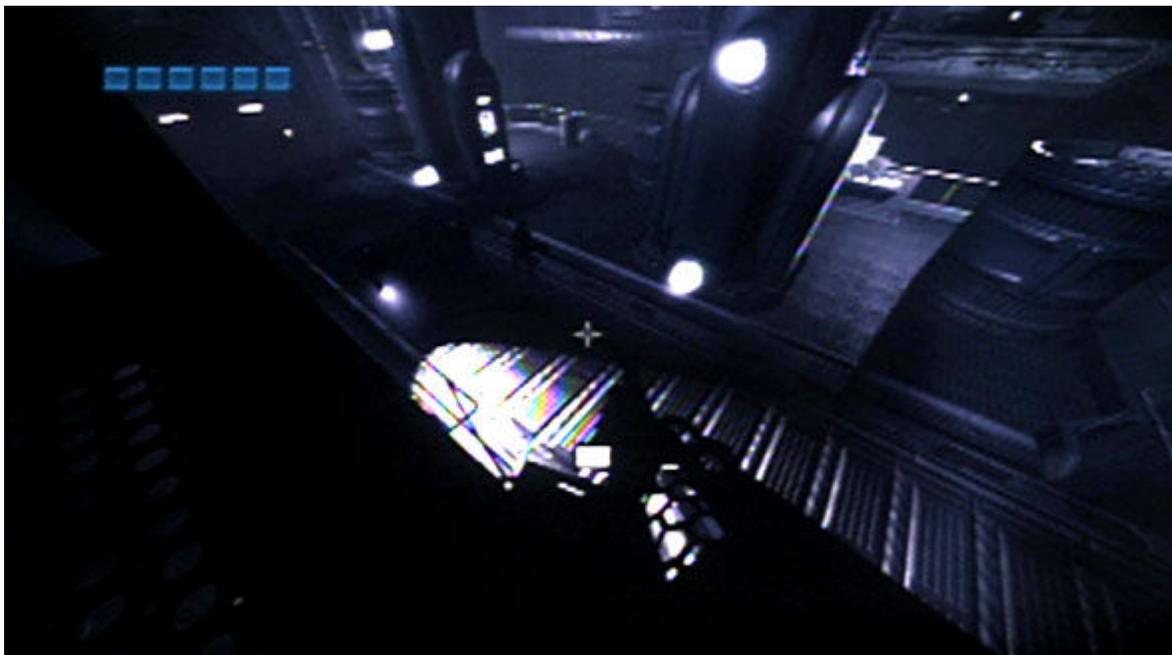
Refinery

Did you destroy all the jammers Gabriel asked for? Did you also remember to tell Gabriel about the jammers' destruction? If so, then you can enter the room you see pictured below.



Gabriel's room has his dead body and **two sniper rifles** (18 rounds). The weapon is very powerful and -- since enemies in story mode are more passive than humans in multiplayer -- gives you the distance and power to stand off and deliver.

There will be only a portion of enemies who are vulnerable to the sniper rifle, so if you can use it to kill enemies who otherwise would injure Riddick, do it. The alpha drones and mechs require special methods (SCAR Gun or grenades) to kill them, so saving the sniper rifle for those enemies is faulty logic.



Go down the elevator, kill the spider turrets and move the boxes using the SCAR gun to mantle the high ledge. Use the hangrail to get to the loading area. Crouch and use the SCAR Gun to selectively mine and destroy the three human mercenaries (or use the sniper rifle if you did the jammer quest).



After killing the first three guards in the loading bridge, select the sniper rifle and stop the loading track. This will cause more enemies to come through the locked gate (thus unlocking it).



To get this nice scene of massive death, crouch in the darkness far from the locked gate to the Star Port after stopping the loading track. Use the sniper rifle to blast the enemies from afar. Riddick should be relatively safe if he's peeking from around a container or box. The sniper rifle is powerful enough to kill with simple body hits.



Past this gate, there will be a group of four drones who will assemble and attack Riddick. You should try to SCAR mine them, otherwise, fall back and snipe them with the sniper rifle. The Spider bots that guard the area next can be slowly wrenched out using the SCAR gun and careful probing.

Although you can pass through the first half of the Refinery to get to the second level using the later half, it's far faster to simply use one of the boxes near the lit shelf/platform to mantle onto the second level of the refinery. This lets Riddick get to the containment area switch on one of the refinery vats.



The above gate leads into the Star Port (map and chapter) and it is guarded by mercenaries and spider bots. Use the SCAR gun to take out the mines, but don't be so hesitant with the soldiers. Kill them using the assault rifle or Riddick will suffer a lot of damage waiting for the mines to stick to their targets.

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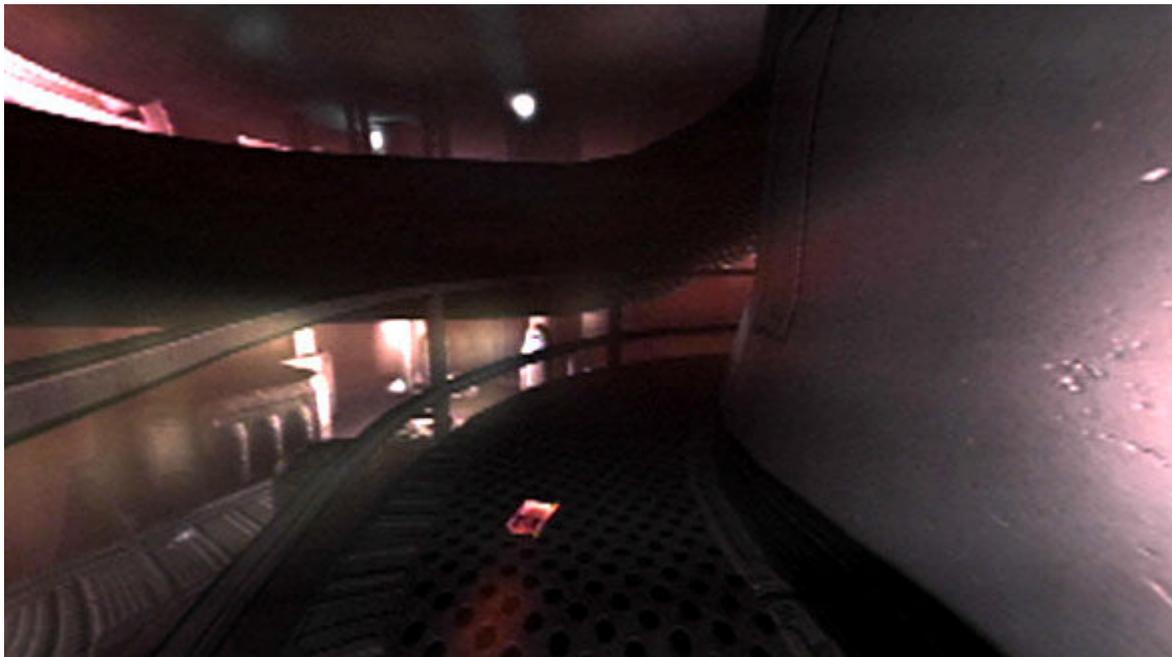
Refinery



#25: After stopping the rail-track and fighting a second group of human mercs, there will be a section where Spinner will call up several drones to hunt down Riddick. Waste the drones and move a box in this room towards the big structure on your left (as you entered this room). You can use the box to reach an immobile conveyor belt. The card is on this belt.



#56: At the refinery, go through the lower level until you reach a small lit area with a lone guard behind some boxes. You can mantle onto the second level by moving a metal box (this lets you bypass a small portion of the spider turrets). A long pipe on the side of the second level of this area (the first set of refinery vats) leads to this card.



#55: In the first vat area (the one with the switch to unlock the door to the Starport), there is a card on the second level of the vat group.



#36: At the room with the starport's entrance, there is a side path guarded by a single spider turret. Defeat the turret and check the dead end for this card.



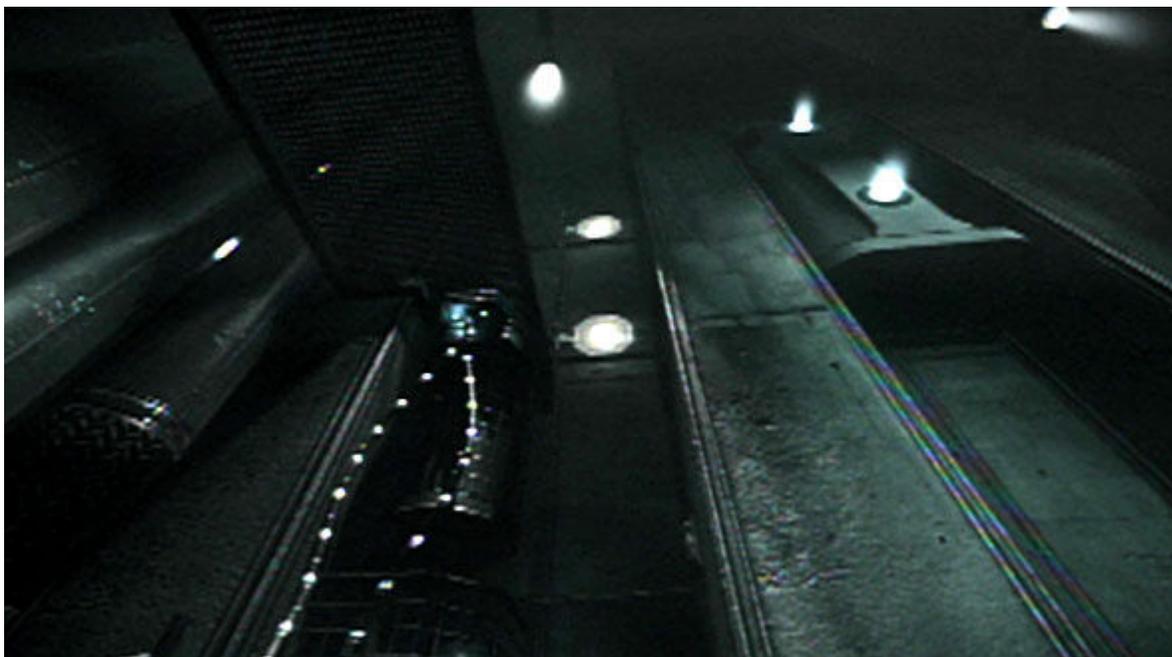
#51: In the refinery map, the room where the exit to the starport is, there is a card on ground level behind a large cylinder at the bottom of a short ramp.

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Starport



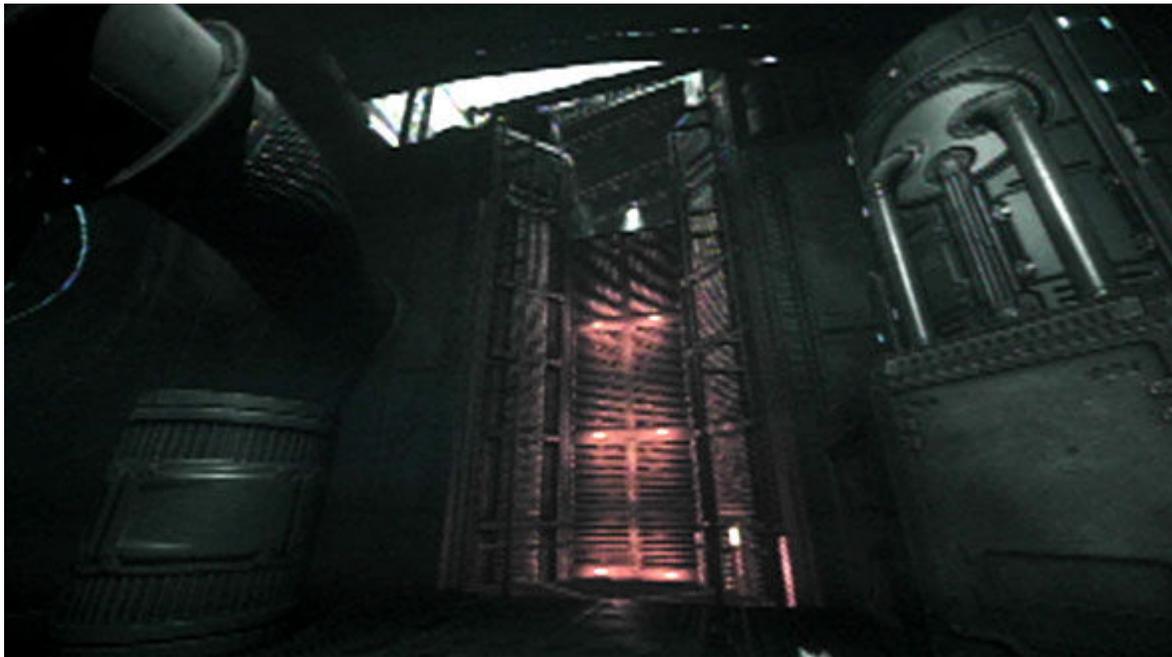
The first thing to look for in the star port (aside from a nanomed station you can return to) is this ladder thing seen above. Take out the two guards on the lower level, then continue until the gate closes on Riddick. Shoot through the gate and kill the soldier there, or he will be able to ambush you later when you go around the gate.



Release the escape ladder by sticking two mines on the safety clasps. Detonate both to release the ladder for climbing. Staying on the second level is not wholly optional, as you simply need to get around the damn gate to get to the Dark Athena.



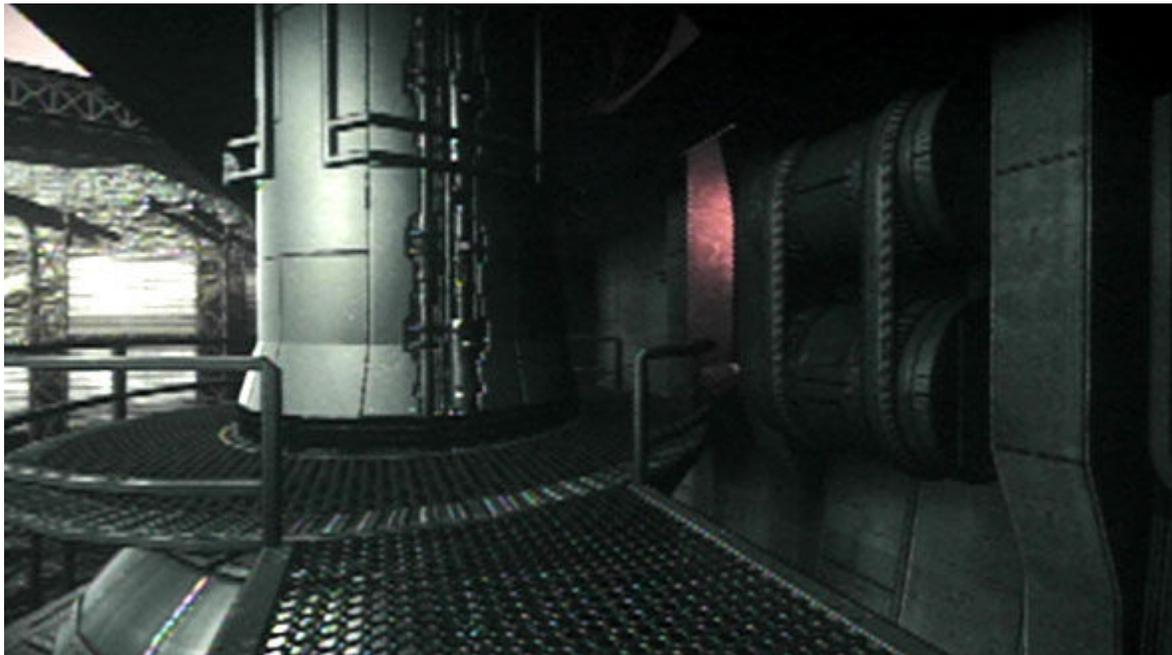
Snipe the spider bots in the large circular pit of the loading bay. The lasers should be plainly visible in the dim air, so line up the shots with the SCAR mines and let'er rip. Being wounded now is not an option (so restart the checkpoint if Riddick is seriously shot up by the spider bots).



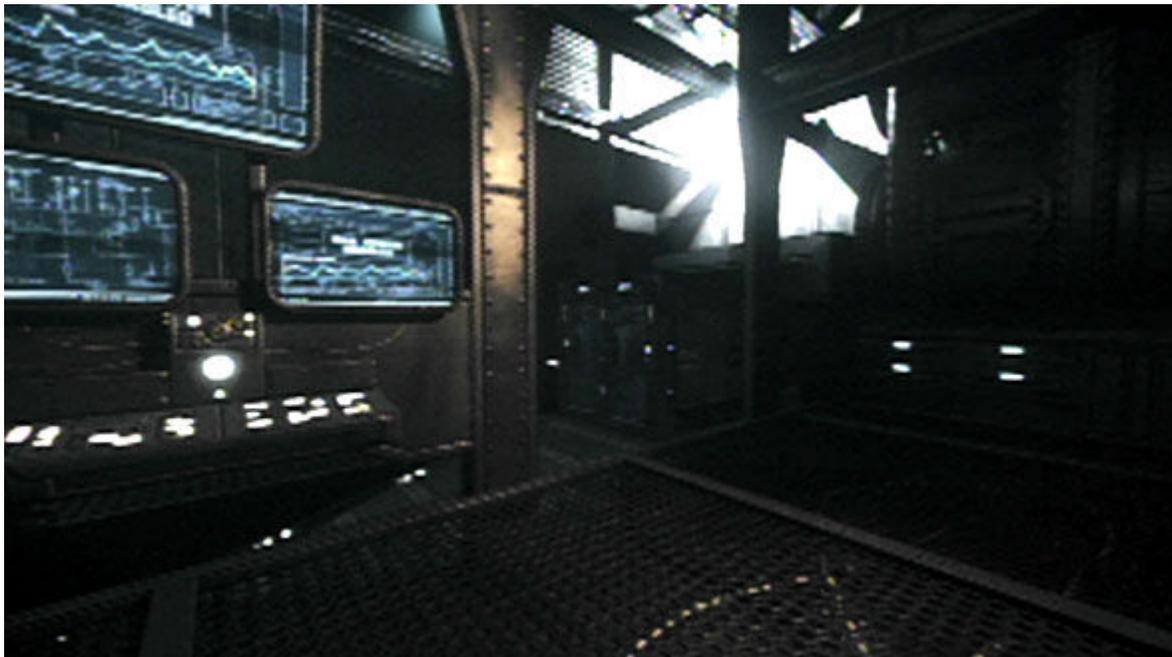
The goal is to drop down this little hole and Riddick will be able to darken the hallway by shooting the lights (then using his eyeshine to prey on enemies). The large red elevator leads to an upper area that's next to the Dark Athena. Here, he will fight several human mercenaries, spider bots, and an alpha drone. If you need it, there is a nanomed station in the hallway (last one for some time, so consider coming back later if you don't use it up immediately).



While fighting the alpha drone is optional (should you be able to climb the ladder without being blasted off), killing the drone will definitely be handy if you are exploring for bonuses. The easiest method is to lure it somewhere where it cannot see Riddick climb the ladder. Use the catwalk and vats to hide-and-seek the drone and pelt it with the five mines to kowtow it. Don't forget to finish it off with the ulaks.



The entry into the Dark Athena is through the ventwork seen above. Before boarding the Dark Athena once more, be sure to heal Riddick completely, as he will need to maximum life once inside (boss x3). However, don't waste nanomed cartridges. If Riddick heals to five blocks instead of his maximum six, don't sweat it. He chiefly needs the five blocks of life to withstand the gunfire of the alpha drones and Spinner's mech.



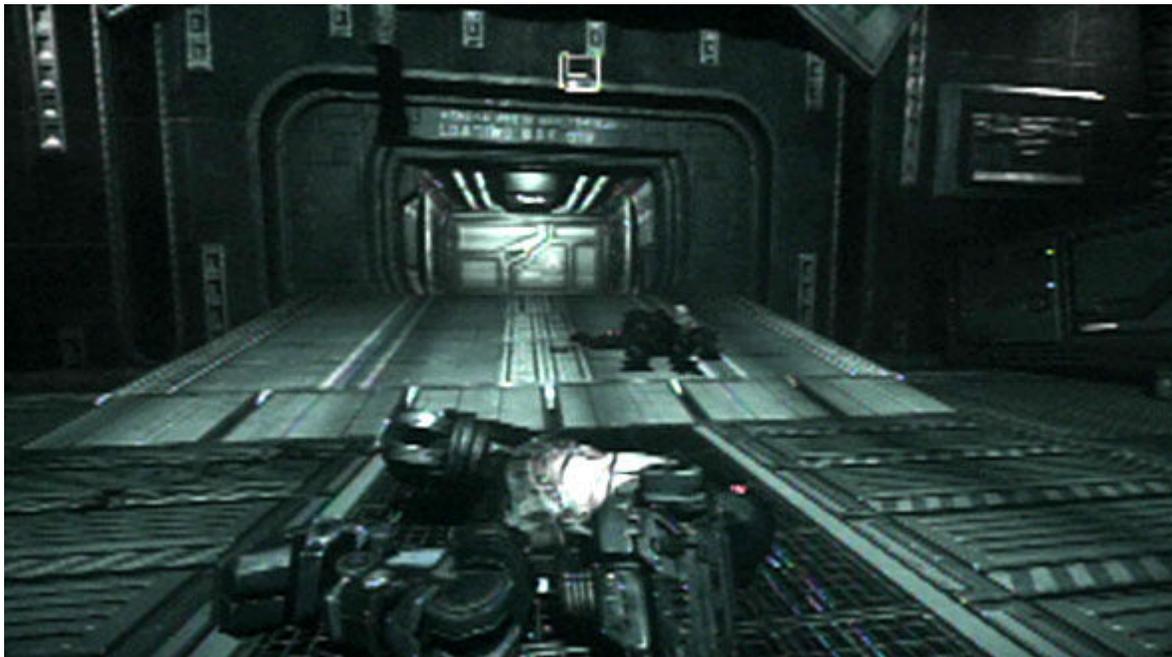
Drop (or better yet -- SCAR mine) the three losers in the bay below and kill them all. Riddick can drop down to the loading belt and move the large cargo container into the loading area of the Dark Athena. Once that's done, it will trigger two alpha drones (one after another).



Once you move into the proximity of the large container, move around the dark spot (crouched) when the alpha drone goes to inspect the cargo box. Get some distance from the drone (because it can't move from the center of the room) and pelt it with the SCAR mines.

As soon as you kill the first alpha drone, a second one will immediately appear from a door near where you entered this area.

Defeat the second alpha drone, taking care not to expose Riddick to unnecessary damage. Remember, Riddick can suck up the splash damage (not direct hit) of a drone grenade if he runs to a safe spot to regenerate his injured life block. Once both alpha drones are defeated, Spinner (in a mech) will appear.



When the second alpha drone drops like a margarita-slugging alcoholic booze-boob at a bachelorette party, you have a few seconds to get to a dead alpha. Crouch behind its body to get the scant cover the dead body provides and start chucking grenades at the ramp to the Dark Athena.

Spinner will come at Riddick from the door and down the ramp. If you've been throwing a constant stream of drone grenades there, chances are some splash damage will be done to Spinner's mech when he appears to attack. Try to get as many grenades off at Spinner's mech as possible and ignore damage for now.

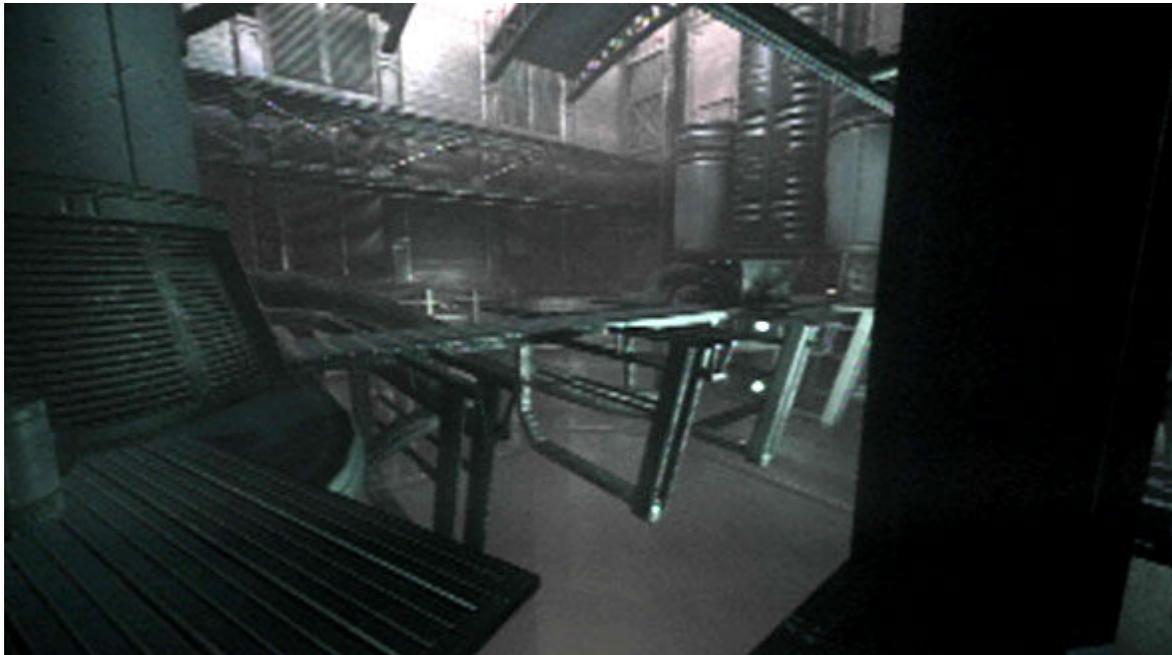
Since only the drone grenades can damage Spinner's mech, running away to hide is a bad idea. Once Spinner drops dead, take the executive keycard and go to the next chapter, Executive.

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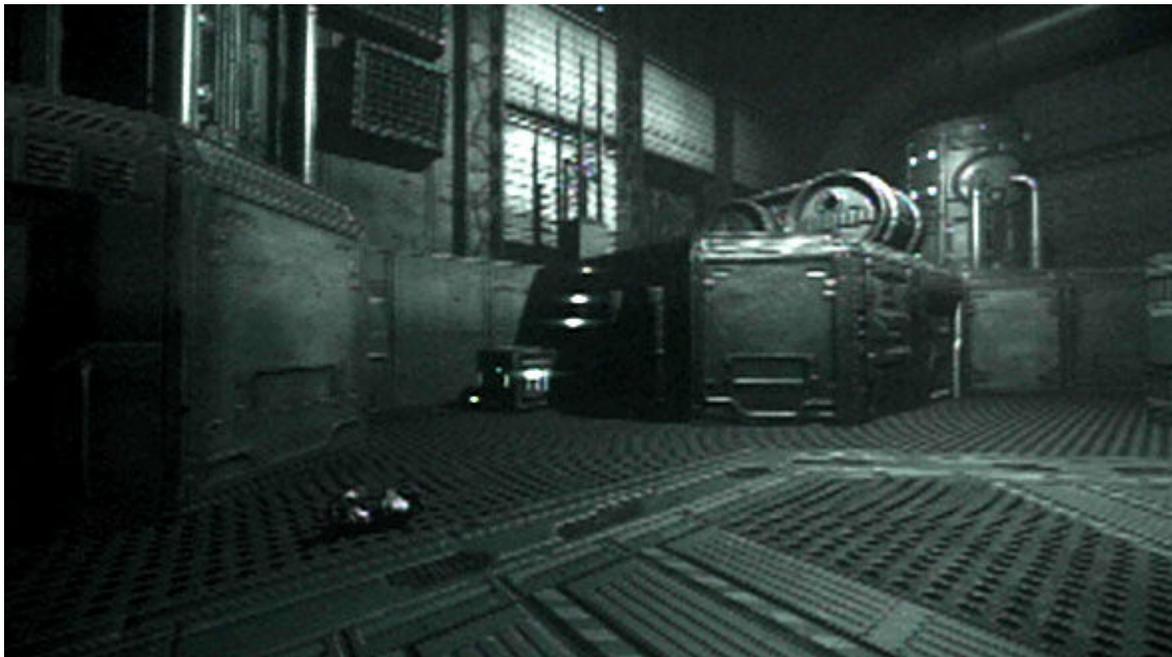
Starport



#23: At the beginning of the Star Port, check behind the first set of boxes you see for this card.



#45: Quite visible on one of the trusses on the large bridge from the starport to the Dark Athena. Use the pipes to go down and up for this card.



#12: Past the nanomed station in the hallway, you will be able to ride an elevator up to another large expanse (and fight yet another alpha drone). Before going up the elevator, use the SCAR Gun to move a box to the large structure on the bottom level. Climb up the box and find a way onto the roof for this card.



#4: After defeating the final alpha drone in Star Port (but before re-entering the Dark Athena through the ductwork -- a one way trip), use the drone grenades to blast an explosive tank atop one of the port's small sheds. This blows open a door revealing this card.

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Executive



Enter the cargo bay crouched and slink to the right side. It should have enough room for Riddick to avoid the torchlights on the enemy guns. While stealthed, snipe the enemies (use up the sniper rifle -- it won't be used later).

Lacking any other refinement, stealth and use up the assault rifle, submachinegun, and shotgun. None of these weapons will be used later. It should be noted the scant few guns dropped by the mercenaries will be enough to replenish your stocks.

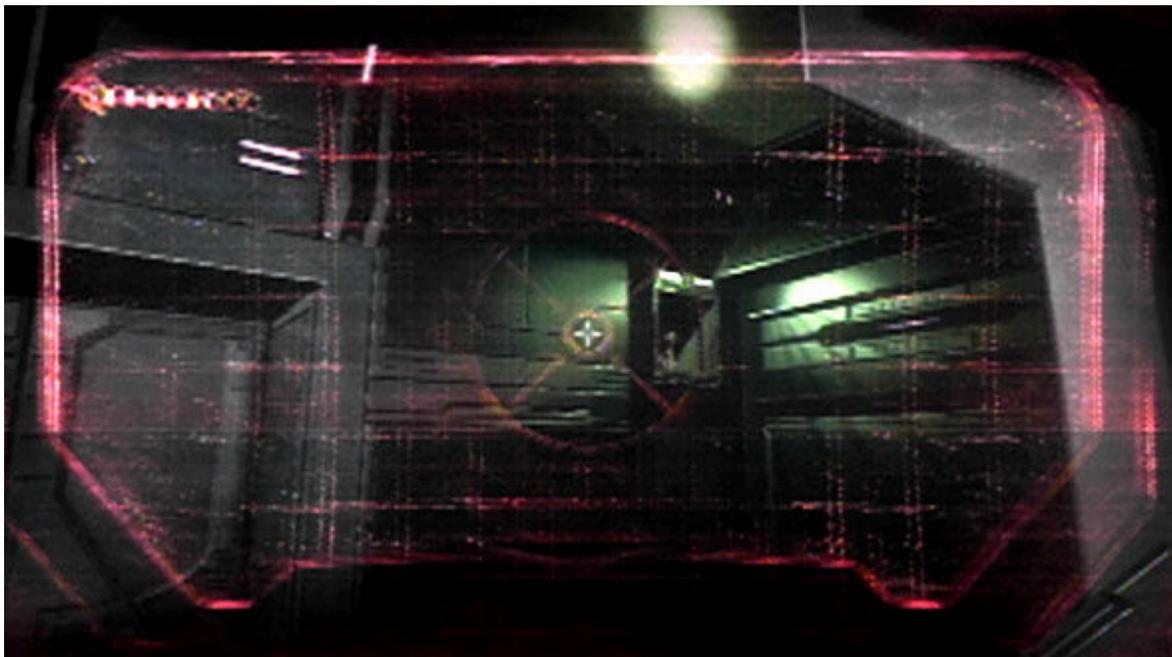


Upon entering the next room, contact Lynn Silverman on the comm-stat. She will make the drones friendly to Riddick. From now on, Riddick will not be attacked by drones -- although you can still shoot and kill them (and operate their drone guns for a little while).

It is probably more practical to assist your allied drones by shooting at the enemy mercenaries. Once the enemy has targeted Riddick, the drones will be able to shoot them in the back.



In the large hangar, Riddick can ignore the drones and mercs and simply move to the next hallway using the executive keycard. The next section will be the last part before fighting the game's last boss.



Enter the alpha drone control bed and use the thing like the mech (infinite guns, and also infinite explosives this time). **Should Riddick's alpha drone die, he will suffer injury.** If the alpha drone dies, his next drone needs to find Lynn Silverman in one of the many spare airducts in the hallways.

Locate Lynn Silverman (the initial time) by looking for the green-lit air duct in a corner. Once she is on board Riddick's alpha, she will give you directions on which way to turn to get her to her destination. Place her in the assigned air duct in the target practice room and Riddick will be free to attack the last boss.



When you have control over Dick Riddick again, be sure to restore his health completely (it is the final fight after all) and equip the SCAR Gun. Use the gun to tag the boss once and knock her over when she's in front of the open elevator shaft (you can use a mine to open the elevator door before she appears to save time).

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[ignvideo]

If that looks easy, try it one a friend using Dick's patented Zero-G Water Balloons®. If you're having trouble knocking Revas into the abyss, be sure to detonate the mines only when her body posture has reset so she can deliver an attack. A mine detonation will immediately knock her over, so she won't be able to seriously damage Riddick unless you forget to detonate the mine.

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Executive



#10: After entering the Dark Athena once more (and killed the final two alpha drones in the game and Spinner in a mech), cack the last of the mercs and search the large cargo bay before going deeper into the ship. This card is atop one of the crates in the large cargo hold.



#60: In the alpha drone control room, there is a card behind a small partition of glass.