

# Fallout 3 - Mothership Zeta DLC

## Not of This World

Before you attempt this DLC, repair your favorite weapons and armor. Take as many Stimpaks as you can get. The alien Mothership is in orbit around Earth and you will be there for a long while. In addition, you will find a lot of treasure on the ship. Remove unnecessary items from your pack before you leave on this series of quests, to make room for alien goodies.

A small spaceship has crashed in the northeast part of the wasteland. Select this quest in your Pip-Boy and then follow your quest arrow to the crash site. Your radiation detector will start clicking when you near the spaceship. When you get close enough, the aliens will teleport you up to their Mothership. Through a hazy blur, you will see alien scientists probing you with instruments.

You wake up naked, in a holding cell. Your cellmate Somah will speak with you, explaining what has happened. Agree to her escape plan. Start punching Somah. A pair of aliens will come rushing into the cell wielding Shock Batons. Beat them to death and then get their batons.

Outside the cell, go all the way down to the eastern end of the hallway. Activate three Control circles to upload Alien Logs 14, 15, and 22. Find all 25 logs, to get an Achievement Trophy. Now backtrack west, to the first "Release Mechanism". These open the other holding cell doors. One cell has a dead Enclave Officer inside. Put on his clothing for some small protection. Then walk west, through the "Healing Arch", into the next room.

Activate three more of the Control circles, to get Alien Logs 1, 3, and 12. The western door will not open. Instead, go through the door to the south. A young girl, Sally, will tell you how to open her holding cell. Go all the way to the south end of this corridor to find a large machine comprised of four individual parts. Activate the Control switch, to raise a central cylinder. Then Activate the three Core Coolant Switches, spaced evenly around the cylinder. Back away to a safe distance.

The machine will overheat and explode, disabling the force field in the doorway of Sally's cell. Go inside the cell and speak with her. Accept her offer of help. Follow her and then watch her crawl through a hole at the base of a wall. Wait for her to unlock the door to the west.

On the other side of the door, go into the office on the left and kill the alien. Open, and loot, three containers in his office. One of them has all of your gear. Equip your standard load-out. Activate the switch on the north wall of the room, to unlock the next door. Go through that door west, into the Steam Works. Have a conversation with Sally, to determine how she will continue.

Zigzag through the room. If you gave her a grenade, you will hear an explosion and find three dead aliens around one corner. Continue walking, until you reach a very long hallway going west.

A short distance down the corridor, find a locked door to the south, which Sally will unlock. Beyond the door, open a container and then exit the room west, to a parallel corridor. At the end, find another "Healing Arch". If you Activate the arch, you can "modify" the machine to restore your body to *full* health. After modification, each machine can heal you three times. Clear both corridors of aliens, and then go through the door to the north. Kill two aliens on the other side.

You will come to an intersection. Loot the container. Sally will unlock the door to the west, which opens to some stairs. The stairs lead to a balcony that overlooks the room on the other side of the two northern doors. Beyond all three doors are many alien enemies, including Support Drones, which are an alien equivalent to robots. One of the bipedal aliens shimmers in partial invisibility. He and has *many* more hit points than the ones you have seen so far. Use an Alien Disintegrator against him, and be ready to use Stimpaks. As soon as the aliens attack, initiate a fighting retreat.

One other tactic you should think about using is to look for fighting areas with cover in the center and a walkway around the outside. A tall bank of instruments in the middle of a room, for instance. Or, a wall connected by two doors. When your V.A.T.S. runs out and needs recharging, run through one door, along the wall and out the next door. Keep doing this in a circle, while the alien chases you. This gives your V.A.T.S. a chance to recharge. Then when you are ready, swivel around; hit your V.A.T.S. button and gun down the evil alien.

Find some Alien Epoxy on a shelf along the balcony. If you click on one in your Aid inventory, it will partially repair whatever weapon you have equipped. Open one container and then exit this area through the north door on the lower level. If you shoot the two Alien Workers on the other side of the door, you suffer Bad Karma. Follow the winding pathway east and then south. Around the next corner to the east, shoot a turret on the ceiling. Pass another "Healing Arch" on your left.

Inside the next Steam Room, kill three aliens and then go up the stairway in the northeastern corner of the room. On the balcony at the top, kill two aliens and then loot the container.

Cross the bridge to the north, and then go into the room to the north. Kill an alien and a turret. Go through the "Healing Arch" and get ready for a fight with two aliens, at the bottom of the steps. A large pipe dominates the next hallway north. Line it with mines and encourage the three aliens in the next small room to chase you back up the stairs.

Then go back to that small room and shoot a turret on the ceiling to the south. Then go through the north door and up the staircase. Sally will come through the storage room door on the west wall. Go in there for some treasure and a "Healing Arch". Sally, will wait here until the next area is safe.

Leave her there and cross a catwalk going east. You will come to another intersection. Take a detour east and pick up a couple of Alien Crystals. We do not know how the aliens use them. The crystals are useful to you, only as trade goods. Then return to the intersection and go south. When the path turns west, look for another turret on the ceiling, and then continue to a door.

Go through the Door to the Engineering Core. Beyond the door is an intersection. Sally will run to the top of the stairs to the west. Ignore her for the moment and go east, then north, instead. You will find two doors in this small room. The currently "Inaccessible" south door will, at the end of the DLC, grant you access to the Bridge teleporter. Sally is the only person who can deactivate the force field in front of the north doorway and you must have the "Child at Heart" Perk to get that dialog option. Now turn around and go south, into the lower level of the room with the ship's central core. Open two containers in this room and then return to where Sally is waiting. Loot the area at the bottom of the steps below her.

She will tell you that the teleportation device that she once used to reach the top deck of the ship is no longer operational. Follow her south, as she runs to the far end of the engineering bay. Somah will rejoin you. The four exit doors will not open, but Sally has an idea.

## **Among the Stars**

Sally has brought you to a room containing four cryogenic stasis pods. Activate the large Stasis Control button to open all the pods, releasing the prisoners. Activate the round buttons next to each pod to get Alien Logs 5, 6, 7, and 8. Speak with the three live prisoners - Paulson, Private Elliot Tercorien and Toshiro Kago. Take the Space Suit from the corpse of Colonel Hartigan. Have Tercorien change your Alien Biogel into Adapted Biogel. Have Somah repair your gear.

Speak with Sally. She will run into a side corridor (with a container) and then disappear through a hole in the wall. A short time later, she will run back to the room with the stasis pods. Here, if you have the "Child at Heart" Perk, ask Sally if she has "any good stuff hidden away". Follow her to the room mentioned above. She will deactivate the force field. Open three containers of treasure.

The following section (in green) is optional. The main quest continues farther down the page.

## **The Maintenance Facility**

From here, if you want to acquire all twenty-five Alien Logs, you must deviate from the main quest. Go into the Engineering Core and Activate the teleporter near the Robot Assembly door. When you arrive in the Maintenance Level, open the container. Then follow the hall and open the door to the west. Beyond the door loot two containers, and then join Sally. She is tinkering with the electronics inside a trash elevator. The elevator will suddenly lurch down.

As you drop, look through the narrow window slit. The first floor you pass shows an alien shooting at you. The elevator continues to drop to the second floor, where you see some cows.

The third floor has a four-door blue Corvega automobile in immaculate condition. The elevator will stop at the fourth floor and you must quickly shoot two aliens. Then Sally will crawl through the slit window and a cut scene will show you dropping into a huge trash holding-room.

Sally is standing on a safe ledge above you. She will help you unlock doors to escape the pit. Go through the "Waste Disposal" door on the west wall of the room. Squeeze through the narrow space to the south and go through a door to the west. Kill one Support Drone on the other side, use the "Healing Arch" and then go through door to the west. Then go through the north door.

Past the north door, shoot two aliens above you, on a platform to the south. Circle around and go through a door to the south. Watch for two aliens who attack you from behind. Go through the door to the west and then kill a Support Drone.

Sally will deactivate a force field on a door to the south and tell you to hurry. Do not hurry. Instead, watch out for a trash compactor in the middle of the small room. Activate the control switch next to the south door and then go into the next room.

Avoid the trash compactor in the next room and kill one alien. Activate another switch, to drop the force field. Go into the next room south and kill three aliens on a ledge to the east. They may drop down next to you. Exit this room south and then west, through the next door.

Past the door is a large room containing six aliens. While you deal with them, be careful to avoid stepping on the trash compactor circles. Then loot the three containers in the room, use the "Healing Arch" and get Alien Log 19 from the east wall. Exit the large room through the door to the west, and then loot two containers. Exit that small room through the south door.

Go up two flights of stairs and meet Sally at the top. Go inside the closet on the west wall, open the *eight* First Aid Kits and pick up a Samurai Sword. Then follow Sally south, to the teleporter, putting you back in the Engineering Core.

## **The Cargo Hold**

The other two optional Alien Logs are inside the Cargo Hold. Find the door to the hold in the southeast corner of the Engineering Core. Past the door, open three containers. Then walk east, a short distance down a long catwalk. Kill one Guardian Drone, barely visible at the end of the catwalk, before it shoots you. Go a bit farther along the catwalk and shoot a turret on the ceiling to the southeast. Then go down the first set of stairs to a long tunnel lined with shelves. Wait for another Guardian Drone to appear at the end of the tunnel and destroy that too. At the end of the tunnel is an enormous room where the aliens store all the items they have collected from the Wasteland. Watch your back while in the tunnel. When you get to the end, kill three more aliens and a drone. Then find and kill one more turret on the ceiling to the south.

Now explore the entire facility, walking along the conveyers. Keep a watch for five more aliens and kill them as you find them. Among the very good treasure you will find are: Stimpaks, Rad-X, Radaway, Buffout, Psycho, two Bottlecap Mines, Micro Fusion Cells, Electron Charge Packs, many kinds of weapons and ammo, and Missiles.

In one section of the room, find a working computer terminal. If you can hack it (hard), read the entries and unlock the safe. Reid Underwood hid the "item" in the desert, but the aliens dug it up. Find the safe just east of the giant disposal hole, in a pile of debris. Inside the safe is the NPLX Novasurge, a prototype plasma pistol. It deals Damage 80 and fires eight shots (two Energy Cells per shot), although it is a bit heavy. Keep it in mind for those tough close-quarters fights.

The southwest corner of the huge room has a door to the "Research Lab". Just west of this door is Alien Log 13. Go through the door and down the stairs. Fight three aliens and destroy three turrets. Two more aliens will come through the door to the east. Go through that door to the next room.

Kill one alien and a Support Drone in the main room. At the east end of the same room, find two more aliens and a turret below you. Aliens are apparently fascinated with "Giddyup Buttercup".

Find two doors on the south wall of the main room. One requires you to push a button to open. Inside, is a "Healing Arch". Directly north of that arch, in the center of the room, is Alien Log 21. The other door will lead you to a teleporter. Activate it to return to the first part of the Cargo Hold. Then go through the nearby doors for a shortcut back to the Engineering Core.

## **The Cryogenic Chamber**

Now, to continue with the main quest, go inside the Cryogenic Chamber. Find its entrance door on the south wall of the room where you released your three friends. On the other side of the door, kill one alien. Ignore the red-suited Alien Workers. Go to the south side of the room and push the "Release Mechanism", to open a door on a lower level. Now walk north, along a catwalk to a container. Take what you want from it and then backtrack a bit. Go down the steps west, pick up some Alien Crystals and then go through the now-open door south. Open three containers and pick up Alien Log 4. Then go back upstairs and walk west, into the next room.

Kill four aliens and open two containers. Activate two Support Drones, then "Realign Robot's Sensors" and "Activate Robot". One robot will go into the side room to the north and the other robot will go to the south room. Now stand in front of each window in turn, and "Activate Switch". Two cryogenic cylinders in each room will rise up and release their prisoners. The robots will kill the freed prisoners for you. Get Alien Log 2 from the south room.

Now go through the tunnel west. Around the next corner is an intersection. Go inside the Control Room to the west and then push a button on the south wall, to unlock the door. The small closet behind the door has two containers and other assorted treasure. Return to the Control Room.

In the Control Room, find a switch next to the window that opens many cryogenic cylinders in the larger room to the north. You may Activate that switch now, releasing the captives. If you do so, the aliens (and one turret) will kill the captives for you. Alternatively, you could go into the larger room and eliminate the three aliens first. Then kill the captives (raiders and ghouls).

Each set of cryogenic cylinders has its own switch. You may use those, instead of the single master switch in the Control Room. A third option is to kill the aliens and leave the prisoners frozen.

In any case, when you go into the larger room, destroy the turret on the ceiling to the west. Open two containers and then go into the north corridor. At the end of the corridor, go through the door to the east. On the other side of the door, turn north. You will see two locked doors and a long window between them. Aliens are dissecting humans in the room beyond the window. Activate the switch in the center of the window to release cryogenic gas into the dissection room. All three aliens will die. Go through one of the now-open doors. Get Alien Logs 11 and 17, on either side of the north exit. Go through that room, and then through the "Door to Cryo Storage".

Inside the Cryo Storage anteroom, get Alien Log 25 from the west wall and loot two containers. Both the east and west exits from the small room give you access to an enormous cryogenic storage chamber. Both exits have a "Healing Arch". Pick a direction and fight at least a dozen aliens in the multi-tiered room. Watch your back. Aliens will come running up multiple staircases.

Find Alien Log 16 at the southwest corner of the lower level. If you Activate any of the eight switches on the upper level, cylinders will go up and down. Cryogenic gas will hiss and billow. If you step into the gas cloud, it will knock you temporarily unconscious. You have the option of Activating two *other* switches. Find them next to the railings, one on each side of the upper level. That action releases two captives for each switch. These can be tough Super Mutant Overlords.

When the room is quiet, go to the central hallway at the north end of the room. Activate the switch next to the teleporter, to turn it on. Then shut down the nearby generator, the same way you did when you released Sally from her cell. Activate the central cylinder first, then the coolant switches. Watch it explode if you like. Then use the teleporter to return to the Cryogenic Chamber entrance. Exit the facility through the door to the east, arriving back in the Engineering Core.

## **The Robot Assembly Factory**

Find the Robot Assembly door west of the rotating Engineering Core. Beyond the door, get four Alien Crystals from a crate northwest of the door, and loot two containers. Then go downstairs and watch Alien Workers run away. Kill four Guardian Drones. These robots enter through the many teleporters in the facility, sometimes after you pass by. Watch your back. Open a container. Get Alien Epoxy, Alien Crystals and Power Modules from the shelves. Go north and kill two drones that teleport in from the west. Notice the "Healing Arch" and open the nearby container.

Now go through the tunnel north. At the narrow center section of the next long room, is a blue-green button on the west wall. Activate the button to "Overload Circuitry" for one of the turrets north of you. The second turret is at the far north end of the room. You must kill *it* the hard way. When you do, a force field in a doorway to the west deactivates. Use the teleporter in that cubby to elevate to the balcony above you. Search the long balcony for treasure and then return below.

**Save your game.** Access the Electric Panel at the north end of the room. Choose to "Overload Assembly Line", and then quickly back away to a safe distance. An explosion will blow a hole in the wall. Get ready to defend yourself. In the big room at the end of the now broken conveyer, are three well-armed aliens with many Hit Points. Numerous robots are ready to assist the aliens. This is a great time to use Bottlecap Mines. Place one on the conveyer belt, and then get the attention of the robots. Run back through the hole in the wall and point your gun at the hole just in case the mine does not kill all your pursuers.

One of the aliens has a Drone Control Device. He can use it to release more robots from the large round pods in the room. If you get the device, you can release pod robots too. Collect two or three heavy Drone Cannons for their trade value. They are unwieldy (and dangerous) to use.

At the east end of the room, destroy the generator. Find many Alien Crystals, a container and a teleporter, under the stairs west of the generator. Use the teleporter to return to the Robot Assembly entrance. Then open the door east, and return to the Engineering Core.

Use any container in the Engineering Core to store your extra trade goods. Even after the last quest, you will still have access to this area, and the Steam Works. All the other doors will be inaccessible to you. Go back inside Robot Assembly to collect more treasure now, while you still have access to it. The Drone Cannons, for instance, although heavy, are worth a small fortune.

## **The Hanger Bay**

Access the Hanger Bay through a door east of the rotating Engineering Core. Beyond the door, open a container and then go down the stairs to see the Hanger Bay. You will see many doorways with active force fields. Loot one container and then notice the two aliens in the distance south, beyond the floating spaceship. Notice another alien on the high balcony to the southwest. A good shot with a Sniper Rifle can kill two of the aliens. One of them, however, is a stealth type, with many hit points. He will come running toward you, across the hanger floor. You have plenty of time to switch to a more powerful weapon. Then kill him when he comes up the stairs.

After he has died, go down those stairs and walk south, until you are alongside the spaceship. Enter the tunnel to the east. Kill one alien and two turrets in the small hallway beyond the tunnel. Then return to the spaceship and continue south, to a stairway. Go up the stairs and, if you did not snipe them dead already, watch for the two aliens. At the top, find a switch on the west end of the balcony. Activate the switch, to drop the force field that blocks access to the nearby tunnel. Go west, up the stairs to a higher balcony. Kill the single alien, if you did not already snipe him.

Open two containers and play with the five buttons in front of the window. If you go down the stairs to the north, they will take you back to where you first entered the hanger. **Save your game.** When you press the button on the west wall, an alarm will sound. The force field across the doorway will remain in place. You have alerted the entire facility to your presence. Aliens will begin pouring into the huge hanger bay below.

If you look over the edge of the balcony, you can see them. If you shoot at them from the balcony, they will come up the stairs and attack you. This is *not* a good place to fight them, even though you have the two "Healing Arches" to help you.

Instead, go back down the south stairs, to the corner of the tunnel, and face east. This is a good fighting spot. You can shoot enemies from a distance, down the long tunnel. You can step around the corner when you need to reload. You can retreat to the "Healing Arches" when you need to. But first, you need some targets. Run east, to the lower balcony and then face north, toward the Hanger Bay below you. Aliens down there will start shooting at you as soon as they see you. Use V.A.T.S. to target one of the nastier varieties and shoot it. Then run back to your fighting corner and reload. Face east and wait for several aliens to run up the stairs. When you can target them, start firing.

Not all the aliens will run up the stairs. When you finish off the first batch, go out and entice another group to follow you to the fighting spot. Repeat this tactic until V.A.T.S. reveals no more enemies. Then go downstairs to the main floor. As you walk around, a second wave of aliens will flood onto the floor. Quickly run up the stairs to your fighting spot and be ready to defend yourself. By the end of this second battle, you will have killed *at least* 25 aliens.

When the battle is over, go down to the main floor and go through the tunnel to the east. If you killed the two turrets earlier, there will be no danger. Search the small area for treasure and then return upstairs, to the doorway where the alarm button is. The force field is no longer active. Enter the room and destroy the generator. Then retrace your steps back to the Engineering Core. Speak with Sally when you get back. It is time for you to go outside the ship.

## **The Spacewalk**

Take off your armor and put on the Space Suit that you got from the dead body of Colonel Hartigan, the astronaut. Find the airlock to the Decompression Chamber north of the rotating Engineering Core. On the other side of the door, push the large switch. An alarm will sound and, a few seconds later, a door will open on the other side of the room. Pass through the room with two dead aliens and go through the next door. Take the steps up to another door. Past that door is a short corridor leading to a door east. Past that door is a flight of steps going up to another door. Past that door is a small room with two doors. Activate the button to open the door to the south, and then loot two containers. Then go through the "Door to Space Walk".

On the other side of the door, walk around on the giant hull of the spaceship. If you jump off the edge of the ship, you will float away and die. At the center of the outside skin of the ship is a teleportation device that leads up to the top tier of the ship, but for now, it is disabled. You must find, and close, three panels that someone has left open. Listen for the beeping sound they make. When you have closed all three panels, step into the circle at the center of the hull and float up.

## **This Galaxy Ain't Big Enough**

You will find yourself inside another Decompression Chamber. **Save your game.** Activate the only switch in the room and the alarm will sound. After a few seconds, the door on the other side of the room will open. Go in there to see a group of four terrified red-suited Worker Aliens. Push the Control Button next to the "Teleportation Matrix to Engineering Core". All four of your friends will join you, one-at-a-time. After Sally comes through the teleporter, she will unlock the door that leads to the Observation Deck. Follow your companions through the door.

There is a known bug that causes your companions to jump right back into the Engineering Core teleporter, leaving you alone in the room. If this happens, load your save and then try again. This time, stand perfectly still. Wait until all of your companions have made it through the teleporter.

On the Observation Deck, stand on the glass to get a sense of vertigo. Soon, a large red alien holographic head will appear above the center of the transparent window. The alien will harangue you in its language and then disappear. Then Somah will speak with you about the progress you are making. Then Sally will crawl into a hole in the wall and unlock the next door. Go through the doorway to a very small room. There are two exits from the room. One exit is a teleporter to Biological Research, through which your friends will go. The other is a door to the Weapons Lab. *Change your outfit*, from the spacesuit, into your standard armor. Open the Weapons Lab door.

On the other side of the door, at the end of a short hall, is a room with a balcony to the southwest. Kill two turrets on the ceiling in that direction, and any aliens you see on the balcony. Then walk to the area beneath the balcony. Watch your back for aliens using the teleporters behind you. Loot one container and collect treasure from a shelf. Then go through the tunnel west.

Inside the tunnel, Activate the switch to open a door to the storage room on the north wall. Pick up Alien Epoxy, Biogel and an Atomic Pulverizer. Open the storage container and consider releasing the drone, so that you can destroy it and take its Alien Power Cells. Then continue west, to the intersection. Here, turn north. Watch for resistance at the top of the next stairs and down the corridor south. Turn east at the next intersection, to find a small balcony containing a "Healing Arch" and a Control Switch. If you did not already kill the alien from below, do that now. The switch drops the force field below the balcony, connecting the two sides of the lower floor. Pushing the switch is optional. You could leave it alone, so the Alien Workers stay where they are.

When you go down the stairs, watch for a Guardian Drone and a tough Cloaked Alien. Then go through the tunnel, into the next room. Eliminate two aliens to the east and open a container. Then go up the stairway. Loot one container and then go through the tunnel south, to a large room. Loot the shelves on the south wall. In the control panel area near those shelves, get Alien Log 24. If you want to cause some mayhem, push the two buttons on the west wall. This teleports in live targets, for the two drones in the room behind the glass wall. If you want to go in that room, push the button next to the doorway. When you finish in this area, exit through the doorway north.

Beyond that doorway, find a teleporter to the Weapons Lab. Just southeast of that, pick up a Destabilizer Rifle (Damage 124 if repaired) from an indent in the wall. Open the nearby container. This long room has two firing ranges. The one near the teleporter has a button near the railing that will release cattle (maximum of three) for you to shoot. If you fall over the balcony, use the lower teleporter to get back up to the firing range balcony.

The larger firing range at the north end of the room also has a button. If you push that one, you produce more-dangerous targets, some of whom can shoot back at you. These include Raiders, Security Bots, Deathclaws and others. Push this button many times, to teleport many enemies into the area below you. In fact, you can produce a major battle down there.

As soon as one side wins, the victors will turn their attention to you. Shoot enough targets here and the game will reward you with the "Xenotech Expert" Perk. This gives you +20% to all damage dealt when you use alien weapons.

Then return to the big room and go through the tunnel east. At the top of the steps, find the door to the Experimentation Lab. Beyond this door is a short corridor and then another door. Past the door, you will find a large room divided into three sections. In the center section, see a dissection table. Shoot one alien, and then open two containers. In the section with the containers, push a button on the south wall to get Alien Log 20. Loot the corpse of the Wastelander to get some meds.

Then go through the tunnel west. Open the doors to three small torture rooms lining the corridor. Check them for loot and then exit west, into a large room. Get Alien Log 10 from the north wall, loot the container and blow up the generator. Then go through the now open doorway west. Open a container and get ready to kill two fast moving "Abominations". At the intersection, detour east, to the dissection room. Find Alien Log 9 near one of the tables. Then take the other fork of the intersection, through the door to the west, Biological Research.

Beyond the door, check the small room in the corridor for loot. Then go through the door to the west and arrive in a large, two-tiered room. Stay on the lower level and get ready for an attack by one Abomination. Walk all the way to the northwest end of the room and then go up the stairway. Get Alien Log 18 from an area with control panels, and some treasure from a shelf north of that.

Now go through a south doorway and through a room. Exit west, to a large room. Go down the stairs to collect some nice treasure from one container and some shelves. Go back upstairs to find your friends standing near three teleporters. Activate the one named "Death Ray Control Room".

When you rematerialize, go around the corner north and take treasure from a small room. You can "Realign" the Support Drone's sensors and then Activate it. The drone will then fight for you, but die quickly. Then go south, to check an identical room. Watch your back.

Two aliens may attack you from the south corridor. Inside that corridor is a door on the east wall, to a small windowed room containing treasure. A switch on the wall to the right of that door opens it. Sometimes, a bug in the game prevents the appearance of the switch, and so you cannot open the door. If this happens, continue the quest until you have dealt with the aliens in the Death Ray room. Then come back to this door and, perhaps, find it magically open.

At any rate, go down that corridor to a large room. Eliminate two aliens and a turret on the ceiling above the stairs. Then go down those stairs. Watch for another alien and go through either tunnel, to arrive at a small room crowded with Alien Workers. Push the switch to drop the force fields and then zigzag through some tunnels to a long hallway going south.

At the end of the hallway, go down the steps northwest and kill two aliens. A small room at the corner of the hallway has two doors that exit to the hallway. Inside, is a "Healing Arch". This is a good defensive area to run back to, when you get in trouble up ahead. Go southwest, down the steps, around a corner and down more steps to a door to the northwest - the Death Ray Room.

On the other side of the door, go down a flight of steps into the big room and kill four aliens. Then stand with your back to the doorway of the Death Ray Room. In front of you, see four Control Switches. The two on the left control the power and the two on the right control targeting. Try out the two on the right and see the Death Ray move to two different positions.

The left pair of switches is more important. Each has a separate function. Every time you press the one on the right, the Death Ray fires at Earth. The left switch of this pair activates the four generators at the corners of the room. Each time you press the switch, one of four generators will rise up, starting with the one on your left. Destroy the first two generators, the same way you did all the others. As soon as you Activate the third Core Coolant Switch on the *second* generator, run back up the stairway to the closest "Healing Arch". Then creep back to the Death Ray room. Five aliens will teleport in from the south corner of the room, and they can easily overwhelm you. Kill them, and then kill the last two generators, dropping the force field to the Living Quarters.

## **The Living Quarters**

The Living Quarters teleporter is in a small cubby just off the Death Ray room. When you arrive, take either exit to a short hallway. Around the corner south, are a force field and a turret on the ceiling. Shoot the turret and the force field will drop. Then shoot the Abomination and/or aliens.

Go up the stairs south. Kill two turrets and four aliens in the next big room. A force field on each side of the room will prevent you from continuing. You can either shoot the force fields, to de-energize them (stand well back to avoid injury) or jump down into the well between them. Open the two containers in the rooms on the west wall, and then exit the big room south, through either doorway. Go down the stairs and realign the Support Drone's sensors. Send it down the hallway. At this intersection, first go east, through a doorway to a small room with two aliens.

Exit this room on the east side and find a force field in the corridor. Destroy it, and then go north, to a small room. Toshiro Kago killed some aliens. Retrace your steps to the intersection. Now take the west fork. Destroy a hidden turret on the ceiling and another one around the corner north, at an intersection. One fork has a force field. The west fork goes to a small room with five aliens (two of them stealth), 3 turrets and Alien Log 23. Open the door west, to another small room with a turret and Alien Crystals. Go east, to another room with a turret and a container. Exit this room east, to another intersection. To the south, see the force field at the previous intersection.

Go north, up some stairs, past a "Healing Arch" and a Support Drone, to a wide hallway. Watch for two turrets, one on each side of the hall, and two Abominations. The next room has two stairways. Go up either one, and be ready to kill two more Abominations coming from different directions. Check the room to the east, for treasure, and then go through the west tunnel to find a wide hallway with a "Healing Arch" and a teleporter to the Bridge. Activate the teleporter.

Aliens on the Bridge will attack you. Stay in the anteroom. Let them to come to you. The captain is better armed, but no stronger than a standard alien. When they are all dead, go onto the Bridge. Another hologram of a red alien head will appear. Identical to the hologram you saw earlier, this may be the captain of a second alien ship, now coming into view. You will see it moving into an offensive position, its Death Ray swiveling toward your ship. Stand in front of the center console.

After a few seconds, all of your friends will arrive. Sally will act on your behalf. She will put Somah on the left terminal and Elliot on your right. The cowboy, Paulson, will act as rear guard, near the doorway. The alien captain on the other Mothership will soon try to destroy your ship. You must fight back, using your own Death Ray. Sally will stand at the targeting panel, on Somah's left. She will say, "I've got a lock on their ship. Fire when ready!" **Save your game.**

Notice a row of three small selector buttons on the left panel. When you push one of those buttons, it will go dark (unlighted). That is now the active button.

The button on the left selects Full Shields and Minimum Death Ray.  
The button in the middle selects Half Shields and Half Death Ray.  
The button on the right selects Minimum Shields and Full Death Ray.

One large Fire Button on the right panel fires the Death Ray, based on the selection you made. The Death Ray takes five seconds to recharge. This is also true for the other ship.

A holographic green arc above the left panel shows how much health your ship has. 1, 2, or 3 white arcs in the same holograph show your shield level. 1, 2, or 3 white concentric circles in the same holograph show your Death Ray power level. The holograph detail is easier to see if you move your camera view in close.

A holographic image above the right panel Fire Button shows the status of the enemy ship.

Select Full Shields (Left Button). Let the other alien ship fire first. Just after it fires, your Bridge will shake from the enemy strike and a bright white light will blind you for a few seconds. Now, select full Death Ray and Minimum Shields (Right Button), and then hit the Fire Button on the right panel. A bright white light will temporarily blind you. While your ship's Death Ray is blasting the other ship, select full shields (Left Button). This prepares your ship for the next attack.

Repeat this sequence and keep an eye on the holographic displays above the panels, to see how you are doing. When either green arc disappears, one of the ships blows up. Adding to the confusion of battle, a hit from the attacking ship will cause your ship's generators to go offline. You must get them back on again. Push the four reset buttons, located two-each, on the east and west walls of the Bridge, so that Elliot can continue to use the teleport jammer.

Until you get the jammers working again, aliens will teleport onto your Bridge and attack. Toshiro Kago will arrive and help fight off those aliens. If you want to make sure all of your friends survive, help kill the aliens before leaving your post to restart the generators. While you are restarting the generators, more aliens may arrive. Shoot them, and then return to your post.

Once you damage the other alien ship halfway, the lights go out. Somah will tell you that the shields *and* Elliot are down. The jammer will stop working, and more aliens will teleport into the Bridge, whether the generators are online or not. The shields will come back almost immediately.

Keep firing at the other alien ship. While you wait for your Death Ray to recharge, swivel around to help Paulson and Kago knock down the aliens swarming your Bridge. Then pivot back around and fire your Death Ray again. Keep doing this until the enemy ship explodes. Remember to put your shields back up between shots. Speak with Sally after the enemy ship explodes.

Elliot will tell you about a teleporter next to the workbench in the captain's quarters. Use it when you want to return to the surface. Use the beacon down on Earth to beam up to the ship any time. Store whatever you cannot carry, in the containers on the lower floor of the Bridge. Use the other teleporter (next to the Healing Archway) to get back to the Engineering Core and retrieve any treasure you have stored there. You can return as far as the holding cells, by going through the Steam Works. The game will regenerate a few aliens in those areas, so go armed.

Say goodbye to Somah and Paulson, because you will never see them again. Return to your ship periodically. Sally and Elliot collect treasure for you. Alien weapons they give you come with ammo, even though your screen may not say so. Check your ammo inventory to confirm this.