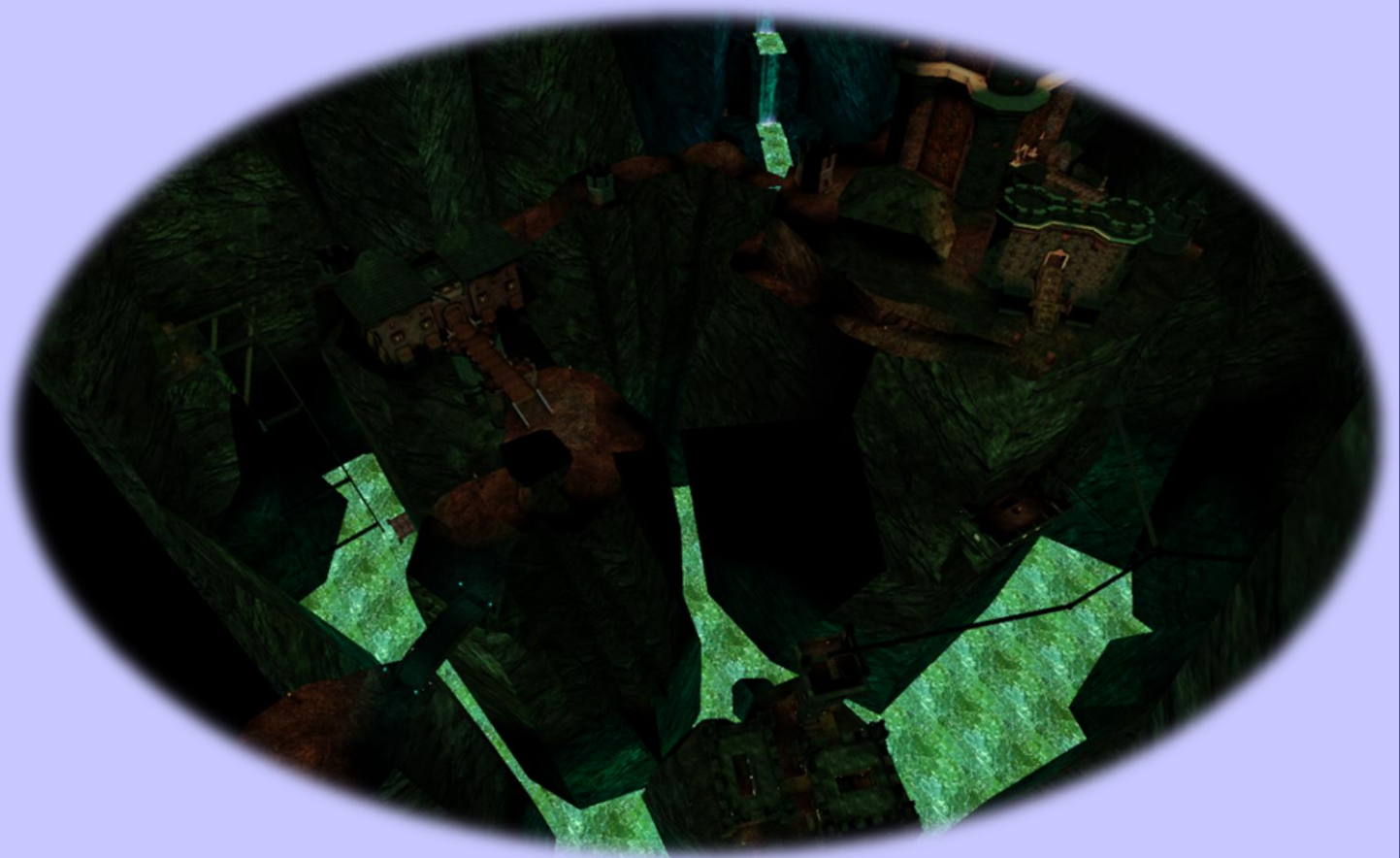


Skaarj Tower: Shadow and Fire

Walkthrough by Bleeder91



Version: 2.0
Last update: January 21st, 2011.

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1. Introduction

Skaarj Tower and Skaarj Castle are made by Andrew "Drew" Ross, all credits go to him. I just made a walkthrough for it.

These 2 maps are extremely big, I can't even imagine how much time it would've taken to (re)build them. As I've noticed, they are pretty hard to figure out, and because of some people wanting to have a walkthrough for it, I decided to make one.

Here are some notes taken from the ReadMe that might help you on your way:

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--- Tips ---
Read all of the translator messages given to you to help guide you
through the maps. There are not many, so it is not
that much work, but almost all of them are important.
These are big maps, with lots of work to do before the end will be
presented. So, take your time, explore thoroughly,
and do not expect to finish a map in 10 minutes.
The maps are set up so you can't cheat by skipping steps in the map (e.g.
using jump boots or ghosting).
I also set up filters, so all difficulty settings work (e.g. Easy,
Medium, Hard, Unreal). So, if you want a real challenge,
then try Unreal (difficulty = 3), and if you want an easy go at it, then
try easy (difficulty = 0).
I included many secrets into the maps. Once you played both maps, read
the Secrets to Skaarj Tower - Shadow and Fire.txt
file (located in the folder named Other) to see if you found all of the
major secrets.
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The maps were played at Normal difficulty. At total it took me approx. 3 hour 40 minutes to finish the map (without cheating/help ;D).

If you think this Walkthrough is not complete, or if something is wrong then feel free to message me at: Bleeder91[at]hotmail[dot]com.

If you want to have me make a Walkthrough about your map, then do the same.

2. Storyline

A Tale of Greed

Many years ago, on a planet infested with Skaarj, a warlord with a thirst for power decided to take four full companies of warriors to invade the Tarydium rich area of the nearest planet neighboring Na Pali. His plan was simple. He would travel to the planet with his army of Skaarj and other slaves, and crush any that stood to oppose him. Then he would establish a base and enslave the remaining natives, which consisted mostly of peaceful nali, and use them as a resource to mine for the precious mineral Tarydium. He would then mine the Tarydium until he was satisfied with his share of the riches, and then he would leave with his army back to the planet from which he came to gloat about his newly found wealth.

Everything went according to the warlord's plan. He devastated the many neighboring Nali communities and put them to work digging for Tarydium. To encourage more Tarydium production and hamper any resistance, the warlord allowed a few of the Nali to build temples to their god in the caves they created as they mined for Tarydium.

Years of hard labor and construction followed. The mining caves became to be an enormous network of tunnels interconnected by huge voids of earth, which represented areas especially rich in Tarydium. The immensity of the building projects in the caves soon came to dwarf any of the structures on the surface of the planet. The warlord came to realize that he could no longer manage everything both above and below the surface of the planet. He then decided to appoint two Skaarj generals to go down into the caves and oversee the entire subterranean project and rule it from Skaarj Tower.

Time passed, and the two generals both developed a strong feeling of betrayal by the warlord that they alone must spend the rest of their time overseeing slaves in the dark, deep corners of the planet. Then one day, in a remote area of Skaarj Tower, the two generals happened to share their ideas about their resentment towards the warlord and plotted, then and there, to kill the warlord for making them spend all their time in the dreary caves and then split the bounty of his wealth from all the Tarydium harvested by the slaves as reparation for his wrong doing. They schemed that one general would return to the surface with news of an enormous new find of Tarydium. They planned that the warlord, upon hearing the joyful news, would call for a celebration, and the general at the surface would then poison the warlord's food during the celebration to kill him. Then, upon hearing of the warlord's demise, the general on the surface would send word to the depths of the caves to inform the other general so he could come up to the surface. Then after they are both at the surface, they could both seize the bounty without any opposition and take control over the Tarydium mining operations and do as they wish.

The next day the two generals put their plan into action. Upon hearing the news, a celebration was ordered by the warlord to commemorate the new find. The crafty general at the surface put a potent mix into the Warlord's favorite dish and slithered away with anticipation of the warlord's demise. Moments later, after eating his food, the warlord began to shiver and shake and grasp at his throat for air. Helpless and dying, the general suddenly stood up and thrust his dagger deep into the warlord's chest while screaming aloud, "All power is mine ALONE"! The surface general, wasting no time, moved to the impenetrable Skaarj Castle to rule and ordered all entrances to the caves to be sealed until all life in them ceased.

As the other general slept in Skaarj Tower, I appeared to him in a dream, warning him of his betrayal and entombment by the surface general. Unsure of what to make of this dream, he sent an envoy up to the main cave entrance to investigate and to see if there was word of the warlord's demise. The envoy quickly returned screaming of a massive

riot at the main entrance and of warriors at the surface trying to seal all pathways into the caves. Realizing the dream was true; the general ordered all of his troopers to attack the main entrance to stop it from being sealed. He soon found that his forces were hopelessly outnumbered by the surface troopers. The general was filled with rage and decided to seek any means necessary to stop his betrayer, even if it meant violating his Skaarj principles. So, he promised freedom to any Nali that would fight with them to survive. The battle raged for hours and the death toll became innumerable on both sides.

Eventually, the main entrance was taken by the surface troopers and sealed. However, because of the immensity of the caves, the surface troopers soon came to realize that it would be impossible to seal all entrances to the caves in a short time period. What followed was a bloody five-year war between Skaarj Tower and Skaarj Castle. Eventually all the caves that connected the two territories were sealed and the war stopped. The two generals that initiated all the bloodshed ruled their respective domains. Both empires started to rebuild, and fighting between the two was limited to when the opposing forces happened to stumble upon one another in a neutral area. The surface Skaarj always despised their cave brothers for turning to the Nali for help that day, because of their general belief that it is always better to die a warrior than it is to cower to the help of a lesser being, such as the Nali.

Many years passed, until one day along came a human mining ship that landed near these two Skaarj territories. The fifty-man crew of the ship had but one goal. That goal was to retrieve as much Tarydium as the ship could hold in as short of a time period as possible, then return home. The crew wasted no time with their mission as they broke up into small groups and began to bore deep into the planet in search of Tarydium. Several months passed and everything was going as planned until one group of miners exposed a cave full of Skaarj. The miners were immediately assaulted, but were able to inform the rest of the crew what had happened through their intercoms and to abort the mining mission. As the other groups listened in horror, they began to scramble back towards the ship, but it was too late for most. Skaarj began attacking the mining vessel, which had no choice but to leave or else be destroyed. The ship relayed to the remaining ground crew that they would soon lose their intercom system, but to head north by any means possible to the peaceful shores of the planet's vast oceans, where the ship would be back in two weeks to pick up any remaining survivors fortunate enough to escape the hostile Skaarj territories. Most of the crew was quickly killed by Skaarj as they chose to navigate on the surface to the rescue point. However, those few groups that chose to tunnel deep into the caves of Skaarj Tower were initially overlooked by the Skaarj and were given a better chance of survival towards reaching their rendezvous point.

Two days have passed, and the search for the remaining humans has begun. The nali have all, but a few, been killed off. However, their communal spirit lives and has come together into the form of one. That one is I. And I shall help the humans, as I once helped a Skaarj general to save the lives of thousands of Nali, as long as they come my way.

NALI GHOST

3. Skaarj Tower

3.1 The Entrance



Goodies everywhere. Also take the Super Health on the rim on the sides.

We start of at a big room, where lots of items are to get you started, it's wise to pick up the Translator.

As we move on, we enter the Main Hall, this is the MOST IMPORTANT section of the map; here all ways connect (Version 2 of this map has portals which guide you to the next section where you have to go to. This ONLY works in online CO-OP play!)

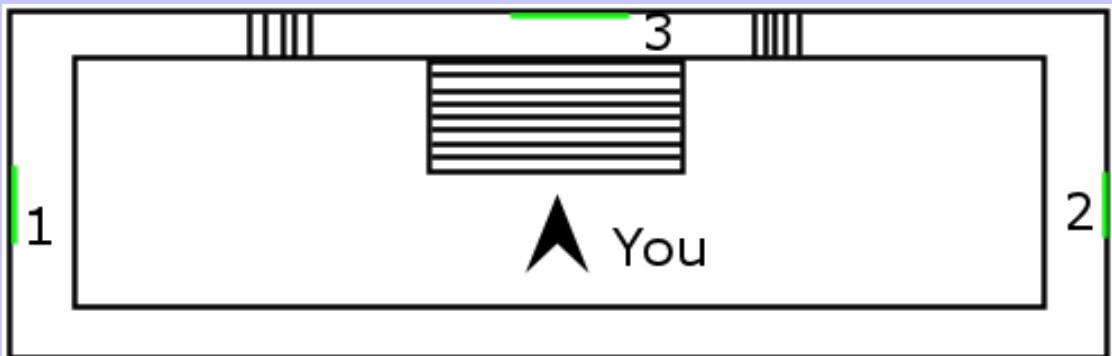
When you first enter here, there will be a few enemies to defeat: a Brute, Stone Titan and a few Skaarj with Eightball Guns and Rifles.

3.2 The Main Hall



Now THAT's a big hall!

The Main Hall is THE place to be when you're lost, as it gives access to every zone. I've made a map of what is where, so you know which door you'll need to get further:



- 1: The Waterway
- 2: The Stronghold
- 3: The Skaarj Tower

Waterway first, then the Stronghold, then the Skaarj Tower.

First, We'll need to clear the Waterway. When you go through the door you'll walk down a long tunnel, filled with all kinds of enemies. To get to any of the 3 zones you'll have to fight through such a tunnel.

3.3 The Waterway



I never take the door, I come in from the windows. Got a problem with that?

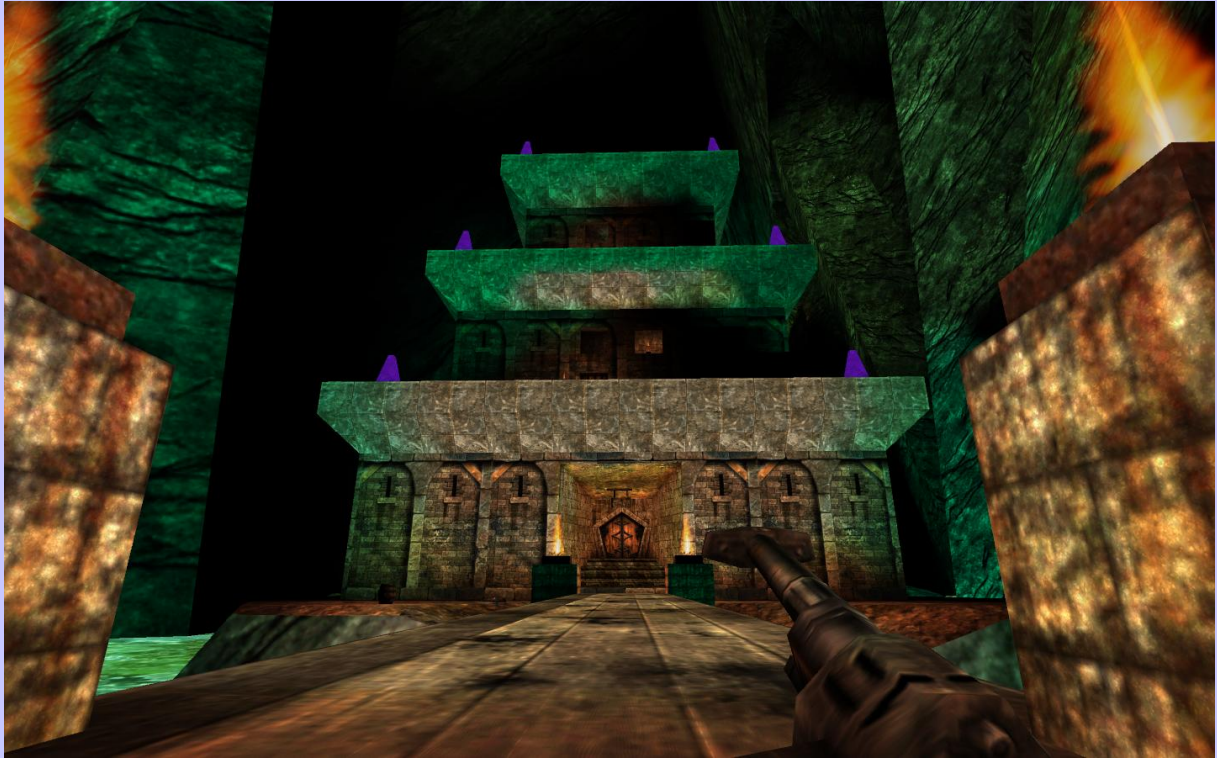
After the long road you'll see a house. The windows can be broken. Inside there'll be items and Skaarj to beat. On the first floor of the house there's a plateau that leads outside to an elevator, get on it.



Watch out! There are Snipers on the other side of the rock in the water.

Once down, continue forward with caution. There will be Snipers on the rock in the water. At the end of the road there'll be a tower like structure.

Skaarj Tower: Shadow and Fire
Walkthrough by Bleeder91



Watch out for the snipers!

There will be a couple of Snipers around it and in the windows, so watch out for gun flashes.

Inside there are a couple of Krall and Tentacles, Gunners will be waiting on the upper floors outside. Clear out the building and light the fire on the fifth floor.



Stage complete! On to the Stronghold!

Skaarj Tower: Shadow and Fire

Walkthrough by Bleeder91

This completes The Waterway zone. Now head back to the Main Hall. There will be new enemies in the long tunnel. Next we'll head to The Stronghold. Fight your way through the tunnel leading to The Stronghold.

3.4 The Stronghold



The stronghold, build out of the rocky surface.

As we leave the long tunnel, we see a structure inside the walls. If you go near enough, a rock will fall from the ceiling, so watch out for that. Also 2 Gasbags will attack you from the back. Inside, go upstairs and follow it to the door in front (if you want, you can go to the door on the left to shoot some snipers that we're probably supposed to be shooting you from the windows before you'd entered the building).

NOTE: If you are as destructive as me and tend to shoot the windows... Don't. Snipers will be behind them and they will start shooting when they see you.

Skaarj Tower: Shadow and Fire
Walkthrough by Bleeder91

Keep going on until you reach a lever that unlocks the doors in the middle of the Stronghold that lead to Lexmark.



Hit the lever and jump out of the window to go to Lexmark. The door's on the right.

Next up is yet another large tunnel. At the end will be a large bridge that leads up to a small settlement.



Large bridge... There's a Behemoth on the other side though.

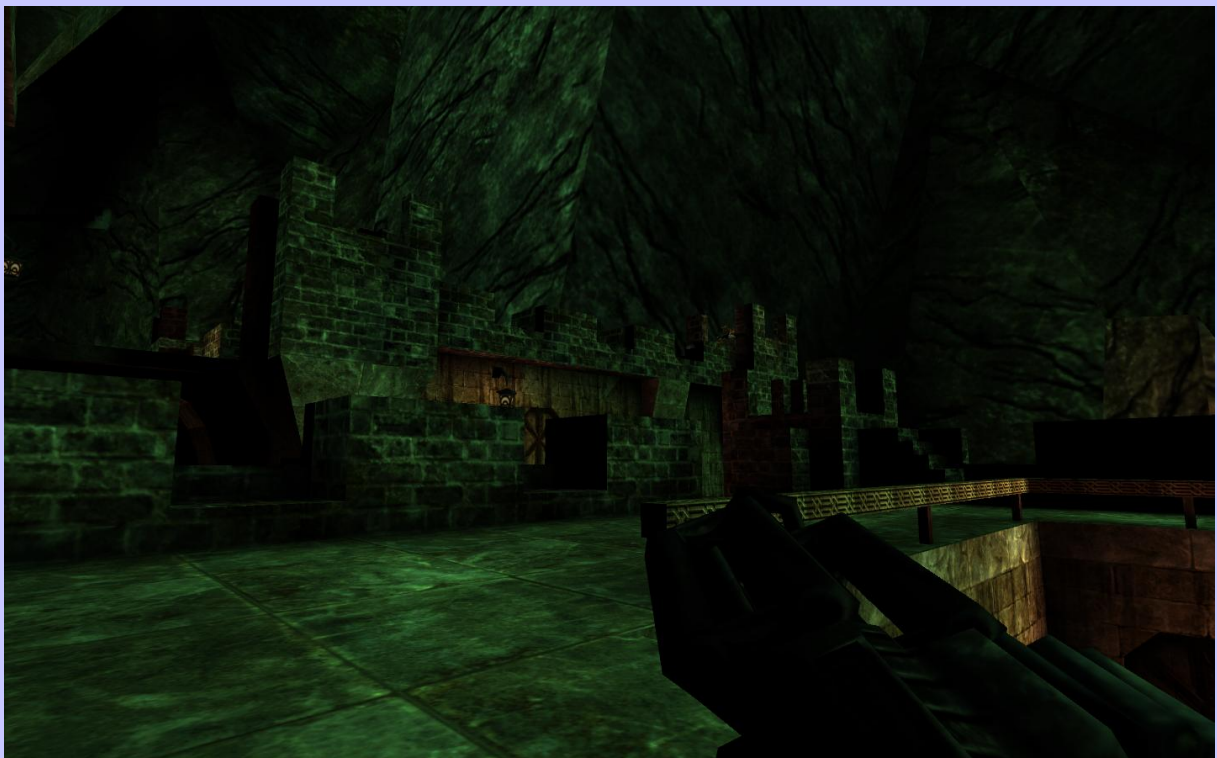
Skaarj Tower: Shadow and Fire
Walkthrough by Bleeder91

Enter the first door you see, the other 2 will be locked for now. Once inside, take the second door to go upstairs, here you'll find a switch. Now head to the second building.



Ofcourse, I jumped out of the window again...

Go right and take the door to go upstairs. Next take the first door to get to the roof. Watch out for the Sniper in the right tower.



Watch out for the Sniper in the right tower!

Skaarj Tower: Shadow and Fire
Walkthrough by Bleeder91

Inside, take the door on the right to get to the roof again. Go into the large tower and take the elevators to the top. Here pop the lever and wait for the lift to take you to the other side.



Waiting.. Waiting.. Aah there it is!

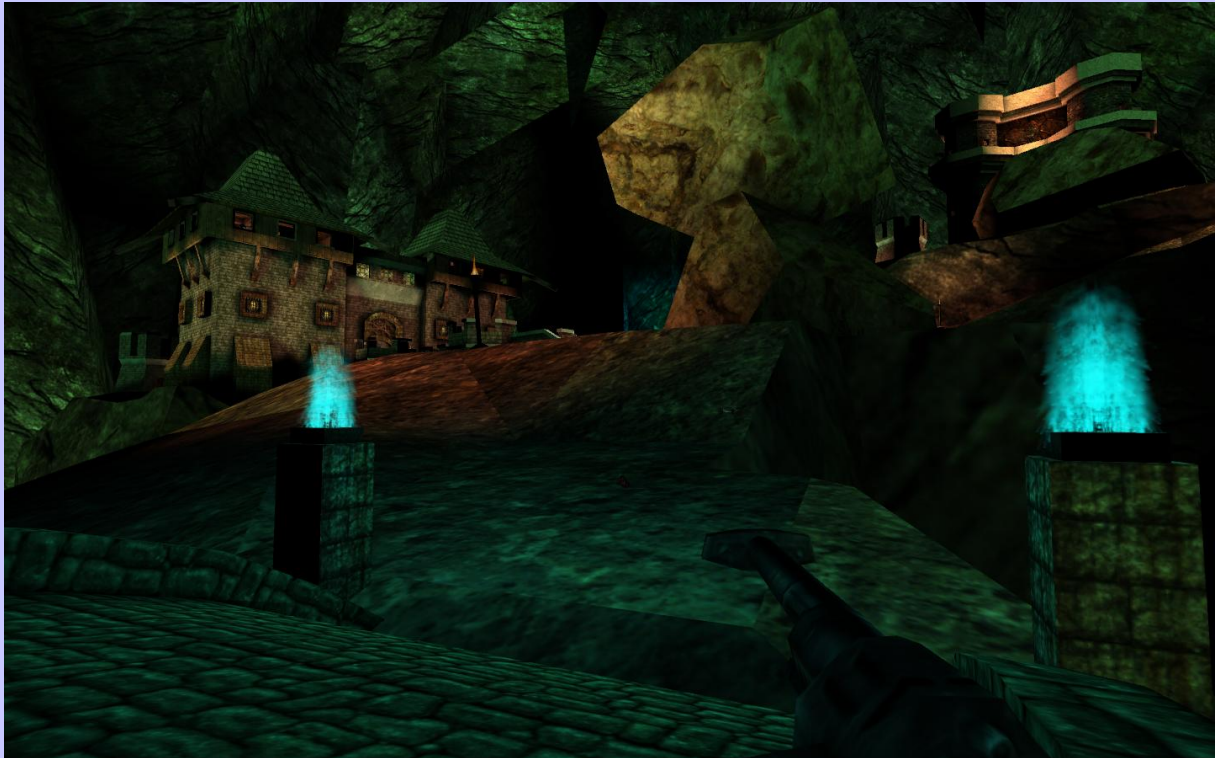
Go up and hit the switch to unlock the doors to the Skaarj Tower. Now, walk all the way back to the Main Hall. Yet again there will be enemies in the tunnels, and also 2 Snipers in the Main Hall on top of 2 pillars.



Aaaaaand.. Walk all the way back again.

3.5 The Skaarj Tower

Finally, time for the last stage! After yet another long tunnel we finally surface at the top of the hill. A few Gunners will be waiting for you at the bridge.



What a nice view! The Skaarj Hoard is on the left.

Now it is smart to clear out the Skaarj Hoard, as there are a lot of Snipers in there and in close range they are lethal, but if you go on to the Tower, there is a chance that they will shoot you on your way out. If you go up the Hoard you can also take out the Snipers that are in the small towers up the road.

At the second small tower there is a gunner on the side in the shadows, watch out for him. If you happen to fall off, be it by yourself or by a Gunner shooting you off (I'm just mentioning, he didn't shoot me off..), then you'll have to swim all the way to the Waterway and climb back up to the Main Hall.

Skaarj Tower: Shadow and Fire
Walkthrough by Bleeder91



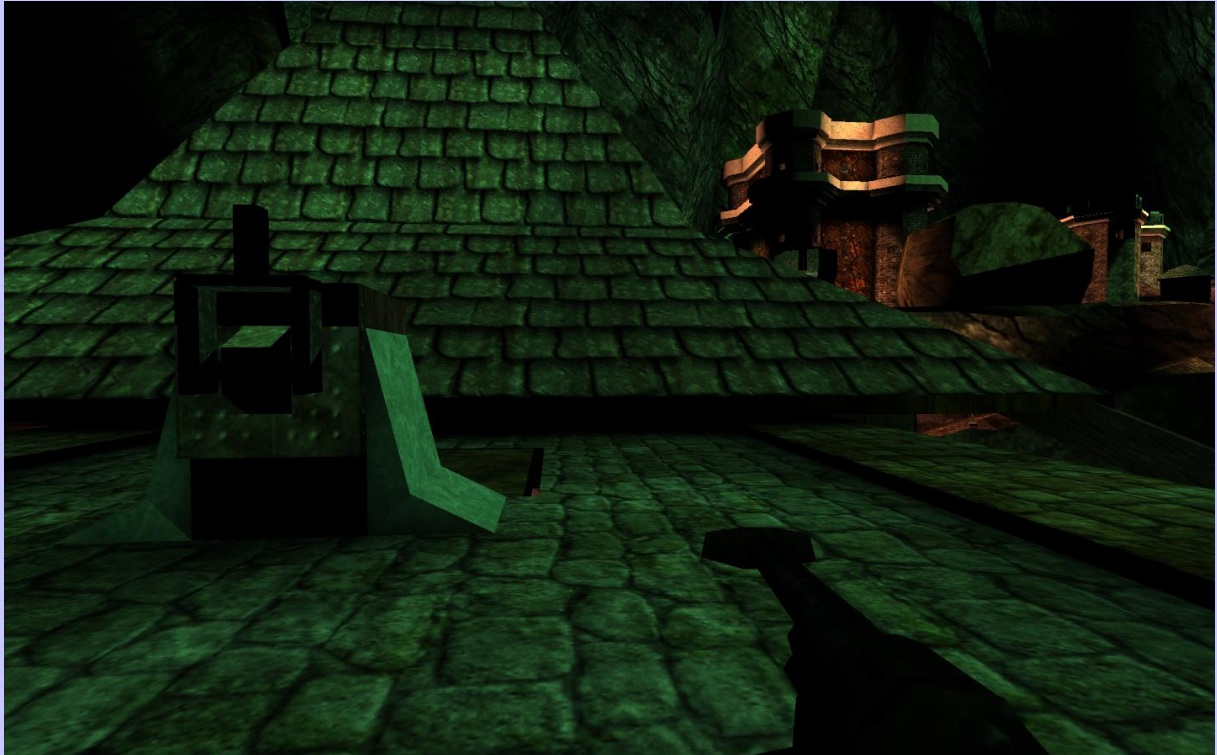
So this is the Skaarj Tower? I'd expected something bigger. Let's see what that body on the left has to say.



Oh, that was just the entrance...

At the entrance of the Tower, there's a body at the left Watch house, as seen in the top picture on this page. He says there is a override switch that opens the Entrance's gates. But it is back at the Hoard, on the roof.. So if you haven't done already so, get back and pop the switch on the back of the elevator.

Skaarj Tower: Shadow and Fire
Walkthrough by Bleeder91



Aw man, couldn't you have told me that earlier!?! No, that would spoil the story, don't you think? ;)

Get back to the entrance of the Tower and walk up to the gate to open it. Once opened, continue forward until you reach the front doors.



Wow, Skaarj statues, I thought they hated art?

Inside, go up the stairs. In front of you will be a large chair, supposedly from the General of Skaarj Tower. On the left of it is a small Steel Box, you can push it to the chair to get to the Power Shield. From the chair you can also jump to the side walls to get to the Super Health on the right.

Skaarj Tower: Shadow and Fire

Walkthrough by Bleeder91

From there, take either the left or right door. The left door leads to the second part of the first floor, where a lot of Skaarj are waiting for you. The right door leads to 2 elevators that goes to the basement or the second floor. The basement is filled with barrels, where a few Pupae and a Skaarj Assassin are waiting for you. On the second floor you'll find more Skaarj to fight in various rooms, but we are interested in the General's room. Go left, go around the corner and go all the way to the other side. Turn right and get inside the General's room. Here's a Gunner and a switch, when you turn the switch, the General will appear at the door so be prepared.



Hey, I didn't even see that one!

Skaarj Tower: Shadow and Fire
Walkthrough by Bleeder91



Scary guy, ain't it?

A hidden door will have opened in the basement. Once there, take the elevator down. There will be a lift to take you to the other side.



Freedom!

Inside there will be a small hole in the wall somewhere on the left, go there and you'll have finished the map! Next up is Skaarj Castle!

4. Skaarj Castle

4.1 Skaarj Valley



Right where we ended, we start again.

We start of in a cave with 2 exits. Once outside, we see a door with 2 signs, so let's head over there.



Skaarj Valley, ey?

Turn around, and clear out the structure behind you. There are stairs on the other side.



Hmmmm... Stringy...

As we go up to the roof, we notice a bridge. A translator message tells that a the switch for the bridge is somewhere else, so we have to move on and come back later. As we go to the water, walk along the road until you see a building in the middle of the water. There is only a Weapon PowerUp there, but be careful as there are Snipers in the building.

Continue along the back. Remember the building below; it's the entrance to Skaarj Castle. Now we are nearing the purple looking building. Search the houses for supplies.

Skaarj Tower: Shadow and Fire
Walkthrough by Bleeder91



Glowy building... Took me 3 minutes to take a decent screenshot without crashing!

Try not to fall into the goo, it's a pain to get out of it. Go all the way to the top and push the button on top of the spiral staircase. A door will open that leads to the roof. Go outside and touch the flag. A message will say that it's the signal to open the drawbridge we saw in the first building. So go all the way back. Walk up to the bridge and it'll come down.



When pushed, you'll hear a door opening.

Skaarj Tower: Shadow and Fire
Walkthrough by Bleeder91



The bridge will lower when you near it.

Once inside, watch out for Gunners! Go up and defeat the Behemoth. Take the first stair down, and turn left. You'll find a staircase to the top and there'll be a lever here that opens The Tunnels. Now look down, and you'll notice a small blue glow on a large rock. Try to get up there from below by climbing up the rocks that are near it.

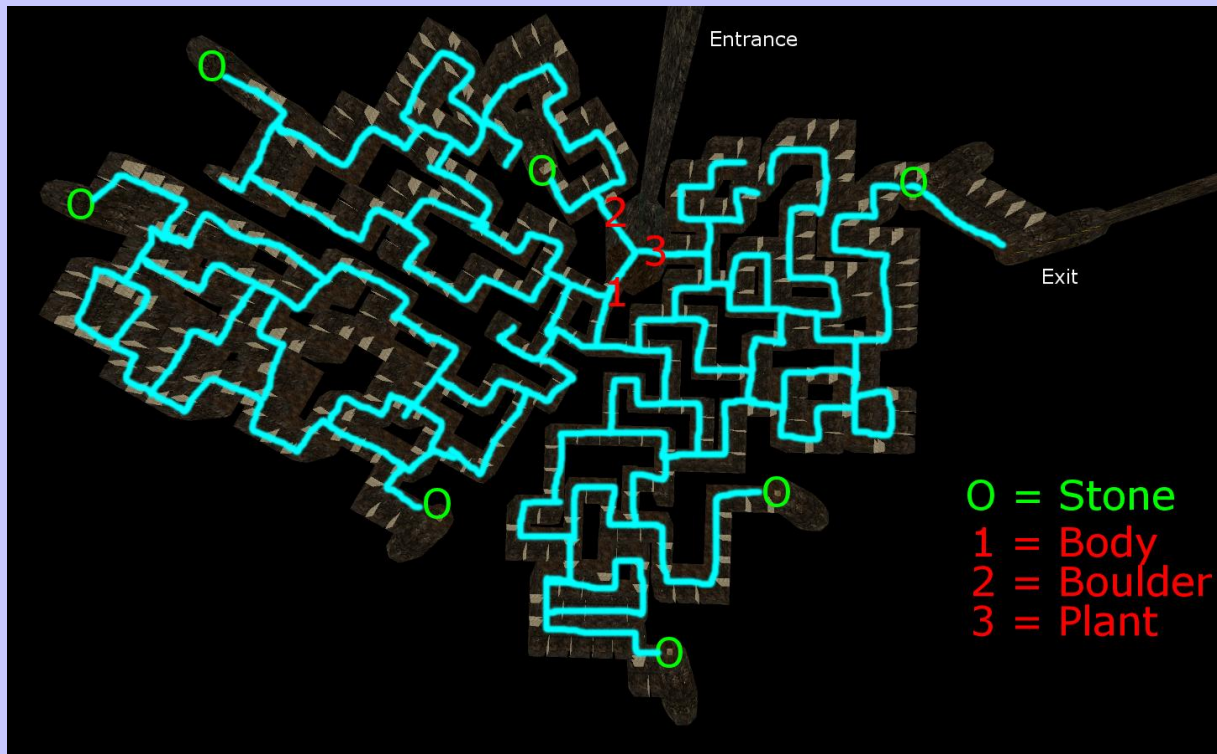


Right in the middle of the picture there is a small blue glow.

Once there, the gate will have already opened. Fall down and prepare yourself for the most head breaking maze you've ever seen.

4.2 The Maze

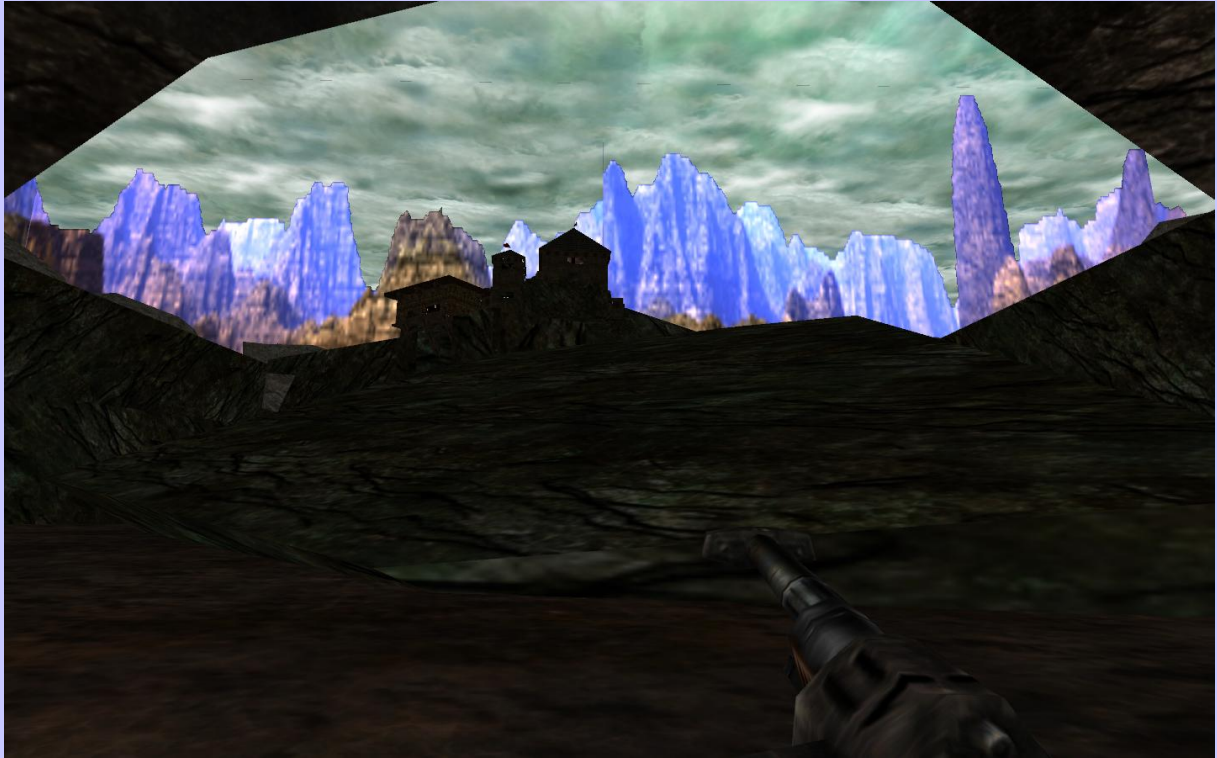
The Maze has only 1 rule: find 7 stones. Once found, you can get out, else you'll be stuck here forever. To make it simple, here's a map of it:



Holy... And I haven't even mentioned the Skaarj that are roaming around.

After you've found the 7 stones, get to the elevator and go up. Go outside and head to the left (before you go outside, you notice a 2nd elevator on the left that heads to the Waterfall Room).

4.3 The Hills



Finally... fresh air!

Keep going along the hill until you reach a cave with another elevator in it. Go up and keep heading right, watch out for Snipers on the rocks! Keep going until you reach a small house with a Stone Titan in front of it. Inside the house is a book you must read.



Makes you wonder how the hell he'd get so high?

Skaarj Tower: Shadow and Fire
Walkthrough by Bleeder91

Once read, head back to the elevator, go down, and take the elevator to the Waterfall Room. Now the fun part begins, jump down the waterfall!



Yet another amazing view!

4.4 The Skaarj Castle



Skaarj Castle, here I come!

Now enter the entrance to Skaarj Castle. Clear out the building and go to the second floor. Take the door outside and enter the cave. There's a switch that activates a lift that takes you to the Castle.

When at the top, go outside and turn right. Keep going until you reach a dark section. There's a switch there that'll open a golden door on the other side.



Switchy switchy...

Skaarj Tower: Shadow and Fire

Walkthrough by Bleeder91

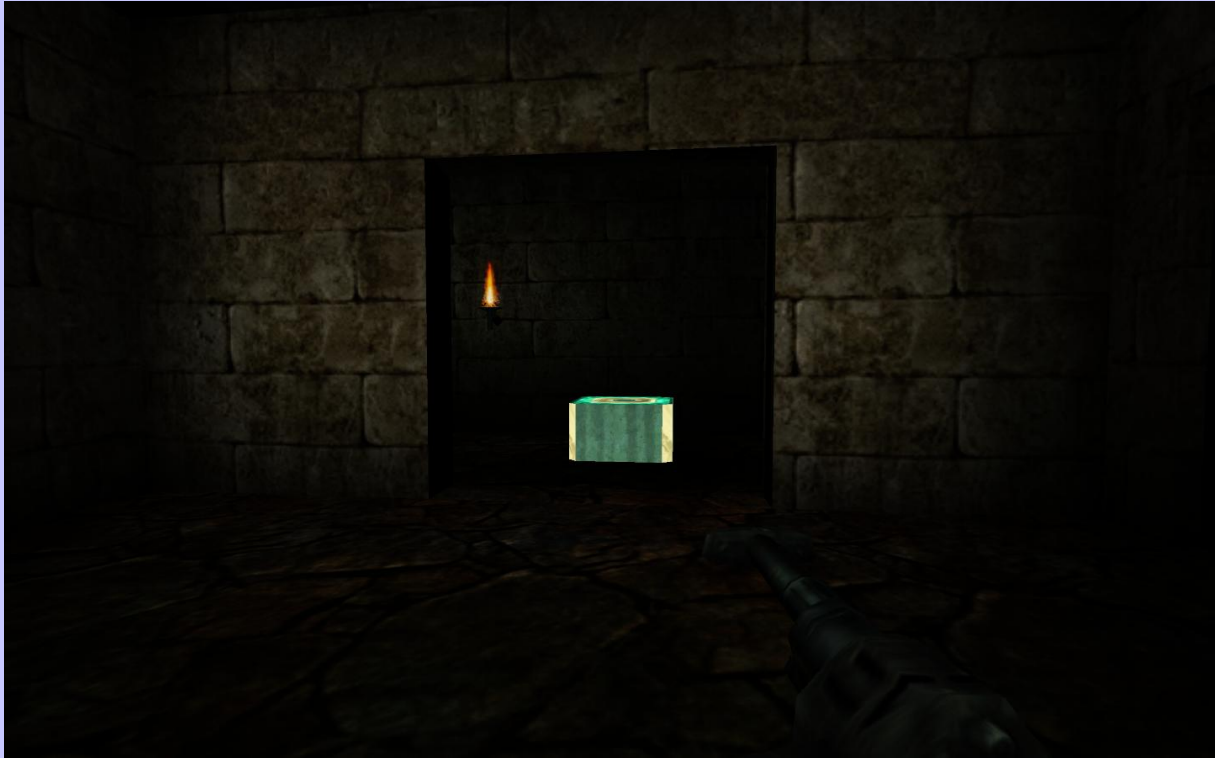
Once inside, take the door on the right. Keep going until you reach another bright carpet on the floor. Stand on it, and the door that was on the left will have opened. Go there. When inside the room with the 3rd carpet, go upstairs and find a way to go outside. Keep going on, until you find a staircase to go up. Once outside, watch out for a Sniper hiding in a room!



The Sniper was in the lower window.

Go inside the room the Sniper was in (called the General's Quarters) and go up to touch another carpet. Now, yet again, another General will appear. Now enter The Keep. Go up the stairs and touch the carpet. Head back to the first room with the 3 doors and enter the middle door and jump on the button.

Skaarj Tower: Shadow and Fire
Walkthrough by Bleeder91



Big button.

Now go all the way back up the cliff and go to the point that sticks out leading to the now opened gate.



A small leap to freedom.

Now read all the credit books and pictures of everyone involved in this magnificent project and jump down to finally finish this map pack, congratulations!

5. Secrets

There are certain secrets hidden in both maps, giving items and quick passways to other areas.

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--- Secrets to Skaarj Tower ---

1) Near the water area (where there is a pathway that is inclined and
winds upward on its way to Skaarj Tower) there is a tunnel (accessed
under water) that leads to a small cave with helpful items.
2) Near the water area (under the bridge to the Lexmark) there is a tunnel
above the water level that leads into a small cave with some Helpful
stuff. There is a wall in this room you can shoot that will explode
and reveal more helpful goodies.
3) Just above the water level near the Waterfall is a tunnel that leads
to the lower level of the waterfall. At the top of this tunnel is a
lever (located in the shadows) that raises a wall that provides
access to the very top of the waterfall.
4) At the top floor on the inside the Waterway Fortress, behind two
barrels, is a stone you can push. This stone causes a room, that is
located two floors below, to be accessed when you walk by it (a wall
in a hallway moves to make this possible).
5) On the roof of the cave at the stone bridge of the Stronghold are two
stalactites that you can shoot to cause them to fall. One is
triggered to also fall when you walk past it, while the other you
must shoot and can be used to impail a creature.
6) Inside the stronghold, in the room nearest the lever that unlocks the
doors to exit the Stronghold, is a secret room that you can access to
get the GES BioRifle and some other goodies. To do this, press the
stone below the torchflameholder, which causes the bookcase to move.
7) In a room of the Lexmark, there is a book on top of a short bookcase
that you can read. It is titled "Nali Hauntings of the Lexmark".
Once you read this book, it summons NALI GHOST, and he will lead you
to some helpful items.

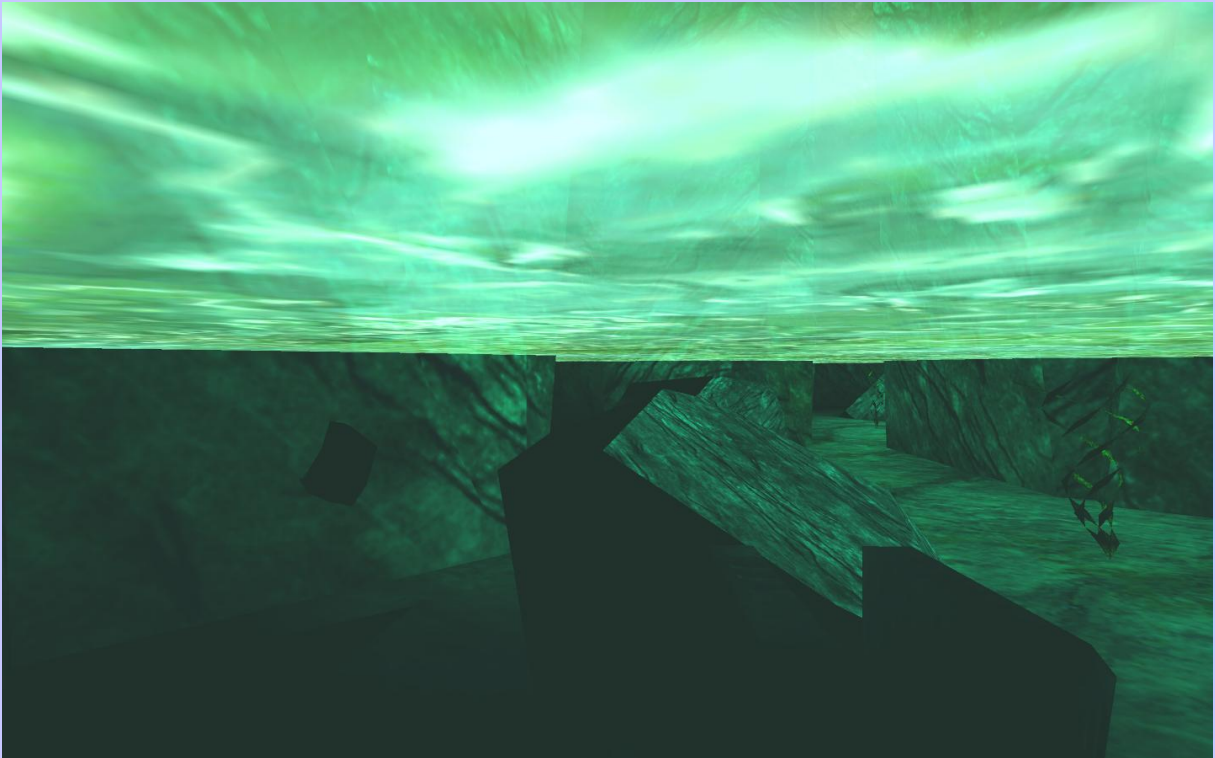
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--- Secrets to Skaarj Castle V2 ---

1) There is a button behind Rose's Throne that you can push. Once
pushed, this button causes a wall to drop that is located just below,
adjacent to the steps that lead up to the throne itself.
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So, I've located the spots for you!

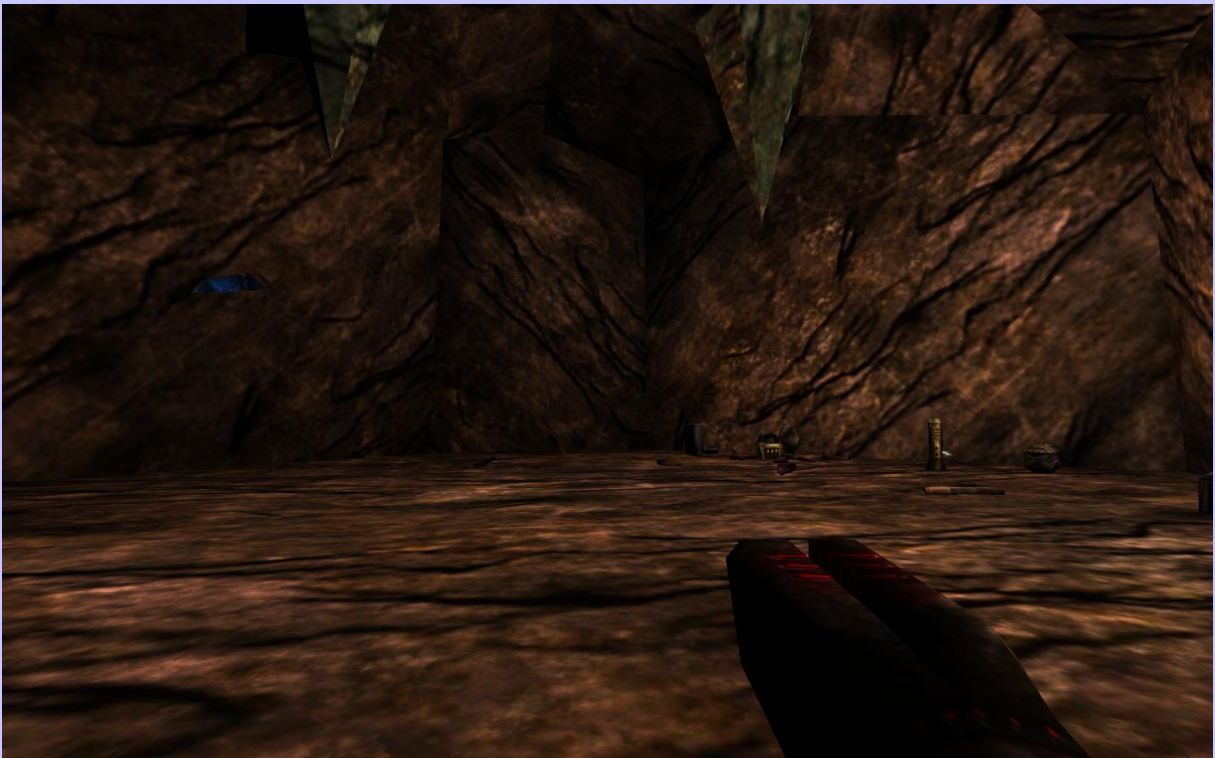
5.1 Secrets to Skaarj Tower

1) When taking the lift down to the Waterway, turn right and swim along. Take the first way to the left and continue forward until you reach a rock in the water (as seen below).



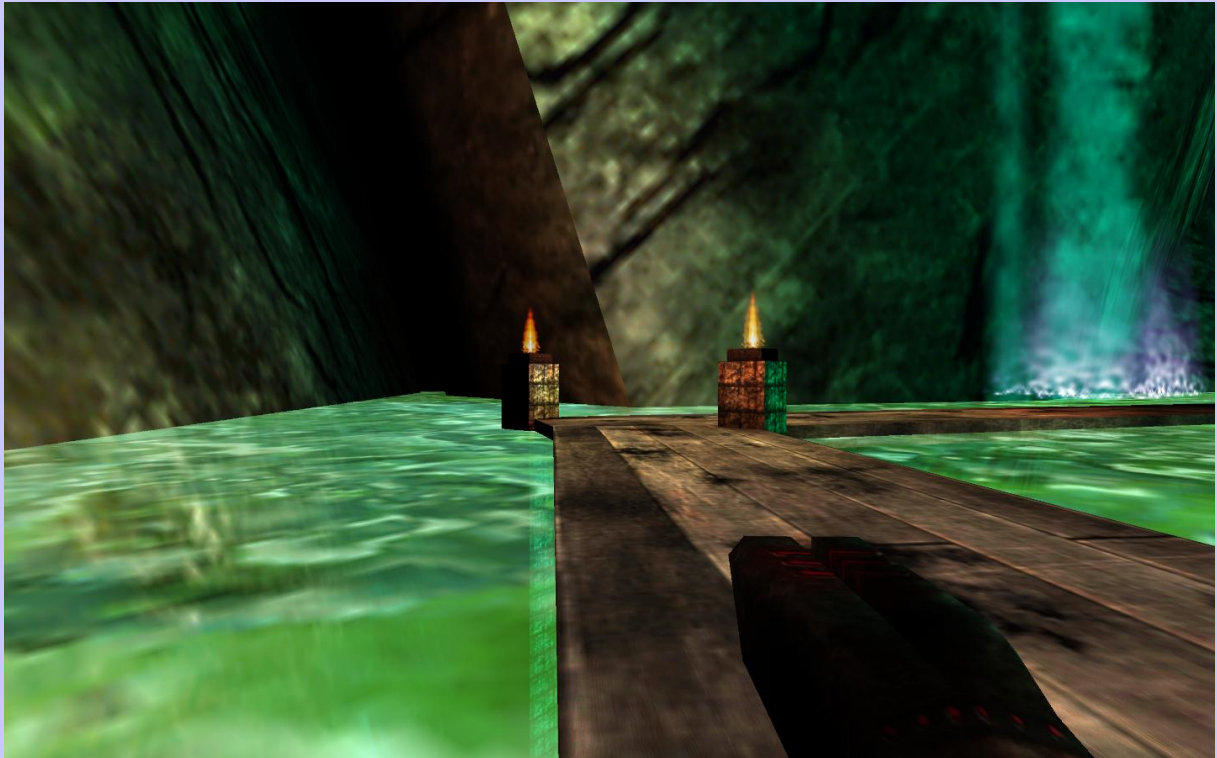
A bit of a small entrance will appear to your right.

2) Back at the Waterway, swim to the right until you hit a rock with a boat on it. The cave will be forward (the bridge to Lexmark will be above you).



Shoot the wall on the left with the blue glow!

3) This one is hard to see, but if you have enough time to swim around the waterfall than you'll find on the left side of it a small crack. Swim forward and you'll find a cave.

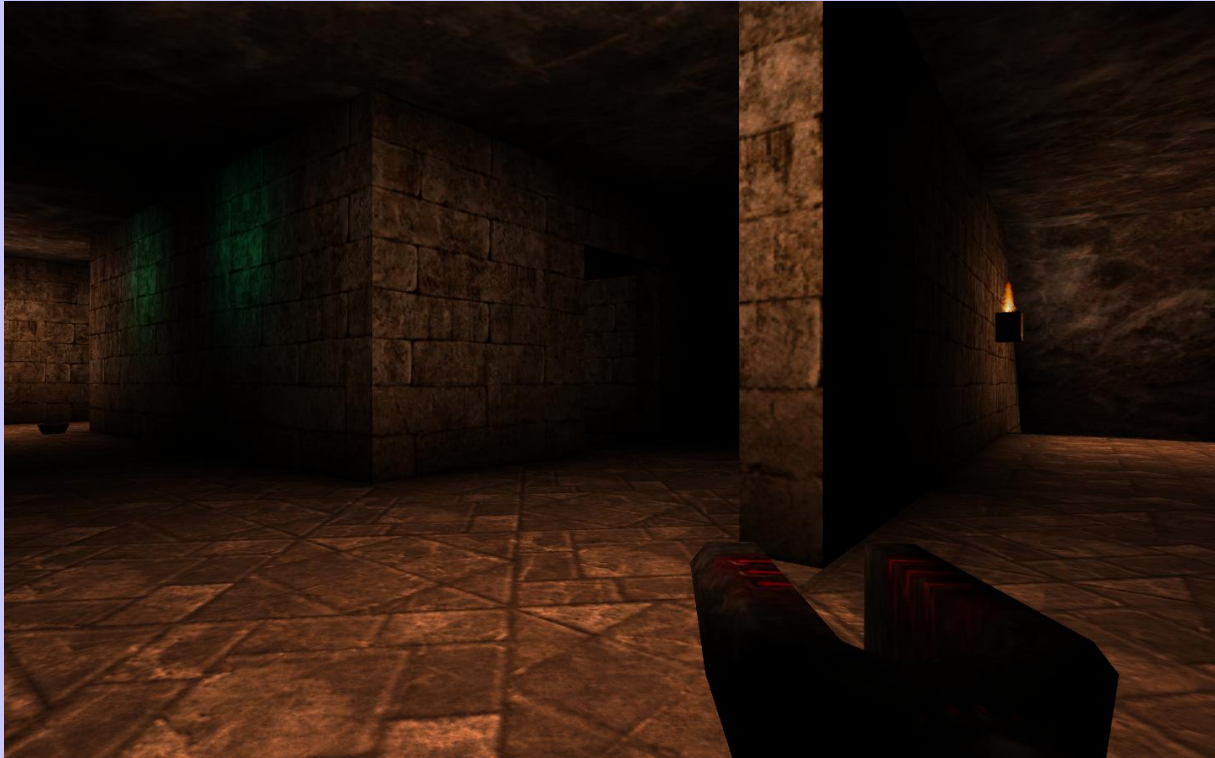


On the left is a small crack you can swim to.

4) At the Waterway Fortress, at the top floor with the big torch, there are 2 barrels. Behind them is a stone that you can push. Go down 2 floors, and walk around the wall until a door opens.



Yeah, found ya!



Secret doors rock!

5) This one is not that interesting. When you walk towards The Stronghold, a stalactite will drop. If you look up and shoot the other it will drop too.



TIMBER!!! Oh, wait.. It's rock.

6) In the last room in The Stronghold before the lever for Lexmark, go to the bookcase nearest to the door. Under the torch there's a rock that can be pushed. It will move the bookcase away to show a room where the GES BioRifle awaits you.

Skaarj Tower: Shadow and Fire
Walkthrough by Bleeder91

7) Inside the first building of The Lexmark, on the top floor, there's a small bookcase between 2 beds. There's a book on top of it. When you read it, a scary sound will lead you to the NALI GHOST, which as the story tells, has stolen items and hidden in secret places.



Yikes, what's that sound?!

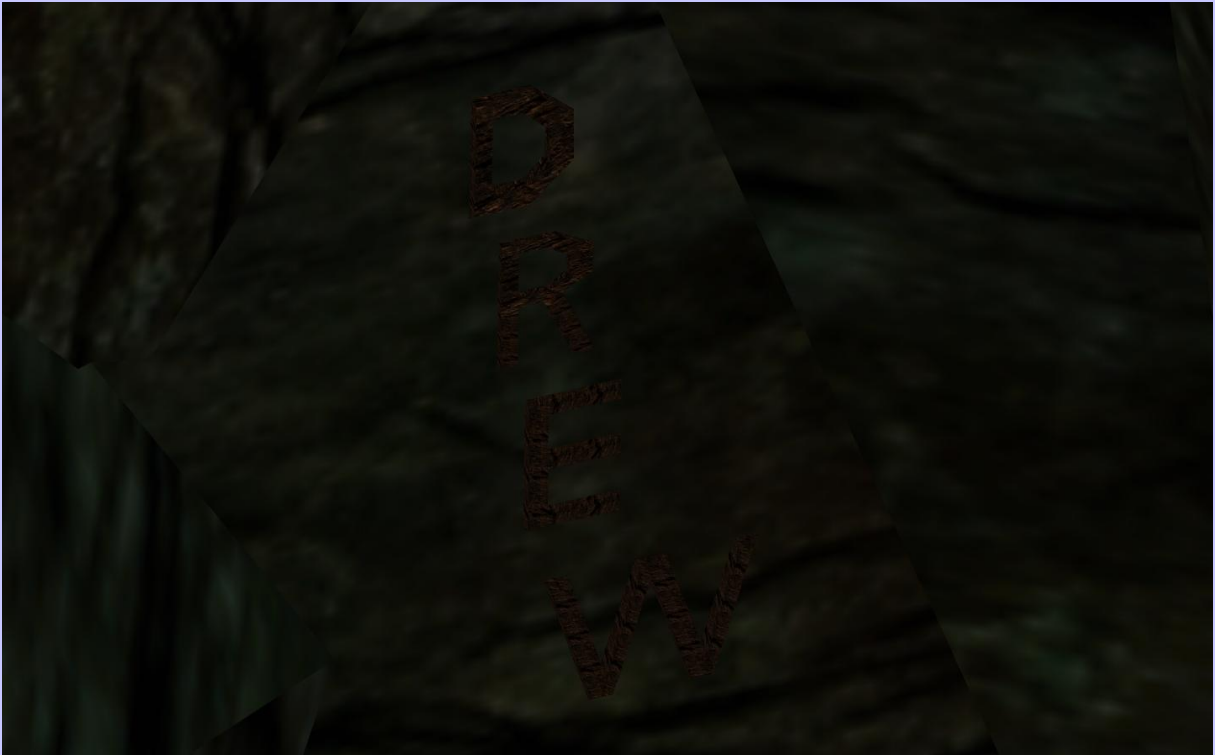
5.2 Secrets of Skaarj Castle

There are, unfortunately, only 2 secrets in this map. Behind Rose's Throne is a button. When pushed, it will open up a wall just below you. There a pupae inside, so watch out.



Goodies!

The next one is on one of the rocky sides of the Castle. If you zoom in with the Rifle it shows Drew's name.



Drew...