

DESTROY ALL HUMANS![®]

Path of the Furon[™]



COVERS MICROSOFT XBOX 360[™]

BASED ON A GAME
RATED BY THE
ESRB



THQ

Written by Tim Bogenn

BASICS

Crypto has spent most of the decade luring humans into his casino to take their cash and the precious Furon DNA locked inside their brains. But when Nexo Warriors from his home world attack, Crypto is swept up in an alien conspiracy that threatens the very survival of his species. In an epic battle to save the Furon Empire, Crypto must embark on a journey of destruction and enlightenment to face his greatest foe yet.



WEAPONS & UPGRADES

JETPACK



| UPGRADE TYPE | DESCRIPTION | LVL 1 PRICE | LVL 2 PRICE | LVL 3 PRICE |
|--------------------|--------------------------|-------------|-------------|-------------|
| THRUST-A-TRON 2001 | INCREASES JETPACK BOOST. | 3,000 DNA | 25,000 DNA | 60,000 DNA |

Crypto uses this to get to places quickly without the use of his saucer. Using the jetpack is like having the ability to make extremely long jumps. You can use smaller buildings like jumping platforms to reach higher buildings. You can reach the highest buildings by performing multiple jumps from smaller buildings. The jetpack's boost can be upgraded through Pox Mart. This gives you longer boost allowing you to reach higher altitudes.

CRYPTO SHIELDS



| UPGRADE TYPE | DESCRIPTION | LVL 1 PRICE | LVL 2 PRICE | LVL 3 PRICE |
|-------------------------|-------------------------------------|-------------|-------------|-------------|
| SHIELD ENHANCEMENT PACK | INCREASES CRYPTO'S SHIELD STRENGTH. | 3,000 DNA | 20,000 DNA | 50,000 DNA |

Crypto Shields lessen the damage received from enemy attacks. The shield is only seen when you are attacked; it's the red sphere that appears when you are shot at. This shield can be upgraded through Pox Mart.

ZAP-O-MATIC



| UPGRADE TYPE | DESCRIPTION | LVL 1 PRICE | LVL 2 PRICE | LVL 3 PRICE |
|----------------------------|--|-------------|-------------|-------------|
| LIFE FORM SHOCK MULTIPLIER | INCREASES ZAP DAMAGE. | 2,000 DNA | 15,000 DNA | 30,000 DNA |
| IRIDIUM ARC SPLITTER | CHAIN LIGHTNING TO ADDITIONAL TARGETS (LEVEL 1 UPGRADE ADDS 1 ADDITIONAL TARGET AND LEVEL 3 GIVES YOU 3 ADDITIONAL TARGETS FOR A TOTAL OF FOUR TARGETS). | 3,000 DNA | 30,000 DNA | 60,000 DNA |
| FLUXEON CAPACITOR | INCREASES ZAP-O-CELL BATTERY CHARGE MAKING SINGLE ATTACK LAST LONGER. | 1,000 DNA | 10,000 DNA | 25,000 DNA |

This is your first weapon and in our opinion the most valuable one. This weapon strikes with bolts of direct current. It recharges itself between discharges. With upgrades, this weapon's damage increases, as does the amount of targets you can hit at once and you can also increase the duration of the attack with battery upgrades. Press and hold the fire button to operate this button. Additional targets are added by sweeping the reticle across more targets within range. This is only possible through upgrades.

ANAL PROBE



| UPGRADE TYPE | DESCRIPTION | LVL 1 PRICE | LVL 2 PRICE | LVL 3 PRICE |
|--------------------------|--|-------------|-------------|-------------------|
| PROBE PARCEL | INCREASES NUMBER OF PROBES THAT CAN BE FIRED SIMULTANEOUSLY. | 1,000 DNA | 10,000 DNA | NO LVL 3 UPGRADE. |
| VORTICULAR MOTOR | INCREASES RECTAL DAMAGE. | 2,000 DNA | 15,000 DNA | 45,000 DNA |
| NANOBOT CONTAINMENT BELT | INCREASES RECHARGE RATE AND PROBE AMMO. | 1,000 DNA | 15,000 DNA | 30,000 DNA |

Anal Probes are the most efficient way to harvest DNA from humans. Primarily used against fleshy targets, the Anal Probe can also be used to inflict damage to inanimate objects, such as vehicles. However, you only receive target lock-ons when targeting things that have an anus. To do this, press and hold the fire button while sweeping your targeting reticle across beings. When you release the fire button, the Anal Probe fires. The weapon regenerates ammo over time. You can increase the number of probes that can be fired simultaneously, increase damage, and increase the recharge rate by purchasing upgrades.

MEDITATION CHAMBER

The Meditation Chamber is where you go to upgrade Crypto's mental powers: Path of the Body, Path of the Mind, Path of Space and Path of Time. Step onto a Landing Zone and select the meditating Crypto icon on the right side of the screen to enter the Meditation Chamber. Scroll down through the "Path" options until



you find a selection that can be upgraded. Red text at the bottom of the screen indicates that you do not have enough experience in a particular Path to upgrade to the next level. The following list explains each Path and what you must do to progress in that Path and what is earned by upgrading that Path:

| MEDITATION CHAMBER | | | | | |
|--------------------|----------------------|---|--|---|---|
| PATH | DESCRIPTION | PROGRESS REQUIREMENTS | LVL 1 | LVL 2 | LVL 3 |
| PATH OF THE MIND | MASTER MIND READING | CORTEX SCAN MORE MINDS | IMPROVED CORTEX SCAN & DISCO FEVER. IT TAKES LESS TIME TO SCAN THE MINDS OF HUMANS. DISCO FEVER AFFECTS SWAT TEAM MEMBERS, TAKES LESS TIME TO CAST AND DISTRACT HUMANS LONGER. | YOUR MEDITATION HAS IMPROVED CORTEX SCAN AND DISCO FEVER. DISCO FEVER WILL NOW AFFECT SOLDIERS, TAKE LESS TIME TO CAST AND WILL DISTRACT HUMANS LONGER. | YOUR MEDITATION HAS IMPROVED CORTEX SCAN AND DISCO FEVER. IT NOW TAKES LESS TIME TO USE CORTEX SCAN AND DISCO FEVER ON HUMANS, AND DISCO FEVER DISTRACTS HUMANS LONGER. |
| PATH OF THE BODY | MASTER BODY SNATCH | BODY SNATCH MORE HUMANS | REDUCE THE AMOUNT OF TIME IT TAKES TO BODY SNATCH. YOU CAN NOW BODY SNATCH SWAT TEAM MEMBERS. | REDUCED TIME IT TAKES TO BODY SNATCH. YOU CAN BODY SNATCH SOLDIERS. | REDUCED TIME TO BODY SNATCH. |
| PATH OF SPACE | MASTER PSYCHOKINESIS | USE PK THROW MORE OFTEN | USE PK AND TRANSMOGRIFY ON HEAVIER OBJECTS SUCH AS CARS (FIRST UPGRADE). IT TAKES LESS TIME TO TRANSMOGRIFY OBJECTS AND EXTRACT BRAIN STEMS FROM HUMANS. | YOU CAN USE PK ON TANKS AND YOUR PK MAGNET ABILITY HAS GROWN STRONGER. IT TAKES LESS TIME TO TRANSMOGRIFY OBJECTS AND EXTRACT BRAIN STEMS FROM HUMANS. | CONGRATULATIONS! YOU HAVE ATTAINED ENLIGHTENMENT ON THE PATH OF SPACE. YOU ARE NOW ABLE TO USE PSYCHOKINESIS ON NEXOS." |
| PATH OF TIME | MASTER BENDING TIME | USE TEMPORAL FIST (PK THROW IN TIME STOP) MORE OFTEN. | TIME STOP IS IMPROVED. IT TAKES LESS TIME BETWEEN USEE AND THE EFFECT LASTS LONGER. | YOU HAVE ATTAINED ENLIGHTENMENT ON THE PATH OF TIME. WHEN TIME RESUMES AFTER YOU USE TEMPORAL FIST, THE FURON MENTAL POWER BLAST THAT OCCURS IN A RADIUS AROUND YOU CAUSES THE MOST DESTRUCTION POSSIBLE. | NO LEVEL 3 UPGRADE |

MENTAL POWERS



PSYCHOKINESIS

Psychokinesis (PK) is the purported ability to move and deform inanimate objects through a focused mental process. Crypto can use PK to elevate and move objects many times his own weight. Enhance your attack options by holding your victims with PK and then shooting 'em with any weapon of your choice. You can jetpack around while holding objects or beings with PK; this opens a host of strategy options when working through challenges.



PK THROW

Pick up an object or being with PK and then throw them into other objects for contact damage or throw them away from you to lessen the threat when surrounded by many enemies. PK Throw during Time Stop is called Temporal Fist and is an ability learned in time.



PK MAGNET

PK Magnet is the ability to “stick” other objects to the first object lifted with PK. This is especially helpful when confronted by a large number of enemies. You will obtain PK Magnet shortly after arriving in Sunnywood.



MENTAL LOCK

Mental Lock allows you to target lock onto a living being. To achieve a Mental Lock you must place the targeting reticle on a target within range and press the PK button. With a Mental Lock you can move exclusively around the target and attack with any weapon in your arsenal (think of it as a target lock-on). Once a Mental Lock is obtained you can also use additional mental abilities such as Cortex Scan and Disco Fever.



CORTEX SCAN

Once a Mental Lock is achieved, Cortex Scan and Disco Fever become available (once unlocked through game progression). Cortex Scan allows you to read human minds. While in a Body Snatched human, Cortex Scan also allows you to remain in the human for a longer period of time. Cortex Scanning other humans raises your Body Snatch meter. You could retain your human form indefinitely by continuing to read the minds of other

humans, keeping the Body Snatch meter from draining. You can decrease the amount of time it takes to read minds by earning mindreading points and then meditating in the Path of the Mind meditation chamber.



DISCO FEVER

Once a Mental Lock is obtained, Disco Fever becomes an available mental ability option. Press the Disco Fever button and hold it until a disco ball appears above your target's head. The beat is infectious and suddenly everyone in the immediate area boogies while the disco balls appear above their heads. This is a great way to reduce unwanted attention and is best used to begin lowering alert levels. You can decrease the amount of time

it takes to create Disco Fever by earning mindreading points and then meditating in the Path of the Mind meditation chamber.



TRANSMOGRIFY

Transmogrify is the process of turning inanimate objects into the energy needed to replenish ammo in certain weapons. This can be done in and out of your saucer. While out of the saucer, place the targeting reticle on a target within range and press the Transmogrify button. The target floats in the air unable to move as the energy begins to transfer. This process creates quite a lightshow.



EXTRACT DNA

Using the Transmogrify ability on beings is called DNA Extraction and the same technique used to replenish weapons results in a brain extraction in humans—and an equally impressive lightshow. No ammo is produced for your weapons when Extracting DNA from humans.



MISSION

LAS PARADISO

Crypto has settled comfortably into Earth lifestyle since his last adventure. He's particularly proud of his business, the Space Dust casino in Las Paradiso. Pox (Crypto's bodiless, holographic comrade) is concerned Crypto's ignoring his duty to collect Furon DNA from human brainstems, and fears he's getting too comfortable and invested in his life with the humans.

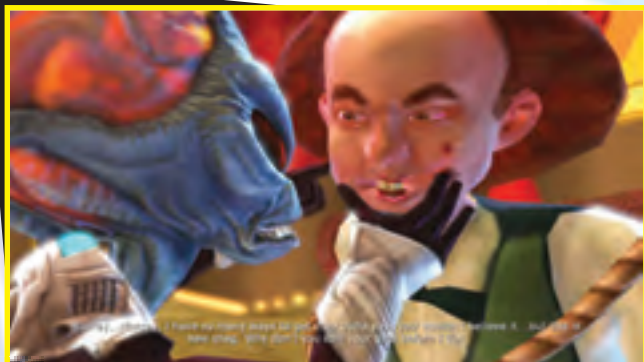
| | |
|----------------|----|
| STORY MISSIONS | 9 |
| ODD JOBS | 3 |
| CHALLENGES | 3 |
| COLLECTIBLES | 30 |
| LANDING ZONES | 4 |



ALWAYS BET ON GREY

DNA AWARDED: 500

Crypto's and Pox's success on the strip has caused contention among local casinos. A spy has been discovered among Crypto's employees. Murray is delivered to Crypto's suite, roped and tied to a swivel chair. Using any means available, it's your job to extract information from the spy.



CORTEX SCAN MURRAY



Follow the onscreen commands to Mental Lock and Cortex Scan Murray's mind. You are within mind-reading range when pulsating waves radiate from both yours and the targeted human's

head. A Mental Lock options menu appears in the bottom right corner of the screen. The menu directly correlates to the buttons on your controller. Currently, there is only one Mental Lock option. Press the displayed button to read Murray's mind. You have to apply these methods a few times to trigger a good mind-reading response. You are successfully when you see waves of energy moving from the target's head to yours. Unfortunately, Murray's thoughts are useless; you're going to have to try something else to squeeze information from him.

USE PSYCHOKINESIS

Within range, press the Psychokinesis (PK) button to levitate Murray. Notice the captive's health meter appears around the targeting reticle and a Psychokinesis menu appears at bottom right corner of the screen. Later, more PK options are unlocked. Select the top option to *throw* Murray into a wall. To complete the objective, fill the "Beatdowns Applied" gauge by continually hurling Murray into walls.



ZAP MURRAY

Murray refuses to succumb to violence. You're going to have to try another tactic. Zap him! Pick up the **Zap-O-Matic** that has materialized on the floor near the bed. Shoot Murray with this weapon until the damage meter is full.



COMBINE PK WITH WEAPONS

You can hold enemies still with PK and then apply another method of punishment using any weapon of your choice. In this case, you can pick up and hold Murray with PK, then blast him with the Zap-O-Matic.

Murray squeals. Local casino owners, Vinnie and Michael Molinari are plotting to steal your plans for an alien-themed resort. Only one problem, no such plans exist. The only plan for certain is a Molinari beat-down.



"RUB OUT" MOBSTERS.

You now find yourself on the streets of Las Paradiso in front of your casino. The Molinari's henchmen race up in dark sedans. Zap the gangsters with your Zap-O-Matic. Use PK combined with the Zap-O-Matic to hold them in place while you pop their heads. Collect the brains to increase your DNA count. Always scout for DNA; it's used as currency to purchase upgrades. You must defeat six gangsters to complete the first stage and then nine more to complete the second stage.





DISCO FEVER

Disco Fever is a weapon used to distract enemies. It's useful when encountering large groups of enemies. Using Disco Fever keeps all the enemies from attacking you at once. This is also used to lower police attention. To do this, Mental Lock with a pedestrian or Molinari henchman and hold the Disco Fever button that appears in the PK option menu in the bottom right corner of the screen. A disco mirror ball appears above the heads of all the humans within range. Watch as they boogie into oblivion.



You can use the Jetpack to gain the higher ground in this fight. To activate the Jetpack jump once into the air, then press and hold jump again before your feet touch the ground. Fly up onto

the Lucky Pot casino's sidewalk overhang, and shoot the enemies on the street below from this higher vantage point.

USE YOUR JETPACK TO FIND POX.

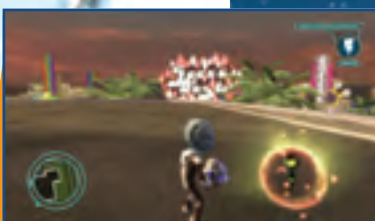
Your next objective appears as a purple star on your mini-map. Use the Jetpack to fly to the Space Dust rooftop to find Pox, your holographic comrade. Notice when using the Jetpack that flight acceleration is temporary. Think of the Jetpack's not so much as flying but more like very high jumps. Each time your feet touch ground, you can jet-jump again. Use ledges and rooftops to continue Jetpacking to new heights.

Pox presents the Anal Probe, the weapon of choice for the stereotypical aliens. The weapon wheel and Nav-Map are also explained. The game pauses temporarily when using the weapon wheel.



COLLECTIBLES

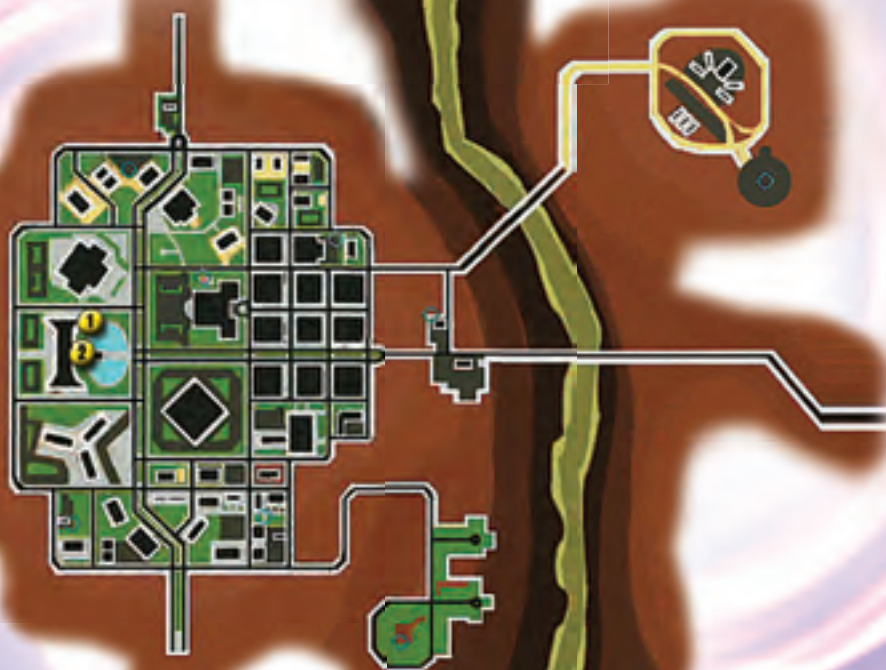
There are thirty hidden collectibles in each level map. The closest one of these collectibles is on the rooftop near Pox on top of the Space Dust casino. The collectible is a glowing sphere with a Furon crash test dummy inside. The figure inside the collectible is unique to each level. Collect 30 in each level.



MISSION 2

MISSION 2

WALKTHROUGH



DOUBLE DOWN

DNA AWARDED: 1,000

The next mission location is outside Nero's Palazzo. A communication icon appears on the right side of the screen when you get close enough to Pox (1), or any interactive character). This indicates you are close enough to communicate. Press the indicated interact button to speak to Pox.

You have the option of choosing conversation branching options and in many cases the entire conversation tree is heard before the mission begins.



It is impossible to choose a wrong conversation option, so have fun and pick an option that appeals to you. Here you can choose a peaceful solution or ask about your shields, which leads to jokes about a mundane tutorial.

ENTER NERO'S PALAZZO

Pox wants to strike at the heart of the Molinari's: their casino business. Your first step is to Body Snatch and pose as a human to get past the doorman at Nero's Palazzo. Approach the human of your choice, aim the reticle at the human and press the Body Snatch button. Light beams are exchanged between life forms. Crypto enters the human's body. The energy needed to maintain control of the host decreases the longer you remain in the body. To replenish this energy you must mind read other humans. If you don't dillydally, there's usually enough time to accomplish the objective at hand before your host rejects you.



While in the body of a human, approach the Nero Palazzo doorman (2) and he'll allow you to enter the casino.



CAUSE \$1,000,000 WORTH OF DAMAGE TO NERO'S PALAZZO

Select the Zap-O-Matic and ventilate the slot machines, tables and other displays and décor in the casino to do a million dollars in damage. Keep moving to avoid the guards and shoot them occasionally to thin their numbers. Concentrate your attack on the slot machines and then go for the big money by destroying the grand prize sports car on display in the middle of the floor.



Once a million dollars in damage is doled out the mission is complete. The Molinari brothers declare war on the Space Dust casino and then you zap one of them with the anal probe in the closing cinematic.



MULTIPLAYER

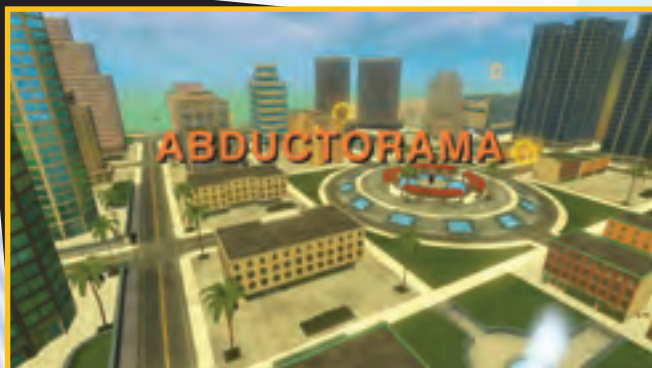
ABDUCTORAMA

From the Main Menu, select Multiplayer while a second controller is connected to your console. The person with the second controller must confirm the activation of the second player by pressing the Continue button indicated on the screen. There are three Multiplayer modes: Abductorama, Brain-O-Matic, and Ion Soccer.



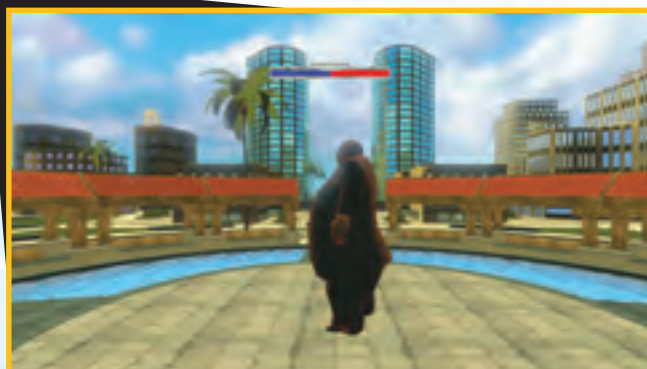
RULES

Abduct the human. Hold on until your color meter reaches the full mark. When time runs out, the player with the fullest color meter wins. Fly through rings for a quick speed boost. Use other power-ups to alert enemies to attack your opponent.



TIPS

The human appears in the middle of the map and appears as a purple star on your mini-map. Player 1 appears as a blue triangle on the mini-map and Player 2 appears as a red triangle. A human icon appears below the color meter on the side of the screen of the player that currently holds the human. The longer you hold onto the human the more your color (blue or red) fills the meter. If you have Instant Win turned on, once the meter is full of one color the Player associated with that color wins (the player that abducted the human the longest).



| | |
|----------------|----------------------------------|
| MAP SELECTIONS | SUNNYWOOD CIRCLE AND FURON ARENA |
| TIME OPTIONS | 1 MIN TO 5 MIN. |
| INSTANT WIN | YES OR NO |
| SCORE RATE | SLOW, NORMAL, OR FAST |
| TARGET SIZE | SMALL, NORMAL, OR LARGE |

The helicopter icons float high above the speed rings. Fly through these to sic Attack Helicopters on your opponent. Cloaking is a good counter action.

If you drop the human from high, you can re-abduct him in midair before he hits the ground. And the ground is usually where your opponent will first look for his prize.

You can create a big lead by destroying your opponent and quickly abducting the human (if you didn't have him already). Much progress on the color meter can be made while your opponent spawns in a new saucer.



The key is to hang onto the human as long as possible while avoiding your opponent and the possible Attack Helicopters. Fly through speed rings to create distance and then weave between buildings to avoid attacks. As the aggressor, you need to shoot the opponent's saucer to make them drop the human. You can also shoot the abducto beam or the human to make the human drop.



MULTIPLAYER



DESTROY ALL HUMANS!

Path of the Furon

OFFICIAL STRATEGY GUIDE

Written by Tim Bogenn

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800 East 96th Street, 3rd Floor
Indianapolis, IN 46240

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BRADYGAMES STAFF

PUBLISHER

David Waybright

EDITOR-IN-CHIEF

H. Leigh Davis

LICENSING DIRECTOR

Mike Degler

MARKETING DIRECTOR

Debby Neubauer

INTERNATIONAL TRANSLATIONS

Brian Saliba

CREDITS

DEVELOPMENT EDITOR

Brian Shotton

SCREENSHOT EDITOR

Michael Owen

BOOK DESIGNER

Tim Amrhein

PRODUCTION DESIGNER

Bob Klunder

