

# THE CONDUIT™



COVERS WII™

BASED ON A GAME RATED BY THE  
**ESRB** **TEEN**  
**T**

**SEGA**<sup>®</sup>

**DANGER**  
HIGH VOLTAGE  
SOFTWARE

Written By  
Michael Lummis

# THE CONDUIT



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# CONTROL SYSTEMS

Rigorous agent training increases the odds of survival during intense situations. This chapter prepares you for conflict by explaining the methods of locating, assessing, and eliminating your enemies. Learn how to operate in a combat environment before you come under fire.

## CONDUIT'S CONTROLS

The Conduit has a much more flexible control system than most first-person shooters. Not only is the default command system intuitive; there are optional systems as well as a fully customizable button and interface menu. You can set up the game to run in almost any configuration imaginable.

### THE DEFAULT

The game defaults to the "Ford" preset. There are addition presets, "Washington, Adams, and Jefferson." Examine or even try out each of these to see which is the best fit.

#### Ford



#### Washington



#### Adams



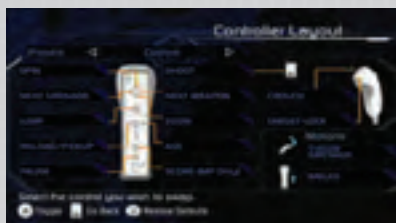
#### Jefferson



## MAKING YOUR OWN SYSTEM

All of these systems are accessed by going into the game's options menu and selecting Control Options, then Controller Layout. The final selection within that menu is for a Custom Layout. You are able to configure all of the commands, though special motion actions are limited to Grenade Throwing and Melee; these two can be swapped, and they can be mapped to buttons. You cannot map anything that requires a continuous button press (Hold) to a motion.

### Custom



## MOVEMENT

Movement is normally controlled with the thumbstick of your Wii Nunchuk. Michael Ford moves at full speed in the direction that you press the stick. Turning is handled by the Wii Remote. Thus, left and right on the Nunchuk allow you to strafe. This makes it much easier to avoid enemy fire and keep an eye on your targets.

## USE OF COVER

Most cover in The Conduit is indestructible. Walls, most boxes, and other obstacles can be used to block enemy line of sight and damage from direct-fire weaponry. Use cover while loading weapons, preparing charged attacks, or to give yourself time to heal (or plan).





# ENEMIES

There are enemies in many shapes and sizes, and it helps to recognize them all. This chapter reveals the strengths and weaknesses for all enemies you find in The Conduit.

## PUPPET HUMANS

These are human beings that have been taken over by an insidious alien virus that turns them into zombie-like slaves. It is known that several hundred individuals have been suborned this way, giving The Drudge a ready made army of fanatic shock-troops. Even worse, many people won't realize that these people have been subverted until it's too late. Puppet humans are still able to walk, talk, fight, and mimic normal behavior.

### Enemy Statistics

| Category                | Suits        | Soldiers     |
|-------------------------|--------------|--------------|
| Maximum Hit Points      | Moderate     | Moderate     |
| Chance to Drop Health   | 75%          | 75%          |
| Damage Per Melee Strike | Low          | Low          |
| Weapons Used            | SCAR, MP5KA4 | SCAR, MP5KA4 |
| Self-Detonation Damage  | NA           | NA           |

### SUITS

Suits are one of the easiest enemies to defeat. These puppets have very little health and often drop after only a hit or two. It's not worth going for headshots with most weapons because center of mass hits are faster and more reliable.

Suits are easiest to kill at long range, though they only have a few good tricks even if you approach them. Rarely, a Suit will be carrying frag grenades; these are the only times that a Suit becomes a major threat. Watch for the telltale motion of a grenade throw and be ready to move out of the way as fast as possible.



### SOLDIERS

Soldiers wear green camo fatigues, but their weaponry and general combat tactics are similar to Suits. Soldiers are well trained and have accurate weapon fire, but their damage output is relatively low. Because of their increased health, it's better to shoot Soldiers in the head if you are using a low damage weapon (such as a Pistol or SCAR).

Melee attacks are useful against Soldiers if you suddenly end up at close range.



# MISSION DEBRIEFING

This chapter reveals the best techniques for completing the nine levels of the single player campaign. Each level begins with a listing of the secrets that are found in that area and a breakdown of the weapons and enemies as well. Use the map to help navigate and find all special items, then read the text for help with beating your adversaries.

## THRESHOLD

### Map Legend

- 1 Starting Point and Systems Test
- 2 Conspiracy Text #1
- 3 Long Tunnel (SCAR Enabled)
- 4 Conspiracy Text #2
- 5 Human Ammunition Box
- 6 Massive Conduit

### Secret Items and Locations

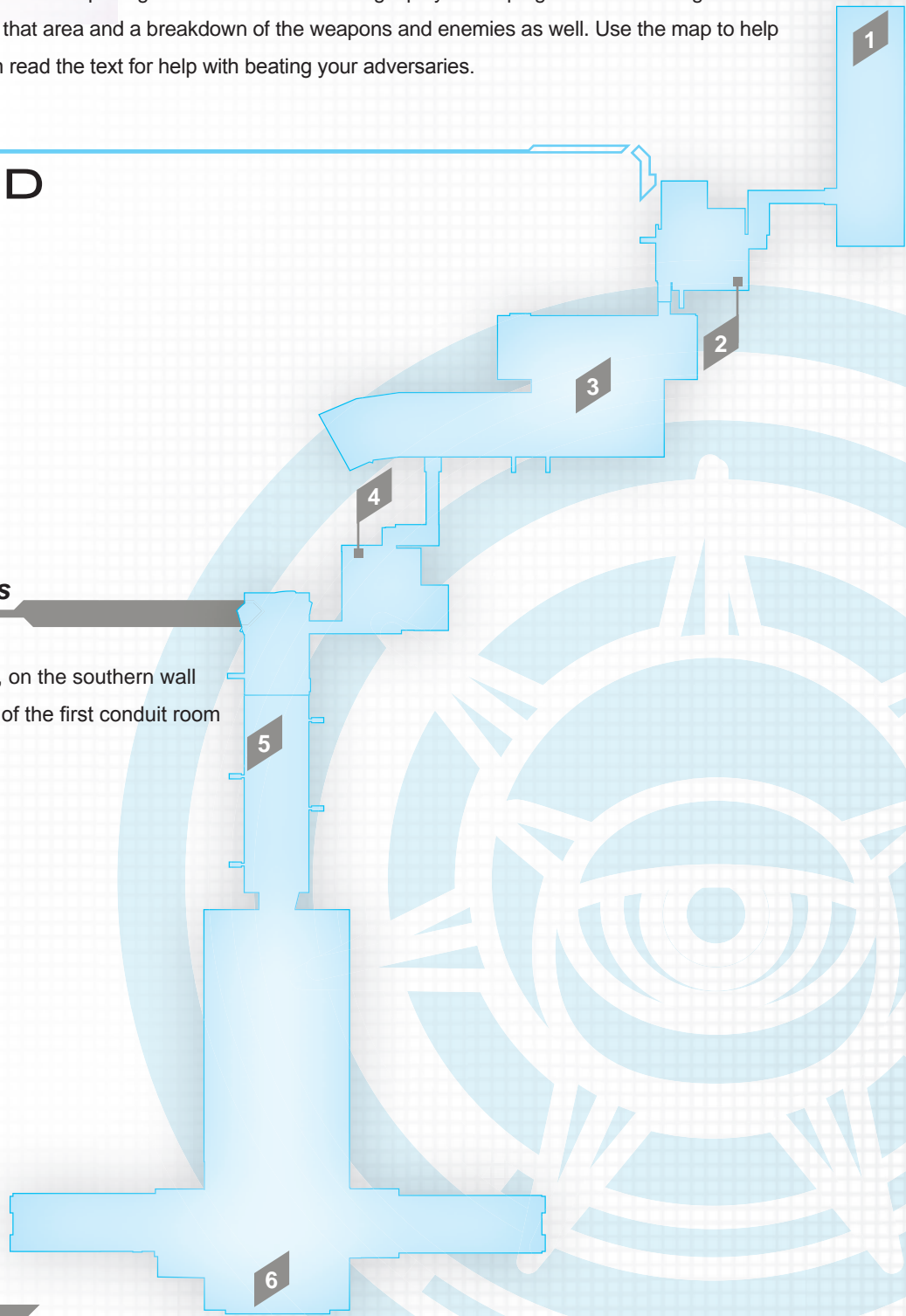
| Target             | Location                                |
|--------------------|---|
| Conspiracy Text #1 | Second room, on the southern wall       |
| Conspiracy Text #2 | Northern wall of the first conduit room |

### Starting Weapons



### Enemies Encountered

|  | Name      | Health | Melee Damage | Ranged Weapon/Attack | Special                   |
|--|-----------|--------|--------------|----------------------|---------------------------|
|  | Tear-Mite | Low    | Low          | Claws                | None                      |
|  | Drone     | High   | Moderate     | Strike Rifle         | 35% chance to drop health |



SCAR (ASSAULT RIFLE) SPAS 12 (SHOTGUN)

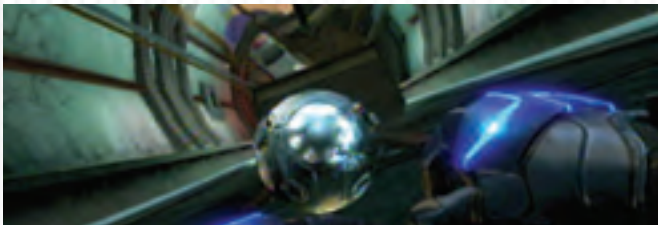


## GETTING YOUR BEARINGS

You've taken a bit of a blow, so don't expect to pop up and start fighting quite yet. You're in a subway tunnel with a great deal of debris (and maybe a few monsters as well). There are sounds of explosions in the distance, but for a brief moment nothing is going on around you.

Get up and let your companion walk you through a few things. The systems on your combat suit are rather complex and need to be reinitialized. Don't worry about who your companion is; all will be explained in due time.

First, practice targeting. Use your Wii Remote to aim at the box on the right. Once that is targeted, turn your attention to the yellow sign on the left. Your systems seem to be in working order. The remainder of your suit's functions start coming back online at this point. Soon enough you'll be able to move.



Take a few steps forward. Listening to the rumbling in a vent ahead: something's in there. Point your shotgun directly ahead and walk toward the vent. A Tear-Mite pops out and comes after you. These little fellows can't do any damage at range, so they need to close-in and swing at you. Back off and use your Shotgun to blast the Tear-Mite. Luckily, he's alone.



A side corridor leads deeper into the subway. Reload your SPAS 12 and walk slowly into the next hall. Around the corner is another Tear-Mite, but he's unaware of your presence. There is so much noise in the area that he won't hear you unless you race right up to him. Stay at a walk and use a melee attack to kill this enemy. Thrust your Wii Remote forward; melee attacks do plenty of damage, so a single thrust is more than enough to get the job done.

## DESTROYING EGG SACKS AND LEARNING ABOUT THE ASE

Look around this new room. There are three egg sacks here. Each releases Tear-Mites if you wait long enough. One sack is on the generator opposite the egg sack you can see when you first enter, another is on the right. Approach them individually and use the SPAS 12 to destroy each sack. When Tear-Mites deploy, hit them with a melee strike or blast them at medium range with the Shotgun.

The room is safe to explore once the egg sacks are gone. The far doorway is locked by a biological mechanism. You can only pass through once a certain number of nodes have been tripped; this lock only requires you to find two nodes.

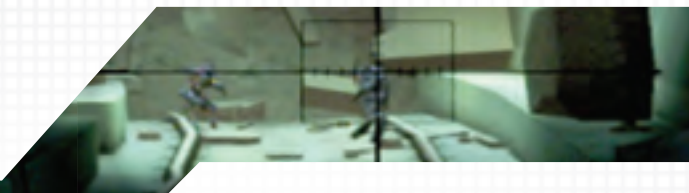
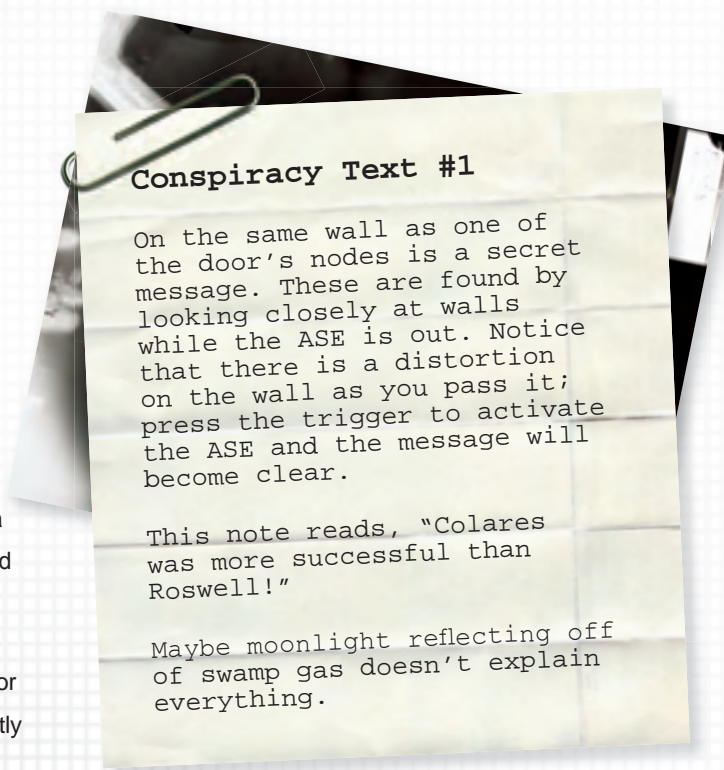


Pull out the All Seeing Eye (ASE) and use it to scan around the room. When the ASE is out you can trigger special messages, power nodes for locked doors, open weapon caches, and collect secret disks. The ASE has even more functions, but we don't want to overwhelm you. Suffice it to say that you should get used to using the ASE because it's amazingly powerful.

The two nodes you're looking for are near the door. One is on the wall just before you reach the door, and the other is a bit left from there. Continue searching the room after you find these nodes. There is also something else you should see!

If you taken any damage, look on the north side of the room for a health kit. These items are quite useful because they instantly restore your health, even during battle. The large kits you find out in the open restore Michael's health to full. Enemies sometimes drop smaller kits that offer partial restoration.

Use the door you unlocked in the southern part of the room to exit the area. Put away your ASE and switch back to the Shotgun. There are more Tear-Mites ahead.



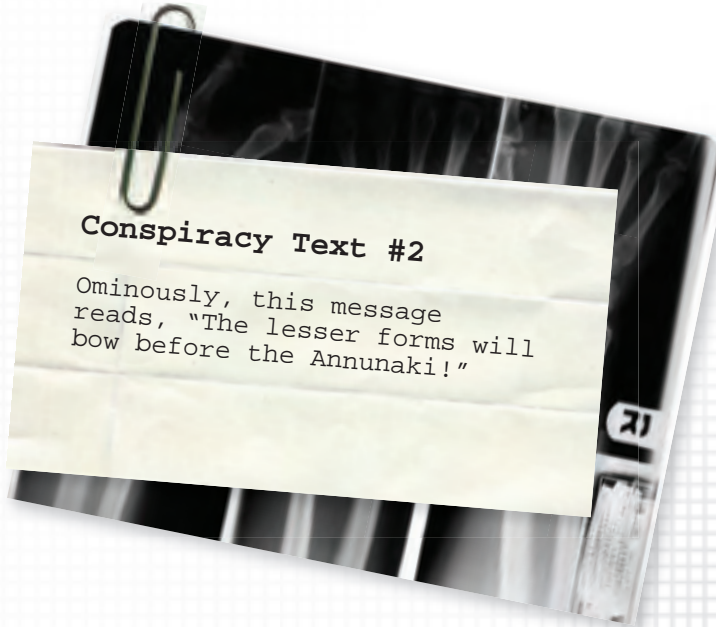
## SHOW OFF YOUR SCAR

The next tunnel is quite long. It's dominated by a subway train that crashed and caught on fire, but you can pass through the cars without any damage. Your companion mentions that you should use your SCAR to attack the two Tear-Mites on the other side of the train. Switch weapons and take aim at the Tear-Mites at maximum range. The interface explains how to do each of these tasks; you are also free to customize the controls in any way that you see fit.



Put a burst of gunfire into each of the Tear-Mites. Scars fire in three-round bursts, and their damage is perfectly adequate for downing most enemies. Use the SCAR for long- or medium-range fighting, as its accuracy is quite impressive.

Start walking down the remainder of the tunnel after the Tear-Mites are down. Retreat to the subway car when the area begins to rumble. A large explosion above brings down some of the ceiling. Though this isn't a threat to you, two more Tear-Mites wiggle in through the vents and attack. Retreating forces them to come to you; they won't survive, especially when you're wedged into the subway doors.



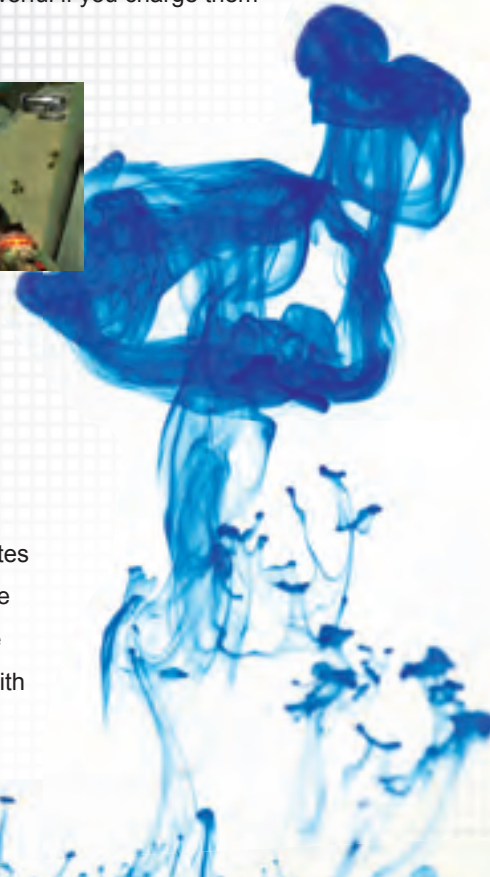
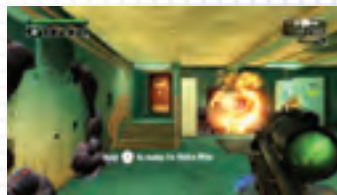
The tunnel is clear now.

Walk to the next door and open it. Look on the ground as you proceed and pick up the three grenades that are lying there. Grenades are amazingly useful in this game. Not only are they powerful, but they're easy and fun to deploy as well (by default you just have to make a tossing motion with your nunchuk). Sure enough, you should use the grenades as soon as you turn the corner. There are two glowing orange conduits in the room. Enemy Drones come through these to fight you, and the grenades kill the Drones while damaging the conduits. Finish off the conduits at range using your Scar.

Search the northern side of the chamber using your ASE. There is another message there.

Before leaving, switch to your SPAS 12 and move over to the place where you fought the Drones. Drones carry Strike Rifles, and it's good to get some experience with those weapons. Swap the SPAS 12 for a Strike Rifle and use that for the next few fights. Strike Rifles are only adequate when they're being fired quickly, but they're VERY powerful if you charge them and use full-strength attacks.

Remember to reload your weapons in between fights. It's always safer to have a weapon with a full magazine!



## THE FINAL STRETCH

A more serious fight develops when you enter the next section of tunnels. There are Tear-Mites and Drones in there, so you're facing a mix of melee enemies and longer-range attacks. Hide behind the large junction box where you enter the tunnel. This makes the Tear-Mites and the Drone come to your location. The Tear-Mites are closer, so they arrive first. Dispatch them with a grenade or a burst of SCAR fire, then ambush the Drone. This is much safer than fighting them all out in the open.

# THE CONDUIT

## OFFICIAL STRATEGY GUIDE

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#### **Development Editor**

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