Spark Campaign Overview

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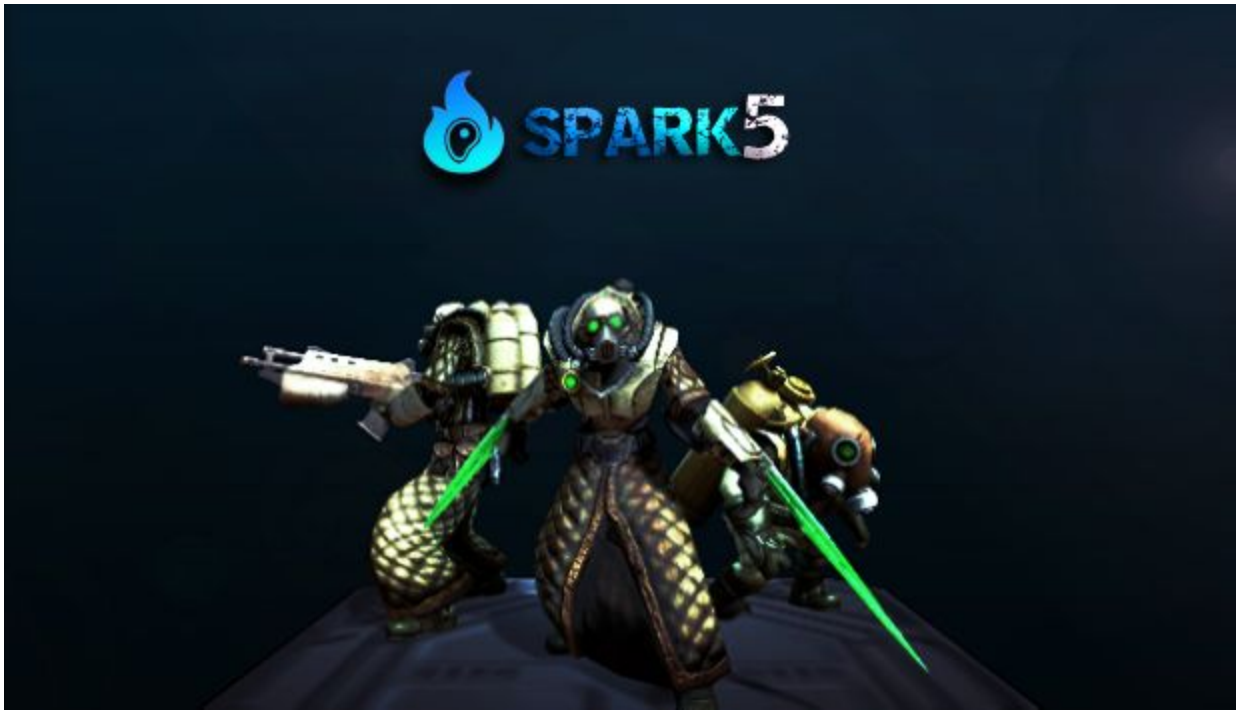
This particular content is also available in the blog of the game’s official website included with which are videos showing the complete gameplay of each chapter.



Chapter 1: Rebel’s Dawn

Rebel's Dawn is a pretty straightforward level that tends to test your grip on the game and put in use the things you learnt from the tutorial. The level has 2 guards, 1 flamethrower, 2 lasers, and no turrets.



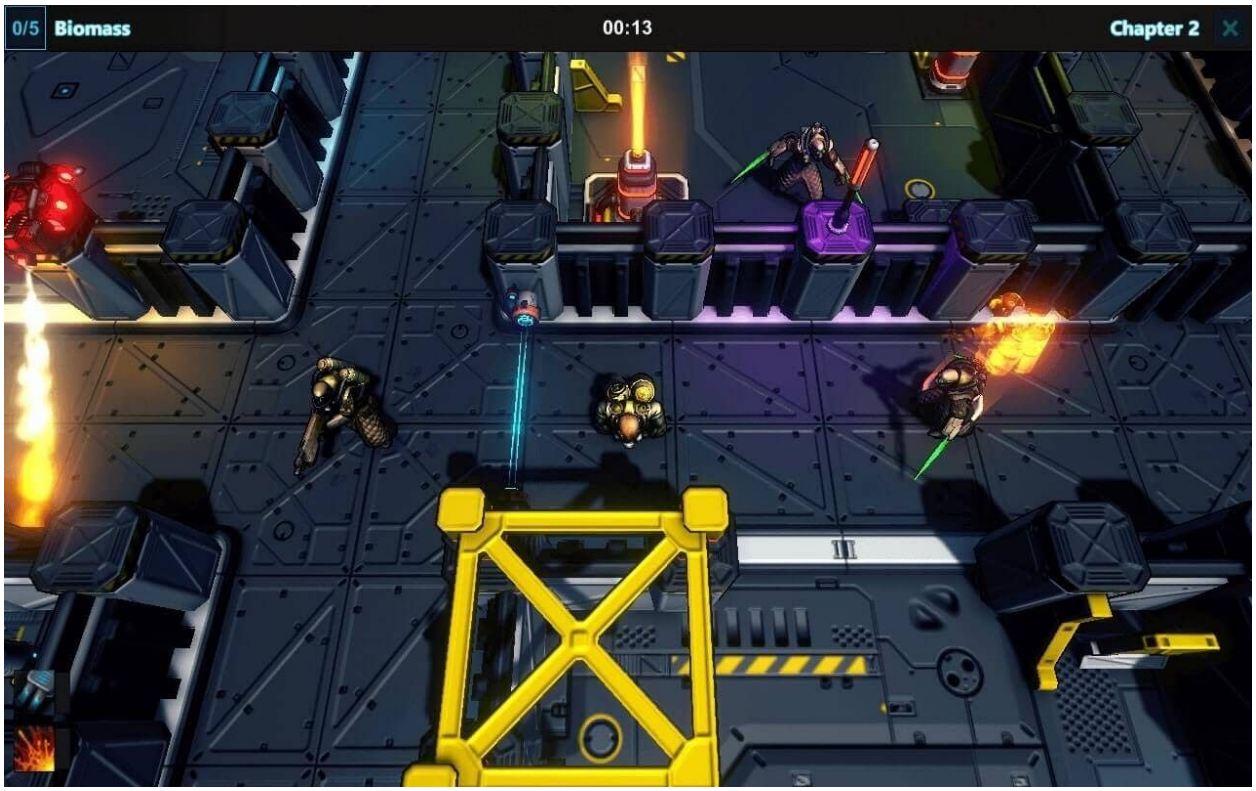
Your inventory is enough to take out the two guards, but you can also manage to evade them.

> *“So the tiring struggle between humans and A.I. has begun. Your task is of utmost importance, you are going to resurrect human civilization.”*

All the 3 bio-mass capsules are outside the room that contains the evacuation point, so you can save some time by not deactivating the final laser that leads to that particular room. Remember you can complete the level in Spark Form given that you have collected all the capsules.

Chapter 2: Pristine Pursuit

Pristine Pursuit is the second chapter of the Spark Campaign. I try to finish the level as fast as possible to get five stars, however in doing so I also use up a lot of bombs and replicas. The chapter is pretty straightforward but a little more difficult than the previous level. There are points where you might need to go back-and-forth in order to complete certain objectives. But don't worry, in two or three attempts anyone can complete the level and achieve 5 stars.



Map Structure

Pristine Pursuit consists of a square shaped map with 9 rooms and a number of defensive assets installed at various locations. We still don't encounter turrets in this chapter.

You can notice that this chapter was used to explain certain simple strategies that one can implement to save time in the "Strategies" section of the Documentation page on this website. However, back then, the game lacked flamethrowers.

> *“Always remember to go through the documentation carefully in order to recognize the game elements correctly.”*

Furthermore, keep in mind that you can complete the level in Spark Form given that you have collected all the capsules.

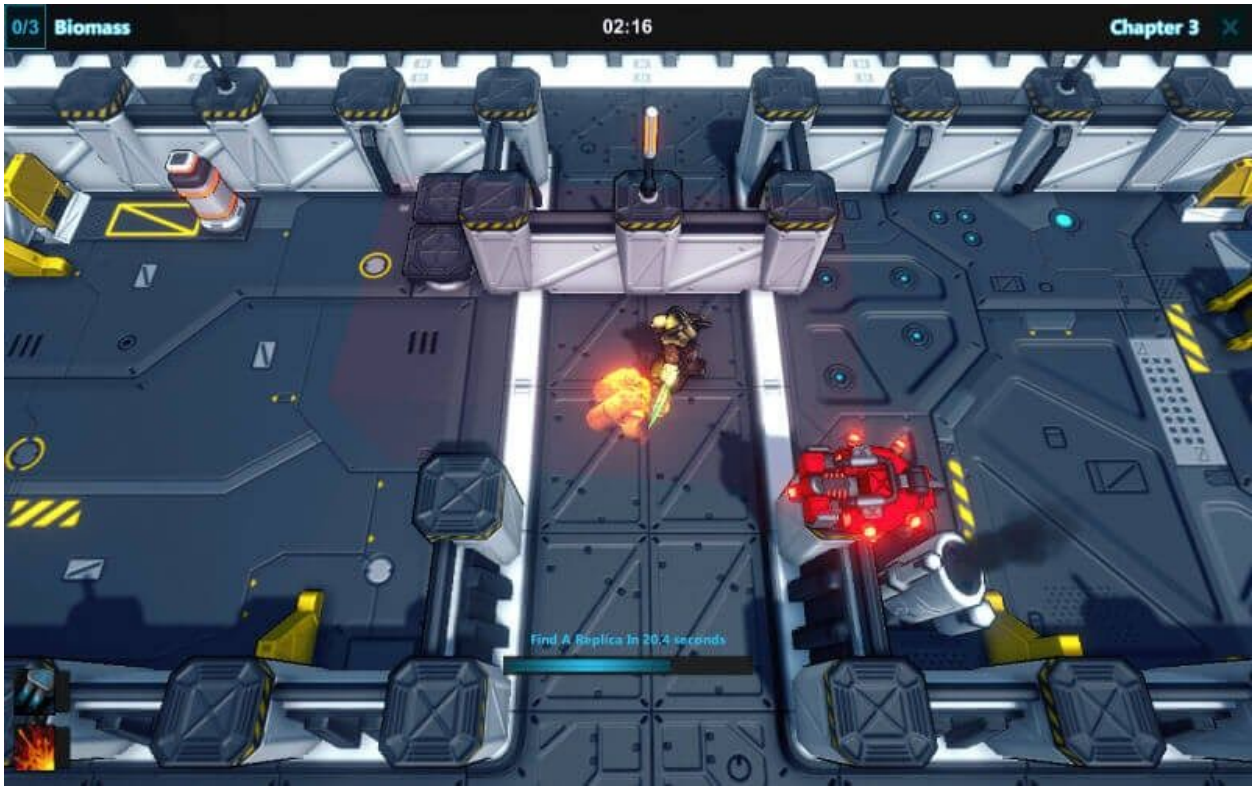
Chapter 3: Dire Hall

Dire Hall is the third chapter of the Spark Campaign. This is a longer chapter compared to the previous two chapters. A lot of running back and forth is required, therefore, the judicious use of phantom replicas is highly recommended.

You are required to collect 3 capsules in Dire Hall, one of which is right next to the evacuation room. You are still not introduced to turrets in this chapter, but this chapter can be considered the toughest level without turrets. You might need more than 2 attempts to complete the level and a lot more if you are targeting for a 5 star.

The initial section of the map is guarded by terminators, which a little easier to evade if you have ample amount of space. Two terminators patrol the corridor you face after landing. You will need to eliminate one of them to comfortably navigate the corridor. Use a bomb or just lure him to the flamethrower attached in the room to your right. Towards the end of the U-shaped corridor that runs along the hall, you will encounter more marines, they have long range vision but are much slower.

You are given 3 phantom replicas in this chapter. Place one of them towards the rooms to the left of your landing zone. Place the next one at the end of the corridor to your right. The last one should be placed near the evacuation room for maximum efficiency. This will enable seamless navigation and make the going back-and-forth business much more bearable, because of the higher speed of the spark form.



Map Structure

The Dire Hall is a rectangular structure with 12 rooms and a long U-shaped corridor running along all these rooms. Smaller corridors branch out to provide access to some of the inner rooms which may contain the essential materials you are looking for.

A Word On Flamethrowers

Remember to be patient around flamethrowers. They can't be turned off, but can definitely be used against the enemy if timed correctly. Be careful

though, you will have to enter the guard's detection area in order to lure him towards the flamethrower. If the guard dies, it means that you were able to preserve 1 bomb.

> *“Guards will stop chasing you if you manage to create some distance between them. Remember that cramped spaces might make such evasive methods impossible to implement.”*

Remember to take advantage of the higher speed of the Spark Form in order to save time and get more stars.

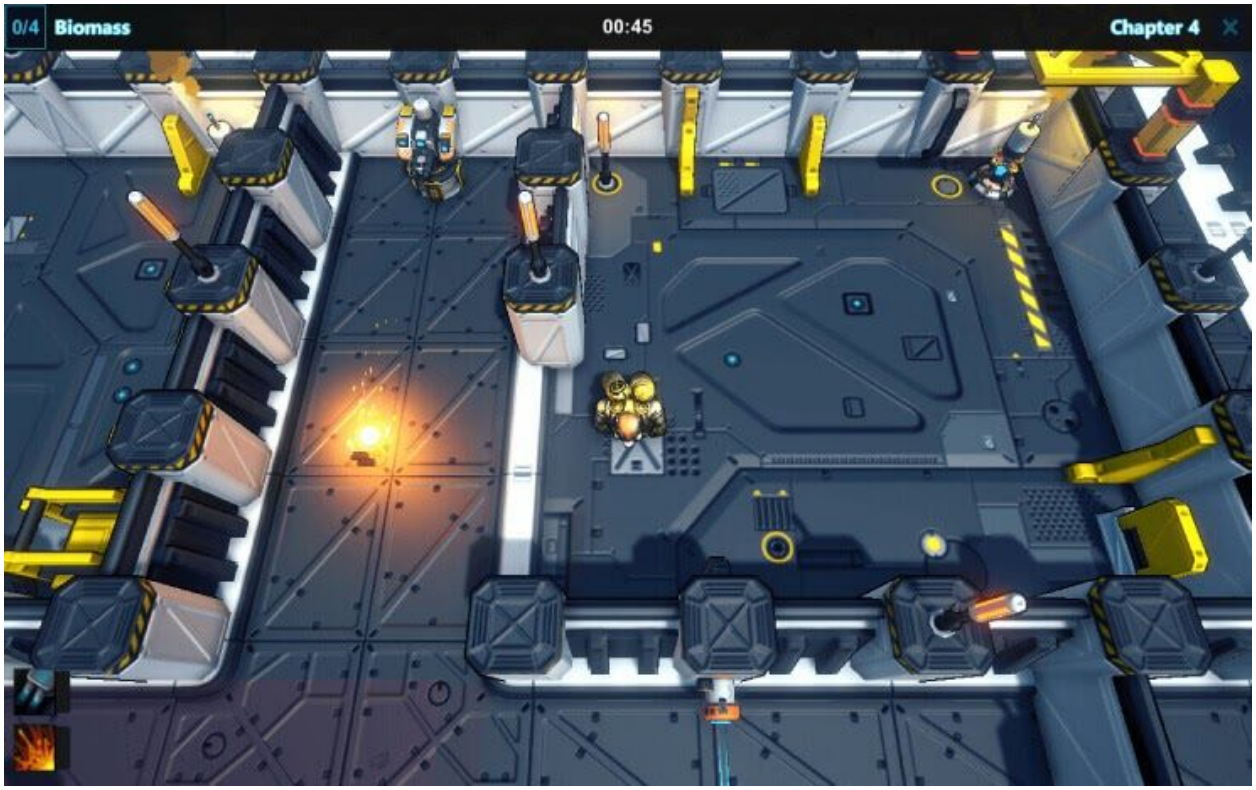
Chapter 4: Exotic Sunset

Exotic Sunset is much easier compared to the previous chapter. It is very much similar to the second chapter in terms of number of guards (defensive assets) and map structure. You will be para-trooped at the center of the map and will have plenty of time to figure out how the map functions.

You are supposed to find 4 capsules and get safely to the evacuation point. Considering the generous inventory, you will not require more than 2 attempts to complete this chapter. If you are getting a hang of the game already then, one attempt will suffice. Getting a 5 star is also not a very difficult task.

Map Structure
The map is shaped like a square which is equally divided into 9 rooms. Almost all the corridors are open and facilitate easy navigation with the exception of one closed corridor. The wall that blocks the corridor is being constantly bombarded by a turret located to the top.

In terms of objectives, the map is divided into 2 parts, the top part that consists of 6 rooms and the bottom part consisting of the rest of the 3 rooms. In order to save time, you will need to collect all the capsules on the top portion and switch off the laser that blocks access to the bottom part, after which, the chapter is pretty much complete.



A Word On Turrets

As described in the documentation, turrets are defensive assets placed in strategic locations around the map. They can't be turned off and will fire at a constant rate. The bullet that is produced moves forward at a speed anywhere between 300-350. The bullet also has its own lifetime and might simply explode mid-air without hitting anything.

> *“Turrets are lethal to enemy guards, so you can use them the same way as you might use a flamethrower to kill patrolling guards, by luring them into the turret's firing line.”*

Another thing to remember is that phantom replicas can block bullets and protect you from a dicey situation.

Chapter 5: Aphotic Mist

Aphotic Mist is a difficult chapter for the ones playing the level for the first time, but at the same time, it is also one of the most interesting chapters. You will be assaulted almost as soon as you land, because your landing point coincides with the patrolling path of a terminator. So, it is wise to leave the room as soon as possible.



Every room in the entire map is important, and has something essential that will help you complete your objectives. The chapter has most guards confined to the central rooms. Turrets fire down narrow corridors and flamethrowers guard the entrance to each one of the central rooms.

Through much practice and perseverance one can eliminate the guards without using a single bomb (yes it is possible).

The chapter is difficult compared to the previous four, and there are very few spots that are safe enough for the user to wait and plan his/her next move. You will have to identify those spots and use them to plant phantom replicas.

Map
The map is a group of 3 islands (1 large, 2 small) connected by large metallic bridges. The extremely narrow corridors in addition with a high number of defensive assets makes it very difficult to navigate freely.

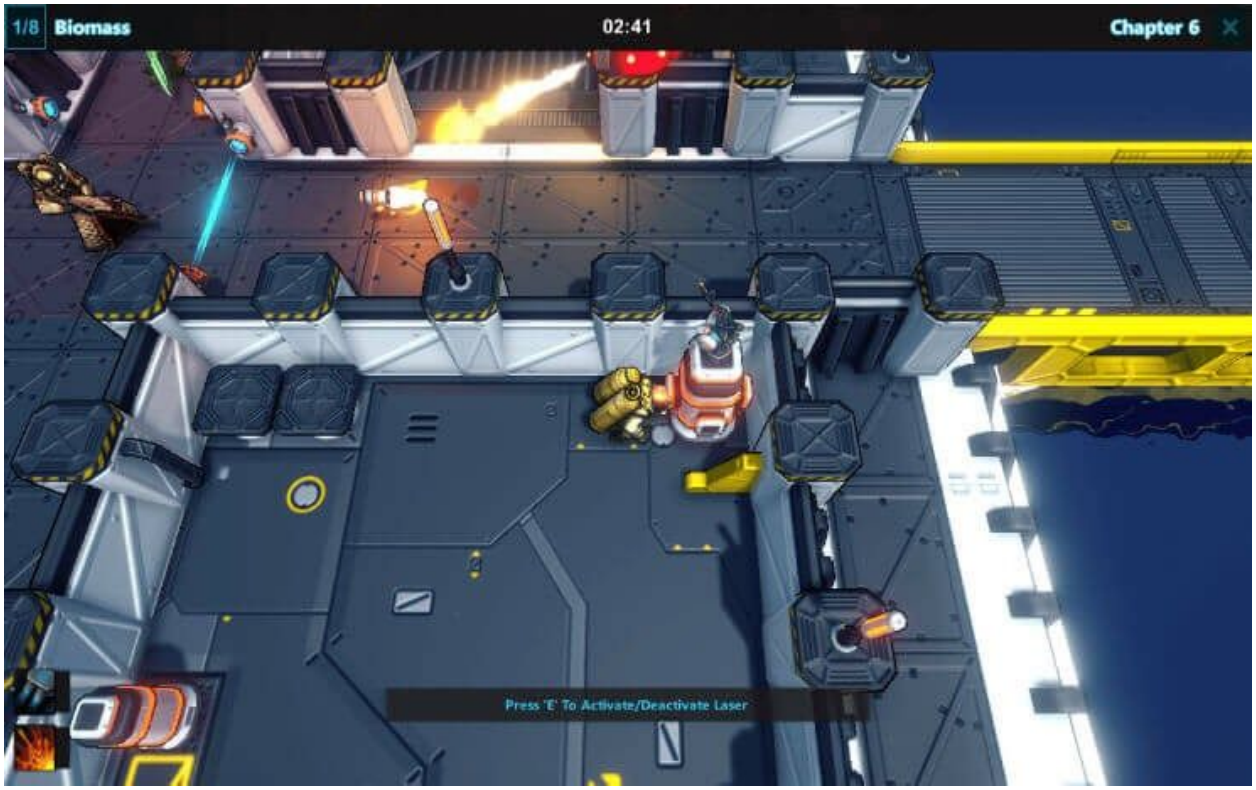
> *"Remember to have patience in this chapter. Wait for the right moment to lure the guards into turrets and flamethrowers."*

This is one of the best chapters to use turrets and flamethrowers against the enemy and clear out a path to the objective. As we move ahead, the difficulty and complexity of the chapters will increase manifold. Sooner or later you will find yourself face-to-face with very challenging and demanding chapters.

Chapter 6: Stygian Nebula

The Spark android is not as strong as its military counterparts, however we have been promised that they excel at stealth missions as well as search and destroy endeavors. One of the special abilities that has revolutionized the course of the war is the power to create phantom memory replicas of itself. Even if it is to a very limited extent, it is almost as if we have got a grip over time itself. But beware, the memory replicas require storage, so you will always have access to a limited amount only.

This chapter will test all your skills that you have accumulated so far by playing the past chapters. You will have to move as soon as you land and follow a terminator, cross a bridge, and reach the end of the corridor, where you will get access to a room being defended by a flamethrower. Don't open your inventory yet.



You are required to collect 8 biomass capsules in this chapter. 4 of them are located at the central hall of the lab that also houses the evacuation point. Tough marines patrol all the 4 corridors surrounding the central hall. Here, you might want to use a bomb or two to clear out your path to the objective.

“Remember that every turn you take will matter in this chapter.”

Following the last chapter, you will notice that every map is designed in such a way that the switch to turn off a laser is always located in a room diagonally opposite to the laser itself. This makes you run more, and

encounter more defensive assets, which you will need to deal with accordingly. This is a difficult chapter but fun to play nonetheless. You might require more than 3 attempts to get it through and more than 5 attempts to get a 5 star. Don't worry, sometimes even I need more than 3 attempts to complete something that I created myself.

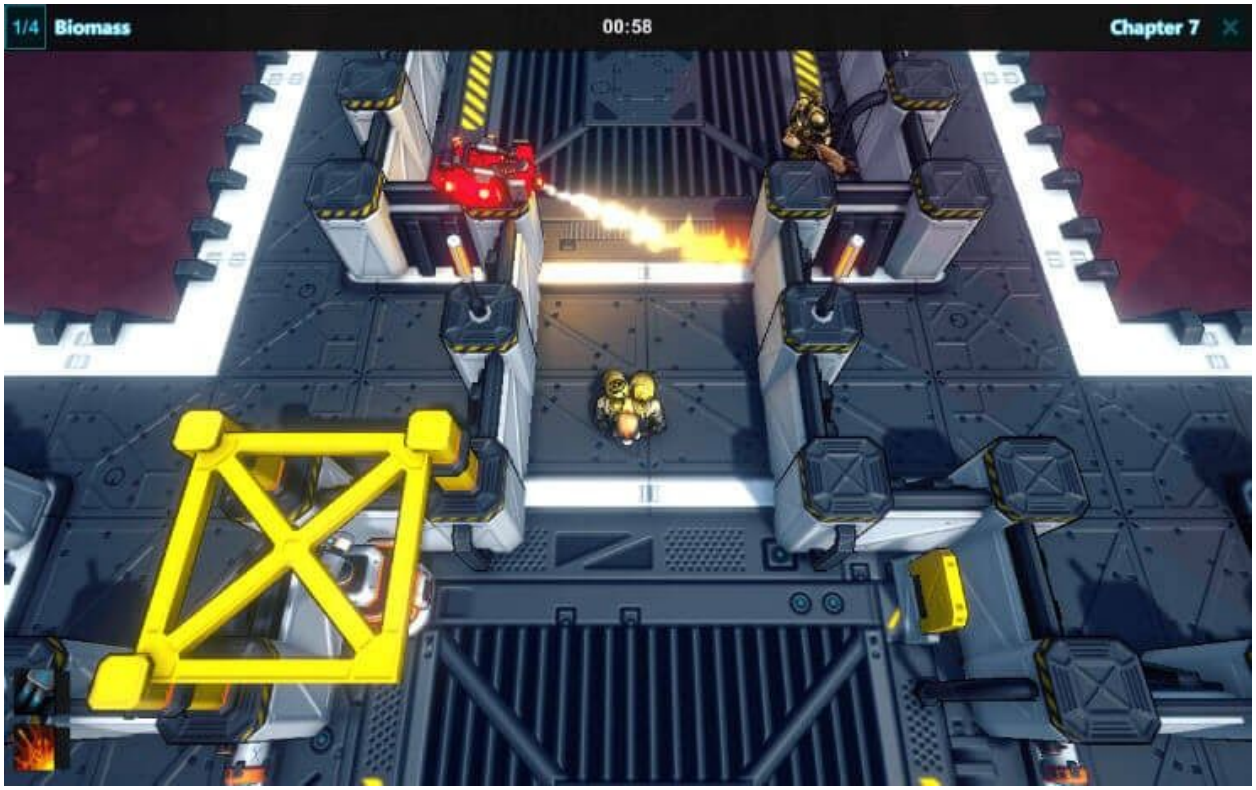
Map
The map consists of 13 rooms arranged in a diagonally symmetric fashion, with 2 rooms out in the ocean, and connected by bridges. You start in one of these ocean rooms. There is a central hall that consists of a cylindrical laser field protecting 4 capsules and the evacuation point.

Chapter 7: Axis Of Agares

The initial number of capsules required to successfully create a human prototype was 39. So our android navigated across interstellar space and infiltrated various labs and redoubts, successfully collecting the capsules. Welcome everyone, to the seventh chapter of the Spark Campaign.

Axis of Agares is what the name suggests. It is basically a very old lab with 4 long corridors intersecting at the center. The chapter is difficult due to the fact that you will have to navigate up-to-down, which sometimes limits visibility of incoming guards, especially if you are playing "without indicators". Axis of Agares will require real commitment and concentration to complete the level even once.

The game-play is actually very straightforward. You have 4 wings and you start in one of them. You will encounter the computer to switch off the laser that blocks the central room. From there, it is mostly left and right. The computer to switch off the laser defending the path to one of the wings will be located in another wing.



The number of guards is proportional to the number of rooms on the map, however, you might find a couple of rooms empty. Beware of flamethrowers and turrets as usual.

> *“Remember to use your replicas only when necessary.”*

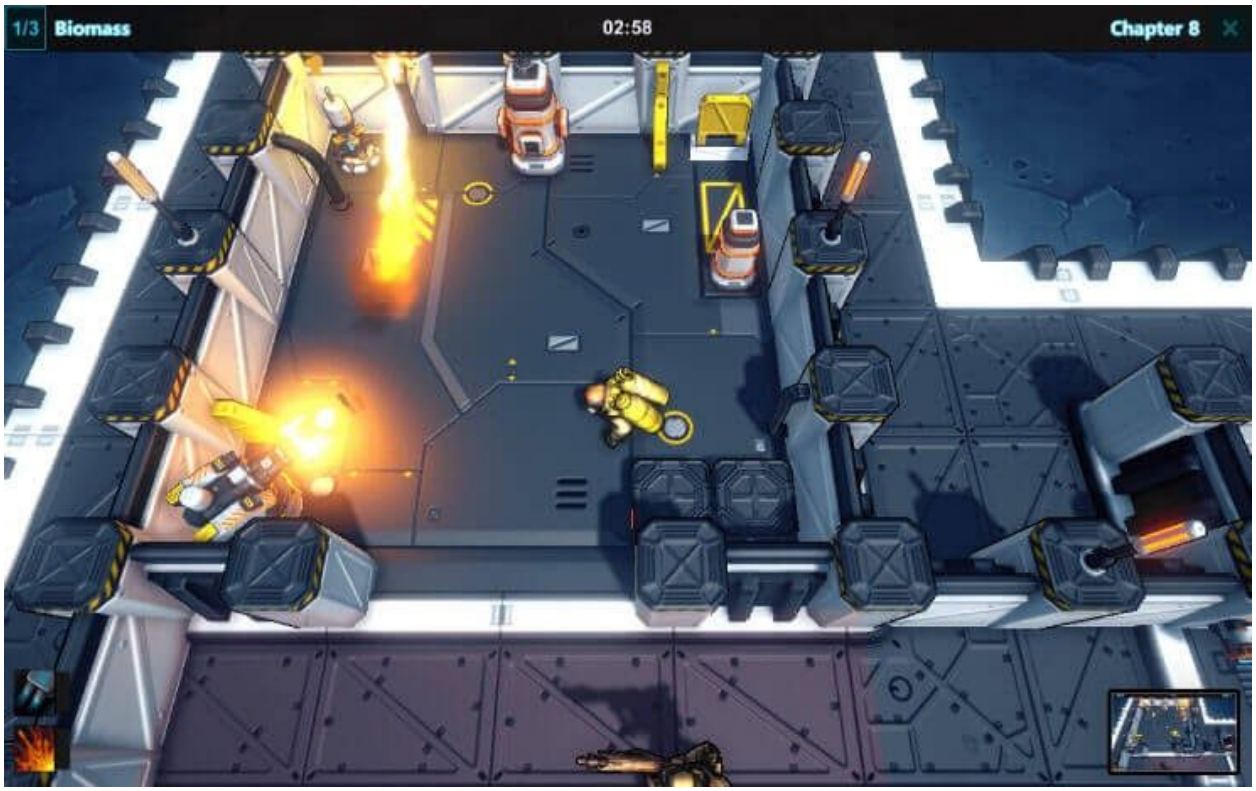
Map
A symmetrical laboratory located in Mars, with four long corridors intersecting at the evacuation point. Each wing contains one biomass capsule, so use your explosive inventory wisely.

Chapter 8: Retribution

Welcome to the eighth chapter of the Spark Campaign. Retribution is a relatively easy level and fun-to-play chapter. There aren't many places

where you might get stuck or might need a lot of attempts to settle. Your inventory is small, so please be careful how and when you choose to use it.

The Nemesis have invented something extraordinary: the teleporter. It enables the transfer of small objects from one place to another. Although the effective distance is small, it is going to be very useful because you will be able to use it to access isolated sections of the map with ease.



Retribution is the first chapter in the entire game that introduces the teleporter. It is going to be used widely in the Nemesis Campaign and the Mercenarium, so you will have to get used to it.

The chapter requires you to collect 3 biomass capsules that are rather easy to get your hands on. It is very easy to evade the guards and you would hardly need to use your explosive inventory. This level can be completed without using a single phantom replica.

> *“Teleporters are a great way to move around, but they don't always send you back to the same place. Certain complex chapters have a teleporter network that is connected in the shape of a ring.”*

An interesting feature you might notice in this chapter is that computers are closely guarded by flamethrowers making it difficult to access them directly. You will have to match your timing with the flamethrower's, otherwise you are deep-fried.

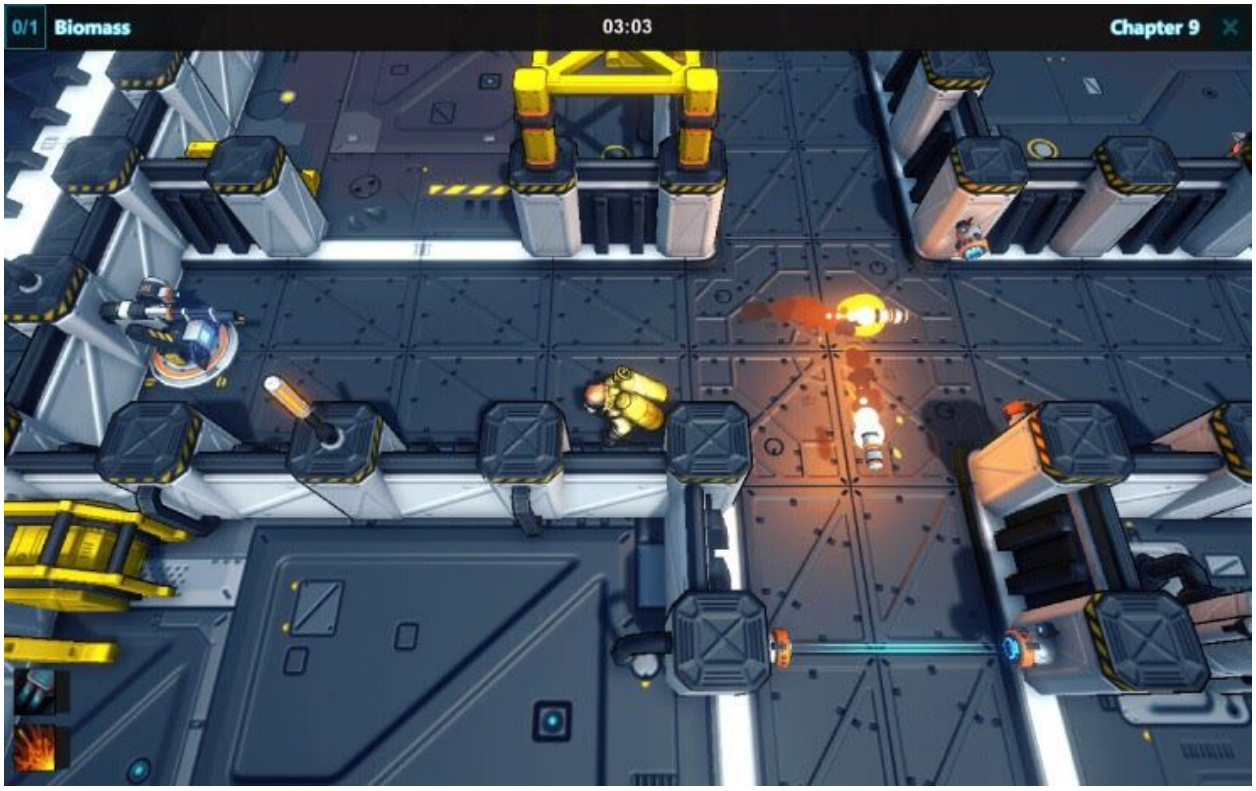
Map
The chapter takes place on the lunar surface with two disconnected labs that are only accessible through teleportation portals. The first lab is larger than the second one and you can't find any discernible symmetry on either of the labs (or even the map as a whole).

Chapter 9: Eldritch Ruin

A few months back, this site was bombed to oblivion. But only a couple of weeks after that, the Nemesis were found fortifying this place and redesigning it into a fortress. They must have found something valuable among the debris, and we definitely know what that is.

Trust me when I say this, this chapter is going to take you through a massive ordeal just for one biomass capsule. It sometimes takes me more than 7 attempts to complete this level. Forget about achieving 5 star, this chapter is going to take you for a ride.

I would suggest the player carefully check out the mini-map before he/she jumps into the mission, and gather as much information (in whatever form) as possible. Don't get discouraged if you are unable to complete this chapter even after 20 attempts (consecutive). Considering it is the 9th chapter, it is simply designed to be difficult.



There are 4 sections on the map, so you will need to place at-least one phantom replica on each of these sections as soon as you get access to them. Evasion is still a better option than using your explosive inventory, because you may never know when the crucial moment arrives. I am planning to add perks/talents to our little droid (which the player will earn as he/she plays along), which will make chapters like these more bearable and less of a brain-wreck.

> *“Don't worry, the next chapter is easier than this one.”*

Map

As mentioned above, the map is divided into 4 sections accessible only through teleportation portals. The evacuation point is actually right next to your landing zone. There are a lot of corridors densely populated by patrolling guards and turrets firing away wherever there aren't any guards. Wish you a lot of luck on this.

Chapter 10: A Cosmic Bane

A Cosmic Bane is the grand finale of the Spark Campaign, so enjoy as much as you can. It is not very difficult, at least not compared to the previous chapter. This level surely is long and tiresome and will require some unique level of patience.

You will find that the destination is just in front of your landing zone. There are a ton of patrolling guards and everything will depend on which direction you choose to move towards. Objectives level down to almost 5 levels, ie. to switch on the 5th laser you will need to start from the 1st which is nearest to the 5th. Once you reach the 4th you are on a different island and doing god knows what!!!

In the coming updates mini-maps will be smaller and will be much more difficult to figure out your starting position. But don't worry, I am planning on adding an in-game mini-map, let us see how it goes. Enhancements are also going to be added with an Act-II for the Spark Campaign soon.

Map
The Map has 4 large islands that contain 1 biomass capsule each (I think). Expect to go through a sea of turrets and flamethrowers. One island is symmetrical and 2 islands are similar. You will find the first island the most interesting.

The End