

# Antarctica 88 Route Guide

Hello all. This guide will cover the main route for the game, including any strats, skips, and tricks that are used. The guide covers every category and will be updated regularly as things are discovered.

## Useful Tips

- Always stop sprinting right before picking up items. If you try to while holding the sprint button you won't interact with the item for whatever reason.
- When driving during the Gorge level, you can use space bar to slow down for sharp turns or more control. You can also ease off the gas if needed.
- Mandatory advice: collect all the first aid kits that you see and to complete the game you need 7 grenade launcher charges, collect everything that you can manage to take.

## Route

### LABORATORY

- You load up, take the key card on the table to your left, then you need to. damage yourself with a grenade launcher and save in the terminal [if you have at least one charge then save it for later and then you can damage yourself with another cartridge and save], take the jacket from the closet by the front door.
- Go outside (it is advisable to jump over the railing). Go right and shoot towards the building get closer to the entrance. Go around the left side of the building, then go inside.
- Take the snowmobile part on the table directly opposite the + valve near the entrance.
- Go out, then go right under the lab and take the fuel.
- Go left under the lab, turn on the red valve. Turn around, enter the container and press the green button.
- Return to the lab and enter. Take the transistor (If you play anything above easy, you will have to go further into the lab to get the other transistors. 1 is in the first lab room on the left on a stand, and the other is in the next room in a drawer under a note.)

- Enter the right room, fix the radio, take the key. Fix the snowmobile and drive away. Continued on page 5.

## **GORGE**

- drive through the linear path as quickly and carefully as possible. This area is the run killer.
- Follow the linear path to the end.

## **DRILL**

- Enter the central lab and head left at the main office for the key card.
- Head right this time, grab the flamethrower and flashlight. (If on anything higher than easy, you'll need to grab the fuses near the GL.)
- Exit the lab and climb down the ladder directly across.

## **CAVES I**

- Immediately turn left and go through the tunnel.
- Jump down, immediately turn right and go through another tunnel.
- keep going straight [it is advisable to save if you are playing on a harder difficulty], then turn right and now you need to turn your back to the left wall and get a grenade launcher and fall into the hole and you need to move back and do a boost with a grenade launcher and you will get to the next level.

## **CAVES II**

- Go straight, crouch through the tunnel and continue straight until you reach your first T junction. Go left.
- Continue forward, drop down, then take an immediate left, followed by an immediate right.
- Stack 2 boxes to jump up on the other end.
- Go left to crouch through the tunnel, followed by a right and then another immediate right.
- Cut directly across this cave and take the first left you can. Jump across and hook a right when you see the shelter sign.
- Continue forward to grab the fuse.

- Sprint back, hook a left, and drop down. Hook an immediate right, another immediate right, left, right, then immediate left to crouch through the tunnel.
- Go right and stack 2 boxes again to jump up at the other side.
- Follow the path straight until you drop down, then go left. Take a right at the next cave mouth and crouch through the tunnel ahead.
- Continue past the shelter sign back to Caves I

## **CAVES I (RETURN)**

- Go straight ahead and crouch through the tunnel. Keep going straight ahead, then jump over the rocks.
- Keep going straight ahead and crouch through the next tunnel. (I recommend killing the enemies here if you're on any difficulty higher than Ghost)
- Keep going straight ahead past the red and green lights.
- Keep going forward until you jump over some more rocks.
- Turn left and crouch through the tunnel just past the red light.
- Keep going forward until you drop down. ● Immediately right, then left to go up the stairs.
- Immediately right and put the fuse in the box. You can press the button to activate the tram by jumping and pressing F.

For phones ● When you load, you need to exit the game and start it again. After you start, load the save, then run to the lift and insert the fuse and point the camera at the ● button. When you watch the cut scene, you need to press it and you will go to a new level.

## **RADIO TOWER**

- Once loaded, grab the rifle on the left if needed, then move forward. Grab the items on the frozen body and jump into the car. (If you chose the good ending, you will now need to return to Drill and ● ● ● Laboratory at the very beginning of the game. Go to the fuel tanks in both of these areas to plant the dynamite in them and leave the area within the allotted time. ● Finally, head back to the Radio Tower to continue.)
- Follow the linear path until you reach the tower, then jump out.
- You need to go to the door and boost under your feet and move forward when you land on the fence, boost again to fly over the fence and move forward.

## **HELIPAD**

- After loading, run forward to the cave. Then you need to do a boost to the top, the boost must be done near the right wall from the stone when you climbed up, you need to quickly fall into the cave, you need to go forward to the outbounce and jump onto the invisible platform that is above the cave like a ceiling and go to the center, fall into the center, run forward when the cut scene starts, then this means that the game is completed.

#### Glitch in the Lab

- You had to save in the terminal [the glitch only works on the version for phones] or with less than 70% health or you must have two grenade launcher charges you need if you have more than 70% health shoot at your feet with a grenade launcher or shoot at your feet with a flamethrower [it is better to use 2 • grenade launcher charges because if you use a flamethrower then the damage will be taken away very slowly] then you need to shoot at your feet with a grenade launcher make sure that you definitely had • 70% no more if not then the glitch will not work and you need when there is a flash from the grenade then you need to press pause then you need to simultaneously press the main menu buttons and continue if everything is done • correctly you should hear the sound of an explosion after everything was done correctly you need to click on the button yes then the glitch will work the picture will become a little darker and all cut scenes with triggers will not be. for those who are on other devices you need to die for example from a monster or from a height or from a grenade launcher and at the moment when you are dealt posthumous damage you need to load the save then the same thing will happen as with the phone glitch just don't. open the pause or your speedrun will stop.