

BARGON ATTACK Complete Walkthrough
Ver 1.00

by BBB

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I. Introduction

This is an adventure game released by Coktel Vision at 1992, which has also released Goblins series and other adventure games. This game is released in two versions: a CGA/EGA version with 8 5'25 inch DD disk, and VGA version 6 5'25 inch HD disk featuring high quality graphic and video also some additional voices.

But there was no walkthrough for this hint, even after a lifetime searching through the net. I don't know if anyone cares about it. 3 years ago, I accidentally stumbled upon a complete BA walkthrough, but it was written completely in Italian. Since I didn't have any knowledge for that language, this hint has rested in my domain... until now.

Lately, I found out a dictionary website that offers free translation almost any languages plus you can translate more words, lines, even paragraph at once. Too bad it doesn't offers Italian. But I do hear that Spanish and Italian language has similar verbs, and since the website do offers Spanish-English translation, I tried my luck on it. The translation worked with only 20-30 percent accuracy. The site only translate (very) basic language of the walkthrough. Although the context is barely readable, I do manage to understand it vaguely with my experience from playing this game (All this time, I could only proceed until 80-90 %).

So, after re-playing BA and with help from partial-translated walktrough, I was able to finish the game and rewrite this full walkthrough in english version. Following the format from the Italian version, I separate each part into phases for better reading (Note that this is a linear gameplay, as you cannot go back into previous steps. So be very careful). And now, I present to anyone, the complete Bargon Attack solution....

II. Story

The game takes place in Paris. The whole town was stumbled upon a new game software called Bargon Attack (what a coincidence). People were going crazy about this game. They loved it. Unaware to those people, the Bargonian begin to alive, jump out from the monitor, and starts eliminating them.

In a short time, earth was infested with this Bargonians. Fortunately, a hero named Bob Sprite is ready to kick their butt.

III. Walkthrough

** Notes:

Later in the game, you will find several program cards and an arm-unit. The programs are Shoot, Mutate, and Translate. So if my hint says 'Shoot the bad guy', select the arm-unit in inventory and it opens another windows. Select 'Shoot Prg' and point it at 'the bad guy', clicking on the object. This also apply to 'Mutate the dummy' command or 'Translate the writings'.

Remember to save each phase. You could die easily or forgot some clues. Always check everything, carefully.

** Phase 1

Examine the umbrella on the right side of the pay-toilet. Take the key that falls from it. Use the key to unlock the trunk on the left side. Remove the contents. Notice the gray frockcoat? Take a button from it and toss it at the

piggybank sitting on the white table. Before leaving through escalator, take a leaflet for the Bargon.

**** Phase 2**

Open the saddle on the red bike. Pick things inside until you get a screwdriver. Now open the door and enter. Inside, take a coin between the 2nd and 3rd computer. Click anywhere on top floor to get up. Notice something inside the grating? Use screwdriver to force it open. Take the Shoot Program. Now insert the coin into the pay-telescope and spot these 3 sightings: Arch of the Defense (left), a guy playing bargon attack (middle), and Pompidon Centre (right). Notice the poster there? Examine it and write down the symbols, you'll need it later. After this, leave through the door and quickly use the key from the umbrella to lock it. (Failure doing this action and you'll be killed) Now exit to the right.

**** Phase 3**

An incident occur. Inspect the building site. Get drill and use it on the badge that pressed on the floor to pick it up. Go back to Nono's apartment. Take the pump and a key, then leave. Use Nono's key with the blue scooter. When the tire burst, just use the pump on it.

**** Phase 4**

Spot the motorcycle near the garage. Enter the Cafe. Speak with everyone, then enter the backdoor. Take the yellow stick (on the right) and play billyard 3 times. The last ball will bounce to the hunting trophy, knocking a key. Take it. Use the key on the display case. Check each cups until one drops another key (it's on the upper-left). Pick the twisted key. Use it on the private door. Enter, then switch the bottom button. Leave, then use the switch between the 2 doors. Pick up another leaflet that falls from the fan, and notice another Bargon passing by. Return to the bar.

Now that your chocolate cup is ready, pay the bartender to get some changes (you have an option to take the newspaper, although it's not necessary). Leave.

Enter the Bakery. Take a liquorice and pay her. You could also buy nougat and mastabar, but not necessarily needed. Leave.

Now that the bike is gone, examine the garage. Put 2 leaflets under the door and use liquorice in the keyhole (dropping the key). You will get the key and automatically enter the garage.

**** Phase 5**

Walk to panel of spanner to the right. Click the upper-left spanner of the bottom panel, revealing a hollow spanner. Examine the control panel beside it. See the badge hollow near the button? Insert badge into the hollow and the control box upstairs will be unlocked. Open the box and take the 8-wrench. Insert the wrench into the hollow wrench, then press the 'OFF' button on the control panel to descend.

**** Phase 6**

Take the remote control on the table. Use it at the trunk and car door. Get the hood inside the trunk. Close the trunk using the remote control, then put it back on the table. Now enter the car and close the door.

**** Phase 7**

After the long trip, you walks out from the car. Approach the skeleton on the left, avoiding the gray pond (walk around it). Take the bracelet. It was actually an arm-unit and has a slot to insert programs. You will automatically insert the Shoot Program into it. Now shoot the gray figure on stair twice, killing it. Now ascend the stairs and take the Mutate Program. Another gray figure is blocking your exit. Don't shoot it, instead take another path inside the cave to the left. You will return on the ground. Now do these steps quickly, since the sun heat could kill you. I also advice you to save the game here since the next phase is very difficult. Mutate the sand near the sea, then quickly dive in.

**** Phase 8**

Now you're deep below. Click on the credits to start playing this crab-shooter mini game. The object here is to shoot the small crab that the big one spits, but never... ever shoot the big bad boy itself. You and the enemy each has 11 lives, and if one side has lost all their lives, it's game over. This mini game is a little difficult, but with a little practice you can beat it.

**** Phase 9**

After some more diving, you'll surface on a fountain. Mutate both lion's mouth, then on the leg of the right lion statue. After the leg lifted, quickly shoot it. Take the gloves and leave to the right.

Note: the original hint point out a bug here, that you cannot leave the area. The solution is to try using the gloves several times.

**** Phase 10**

After you're following the Bargon, you'll stop upon a bookstand. Examine the book 'Romance of Renart' on the upper-right shelf. Turn the cover and take the Translate Program. Proceed to the right.

**** Phase 11**

Mutate the 1st, 3rd, and 6th of the head statue (from left to right). It will open the secret door, but when you try to walk through, bars will shut the way. Notice the red graffiti? Translate it to read some clues, then examine the point inside the letter 'O'. The bar raises and you can now enter.

**** Phase 12**

Pull ring under the torch to reveal a fountain (no water yet). Shoot the skull and take the vial behind it. Now proceed to the right.

In the next room, play the harp and the statue will speak (another clue). Now press the lower left button on the right panel. Return to the left. Get ready to pull the ring near you as a boulder is coming toward you. Time your action so that the boulder would fall on the trapdoor below. Now that the fountain sprout water, use the vial to fill it. Return to the other room.

Look at 3x3 point figures on the right panel. Mutate each point, forming a shape that you saw back in Phase 2. If you forgotten, the shape is (from left-right, up-bottom): square-cross-triangle, triangle-square-cross, cross-triangle-square. After you've arranged the shapes, press the 2nd button from left and exit through another door that opens.

**** Phase 13**

This room is filled with stolen artifacts. Pour water from the vial into the red plant. The middle floor will form a 2x3 tiles. Now examine the drawer on the right. When the bust of Amenofis open it's eyes, step on the tiles. Solve the riddle by walking to each tiles that represent it's colour then mutate the bust's armband. The answer for first riddle is Black-White-Red. The drawer will be unlocked. Take a Save Program Disk from inside (this one cannot be inserted into your arm-unit). Now try to open the right door. When the statue eyes were open again, solve this second riddle: Yellow-Blue. Now exit to the right.

**** Phase 14**

Examine the eye of the animal statue. Retrieve the blue token from it. Mutate the blue flywheel (on the upper-right) and a secret elevator revealed. Use the panel and input this code: A1-B2-C3. You automatically enter.

Note: this is a view of the elevator panel...

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A B C
1 x x x
2 x x x
3 x x x
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**** Phase 15**

Without moving, translate the graffiti on the third post (another clue). Now use the panel again and input this code: A2-B2-C2. Press the green button that reveals. Now walk to the third post, in zig-zag. Notice the imprint on the left side? Insert the blue token into it. Now you will watch some cut-scene.

**** Phase 16**

Quickly, wear the hood.

**** Phase 17**

Shoot the flowers and a new one blooms. Take it. Go through the door to reach the top floor. Approach another door and hand the flower into the light. You'll be transported to another place.

**** Phase 18**

Start walking. A flying crab and a Bargonian soldier will appear. Quickly, shoot him then access the panel on the right side to trap the crab. After it's safe, mutate the right milestone and tiles will appear, enabling you to walk safely across the deadly pool. Enter the airlock. You will be taken to the Planet of Bargon.

**** Phase 19**

Walk to the front, then start shooting all grey creatures (one will escape). Proceed right.

**** Phase 20**

Translate the writing on the green Stela. Now carefully walk toward. You will be sucked into the swamp, but a Bargonian worm will save you. Just wait until it brings you out of this place.

**** Phase 21**

Note: This is the place that I stuck long time ago. Even the original hint had me figured long enough until I understand the problem.

Approach the center milestone. Now carefully position yourself so that you can BARELY SEE YOUR SHADOW ON IT. Then mutate the milestone, and you'll transform into a Bargonian (Yikes!). Proceed right. Another cutscene occurs, explaining the back history of Bargon attacks.

**** Phase 22**

You're back to your old self now. Walk to the third footbridge, then mutate it to descend. Approach the panel and press the right button. Step on the footbridge again and mutate it. You'll be taken to an exit.

**** Phase 23**

Quickly arm yourself and shoot the Bargon on the seat. Now sit down, and you'll watch that the Bargonian had the Earth destroyed. But remember what Sark had told you to; you have to use the Save Program on the third disk drives and the earth will return to normal.

After you get up, prepare to shoot another Bargon. After that, use the elevator on right then enter. On top floor, access the middle control panel and do what Sark had told you to. Return to the elevator, then exit to the right.

Now watch the ending...

IV. Special Thanks

1. Someone that wrote the original hint. Since I'm totally out out Italian, let anyone send my regards to him.
2. Coktel Vision, whom has released this game.
3. The Dictionary sites, which has offer great help making this english version. The sites are:
<http://www.lib.uwaterloo.ca/dictionaries.html>
4. And finally, my PC.... :)

Any help or suggestion can be forwarded to here:
bbb508@ignmail.com

Note that I'm not going to answer for any technical problem.....

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