

Secrets - Area 51

There are 7 different secret rooms in Area 51, accessible by 14 different entrances, in the game's 6 waves. Each secret entrance is triggered by shooting a sequence of objects in the game, often background objects but sometimes barrels and other obvious items.

If you're trying to find secret rooms, or to use these tips, I **strongly** suggest the following:

Play a 2-player game. I find it nearly impossible to do some of the tricks in a one-player game, especially without being hit! Play two players and have your pal shoot the aliens while you take care of the secrets -- you both get to go into the secret room anyway!

Use grenades like crazy, since with 14 secret entrances you're going to get refilled **often**.

Forget about streaks. Well, pay attention during parts with no secrets, but if you have a choice between getting a few streak points or getting a secret level, the choice is obvious.

Don't get shot =). Besides the obvious reason, if you don't get shot you can keep your cool weapons, including autofire (which wears off after a while, frown). BTW I'm still trying to find a reason why you'd want the 5-shot elephant gun (gun level 3) over the really cool 2nd level gun, which has way more shots and seems to have about the same range. When I'm playing, I try to keep the level 2 gun, but it's funny how you reflex towards the powerup =).

The last tip, which applies to any player, whether you're looking for secrets or not, is a fast reloading trick that you can use on almost any shooting game. Use two hands to aim your gun and keep a finger near the barrel. When you want to reload, just cover the front of the barrel with your finger and pull the trigger -- CLICK, reloaded. This enables you to keep your aim on a tough enemy while reloading. HINT: don't try this with a real gun =).

Starting the game

When you *first* start the game (after you insert your coins), you have two options to choose. You can start in the beginning, (outside) where you see barricades, or you can warp ahead and start on the tarmac (Wave 3).

Maximum Score

The maximum score in this game is 999,999 (or 999K). When you reach that point, congratulations on reaching the top. You can't go any higher than that.

In this case, you can finish the game until you die, then enter your initials.

Misc.

Gernades..you can use a gernade to kill enemys across the screen. Aliens which require more shots to kill, 1 gernade is equiv. to 1 shot gun towards killing them. The maximum gernades you can have is 9. Use it sparingly.

Here's the secrets!

Wave 1 -- Outside -- one secret entrance.

#1 - shoot all 10 hangar windows when outside. These windows will be to your left when the camera pans from the first lockdown. The leftmost windows must be shot while panning, so when the first lockdown is ending, aim for the top right corner of the screen and start blasting. This trick gets you to "X Marks The Spot".

Wave 2 -- Inside Hangar -- five secret entrances.

#2 - shoot all 15 windows on the right of the hangar entrance. You need to shoot a few of these at the start of the level, when the camera looks up. I find that if I use a grenade, I can get rid of the rappellers and shoot 3 windows before the camera looks down. Shoot the others when you are sitting in the forklift waiting to drive away (there is a 3-5 second pause after you shoot the aliens). You get to "Tank Top" using this trick.

#3 - shoot all three flashing blue lights by the red truck. The first light, to the left of the truck, can be shot during a short pause right when you first walk up to the truck -- it will be almost in the top left corner of your screen. The other two lights are on the right of the truck. You have two chances to shoot them. The first is when you back up from the truck and walk around to the other side -- you can see the lights on the right of your screen. The second chance is right after the status report that comes after the lockdown by the truck. Don't abort this status report -- keep your gun trained on where the lights will be and start shooting when the AREA 51 doors open. This accesses secret room "Head Quarters".

#4 - shoot all 15 windows at the back of the hangar (ie. behind the first barrel-thrower). Shoot a few windows as you're walking from the truck lockdown to the helicopter lockdown. Always shoot the leftmost windows first since you will walk to the right. This is probably the easiest secret entrance to get to. You get into the secret room "Chow Palace" this way.

#5 - shoot all the barrels before and after the forklift ride. The hardest ones to shoot are to the left of the forklift as it is moving, so blast away!
You get to "Egg Cellent" with this trick.

#6 - blast all the windows on the office in the hangar. The office is the thing you see when walking away from the forklift. You have to shoot all the lower level windows, so blast away at them while you are walking towards it. Don't forget the two panes behind the ladder that you climb up, and one pane to the right of the ladder (shoot at the right side of the screen when you're almost at the ladder, before the green alien appears). Then when you're up top, you have to shoot a few panes on the front of the structure, then *all* the panes on its side (on your right when the car parts fly at you), then *all* the panes on the back of the office (when the barrel thrower appears).

It's not as tough as it sounds, and you get to have fun with "Shake Your Budda"!

Wave 3 -- Tarmac -- two secret entrances.

#7 - shoot all the airplane canopies during the first part of the level. At least one of these canopies is hidden in the background, or passes by quickly when the camera pans, since I've only reached this entrance once (by mistake, on my second game =). So I need more information on this entrance.

#8 - during the last part of the stage, when you're heading straight for the admin building, shoot all the crates that are passing by you. I'm not sure at which point you have to start shooting crates. I usually start just before the "max headroom" barrier comes down, but others have told me you can wait until the helicopter ladder appears. You get to "Shake Your Budda" in any case.

Wave 4 -- Admin Building -- three secret entrances.

#9 - at the start of the level, after passing through the first door, shoot the "exit" sign above the second door and blast all the lights nearby. You need to shoot the lit (white) lights. Pretty tough with one player since the camera is moving so much. Accesses "Egg Cellent". Technically, you'll need to shoot the "exit" sign first, then lights nearby.

#10 - shoot two photos in the office, then shoot two name plates. The first photo is on the first desk you see, and should be easy to hit since you have a 8-10 second lockdown right in front of the desk. The second photo is on the desk just to your left as you come out of the small hallway after that lockdown. The nameplates are on the office doors that you pass after the "chalkboard" lockdown. You get to "Chow Palace" with this easy secret entrance (I think).

#11 - Blast every painting in the admin building (there are at least 10) to reach a secret entrance. Some painting pass by quickly as the camera pans, so shoot constantly =). It's unconfirmed, but I'm told this trick gets you to "Shake Your Budda".

Wave 5 -- Computer Room Lockdown -- one secret entrance.

#12 - shoot all 13 computer terminals that appear at the start of the level. I think you might have to do it during the first lockdown in this room, since I've shot everything the second time around and got nothing.

Wave 6 -- Bunker Cave -- two secret entrances.

#13 - shoot all the barrels on the hill during the first lockdown (with the barrel throwers). The best way to do this is to blast away while you're walking towards the hill -- before the aliens appear you can easily get rid of half the barrels. If you're playing alone and 3 throwers appear, good luck =). If two appear, kill one and then shoot barrels, or just use grenades.

You get to "Chow Palace" this way.

#14 - shoot *everything* when the "pop-up" bunker appears, after the part where all the aliens rappel down from the top of the screen. There are 24 things to shoot. Lots of the objects are hidden behind others, so blast away.

I've never done this with one player, but with two players it's not too difficult. You get to a secret room with a huge alien, but an "access denied" message always appears at the end. Could this be the *next* Area 51 contest?

(Atari says one is forthcoming).

Secret Rooms

Here are the descriptions for the secret rooms:

X Marks The Spot. A tactical map fills the screen. Blast away to destroy part of the map and reveal Lt. Grant in a "pin-up" pose. Yes, she's in uniform. =)

Head Quarters. Hey, isn't this Revolution X? Nope. A bunch of aliens at urinals and sitting on toilets. Take about 5 shots each. You can also shoot various objects in this room, such as the sink, lights, etc.

Chow Palace. There's an alien about to chomp down on a Night-Trap-esque female. Blow away the alien and collect all the powerups. If you shoot the woman, an "X" appears but you do NOT lose a life. Someone told me that you get a "mercy kill" bonus but I have not verified this.

Egg Cellent. Fun! Shoot eggs three times to break them open, revealing cute yet evil baby aliens. Blast 'em three times for pure chewing satisfaction!

Shake Your Budda. Tons of buddha statues appear. Shoot the heads to make them explode, revealing the heads of the Area 51 programmers! You can also shoot these heads (they flash), you cannot kill them. There is an alien statue/priest in the far background that you can also shoot -- you can kill it.

Tank Top. More information needed on this secret level. I just can't seem to shoot all those 15 windows =).

Get a Life. More information needed on this level as well. The only time I reached this secret part was during one of my first games, and the game crashed right after showing a *huge* alien. Yeeps. Someone mentioned having "access denied" to this level.

Play as a Kronn Warrior

To play as a rebel Kronn Warrior, start the game and shoot *only* the first 3 STAAR members you see (it'll be the same guy, three times). The game will restart with you as the Kronn Warrior. All secret rooms are available in this mode, plus you get TONS of extra points.

Don't shoot any aliens, boxes, missiles -- NOTHING but the blue guy (poor guy =). Don't worry about losing life. When you get down to 1 life unit left, NO aliens will shoot you, and shooting the blue guys won't make you lose a life. Even the helicopter's missiles don't hit. It's fun to watch the looks on people's faces when you do this trick ;).

The screen will look funny...when it happens.

Endings.....

If you want to see a good ending to Area 51, then shoot all parts of the mothership as well as what's around you. If you don't shoot all parts of the mothership in time, it'll escape and you'll get a worst ending. In either case, you will go back to the hanger.

That's it. Remember that Area 51 is a copyrighted, trademarked, and generally protected work of Atari and Time Warner Interactive.

This page created by Chris "Canadian" Foley.

I found the lack of Area 51 info on the net annoying, so I made the decision to put everything I knew into this page.

This FAQ is free so I don't want to see any profit from it. In short, I don't want to see any type of abuse from this FAQ.