

***Arulco Revisited***  
**v1.4**  
**2013-01-20**  
**(AR v1.4 20130120)**  
**by JAsmine & Beka**

**««« Hints »»»**

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**About**

Read these helpful hints to make your life in *Aruclo Revisited* a bit easier. Don't read them if you feel adventurous and/or if you want to take the challenge of finding out what's different from Vanilla JA2 and stock v1.13 by yourself – in other words:

***This document contains major spoilers!***

...but since you've come this far, you're going to read this anyway, won't you? ;)

## **Section 1: Bobby Ray (BR)**

***Q: Where is BR's shop???***

A: In *Arulco Revisited*, BR won't be available after seizing Drassen's airport in B13. Instead, you'll have to free Estoni's new airport in H6 to make BR available. Pablo will be there, too. Your deliveries will end up in the wooden crate inside the hangar where Pablo is.

Meduna's airport in N3 also works as a shipping location for BR.

To make it absolutely clear: you can't send deliveries to Drassen anymore. Instead, you can send them to Estoni or Meduna.

***Q: What else has changed about BR?***

A: BR has increased its shipping fees to 300%. This makes ordering heavy stuff more expensive. Item prices themselves haven't changed, though.

## **Section 2: getting items**

***Q: Okay, so there's no BR in the beginning of the game – how can I acquire items?***

A: Although there is no BR early in the game, you must keep in mind that there are:

- much more items placed within the maps, including v1.13-stuff like LBE gear, special ammo and add-ons for your weapons
- more enemy soldiers (who will drop items and from whom you can steal items) in the whole country

These two aspects combined allow you to get more than enough items. Just by freeing all three sectors of Omerta, stealing from some enemies there and meeting the rebels you can easily get 100+ items in Omerta alone.

***Q: Any more tips on how to get some stuff early in the game?***

A: Yes, you should...

- visit San Mona ASAP. There are some good starter-guns there waiting for you... for free! ;)
- deal with Tony (another good reason to visit San Mona).
- explore all of the worldmap. Some sectors are much more interesting (loot-wise) than they used to be.
- take some time to search every sector, open and look into every shelf, locker, crate...
- be attentive. Even if a sector seems familiar at first glance, there might be more stuff there than it used to be. One good example is the starting sector A9. Closely look inside the house east of the drop-zone to get a feeling of how stuff is sometimes placed not too obviously.

## **Section 3: NPC's & RPC's**

*Arulco Revisited* changes the location of some NPC's. That means, that you'll find them in different locations than you're used to. Here is a list with all NPC's that got their location changed.

- Maddog (RPC) – original location: Estoni (I6). *AR* location: Aldea (G11).
- Manuel (RPC from UB) – original location: Chitzena (B2). *AR* location: near Drassen (D14). Note that Manuel will only be in the game if you're using Dimitri's "[Deadly Games Mercs with all speeches](#)". This add-on is not included in *AR*. However, *AR* is fully compatible with it.

- Pablo (NPC) – original location: Drassen (B13). AR location: Estoni (H6).
- Sal (NPC) – original location: Drassen (B13). AR location: None – he's not in the game anymore.

All other NPC's can be found in their original sectors. However, they might be in different spots inside their sectors.

## **Section 4: secret levels & hidden treasures**

- A teleporter to one secret level is located somewhere in Aldea's underground sector. Remember the demo? Remember where you could go downstairs to meet the bugs? Look there... If you don't remember the demo... look for a suspicious barrel.
- Another teleporter to one secret level is located somewhere in Tixa's underground sector. Be sure to check the small room with the wooden crates in the east of the map.
- P13: There is a hidden treasure on the small island to the east.
- O13: You can only reach this sector via helicopter. There is some gold hidden on the island. Try to "pick up" the five glowing spots on the ground.

## **Section 5: the smugglers**

There are smugglers in Arulco who have hideouts in several places. You can distinguish them by their "uniform": blue pants and a greenish shirt. The smugglers are neutral to you until you attack them or take their stuff. Killing them has no negative effects and can be considered a good thing. It will also be quite rewarding, since they have lots of stuff that you can take. However, they are capable fighters and usually well-armed. Fighting them might be tough. The smugglers have hideouts in the following places:

- A16 – a hidden base deep in the woods north of Drassen
- G4 – a camp next to Grumm
- H12 – a warehouse next to Alma
- L6 – a warehouse on the road to Meduna
- L16 – a small hidden camp within Escondite
- M7 – a hidden arms dealer within Baldio

## **Section 6: various hints**

- Be sure to look for the second entrance to the rebel's base in A10! Some loot awaits!
- All weapon caches are always available, no matter of the option you choose upon starting a new game. The weapon caches do also contain more loot than in vanilla JA2.
- Location of the original (vanilla) caches: E11, H5, H10, J12, M9.
- There is a new weapon cache near Escondite in L15.
- The Hicks and Kingpin's gang are now harder to beat but they also have more stuff to take.
- Looting the warehouse next to the hospital in Cambria will reward you with more loot (but will still annoy the doctors).
- The new SAM sites are located in sectors K15 and P11.
- A new road connects Alma and the SAM site near Drassen (D15). But be warned, the road is guarded.
- Another new road connects Chitzena and San Mona. Makes traveling in the northern parts of Arulco much easier.

- Farmhouses in the countryside contain more loot. Check 'em out!
- There are hidden military bases throughout the whole country (e.g. A12, E6, G13, G14, K14) which contain enemies and more... loot.
- In the Orta Basement (K4 sublevel) there is a little easter-egg with the scientist and the bomb in the western area of the complex.
- Entering Deidranna's bunker through the secret passage is more dangerous than before.
- There are some hostile civilians (aka smugglers) in Arulco (e.g. A16, G4, L16). They have some good stuff which they won't give away voluntarily...